

## Various & Sundry, mainly Lloyd Krassner

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# The WarpSpawn Second Big Book O'Games

## Tome 4 Fantasy Games Part 2/2

Various & Sundry, mainly Lloyd Krassner  
December 2020

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

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This book was created by an automatic parser from the original Warpspawn site, and compiled with  $\text{\LaTeX}$ ; it may contain errors and omissions. Send comments and reports to [claudio@rockini.name](mailto:claudio@rockini.name). Most unnecessary images have been deleted, due to copyright concerns. The  $\text{\LaTeX}$  style is vaguely inspired by dndbook class and rpg-module style. All chapter's decorations are derived from images by commons. [wikipedia. org](https://commons.wikimedia.org/), Category: Headpieces (book illustration) along with their usage licenses.

Florence (Italy), december 2020

## **Part I**

### **Intro**

# *Introduction to Warpspawn Games*

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

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

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

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

## **1997**

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

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

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

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

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

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

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

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# **Part II**

# **Games**



# Arabia

## Introduction

High adventure in the mysterious lands of Arabia.  
2-4+ players. Simple boardgame.

## The Board

Square track 10 spaces per side. Total 36 spaces. Each space must be large enough to hold one card. The center of the board contains the Adventure deck and the discard pile.

Special squares are listed below. All other spaces are "empty" spaces.

#	Name
1	Bagdhad (Lower right square. Start square)
-	Gain a Fame token if you land on or pass this square.
10	Mecca (Lower left square)
-	Miss a turn praying if you land on this square. Gain 1 Faith token.
19	Medina (Upper left square)
-	Miss a turn praying if you land on this square. Gain 1 Faith token.
28	Silk Road (Upper right square)
-	Gain a Fortune token if you land on this square.

## Victory

The player who has the most Fortune points gets a Fortune win. The player who has the most Fame points gets a Fame win. The player who has the most Faith points gets a Faith win.

## Game End

The game ends when a player goes to draw a card and there are no cards left in the deck.

## Tokens

Use different colored tokens to represent Fame, Fortune, and Faith points.

## Dice

Six sided dice are needed.

## Adventure Deck

Players share a common deck. The deck contains 6 types of cards mixed in: Challenge cards, Treasure cards, Event cards, Item cards, Location cards, and Aid cards. The deck contains one of each card listed.

## Figures

Each player uses a figure or pawn to represent their character on the board.

## Characters

Each player chooses 1 Character or Hero:

Character	Description
Ali Baba	If Ali defeats a "Men" Challenge he gains 1 Fortune Token.
Aladdin	Aladdin gets +1 to Fate rolls vs Magic, Djinn & Underworld.
Sindbad the Sailor	Sindbad gets +1 to Fate rolls vs Animals, Beasts & Nature.
Thief of Bagdhad	The thief gets +1 to all Steal rolls.
Morgiana	(Ali Babas' Slave) She may reroll one roll per turn.
Antar	(The Black Warrior Poet) Antar gets +1 to Fate rolls vs Men.

## Setup

Shuffle the deck. All players start on Bagdhad. Roll high on 1D6 to determine turn order.

## Turn Sequence

Players take turns. Note that characters will often lose or gain turns. On their turn a player rolls 1D6 and moves his character pawn clockwise that many spaces.

If the pawn lands on an empty space that player



draws 1 Card from the Adventure deck. If the draw is an Item card, Treasure card, or Aid card, the player puts the card face up in front of him. Treasure cards are worth one Fortune point each.

If the draw is an Event card, resolve it according to the rules on the card and then discard the card. If the draw is a Challenge card roll 1D6 (This is called the Fate roll): On a roll of 1-3 the hero fails the challenge and misses his next turn. A failed challenge card remains on the space.

On a roll of 4-6 the hero wins the challenge. The winning hero keeps the challenge card he wins. Won challenge cards are worth 1 Fame point each.

If a pawn lands on a space containing a challenge card he must face the challenge. If the draw is a Location card it is placed on the space and remains there permanently. Every time a pawn lands on a location card it must follow the instructions on the card.

## Stealing

If a pawn lands on a space containing an opponents pawn he may roll 1D6 (This is called the Steal roll): On a roll of 1-3 nothing happens. On a roll of 4-6 the hero may steal one treasure or item or fortune token from his opponent.

## Challenge Cards

Card	Genre	Note
Den of Thieves	(Men)	Discard 1 Fortune if you fail this challenge.
Whirling Dervishes	(Men)	
Efreeti	(Fire Djinn)	Get -1 to fate roll
Mountain Lion	(Animal)	Get +1 to Fate roll
Forty Thieves	(Men)	Discard 1 Fortune if you fail this challenge.
Scorpion	(Animal)	
Jackals	(Animal)	Get +1 to Fate roll
Cobra	(Animal)	
Sassanid Infidels	(Men)	
Sorcerer	(Magic)	Get -1 to fate roll
Sea Monster	(Beast)	
Quicksand	(Nature)	
Avalanche	(Nature)	
Storm at Sea	(Nature)	
Shipwrecked	(Nature)	
Old Man of the Sea	(Man)	Get -1 to fate roll
Desert Thirst	(Nature)	
Sand Storm	(Nature)	
Poisoned Well	(Nature)	
Demon	(Underworld)	Gain 1 Faith Token if you win this challenge
Devil	(Underworld)	Gain 1 Faith Token if you win this challenge
Island Fish	(Beast)	
Dragon	(Beast)	Get -1 to fate roll
Blown off Course	(Nature)	
Zughb Ape men	(Beasts)	
Black Giant	(Beast)	Get -1 to fate roll
Giant Snake	(Beast)	
Isle of Cannibals	(Men)	
Nomads	(Men)	
Ancient Ruins	(Underworld)	Gain one Fortune token if you win this challenge
Sphinx	(Beast)	
Sealed Cave	(Nature)	
Underground River	(Nature)	
Pirates	(Men)	Discard 1 Fortune if you fail this challenge.
Cabalists	(Magic)	
Magician	(Magic)	
Sultans Palace Guards	(Men)	

Card	Genre	Note
Incubus	(Underworld)	
Dancing Sword	(Magic)	
Golem	(Magic)	
Dendan	(Beast)	Giant Fish
Shapeshifting	(Djinn)	
Skeletal Warriors	(Underworld)	
Living Statues	(Magic)	
Wind	(Djinn)	
Marid	(Water Djinn)	
False Prophet	(Man)	Gain 1 Faith Token if you win this challenge
Fatima Assassins	(Men)	
Khawarij Heretics	(Men)	Gain 1 Faith Token if you win this challenge
Zoroastrian Fire Worshippers	(Men)	
Play Chess with the Caliph	(Man)	
Mameluke Slave Soldiers	(Men)	
Bedouin Bandits	(Men)	Discard 1 Fortune if you fail this challenge.
Corsairs	(Men)	Discard 1 Fortune if you fail this challenge.
Harem	(Women)	
Evil Vizier	(Man)	
Eunuch Harem Guards	(Men)	
Necromancer	(Magic)	

## Item Cards

Card	Description
Magic Ring	If you lose a turn roll 1D6. On a roll of 4-6 you do not lose it.
Magic Potion	Discard to win any challenge.
Magic Spy Glass	On your turn you may look at the next 4 cards in the deck
Magic Carpet	You may roll 2D6 instead of 1D6 when moving.
Healing Elixir	Avoid losing a turn. Discard after 3 uses.
Magic Slippers	Get +1 to all of your movement and steal rolls.
Seal of Solomon	Automatically defeat all Djinn.
Flaming Sword	Fate rolls +1 vs Men Challenges.
Celestial Orb	When drawing, draw 2 cards and discard one.
Ancient Curse	Fate rolls -1. Discard 2 Faith tokens to discard this card.
Philosophers Stone	Discard a Faith token to gain one Fortune token.
Green Turban	Fate Rolls +1 vs Magic and Underworld challenges.
Magic Astrolabe	Fate Rolls +1 vs Nature challenges.
Rukh Egg	Discard to win challenge vs Beast.

## Treasure Cards

Card	Description
Gold & Silver	(8 cards like this in the deck)
Rubies & Sapphires	-
South Sea Pearls	-
Flawless Gemstones	-
Ivory Ship	Gain 1 turn then discard this for 1 Fortune token.

## Event Cards

Card	Description
Enslaved	Miss next turn.
Camels (Ships of the Desert)	Gain 1 turn.
Arabian Horses	Gain 1 Turn and move 2D6 for that turn.
Caravan	Gain 1 Fortune Token.
Merchant Vessel	Gain 1 Fortune Token.
"Open Sesame"	Gain 1 turn.
Listen to Scheherazade	Miss next turn.
Read Book of Kings	Gain 1 Faith token.
Sufi Mystic	Gain 1 Faith token.
Shahada	(The first pillar of Islam) Gain 1 Faith token.
Daily Prayers	(The second pillar of Islam) Gain 1 Faith token.
Ramadan	(The third pillar of Islam) Miss next turn and gain 1 Faith token.
Alms	(The fourth pillar of Islam) Discard 1 Fortune to gain 2 Faith tokens.
Hajj Pilgrimage	(The fifth pillar of Islam) Miss next turn and gain 2 Faith tokens.
Sheikh Teacher	Gain 1 Faith token.
Ulama Scholar	Gain 1 Faith token.
An Eye for an Eye	Target opponent misses their next turn.
Berber Traders	Gain 1 Fortune Token.

## Aid Cards

Card	Description
Snake Charmer	Discard to automatically defeat 1 'Animal' Challenge.
Scalding Oil	Discard to automatically defeat 1 'Men' Challenge.
Hospitality	Discard to avoid losing a turn.
Led by Wild Beast	Discard to avoid losing a turn.
Alchemist	Discard to automatically defeat 1 'Magic' Challenge.
Disguise	Discard to automatically defeat 1 'Men' Challenge.

## Location Cards

Card	Description
Elephant Graveyard	Lose 1 turn and gain 1 Fortune token (Ivory).
Mosque	Lose 1 turn and gain 1 Faith token.
Valley of Serpents	Make a Fate roll. Gain a Fame or a Fortune token if you win.
City of Brass	Gain a Fame token.
Bazaar	Gain 1 Fortune token.
Oasis	Gain 1 turn.

## Game Designers Notes

For more atmosphere you may want to put a map of the Middle east in the center of the board. Some of the empty squares might be a good place to put artwork, or have the labeled with Middle East place names such as: Syria, Tunisia, Tripoli, Alexandria, Cairo, Giza, Jedda, Oman, Damascus, Jerusalem, Persia, Yemen, Sahara, Libya, Basra, Afghanistan.

## Story Telling Game Variant

by Frederic Moll fmoll@geocities.com

Here is another way to use the cards described in the ARABIA game.... It will be "ARABIA : the story-

telling game"...

The original idea came when i first played "Once upon a time" game... Thus it use the OUAT system with arabian twists...

## Material Required

- Cards from the ARABIA game
- Endings cards (similar to the OUAT ending cards but with arabian flavor)
- More cards (locations, characters, etc....)

## Goal Of The Game

Being about to tell and finish stories... The longer the story, the more victory points will be earned...

## Game Setup

Give to each player 4 ending cards. Shuffle the remaining ending cards with the ARABIA cards and then deal 7 cards to each player.

One of the player will begin to tell a story and put down a card when the card/word is said...

## Game System (borrowed From Ouat Game)

Every time a word on a card is said, the card will be put down on the right of the last card. If during his play, the teller says a word that is on a card of another player hand, it will be an interruption. The interruption put his card down and must continue the story.

## Beginning A Sub-story

As most arabian stories have sub-stories, when a character / human / intelligent being is placed down, it is possible to begin a sub-story...

Example : when Alex played the "Old man on the sea", he decides to start a sub story that will be told by this old man... The sub story cards will be placed in a row under the originating card... To conclude the sub-story , and thus continue the original storyline, at

least 4 cards must be placed before being able to put an ending card...

As in arabian tales, it is possible to have a sub-story told during a sub-story...

When the sub story is ended, the "ending" player take all the cards composing the sub story in front of him in his victory pile.

## Picking Additional Cards

When a player is interrupted, he must pick a card from the deck of unused card. If a player try to place an ending card that is not viewed as a good ending to the story by the other players, he must pick 3 additional cards.

## Finishing The Game

The game is finished when a player has laid down all his story cards and place the final ending to the main storyline.

## Determining The Winner

Being the finishing player of the main story : 2 points

For each sub-story/story finished : 1 point + (number of story cards played in the story minus 3)...

Example : Alex was able to finished 2 sub stories (8 cards long and 6 cards long)... Thus alex will earn :

- 1 point + 5 points (8 - 3) for the 8 cards long story
- 1 point + 3 points (6 - 3) for the 6 cards long story





# Archmagi

## Credits

By Lloyd Krassner Edited & Updated by Jason Newell

## Introduction

Mages (Archmagi) use spells, heros, monsters, armies, and artifacts to destroy each other and conquer the world.

## Map Design

for Archmagi Map Generator by Peter Cobcroft. Use a Hex map or hand draw Territories. Draw one large continent of 20-40+ territories. Differentiate between Sea & Land spaces.

Predetermine the terrain type in each Hex by choice or by using the D20 & consulting the Terrain chart. If a map is missing certain terrains, units from those terrains can be deployed in only special circumstances. Play may proceed on a map of unknown territories using the Exploration Phase and rules.

One or more Sea hexes should be designated as the Reef or Abyss terrain types. An alternative to the D20 method is to make Terrain chits for each of the Terrain types. Map designers may want to specify terrains that cannot be used for deployment.

## Terrain Chart

D20	TYPE	NOTES
1	Plains	Steppes, Plateau, Grasslands
2	City	Civilized, Towns
3	Forest	Woods
4	Castle	Feudal
5	Heath	Farmlands
6	Hills	Chaparral
7	Swamp	Bog, Marsh
8	Caves	Caverns
9	Mountain	Crags, Peaks
10	Desert	Dunes
11	Jungle	Rain Forest
12	Tundra	Permafrost, Arctic
13	Taiga	Boreal Forest, Pine Forest
14	Ruins	Cursed Lands
15	Tors	Cold Mountains, Glaciers
16	Waste	Bad Lands, Broken Lands, Barrens
17	Sylvan	Faerie Woods

## Setup- Resources

Each player randomly selects: 1 Archmagi chit 3 Unit chits in Reserve 5 Spell chits Players must also select the color of their banner chits. Players place their Archmagi on Land hexes on opposite ends of the map.

## Setup- Determine Turn Order

Players roll high. Reroll ties. High roll goes first. Play proceeds in a clockwise direction. A player whose turn it is, is called the Active Player.

## Victory Conditions

Destroy all opposing Archmagi units.

## Chits

Units are represented by counters or chits. The chit has the name of the unit(or spell, etc.) on it. Make separate Recruitment piles for: Archmagi chits, Spell chits, Banner chits, Artifact chits, Unit chits.

Players will often have to refer to the lists in the rules to find out what certain chits do. All players should have their own copy of the rules.

D20	TYPE	NOTES
18	Volcano	Hot Springs, Lava Pits
19	Water	River, Lakes
20	Workshop	Factories
	Sea	Deep Sea
*	Abyss	Murky Depths
	Reef	Shallows
*	Coastal	Any Hex adjacent to a Sea Hex is also a Coastal Hex

## Notes On Terrain

All units get Tactics+1 in their home terrain Coastal Hexes are considered to be both Land & Water

## Turn Sequence

1-Recruit Units 2-Recruit Spells 3-Scout 4-Movement 5-Exploration 6-Battle A 'Round' is when all players have taken a turn. Then starts a new Round.

### 1- Recruit Units Phase

Acting Player draws 2 Unit chits from the Unit Recruit Pile Each unit, represented by the chit, is recruited in only one type of territory. Deploy the unit into its territory only if that territory is occupied by units you control. A player may hold up to 5 Unit chits in a pile called the Reserve.

Excess Units in the reserve are discarded back to the Unit Recruit Pile. Once per turn in his recruit phase, A player may discard two reserve chits to draw an artifact. Artifacts are also represented by chits and are drawn from a separate artifact pile.

Deploy artifact to any unit capable of using it. Artifacts can also be stored in the Reserve.

### 2- Recruit Spells Phase

All players, not just the acting player, draw 3 spells from the Spell Pile. A player can have a maximum of 7 spells in their Spell Reserve. Discard extras. These spells can be cast by any mage or spellcasting unit the player controls.

### 3- Scout Phase

Active players units only. Each Scout or Rogue unit belonging to the active player may reveal all units in an enemy stack adjacent to it. Units with the Steal ability may try to steal a target artifact in the same, or an adjacent hex.

Units with Guard ability will catch and kill the thieves on a roll of 1-2 on D6, preventing the theft. The theft succeeds on a roll of 1-2 on D6; One attempt per Scout phase. The stolen artifact stays in possession of the thief until it is given to another hero in the same hex in move or scout phase The target player must reveal if artifacts are present in the stack before a steal attempt is made.

## Stacking & Banners

Any number of units may be stacked together. Each stack has on top a colored banner chit indicating the owner of the stack. Banners should also be marked with an identification number The banner chit also hides the identity of the units & artifacts in the stack.

Each player has as many banners as they need. Instead of putting the stack under the banner, the stack may be kept off of the map in an area marked with the same ID # as the banner.

### 4- Movement Phase

Acting Player Moves his units. By Default, units move 1 Hex. Swift units may move 2 Hexes into identified hexes.

Very Swift units may move 3 Hexes into identified hexes. Flying units may move over hexes occupied by enemy stacks. Units in the same space may trade artifacts

### 5- Exploration

This Phase occurs only in games where the identity of the terrains in the Hexes was not predetermined. Randomly determine, using the D20, the identity of unknown Hexes adjacent to your stacks.

### 6- Battle Phase

Occurs when two opposing stacks occupy the same space. The active player is always the attacker. Remove the stacks from the board, for the duration of the battle, but leave the banner chits as markers.

The Battle Phase is divided into 4 segments:

#### I- Reveal Combatants Segment

Each player simultaneously reveals one of their units from their stack. These are the combatants. During Sea battles, transported units may be combatants.

#### Ii- Tactical Options Segment

Players simultaneously reveal any other units that modify the combatants. This includes: Mages casting Spells, Generals, Sites, Artifacts, Archers. A mage or spellcaster may cast any number of spells per Battle Phase.

Units with skirmish or vanish may return that unit to their stack and replace it with another, once per



Battle Phase. Units with guard may replace another unit once per Battle Phase. Units with Paralyze may affect one unit per Battle Phase

### Iii- Battle Roll Segment

Both units roll 1D6 and add Modifiers. This is the Battle roll The Modifiers include the bonuses listed in the description of each combatant. The higher rolling unit destroys its opponent. Ties result in both units surviving.

Stacks with mages may cast spells before or after the rolls depending on the nature of the spell. Normally effects that are battle roll modifiers are revealed before the roll is made.

### Iv- Respite Segment

Certain effects occur.

### Victory?

The Battle Phase is repeated until one side is destroyed or the attacker calls off the attack. The battle may end with both stacks still occupying the same territory.

### Retreat

The defender may, during a battle, sacrifice a unit in Tactical options Segment to move the stack to an adjacent empty or friendly Hex.

### Unit Descriptions & Definitions

Note: All units count as Male, Neutral, Slow and Living, unless stated otherwise.

Air:	Descriptor
Ambush:	Add value to BRM when Defending
Animal:	Descriptor
Archer:	Add value to BRM of a friendly unit in combat, but not to own combat
Artifacts:	Seperate chits that Improve the unit that owns it, Stacked with unit
Cannibal:	Sacrifice a friendly Living unit in same stack in Scout phase to gain the bonus for rest of turn
Carry=X:	X Heros in same stack get any flying, armor, and swift Modifiers this unit has
Cavalry:	Add value to BRM vs non-flying Slow units
Chaos:	Descriptor
Cold:	Descriptor
Construct:	Descriptor. Nonliving
Demihuman:	Descriptor. All are Good unless otherwise specified: Elves, Dwarves, Halflings, Gnomes
Demon:	Descriptor. All Demons are Evil
Dragon:	Descriptor
Earth:	Descriptor
Elemental:	Descriptor. Nonliving, and also has one of the following descriptors: Air, Fire, Earth, Water, Cold
Evil:	Descriptor
Fey:	Descriptor
Fire:	Descriptor
Flying:	Unit may Travel in any hex
General:	All units get +1 BRM if this unit is revealed during Tactical options Segment
Giant:	Descriptor
Good:	Descriptor
Guard:	Defending side: Replace your current combatant with this unit before the Battle roll
Hero:	Descriptor. Human Male unless otherwise specified
Hex:	Map Space; Also Territory
Humanoid:	Descriptor. All are Chaos units: Kobolds, Orcs, Goblins, Hobgoblins, Gnolls
Lawful:	Descriptor
Martyr:	This unit may be destroyed instead of target or combatant unit in the same stack
Monsters:	Descriptor. Type includes Giants & Dragons & Demons & Undead
Nonliving:	Descriptor. Units such as Undead, Constructs, Elementals, immune to certain attacks
Paralyze:	Target cannot be used for the listed number of turns, or for the remainder of the battle.
Plant:	Descriptor. Also counts as having the Wood Descriptor
Poison:	Adds to BRM vs nonswarm Living units
Priest:	Descriptor. All priests are spellcasters
Regenerates:	Unit must be defeated twice during the battle to be killed

Air:	Descriptor
Scout:	Look at opponents stack before battle in Scout Phase
Sea:	Travels in water hexes only
Ship:	Descriptor All ships are: Sea, Construct, Wood. If a ship sinks, all units on it are destroyed
Site:	Units that do not move. Always revealed
Skirmish:	Replace this unit with another unit in stack once per battle during Tactical options Seg
Slay:	Add to BRM vs specified unit type
Steal:	See Scout Phase
Suprise:	Add to BRM when Attacking only
Summoning:	Unit appears during battle and is discarded at end of battle
Swarm:	Descriptor
Swimmer:	May travel in water hexes
Swift:	Move=2
Very Swift:	Move=3
Terrain:	Identity of Map Hex; For Example: Jungle, Forest
Transport=X:	X Nonmonster Units (& any # of Heros) benefit as Carry=X
Undead:	Descriptor. All Undead are nonliving and evil
Vanish:	Unit may exit battle & moves to adjacent empty or friendly hex. Once per turn
Warrior:	Descriptor. Type of Hero that can use most Weapon & Armor artifacts
Water:	Descriptor. Water Units are swimmers
Wood:	Descriptor

## Units

#	MOUNTAIN UNITS	-
10	Dwarves	BRM: +5, Martyr, Guard, Archers+1
5	DwarfLord	BRM: +6, Demihuman, Hero, Warrior, Slay Giants+4, General
15	Goblins	BRM: +3, Archers+1, Poisons+1, Swarm, Humanoid
5	Storm Giants	BRM: +10, Giant, Air
5	Stone Giants	BRM: +7, Giant, Earth
10	Griffons	BRM: +5, Monsters, Flying, Very Swift
5	Dwarf Hall	BRM: +6, Site, Guard

#	FOREST UNITS	-
15	Elves	BRM: +4, Spellcasters, Archers+3, Demihuman
10	Sylvan Knights	BRM: +6, Demihuman, Cavalry+2, Swift
5	Elf Lord	BRM: +4, Hero, Mage, Warrior, General, Demihuman
5	Ranger	BRM: +4, Hero, Warrior, Scout, Archer+2, Slay Humanoids+2, Skirmish
10	Centaurs	BRM: +4, Archers+2, Swift, Skirmish
5	Ents	BRM: +8, Fey, Suprise+2, Plant, Monster

#	SWAMP UNITS	-
10	Trolls	BRM: +5, Regenerate, Ambush+1, Evil, Cannibal(+4)
5	Hydra	BRM: +9, Regenerate, Monster
10	Witches	BRM: +4, Spellcasters, Evil, Slay Fey+3, Poisons+1, Female
15	Lizard Men	BRM: +5, Swimmer
5	Jabberwocky	BRM: +6, Dragon, Fly, Evil

#	SYLVAN WOOD UNITS	-
5	Nymphs	BRM: +0, Fey, Female, Slay Human Male Heros+8, Vanish
5	Sprites	BRM: +3, Fey, Flying, Steal, Scout, Vanish
5	Pixies	BRM: +1, Fey, Flying, Archer+1, Vanish, Skirmish, Spellcasters
5	Dryads	BRM: +2, Fey, Surprise+3, Vanish, Female, Plant
5	Gremlins	BRM: +2, Fey, Vanish, Steal, Slay Constructs+10, Monsters
5	Unicorn	BRM: +7, Fey, Swift, Scout, Skirmish, Cavalry+2, Vanish
5	Fairy Circle Ring	BRM: +2, Site

#	DESERT UNITS	-
10	Nomads	BRM: +5, Archers+2, Cavalry+2, Swift, Skirmish
5	Djinn	BRM: +9, Flying, Very Swift, Spellcaster, Monster
10	Dervishes	BRM: +4, Good, Guard
5	Assassin	BRM: +3, Hero, Rogue, Poisons+2, Slay Heroes+4, Scout
5	Sphinx	BRM: +6 (+1D6), Monster, Earth
5	Pyramids	BRM: +4, Site

#	JUNGLE UNITS	-
5	Beast Master	BRM: +6, Hero, Warrior, Scout, Skirmish
10	Amazons	BRM: +4, Archers+2, Slay Human Males+3, Female
10	War Elephants	BRM: +5, Animals, Cavalry+3, Transport=1
5	Vipers	BRM: +4, Animals, Swarm, Poison+2, Surprise+1
10	Simmians	BRM: +3, Animals, Guard
5	Insect Swarm	BRM: +2, Animals, Swarm, Poison+2, Flying, Swift, Regenerate

#	HILL UNITS	-
15	Orcs	BRM: +6, Archers+1, Humanoid
10	Boarboyz	BRM: +6, Humanoids, Cavalry+2, Swift
5	Hill Giants	BRM: +7, Giant
5	Shaman	BRM: +3, Hero, Spellcaster, Poisons+1
5	War Chief	BRM: +5, Hero, Warrior, Humanoid, General
5	Ogres	BRM: +5, Chaos, Cannibal(+6), Giant
10	Gnomes	BRM: +3, Archers+1, Ambush+1
5	Hill Fort	BRM: +3, Site, Regenerate, General

#	CAVE UNITS	-
10	Drow	BRM: +4, Spellcaster, Evil, Demihuman, Archers+1
15	Kobolds	BRM: +3, Swarm, Ambush+2, Chaos, Scout, Humanoid, Skirmish
10	Troglodytes	BRM: +4, Swimmer, Surprise+2
5	Black Wyrn	BRM: +9, Dragon, Fly, Evil, Very Swift
5	Green Slime	BRM: +7, Regenerates, Ambush+1, Monster
5	Mind Flayer	BRM: +7, Hero, Spellcaster, Evil, Humanoid, Cannibal(+5)
5	Caves	BRM: +5, Site, Maze: Paralyze on roll of 1-3 on D6

#	CASTLE UNITS	-
10	Knights	BRM: +4, Lawful, Cavalry+2, Swift
15	Yeomen	BRM: +2, Archers+3
10	Pikemen	BRM: +6, Slay Cavalry+2
15	Swordsmen	BRM: +4, Guard

#	CASTLE UNITS	-
5	Cavalier	BRM: +6, Hero, Warrior, Cavalry+2, Slay Monster+3, General
5	Castle	BRM: +5, Site, Guard

#	RUINS UNITS	-
15	Skeletons	BRM: +3, Undead, Guard
15	Zombies	BRM: +3, Undead, Regenerate
10	Ghouls	BRM: +4, Undead, Paralyze(1), Cannibal(+4)
5	Wraith	BRM: +8, Undead
5	Vampyre	BRM: +6, Hero, Undead, Flying, Swift, Vanish, Regenerate
5	Lich	BRM: +7, Hero, Undead, Spellcaster
5	Crypt	BRM: +4, Site

#	TEMPLE UNITS	-
5	Cleric	BRM: +3, Hero, Priest, Slay Undead+6, Lawful, Good
5	Paladin	BRM: +5, Hero, Warrior, Cavalry+2, Slay Evil+2, Lawful, Good
5	Deva	BRM: +8, Flying, Slay Evil+3, Lawful, Good, Very Swift
5	Witch Hunter	BRM: +4, Hero, Warrior, Scout, Slay Spellcaster+5, Immune to spells, Lawful
15	Zealots	BRM: +4, Martyr, Lawful
5	Temple	BRM: +4, Site, Guard

#	WASTELAND UNITS	-
10	Gargoyles	BRM: +6, Monsters, Flying, Very Swift, Guard, Earth
5	Cyclops	BRM: +8, Giant, Evil
5	Medusa	BRM: +6, Monster, Paralyze(Battle), Evil, Female
10	Minotaur	BRM: +6, Humanoid, Evil
5	Manticore	BRM: +4, Monster, Archer+1, Flying, Swift, Evil
5	Doppelganger	BRM: +4, Surprise+4, Monster

#	TORS UNITS	-
5	Frost Giant	BRM: +9, Giant, Evil, Cold
5	Blue Dragon	BRM: +10, Dragon, Fly, Very Swift, Cold
5	Sylphs	BRM: +1, Fey, Flying, Scout, Air, Vanish, Skirmish, Female, Spellcaster
5	White Wyvern	BRM: +5, Dragon, Fly, Poison+2, Very Swift, Cold
5	Cloud Giant	BRM: +6, Giant, Flying, Swift

#	TAIGA UNITS	-
5	Barbarian	BRM: +5, Hero, Chaos, Warrior
5	Barbarian Horde	BRM: +8, Swarm, Chaos, Slay site +4
10	Dire Wolves	BRM: +5, Animals, Evil, Swift
10	Gnolls	BRM: +5, Humanoid, Scout, Skirmish
5	Yeti	BRM: +6, Monster, Surprise+4

#	PLAINS UNITS	-
10	Hobgoblins	BRM: +5, Archers+1, Evil, Humanoids
5	Bounty Hunter	BRM: +5, Hero, Warrior, Scout, Skirmish, Archer+2, Slay Heros+3
10	Harpies	BRM: +5, Monsters, Flying, Swift, Evil, Female
5	Pegasus	BRM: +3, Animal, Flying, Very Swift, Carry=1

#	PLAINS UNITS	-
5	Chaos Lord	BRM: +7, Hero, Warrior, General, Chaos
10	Wolfriders	BRM: +3, Humanoids, Cavalry+2, Surprise+1, Archers+2, Very Swift

#	VOLCANO UNITS	-
5	Red Drake	BRM: +11, Dragon, Fly, Chaos, Swift
5	Fire Giant	BRM: +8, Giant, Archer+2, Chaos, Evil, Fire
10	Hell Hounds	BRM: +5, Animals, Demons, Swift, Guard, Fire
5	Demon Horde	BRM: +12, Swarm, Demons, Fire
5	Balrog	BRM: +10, Demon, Fire
5	Succubus	BRM: +5, Hero, Warrior, Demon, Flying, Female, Very Swift
5	Phoenix	BRM: +6, Animal, Flying, Very Swift, Fire, Regenerate, Nonliving, Monster

#	CITY UNITS	-
15	Militia	BRM: +3, Guard
10	City Guard	BRM: +5, Archers+2, Guard
5	Master Thief	BRM: +3, Hero, Rogue, Steal, Skirmish, Ambush+1
5	Warrior	BRM: +8, Hero, Warrior, Guard
10	Rat Swarm	BRM: +3, Animals, Swarm, Regenerates, Poison+1
5	City Walls	BRM: +4, Site, Guard
10	Magician	BRM: +2, Hero, Spellcaster

#	HEATH UNITS	-
15	Bandits	BRM: +3, Ambush+1, Steal, Rogue, Archer+1, Chaos
5	Werewolves	BRM: +7, Animal, Swift, Monster, Regenerate
5	Halfling	BRM: +3, Hero, Rogue, Steal, Skirmish, Archer+1
5	Bard	BRM: +2, Hero, Rogue, General
20	Peasant Rabble	BRM: +2

#	WORKSHOP UNITS	-
5	Juggernaut	BRM: +14, Construct, Wood
5	Crystal Ship	BRM: +4, Construct, Ship, Flying, Very Swift, Transport=2
15	Clay Golem	BRM: +4, Construct, Earth, Regenerate, Martyr, Guard
5	Colossus	BRM: +10, Construct, Giant
5	Myrmidon	BRM: +6, Hero, Warrior, Construct, Guard
10	Giant Catapult	BRM: +0, Archer+6, Negates bonus from Site

#	REEF UNITS	-
10	Merfolk	BRM: +3, Sea, Surprise+2, Scout, Demihumans
5	Hippocampus	BRM: +2, Sea, Animal, Carry=1, Swift, Monster
5	Brain Coral	BRM: +5, Site, Spellcaster
10	Crabmen	BRM: +5, Sea, Guard

#	ABYSS UNITS	-
5	Sea Serpent	BRM: +6, Sea, Dragon, Swift
5	Kraken	BRM: +9, Sea, Monster
5	Giant Sea Turtle	BRM: +8, Sea, Animal, Transport=3, Monster
5	Titan	BRM: +10, Swimmer, Giant, Spellcaster

#	COASTAL UNITS	-
10	Pirate Fleet	BRM: +3, Ships, Transport=1
5	War Galley	BRM: +3, Ships, Transport=1, Slay Ships+4, Archer+2
10	Longboats	BRM: +4, Ships, Transport=1, Swift
5	War Barge	BRM: +2, Ships, Transport=3
10	Trireme	BRM: +2, Ships, Transport=2
10	Dromond	BRM: +1, Ships, Transport=1, Archer+4

#	ARCHMAGI	NOTES
1	Wizard	BRM: +6, Hero, ArchMagus, Law
-		Knowledge- Draw 4 Spells/Turn, Spell Reserve=9
1	Enchantress	BRM: +5, Hero, ArchMagus, Fey, Female
-		Charm- Control Male Human Warrior met in Battle, 1/battle
-		Call Fey- Recruit Fey Units into same Hex in Recruit Phase
-		Vanish- Once per turn
1	Necromancer	BRM: +6, Hero, ArchMagus, Undead, Evil
-		Control Undead- Control Undead Unit met in Battle, 1/battle.
-		Animate Dead- Recruit Undead Units into same Hex in Recruit Phase
1	Sorcerer	BRM: +6, Hero, ArchMagus, Chaos
-		Transformation- Discard Unit from Reserve to Draw another in Recruit Phase
1	Warlock	BRM: +6, Hero, ArchMagus, Flying, Very Swift
1	Priestess	BRM: +6, Hero, ArchMagus, Slay Undead+4, Good, Female, Priest
-		Ressurrection- Regenerate a creature once per turn
1	Artificer	BRM: +6, Hero, ArchMagus
-		Forge- In Recruit Phase discard one Unit for one Artifact
-		Construction- Recruit Construct Units into same Hex in Recruit Phase
1	Druid	BRM: +6, Hero, ArchMagus, Priest
-		Call Animals- Recruit Animal Units into same Hex in Recruit Phase
-		Control Animals- Control Animal Unit met in Battle
1	Mentalist	BRM: +6, Hero, ArchMagus, General
-		Command- Unit Reserve=8
-		Mind Control- Discard all spells to control any living unit met in battle
1	Illusionist	BRM: +6, Hero, ArchMagus
-		Illusionary Forces- Add Unit from reserve to any stack, Discard at end of battle
1	Seer	BRM: +6, Hero, ArchMagus, Scout
-		Visions- Look at any one stack or recruit pile in Scout Phase
-		Fortune- Draw an extra spell or unit and
-		discard a spell or unit in Spell Recruit Phase

## Notes On Archmagi

Archmagi are immune to Control & Paralyzation spells & effects

ARTIFACTS	NOTES
Vorpall Blade	Warrior: +4BRM, Slay Monsters+2
Eldritch Sword	Warrior: +2BRM, Spellcaster
Rune Blade	Warrior: +5BRM
Dragon Lance	Cavalry or Mounted Warrior: +3BRM, Slay Dragons+6
Thunder Hammer	Warrior: +4BRM(+6 if used by a Dwarf), Slay Giants+3
Orc Bane	Warrior: +2BRM, Slay Humanoids+5
Gauntlets of Might	Hero: +4BRM
Mithril Armor	Warrior: +4BRM, Demihumans in Stack: +1BRM



ARTIFACTS	NOTES
Chaos Armor	Warrior: +3BRM, Chaos units in Stack: +1BRM
Figurines of Wonder	Hero: Scout
Spell Shield	Warrior: +2BRM, Immune to enemy spell on roll of 1-2 on D6
Treasure	Discard to draw 3 cards from the unit recruit pile
Flaming Sword	Warrior: +2BRM, Slay cold/swarm/plant+3
Frost Brand	Warrior: +2BRM, Slay Fire+5
Missile Shield	Warrior: +2BRM, Negate Archer bonuses
Displacement Cloak	Hero Rogue: +6BRM
Bearskin	Hero Scout: +2BRM, Priest
Amulet of Spellturning	Hero: Immune to enemy spell on roll of 1-3 on D6
Boots of Speed	Hero: +2BRM & Swift
Coral Helm	Hero: Swimmer & +2BRM
Crown of Command	Hero: Unit Reserve+1
Arrows of Slaying	Archer unit+7, One use
Entwood Bow	Hero Warrior/Archer/Rogue: Archer+4
Ring of Invisibility	Hero: Surprise+5 & Vanish(Once per turn)
Flying Carpet	Hero: Flying, Very Swift, Carry=2, +2BRM
Ring of Regeneration	Hero: Regenerate
Staff of Power	Hero Mage: Archer+5
Potion of Giant Strength	Hero: +7BRM this battle, One Use
Potions of War	Humanoid units in Stack: +4BRM this battle, One Use
Ebon Skull	Hero: Undead units in stack: +1BRM
Dragon Harness	Dragon: Carry=1
Obsidian Club	Giant: +4BRM
Horn of Blasting	Hero: +4BRM, Slay Site+2
Bag of Holding	Hero: +2BRM
Orb of Farseeing	Hero Mage: Scout any hex
Holy Mace	Warrior or Priest: +2BRM, Slay Evil+3, Slay Undead+3 (yes, it DOES stack)
Blessed Ankh	Hero: +2BRM, Slay Evil+2
Holy Water	Hero: Slay Undead+5, Slay Demon+5, One use
Potion of Healing	Hero: Regenerate, One use
Pixie Dust	Hero: Surprise+5 or Vanish, One use
Grimoire of Forbidden Lore	Hero Mage: Draw +1 Spell/Turn
Amulet of Planeswalking	Hero: Move = 4, Move through enemy banners
Tome of Knowledge	Hero Mage: Spell Reserve+1
Mirror of Life Trapping	Hero Mage: +6BRM vs Living units
Wand of Illusions	Hero Mage: Add Monster from reserve to stack, Discard at end of battle
Staff of Healing	Hero Mage: Target Unit gets Regenerate. Use once per battle
Ancient Scrolls	Contain 3 spells. Discard spells when cast by mage holding the scrolls. The spells do not count against the players spell reserve
Banner of Valor	Hero: All Living units in Stack: +1BRM
Old Mariners Sextant	Ship: Move +1
Sandmans Pouch	Hero: Target unit Paralyzed for one Battle Roll, One use
Brooch of Fire Resistance	Hero: Units with the Fire descriptor are BRM: +0 against this Hero
Luck Talisman	Hero: Sacrifice to cause any one die roll to be rerolled

## Notes On Artifacts

Heros can only use one artifact per battle. Heros in the same hex may exchange artifacts in Scout or Move Phase. Artifacts belonging to killed heros are lost on a

roll of 1-3 on D6 as soon as the hero is killed.

If not lost a friendly human, hero, demihero, or humanoid unit may take possession of it. If no friendly units are left, an enemy unit of these types may claim it. If none of these types remain the Artifacts are lost

## Archmagi Spell List

SPELLS	TIMING	TARGET: EFFECT
Disenchant	Battle	Destroy Target Artifact
Antimagic	Battle	No more spells may be cast this battle
Counterspell	Any	Target spell just cast has no effect; Play before any rolls are made
Fireball	Battle	Attack: +6BRM, Slay Cold&Wood+5
Lightning Bolt	Battle	Attack: +7BRM
Hurricane	Scout	Adjacent stack in water Hex, each unit attacked by: BRM:+3
Tidal Wave	Scout	Adjacent stack in water Hex, each nonflying unit attacked by: BRM:+5
Plague	Scout	Adjacent stack each living unit attacked by: BRM:+3
Pestilence	Scout	Adjacent stack each living unit attacked by: BRM:+2
Fire Elemental	Battle	Create Unit: BRM: +6, Fire, Elemental
Air Elemental	Battle	Create Unit: BRM: +5, Air, Flying, Elemental
Earth Elemental	Battle	Create Unit: BRM: +6, Earth, Elemental
Water Elemental	Battle	Create Unit: BRM: +5, Water, Swim, Elemental
Ice Elemental	Battle	Create Unit: BRM: +6, Cold, Elemental
Confusion	Battle	Opponent must pick a random combatant from stack during battle
Charm	Battle	Use random unit from opponents stack as combatant this turn
Invisible Stalker	Battle	Create Unit: BRM: +0, Surprise+6, Slay Heros+3, Lasts 1D6 Rounds
Chasm	Scout	Prevents all movement between casters hex & one adjacent hex
Earthquake	Scout	Adjacent stack on Land hex, each nonflying unit attacked by: Quake+3
Inferno	Battle	Land Hex; All units in this battle attacked by: BRM:+7
Winds	Battle	No modifiers for archers this battle
Lightning Strike	Scout	Random unit in adjacent stack attacked by: BRM:+6
Steal	Scout	Gain control of artifact
Flaming Chariot	Scout	Hero: Flying, Very swift, Carry=1, +4BRM
Call Dragon	Recruit	Deploy Dragon from your reserve into casters hex
Call Hero	Recruit	Deploy Hero from your reserve into casters hex
Call Animals	Recruit	Deploy Animal from your reserve into casters hex
Smite	Battle	Warrior: +6BRM
Blessings	Battle	All your units get +2BRM this battle
Control Animals	Battle	Control Animal Unit permanently
Control Dragon	Battle	Control Dragon Unit permanently
Control Undead	Battle	Control Undead Unit permanently
Animate Dead	Recruit	Deploy Undead from your reserve into casters hex
Transmutation	Recruit	Discard target unit & replace with unit from your reserve
Polymorph	Scout	Unit in hex replaced with unit from your reserve for one round
		Discard replacement form at end of turn
Bannish	Battle	Enemy Unit goes back to controllers reserve
Darkness	Battle	End battle immediately

SPELLS	TIMING	TARGET: EFFECT
Teleport	Move	Move target unit to any empty hex as its move
	-	for this turn
Dimmension Door	Battle	Self & any number of Heros Vanish
Scry	Scout	Look at any 3 Adjacent stacks
Read Minds	Scout	Look at all opponents spell reserves
Foretell	Scout	Look at all opponents unit reserves
Ressurrection	Battle	At End of Battle deploy unit killed in this
	-	battle in casters hex
Reincarnation	Battle	At End of Battle deploy unit from reserve to
	-	replace unit killed in this battle.
	-	Deploy unit in casters hex
Vortex	Scout	All players discard 1D6 spells
Cyclone	Scout	Adjacent stack each flying unit attacked by:
	-	BRM:+8
Forge	Recruit	Draw an artifact
Whirlpool	Scout	Adjacent stack on Water hex, each nonflying,
	-	nontransported unit attacked by: Whirlpool+5
Cold Blast	Battle	Attack: BRM+4, Slay Fire+7
Illusion	Battle	Add Monster from reserve to stack,
	-	Discard at end of battle
Blizzard	Scout	Adjacent hex, each nonflying unit attacked
	-	by: +2BRM, Slay Fire+3
Forget	Battle	Target Mage or Spellcaster unit cannot cast
	-	spells this battle
Curse	Battle	All attacks against Target unit are at +4BRM
	-	for the rest of game
Blight	Scout	Cast on Empty hex. No unit may enter this hex
	-	for 1D6 rounds
Meteor Shower	Scout	Adjacent stack each unit attacked by: BRM:+7
Growth	Battle	Unit: +5BRM for one round
Healing Magic	Battle	All units get regeneration this battle
Probability shift	Any	Cause target dieroll to be rerolled
Water Torrent	Battle	Attack: +2BRM, Slay Fire+4
Flood	Scout	Adjacent Stack in Land Hex. Nonflyers
	-	& Nonswimmers cannot move into or out of hex for one round
Fog	Scout	No battle may take place in target hex
	-	for one round
Water walk	Scout	Unit: Swimming until unit enters a Land Hex
Breathe Water	Scout	Self: All units in stack get Swimming until
	-	Caster enters a Land Hex
Haste	Scout	Self: All units in stack get Swift & +1BRM
	-	this turn
Poisonous Mists	Scout	Adjacent hex, each living unit attacked
	-	by: +4BRM
Neutralize Poison	Any	Cancels target poison attack or bonus
Cloud Walk	Scout	Self: All units in stack get Swift & Flying
	-	this turn
Mirror Image	Battle	Create Unit: Identical to opposing combatant.
	-	Destroyed if original destroyed.
	-	Both destroyed on tie battle roll. Does not come
	-	with Artifacts
Familiar	Recruit	Permanent unit attached to mage caster.
	-	Destroyed if caster Destroyed. Scout, Swift,

SPELLS	TIMING	TARGET: EFFECT
	-	Choose Animal or Demon;
	-	Choose Fly, swim, or poison+1
Detection	Battle	Negate opponents surprise & ambush bonuses
	-	this battle
Shield	Battle	Unit: +4BRM for rest of battle
Spell Turn	Any	Choose new target for spell
Spell Steal	Any	Target spell is countered. Put spell in your
	-	spell reserve
Touch of Death	Battle	Mage: +8BRM
Sleep	Battle	Target Paralyzed for 1 Battle Roll
Holy Light	Battle	All attacks vs Undead or Evil units are at +4
	-	this battle
Turn Undead	Battle	Target Undead unit Destroyed
Web	Battle	Target Paralyzed for 1D6 Battle Rolls
Turn to Stone	Battle	Attack: Paralyze(6); Elemental units
	-	are immune
Levitate	Battle	All units in stack: Flying
Disintegrate	Battle	Attack: +7BRM
Defender	Battle	Unit: Guard & Martyr
Wall of Fire	Battle	Create Unit: BRM: +5; Defending side only
Sanctuary	Scout	Caster: Stack cannot attack or be
	-	attacked for one round
Fear	Battle	Target unit must Vanish or be destroyed
Hide	Battle	All units in stack: Ambush+3
Heros Feast	Scout	All Heros in stack: +4BRM for rest of turn
Farcast	Any	Cast next spell at any range
Spell Shield	Recruit	Hero: Immune to all spells for one round
Call Defender	Battle	Move unit you control from any stack to
	-	this stack
Call to Arms	Recruit	Draw an extra unit
Weakness	Battle	Target unit gets no bonuses from strength or
	-	bravery this battle
Mind Blast	Battle	Attack: +5BRM
Deflect Missles	Battle	Unit: Archer Bonuses=0 against this Unit; 1 Round
Elemental Shield	Battle	Unit: Attack Bonuses for elemental types (Air,Earth, Fire, Water)
	-	=0 against this Unit; 1 Round

## Notes On Spells

All Battle Spells are cast at targets in the same hex as the caster in Battle Phase Battle spells affect the result of only one battle roll unless otherwise stated Created units remain until slain or the end of the battle. The spell chit is treated as a unit chit Attacks are treated as units that last for one battle roll. The spell chit is treated as a combatant All Scout spells

are cast at targets in the same hex, or an adjacent hex to the caster in Scout Phase All Recruit Spells are cast in the same hex as the caster in Recruit Phase All Move Spells are cast at targets in the same hex as the caster in Movement Phase Paralyzed: Target combatant must be replaced by another unit, or target is destroyed Any revealed unit in a stack may be targeted by a spellcaster





# Archon Skirmish

## Introduction

Board & card game for 2 players. Based on the old computer game.

## Disclaimer

'Archon' is a copyrighted/trademarked property. This is just a fan site.

## Victory

Occupy the 4 corner squares of the map or destroy all enemy creatures.

## Light Side Creature Table

Name	Hits	Move	Attack	Notes
Wizard	2	2	4	Fireball
Unicorn	2	4	3	Energy Bolt
Archer	1	3	4	Arrows
Golem	3	2	3	Boulders

## The Map

Use an 8x8 chessboard.

## Creatures

Use chits or miniatures to represent creatures. Each player has 8 unique creatures.

## Units Table Notation

**Move** Max range Move Cards the unit can use.  
**Attack** = Max range Attack Cards the unit can use.  
**F** Flyer

Name	Hits	Move	Attack	Notes
Valkyrie	2	4F	2	Magic Spear
Djinni	2	5F	2	Tornado
Phoenix	3	5F	1	Fire Blaze
Knight	1	3	1	Sword

## Dark Side Creature Table

Name	Hits	Move	Attack	Notes
Sorceress	2	3	4	Lightning Bolts
Basilisk	1	4	4	Evil Eye
Manticore	2	4F	3	Tail Spikes
Troll	3	3	3	Boulders
Shapeshifter	2	5F	1	Claws
Dragon	3	5F	2	Flame Breath
Banshee	2	2	2	Scream
Goblin	1	2	1	Club

## Setup

Each player places one creature on each square of his back row. Units may not stack.

## Orders Phase

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

## The Cards

Players share a common deck.

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Battle Phase

## Move Phase

Play (discard) a Move card to move one of your creatures. creatures cannot move through other units. (Exceptions: Flyers may move through other creatures & the Teleport Spell) The move card has a number.

This is the number of spaces the creature moves. (Important: In the Creature Lists a units Movement value is the farthest range it can move and so limits the move cards it can use) Moves are diagonal or orthogonal (like a Queen in Chess). Instead of moving



just one creature in any direction, you have the option of moving one or more creatures forward the indicated number of spaces using a single move card.

Battle Phase

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

(Important: In the Creature Lists a units Attack value is the farthest range it can attack and so limits the attack cards it can use) Attacks are diagonal or orthogonal (like a Queen in chess). The enemy unit that is the target of the attack takes one point of damage. Creatures reduced to zero Hits are killed and are removed from the map.

Creatures cannot attack through other creatures. if proposed Line of Sight passes through any portion of a square containing another piece, then LOS is denied.

Card List

Card Name:	#	Range	Type	Notes
Move 1	6	1	M	
Move 2	4	2	M	
Move 3	4	3	M	
Move 4	3	4	M	
Move 5	3	5	M	
Teleport	1	6	M	Spell
Attack 1	6	1	A	
Attack 2	5	2	A	

Spell Cards

The Light side can only use spell cards if the Wizard is still in play. The Dark side can only use spell cards if the Sorceress is still in play. The Exchange Spell switches the locations of any two friendly creatures.

The Teleport Spell can be used on any friendly creature. The target of the Imprison Spell cannot move or attack for his next 3 turns The Heal spell causes one of your creatures to gain back one lost Hit.

Card List Notation

- M Movement
- A Attack
- D Defense
- X Special
- Type Purpose of card
- # Number of that type of card in the deck

Card Name:	#	Range	Type	Notes
Attack 3	5	3	A	
Attack 4	4	4	A	
Dark Save	3	-	D	Dark side only
Light Save	3	-	D	Light side only
Exchange	1	-	X	Spell
Imprison	1	3	X	Spell
Heal	1	-	X	Spell





# Army Of Darkness Skirmish

## Introduction

Board & card game for 2 players. Based on the Movie.

## Disclaimer

'Army of Darkness' is a copyrighted/trademarked property. This is just a fan site.

## Victory

Destroy all enemy creatures.

## Good Guys Creature Table

Name	#	Hits	Notes
Ash	1	4	Sword, Chainsaw, Shotgun, Metal Hand, Leader
Knights	2	2	Sword, Horse, Armor
Scout	1	1	Sword, Horse
Arthur	1	2	Sword, Armor, Leader
Henry the Red	1	2	Sword, Horse, Armor, Leader
Wiseman	1	1	Magic
Blacksmith	1	2	Sword
Gold Tooth	1	2	Sword, Armor
Medieval Foot Soldiers	2	1	Sword, Armor
Tower Guard	1	1	Sword, Armor
Archers	2	1	Archer
Crossbowmen	2	1	Archer, Armor
Deathcoaster	1	3	Car
Catapult	1	2	

## Bad Guys Creature Table

Name	#	Hits	Notes
Evil Ash	1	4	Sword, Magic, Claws, Leader
Undead Knights	2	2	Sword, Horse
Deadite Warriors	8	2	Sword, Armor, Claws
Skeletal Archers	4	1	Archer
Winged Deadite	2	1	Claws, Fly
Vampire Shelia	1	2	Claws, Fly

## Setup

Each player places one creature on each square of his back 3 rows. Units may not stack.

## The Cards

Players share a common deck.

## The Map

Use an 8x8 chessboard.

## Creatures

Use chits or miniatures to represent creatures. Each player has 18 creatures.

## Units Table Notation

**Move** Max range Move Cards the unit can use.

**Attack** = Max range Attack Cards the unit can use.

**F** Flyer

## Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

## Orders Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

## Move Phase

Play (discard) a Move card to move one of your creatures. creatures cannot move through other units. (Exceptions: Flyers may move through other creatures and Every unit the Deathcoaster moves through is destroyed.

The move card has a number. This is the number of spaces the creature moves. Moves are diagonal or orthogonal.

Units on Foot can move a maximum of 2 spaces. The Deathcoaster and Units on Horse can move a max of 4 spaces. Flyers can move a max of 6 spaces.

Flyers and Scouts can move twice per turn.

## Battle Phase

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

range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one point of damage. Creatures reduced to zero Hits are killed and are removed from the map.

Creatures cannot attack through other creatures (except for Catapult & Archers). To have the Catapult attack, discard a move card of 3 or higher (Number = Range).

## Card List Notation

**M** Movement

**A** Attack

**D** Defense

**X** Special

**Type** Purpose of card

**#** Number of that type of card in the deck

## Card List

Card Name:	#	Range	Type	Notes
Walk	8	1	M	
Run	6	2	M	
Trot	4	3	M	
Gallop	3	4	M	
Fly	2	5	M	
Fly Fast	1	6	M	
Necronomicon	1	2	A	Magic only
Clatto Verata Nicto	1	2	A	Magic only
Kung Fu	1	1	A	Good Guys only
Throw Rocks	1	1	A	Good Guys only
Fire Arrows	1	3	A	Good Archers only
Heroic Move	4	3	M	Ash & Evil Ash only
Hack & Slash	6	1	A	Sword only
Arrows	3	3	A	Archers only
Arrows	3	4	A	Archers only
Regenerate	1	-	D	Bad Guys only
Pass Through	1	-	D	Bad Guys only
Shield	2	-	D	Armor Only
Chain Mail	2	-	D	Armor Only
Throw Spear	2	2	A	Sword only
Chainsaw	2	1	A	Ash only
Shotgun	2	3	A	Ash only
Claws & Bite	6	1	A	Claws only
Cause Fear	2	-	D	Bad Guys only
Parry	2	-	D	
Rally Troops	2	-	X	Draw 3 cards
Platemail	2	-	D	Leader only
Mechanical Hand	1	1	A	Ash only
Push off Wall	2	1	A	
Heroic Defense	2	-	D	Ash & Evil Ash only

Card Name:	#	Range	Type	Notes
Charge	1	1	A	Horse only

## Links

[Army of Darkness](#)

## Army Of Darkness Forum

[Click Here](#)





# Army Quest

## Preface

This comes after playing with my 4 year old son. I have a torn up copy of Hero Quest. We got his army men mixed in and voila!

## Introduction

Plastic Army men vs plastic Fantasy Figs. Tactical combat rule system.

## Fig Stats

Name	Hits	Move	Range	Attack	Notes
Army man with Pistol	1	3	8	1-2	
Army man with Rifle	1	3	20	1-3	
Army man with Sub-MG	1	3	12	1-2	2 attacks/turn
Army man with Grenade	1	3	6	1-3	3x3 square
Army man with Flame thrower	1	2	6	1-5	5 uses
Army man with Bazooka	1	2	24	1-3	Does 1D6 damage
Army man with MG	1	2	24	1-2	3 attacks/turn
Army man Sniper	1	3	32	1-4	
Army man hand-to-hand	1	3	1	1-2	
Goblin with Hand Weapon	1	3	1	1-2	
Goblin with Bow	1	3	8	1-2	
Orc with Hand Weapon	1	3	1	1-3	
Skeleton with Sword	1	3	1	1-2	
Zombies	2	2	1	1-2	Regenerate 1 hit/turn
Mummy	3	2	1	1-3	Regenerate 1 hit/turn
Chaos Warrior	2	3	1	1-4	
Ogre with Hand Weapon	4	3	1	1-4	
Gargoyle	3	6	1	1-5	Flying
Chaos Warlock	2	3	1	1-3	Spells

Attack = chance to hit on 1D6. Range = range of weapon

12 spaces.

## Turn Sequence

Players take turns. Fantasy creatures go first. Each turn has 3 phases: Move Phase Attack Phase Rally Phase

### Move

Move units up to their movement allowance.

### Attack

Roll on 1D6 to see if an attack hits. If an attack hits it does one point of damage.

### Rally Phase

Army men only. On a roll of 4-6 on 1D6 the man will stop fleeing. Add 1 to the roll if a sergeant is within

## Victory

Annihilate the opposing side.

## Notes

MG and Bazooka cannot move and attack in the same turn. The Bazooka has 6 rockets and requires a turn to load in between shots. Regenerators cannot regenerate damage from the Flame thrower.

Army men will Flee on a roll of 1-4 on 1D6 if they start the turn next to an opponent. Army men will Flee on a roll of 1-3 on 1D6 if they start within 7 spaces of a mummy. Each Army man will start with 2 grenades.

## Warlock Spells

The warlock starts with 2D6 spells.

1D6	Spell
1	Fireball: Like Grenade but range = 18.
2	Earthbind: Range = 10. 4x4 area. 1D6 Targets cannot move or attack for 1D6 turns.
3	Magic Missiles: Range = 10. 1D6 attacks. Hit on 1-4 on 1D6.
4	Magic Shield: Negate one attack made against a target within 16 spaces.
5	Fear: Affects all army men within 10 spaces. Targets flee on a roll of 1-4 on 1D6.
6	Control: Range = 16. Gain control of target man for 1D6 turns.





# Battle Dice

## Introduction

A two player game of Fantasy battles using Dice to represent individual units.

## Units

Dice:	Unit Type:	Includes:
1D4	General	Leader, Warlord
1D6	Infantry	Pikes, Swordsmen
1D8	Archers	Skirmishers, Slingers, Missile troops, Catapults
1D10	Cavalry	Chariots, Elephants, Knights
1D12	Mages	Wizards, Spell casters, Clerics
1D20	Monster	Dragons, Giants, Warriors

**Dice** Type of die used to represent the indicated unit type.

## Setup

Both players must use an equal number of dice. The types of dice each player picks may be different. A Player may only pick one type of monster.

Example: Both players have 20 point armies (Both are using 20 dice) Player A has 2 Generals, 4 Monsters (Dragons), 2 Mages, and 4 each of Archers, Cavalry, and Infantry. Player B has 1 General, 2 Monsters (Archmages), 6 Mages, 6 Archers, and 5 Infantry.

## Casualties

A player always decides which of his units have been destroyed.

## Simultaneous Play

Players take their turns and phases at the same time. All units that can act in a phase may do so, even if they are destroyed during that phase.

## Turn Sequence

Each turn consists of 8 phases:

1. Roll Phase
2. Monster Phase
3. General Phase
4. Magic Phase
5. Maneuver Phase

## Object

Play continues until one side routs or is utterly destroyed.

## Dice

Dice are also referred to as troops and units.

6. Missile Phase
7. Melee Phase
8. Morale Phase

## Roll Phase

Both players roll all of their dice.

## Monster Phase

Look at the results of all of the D20's. On a roll of 1 or 2 the Monster leaves the battle. (is considered destroyed) Any roll of 13-16 destroys one opposing monster. Any roll of 17-20 will provide 1 Monster point.

For each Monster point roll once on a Monster Table. All Monster tables are unique. You can only use the one Table that corresponds to the monsters you picked in setup.

Sample Monster tables are given at the end of the rules.

## General Phase

Look at the results of all of the D4's. Any roll of 4 will provide 1 Tactics point. Compare the Tactics point totals of both players.

The player with fewer Tactics points loses all their Tactics points. The player with more Tactics points subtracts the losers total from his total. The winner gets to roll once on the Tactics effect table for each Tactics point he has left.



**Tactics Effect Table**

1D6	Effect:	Notes:
1	Superior Tactics	Gain 1D3 maneuver points.
2	Leadership	Morale total +1D6
3	Lead the Charge	Infantry also hit on rolls of "4" this turn.
4	Direct the Fire	Missile units also hit on rolls of "6" this turn.
5	Rally Troops	Restore 1D6 dice that have been destroyed.
6	Gain Initiative	Your hits are resolved first in either Missile or Melee phase*

\* The player picks which phase.

point totals of both players.

The player with fewer spell points loses all their spell points. The player with more spell points subtracts the losers total from his total. The winner gets to roll once on the Spell effect table for each spell point he has left.

## Magic Phase

Look at the results of all of the D12's. Any roll of 10 - 12 will provide 1 Spell point. Compare the Spell

## Spell Effect Table

1D10	Effect:	Notes:
1	Elemental Attack	Kill 1D3 enemy dice
2	Healing	Restore 1D3 friendly dice that have been destroyed
3	Haste	Roll on the Maneuver effect table
4	Ensnorcelled	Set 1D6 enemy dice to "1"
5	Control	Take control of one enemy die of your choice
6	Summon	Gain 1D3 new dice of one type
7	Death	Kill one enemy die of your choice
8	Fear	Enemy Morale Total -1D6
9	Immobilize	Enemy loses 1D3 Maneuver points
10	Command	Roll on the Tactics effect table

## Maneuver Phase

Look at the results of all of the D10's. Any roll of 8 - 10 will provide 1 Maneuver point. Compare the Maneuver point totals of both players.

The player with fewer Maneuver points loses all their maneuver points. The player with more Maneuver points subtracts the losers total from his total. The winner gets to roll once on the Maneuver effect table for each Maneuver point he has left.

## Maneuver Effect Table

1D10	Effect	Notes
1-2	Charge	Kill 1D3 enemy dice
3-4	Outflank	Set 1D3 enemy dice to "1"
5-6	Encircle	Enemy morale -1D6; Also gain 1 Maneuver point next turn.
7-8	Withdraw	Negate the next 1D3 casualties
9-10	Pick Result	

## Missile Phase

Look at the results of all of the D8's. Any roll of 7 or 8 will cause the destruction of 1 enemy die.

## Melee Phase

Look at the results of all of the D6's. Any roll of 5 or 6 will cause the destruction of 1 enemy die.

## Dragon

## Morale Phase

Both sides must keep track of how many casualties they sustained each turn. The side that lost more units this turn must check morale. That player must look at all of his remaining dice and count up all of the rolls of "2" and "3".

If this total is less than the number of casualties the player received this turn, the army routs.

## Sample Monster Tables

1D6	Effect	Notes
1	Fire breath	Destroy 1D3 enemy dice in Missile Phase
2	Claws	Destroy 1D3 enemy dice in Melee Phase
3	Fangs	Destroy 1D3 enemy dice in Melee Phase
4	Tail	Set 1D3 enemy dice to "1"
5	Wings	Gain 1D3 Maneuver points.
6	Scales	Negate the next 1D3 casualties inflicted by opponent.

## Giant

1D10	Effect	Notes
1-2	Throw Boulder	Destroy 1D3 enemy dice in Missile Phase
3-4	Giant Club	Destroy 1D3 enemy dice in Melee Phase
5-6	Stomp	Destroy 1D3 enemy dice in Melee Phase
7-8	Long Legs	Gain 1D3 Maneuver points.
9-0	Thick Hide	Negate the next 1D3 casualties inflicted by opponent.

## Medusa

1D6	Effect	Notes
1-4	Petrification	Destroy 1D3 enemy dice in Missile Phase
5	Poison	Destroy 1D3 enemy dice in Melee Phase
6	Magic	Gain 1D3 Magic points.

## Juggernaut

1D6	Effect	Notes
1	Giant Ram	Destroy 1D3 enemy dice in Melee Phase
2	Catapults	Destroy 1D3 enemy dice in Missile Phase
3-4	Heavy Armor	Negate the next 1D3 casualties inflicted by opponent.
5	Wheels	Gain 1D3 Maneuver points
6	Crush	Destroy 1D3 enemy dice in Melee Phase

## Warrior

1D8	Effect	Notes
1	Charisma	Gain 1D3 Tactics points.
2	Magic Item	Gain 1D3 Magic points.
3	Rider	Gain 1D3 Maneuver points.
4	Swordplay	Destroy 1D3 enemy dice in Melee Phase
5	Bow	Destroy 1D3 enemy dice in Missile Phase
6	Courage	Morale total +1D6.
7	Shield	Negate the next 1D3 casualties inflicted by opponent.
8	Strength	Destroy 1D3 enemy dice in Melee Phase

## Rogue

1D6	Effect	Notes
1	Assassinate	Kill one enemy unit of your choice
2	Backstab	Destroy 1D3 enemy dice in Melee Phase
3	Daggers	Destroy 1D3 enemy dice in Missile Phase
4	Sabotage	Opponent loses 1D3 Tactics points
5	Stealth	Negate the next 1D3 casualties inflicted by opponent.
6	Confuse	Set 1D3 enemy dice to "1"

## Archmage

1D6	Effect	Notes
1-4	Spell	Roll once on the Spell effect table
5-6	Magiks	Gain 1D3 Spell points

## Unicorn

1D6	Effect	Notes
1	Teleport	Gain 1D3 Maneuver points
2-3	Gallop	Gain 1D3 Maneuver points
4	Horn	Destroy 1D3 enemy dice in Melee Phase
5-6	Enchantment	Gain 1D3 Spell points

## Vampire

1D6	Effect	Notes
1	Fly	Gain 1D3 Maneuver points
2	Drain	Kill 1 enemy unit in melee phase & gain 1 vampire unit
3	Claws	Destroy 1D3 enemy dice in Melee Phase
4	Undead	Negate the next 1D3 casualties
5	Fear	Enemy Morale -1D6
6	Dark Powers	Gain 1D3 Spell points

## Elf Lord

1D6	Effect	Notes
1-2	Magery	Gain 1D3 Spell points
3-4	Command	Gain 1D3 Tactics points
5-6	Blades	Destroy 1D3 enemy dice in Melee Phase
7-8	Bow	Destroy 1D3 enemy dice in Missile Phase

## Orc Chieftan

1D8	Effect	Notes
1-2	Forced March	Gain 1D3 Maneuver points
3-4	Command	Gain 1D3 Tactics points
5-6	Battle Frenzy	Destroy 1D3 enemy dice in Melee Phase
7-8	Shaman	Gain 1D3 Spell points

## Dwarf Lord

1D6	Effect	Notes
1-2	Berserker	Destroy 1D3 enemy dice in Melee Phase
3-4	Command	Gain 1D3 Tactics points
5-6	Martyr	Morale total +1D6
7-8	Mithril Armor	Negate the next 1D3 casualties

## Knight

1D6	Effect	Notes
1-2	Equestrian	Gain 1D3 Maneuver points
3-4	Command	Gain 1D3 Tactics points
5-6	Sword & Lance	Destroy 1D3 enemy dice in Melee Phase
7-8	Shield & Armor	Negate the next 1D3 casualties

## Barbarian

1D6	Effect	Notes
1-3	Berserker Rage	Destroy 1D3 enemy dice in Melee Phase
4-6	Bravery	Morale total +1D6

## Game Designers Notes

More 'Monster' types are certainly possible. You could do more than one monster type per army if you have 20 sliders of different colors.

## Word 2 Document Version Of Rules

by Dragyn dragyn@midnyte.net looks really nice pprinted out.





# Battle Dice Additional Rules

by Dave Sanborn  
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## Quests & Artifacts

Before rolling on a given turn, a player may announce that he's questing. He may select as many dice as he wants to form a "questing party", and the rest of the dice act as his army. The army is rolled as per the standard rules against the opposing player's army. If a player has dedicated dice to his questing party on a given turn, and his army is wiped out in that turn, then the game is over and the player loses. Army casualties may never be applied to dice in the questing party, and vice versa.

Dice used for initially forming a questing party may only consist of Infantry, Archers, and Mages. Cavalry, Generals, and Monsters may not go on quests, and must always stay with the army. If a player wishes an Artifact to accompany the quest, he may add it to the questing party, keeping in mind the specific rules for its use (more on Artifacts later).

The opposing player acts as the "Dungeon Master" (for lack of a better term), and constructs an encounter roster for the questing player to face. The DM player selects a number of dice (NOT from his own army) equal to the number of dice in the questing player's party. The encounter roster may contain Infantry, Archers, Mages, and Monsters, though Monsters must be purchased on a one-for-two basis.

The two players conduct combat as per the normal rules, keeping in mind that Tactics and Maneuver

rules don't change (though it will be difficult for either player to generate Tactics and Maneuver points). If a mage rolls on the spell-effects table, and rolls a '6' (the Summon spell) the player may add ANY type of dice to his party, INCLUDING Cavalry, Generals, and Monsters.

If either army is destroyed or routs (after a morale check) the quest is over. If the questing player still has non-Artifact units left in his questing party at this point (whether his party routed or he won), he may return ALL dice in his questing party to his army. If only Artifacts are left, they are considered lost, and may NOT be returned to the questing player's army. The DM player may NEVER add the contents of the encounter roster to his own army.

Should the questing player win, he rolls on the following Artifact Table to determine which Artifact he has procured. Artifacts are dice which are rolled in battle which give some kind of positive bonus. Some Artifacts have restrictions on them (other dice must exist in the party/army, can only be used once, etc.) which are explained in the following section. When using Artifacts, keep in mind the logical limits to their use (for example, if you only have one Infantry unit, that Infantry unit CANNOT use more than one magic sword at the same time, or multiple shields; a single Mage unit COULD NOT use two wands at once). Also keep in mind that effects are NOT cumulative, except where noted (if you have two Infantry units, and two Swords + 1, each Infantry unit would be eligible for a +1 modifier; you could not apply a +2 modifier to a single unit).

## Artifact Table

1d20	Artifact:
1	Gold Cache (Hire Troops)
2	Wand of Healing
3	Wand of Resurrection
4	Sword + 1
5	Shield + 1
6	Bow + 1
7	Banner of Bravery (bonus on morale)
8	Sword + 2 (+2 to infantry)
9	Shield + 2 (-2 from enemy dice)
10	Bow + 2 (+2 on archery)
11	Scroll of Summoning (Summon Monsters)
12	Staff of Wizardry (+2 on magic)
13	Wings of the Pegasii (+2 on maneuver)

1d20	Artifact:
14	Crown of Command (+2 on tactics)
15	Orb of the Archmagi (one up or one down on spell effects table)
16	Orb of Kings (one up or one down on tactics result table)
17	Orb of Legions (one up or one down on maneuver table)
18	Wand of Death (instant death result)
19	Sword + 3
20	Bow + 3

## Gold Cache

1d4	Effect	Notes
1	Small Cache	May immediately hire one unit. This unit may consist of any type except Monsters.
2	Medium Cache	May immediately hire 1d4 units. These units may consist of any type except Monsters.
3	Large Cache	May immediately hire 1d6 units. These units may consist of any type except Monsters.
4	Mother lode	May immediately hire 2d4 units. These units may consist of any type except Monsters.

Note: The Gold Cache is ALWAYS discarded after one use.

## Wand Of Healing

1d4	Effect	Notes
1	No Charges Left	Discard Artifact
2-3	No Effect	-
4	Healing	Overturn the death of any one unit that has been killed this turn

Note: You must have at least one Mage unit in your army/party in order to use a Wand of Healing.

## Wand Of Resurrection

1d4	Effect	Notes
1	No Charges Left	Discard Artifact
2-4	Resurrection	Overturn the death of any one unit that has been killed this turn

Note: You must have at least one Mage unit in your army/party in order to use a Wand of Resurrection.

## Sword + 1

1d4	Effect	Notes
1-2	No Effect	-
3-4	Magic Attack	Add one to the roll of a single Infantry unit this turn

Note: You must have at least one Infantry unit in your army/party in order to use a Sword + 1

## Shield + 1

1d4	Effect	Notes
1-2	No Effect	-
3-4	Magic Defense	Subtract one from the roll of a single enemy Infantry or Archer unit this turn

Note: You must have at least one Infantry unit in your army/party in order to use a Shield + 1.

## Bow + 1



1d4	Effect	Notes
1-2	No Effect	-
3-4	Magic Missile	Add one to the roll of a single Archer unit this turn.

Note: You must have at least one Archer unit in your army/party in order to use a Bow + 1.

## Banner Of Bravery

1d4	Effect	Notes
1-2	No Effect	-
3	Rally	Subtract one from the number of dice which show a '2' or '3' during a Morale Check
4	Inspire	Subtract two from the number of dice which show a '2' or '3' during a Morale Check

Note: You must have at least one General unit in your army/party in order to use a Banner of Bravery. If you have multiple Generals, and multiple Banners, the effects ARE cumulative.

## Sword + 2

1d4	Effect	Notes
1-2	No Effect	-
3	Magic Attack	Add one to the roll of a single Infantry unit this turn
4	Magic Attack	Add two to the roll of a single Infantry unit this turn

Note: You must have at least one Infantry unit in your army/party in order to use a Sword + 2

## Shield + 2

1d4	Effect	Notes
1-2	No Effect	-
3	Magic Defense	Subtract one from the roll of a single enemy Infantry or Archer unit this turn
4	Magic Defense	Subtract two from the roll of a single enemy Infantry or Archer unit this turn

Note: You must have at least one Infantry unit in your army/party in order to use a Shield + 2.

## Bow + 2

1d4	Effect	Notes
1-2	No Effect	-
3	Magic Missile	Add one to the roll of a single Archer unit this turn
4	Magic Missile	Add two to the roll of a single Archer unit this turn

Note: You must have at least one Archer unit in your army/party in order to use a Bow + 2.

## Scroll Of Summoning

1d4	Effect	Notes
1	Battlecry	May immediately hire 1d4 units. These unit may consist of any type except Monsters.
2	Minor Conjunction	May immediately hire 1d4 units. These units may consist of any type.
3	Major Conjunction	May immediately hire 1d6 units. These units may consist of any type.
4	Call of the Hordes	May immediately hire 2d4 units. These units may consist of any type.

Note: The Scroll of Summoning is ALWAYS discarded after one use. You must have at least one Mage unit in your army/party in order to use a Scroll of Summoning.

## Staff Of Wizardry

1d4	Effect	Notes
1-2	No Effect	-
3	Power	Add one to the roll of a single Mage unit this turn
4	Power	Add two to the roll of a single Mage unit this turn

Note: You must have at least one Mage unit in your army/party in order to use a Staff of Wizardry.

## Wings Of The Pegasii

1d4	Effect	Notes
1-2	No Effect	-
3	Flight	Add one to the roll of a single Cavalry unit this turn
4	Flight	Add two to the roll of a single Cavalry unit this turn

Note: You must have at least one Cavalry unit in your army/party in order to use the Wings of the Pegasii.

## Crown Of Command

1d4	Effect	Notes
1-2	No Effect	-
3	Leadership	Add one to the roll of a single General unit this turn
4	Leadership	Add two to the roll of a single General unit this turn

Note: You must have at least one General unit in your army/party in order to use a Crown of Command

## Orb Of The Archmagi

1d4	Effect	Notes
1-2	No Effect	-
3-4	Omniscience	The orb can be used to manipulate one Magic Effects Table result, by either subtracting one, or adding one.

Note: You must have at least one Mage unit in your army/party in order to use an Orb of the Archmagi.

## Orb Of Kings

1d4	Effect	Notes
1-2	No Effect	-
3-4	Foresight	The orb can be used to manipulate one Tactics Effect Table result, by either subtracting one, or adding one.

Note: You must have at least one General unit in your army/party in order to use an Orb of Kings.

## Orb Of Legions

1d4	Effect	Notes
1-2	No Effect	-
3-4	Intuition	The orb can be used to manipulate one Maneuver Effect Table result, by either subtracting one, or adding one.

Note: You must have at least one Cavalry unit in your army/party in order to use an Orb of Legions.

## Wand Of Death

1-2	No Charges Left	Discard Artifact
3	No Effect	-
4	Death	Kill one enemy unit this turn.

Note: You must have at least one Mage unit in your army/party in order to use a Wand of Death.

### Sword + 3

1d4	Effect	Notes
1	No Effect	-
2	Magic Attack	Add one to the roll of a single Infantry unit this turn
3	Magic Attack	Add two to the roll of a single Infantry unit this turn
4	Magic Attack	Add three to the roll of a single Infantry unit this turn

Note: You must have at least one Infantry unit in your army/party in order to use a Sword + 3

### Bow + 3

1d4	Effect	Notes
1	No Effect	-
2	Magic Missile	Add one to the roll of a single Archer unit this turn
3	Magic Missile	Add two to the roll of a single Archer unit this turn
4	Magic Missile	Add three to the roll of a single Archer unit this turn

Note: You must have at least one Archer unit in your army/party in order to use a Bow + 3.





# Battle Magic

## Introduction

Fantasy Warfare. Board and Card game. 2+ players.

## Victory Conditions

Destroy all of your opponent's castles.

## The Map

The map consists of irregularly shaped interconnected territories. There are land and water territories. There are 3 basic types of land territories: Clear, Forest, & Mountain.

Type	Strength	Number of Cards
Move	1	6
Move	2	4
Move	3	2
Sword	1	6
Sword	2	4
Sword	3	2

## The Counters

Counters are also called chits or units. Each player has a counter set of a unique color. Each set has 44 counters.

There are 8 unit types: Armies, Dragons, Heroes, Ships, Castles, Wizards, Giant Ballistae, and Artifacts.

1. Armies: There are 9 armies in each set.

Armies can only move on land spaces. Armies can use a maximum of 1 move card per turn. Armies draw 2 cards in battle.

Armies can only use Sword cards in battle. Armies cost 2 Gold to recruit.

2. Dragons: There are 3 Dragons in each set.

Dragons can move on any spaces. Dragons can use a maximum of 2 move cards per turn. Because they can fly, dragons only ever pay 1 move point to enter any space.

Dragons draw 2 cards in battle. Dragons can use Sword and Magic cards in battle. Dragons cost 5 Gold to recruit.

3. Heroes: There are 5 Heroes in each set.

Heroes can move on any spaces. Heroes can use a maximum of 2 move cards per turn. Heroes draw 1 card in battle.

Heroes can use Sword and Magic cards in battle. Heroes cost 3 Gold to recruit.

4. Ships: There are 7 Ships in each set.

Ships can only move on water spaces. Ships can use

Land territories may be bordered (separated) by rivers. There are 2 basic types of water territories: Seas and Reefs. A map will have to be drawn before play is possible.

Denote terrain types on the map by drawings or symbols. Territories must be large enough to contain one counter. Land territories adjacent to water territories are considered to be coastal.

The board should contain 100+ territories.

## The Deck

The common deck consists of 48 cards. There are 4 types of cards: Move, Sword, Gold, and Magic Each card type comes in 3 strengths: 1, 2, and 3.

Type	Strength	Number of Cards
Gold	1	6
Gold	2	4
Gold	3	2
Magic	1	6
Magic	2	4
Magic	3	2

a maximum of 2 move cards per turn. Ships draw 2 cards in battle.

Ships can only use Sword cards in battle. Ships cost 2 Gold to recruit.

5. Castles: There are 5 Castles in each set.

Castles do not move. Castles draw 2 cards in battle. Castles can only use Sword cards in battle.

Castles cost 1 Gold to build.

6. Wizards: There are 5 Wizards in each set.

Wizards can move on any spaces. Wizards can use a maximum of 2 move cards per turn. Wizards can use Magic cards to move.

Wizards draw 2 cards in battle. Wizards can only use Magic cards in battle. Wizards cost 3 Gold and/or Magic to recruit.

7. Giant Ballista: There are 4 Giant Ballista in each set.

Giant Ballista can only move on land spaces. Giant Ballista can use a maximum of 1 move card per turn. Giant Ballista draw 1 card in battle.

Giant Ballista can only use Sword cards in battle. Giant Ballista cannot be destroyed when attacking. Giant Ballista cost 2 Gold to construct.

8. Artifacts: There are 6 Artifacts in each set.

Stack an artifact with a Wizard or Hero chit. The Hero or Wizard gets +1 to their battle total. A Hero or Wizard can have a maximum of 2 Artifacts attached.

Artifacts cost 1 Gold to construct.

## Setup

Each player places his counter set in its own opaque cup. These are known as draw cups. Each player places 1 of his castles on a coastal territory.

These castles cannot be within 5 spaces of each other. Each player places 1 of his armies in a land territory adjacent to his castle. Each player places 1 of his ships in a water territory adjacent to his castle.

Each player starts with a hand of 4 cards drawn from the common deck. Each player draws 1 chit from his draw cup. Determine turn order: Each player cuts the deck. Check card strength.

Highest strength cut goes first. Cut again to resolve ties.

## Turn Sequence

Players take turns. Each turn has 4 phases:

1. Move Phase
2. Battle Phase
3. Recruit Phase
4. Draw Phase

## Move Phase

Discard a move card from your hand to give one of your units a number of Move points equal to the strength of the card. Clear spaces cost 1 move point to enter. Forest spaces cost 2 move points to enter.

Mountain spaces cost 3 move points to enter. Rivers cost 1 move point to cross. Sea spaces cost 1 move point to enter.

Reef spaces cost 2 move points to enter. Some units can receive move points from 2 Move cards. You can move more than one unit per turn if you have enough move cards.

Only one army or ballista may occupy a territory at a time. Only one ship may occupy a territory at a time. Only one castle may occupy a territory at a time.

Only one dragon may occupy a territory at a time. Enemy units cannot occupy the same territory. Units may move through friendly units.

Dragons may move through non-dragon enemy units. A Ship may carry an army or a ballista. They share the ship's move cards. If the ship is destroyed, the army or ballista is too.

Ships can also carry Heroes & Wizards. They share the ship's move cards. A hero can ride a dragon. The hero shares the dragon's move cards. Heroes & Wizards may move with armies or ballistae.

They share the armies or ballistae's move card.

## Battle Phase

Your units may attack enemy units in adjacent territories. Units of the current player are attackers. The other players units are defenders.

Ships may attack into adjacent coastal spaces. Castles cannot attack, they can only defend. Armies cannot attack ships.

A unit may make only one attack per turn. If the adjacent space contains multiple enemy units, choose which of your units attacks which enemy unit. If there are multiple units in a space, castles are always attacked last.

If a dragon is attacked by a ship or an army the dragon player may discard a Move card to have it retreat (fly away) instead. Both the attacking and defending unit draw 2 cards each. Heroes only draw 1 card.

These cards are not put into the player's hands. All units but wizards may use sword cards in battle. Wizards, dragons, and heroes may use magic cards in battle.

If a unit draws a card it can use in battle, it adds the strength of that card to its Battle Total. The unit with the lower battle total is destroyed and removed from the board. If a ballista is attacking and loses it is not destroyed, nothing happens.

A ballista can only be destroyed when defending. If a hero is destroyed the player may discard a Move card to have it retreat instead. If the hero cannot retreat it is destroyed. Retreating heroes discard their artifacts.

If a unit draws no cards it can use in battle, the player may substitute one card from his hand that the unit can use. If the battle totals are tied, both units draw another card to break the tie. All cards used in battle are discarded.

Destroyed chits go back to the owner's draw cup.

## Combat Advantages

Defending units in the same territory as a Castle get +1 to their battle totals. Because of their magic resistance, Dragons get +1 to their battle total vs. wizards. Because they can fly over walls, Dragons get +1 to their battle total vs. castles.

Because of their powerful spells of mass destruction, Wizards get +1 to their battle total vs. armies and ships. Because of their numerical advantage, Armies get +1 to their battle total vs. heroes and ballistae. Castles get +1 to their battle total vs. ships.

Because they can sneak up on them and cut their heads off, Heroes get +1 to their battle total vs. dragons and wizards. Because they make big juicy targets, Ballistae get +1 to their battle total vs. dragons.

## Recruit Phase

You may purchase one or more cards from your recruit pile using Gold cards from your hand. You cannot make change when buying units. Gold in excess of the units cost is lost.

Non-castle units must be placed in an unoccupied space adjacent to one of your castles. Castles may be built in an unoccupied space adjacent to one of your units. Castles cannot be built adjacent to another castle.

## Draw Phase

Draw 4 cards from the common deck. Maximum hand size is 6 cards. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

Draw 1 chit from your draw cup if you have less than 3 chits in your recruit pile. Counters are kept face up in front of you. This is your recruit pile. Maximum recruit pile size is 5 chits. Discard excess chits.

## Optional Special Territories

You may want to include some or all of the following special territories on your map. Special territories require 2 move points to enter. City: Reserve pile size +1 Oracle: Hand size +1 Monolith: Draw an extra card in draw phase. If it's a magic card keep it.

Mine: Draw an extra card in draw phase. If it's a gold card keep it. Altar: Draw an extra card in draw phase. If it's a sword card keep it. Temple: Draw an extra card in draw phase. If it's a move card keep it.

Barbarian Villages: Draw an extra chit in draw phase. If it's an army chit keep it. Dragons Lair: Draw an extra chit in draw phase. If it's a dragon chit keep it. Tavern: Draw an extra chit in draw phase. If it's a hero chit keep it.

Workshops: Draw an extra chit in draw phase. If it's a ballista or artifact chit keep it. Wizards Tower: Draw an extra chit in draw phase. If it's a wizard chit keep it. Pirates Cove: Draw an extra chit in draw phase. If it's a ship chit keep it.

Ruins: The first hero to visit draws a card. If it is a Move card the hero is destroyed. If it is another type of card, the player keeps it.

## Optional Variant Counter Set

The Chit set described in the main rules is for the standard human empire.

The Dwarf empire set includes: 10 Armies 6 Ships 7 Castles 3 Rune Masters (Wizards) 5 Bombards (Bal-

listae) 3 Juggernauts 4 Dwarf Lords (Heroes) 6 Artifacts

Juggernauts: There are 3 Juggernauts in the Dwarf set. Juggernauts can only move on land spaces. Juggernauts can use a maximum of 2 move cards per turn.

Juggernauts draw 4 cards in battle. Juggernauts can only use Sword cards in battle. Juggernauts cannot be carried by ships.

Juggernauts can carry other units like ships can. Juggernauts cost 4 Gold to recruit.

The Orc empire set includes: 12 Armies 7 Ships 6 Castles 6 Shamans (Wizards) 6 Giant Catapults (Ballistae) 4 Giants 3 Artifacts

Giants: There are 4 Giants in the Orc set. Giants can move on land or water spaces. Giants can use a maximum of 2 move cards per turn.

Giants draw 3 cards in battle. Giants can only use Sword cards in battle. Giants cost 4 Gold to recruit.

The Elf empire set includes: 6 Armies 8 Ships 4 Castles 7 Battle Mages (Wizards) 5 Crystal Towers 4 Dragons 4 Elven Avatars (Heroes) 6 Artifacts

Crystal Towers: There are 5 Towers in the Elf set. Towers can move only on land spaces. Towers can use a maximum of 1 move card per turn.

Towers draw 2 cards in battle. Towers can only use Magic cards in battle. Towers cannot be destroyed when attacking.

Treat Towers like ballista for transport & stacking. Towers cost 3 Gold to construct.

The Undead empire set includes: 10 Armies 7 Ghost Ships 5 Castles 6 Necromancers (Wizards) 3 Bone Towers (Ballistae) 3 Skeletal Dragons 3 Wraith Lords (Heroes) 7 Artifacts

## Cardset Available

by Eric Sprague. Thanks!!! [Click Here](#)





# *Birthright Conquest*

## **Introduction**

Card game for 2 players. Set in the AD&D Birthright Campaign Setting. One player controls the Armies of Good.

The other player controls the Armies of Evil.

## **Disclaimer**

Birthright is a copyrighted product. This is merely a fansite.

## **Victory**

Destroy all your opponents. To destroy an opponent, you must: Reduce your opponents Realm deck to zero cards. Then eliminate all his Realms in play.

## **The Decks**

There are 3 decks: The Good Deck The Evil Deck The Common (Action) Deck The Good & Evil Decks are collectively referred to as Realm Decks. Players keep 2 Hands: The Realm Hand kept Face up on the Table The Action Hand held in the players hand

## **Card Types**

Card types in the Realm Decks include: Lords (Regents) Realms (Countries) Armies Card types in the Common Deck include: Spells Events Blood Abilities

## **Setup**

Each player draws 5 Action cards. Each player draws 4 Realm cards. The Evil player goes first.

Each player starts with 5 Gold.

## **Turn Sequence**

Players take turns. Each turn has 6 Phases: Alliance Phase Planning Phase Realm Phase Recruit Phase Event Phase Attack Phase

## **Alliance Phase**

Draw 1 Realm card or Fill your Realm Hand to 4 cards. Pay 3 Gold to draw an extra card. Maximum Realm hand is 4 cards.

Put your choice of excess cards on the bottom of your Realm deck.

## **Planning Phase**

Draw 2 cards from the Common deck. Pay 2 Gold to draw an extra card. Maximum Action hand size is 7 cards.

Discard your choice of excess cards. If the Common deck runs out shuffle the discard and draw from it.

## **Realm Phase**

Each of your Realms in Play generates 1 Gold. Use coins to represent Gold. Gold can be saved from turn to turn.

## **Recruit Phase**

You may put exactly one Realm (Country) card from your hand into play. You may put Lords and Armies into play. Lords & Armies have a Gold cost = to their Force to put into play.

Army cards must be attached to a Lord. Attached Armies are referred to as Allies. A Lord is free if you already have his Realm in play.

## **Event Phase**

Certain Action cards can be played in this Phase. You must have a Priest, Wizard, or Awnsheghein in play to play a Spell card.

## **Attack Phase**

You may attack with none, some, or all of your Lords. If unblocked your opponent must discard 3 Realm cards from the top of his deck. If the opponent has no cards left in his Realm deck, discard one of his Realms in play.

The Defending Player may Block attacks. For a given attack the defender may choose one of his Lords to block it. A Lord that attacked last turn cannot be used to block.

Each Lord has a base Force value. This Force value is modified by Attached Armies and Action cards. Compare the Modified Forces of the Attacking & Blocking Lord.

The Lord with the Higher Modified Force Wins the Battle. The Lower Force Lord and all attached cards are discarded. The winning Lord must discard one attached Army (if it has any) at end of turn.

The Defender wins ties.

## **Bloodtheft**

Every time a Lord defeats an enemy Lord in Battle, he gets a +1 Force Blood Token.



## Card List Notation

**L** Lords  
**R** Realms  
**A** Armies

**S** Spells  
**E** Events  
**B** Blood Ability  
**Cost** Cost in Gold to play

## Good Alliance Deck Card List

Card Name:	#	Type	Force	Notes:
Rangers	2	A	4	
Paladins	1	A	5	
Men	5	A	1	
Elves	3	A	3	
Dwarves	4	A	2	
Roesone	1	R	-	Regent: Marlae Roesone
Marlae Roesone	1	L	3	Fighter
Aerenwe	1	R	-	Regent: Liliene Swordwraith
Liliene Swordwraith	1	L	5	Ranger
Diemed	1	R	-	Regent: Heirl Diem
Heirl Diem	1	L	4	Fighter
Iljen	1	R	-	Regent: Rogr Aglondier
Rogr Aglondier	1	L	2	Wizard
Medoere	1	R	-	Regent: Suris Enlien
Suris Enlien	1	L	2	Priest
Boeruine	1	R	-	Regent: Aeric Boeruine
Aeric Boeruine	1	L	6	Fighter
Talinie	1	R	-	Regent: Thuriene Donalls
Thuriene Donalls	1	L	3	Priest
Taeghas	1	R	-	Regent: Harald Khorien
Harald Khorien	1	L	2	Wizard
Dhoesone	1	R	-	Regent: Fhiele Dhoesone
Fhiele Dhoesone	1	L	3	Thief
Tuarhivel	1	R	-	Regent: Fhileraene
Fhileraene	1	L	7	Elf Fighter/Wizard
Baruk-Azhik	1	R	-	Regent: Grimm Graybeard
Grimm Graybeard	1	L	8	Dwarf Fighter
The Sielwode	1	R	-	Regent: Emerald Queen
Emerald Queen	1	L	7	Wizard
Avanil	1	R	-	Regent: Darien Avan
Darien Avan	1	L	5	Fighter
Mhoried	1	R	-	Regent: Daeric Mhoried
Daeric Mhoried	1	L	4	Ranger
Elinie	1	R	-	Regent: Assan Ibn Daouta
Assan Ibn Daouta	1	L	5	Paladin

## Evil Alliance Deck Card List

Card Name:	#	Type	Force	Notes:
Dragons	1	A	5	
Giants	2	A	4	
Gnolls	3	A	3	
Goblins	5	A	1	

Card Name:	#	Type	Force	Notes:
Orogs	4	A	2	
The Spiderfell	1	R	-	Regent: The Spider
The Spider	1	L	4	Awnsheghlein
The Gorgons Crown	1	R	-	Regent: The Gorgon
The Gorgon	1	L	9	Awnsheghlein
Mieres	1	R	-	Regent: Arron Vaumel
Arron Vaumel	1	L	3	Thief
Brosengae	1	R	-	Regent: Eriene Mierelen
Eriene Mierelen	1	L	4	Thief
Rhuobhe	1	R	-	Regent: Rhuobhe Manslayer
Rhuobhe Manslayer	1	L	5	Awnsheghlein
Cariele	1	R	-	Regent: Entier Gladanil
Entier Gladanil	1	L	3	Fighter
The Five Peaks	1	R	-	Regent: The Eyeless One
The Eyeless One	1	L	5	Wizard
Markazor	1	R	-	Regent: Godar Thurinson
Godar Thurinson	1	L	3	Fighter
Mur-Kilad	1	R	-	Regent: Razzik Fanggrabber
Razzik Fanggrabber	1	L	2	Wizard
Thurazor	1	R	-	Regent: Tieskar Graecher
Tieskar Graecher	1	L	4	Goblin King
The Chimaeron	1	R	-	Regent: Chimaera
Chimaera	1	L	5	Awnsheghlein
Osoerde	1	R	-	Regent: Jaison Raenech
Jaison Raenech	1	L	4	Fighter
Ghore	1	R	-	Regent: Gavin Tael
Gavin Tael	1	L	5	Fighter
Alamie	1	R	-	Regent: Carilon Alamie
Carilon Alamie	1	L	1	Fighter
Endier	1	R	-	Regent: Guilder Kalien
Guilder Kalien	1	L	3	Half Elf Thief

## Common Deck Card List

Card Name:	Type	Cost	Notes:
Battlewise	B	-	Force Total +3
Blood History	B	-	Draw 3 Action Cards
Courage	B	-	Allies get Force +1 each
Character Reading	B	-	All enemy Lords get Force -1 this turn
Divine Aura	B	-	Draw 2 Realm cards
Divine Wrath	B	-	Destroy 1 opposing Ally
Elemental Control	B	-	Gain one Force = 3 Ally this turn
Fear	B	-	All opposing Allies get -1 Force this turn
Healing	B	-	Prevent Ally from being Destroyed
Iron Will	B	-	Put destroyed Lord back into your Realm hand
Persuasion	B	-	Put Lord from your Realm hand into play
Detection	B	-	Look at opponents hand
Regeneration	B	-	Put destroyed Lord back into your Realm hand
Resistance	B	-	Force total +3

Card Name:	Type	Cost	Notes:
Protection	B	-	Allies get Force +1 each
Bloodmark	B	-	Put Lord from your Realm hand into play
Enhanced Senses	B	-	Look at opponents hand
Travel	B	-	Allows Lord that attacked last turn to Block
Touch of Decay	B	-	Discard target Lord
Shadow Form	B	-	Lord cannot be Blocked this turn
Bloodsilver Blade	E	1	Force +3
Elaborate Court	E	3	Draw 3 Realm Cards
Vassalage	E	2	Put an extra Realm into play this turn
Regency	E	2	Put an extra Realm into play this turn
Diplomacy	E	2	Put an extra Realm into play this turn
Assassination	E	1	Discard target Lord
Blood Challenge	E	-	Target Lord must Block
Rebellion	E	-	Put Target Realm back in owner's hand
Natural Disaster	E	-	Put Target Realm back in owner's hand
Heresy	E	-	Put Target Realm back in owner's hand
Occupation	E	-	Control Target Realm after winning a Battle
Pillage	E	-	Gain 4 Gold after winning a Battle
Intrigue	E	1	Look at opponents Action Hand
Festival	E	1	Opponent may not attack this Turn
Brigandage	E	-	Opponent loses 3 Gold
Corruption	E	-	Opponent loses 3 Gold
Law Holdings	E	-	Negate Event card
Ransom	E	-	Take 3 Gold from Opponent
Fortifications	E	-	Force +4 while Defending
Militia	E	-	Force +4 while Defending
Temple Holdings	E	-	Put 2 Spell cards in Discard into your hand
Trade Routes	E	-	Gain 3 Gold
Collect Taxes	E	-	Gain 3 Gold
Guild Holdings	E	-	Gain 3 Gold
Adventure	E	-	Target Lord cannot Attack or Block
Roads	E	-	Allows Lord that attacked last turn to Block
Avatar	E	-	Force +10
The Cold Rider	E	-	Discard target Mage Lord
Battle Magic	S	-	Force +3
Alchemy	S	-	Gain 3 Gold
Death Plague	S	-	Put Target Realm back in owner's hand
Demagogue	S	-	Put an extra Realm into play this turn
Dispell Realm Magic	S	-	Negate Spell Card
Legion of Dead	S	-	Gain three Force = 1 Allies this turn
Mass Destruction	S	-	Force +3
Raze	S	-	Put Target Realm back in owner's hand
Scry	S	-	Look at next 7 cards in any Deck
Stronghold	S	-	Force +4 while Defending
Subversion	S	-	Take control of target Non-Lord card
Summoning	S	-	Gain two Force = 2 Allies this turn
Warding	S	-	Opponent may not attack this Turn
Transport	S	-	Allows Lord that attacked last turn to Block
Bless Land	S	-	Gain 3 Gold
Bless Army	S	-	Allies get Force +1 each
Blight	S	-	Put Target Realm back in owner's hand
Honest Dealings	S	-	Gain 3 Gold
Investiture	S	2	Put an extra Realm into play this turn

Card Name:	Type	Cost	Notes:
Ley Lines	S	-	Draw 2 cards from Realm or Common Deck

## Links

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## D&d

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# Blade

## Introduction

Solo Card game based on the Blade Movies/Comics. Blade is a Daywalker Vampire Slayer.

## Disclaimer

Blade is a copyrighted, licensed product. This is merely a fan site.

## Victory

You win if at the beginning of Foe Phase all Foe cards in the game are in the Foe discard pile. You lose if Blade is reduced to zero or less Blood Points.

## Blood Points & Damage Markers

Use glass beads to keep track of Blood Points and Damage.

## The Decks

There are 2 Decks: Aid Deck Foe Deck

## Foes

Foes have 2 Ratings: Attack and Defense Most Foes are Vampires. Non-Vampires are unaffected by UV, Sunlight and Vampire Mace and take 1 less damage from Silver Attacks.

## Setup

Shuffle the decks. Blade Starts with 20 Blood Points. Draw 5 Aid Cards.

## Turn Sequence

Each turn has 9 phases:

1. Aid Phase
2. Info Phase
3. Help Phase
4. Foe Phase
5. Strike Phase
6. Attack Phase
7. Escape Phase
8. Heal Phase
9. End Phase

## Aid Phase

Draw 1 card from the Aid Deck and put it in your hand. Discard 1 (non-strike) Draw card in this phase to draw additional cards.

## Info Phase

Play a Look card to look at the next 7 cards in the Foe Deck. You may choose to leave them in that order or shuffle the Foe Deck. After this draw 1 card from the Aid Deck.

## Help Phase

Put Companion cards from your hand into play. You may use a Companion once per turn like a Strike card or a Block card. When you use a Companion card flip a coin, if it is heads the Companion remains in play, if tails, discard it.

## Foe Phase

Draw 1 card from the Foe deck and place it face up in play. If it is a Location card, discard any Location card already in play.

## Strike Phase

Play (discard) 1 or more Strike Cards (SC) to attack Foes. Each Strike card has a Damage Rating (DR). Put a number of Damage Markers (DM) on to a target Foe card equal to the DR of the SC played.

Some SC have the Ranged or Area Affect Trait. Ranged Strikes do Damage to 2 Target Foes. Area Affect Strikes do Damage to 3 Target Foes.

If a Foe card has DM on it equal to or greater than its Defense rating it is destroyed (discarded). Note some strike cards when played allow you to Immediately draw an extra Aid card.

## Attack Phase

Each Foe in play does Damage to Blade equal to its Attack Rating. For each point of damage done, Blade loses one Blood Point (BP). You may discard a Block Card to negate the damage inflicted by One target Vampire.

## Escape Phase

You may play a Move card to discard the current Location card and Shuffle any Foe cards in play back into the Foe deck.

## Heal Phase

Blade automatically regains 1 lost BP. If there are no Foes in play, you may discard 1 Heal Card to regain additional lost BP. Foes with the Regeneration Trait

remove Damage Markers Equal to the level of their Regeneration Trait.

## End Phase

Max hand size is 5 cards. Discard excess cards. If there are no Foe cards in play, discard any Location card that is in play.

## Foe Deck

### Card List Notation

**A** Attack Rating  
**D** Defense Rating  
**S** Single Foe  
**G** Group of Foes  
**V** Vampire  
**N** Non-Vampire  
**R** Regenerate  
**L** Location

Name:	A	D	Type	Notes:
Club Vampires	1	3	GV	-
Goth Vampires	1	2	GV	-
Guard Vampires	1	3	GV	-
Street Vampires	1	2	GV	-
Thug Vampires	1	3	GV	-
Specialist Vampires	2	5	GV	-
Corrupt Vampires	2	8	GV	-
Commando Vampires	2	6	GV	-
Leader Vampire	3	8	SV	R 1
Assassin Vampire	3	5	SV	-
Ancient Vampire	3	10	SV	R 1
Master Vampire	3	9	SV	R 1
Bionic Vampire	3	7	SV	-
Elder Vampire	2	6	SV	R 1
Decrepit Vampires	1	1	GV	-
Reaper Pack	3	6	GV	R 1
Mutant Vampire	4	11	SV	R 1
Bloodsuckers	1	4	GV	-
Blood God	2	12	SV	R 2
Drake	3	13	SV	R 2
Insane Vampire	1	5	SV	-
Vampire Mistress	1	4	SV	-
Vampire Henchman	1	6	SV	-
Vampire Ninjas	2	5	GV	-
Zombie Vampire	1	2	SV	-
Familiar	1	1	SN	-
Security Detail	1	2	GN	-
Cops	1	2	GN	-
Police	1	3	GN	-
Swat Team	1	4	GN	-
Club Blood	-	-	L	-
House of Erebus	-	-	L	GV get A+1
Blood Bank	-	-	L	-
Safe House	-	-	L	Foes get D+1
Subway	-	-	L	-
Penthouse	-	-	L	-
City Streets	-	-	L	-
Sewers	-	-	L	GV get D+2
Ritual Chamber	-	-	L	SV get D+2
Vampire Stronghold	-	-	L	SV get A+1

Name:	A	D	Type	Notes:
Hideout	-	-	L	-

## Aid Deck

Name:	Strike	Notes:
Body Armor	-	Block
Drink Blood	-	Heal 4
Machine Pistols	3	Ranged
Narrow Escape	-	Block or Move
Impale	4	-
Sunlight	3	Area Affect
Crush Skull	5	-
Preparations	-	Draw 3
Resupply	-	Draw 3
Weapons Cache	-	Draw 3
Out of Range	-	Block or Move
Surprise	-	Draw 2
Blood Bath	4	-
Beat Down	2	Draw 1
Vampiric Rage	-	Draw 2
Rip Out Heart	7	-
Precision Strike	3	Draw 1
Death Blow	10	-
Plan B	-	Draw 2
Sever Limbs	4	-
Cut in Two	9	-
Kung Fu	2	Draw 1
Machine Gun	3	Ranged
Thermal Grenade	5	Area Affect
Behead	10	-
Wood Stake	4	-
UV Grenade	4	Area Affect
Snap Spine	4	-
Forearm Blades	2	Draw 1
Break Back	4	-
Neck Twist	4	-
Spray Bullets	3	Ranged
Throwing Stars	1	Ranged
Booby Trap	1	Draw 1
Slice	4	-
Katana	5	-
Find Weak Spot	6	-
Automatic Pistols	2	Ranged
Infusion	-	Heal 3
Booster Shot	-	Heal 3
Slash	3	-
Transfusion	-	Heal 4
Daywalker	-	Draw 3
Read Glyphs	-	Look
Interrogation	-	Look
Betrayal	-	-



Name:	Strike	Notes:
Hostage	-	-
Trap	-	-
Hostage	-	-
Ambush	-	-
Captured	-	-
Disarmed	-	-
Innocent	-	-
Surrounded	-	-
Leaping Attack	3	Draw 1
Crucifixion Attack	5	-
Throwing Blades	2	Ranged
Archives	-	Look
Silver Stakes	5	-
Crusader	-	Draw 2
Silver Bullets	3	Ranged
Serum	-	Heal 3
Jump	-	Block or Move
UV Lamp	2	Area Affect
Vampire Mace	3	-
Backup	-	Draw 3
Vampire Anti-Virus	10	Area Affect
Investigation	-	Look
Bomb	4	Area Affect
Silver Hollowpoints	3	Ranged
Anticoagulant	9	-
Blood Donor	-	Heal 3
Razor Garrote	6	-
Tear Out Throat	7	-
Discover Plans	-	Look
Muscle Car	-	Move
Suped Up Motorcycle	-	Move
Daybreak	3	Area Affect or Move
Rescue	-	Put discarded Companion back in play
Vampire Hunter	2	Companion with Draw 1 when Striking
Ex-Vampire	2	Companion with Ranged Attack
Vampiric Love Interest	2	Companion can be used as Look
Old Man	2	Companion can be used as Draw 2
Female Doctor	1	Companion can be used as Heal 3
Night Stalkers	2	Companion can be used as Move
The Herbalist	1	Companion can be used as Heal 2
Bloodpack	3	Companion

## Links

Blade Wikkipedia





# Cave Wars

## Introduction

Wargame for 2 or more players. Subterranean Fantasy theme.

## Victory

Occupy all 8 Lairs on the Board.

## Terrain Tile List

Terrain Type:	Notes:
Mines	Rich
Shafts	Treacherous
Pits	Treacherous
Crevice	Treacherous
Lava Tunnels	Maze
Great Hall	Large
Labyrinth	Maze
Corridors	Maze
Caves	Large
Caverns	Large
Rift	Treacherous
Stone Bridge	Defensible
Chambers	Defensible
Dungeon	Maze
Tomb	Rich
Heavy Gate	Defensible
Rune Stones	Magical
Vault	Rich

Terrain Type:	Notes:
Mushroom Caves	Magical
Crystal Caves	Rich
Abandoned Mines	Defensible
Lost City	Large
Pools	Magical
Underground River	Treacherous
Rock Slide	Treacherous
Shrine	Magical
Troglodyte Caves	Lair = Recruit Troglodytes
Dwarf Mines	Lair = Recruit Dwarves
Gnome Burrows	Lair = Recruit Gnomes
Kobold Warren	Lair = Recruit Kobolds
Orc Pits	Lair = Recruit Orcs
Goblin Caves	Lair = Recruit Goblins
Drow City	Lair = Recruit Drow
Troll Den	Lair = Recruit Trolls
Solid Rock	# 30 Solid Rock Tiles

## Terrain Type Notation

It costs a unit its whole move to enter a Maze territory. Large territories can hold double the normal number of Units. Units in Defensible Territories ignore Hits on a roll of 1-3 on 1D10.

Rich Territories earn an extra Gold in Recruit Phase. When a stack enters a Treacherous territory it suffers a single Force = 5 Attack. Units in Magical Territories get Force +1.

All Lairs are Large & Defensible.

## Unit Chit List

Unit Name:	Force	Size	Hits	Sign
Troglodytes	5	M	2	T

## Dice, Chits, Counters, Markers, Tiles, Coins, & Cards

Tiles are used to make the Map. Chits are used to represent Units. Cards are used for Events.

Coins represent Gold. Counters are stacked with units to record damage. Each player has a set of colored Markers to identify their stacks.

Tile, chit, counter, coins and card sets are common to all players. Ten sided dice are needed to play.

## The Map

Use a Chessboard. Each space is known as a Territory. Randomly distribute the 64 Terrain Tiles.

## Setup

Each Player starts in control of 1 Lair. Randomly determine who goes first.

Unit Name:	Force	Size	Hits	Sign
Goblins	3	S	1	G

Unit Name:	Force	Size	Hits	Sign
Gnomes	4	S	1	N
Dwarves	7	M	2	D
Orcs	6	M	2	O

## Turn Sequence

Players take turns. Each turn has 4 phases: Recruit Phase Event Phase Move Phase Battle Phase

## Recruit Phase

Gain 10 Gold. Gain 1 extra gold for each Rich Territory you occupy. Purchase units with your gold.

You may buy units from Lairs you occupy. New Units are placed in the Lair or adjacent to it. A Units cost in Gold is equal to its Force.

Gold may saved from turn to turn.

## Adjacency Rule

Units or spaces must share a common border to be adjacent. Diagonal spaces and units are not adjacent.

## Stacking Rule

In a single space you may stack up to 4 size levels of your units. Small units are size level = 1 Medium units are size level = 2 Large units are size level = 4 Units from opposing players cannot occupy the same space.

## Event Phase

Draw 2 Event cards. Max hand size is 5 cards. Discard excess cards.

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

## Event Deck

Event:	Users	Notes:
Ambush	TK	Units get an extra attack this round
Surprise	TK	Units get an extra attack this round
Blunderbusses	ND	Units get an extra attack this round
Crossbows	DOW	Units get an extra attack this round
Heavy Armor	DO	Unit ignores one hit
War Machines	ND	Units get an extra attack this round
Nets	TK	Target unit cannot attack this Battle
Berserkers	ODC	Units get an extra attack this round
Battle Rage	ODC	Units get an extra attack this round
Thick Skinned	CT	Unit ignores one hit
Brute Strength	CT	Units get an extra attack this round
Poison Arrows	GW	Discard target Unit

Unit Name:	Force	Size	Hits	Sign
Kobolds	2	S	1	K
Cave Trolls	9	L	3	C
Drow	8	M	2	W

## Move Phase

You may move each of you units up to 2 spaces. Units cannot enter or move through Solid Rock spaces. The stacking limit must be strictly enforced.

Some Event cards will affect the Movement of units & Stacks.

## Battle Phase

You may attack adjacent enemy stacks with your own stacks. Resolve conflicts between two opposing stacks, one at a time. A turn may have multiple battles between multiple stacks.

Battles are fought in Rounds. Player may play event cards at any time during the round. During each round, each unit, in turn, in both opposing stacks gets to attack once.

Small units always attack before Medium size & Large units. Medium size units always attack before Large units. Start with the Active player (Player whose turn it is) Pick which of your units is attacking, then Roll 1D10.

If the roll is equal to or less than the attacking units Force, an enemy unit loses 1 hit. The defender decides which of his units is hit. A unit reduced to zero hits is destroyed.

The other player then attacks and so on. This repeats until one side is completely eliminated. Extra Attacks (From Event Cards) are made, in turn, like regular attacks.

## Event Deck Notation

User: You must have at least one unit of the types indicated in the stack to use the card.

Event:	Users	Notes:
Powder Keg	GN	Discard unit to discard target unit
Illusions	NW	Negate one hit
Wizard	NW	Units get an extra attack this round
Shaman	OG	Units get an extra attack this round
Slayer	DO	Discard target Unit
Mob	GK	Units get an extra attack this round
Skill	DW	Units get an extra attack this round
Hide	TKNG	Unit ignores one hit
Skirmish	KNG	Units get an extra attack this round
Spider Riders	GW	Units get an extra attack this round
Run Away	KNG	Unit ignores one hit
Set Traps	KNG	Units get an extra attack this round
Warriors	OD	Units get an extra attack this round
Spear Chuckers	GK	Units get an extra attack this round
Fast	OW	Unit can move twice this turn
Miners	DN	Stack can move twice this turn
Secret Passage	Any	Stack can move twice this turn
Infravision	Any	Stack can move twice this turn
Passwall	WN	Stack can move twice this turn
Build Barrier	Any	Stack cannot be attacked by target stack
Magical Barrier	WN	Stack cannot be attacked by target stack
Lost Orders	Any	Target Stack cannot Move this turn
Difficult Going	Any	Target Stack cannot Move this turn
Cave In	Any	One random unit in target stack is killed
Spy	Any	Look at opponent's hand & discard 1 card
Scouts	Any	Look at opponent's hand & discard 1 card
Detect Gems	Any	Gain 10 Gold
Rich Vein	Any	Gain 10 Gold

## Counter Set

By jiminybollocks <cathto@kooee.com.au> Check it out: [Click Here](#)





# Champion Fantasy Fight Club

by Zaks

## Introduction

4 Player variant of the basic game. Combat between 3-4 opposing fantasy warbands. Game progresses in 2 stages: Recruit Stage Battle Stage

## The Decks

There are 5 Decks: Warrior Deck (include standard Warriors and Champions).

- Weapon Deck
- Armor Deck
- Spell Deck
- Fight Deck

## Damage

Use tokens to keep track of hits, ammo, and spell effects. Six sided dice are needed.

## Recruit Stage

Players create their Warband:

Take the Champion cards out of the Warrior deck; shuffle both decks. Each player is dealt 5 Warriors and 1 Champion. You can replace any one Warrior with the next card on the Warrior deck. Each player is dealt half of the Weapon deck.

Each player is dealt half of the Armor deck. Lay out your warriors on the table in front of you face in one or two groups; each group can have up in 2 rows. The Rows are the front row and the back row.

There must be at least as many or more warriors in the first row as the second. Assign weapon and armor cards to your warriors. Assigned equipment cards are placed face up partially under the warrior.

A warrior can have one shield and one helmet. A warrior can have a Full suit of armor or one or more Partial armor cards. A warrior can carry several weapons but can only use one per turn.

Each unit that has spells draws that number of spell cards from the spell deck. Spell cards are placed under the warrior face down. Warriors using 2 handed weapons may carry shields but do not benefit from them.

## Battle Stage

The opposing warbands fight. Each turn has 4 phases:

Draw Phase Tactics Phase Move Phase  
Attack Phase

## Draw Phase

Discard some or all unused Fight cards from last turn. Each player fills their hand to 7 cards from the Fight Deck. If the deck runs out shuffle the discard and draw from it.

## Tactics Phase

Make sure the warriors in your front row equal or outnumber your back row. Warriors can freely be moved from one row to the other this phase. Designate which of his weapons each of your warriors is using this turn.

The weapon of choice is placed on top of his stack of equipment. Some spells are used in this phase.

## Move Phase

In this phase you can

- Split your group in two groups (if you have just one group in play): no cards are needed to split.
- Combine two groups in one: you must play a Move card or discard 2 Fight cards to combine your groups into one.
- Play a Terrain card on any group: the selected group won't be able to attack in the next Attack Phase (you can play also a Terrain card on a group owned by another player)
- Play a Move card or discard 2 Fight cards to remove a Terrain on a group of yours
- Play a Move card or discard 3 Fight cards to remove a Terrain on any group.

## Attack Phase

The active player designate his attacking groups and the targets. The other two players (not the target obviously) can send one or more groups in support to the attacker or to the defender. When two or more groups collaborate the resulting front row is composed of all the single front rows of each group (the same apply to the back row). Warriors with ranged weapons attack first. Warriors with ranged weapons with higher range scores attack before ones with lower scores.

Warriors with ranged weapons can attack from the front or back row. Warriors may either attack warriors in the opponents front row or roll 1D6:

D6	Result
1-3	Attack target in front row
4-5	Hesitate: Do not attack
6	Attack target in back row

For each ranged attack roll 1D6. On a roll of 4-6 the attack hits. Add the attackers skill, subtract the targets dodge roll and add the attack modifier of the terrain (if any) where the defender is placed. Subtract 1 if the attacker is attacking from the back rating.

If the defender is hit but has a shield roll 1D6. If the roll is within the shields blocking range the attack is blocked. Thrown weapons do not have to be used in ranged attacks, they may be used for HTH instead.

Note that thrown weapons have limited ammo if they are used in ranged combat. Many Spells have ranges and so are played at the same time as ranged attacks. A spell is discarded after it is played. A spell-caster can only cast one spell per turn.

D6	Result
1-3	The warrior with the greater speed attacks first
4-6	The warrior with the weapon with longer reach attacks first

For each HTH attack roll 1D6. On a roll of 4-6 the attack hits. Add the attackers skill and subtract the targets dodge rating and weapon parry value. If the defender is hit but has a shield roll 1D6.

If the roll is within the shields blocking range the attack is blocked. If an attack hits roll 1D6. Add the

Next warriors in the front row with HTH (Hand-to-hand) weapons may attack targets in the opponents front row. Warriors that have the Backstab ability may roll 1D6:

D6	Result
1-4	Do not attack this turn
5-6	Attack a target in the opponents back row

Opposing Warriors pair up. The warrior with the highest speed rating picks his opponent first and so on until all Warriors in the front rows have picked, or have been picked. If one side has more warriors they may double up on enemy warriors. For each pairing roll 1D6:

warriors damage bonuses and subtract the opponents armor bonuses.

If the result is positive, the target warrior loses that many hits. If a warrior is reduced to 0 or less hits it is killed.

## Warrior Deck Card List

Name	Race	Dam	Speed	Skill	Dodge	Hits	Spells	Notes
Ogre	H	+4	-2	-	-2	10	0	Reach +2
Goblin	H	-1	-	+1	+2	4	0	Reach -1
Orc	H	-	-	-	-	5	0	
Hobgoblin	H	+1	-	+1	-	7	0	
Kobold	H	-1	+1	-	+2	3	0	Reach -1
Warrior	M	+1	+1	+2	+1	6	0	May use 2 HTH wpns
Knight	M	+1	-	+1	-	6	0	
Barbarian	M	+2	+1	+1	+1	8	0	
Assassin	M	-	+1	+1	+1	5	0	Back-Stab
Half-Orc	H	-	-	-	-	6	0	
Rogue	M	-	+2	+	+1	4	0	Back-Stab
Bandit	M	-	+1	-	-	5	0	Back-Stab
Dwarf	H	+2	-1	-	+1	7	0	Reach -1
Elf	H	-1	+2	+2	+2	4	1	
Wizard	M	-2	-2	-	-1	2	5	
Sorcerer	M	-1	-1	-	-	3	4	
Warlock	M	-	-	-	-	4	3	
Shaman	H	-	-	-	-	5	2	
Bugbear	H	+3	+1	+1	+1	9	0	Reach +1
Centaur	H	+2	+1	+1	-1	8	0	Damage +1 with Bow

## Champions

Name	Rce	Dam	Spd	Skl	Ddg	Hts	Sps	Notes
Drak	H	+4	-	+1	+1	12	0	(+) FireBreath (ranged weapon):
	-	-	-	-	-	-	-	Dam +2, Speed +2, Reach 6
	-	-	-	-	-	-	-	Cannot use any other ranged weapon
Spydo	H	+2	+1	+1	+2	10	0	(+) Poison (ranged weapon): Range 5: if hits the adversary
	-	-	-	-	-	-	-	suffers a -2 skill in the next HTH and then is
	-	-	-	-	-	-	-	neutralized for 1D6 turns
Krab	H	+2	+1	+2	-	9	0	3 arms: can use a shield and 2 one hand weapons
	-	-	-	-	-	-	-	(and make 2 attacks)
	-	-	-	-	-	-	-	or a shield and a 2 hand weapon gaining the shield benefits.
Durin	H	+3	-	+2	+2	14	0	Start the game with his Battle Axe (2-H) Snaga:
	-	-	-	-	-	-	-	Dam +5, Reach 3, Parry 1
Cad'Vrr	H	+2	-	+2	-	8	3	Regenerate 1 hit every turn
Moloch	H	+8	-1	+1	-	16	0	Armor 3. Cannot use any additional weapon or armor

**H** Humanoid

**M** Human

shields, or helms (+) can be used in addition to the standard HTH attack

Backstabbers and Spellcasters cannot wear armor,

## Weapon Cards

Name:	Dam	Range	Speed	Reach	Parry
Dagger (1)	-	1T	+2	1	1
Katar	-	H	+2	1	1
Dirk	+1	H	+1	2	1
Short Sword	+1	H	+1	2	1
Long Sword	+2	H	-	3	1
Scimitar	+2	H	-	3	1
Tulwar	+2	H	-	3	1
Broad Sword	+2	H	-1	3	1
Bastard Sword	+2	H	-1	4	1
Great Sword (2-H)	+3	H	-2	5	1
Knives (4)	-1	1T	+2	1	1
Javelins (3)	+1	3T	+1	-	-
Short Bow(2-H)	-	4	-	-	-
Long Bow(2-H)	+1	6	-	-	-
Light Crossbow (2-H)	-	5	-	-	-
Heavy Crossbow (2-H)	+3	8	-	-	-
Compound Bow (2-H)	+2	7	-	-	-
Whip	-	H	+1	8	-
Maul	+1	H	-	4	1
Club	-	H	+1	2	1
Spiked Mace	+2	H	+1	3	1
Flail	+1	H	-	4	-
Battle Axe (2-H)	+4	H	-1	3	1
War Hammer (2-H)	+3	H	-1	4	1
Spear (1)	+2	2T	+1	7	1
Halberd (2-H)	+3	H	-1	6	1
Staff (2-H)	-	H	+1	5	2
Hand Axe (2)	+1	1T	+1	2	1

**H** HTH

**T** Thrown

**2-H** Two-Handed Weapon

Unarmed warriors are HTH only and get Damage -2, Speed +3, Reach = 0, and no parry



## Armor Cards

Name	Type	Armor	Block	Speed	Notes
Great Helm	H	1	-	-	
Pot Helm	H	1	-	-	
Kettle Helm	H	1	-	-	
Greek Helm	H	1	-	-	
Viking Helmet	H	1	-	-	
Conical Helm	H	1	-	-	
Pointed Helm	H	1	-	-	
Plate Mail	F	4	-	-2	Dodge -1
Full Plate	F	4	-	-2	Dodge -1
Chain Mail	F	3	-	-2	
Leather	F	1	-	-	
Padded	F	1	-	-	
Studded	F	2	-	-1	
Banded	F	3	-	-2	
Ring Mail	F	2	-	-1	
Scale Mail	F	3	-	-2	
Splint Mail	F	3	-	-2	
Bear Skins	P	1	-	-	
Hauberk	P	1	-	-	
Greaves	P	1	-	-	
Armbands	P	1	-	-	
Breast Plate	P	1	-	-	
Target Shield	S	0	1-2	-	
Buckler	S	0	1-2	-	
Round Shield	S	0	1-3	-1	
Kite Shield	S	0	1-4	-1	Dodge -1
Large Shield	S	0	1-4	-1	Dodge -1
Medium Shield	S	0	1-3	-1	
Small Shield	S	0	1-2	-	

**S** Shield  
**P** Partial Armor

**F** Full Suit of Armor  
**H** Helmet

## Spell Deck Card List

Spell Name	Range	Effect
Bloodlust	T	All your warriors get +2 damage and +1 skill this turn
Freeze	10	Target warrior neutralized this and next turn
Fireball	12	Target warrior suffers 2D6 points of damage
Lightning Bolt	12	Target warrior suffers 2D6 points of damage
Magic Missiles	6	Distribute 1D6 points of damage amongst enemy warriors
Control	2	Control opposing warrior this turn (he moves to your front rank)
Shield	T	Negate all ranged attacks vs your warriors this turn
Charm	2	Target warrior made helpless this turn
Raise Dead	T	Gain back killed Warrior
Heal	T	Heal 2D6 lost Hits among your warriors
Counter	C	Negate spell just cast by an opponent
Avoid Fate	C	Negate Fight card just played by an opponent
Invulnerability	T	Target warrior gains 5 armor this and next turn



Spell Name	Range	Effect
Invisibility	T	Target warrior gains Dodge +4 and HTH skill +3
Illusions	C	Negate attack made by target warrior
Haste	T	All your warriors get +2 Speed and +1 dodge this turn
Shatter	9	Destroy target weapon or shield. Bearer takes 1D3 damage.
Curse	4	Target Warrior gets -3 to all rolls for 1D6 turns
Petrification	3	Target warrior neutralized for 1D6 turns
Paralyzation	4	Target warrior made helpless this turn

Neutralized warriors cannot attack or be attacked  
Helpless warriors cannot attack, but may be attacked

**T** Cast in Tactics Phase  
**C** Counter spell. Cast when appropriate

## Fight Deck Card List

Card Name	#	Effect
Backstab	2	Target warrior may attack warrior on opponents back row
Height Adv.	2	Target warrior in your back row may attack warrior on opponents back row
Shield Wall	2	Negate target attack
Martyr	2	Change target of attack to one of your other warriors
Sword Breaker	2	Destroy target weapon, helm, or shield involved in HTH.
Flurry	2	Warrior in HTH gets an extra attack
Rain of Arrows	2	Warrior gets an extra ranged attack
Wild Magic	2	Spell caster gets to draw an extra spell card
Mighty Blow	2	HTH attack does extra 1D6 damage
Magic Resist	2	Negate spell cast by opponent
Poisoned edge	2	Damaged enemy loses 1 hit every Tactics phase
Painful Wound	2	Damaged enemy is skill -1, dodge -1, damage -1, and speed -1
Fly True	2	Ranged attack does extra 1D6 damage
Stunned	2	Damaged enemy made helpless this turn
Move	6	Remove a Terrain from a group

Combine two groups into one

-	-	-	-
Terrain:	House	2	Attack Modifier -3
Terrain:	Small House	2	Attack Modifier -2 (max 6 warriors)
Terrain:	Tower	1	Attack Modifier -4 (max 2 warriors). Damage +1 for all ranged weapons firing from the Tower
Terrain:	Wall	2	Attack Modifier -2
Terrain:	Hole	2	Attack Modifier -1
Terrain:	Mud	2	Attack Modifier +1
Terrain:	Stream	2	Attack Modifier +2
Terrain:	Rubble	2	Attack Modifier -1 for ranged attacks.

Attack Modifier +1 for HTH attacks.





# City Guard

## Introduction

Fantasy Setting. Worker Placement/Card Game for 2-4+ players. Players are Captains of the Guard defending a city from a plague of Monsters. Players recruit Heroes and equip them to defeat the various threats.

## Victory

The player with the most Gold at the end of the game wins. The game ends when the Monster Deck is depleted.

## Dice

Six sided Dice are needed.

#	Type:	Color	Bonus
1.	Warrior Cubes	(Red)	Strength +1 vs Brute Monsters
2.	Mage Cubes	(Blue)	Strength +1 vs Magical Monsters
3.	Priest Cubes	(White)	Strength +1 vs Undead Monsters
4.	Ranger Cubes	(Green)	Strength +1 vs Beast Monsters
5.	Soldier Cubes	(Black)	No Bonus

About 10 of each should be sufficient. These can be Meeples. All Cubes are Heroes.

All Cubes have a Base Strength of 1. These are kept in a common Pool area near the Bank.

## Decks

There are 3 Decks:

1. The Monster Deck
2. The Item Deck
3. The Hero Deck

## Monster Deck Cards

These will occupy the 3 Foe spaces on the board. Each Monster has a Strength Rating of 3-8 which must be equaled or exceeded to defeat it. When a Monster is Defeated the player will get a bounty in gold equal to its Strength.

When the Deck is Depleted the game is over. There are 4 types of Monsters: Magical, Undead, Brute, and Beast. Various Cubes and Cards will give bonuses against specific types of Monsters.

## Item Deck Cards

These cards go into a players hand. When played, they are discarded into the appropriate discard pile. If the Deck ever runs out, shuffle the Discard and draw from it.

## Gold

Use fake coins for gold. These are kept in a common Bank area.

## Action Tokens

Each player will need their own set of 8-10 action tokens of a unique color. These can be pawns. All players place Tokens you are not using in a Separate common area near the Bank.

## Hero Cubes

There are 5 types of Hero Cubes:

These represent (Single Use) Weapons, Relics, and objects useful to the Heroes. The back of the card should depict a crossed Sword and Staff.

## Hero Deck Cards

These cards go into a players hand. When played, they are discarded into the appropriate discard pile. If the Deck ever runs out, shuffle the Discard and draw from it.

These represent (Single Use) Spells, Skills, and Events beneficial to the Heroes. The back of the card should depict a Guard at his Post.

## Your Hand

Your hand will contain both Hero and Item Cards.

## Your Zone

The small area of table directly in front of your seat. Keep your Gold, your Cubes, and your Action Tokens in your Zone.

## The Board

The Board has 23 Action Spaces and 3 Foe Boxes Spaces must be big enough to contain 1 Action Token. Boxes must be big enough to contain 1 Monster Card.

## Action Space List

#	Space:	Notes:
1.	Guild Hall	Gain 1 Action Token (This costs 5 Gold)
2.	Tavern	Roll on the Tavern Table. Unlimited Capacity
3.	Arena	Gain 1 Warrior Cube
4.	Tower	Gain 1 Mage Cube
5.	Temple	Gain 1 Priest Cube
6.	Barracks	Gain 1 Soldier Cube
7.	Lodge	Gain 1 Ranger Cube
8.	Dwarf Hall	Roll on the Dwarf Hall Table
9.	Elf Grotto	Roll on the Elf Grotto Table
10.	Mercenaries	Pay 1 Gold for 1 Hero of any Type
11.	Guard Tower	Gain 1 Gold
12.	Academy	Gain 1 Hero Card
13.	Market	Gain 2 Items
14.	Town Hall	You become Leader: Go First Next Turn
15.	Alchemist	Your Heroes get +1 vs Magic Monsters
16.	Druids Grove	Your Heroes get +1 vs Beast Monsters
17.	Shrine	Your Heroes get +1 vs Undead Monsters
18.	Tactician	Your Heroes get +1 vs Brute Monsters
19.	Oracle	Your Priests get +1
20.	Library	Your Mages get +1
21.	Fletcher	Your Rangers get +1
22.	Sword Smith	Your Warriors get +1
23.	Shield Smith	Your Soldiers get +1

## Monster Boxes

These 3 Boxes are labeled:

1. Catacombs (Foe gets -1 Strength)
2. Dark Woods
3. Ancient Ruins (Foe gets +1 Strength)

## Setup

Shuffle the Decks. Place the top 3 cards of the Monster Deck face-up onto the 3 Foe Boxes. Each player starts with 3 Action Tokens and 2 Gold.

Players roll high on 1D6 to see who goes first. This person becomes the Leader. Play proceeds clockwise.

## Turn Sequence

Each turn has 3 Phases:

1. Hero Phase
2. Action Phase
3. End Phase

## Hero Phase

Each player draws 1 card from the Hero deck and adds it to their hand.

## Action Phase

Players take turns placing 1 of their Action Tokens onto the Board. The Leader goes first. Continue clockwise until all Action Tokens of all Players are placed.

Action Tokens may be placed onto Action Spaces or Foe Boxes.

Only a single Token may be placed on a Space or Box in a Turn. Once you claim a space or a Box no other player may place a token there. The exception is the Tavern. The Tavern can hold any number of Action Tokens.

When you place a Token resolve the terms of the Space or Box immediately. Effects are either one time (Gain 1 Gold) or last to the end of the turn (Your Mages get +1). If you claim a Foe Box see the Battle Rules Section.

## End Phase

Remove all Action Tokens from the Board back to players Zones. Max hand size is 7 Cards. Discard excess cards. Place new Foes from the top of the Deck onto empty Foe Boxes.

## Battle Rules

To place an Action Token on a Foe Box, you must have enough Strength to defeat the Monster there. Monsters will have a Strength of 3-8 according to the Monster Card. You must commit at least one Cube to the battle. All Cubes have a base Strength of 1.

Some cubes have +1 Strength vs certain Monster Types. You may also play 1 or more Cards from your hand. Action spaces you have claimed this turn will give bonuses to certain types of Cubes and against certain types of Monsters.

Cards you play this turn will give bonuses to certain types of Cubes and against certain types of Monsters. The combined strength of your Cubes plus Card and Space bonuses must equal or Exceed the Strength of the Monster Card to defeat it. When Defeated discard the Monster card and all Committed Cubes and played

cards.

At this point you may play (discard) a Save card. This will prevent a specific type of Cube from being lost. Return the Cube to your Zone instead. Gain Gold (The Bounty) equal to the Strength of the Monster Card.

### Tavern Table

1D6	Result:
1	Buy a Round of Drinks: Lose 1 Gold
2	Brawl: Lose 1 Cube
3	Gambling: Gain 1 Gold

1D6	Result:
4	Rumor: Gain 1 Hero Card
5	Shady Deal: Gain 1 Item Card
6	Adventurer: Gain 1 Hero Cube of any Type

### Dwarf Hall Table

1D6	Result:
1	Gain 1 Warrior Cube
2	Gain 1 Warrior Cube
3	Gain 1 Soldier Cube

1D6	Result:
4	Gain 1 Gold
5	Gain 1 Item Card
6	Gain 1 Item Card

### Elf Grotto Table

1D6	Result:
1	Gain 1 Warrior Cube
2	Gain 1 Mage Cube
3	Gain 1 Ranger Cube

1D6	Result:
4	Gain 1 Gold
5	Gain 1 Item Card
6	Gain 1 Hero Card

### Monster Deck Card List

Monster	Strength	Type
Skeletons	3	Undead
Zombies	4	Undead
Ghouls	5	Undead
Werewolf	6	Undead
Vampire	7	Undead
Demon	8	Undead
Kobolds	3	Brute
Goblins	4	Brute
Orcs	5	Brute
Ogre	6	Brute
Troll	7	Brute
Giant	8	Brute

Monster	Strength	Type
Gremlins	3	Magical
Chimera	4	Magical
Witch	5	Magical
Djinn	6	Magical
Sorcerer	7	Magical
Dragon	8	Magical
Ratlings	3	Beast
Stirges	4	Beast
Beast Men	5	Beast
Crockosaurs	6	Beast
Bandersnatch	7	Beast
Wild Wyrms	8	Beast

### Item Deck Card List

Item:	Notes:
Potion	Save 1 Cube
Sword	Warrior gets +1

Item:	Notes:
Armor	Save 1 Warrior
Shield	Save 1 Soldier
Amulet	Save 1 Mage
Wand	Mage gets +1
Holy Symbol	Save 1 Priest
Holy Water	Any Hero gets +1 vs Undead
Spear	Soldier gets +1
Ring	Any Hero gets +1
Scroll	Gain 1 Temporary Action Token (This turn Only)
Arrows	Ranger gets +1
Runes	Any Hero gets +1 vs Magical
Cloak	Save 1 Ranger
Sack of Coins	Gain 1 Gold (For selling Hides of Slain Monsters)
Mace	Priest gets +1
Net	Any Hero gets +1 vs Beasts
Poison Vial	Any Hero gets +1 vs Brutes

## Hero Deck Card List

Legend Lore	Gain 2 Temporary Action Tokens (This turn Only)
Pick Pocket	Steal 1 Gold from target Opponent
Assassin	Discard 1 Target Opponent's Cube
Thief	Steal 1 Random Card from target Opponents Hand
Treasure Hoard	Gain 2 Gold and 1 Item Card after Defeating a Monster
Wandering Monster	Shuffle Monster back into Monster Deck
Experience	Cube gets +1
Tracker	Ranger gets +1
Sentry	Soldier gets +1
Knight	Warrior gets +1
Wizard	Mage gets +1
Cleric	Priest gets +1
Militia	Gain 1 Soldier Cube
Scout	Gain 1 Ranger Cube
Sell Sword	Gain 1 Warrior Cube
Wandering Monk	Gain 1 Priest Cube
Hedge Mage	Gain 1 Mage Cube
Druid	Ranger gets +1 and is also a Priest
Battle Mage	Mage gets +1 and is also a Warrior
Paladin	Priest gets +1 and is also a Warrior
Barbarian	Warrior gets +1 and is also a Ranger
Beast Master	Mage gets +1 and is also a Ranger
Wards	Save 1 Mage
Hide	Save 1 Ranger
Prayer	Save 1 Priest
Tough	Save 1 Warrior
Luck	Save 1 Soldier
Healing Spell	Save 1 Cube
Sleep Spell	Mage gets +2 vs Brutes
Charm Spell	Mage gets +2 vs Beasts
Fire Magic	Mage gets +2 vs Undead

Legend Lore	Gain 2 Temporary Action Tokens (This turn Only)
Disenchant	Mage gets +2 vs Magical
Miracle	Priest gets +2 vs Magical
Smite	Priest gets +2 vs Brutes
Turn Undead	Priest gets +2 vs Undead
Banish	Priest gets +2 vs Beasts
Monster Slayer	Warrior gets +2 vs Beasts
Giant Slayer	Warrior gets +2 vs Brutes
Zombie Slayer	Warrior gets +2 vs Undead
Quickness	Warrior gets +2 vs Magical
Traps	Ranger gets +2 vs Beasts
Vampire Hunter	Ranger gets +2 vs Undead
Wizard Hunter	Ranger gets +2 vs Magical
Forest Protector	Ranger gets +2 vs Brutes





# Combat Dice

## Introduction

Get ready to throw lots of dice around. The game simulates two opposing fantasy warriors locked in deadly combat.

## New Computer Game Version Of Combat Dice

by Zak [Click here to go to the Website](#)

## Equipment

Lots of Dice of different colors. Some way to keep track of Hit Points.

## Turn Sequence

- 1. Combat Phase
- 2. Initiative Phase
- 3. Maneuver Phase
- 4. Attack Phase
- 5. Damage Phase

## Combat Roll Phase

Both players roll their combat dice into separate boxes. This is known as the combat roll. Add up scores as described in the example.

## Initiative Phase

The player with the highest Initiative score attacks first. If initiative scores are tied, the attacks are simultaneous.

## Maneuver Phase

If the winner of the initiative phase also has a higher maneuver score, than that player may rethrow his dice.

Roll	Score
1	Attack
2	Dodge
3	Damage

## Sample Combat Turn

A warrior rolls 6 basic combat dice. He rolls: 2, 3, 1, 3, 5, 3 His scores: Attack = 1; Dodge = 1; Damage = 3; Armor = 0; Initiative = 1; Maneuver = 0 His opponent, the myrmidon, also rolls 6 basic combat dice. He rolls: 6, 4, 1, 4, 5, 3 His scores: Attack = 1; Dodge = 0; Damage = 1; Armor = 2; Initiative = 1; Maneuver = 1

The new scores will only affect the attack & damage phases.

## Attack Phase

Conduct this phase in order of initiative. Compare your Attack score to your opponents Dodge score. If your Attack score is higher you have 'hit' your opponent.

If your Attack score is equal or lower, your attack misses.

## Damage Phase

Conduct this phase in order of initiative. You can only do damage if you hit your opponent in Attack phase. Compare your Damage score to your opponents Armor score.

If your Damage score is equal or lower, your attack does no damage. If your Damage score is higher you have 'damaged' your opponent. Your attack does damage equal to the difference.

Damage is subtracted from your opponents Hit point total. A combatant reduced to 0 Hit points is unconscious. A combatant reduced to -2 Hit points is dead.

## Basic Combatants

The basic combatant uses 6 Basic Combat Dice and has 10 Hit points. A combatant starts the combat with 3 items from the equipment list below. Weapon, Shield, Armor, Bow & Arrows, Spell Charm The basic combatant is a warrior with sword, medium shield, and light armor.

A spell charm contains one spell.

## Basic Combat Dice

The basic combat die is the common six sider.

Roll	Score
4	Armor
5	Initiative
6	Maneuver

They tie in initiative, so attacks are simultaneous.

The myrmidon attacks but the warrior dodges. The warrior hits. The myrmidon fails to dodge. The warrior does 3 damage, but the myrmidons armor blocks 2 damage.

The myrmidon loses 1 hit point.



## Advanced Rules

### Damage Dice

Along with the basic dice roll two more six-sided dice of a different color. If the fighter inflicts no damage

than ignore the damage dice. Add the two dice to see what additional affects are incurred by the damage.

2D6	Result
2	Bleeding
3	Hurt Arm
4	Double Crit
5	Disarm
6	Stunned
7	No effect

2D6	Result
8	Stunned
9	Knockdown
10	Break Armor
11	Hurt Leg
12	Blinded

Result	Description
Stunned	Opponent uses 1 less basic combat die next turn.
Disarm	Opponents attack and damage scores are at -2 until the player rolls a maneuver score = 2+ to retrieve the weapon.
Knockdown	Opponents attack and damage scores are -1 until player rolls a maneuver score = 2+ to get back up.
Hurt Arm	Opponents attack and damage scores are -1 permanently.
Hurt Leg	Opponents dodge and maneuver scores are -2 permanently.
Double Critical	Roll twice more on this table.
Break Armor	Opponents armor score is -1 permanently.
Bleeding	Opponent suffers 1 additional hit in Damage phase for 1D6 more turns.
Blinded	Opponent uses 3 less basic combat dice permanently.

### Specialty Combat Dice & Advanced Combatants

More powerful fighters will have 1D6 more hit points and 1D6 specialty dice. Specialty dice are the result of natural ability and years of training. Specialty dice are picked according to character concept.

Specialty dice are thrown in addition to the basic dice during the combat roll. Specialty must be colored different from the basic dice, the damage dice, and each other. Below are examples of specialty dice.

#### Strength

D6	Score
1	Damage
2-6	None

#### Armor

D6	Score
1	Armor
2-6	None

#### Prowess

D6	Score
1	Attack
2-6	None

#### Evasion

D6	Score
1	Dodge
2-6	None

#### Maneuver

D6	Score
1	Maneuver
2-6	None

#### Initiative

D6	Score
1	Initiative
2-6	None

### Weapons & Armor Modifiers

These modifiers affect the scores of the combat roll.



Modifier	Values
Unarmed	Damage -2, Attack -2
Sword	Standard
Short Sword	Damage -1, Initiative +1
Large Sword	Damage +1, Initiative -1
Dagger only	Damage -1, Attack -1, Initiative +1 (speed)
Thrown Dagger	Damage -1, Attack -1, Initiative +2 (ranged only)
Club	Damage -1
Spear	Initiative +1 (reach), Maneuver -1
Trident	Initiative +1 (reach), Maneuver -1
Thrown Spear	Initiative +3 (range), Attack -1 (ranged only)
Bow & Arrow	Initiative +4 (ranged only)
2-H Battle Axe	Damage +3, Initiative -1, Dodge -1, Maneuver -1
Flail	Damage +2, Initiative -1, Attack -1
2-H Sword	Damage +2, Initiative -1, Maneuver -1
Net	If opponent is hit, he takes no damage, but he may not
-	hit or dodge this, or next turn.
No Armor	Armor -2, Maneuver +1, Initiative +1
2-H Staff	Damage -1, Armor +1 (Parry)
Light Armor	Standard
Medium Armor	Armor +1, Maneuver -1
Heavy Armor	Armor +2, Maneuver -1, Initiative -1
No Shield	Armor -2, Maneuver +1, Initiative +1
Small Shield	Armor -1, Maneuver +1
Medium Shield	Standard
Large Shield	Armor +1, Maneuver -1

## Skills

These are in addition to the specialty dice. Two Weapon Style: Treat one attack roll as a dodge roll, or one dodge roll as an attack roll. Riding Horse: Maneuver +1, Initiative +1. Take 1D3 Damage if you are knocked off.

Martial Artist: No penalty for being unarmed Blind Fighting: Immune to Blind damage results Berserker: Dodge -1, Attack +1 Adrenaline Rush: Take 1 Hit point of Damage to roll 1 extra basic combat die.

## Special Combat Actions

Player must have a maneuver score = 2+ to use one of these. Shield Bash: Treat one Armor roll as an attack roll.

Parry: Treat one Attack roll as an armor roll.

Pommel Strike: Treat one Damage roll as an attack roll.

Retreat: Treat one Attack roll as a dodge roll.

Feint: Your Attack score = 0. Gain one extra basic combat die next turn if you are not hit this turn.

Sand in the Eyes: Treat two Damage rolls as a Blinded damage result. Blindness lasts 1D3 turns.

Grapple: Wrestling maneuver. If attack hits, all of opponents non-maneuver scores are at -1 until the player rolls a maneuver score = 2+ to break free. Both combatants are disarmed.

## Magic

Spellcasters may forgo 1 or more combat dice to gain spells on a 1 to 1 basis. A unit must keep at least 3 combat dice. Additional Spells may be learned instead of Specialty dice.

A spell may be used only once per combat. One spell may be cast per turn. Before players make their combat roll, the spellcaster declares which spell he is casting, if any.

For a spell to 'hit' an opponent, the attack roll must be greater than the dodge roll.

## Spell List

1. Fireball: Initiative +3, Damage +4, Attack +1 (ranged only)
2. Lightning Bolt: Initiative +4, Damage +6 (ranged only)
3. Paralysis: If opponent is hit, he takes no damage, but he may not hit or dodge this, or next turn.
4. Aid: Caster or target gains 1D6 specialty dice of any 1 type for 1D6 turns.
5. Heal: Caster or target heals 1D6 lost hits
6. Curse: If hit, opponent loses 1D3 basic combat dice for 1D6 turns.
7. Finger of Death: Initiative -2, Damage +9, Attack -1
8. Shocking Grasp: Initiative +2, Damage +2, Attack +1

9. Shield: Armor +2 for 1D6 turns

## **Ranged Combat**

The first 1D6-2 rounds are ranged combat rounds. Only Ranged spells, Bows, and thrown weapons may be used to attack. Ranged weapons and ranged spells cannot be used during normal melee rounds.

If both combatants want to continue ranged combat roll for another 1D6-2 rounds.

## **Gladiators**

Secutor: Short sword, Medium shield, Light Armor  
Retiarius: Net, Trident, Dagger, No armor  
Thracian: Short sword, Small shield, Light armor  
Murmillo: Large sword, Medium shield, Medium armor  
Dimachaeri: 2 Short swords, No armor (Has Two-weapon Style skill)  
Samnites: Short sword, Large shield, Medium Armor

## **Computer Game Version Of Combat Dice**

Microsoft Visual Basic Programmed by Dragyn Rain  
[Click here to go to the his Website](#)





# Conan

## Introduction

Create your own tales of Conan the Barbarian and his adventures in Hyboria.

## The Deck

All players share a single common deck. The deck contains six suites of cards: Conan cards, Locations, Events, Lesser Foes, Major Foes, & Specials. There are 30+ cards of each suite in the deck.

## Setup

Shuffle the deck. Each player is dealt 6 cards. Arm wrestle to determine turn order.

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Draw Phase
2. Discard Phase
3. Meld Phase

## Draw Phase

The active player may put the top card of the discard into his hand, or draw the top card of the deck and put that in his hand. After taking a card, the player should have 7 cards in his hand.

## Discard Phase

The active player must discard a card face up to the discard pile. Maximum hand size is 6 cards. Discard excess cards.

## Meld Phase

If a player has a combo, he may show it to the other players and put it in his victory pile. Combos are also called Melds or Hands There are 4 types of combos possible:

1. Three Pairs: Two cards each from three suites. (Worth 1 Victory point)
2. Two Three-of-a-Kinds: Three cards each from two suites. (Worth 2 Victory points)
3. One Six-of-a-kind: Six cards from one suite. (Worth 3 Victory points)
4. Flush: One card from each of the six suites. (Worth 4 Victory points)

A Flush is also called a: Straight, Run, Story, Book, Outline. After a playing a meld, a player draws a replacement hand of six cards.

## Object

The game ends when players have gone through the whole deck. When the game ends, the player with the most Victory Points wins.

## Conan Card List

Card Name:

- Conan the Swordsman
- Conan the Liberator
- Conan the Rebel
- Conan the Barbarian
- Conan the Cimmerian
- Conan the Freebooter
- Conan the Wanderer
- Conan the Adventurer
- Conan the Buccaneer
- Conan the Warrior
- Conan the Usurper
- Conan the Conqueror
- Conan the Avenger
- Conan the Mercenary
- Conan the Bold
- Conan the Champion
- Conan the Defender
- Conan the Defiant
- Conan the Destroyer
- Conan the Fearless
- Conan the Free Lance
- Conan the Great
- Conan the Hero
- Conan the Indomitable
- Conan the Invincible
- Conan the Magnificent
- Conan the Marauder
- Conan the Raider
- Conan the Renegade
- Conan the Triumphant
- Conan the Unconquered
- Conan the Valiant
- Conan the Valorous
- Conan the Victorious
- Conan the Warlord

## Event Card List

Card Name:

- Captured
- Imprisoned
- Enslaved
- Lost
- Shipwrecked
- Treachery

- Man-Hunt
- Piracy
- Lost Treasure
- Death of a King
- Rescue
- Siege
- War
- Skirmish
- Theft
- Rebellion
- Intrigue
- Revenge
- Defend the Helpless
- Survival
- Great Journey

- Murder
- Caravan
- Demonic Influences
- Escape
- Raids
- Adventuring
- Wandering
- Exploring
- Feud
- Arena
- Quest
- Sell Sword
- Evil Magic
- Monster on the Lose

## Exotic Location Card List

Card Name:	Notes:
Nemedia	Kingdom of Scholars & Harsh Laws
Cimmeria	Gloomy & Somber Land
Aquilonia	Well settled Farmland & Woods
Baracha Islands	Haven for Pirates
Argos & Zingara	Latin, Mediterranean Lands
Iranistan	Controlled the Ilbar Mountains
Asgard	Northern Mountains & Tundra
Zamora	Dry & rugged land of Vice
Koth	Land of active Volcanoes
Himelian Mountains	Afghan & Tibetan type peoples
Hyperborea	Mountainous Land
Corinthia	Hilly City States
Shem	Desert Lands. Semitic Peoples
Border Kingdom	Land of Marshes & Bogs
Stygia	Land of Serpents
Southern Kingdoms	Kush, Keshan, Punt, Zembabwei
Black Kingdoms	Tropical Jungle with many Tribes
Khauran	Hilly land of aboriginal peoples
Eiglopien Mountains	Uninhabited. A few passes
Darfar	Southern Savannah
Brythunia	Northern Forests & Plains
Andarra	Mythical Dreamland
Ruins of Acheron	-
City of Skulls	-
Accursed Ruins of Larsha	-
Xapur the Fortified	Ancient city of the Dragonians
Xuchotl	City of Jade
Khitai & Kusan	Oriental Lands
Talakma Mountains	Hidden Kingdom of Meru
Nameless Continent	Beyond the Western Ocean
Pictland	Savage Northern Wilderness
Turan	Mongolian steppes and hills
Vanaheim	Cold, Swampy Land
Vendhya	Indian River Delta

## Minor Foe Card List

Card Name:	Notes:
Aquilonian Dragon Elite Troops	-
Aquilonian Black Legion War Host	-
Gunderman Spearmen	-
Bossonian Archers	-
Thandarian Rangers	-
Argossean Seafarers	-
Aesir Fighters	-
The Brotherhood of Pirates	-
Bakalah Slavers	-
Bamula Warchief	-
Black Kingdom Savages	-
Outcasts of the Border Kingdom	-
Cimmerian Raiders	-
Cannibals of Darfar	-
Hyborean Slavers	-
Sons of Yezm Cultists	-
Yezmite Assassins	-
Nemedian Adventurers	-
Shem Nomads	-
Stygian Heavy Infantry	-
Pict Naked Warriors	-
Vanir Barbarians	-
Turanian Horse Archers	-
Kozaki Outlaws	-
Zamoran Fanatics	-
Zingaran Gypsies	-
Predators	Wolves, Tigers, Lions, Bears, Panthers
Reptiles	Crocodiles, Snakes
Sea Creatures	Sharks, Giant Clams, Octopi
Temple Guards	-
Brigands	-
Mercenary Troops	-
Royal Guards	-
Rebels & Freedom Fighters	-
City thugs	-

## Major Foe Card List

Card Name:	Notes:
Snow Apes	Simmians of the Hyrkanian Steppes
Yanidar the Ghoul King	-
Akivasha the Vampire	Mind Control
Baboon Demon of Set	Ape/Hound. Flawless Tracker
Beast of the Pictlands	Large Saber Toothed Tiger
Black Men	Magical Talon Clawed Giants
Brylukas	Albino Bat demons. Live in Hives
Chaken	Ape-like tracker-assassin
Children of Jhil	Great bat-like buzzard steeds

Card Name:	Notes:
Children of Set	Knowledgeable Snake Men
The Crawler	Ferocious Giant Lizard-Snake
Land Dragon	Scaled, Stupid Lizard-Stegosaurus
Ghost Snake	Giant Venomous Constrictor
Ghouls	Nocturnal Humanoid Demons
Golden Serpents	Glowing Hypnotic Eyes
Gray Ape	Giant Voiceless Man-Eating Ape
Mastodon	Wholly Mammoth
Ollam-Onga	Demonic Shape-shifter
Black Scorpion	Large and Deadly
Servants of Bit-Yakin	Ancient evil humanoids
Giant Slug	Can spit Acid
Giant Spider	Poisonous. Sticky Web
Strangling Demon	Summoned to Guard or Hunt
Swamp Beast	Hideous, Glowing, and Scaled
Thog	Huge, Slimy, and Tentacled
Yakhmar	Remora, White furred Ice Worm
Yothga	Demon Plant from the Planet Yag
Jelal Khan	Depraved Turanian Noble
Thoth-Amon	Most Powerful Sorcerer of Hyboria
Yara the Priest	Feared Sorcerer of Shadizar
Black Ring	Cult of horrible Wizards
Black Seers	Cult of Necromancers
Globe of Yezud	Turns into a Giant Spider
Stygian Wizard	-
Jihiji Witchman	-

## Special Card List

Card Name:	Notes:
Brythunian Slave Woman	-
Free Companies	Mercenaries
Nestor	Gunderman Mercenary
Taurus of Nemdia	The Prince of Thieves
Valeria of the Red Brotherhood	Female Pirate Captain
Blinding Dust	From Stygian Tombs
Dance of the Changing Serpent	Spell: Trade bodies with a Snake
Books of Skelos	Ancient Source of Mystical Lore
Epemitreus the Sage	Gives advice from the Grave
Fire Dust	-
Zenobia	Aquilonian Queen of Conan
Conn	Son of Conan
Teeth of Gwahlur	Fabulous Jewels
Golden Elixir	Restores Strength & Vitality
Hand of Nergal	Gemstone of Great Power
Heart of Ahriman	Piece of a Fallen Star
Heart of Tammuz	Bauble with the Power of Light
Mirror of Thought	Can produce magical images
Pipes of Madness	Hypnotic psychosis
Serpent Ring of Set	Serpent magic

Card Name:	Notes:
Star of Korala	Power of Seduction
Tulwar of Amir Khurum	Weapon of great power
Well of Skelos	Dimensional gate
Black Lotus	Hallucinatory Drug
Iron Tower	-
Temple of Mitra	-
Temple of Dagon	-
Ancient Pyramid Tomb	-
Tower of the Elephant	-
Crom	God of the Cimmerians
Dwarf Fool	Speaks the truth
Jeweled Throne	Kingship
Zarkheba	Poisonous River of Death
Hermits of Jelai	Oracles

### Disclaimer

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# Constantine

## Introduction

Scenario for WarpQuest. Based on the movie Constantine, which was based on the comic Hellblazer. for the WarpQuestCore Rules.

Each player is a Demon-Hunter/Exorcist.

## The Scenario

There is only one Module. The track is 50 spaces long. The last represents the culmination of an infernal

plot.

The first player to the last space foils the plot and wins the game.

## Hunter Attributes

Each Hunter has the following traits: Hit Points (10) Psychic (+0) Contacts (+0) Willpower (+0) Combat (+0) Morality (+0) Roll 10 times on the Hunter Attribute Table to see what Bonuses you get.

## Hunter Attribute Table

1D6	Trait	Bonus
1	Hit Points	+1
2	Psychic	+1
3	Contacts	+1

1D6	Trait	Bonus
4	Willpower	+1
5	Combat	+1
6	Morality	+1

## Hit Points

If you are reduced to zero Hits you must go back to start. (In a solo game, you lose)

## Landing On Another Hunter

If land on an opposing Hunters pawn, steal a Weapon or Companion, or send them back 1D6 spaces.

## Fight Challenge

If you lose a Fight Challenge you must discard a Companion or Weapon or Lose 1D6 Hits.

## Info Challenge

If you succeed in an Info Challenge, you move forwards 1D6 spaces and Do not have to draw a card.

## Mental Challenge

If you fail Mental Challenge, you move backwards 1D6 spaces and Do not have to draw a card.

## Weapons And Companions

These are a type of Aid card that stays in play after it is revealed and Give your Hunter a continuous bonus.

## Card List

Name:	Challenge:
Screech Beetle	Aid: Combat +5
Vermin Man	Fight: Combat & Willpower
Check the Scrolls	Info: Contact or Psychic
Theological Society	Info: Contact
Club Midnight	Info: Contact
I Command Thee	Aid: Willpower +5
Sulfur Demon	Fight: Combat & Morality
Apprentice	Companion: Fight +1
Psychic Cop	Companion: Psychic +1
Omen	Info: Psychic
Flashback	Mental: Willpower
Lost Faith	Mental: Morality



Name:	Challenge:
Holy Shotgun	Weapon: Combat +1
Holy Water Ampules	Aid: Combat +5
Prayer	Aid: Morality +5
Exorcism	Fight: Willpower & Morality & Psychic
Lucifer	Fight: Morality X3
Handgun	Aid: Combat +5
Sunlight	Aid: Willpower +2 or Morality +2
Cross of Isteria	Aid: Morality +5
Amulet of Protection	Weapon: Morality +1
Taxi Driver	Companion: Contact +1
Priest	Companion: Morality +1
Possession	Fight: Willpower & Morality & Psychic
Mirror Trap	Aid: Psychic +5
Dragons Breath	Aid: Combat +5
Demon Half-breed	Fight: Combat & Morality & Willpower
Doctor	Gain back 1D6 lost Hit Points
The Fallen	Fight: Combat & Morality
Soldier Demon	Fight: (Combat & Willpower) or (Morality & Psychic)
Purveyor of Relics	Info: Contacts
Voodoo Magic	Aid: Psychic +5
Vision of Hell	Info: Psychic
Police Reports	Info: Contacts
Investigation	Info: Contacts
Devils Foot Soldiers	Fight: Combat & Morality
Blessed Ammunition	Aid: Combat +5
All Seeing Eye	Info: Contact or Psychic
Catholic Sacraments	Aid: Morality +5
Belief	Aid: Morality +5
Self-Sacrifice	Aid: Morality +5
Gift of Sight	Info: Psychic
Weakness	Mental: Willpower
Alcohol	Mental: Willpower
Gabriel	Aid: Morality +5
Lord of Flies	Fight: Combat & Morality & Willpower
Holy Water Trap	Aid: Combat +5
Papa Midnite	Info: Contacts
Half Demon Lover	Mental: Morality
Demonic Torment	Mental: Willpower
The Chair	Info: Psychic
Balthazar	Fight: Combat & Morality & Willpower
Kismet	Info: Morality or Psychic
Demonology	Info: Contacts
Last Rites	Aid: Morality +5
Occult	Info: Contacts
Demon Swarm	Fight: Combat X2
Paranoia	Mental: Willpower
Courage	Aid: Willpower +5
Horror	Mental: Willpower
Repent	Mental: Morality
Hand of God	Aid: Morality +5
Pain	Mental: Willpower
Sarcasm	Aid: Willpower +5
Cynicism	Aid: Willpower +5

Name:	Challenge:
Theory	Info: Contact
Winged Fiends	Fight: Combat X2
Incantation	Aid: Morality +5
Scavengers of the Damned	Fight: Combat X2
Fear	Mental: Willpower
Depression	Mental: Willpower
Suicide Attempt	Fight: Willpower & Morality
Cryptic Message	Info: Contact
Insanity	Mental: Willpower
Corinthian 17	Info: Contact
Son of Mammon	Fight: Combat & Morality & Willpower
Listen to the Ether	Info: Contact or Psychic
God has a Plan	Aid: Morality +5
Guilt	Mental: Willpower
Damned	Mental: Morality
Salvation	Aid: Morality +5

## Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

## Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

## The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

## The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

## The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

## Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

## Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

## Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.

- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

## Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill

roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

## Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





# Crack Of Doom

## Introduction

Board Game for 2 or more players. Lord of the Rings Theme. Each player is their own "Fellowship".

## Victory

Players race to see who is the first to destroy the One Ring.

## Disclaimer

Lord of the Rings is a licensed, copyrighted, trademarked property. This is merely a fan site.

## The Board

The board is a trail 72 spaces long. Space #1 (the starting space) is the Shire Space #10 is the Haven Rivendel. Spaces #15-25 is Moria (Evil Lands) Space #30 is the Haven Lorien Space #40 is the Haven Rohan Space #50 is the Haven Minas Tirith Spaces #60-71 is Mordor (Evil Lands) Space #72 (the finish space) is Mount Doom

## Pieces

Each player has a Fellowship Pawn of a different color. Six sided dice are needed to play.

## The Deck

Players share a common deck. The Deck has 5 types of cards: Foes, Hardships, Aids, Modifiers, and Special cards.

## Markers

Defeat markers and Corruption markers are needed.

## Setup

Fellowship Pawns are placed on the Shire. Roll high on 1D6 to determine turn order.

## Turn Sequence

Players take turns. On your turn draw two cards from the deck, and put them in your hand. If the deck runs out, shuffle the discard and draw again.

Max hand size is 9 cards. Discard excess cards.

## Movement

On your turn roll one die and move your pawn that number of spaces forward on the track. Subtract one from the movement die roll for every Defeat marker you have. Instead of rolling, you may rest and remove one Defeat Marker.

## Havens

Havens cannot be bypassed: Always stop when reaching one. When on a Haven remove all Defeat markers and one corruption marker. When on a Haven you may discard any number of cards and fill your hand to nine cards.

## Encounters

If you move into a non-occupied, non-haven space, any opponent may play a Foe or Hardship card.

## Resolving Foe Encounters

Roll 1D6. This is the Battle Roll. Discard Aid cards to increase the Battle Roll result. Subtract one from the Battle Roll result for every Defeat marker you have.

If the Battle Roll result is equal to or higher than the Foe Strength, the Fellowship escapes (is victorious). If the Battle Roll result is lower than the Foe Strength, the Fellowship is defeated. If defeated, the Fellowship gains one Defeat marker and misses its next turn.

## Using The Ring

In a Foe encounter you may use the power of the ring to help you win. Add 2 to your Battle Roll result and gain one corruption marker.

## Resolving Hardships

Roll 1D6. This is the Hardship Roll. Discard Hardship Aid cards to increase the Hardship Roll result. Subtract one from the Hardship Roll result for every Defeat marker you have.

If the Hardship Roll result is equal to or higher than the Hardship Strength, the Fellowship survives. If the Hardship Roll result is lower than the Hardship Strength, the Fellowship turns back. If turned back, the Fellowship moves back 1D6 spaces, and misses its next turn.

## Endgame

When you arrive on Mount Doom make a Corruption Roll: Roll 3D6. Subtract the number of corruption

markers you have from the roll. If the modified Roll total is 12 or more you throw the one ring into the crack of doom and win the game. If you fail try again next turn.

## Card List Type Notation

# Number of that card in the deck

**Str** Strength  
**F** Foe  
**H** Hardship  
**A** Aid  
**M** Modifier card  
**X** Special card

## Card List

Card Name:	#	Type	Str	Notes:
Black Riders	1	F	6	Nazgul
Barrow Wights	1	F	5	
Old Man Willow	1	F	5	Not in Evil Lands
Trolls	1	F	5	
Band of Orcs	5	F	3	
Watcher in the Water	1	F	5	Moria only
Mithril Coat	1	A	+1	
Elven Cloaks	1	A	+1	
Sting	1	A	+1	Sword of Frodo
Protection of Elrond	1	A	+3	Not in Evil Lands
Shadowfax	1	A	+1	Steed of Gandalf
Escape over Bridge	1	A	+1	
Glamdring	1	A	+1	Sword of Gandalf
Anduril	1	A	+1	Sword of Aragorn
Poisoned Arrow	1	M	+2	Attach to Orc card
Boromir	1	A	+2	
Legolas	1	A	+2	
Aragorn	1	A	+2	
Gandalf the Grey	1	A	+3	Before Lorien
Gandalf the White	1	A	+4	After Lorien
Balrog	1	F	7	Moria only
The Doors of Durin	1	X	-	Opponent in Moria must miss one turn
Lost	1	X	-	Opponent in Evil lands must miss one turn
Gimli	1	A	+2	
Bow of Galadhrim	1	A	+1	Bow of Legolas
Woses	1	A	+1	Not in Evil Lands
Wormtongue	1	X	-	Opponent in Rohan must miss one turn
Helms Deep	1	X	-	Opponent in Rohan must miss one turn
Saruman	1	F	7	Not in Evil Lands
Smaug	1	F	7	Not in Evil Lands
Eowyn	1	A	+1	+2 vs Nazgul; After Lorien
Eomer	1	A	+2	After Lorien
Aid of King Theoden	1	A	+1	After Lorien
Tom Bombadil	1	A	+2	Not in Evil Lands
Lord of the Eagles	1	A	+2	Not in Moria
Treebeard	1	A	+2	Not in Evil Lands
Waybread	1	X	-	Move again this turn
Faramir	1	A	+1	
Protection of Gladriel	1	A	+3	Not in Evil Lands
Riders of the Mark	1	A	+1	
Treachery of Gollum	1	F	4	
Smeagol Gollum	1	X	-	Get +2 to Corruption or Hardship Roll

Card Name:	#	Type	Str	Notes:
Pipe Weed	1	X	-	Opponent cannot move this turn
Palantir	1	X	-	Look at opponents hand
Phial of Galadrial	1	A	+1	After Lorien
Shelob	1	F	6	Mordor only
Madness of Denethor	1	X	-	Opponent in Minas Tirith must miss one turn
Siege of Gondor	1	X	-	Opponent in Minas Tirith must miss one turn
Ring Wraiths	1	F	6	Nazgul
Uruk Hai	1	F	4	Black Orcs
Olog-Hai	1	F	5	Black Trolls
Wargs	1	F	4	Not in Moria
Wastes	6	H	3	
Icy Wastes	4	H	4	Not in Moria
Volcanic Wastes	2	H	5	Mordor only
Fair Travels	2	X	-	Move again this turn (not in evil lands)
Courage	4	A	+1	Foes & Hardships
Hide	1	A	+1	
Disgiuse	1	A	+1	
Frodo	1	A	+2	
Samwise	1	A	+2	
Merry	1	A	+1	
Pippin	1	A	+1	
Power of the Ring	1	X	-	Opponent gains one Corruption Marker
Strife	1	X	-	Opponent with 2+ Corruption misses one turn
The Lidless Eye	1	M	+1	Attach to any Foe
Witch King of Morgul	1	F	7	Nazgul

## Links

[LOTR Fanatics Site](#)

## Crack Of Doom Forum

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# Cthulhu Quest

## Introduction

Card game for 2-4+ players. Cthulhu Theme.

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## Victory

The game ends when there are no cards left in the deck and no one can play a Meld. The player with the most Story Points (SP) wins.

## Story Point Tokens

Player share a common set of Story point Tokens.

## The Deck

Players share a common deck. There are 10 card types:

- I** Investigator
- A** Ally
- O** Object
- B** Book
- G** God
- M** Monster
- L** Location
- T** Transport
- S** Spell
- E** Event

## Setup

Shuffle the Deck. Craziest player goes first. Play proceeds clockwise.

Each player is dealt a hand of 13 cards.

## Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Investigation Phase
2. Insanity Phase
3. Story Phase
4. Mythos Phase

## Investigation Phase

Draw 2 cards from the deck and put them in your hand.

## Insanity Phase

You may discard 1 card from your hand:

- Discard a Transport Card to look at the next 5 cards in the deck and keep one.
- Discard a God Card to discard your hand and draw 9 new cards.
- Discard an Object Card to steal 1 Story Point Token from target player
- Discard an Investigator Card to draw 3 cards and discard 2 cards from hand.
- Discard an Ally Card to draw 2 cards.
- Discard a Location Card to put the top card of the discard into your hand.
- Discard a Spell Card to make opponent give you a card from his hand (His choice).
- Discard an Event Card to look at opponent's hand.
- Discard a Monster Card to cause opponent to discard 1 Random card.
- Discard a Book Card to look at the next 10 cards in the deck.

## Story Phase

You may play a Meld. A Meld must include the following: 1 Investigator card 0 to 2 Ally cards 0 to 1 Object card 0 to 1 Book card 0 to 1 God card 1 to 2 Monster cards 1 to 2 Location cards 0 to 1 Transport card (1 required if 2+ Location cards played) 0 to 1 Spell card 0 to 1 Event card A Meld of 3 cards is worth 2 Story Point (SP). A Meld of 4 cards is worth 4 Story Points (SP). A Meld of 5 cards is worth 6 Story Points (SP).

A Meld of 6 cards is worth 8 Story Points (SP). A Meld of 7 cards is worth 10 Story Points (SP). A Meld of 8 cards is worth 12 Story Points (SP).

A Meld of 9 cards is worth 14 Story Points (SP). A Meld of 10 cards is worth 16 Story Points (SP). A Meld of 11 cards is worth 18 Story Points (SP).

A Meld of 12 cards is worth 21 Story Points (SP). A Meld of 13 cards is worth 25 Story Points (SP). Certain card combinations will award extra Story Points.

Collect the indicated number of Story Point Tokens and discard the Meld.

## Mythos Phase

If you played a Meld this turn, draw X cards where X is the number of cards in the Meld. Max hand size is 13 cards. Discard excess cards.

## Card List Notation

**SP** Story Points

**LAOH** Look at Opponents Hand



## Card List

Name:	Type	Notes:
Cthulhu	G	Aquatic Dreaming Great Old One
Azathoth	G	Mindless Seething Amorphous Daemon Sultan
Nyarlahotep	G	The Crawling Chaos
Shub-Niggurath	G	Black Goat of the Woods
Yog-Sothoth	G	The Key & the Gate
Hastur	G	Titanic Aquatic Being
Shudde M'ell	G	The Burrower Beneath
Yig	G	Snake God
Ithaqua	G	The Windwalker
Cthugha	G	Great Cloud of Living Fire
Cultists	M	+3 SP with Nyarlahotep
Gugs	M	4-Armed Giants with Terrible Maws
Mi-Go	M	Alien Fungi from Pluto
Nightgaunts	M	Faceless winged Demons
Byakee	M	+3 SP with Hastur
Star-Spawn	M	+3 SP with Cthulhu
Shoggoths	M	Mass of Gelatinous Flesh
Wendigo	M	+3 SP with Ithaqua
Fire Vampire	M	+3 SP with Cthugha
Dimensional Shambler	M	Plane Walking Ape-Insect Servitors
Colors of Outer Space	M	Invisible Life Force Feeders
Leng Spiders	M	Immense Bloated Purple Spiders
Dark Young	M	+3 SP with Shub-Niggurath
Yith	M	Time Traveling Mentalists
Hounds of Tindalos	M	LAOH Discard 1 Investigator
Elder Thing	M	Large Flying Botanical Beings
Flying Polyps	M	Invisible Horror. Wind & Tentacle Attacks
Serpent People	M	+3 SP with Yig
Ghouls	M	Rubbery, Canine Humanoids
Deep Ones	M	+3 SP with Small Fishing Town
Author	I	+1 SP if a Book Played
Journalist	I	+1 SP if an Event is Played
Dilettante	I	You may play a Second Transport
Doctor	I	+1 SP if a Second Ally is Played
Lawyer	I	You may play a second Investigator
Professor	I	+3 if University is Played
Historian	I	You may play a second Book
Antiquarian	I	+2 SP if Relic Played
Psychologist	I	+3 SP if Phobia Played
Private Eye	I	Draw 1 extra card on your next turn
Archeologist	I	+2 SP if Relic Played
Gangster	I	+3 SP if City is Played
Occultist	I	+1 SP if a Spell is Played
Sorcerer	I	You may play a second Spell
Adventurer	I	+1 SP if a second Location is Played
Cultist Priest	A	+1 SP if a Spell is Played
Steadfast Companion	A	Tough; +1 SP if a Second Monster is Played
Student	A	+3 SP if University is Played
Old Benefactor	A	+3 SP if Mansion Played
Psychic	A	+3 SP if Scrying Window Played



Name:	Type	Notes:
Artist	A	+1 SP if a God Played
Mental Patient	A	+3 SP if Asylum Played
Musician	A	+3 SP if Pipes of Madness Played
Inventor	A	+1 SP if Object Played
Crazed Survivor	A	Tough; +3 SP if Remote Farmhouse Played
Church Agent	A	+3 SP if Cemetery Played
Shaman	A	+3 SP if Exotic Locale Played
Scientist	A	+3 SP if Laboratory Played
Sea Captain	A	Tough; +2 SP if Water Location Played
Sailor	A	+2 SP if Water Location Played
Soldier	A	Tough; +2 SP if Weapon Played
Guide	A	+3 SP if Exotic Locale Played
Mercenary	A	Tough; +2 SP if Weapon Played
Scholar	A	+3 SP if Museum Played
Linguist	A	+1 SP if a Book Played
Small Fishing Town	L	Water
Laboratory	L	+3 SP if Inventor Played
Sewers	L	Water
Mansion	L	You may play a Second Investigator
Island	L	Water
Asylum	L	You may play a Third Ally
University	L	You may play a second Book
Cursed House	L	+1 SP if a second Monster is Played
Museum	L	You may play a second Object
New York City	L	City; +3 SP if Journalist Played
Cemetery	L	+3 SP with Ghouls
Temple	L	+3 SP with Cultist Priest
Remote Farmhouse	L	You may play a Third Monster
Exotic Locale	L	+1 SP if a God is Played
Infested Forrest	L	+3 SP with Dark Young
Esoteric Order	L	+3 SP if Occultist Played
Catacombs	L	+1 SP if you play a Monster & a God
Lost City	L	Water
Sahara	L	Desert; Egypt; +3 SP if Guide Played
Corrupt Lake	L	Water
Train	T	You may play a third Location
Automobile	T	You may play a Third Ally
Boat	T	+2 SP if Water Location Played
Ship	T	+2 SP if Water Location Played
Zeppelin	T	You may play a second Investigator
Aeroplane	T	+3 SP if Dilettante Played
Underground	T	+3 SP if Catacombs Played
Lost	T	+1 SP if a second Location is Played
Journey	T	+1 SP if a second Location is Played
Travel Thru Space	T	+1 SP if a Spell is Played
Revolver	O	Weapon
Shotgun	O	Weapon; SP +1 if you play an Ally
Dynamite	O	Weapon; LAOH Discard 1 Monster
Harpoon	O	Weapon; SP +2 if Water Location Played
Chime of Tezchaptl	O	Relic; LAOH Discard 1 Spell
Star Stone of Mnar	O	Relic; Draw 1 extra card on your next turn
Space Mead	O	Relic; Play a Third Location
Powder of Ibn Ghazi	O	Relic; LAOH Discard 1 Monster

Name:	Type	Notes:
Pipes of Madness	O	Relic; LAOH Discard 1 Ally
Mist Projector	O	Weapon; You may use 1 Ally as a Monster
Elder Sign	S	LAOH Discard 1 God
Dominate	S	SP +1 if a Book is Played
Screaming Window	S	You may play a second Event
Consume Likeness	S	LAOH Discard 1 Ally
Wave of Oblivion	S	+2 SP if Water Location Played
Death Spell	S	SP +3 if Shaman Played
Mind Exchange	S	SP +1 if Ally Played
Look to the Future	S	SP +1 if an Event is Played
Summoning Spell	S	SP +1 if Second Monster Played
Wither Limb	S	SP +3 if Sorcerer Played
Epidemic	E	SP +3 if Doctor Played
Experiment	E	SP +3 if Scientist Played
Earthquake	E	LAOH Discard 1 Location
Thieves	E	LAOH Discard 1 Object
Aldebaran Moves	E	You may play a Second God
Phobia	E	LAOH Discard 1 Investigator
Night	E	SP +1 if Second Monster Played
Day	E	SP +1 if Second Ally Played
Yithian Mental Contact	E	SP +3 if Yith Played
Imprisonment	E	Target Opponent Draws 1 less card next turn
Necronomicon	B	You may play an extra Monster
Nameless Cults	B	SP +3 with Cultists
Book of Eibon	B	SP +1 if a God Played
Book of Dzryan	B	SP +1 if a Spell Played
R'lyeh Text	B	SP +3 if Cthulhu played
Eltdown Shards	B	SP +1 if Second Monster Played
Zanthu Tablets	B	May be used as a Relic Instead
Ponape Scripture	B	SP +2 if a Relic is Played
Sussex Manuscript	B	Draw 1 extra card on your next turn
Celaeno Fragments	B	You may play a second Spell

## Rotation Cardlist

basis.

Keep the ratio of card types the same . Substitute these cards for cards of the same type on a one to one

Name:	Type	Notes
Dreamer	I	+3 SP with Dream Lands
Poet	I	+2 SP with Book
Sculptor	I	Draw 1 extra card on your next turn
Egyptologist	I	+2 SP with Egypt Location
Corrupt Wizard	I	Can be used as Monster Instead
Nomad	A	+2 SP with Desert Location
Maniac	A	Can be used as Monster Instead
Army Officer	A	You may play a second Weapon
Bandit	A	LAOH Discard 1 Object
Alchemist	A	You may play a second Object
Pyramids	L	Desert; Egypt
Church	L	SP +3 if Church Agent Played
Easter Island	L	Water
Himalayas	L	Mountain

Name:	Type	Notes
Antarctica	L	Draw 1 extra card on your next turn
Yuggoth	L	Space
Dream Lands	L	You may play an extra Monster
Paris	L	City
Cairo	L	City; Egypt
Valley of the Kings	L	Desert; Egypt
Kitab al Azif	B	+2 SP with Egypt Location
Liber Ivonis	B	SP +2 if a Relic is Played
Mythos Instability	E	LAOH Discard 1 God
Typhoon	E	LAOH Discard 1 Water Location
Sandstorm	E	Can be used as Desert Location Instead
Bast	G	Cat Goddess
Nodens	G	Lord of the Great Abyss
Bokrug	G	Great Water Lizard
Father Dagon	M	+2 SP if Water Location Played
Mother Hydra	M	+2 SP if Star Spawn or Deep Ones Played
Dhole	M	+2 SP with Desert Location
Servants of Bast	M	+3 SP with Bast
Nightgaunts	M	+3 SP with Nodens
Beings of Ib	M	+3 SP with Bokrug
Rifle	O	Weapon; +2 SP if you play a Tough Ally
Sacred Knife	O	Can be used as Weapon or Relic
Submarine	T	+2 SP if Water Location Played
Caravan	T	+2 SP if Desert Location Played
Pallid Mask	O	Relic; You may use 1 Investigator as a Monster
Lamp of Alhazred	O	Relic; Look at next 10 cards in Deck
Stone Idol	O	Relic; Can be used as Monster Instead
Dust of Ibn Ghazi	O	Relic; Can be used as Spell Instead
Cloud Memory	S	Opponent must Discard 1 Random Card
Hands of Colubra	S	You may use 1 Ally as a Monster
Seal of Isis	S	SP +2 if Relic Played
Remortification	S	Can be used as Monster Instead





# Cthulhu Skirmish

## Introduction

Board & card game for 2 players. Battle between two factions in the Lovecraft Universe. Abstract skirmish level combat.

Each figure represents a single man/creature (unit).

## Disclaimer

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## Victory

You win if you kill the opposing Leaders. If a faction has no Leader, then a loss of half it's units will defeat it.

## Map & Pieces

Use an 8x8 chessboard. Use chits or miniatures to represent units.

## Factions

Each player picks one Faction. Each Faction has its own set of units described in its own unit list. Each Faction has its own cardset described in its own card-set list.

There are 8 Factions: Human Investigators Deep Ones Humanoids Yithians Elder Things Mi-Go Serpent People Cultists

## Spell Deck

Players share a common Spell Deck. Only leaders can use spells. Keep your spell cards in a Separate hand.

## Setup

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

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase
3. Attack Phase

## Fate Phase

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

Discard excess cards.

## Move Phase

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

Moves can be diagonal or orthogonal. "Knight" type move cards allow a unit to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

## Attack Phase

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

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Attacks always do one Hit of damage to the target unless otherwise specified.

Use Chits or coins to record damage. A unit reduced to zero Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

## Unit Table Nomenclature

**#** Number of that type of man you start the game with.

**Hits** Number of Hits that type of unit has.

## Card List Notation

**M** Movement

**A** Attack

**D** Defense

**K** as a Knight would move in Chess

**Type** Purpose of card

## Investigators Unit Table

Unit Name:	#	Hits	Notes:
Townfolk	8	1	-
Companions	6	2	-
Investigators	2	3	Leaders

## Investigators Card List

Card Name:	#	Type	Range	Notes:
Cautious Advance	4	M	1	
Quick Advance	4	M	2	
Run	3	M	3	
Sprint	2	M	4	
Zig-Zag	2	M	K	
Pitchfork	1	A	1	
Shovel	1	A	1	
Torch	1	A	1	
Axe	1	A	1	
Shoot Point Blank	1	A	1	
Pistol	2	A	2	
Revolver	1	A	2	
Dynamite	1	A	K	
Shotgun	2	A	3	
Rifle	2	A	4	
Duck	2	D	-	
Hide	2	D	-	
Block	2	D	-	
Battle Plan	2	X	-	Draw 3 cards
Stalwart	2	D	-	Companions only
Ancient Tome	4	X	-	Discard to Draw a Spell card

## Deep Ones Unit Table

Unit Name:	#	Hits	Notes:
Hybrids	8	1	-
Deep Ones	6	2	-
Ancient Deep One	2	3	Leaders

## Deep Ones Card List

Card Name:	#	Type	Range	Notes:
Quiet Approach	4	M	1	
Shamble	4	M	2	
Loping Gait	3	M	3	
Deft Scramble	2	M	4	
Sinuous Movements	2	M	K	
Sharp Claws	2	A	1	
Silent Attack	1	A	1	
Bite	1	A	1	
Trident	1	A	1	
Net Attack	1	A	2	
Hunting Spear	2	A	2	
Thrown Harpoon	2	A	2	
Crossbow	3	A	3	
Scales	2	D	-	
Swift Motion	2	D	-	
Move in Shadows	2	D	-	
Emerge from the Sea	2	X	-	Draw 3 cards
Immortal	2	D	-	Deep Ones only
Deep Magic	4	X	-	Discard to Draw a Spell card

## Humanoids Unit Table

Unit Name:	#	Hits	Notes:
Ghouls	9	1	-
Ghasts	6	2	-
Gug	1	5	Leader

## Humanoids Card List

Card Name:	#	Type	Range	Notes:
Awkward Movements	4	M	1	
Lurch Forward	4	M	2	
Run & Jump	3	M	3	
Gallop	2	M	4	
Hidden Ways	2	M	K	
Filthy Claws	1	A	1	
Jagged Bite	1	A	1	
Fangs	1	A	1	
Mule Kick	1	A	1	
Crushing Blow	1	A	1	
Rip to Pieces	1	A	1	
Rend Flesh	1	A	1	
Thrown Rock	3	A	2	
Barrel Attack	2	M	2	Also Attack Range = 1
Rubbery Hide	2	D	-	
Brutes	2	D	-	
Animal Reflexes	2	D	-	
Sense of Smell	1	X	-	Draw 3 Cards
Savagery	1	X	-	Draw 3 Cards
Massive Bulk	2	D	-	Ghasts & Gug
Bestial Magic	4	X	-	Discard to Draw a Spell card

## Elder Things Unit Table

Unit Name:	#	Hits	Notes:
Elder Things	8	3	All can use Spells

## Elder Things Card List

Card Name:	#	Type	Range	Notes:
Hover	4	M	1	
Float	4	M	2	
Glide	3	M	3	
Soar	3	M	4	
Dive	2	M	5	
Roll	2	M	K	
Tentacles	3	A	1	
Constriction	3	A	1	
Crushing Attack	4	M	1	Also Attack Range = 1
Swoop Attack	3	M	2	Also Attack Range = 1
Rigid Skin	2	D	-	
Huge Size	2	D	-	
Flying Dodge	2	D	-	
Ascend	1	D	-	

Card Name:	#	Type	Range	Notes:
Sense Without Light	1	X	-	Draw 3 cards
Piping Speech	1	X	-	Draw 3 cards
Ancient Knowledge	4	X	-	Discard to Draw a Spell card

## Great Race Of Yith Unit Table

Unit Name:	#	Hits	Notes:
Yithians	8	3	All can use Spells

## Great Race Of Yith Card List

Card Name:	#	Type	Range	Notes:
Contraction	8	M	1	
Expansion	5	M	2	
Nippers	3	A	1	
Lightning Gun Burst	2	A	2	
Lightning Gun Gout	2	A	3	
Lightning Gun Strike	2	A	4	
Lightning Gun Arc	2	A	K	
Lightning Gun Bolt	2	A	5	
Enormous Size	2	D	-	
Elastic Flesh	2	D	-	
Rigid Scales	2	D	-	
Time Travel	1	X	-	Draw 5 cards and keep 2
Mentalists	1	X	-	Draw 3 cards
Trade Minds	1	X	3	Gain Control of Target
Arcane Secret	2	X	-	Discard to Draw a Spell card

## Serpent People Unit Table

Unit Name:	#	Hits	Notes:
Degenerates	8	1	
Serpent Folk	6	2	
Sorcerer of Yig	2	3	Leader

## Serpent People Card List

Card Name:	#	Type	Range	Notes:
Coil	4	M	1	
Twist	4	M	2	
Slither	3	M	3	
Shoot	2	M	4	
Slip & Slide	3	M	K	
Venomous Fangs	2	A	1	
Poisonous Bite	2	A	1	
Taloned Hands	2	A	1	
Constriction	1	A	1	
Spit Poison	2	A	2	
Poisoned Darts	2	A	2	
Firearms	2	A	3	
Sinuous Weaving	2	D	-	
Sneak & Skulk	2	D	-	
Reptilian Scales	2	D	-	

Card Name:	#	Type	Range	Notes:
Cold-Blooded	2	X	-	Draw 3 cards
Illusions	2	D	-	Not Degenerates
Sorcery	6	X	-	Discard to Draw a Spell Card

## Cultist Unit Table

Unit Name:	#	Hits	Notes:
Worshippers	8	1	
Fanatics	6	2	
Evil High Priest	2	3	Leader

## Cultist Card List

Card Name:	#	Type	Range	Notes:
Encroach	4	M	1	
March	4	M	2	
Run	3	M	3	
Charge	2	M	4	
Rush In	2	M	K	
Spear	2	A	1	
Dagger	2	A	1	
Machete	2	A	1	
Thrown Knives	2	A	2	
Pistol	2	A	2	
Bolas	2	A	3	
Antique Gun	1	A	3	
Frenzy	2	D	-	
Drugged	2	D	-	
Fanaticism	2	X	-	Draw 3 cards
Ritual Sacrifice	5	X	-	Draw a Spell Card

## Fungi From Yuggoth Unit Table

Unit Name:	#	Hits	Notes:
Mi-Go	10	2	
Mi-Go Surgeon	2	2	Leader

## Fungi From Yuggoth Card List

Card Name:	#	Type	Range	Notes:
Articulate Limbs	4	M	1	
Circle	4	M	2	
Membranous Wings	3	M	3	
Soar	3	M	4	
Dive	2	M	5	
Pitch	2	M	K	
Nippers	2	A	1	
Grapple	2	A	1	
Vivisection	2	A	1	
Dissection	2	A	1	
Drop Attack	4	M	1	Also Attack Range = 1
Chitinous	2	D	-	
Fly Away	2	D	-	



Card Name:	#	Type	Range	Notes:
Trickery	2	D	-	
Brain Surgery	1	X	1	Take control of target unit
Antennae	2	X	-	Draw 3 cards
Interstellar Race	4	X	-	Draw 1 Spell Card

## Summoned Units

Some spells can summon units, which appear in an empty space next to the caster. The controller may use Attack & Move cards with the unit. Instead of using the Range on the cards, the cards will be assigned a range according to The spell description of the Unit.

Summoned Units cannot use defense cards. A Sum-

moned unit automatically loses 1 Hit per turn.

## Controlled Units

The controller may use Attack & Move cards with the unit. These cards will always be considered to have a range = 1. Controlled units cannot cast spells.

## Spell Card List

Card Name	Rng	Effect
Spell of Binding	(3)	Target cannot move or attack for 4 turns
Black Binding	(2)	Target cannot move or attack for 4 turns
Dismiss	(2)	Move enemy unit up to 3 spaces away from caster
Summon Fire Vampire	(1)	Gain a 7 Hit Unit. Attack range = 1. Move range = 4.
Summon Baykhee	(1)	Gain a 4 Hit Unit. Attack range = 1. Move range = 4.
Summon Dark Young:	(1)	Gain a 7 Hit Unit. Attack range = 1. Move range = 1.
Summon Dimensional Shambler	(1)	Gain a 4 Hit Unit. Attack range = 1. Move range = 2.
Summon Flying Polyp	(1)	Gain a 9 Hit Unit. Attack range = 1. Move range = 5.
Summon Formless Spawn	(1)	Gain a 6 Hit Unit. Attack range = 1. Move range = K.
Summon Hunting Horror	(1)	Gain an 8 Hit Unit. Attack range = 1. Move range = 3.
Summon Hound of Tindalos	(1)	Gain a 6 Hit Unit. Attack range = 1. Move range = 3.
Summon Night Gaunt	(1)	Gain a 3 Hit Unit. Attack range = 1. Move range = 4.
Summon Shantak	(1)	Gain a 5 Hit Unit. Attack range = 1. Move range = 4.
Summon Shoggoth	(1)	Gain a 10 Hit Unit. Attack range = 1. Move range = 2.
Summon Xiclotl	(1)	Gain a 5 Hit Unit. Attack range = 1. Move range = 1.
Contact Chthonian	-	Draw 2 Spell cards
Contact Star Spawn	-	Draw 2 Spell cards
Dread Curse of Azathoth	-	Attack of Range = 2
Create Gate	-	Move Self or Adjacent friendly unit to any open space
Elder Sign	-	Negate a Move card just Played
Voorish Sign	-	Look at opponents hand. Draw a card from your deck.
Powder of Ibn-Ghazi	-	Look at opponents hand. Draw a card from your deck.
Resurrection	-	Bring friendly dead unit back to life adjacent to caster. Unit has 1 Hit.
Shrivelling	-	Attack of Range = 2
Glass from Leng	-	Look at opponents hand. Draw a card from your deck.
Lamp of Alhazred	-	Draw 2 Spell cards
Plutonian Drug	-	Search Spell Deck for card & put it in your hand
Shining Trapezohedron	(3)	Gain Control of Target
Bait	-	Move enemy unit up to 3 spaces towards caster
Spectral Hunter	-	Defense
Bless Blade	-	Attack of Range = 1
Body Warping of Gorgoroth	-	Self or Target gains 1 Hit
Cast out Devil	-	Negate target Control Spell or effect
Call Power of Nyambe	-	Draw 2 Spell cards
Ceremonial Dagger	-	Kill adjacent friendly unit to draw 3 spell cards
Chant of Thoth	-	Look at opponents hand. Draw a card from your deck.
Chime of Tezchaptl	-	Negate Spell just cast

Card Name	Rng	Effect
Cloud Memory	-	Opponent must discard Spell Hand
Clutch of Nyogtha	-	Attack of Range = K
Command Spell	(3)	Gain Control of Target for 3 turns
Conjure Glass of Mortlan	-	Take card from your discard & put it in your hand
Consume Likeness	-	Defense
Bad-Corpse Dust	-	Negate a Move card just Played
Barrier of Naach-Tith	-	Defense or Negate Spell just cast
Curse Whistle	-	Draw 2 Spell cards
Fetch Stick	-	Attack of Range = 1
Limbo Gate	-	Move Self or Adjacent friendly unit to any open space
Mist of Releh	-	No Attacks may be made this turn
Scrying Window:	-	Look at opponents hand. Draw a card from your deck.
Time Warp	(4)	Target is destroyed
Insanity	-	Any target unit loses 1 hit
Curse of Darkness	-	Destroy Target summoned Unit
Curse of the Stone	(3)	Target cannot move or attack for 4 turns
Death Spell	(3)	Target is destroyed
Devolution	(2)	Gain Control of Target for 3 turns then target runs away
Dominate	(3)	Gain Control of Target for 3 turns
Dust of Suleiman	-	Attack of Range = 1
Eibon's Wheel of Mist	-	Defense
Enthrall Victim:	(2)	Target cannot move or attack for 4 turns
Explode Heart	(2)	Target is destroyed
Eye of Light & Darkness	-	All adjacent enemies take 1 Hit of Damage
Fist of Yog Sothoth	-	Attack of Range = 4
Flesh Ward	-	Caster Immune to Range = 1 Attacks for 5 turns
Grasp of Cthulhu	(4)	Target cannot move or attack for 4 turns
Hands of Colubra	-	Attack of Range = 1
Heal	-	Self or adjacent unit regains 1 lost Hit
Implant Fear	(3)	Target cannot move or attack for 4 turns
Keeness of Two Alike	-	Look at opponents hand. Draw a card from your deck.
Levitate	-	Defense
Living Clothes	-	Attack of Range = 3
Look to the Future	-	Look at opponents hand. Draw a card from your deck.
Mental Suggestion:	(3)	Gain Control of Target for 3 turns
Mesmerize:	(2)	Gain Control of Target for 4 turns
Mind Blast	-	Attack of Range = 4
Mind Exchange	(1)	Gain Control of Target for 3 turns
Nightmare	(4)	Target cannot move or attack for 4 turns
Pipes of Madness	-	Both players discard all their cards
Power Drain	-	Steal 2 random spell cards from opponent
Raise Corpse	-	Bring friendly dead unit back to life adjacent to caster. Unit has 1 Hit.
Red Sign of Shudde M'ell	-	All adjacent units take 1 Hit of Damage
Remortification	-	Defense
Seal of Isis	-	Negate a Spell card just played
Send Dreaming	-	Draw 2 cards from your deck
Song of Hastur	-	Attack of Range = 4
Song of Glissande	-	Caster & 3 Targets within 2 spaces cannot move or attack for 2 turns
Soul Singing	-	Move enemy unit up to 3 spaces in any direction
Steal Life	-	Attack of Range = 2. Caster regains 1 lost Hit
Unspeakable Promise	-	Draw 2 Spell cards
Voice of Ra	-	Draw 2 cards from your deck
Wither Limb	-	Attack of Range = 3

Card Name	Rng	Effect
Wrack:	(3)	Target cannot move or attack for 4 turns





# *D&D Miniatures Quick Rules*

## **Introduction**

This is highly simplified set of rules for use with the D&D Miniatures Line: [Click Here](#) I have used these rules with my 6 year old son.

## **Rules**

Players take turns.

All your units can move & attack once on your turn.

Small, medium, and large units can move 2 spaces.

Big units (2x2) and fast units can move 4 spaces.

Giant units (3x3) and cavalry can move 6 spaces.

Flying units can move 8 spaces and move over other units.

All units are of 2 types: Fighters or Shooters.

Fighters can only attack into adjacent spaces. They hit on a roll of 4+ on 1D6. Shooters can attack up to a range of 8 spaces.

They hit on a roll of 5+ on 1D6.

A Hit does 1 point of damage.

Small units have 1 Hit (Goblins, gnomes, halflings, kobolds)

Medium units have 2 Hits (Humans, elves, dwarves)

Large units have 3 Hits (Bugbears)

Big units have 4 Hits (Yaun-Ti Abomination)

Huge units have 5 Hits (Fire Giant)

Giant units have 6 Hits (Fomorian Giant)

Big units do 1D2 damage when they hit.

Huge units do 1D3 damage when they hit.

Giants do 1D6 damage when they hit.

Scenarios: Make the sides equal.

If given a choice, a unit should attack the largest enemy unit in range.

## **Notes**

These rules are sufficient for a 6 year old. He has fun just fiddling with the figures (so do I). It should be obvious to determine unit size and type.

Medium & Large units have the same size base but I consider anything larger than human as Large. Big & Huge units have the same size base but some units are noticeably larger. For now we treat Clerics as Fighters & Mages as Shooters.

## **Links**

[Merrics Page](#)





# Dante's Inferno

## Introduction

Scenario for WarpQuest. By C. Gerard Luft for the ??WarpQuest Core Rules.

## Party

Renaissance poet:	4 skills
Blessed soul of heaven:	5 skills
Pagan scholar holy soul:	3 skills

(You get 1 of each)

1	COMbat+1
2	AGiLity+1
3	THEOlogy+1
4	WISdom+1

## Quest

To travel through hell from Earth (space 1) through the upper hell (gehenna spaces 2 To 15) and the lower hell (the abyss spaces 16 to 29) and reach the exit out in the lowest pit (exit into purgatoria the last space).

## Skills Table

1d6

1	COMbat+1
5	PERSonality+1
6	choose a skill

## Module 1 Gehenna:

vestibule	theo x2
oppurtunists	com x2
acheron	per x2: if success move 1d6 spaces
Charon	per x2: if success move 1d6 spaces
fathers limbo	per x2: if success move 1d6 spaces
virtuous pagans	aid: wis +1
circle 2	theo x2: if lost then loose 1 turn
carnal	com x2
minos	com x2
circle 3	theo x2: if lost then loose a turn
gluttons	agl x2
cerberus	com x2
plutus	com x2
circle 4	theo x2: if lost then loose 1 turn
hoarders and wasters	com x2
wrathful and sullen	com x2
styx	agl x2
circle 5	theo x2: if lost then loose one turn
phlegyas	comx2: if success then move 1d6 spaces
maggots	aglx2
citadel of human Reason	aid: wis +1
guiding angel	aid: Any +1
medusa	wis
three infernal furies	com x2
city of dis (TARTAROS)	com: if success move 1d6 spaces
devils	com

## Module 2 The Abyss:

circle6	theo x2: if lost then loose a turn
heretics	wis x2
circle7	theo x2
minotaur	com x2
river of blood	agl x2
the violent	com x2
centaurs	per x2: if success move 1d6 spaces
wood of suicides	wis x2
harpies	com x2
rain of fire	agl x2
great cliff	agl
geryon	per x2: if success than move 1d6 spaces
malebolge	agl x2
fraudulent and malicious	wis x2
Panderers and seducers	wis x2
flatters	wis x2
simoniacs	theo x2
fortune tellers and diviners	com x2
grafters	com x2
rending demons	com x2
cocytus	agl x2
traitors	com x2
possessing demons	theo x2
dragon	com
centaur cacus	com x2
evil counselors	wis x2
hell fire	agl x2
demon w/ bloody sword	com x2
sowers of discord	wis x2
falsifiers	com x2
central pit of malebolge	agl x2
giants	com
horned demons	com x2
Satan	agl: if success move 1d6 spaces: if fail loose party member

## Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

## Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

## The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the

Objective is found.

## The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

## The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

## Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

## Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

## Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

## Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

## Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.







# Dark Sun Adventures

## Introduction

Board and card game for 2+ players. (High solo potential) Based on the AD&D Dark Sun Campaign Setting.

## The Map

The Map is a Track 40 spaces long with start & end spaces.

## Random Map & Card Generator

Another Stunning Addition by Peter Cobcroft. With these additions, you should be able to play a game right away.

## Pieces & Dice

Each player has a Pawn of a unique color to represent his Adventuring Party 20 & 6 sided dice are needed.

## Decks

There are 2 common decks: The Character Deck and the Event Deck

## The Character Deck

You control a party of adventurers (initially six). Adventurers are also referred to as Characters. Characters differ in Race and Class.

There are 4 Class types: Mage, Ranger, Thief, and Fighter.

## The Event Deck

Players share a common Event Deck. The deck has 3 types of cards: Aid cards, Event cards, & Foe cards

1D20	Type:	Water	Notes:
1	City State	Y	Civilized
2	Village	Y	Civilized
3	Ruins	16	Foes get +2
4	Scrub Plains	14	
5	Forest Ridge	Y	
6	Canyon	12	
7	Oasis	Y	
8	Sandy Wastes	18	
9	Stony Barrens	16	
10	Rocky Badlands	16	

There are 2 types of Foes: Monsters & Humanoids. Aid cards include: Weapons, Armor, Items, Psionic Powers, & Spells.

Only Fighters can use Armor. Any class except Mages can use Weapons. Only Mages can use Spells. Any Character can use a Power card.

## Victory

Return your party to the Start space with the Rod of Divining.

## Setup

Roll on the Terrain table for each space on the board. Each player gets to draw 6 Character cards. Each player is dealt a hand of 7 Event cards.

Players roll high on 1D20 to see who goes first. Player's pawns start in the start space. A Token representing the Rod of Divining is placed in the End Space.

The Start space is a City. The End space is a Ruins.

## Course Of The Game

Phase I Players take turns moving their Parties towards the End space. Phase II The party that reaches the End space first gains possession of the Rod of Divining. To win, that party must turn around & move back to the Start space.

This party becomes known as the Rod party. Opposing Parties can now move in either direction. If an opposing party defeats the Rod party in battle, they gain possession of the Rod of Divining and become the new Rod party.

## Terrain Table

Each space of the track will be one of several types:

1D20	Type:	Water	Notes:
11	Salt Flats	18	
12	Mountains	14	
13	Silt Basin	18	Peril Level = 8
14	Boulder Fields	16	
15	Smoking Lands	18	Peril Level = 10
16	Tree of Life	10	
17	Sand Dunes	18	
18	Open Bled	18	
19	Desert	18	
20	Hinterlands	16	



## Character Deck Card List

Name:	Class	Notes:
Halfling Clan Protector	F	Survival +1
Halfling Guide	R	Survival +1
Halfling Druid Shaman	M	Survival +1
Freed Mul Gladiator	F	Force +2 vs Humanoids
Escaped Mul Slave Thief	T	Force +1
Dwarf Weapon Master	F	May use 2 Weapons in Battle
Dwarf Defender	F	Armor Card gets +4 Force
Dwarf Geomancer	M	Spell Card gets +2 Force
Half Elf Outcast	T	Survival +1
Half Elf Beast Master	R	Force +2 vs Monsters
Half Elf Illusionist	M	Discard a card for +2 Stealth
Human Templar Inquisitor	M	Force +1
Human Water Priest	M	Discard a card for +2 Survival
Human Psionic Warlock	T	Psionic Power Card gets +2 Force
Human Bard Assassin	T	Stealth +1
Human Cosmologist	M	May use 2 Spells in Battle
Human Defiler Wizard	M	Discard a card for +2 Force
Human Gladiator	F	Weapon Card gets +2 Force
Human Preserver Wizard	M	Discard a card for +1 to any Roll
Elf Nomad Raider	F	Stealth +1
Elf Silt Stalker	R	Stealth +1
Elf Desert Trader	T	In Trade Phase Discard 1 card to draw 1 card
Elf Windsinger	M	Stealth +1
Half Giant Pit Fighter	F	Force +2 & Stealth -1
Half Giant Mercenary	F	Force +1
Mantis Warrior	F	Force +2 & Cannot use Armor
Thri-kreen Hunter	R	Force +1

## Class Bonuses

Class:	Abbreviation	Notes:
Fighter	F	Force +1
Ranger	R	Survival +1
Thief	T	Stealth +1
Mage	M	Can use Spells

These Bonuses are in addition to those listed in the Character Deck Card List.

## Turn Sequence

Players take turns. Each turn has 8 Phases: Event Phase Trade Phase Survival Phase Recruit Phase Move Phase Encounter Phase Stealth Phase Battle Phase

## Event Phase

Draw 2 cards from the Event Deck If the deck runs out, shuffle the discard & draw from it. Max hand size = 7 cards. Discard excess cards.

## Trade Phase

If you are in a City or Village, draw an Event extra card for every Thief you have in your party. You may

play a Trade card to draw 2 cards or discard your hand and draw 5 new cards.

## Survival Phase

Each Terrain type has a Water Level (See the Terrain Table). Roll 1D20. This is the Survival Roll. If the Modified survival roll is less than the Water level, your party Finds no water this turn and gets 1 Dehydration Token.

If the Modified survival roll is equal to or greater than the Water level, your party finds water: Remove all accumulated Dehydration tokens. Every time you accumulate a Dehydration token after the second, one Random Party member dies from thirst. Parties in Terrain with a Water level of Y will always find water.

## Recruit Phase

If you have less than 6 Characters roll 1D20. This is the Recruit Roll. On a roll of 18+ gain 1 new party member.

Add 3 to the roll if you are in a City or Village Space.

## Move Phase

Move your party 1D6 spaces. This is known as the Move Roll. Add 1 for every Ranger in your party.

(Forward in Phase I or either way in Phase II.) You may play 1 Transport card to move an additional 1D6 spaces.

## Encounter Phase

If you are in a space not occupied by an opposing party, any Opponent may play one **Foe**, **Peril**, or **Delay** card on you. Foes are handled in Battle Phase. Delay cards cause you to miss your next turn.

If a **Peril** card is played roll 1D20. Treat this like a survival roll in Survival Phase. **Peril** cards have a **Peril Level**.

If the Modified survival roll is less than the **Peril** level, you lose one random party member. Civilized **Perils** use **Stealth** instead of **Survival** Modifiers.

## Stealth Phase

If in Move phase you landed on an opposing party, or an opponent played a **Foe** on you in Encounter Phase roll 1D20. This is the **Stealth Roll**: On a modified roll of 20+ if you wish, you avoid the Encounter: No Battle Occurs. On a modified roll of 15+ you surprise the **Foe** and get **Force +4** in Battle Phase.

## Battle Phase

If in Move phase you landed on an opposing party, or an opponent played a **Foe** on you in Encounter Phase, you must fight. Determine the **Force Total** of your Party. . . **Force Total** = 1D20 + # of Party Members + All **Force** Bonuses You may play one **Spell** per Mage

in your Party. You may play one **Psionic Power** or **Item** per Party Member.

You may play one **Weapon** per Non-Mage Party Member. You may play one **Armor** per **Fighter** in your Party. You may play one **Ally** per Battle.

Note: the 1D20 is referred to as the **Battle Roll**. Determine the **Force Total** of the opposing party the same way. Reroll ties. The side with the higher total wins.

The loser must discard one random **Character**. The winning party gets the **Attachments** of the discarded character. The **Force Total** of a **Foe** = 1D20 + **Foe Level**.

If you Defeat a **Foe** draw 3 cards. If you lose vs a **Foe**, discard a random character. At the end of the phase, discard any **Foe** card and Discard all played **Spells**, **Items**, **Weapons**, **Armor**, **Allies**, and **Power** cards.

## Card List Notation

Card Type:

- W** Weapon
- A** Armor
- I** Item
- S** Spells
- P** Psionic Power
- H** Humanoid **Foe**
- M** Monster **Foe**
- B** Beast **Foe**
- T** Trade Card
- D** Delay Card
- N** Natural **Peril** Card
- C** Civilized **Peril**
- L** Ally
- R** Transport Card
- X** Special

## Event Deck Card List

Card Name:	Type	Force	Notes:
Sand Storm	D	-	
Dust Storm	D	-	
Ash Storm	DN	-	Peril Level = 10
Lost	D	-	
Heat Wave	N	-	Peril Level = 14
Heat Exhaustion	N	-	Peril Level = 13
Desert Twister	DN	-	Peril Level = 14
Quicksand	N	-	Peril Level = 12
Dangerous Fall	N	-	Peril Level = 11
Assassin	C	-	Peril Level = 13
Templar Accusation	C	-	Peril Level = 15
Telekinesis	P	+3	
Tower of Iron Will	P	+1	+3 vs Humanoids
Mental Barrier	P	+1	+3 vs Humanoids
Thought Shield	P	+1	+3 vs Humanoids
Intellect Fortress	P	+1	+3 vs Humanoids
Empathy	P	+2	Look at Opponents Hand
Telepathy	P	+2	Look at Opponents Hand

Card Name:	Type	Force	Notes:
Psionic Blast	P	+3	
Psychic Crush	P	+3	
Chameleon Power	P	+1	Or use for Stealth +4
Danger Sense	P	+1	Or use for Stealth +4
Precognition	P	+2	Or Discard to look at next 7 cards in Deck
Combat Mind	P	+2	
Domination	P	+3	
Inflict Pain	P	+3	
Teleport	P	+3	Or use as Transport Card
Disintegrate	P	+3	
Awe	P	+3	
Invincible Foes	P	+3	
Ego Whip	P	+2	
Mind Thrust	P	+2	
Psychic Drain	P	+3	
Botanical Enchantment	S	+3	Potions
Kank Lancers	H	7	Or use as +3 Force Ally
Cistern Fiend	M	15	Surprise Roll -4
Dragon of Tyr	M	20	Ancient Defiler Dragon
Tarek Savages	H	6	Or use as +3 Force Ally
Nikaal Nomads	H	4	Or use as Trade card
Pyreen	L	+4	Psionic Druid
Elf Night Runners	L	-	Stealth +3
So-Ut Rampager	M	9	Great Beast
Braxat	H	10	Huge Horned Armored Hunter
Water Hunters	L	-	Survival +3
Veiled Alliance	L	+2	Counts as a Mage
Psychic Vampire	H	8	Free-Willed Undead
Ride Kanks	R	-	Large Grasshopper Mounts
Gith Ambushers	H	5	Reptilian Elves
Desert Warriors	H	5	Or use as +2 Force Ally
War Chariot	R	-	Or use as +2 force Ally
Howdah	R	-	Or use as Trade card (Cart)
Wagon	R	-	Or use as Trade card
Arakocra Flock	L	+2	Avian Humanoid Eagle Head
Kenku Kidnappers	H	5	Avian Humanoid Hawk Head
Scale Mail	A	+2	Chitin Plates
Splint Mail	A	+2	Bone Plates
Stiffened Leather	A	+2	Molded & Hardened
Fighting Sticks	W	+2	
Shield	A	+2	Stretched Leather
Padded Armor	A	+2	Woven Giants Hair
Piecemeal Armor	A	+2	Bronze Plates
Steel Sword	W	+3	Magical
Horned Helmet	A	+3	Magical
Braxat Hide Armor	A	+2	
Ride Inix	R	-	16 Foot Lizard
Ride Kanks	R	-	Giant Katydids
Ride Mekillot	R	-	6 Ton Lizard
Erdlu Eggs	I	-	Survival +3; Large Flightless Birds
Kank Honey	I	-	Survival +3
Chatkcha	W	+2	Crystal Throwing Wedge
Gythka	W	+3	Polearm with Blades at each end

Card Name:	Type	Force	Notes:
Impaler	W	+2	Shaft with blades forming a T
Quabone	W	+1	Flexible Bone Rod
Wrist Razor	W	+2	3 Blades
War Club	W	+2	Studded with Flint Chips
Bronze Battle Axe	W	+3	
Crossbow	W	+3	Poisoned Darts
Javelins	W	+2	
Stone Dagger	W	+1	
Conjure Elemental	S	+3	
Dust Devil	S	+2	
Animate Rock	S	+2	
Call Lightning	S	+3	
Control Weather	S	+1	Or use for Survival +3
Wind Walk	S	+2	Or use as Transport Card
Flame Strike	S	+3	
Endure Heat	S	+1	Or use for Survival +3
Pyrotechnics	S	+1	Or use for Stealth +3
Create Water	S	-	Use for Survival +5
Animate Dead	S	+2	Extra +2 vs Humanoid Foe
Control Monster	S	-	+5 Force vs Monster Foe
Resurrection	S	-	Recruit Roll +10
Detection	S	+2	Look at Opponents Hand
Invisibility	S	-	Use for Stealth +4
Neutralize Poison	S	-	Defeat Poisonous Foe
Divination	S	+2	Look at next 7 cards in Deck
Illusions	S	-	Use for Stealth +4
Familiar	S	-	Use for +1 to any roll
Arena Combats	H	13	In City or Village only
Giant Strength Potion	I	+3	
Landmark	R	-	Or use as Trade card
Well	R	-	Or use for Survival +5
Giant Ant Lion	M	10	Sand Trap
Basilisk	M	11	Petrifying Gaze
Yaun-Ti	H	9	Psionic Snake Men
Scorpion	B	3	Poisonous
Slicer Beetles	M	6	Pincers
Caravan	T	-	Or use as Survival +3
Trading Outpost	T	-	Or use as Survival +3
Wyvern	M	7	Poisonous Dragon
Sand Elemental	M	8	Stealth Roll -3
Dao	H	13	Evil Earth Djinn
Bulette	M	8	Armored Land Shark
Dragonne	M	12	Lion Dragon
Obsidian Golems	M	10	Immune to Psionics
Razorwings	M	5	Flying Predators
Asp	B	3	Poisonous Snake
Belgoi	H	2	Humanoid Cannibals
Dune Freaks	H	5	Burrowing Humanoids
Gaj	M	11	Psionic Insect Horror
Athasian Giants	H	10	Immune to Psionics
Tembo	M	8	Monstrous Baby Eaters
Silt Skimmer	R	-	Or use as Trade card





# Dark Sun Empires

## Introduction

Dark Sun AD&D Theme. Each player is a Sorcerer King in Control of a City State of Athas. Module for the Warp Empires system.

You must use the Warp Empires system to play this game.

## Disclaimer

Dark Sun is a copyrighted, licensed property. This is merely a fan site.

## Map

Fantasy Europe. If making a Random map roll for contents of each territory:

1D6	Terrain Type:
1	City State (Revenue = 7 Gold per turn)
2	Village (Revenue = 2 Gold per turn)
3	Safe (Forest, Oasis, Tree of Life)
4	Desert (Open Bled, Dunes, Salt Flats, Plains)
5	Rocky (Barrens, Badlands, Wastes, Boulder Fields)
6	Perilous (Canyons, Ruins, Silt Basin, Mountains, Volcanic)

Units cannot enter Perilous Terrain

## Recruit Phase

Units must start in City States.

## Victory

Destroy all Opposing Sorcerer Kings.

## Setup

Each player starts in control of 1 City-State and the surrounding Territories. Each player starts with 1 Sorcerer King Unit and 5 random units in the Capital. Each player starts with 10 Gold.

## Unit List Notation

**L** Leader  
**W** Wizard  
**T** Troops  
**F** Fast  
**M** Medium Move Rate  
**S** Slow  
**R** Fortifications

## Action Deck

Players share a common Unit Chit Pile & Action Card Deck.

## Unit List

Unit Name:	#	Move	Force	Type	Notes
Sorcerer King	-	F	10	L/W	
Templar Commander	4	F	7	L/W	
Noble Officer	4	F	6	L	
Mercenary Captain	4	F	5	L	
Templars	4	M	8	T/W	
Warrior Priests	2	M	8	T/W	
Kings Bodyguards	2	M	7	T	
Noble Troops	4	M	6	T	
Half-Giant Troops	2	M	9	T	
Obsidian Golems	1	M	10	T	
Mul Troops	2	M	7	T	

Unit Name:	#	Move	Force	Type	Notes
Dwarf Soldiers	2	S	6	T	
Warriors	3	M	5	T	
Kank Lancers	2	F	5	T	
Outriders	2	F	4	T	
Mekilot Siege Tower	2	S	5	T	+5 vs Settlements
Elite Warriors	4	M	7	T	
Psionic Master	2	F	6	W	
Elemental Clerics	2	F	8	W	
Defiler Wizard	1	F	9	W	
Preserver Wizard	1	F	7	W	
Druid	1	F	5	W	
Soldiers	6	M	4	T	
Slave Soldiers	6	M	3	T	
Gladiators	1	M	7	T	
Pit Fighters	1	M	6	T	
Mercenaries	4	M	5	T	
Thri Kreen Hunters	1	F	8	T	
Elven Nomads	1	F	6	T	
Elven Raiders	1	F	5	T	
Stone Walls	8	-	4	R	
Fortifications	4	-	8	R	

### Card List Notation

**M** Move  
**E** Event

**EI** Intrigue Event  
**EB** Battle Event  
**SB** Battle Spell (Requires Wizard in Stack)  
**S** Spell

### Common Deck Card List

Card Name	#	Type	Notes
March	12	M	Move 1 Stack
March Orders	8	M	Move 2 Stacks
Grand March	4	M	Move 3 Stacks
Assassin	2	EI	Kill Target Leader
Open Rebellion	2	EI	Put 2D6 Force = 1 Rebels in target city
Revolt	2	EI	Put 1D6 Force = 1 Rebels in target village
Fire Storm	2	SB	Kill 1 Random opposing unit
Expose Traitor	2	EI	Negate Intrigue card
Animate Dead	2	SB	Gain a Force = 5 Unit this Battle
Mind Control	2	SB	Control Random Enemy unit this battle
Spies	2	EI	Look at stack or opponents hand
Disease	2	E	Kill random unit in adjacent stack
Pestilence	2	E	Target City produces no income
Famine	2	E	Target Village produces no income
Halfling Infiltrators	2	E	Kill random unit in adjacent stack
Sandstorm	2	E	Negate Move
Wall of Fire	2	SB	Defending Stack gets unit Force = 8
Divivnation	2	S	Look at next 10 cards in deck
Elven Traders	2	E	Gain 1D6 Gold
Merchant Caravan	2	E	Gain 2D6 Gold
Surprise Attack	2	EB	All Attackers get Force +2
Bold Ploy	2	EB	Stack gets Force +10

Card Name	#	Type	Notes
Slaughter	2	EB	Losing side is completely eliminated

## Warp Empires Ruleset

### Introduction

Generic ruleset for a series of empire building/conquest games.

### Map

The map depicts an irregular, interlocked set of territories.

### Control Markers

Use chits to represent control markers.

### Units

Use chits to represent units. Units include Leaders & non-leader units.

### Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

### Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

### Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

### Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

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

### Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

### Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost. Destroyed units are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

### Revenue Phase

Gain revenue points for every revenue generating territory you control.

### Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A units cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

### Upkeep Phase

Number of Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

### Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

### Unit Deck Abbreviations

**S** Slow

**M** Medium speed

**F** Fast

**F** Force

**F** Fortification

**#** Number of that unit in the chit pile.







# Dark Sun Skirmish

## Introduction

Board & card game for 2 players.

## Disclaimer

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## Victory

Destroy all enemy characters.

## Character Deck Card List

Name	Type	Hits	Skill Card:
Halfling Clan Protector	F	1	Dodge: Defense
Halfling Guide	F	1	Scout: Look at Opponents Hand
Halfling Druid Shaman	M	1	Magics: Draw 2 cards (Max 1/turn)
Freed Mul Gladiator	F	2	Killer Instinct: Attack Range =1
Escaped Mul Slave Thief	F	2	Run Away: Defense
Dwarf Weapon Master	F	2	Slay: Attack Range =1
Dwarf Defender	F	2	Block: Defense
Dwarf Geomancer	M	1	Stone Rain: Attack Range =4
Half Elf Outcast	F	1	Archer: Attack Range = 3
Half Elf Beast Master	F	2	Beast Attack: Attack Range = 3
Half Elf Illusionist	M	1	Illusions: Defense
Human Templar Inquisitor	M	2	Command: Negate Move
Human Water Priest	M	1	Heal: Restore 1 Hit Range = 1
Human Psionic Warlock	M	1	Psionic Attack Range = 3
Human Bard Assassin	F	2	Hidden Weapon: Attack Range =1
Human Cosmologist	M	1	Magics: Draw 2 cards (Max 1/turn)
Human Defiler Wizard	M	1	Death Magic: Attack Range =4
Human Gladiator	F	2	Death Blow: Attack Range =1
Human Preserver Wizard	M	1	Heal: Restore 1 Hit Range = 1
Elf Nomad Raider	F	2	Archer: Attack Range = 4
Elf Silt Stalker	F	1	Stalk: Move Range = 3
Elf Desert Trader	F	1	Items: Draw 2 cards (Max 1/turn)
Elf Windsinger	M	1	Fly: Move Range = 4
Half Giant Pit Fighter	F	3	Mighty Blow: Attack Range = 1
Half Giant Mercenary	F	3	Tough Hide: Defense
Mantis Warrior	F	2	Chitinous Armor: Defense
Thri-kreen Hunter	F	2	Speed: Attack Range = 1

## Setup

Each player places one Character on each square of his back row. Units may not stack.

## The Map

Use an 8x8 chessboard.

## Characters

Use chits or miniatures to represent creatures. Each player draws 8 unique characters from the Character Deck.

## Character Card List Notation

**F** Fighter

**M** Mage

## The Cards

Players share a common deck. Each Character can use Skill cards for different effects.

## Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

## Orders Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

## Move Phase

Play (discard) a Move card to move one of your Characters. Characters cannot move through other units. (Exceptions: Teleport Spell) The move card has a number.

This is the number of spaces the Character moves. The Unit tables list what type of Move cards each Character can use. Moves are diagonal or orthogonal (like a Queen in Chess).

Instead of moving just one Character in any direction, you have the option of moving one or more Characters forward the indicated number of spaces using a single move card.

## Battle Phase

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

Attacks are diagonal or orthogonal (like a Queen in chess). The enemy unit that is the target of the attack takes one point of damage. Characters reduced to zero Hits are killed and are removed from the map.

Characters cannot attack through other creatures.

## Card List Notation

**M** Movement

**MM** Move by Mage only

**A** Attack

**S** Skill

**AP** Psychic Attack

**AF** Attack by Fighter only

**AM** Attack by Mage only

**D** Defense vs Non-Psychic Attack only

**DP** Defense vs Psychic Attack only

**DF** Defense vs Non-Psychic Attack only by Fighter only

**DM** Defense vs Non-Psychic Attack only by Mage only

**X** Special

**XM** Special by Mage only

**Type** Purpose of card

**#** Number of that type of card in the deck

## Common Deck Card List

Card Name:	Type	Range	Notes
Advance	M	1	10 in deck
Run	M	2	10 in deck
Charge	M	3	10 in deck
Skill	S	-	6 in deck
Telekinesis	A	3	
Tower of Iron Will	DP	-	
Mental Barrier	DP	-	
Thought Shield	DP	-	
Intellect Fortress	DP	-	
Empathy	X	-	Look at Opponents Hand
Telepathy	X	-	Look at Opponents Hand
Psionic Blast	AP	4	
Psychic Crush	AP	3	
Chameleon Power	D	-	
Danger Sense	D	-	
Precognition	X	-	Look at next 7 cards in Deck
Combat Mind	A	1	
Domination	X	2	Take control of Target
Inflict Pain	AP	2	
Teleport	M	5	
Disintegrate	A	3	
Awe	N	-	
Ego Whip	AP	2	

Card Name:	Type	Range	Notes
Mind Thrust	X	-	Opponent must discard 2 Random cards
Psychic Drain	X	-	Steal 1 random card from opponent
Scale Mail	DF	-	Chitin Plates
Splint Mail	DF	-	Bone Plates
Stiffened Leather	D	-	Molded & Hardened
Fighting Sticks	A	1	
Shield	DF	-	Stretched Leather
Padded Armor	DF	-	Woven Giants Hair
Piecemeal Armor	DF	-	Bronze Plates
Steel Sword	AF	-	
Horned Helmet	DF	-	
Braxat Hide Armor	DF	-	
Chatkcha	AF	2	Crystal Throwing Wedge
Gythka	AF	1	Polearm with Blades at each end
Impaler	AF	1	Shaft with blades forming a T
Quabone	AF	1	Flexible Bone Rod
Wrist Razor	AF	1	3 Blades
War Club	AF	1	Studded with Flint Chips
Bronze Battle Axe	AF	1	
Crossbow	AF	4	Poisoned Darts
Javelins	AF	3	
Stone Dagger	A	1	
Dust Devil	DM	-	
Animate Rock	AM	2	
Call Lightning	AM	4	
Wind Walk	MM	5	
Flame Strike	AM	3	
Pyrotechnics	DM	-	
Control Monster	XM	2	Take control of target Character
Resurrection	XM	1	Put killed Character back in Play
Detection	XM	-	Look at Opponents Hand
Invisibility	DM	-	
Divination	XM	Look at next 7 cards in Deck	
Illusions	DM	-	
Familiar	DM	-	





# Deities & Demidice

## Introduction

Dice & Card Game for 2+ players. Pagan Pantheons Fantasy Theme.

## Victory

There are 3 ways to win:

1. Reduce your opponent to zero dice.
2. Accumulate 10 or more dice.
3. Get an Auto-Win Dice Roll Combo Effect (5 of a kind).

## Dice

Each player needs a set of 9 six-sided dice of a unique color (or Theme). (Dice Lovers Rejoice!) Note: 10 dice is a win, but having the 10th die is unnecessary.

## The Decks

Each player will need a Deck. Each card in a deck represents a Deity and grants a special power/ability. Note, that if only 2 people are playing, they can share a single deck.

## Setup

Each player selects a deck and a set of dice. Players roll high on 1D6 to see who goes first. Each player draws a random starting hand from their deck of 2 cards.

## Power Dice & Latent Dice

Players start the game only using 5 Power dice. This may increase during play. The dice a player is using are called his Power Dice. The dice he owns but cannot use are called Latent Dice.

## Batch Rolls

When you roll all of your Power dice at once, this is referred to as a Batch roll.

## Combo Effect Table

## Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Fate Phase
2. Divine Power Phase
3. Destiny Phase
4. Eternal Struggle Phase
5. Judgment Phase
6. Sands of Time Phase

## Fate Phase

Draw the top card of your deck and add it to your hand. If your deck runs out, shuffle your discard and draw from it.

## Divine Power Phase

Certain cards are played in this phase.

## Destiny Phase

Roll all your Power dice. (That is, make 1 Batch Roll) (Note: At the beginning of the game, you start with 5 Power dice.)

## Eternal Struggle Phase

Starting with the current player, players take turns playing cards to Alter the current Power dice rolls. This continues until all players pass in succession. The current player is trying to create 1 or more combos with his Rolls.

A combo is (usually) 2 or more dice having the same result. His opponents are trying to nullify his combos.

## Judgment Phase

The current player applies Dice Roll Effects as per the Combo Effect Table Example 1: If none of your dice match at all this is a Creation Result: You Get 1 additional Power Die. Example2: Lets say you have 5 dice, and you get the following rolls: 4,4,2,2,1: This would be 2 Law Results: Draw 2 cards and add them to your hand Example 3: You have 8 dice and you roll: 6,6,6,6,6,5,3,3: You got a Victory Combo, and you automatically win the game. Note: some cards are used during this phase.

NDS	Combo Result:	Effect:
0	Creation	You Gain 1 Power Die
2	Law	You Gain (Draw from top of deck) 1 Card
3	Chaos	Opponent Loses (Discards) 2 random Cards
4	Destruction	Opponent Loses 1 Die
5	Victory	Auto-Win!!!

**NDS** Number of Dice having the Same Result.

the table.

## Sands Of Time Phase

Max hand size is 7 cards. Discard excess cards.

## Note On Playing Cards

When a card is played, its effect goes off, and then it is discarded. If there is a question of timing, the current player goes first, and Then clockwise around

## Card List Notation

**DP** This card is used during your Divine Power Phase

**DY** This card is used during your Destiny Phase

**ES** This card is used during Eternal Struggle Phase

**JP** This card is used during opponents Judgment Phase

**AX** This card can be used anytime it is appropriate

**TRB** Target Roll becomes a. . .

## Egyptian Mythos Deck Card List

Name:	Title:	Time:	Special Ability:
Ra	Sun God	DP	Gain 1 Power Die
Phoenix	Fire Bird	ES	TRB 1
Anhur	God of War	ES	TRB 2
Anubis	Guardian of the Dead	ES	TRB 3
Apep	King of Serpents	ES	TRB 4
Apshai	God of Insects	ES	TRB 5
Bast	Cat Goddess	ES	TRB 6
Bes	God of Luck	AX	Reroll a Target Die Roll
Geb	God of the Earth	AX	Negate a Card just played
Horus	The Avenger	DP	Opponent Loses 1 Power Die
Isis	Goddess of Magic	JP	Negate a Combo Effect
Nephthys	Goddess of Wealth	AX	Increase Target Die Roll by 1 (Max 6)
Osiris	God of Nature	DP	Discard to draw 2 Cards
Ptah	Creator of the Universe	DY	Reroll Target Batch Roll
Seker	God of Light	AX	Look at Opponent's Hand
Set	God of Evil	AX	Decrease Target Die Roll by 1 (Min 1)
Shu	God of the Sky	DP	Discard to draw 4 cards and discard 3
Tefnut	Goddess of Storms	DP	Opponent must discard 2 random cards
Thoth	God of Knowledge	DP	Look at next 7 cards in any deck

## Babylonian Mythos Deck Card List

Name:	Title:	Time:	Special Ability:
Anu	King of Gods & Heaven	AX	Negate a Card just played
Anshar	Primordial Sky Father	DP	Discard to draw 2 Cards
Apsu	Primal God of Fresh Water	ES	TRB 1
Asaruludu	God of Light	ES	TRB 3
Dahak	Dragon Spirit of Death	AX	Decrease Target Die Roll by 1 (Min 1)
Druaga	Ruler of the Devil World	DP	Opponent must discard 2 random cards
Ea	God of Crafts	DP	Discard to draw 4 cards and discard 3

Name:	Title:	Time:	Special Ability:
Gilgamesh	Great Hero King	AX	Increase Target Die Roll by 1 (Max 6)
Girru	God of Fire	JP	Negate a Combo Effect
Ishtar	Goddess of Love & War	AX	Reroll a Target Die Roll
Kishar	Primordial Earth Mother	DP	Gain 1 Power Die
Lahmu	Serpent Sibling Gods	ES	TRB 2
Marduk	God of Storms & Wind	ES	TRB 4
Mummu	Primal God of Knowledge	DP	Look at next 7 cards in any deck
Nabu	God of Wisdom	AX	Look at Opponent's Hand
Nergal	God of the Underworld	DP	Opponent Loses 1 Power Die
Ramman	God of Thunder	ES	TRB 5
Sarpanit	Consort Moon Goddess	ES	TRB 6
Tiamat	Dragon God of Creation	DY	Reroll Target Batch Roll

### Greek Mythos Deck Card List

Name:	Title:	Time:	Special Ability:
Zeus	Ruler of the Gods	JP	Negate a Combo Effect
Aphrodite	Goddess of Love	ES	TRB 1
Apollo	God of the Sun	ES	TRB 2
Ares	God of War	ES	TRB 3
Artemis	Goddess of the Hunt	ES	TRB 4
Athena	Goddess of Wisdom	DP	Look at next 7 cards in any deck
Demeter	Goddess of Agriculture	ES	TRB 5
Dionysus	God of Wine	AX	Reroll a Target Die Roll
Furies	Wrathful Witches	DP	Opponent Loses 1 Power Die
Hades	God of the Underworld	AX	Decrease Target Die Roll by 1 (Min 1)
Hecate	Goddess of Magic	DY	Reroll Target Batch Roll
Hephaestus	God of Blacksmiths	DP	Discard to draw 4 cards and discard 3
Hera	Goddess of Intrigue	DP	Discard to draw 2 Cards
Heracles	Demigod	AX	Negate a Card just played
Hermes	Messenger God	AX	Look at Opponent's Hand
Nike	Goddess of Victory	DP	Gain 1 Power Die
Pan	God of Nature	ES	TRB 6
Poseidon	God of Oceans	DP	Opponent must discard 2 random cards
Tyche	Goddess of Good Fortune	AX	Increase Target Die Roll by 1 (Max 6)

### Norse Mythos Deck Card List

Name:	Title:	Time:	Special Ability:
Odin	The All Father	DP	Gain 1 Power Die
Aegir	God of Storms & the Sea	ES	TRB 6
Balder	God of Beauty	ES	TRB 5
Bragi	God of Poetry & Song	DP	Discard to draw 2 Cards
Forseti	God of Justice	JP	Negate a Combo Effect
Frey	God of Sunshine	DP	Look at next 7 cards in any deck
Freya	Goddess of Love & Fertility	ES	TRB 4
Frigga	Goddess of Weather	ES	TRB 3
Heimdall	Guardian of the Bifrost Bridge	AX	Negate a Card just played
Hel	Goddess of Death	AX	Decrease Target Die Roll by 1 (Min 1)

Name:	Title:	Time:	Special Ability:
Idun	Goddess of Spring & Youth	DY	Reroll Target Batch Roll
Loki	God of Mischief & Strife	DP	Opponent Loses 1 Power Die
Magni	God of Strength	AX	Increase Target Die Roll by 1 (Max 6)
Modi	God of Courage	DP	Discard to draw 4 cards and discard 3
Sif	Goddess of Skill in Battle	AX	Reroll a Target Die Roll
Thor	God of Thunder	DP	Opponent must discard 2 random cards
Tyr	God of War & Law	ES	TRB 2
Uller	God of Hunting & Winter	AX	Look at Opponent's Hand
Valkyries	Choosers of the Slain	ES	TRB 1

### Roman Mythos Deck Card List

Name:	Title:	Time:	Special Ability:
Jupiter	Ruler of the Gods	JP	Negate a Combo Effect
Venus	Goddess of Love	ES	TRB 1
Apollo	God of Prophecy	DP	Look at next 7 cards in any deck
Mars	God of War	ES	TRB 3
Diana	Goddess of the Hunt	ES	TRB 4
Minerva	Goddess of Wisdom	ES	TRB 2
Saturn	God of Agriculture	ES	TRB 5
Bacchus	God of Wine	AX	Reroll a Target Die Roll
Cybele	The Great Mother	DP	Opponent Loses 1 Power Die
Dis Pater	God of the Underworld	AX	Decrease Target Die Roll by 1 (Min 1)
Isis	Goddess of Nature	DY	Reroll Target Batch Roll
Vulcan	God of Blacksmiths	DP	Discard to draw 4 cards and discard 3
Juno	Fertility Goddess	DP	Discard to draw 2 Cards
Ceres	Goddess of the Seasons	AX	Negate a Card just played
Mercury	Messenger God	AX	Look at Opponent's Hand
Quirinus	Sabine God of War	DP	Gain 1 Power Die
Janus	God of Crossroads	ES	TRB 6
Neptune	God of the Sea	DP	Opponent must discard 2 random cards
Vesta	Goddess of the Hearth	AX	Increase Target Die Roll by 1 (Max 6)

### Celtic Mythos Deck Card List

Name:	Title:	Time:	Special Ability:
Dagada	The Dozen King	DP	Gain 1 Power Die
Arawn	Dark God of the Dead	AX	Decrease Target Die Roll by 1 (Min 1)
Belenos	The Sun God	AX	Look at Opponent's Hand
Brigit	Goddess of Fire & Poetry	DP	Discard to draw 2 Cards
Cu Chulainn	Hero of the Magic Spear	DY	Reroll Target Batch Roll
Damara	Fertility Goddess	ES	TRB 3
Diancecht	Healer of the Gods	AX	Reroll a Target Die Roll
Dunatis	God of the Mountains	DP	Look at next 7 cards in any deck
Goibhnie	Blacksmith of the Gods	DP	Discard to draw 4 cards and discard 3
Lugh	Long Handed God of Druids	JP	Negate a Combo Effect
Mac Lir	God of the Sea	ES	TRB 1
Math	Legendary Wizard	AX	Negate a Card just played
Morrigan	Hideous Goddess of War	DP	Opponent Loses 1 Power Die



Name:	Title:	Time:	Special Ability:
Nodens	Master of the Wild Hunt	DP	Opponent must discard 2 random cards
Nuada	Silver Handed God of War	ES	TRB 2
Oghma	God Patron of the Bards	AX	Increase Target Die Roll by 1 (Max 6)
Silvanus	God of Forests & Nature	ES	TRB 4
Sucellos	God of Alcoholic Drinks	ES	TRB 5
Taranis	God of Thunder	ES	TRB 6

## Notes

Soon to do Chinese, Hindu, Amerindians, and Others.

## Cardsets Available

Egyptian Mythos Babylonian Mythos

## Pdf:

Egyptian Mythos PDF Babylonian Mythos PDF  
The PDFs are high-quality and suitable for printing.  
Each PDF is 8Mb. I suggest right-clicking the PDF link and selecting "save link/target" to desktop.







# Deity

## Introduction

Players assume the roles of certain lesser Demigods. Each demigod begins with a small band of worshipers. Gain power by building temples and helping your population grow.

Crush your enemies populations with acts of god and the armies of the faithful. The last remaining immortal is the one true Deity.

## Objective

Destroy all of your opponent armies, populations, and temples.

## World Building Pregame Setup Phase

Use a 10 x 10 or 12 x 12 blank hex map. Each player takes a turn drawing and then placing a Terrain counter on the map. Counters are drawn at random from the terrain pile.

The first player places his counter anywhere on the map. Counters must be placed adjacent to a counter already placed. A player may discard his counter and draw a new one twice during setup.

Spaces without terrain counters are considered to be oceans or inland seas.

## Setup

Each player rolls 4D6 to determine their starting population. If the Gods favor you, your rolls will be high. These may be placed in any one plains hex, not within 6 spaces of opposing units.

Players start with no cards, armies, or temples. Players roll high to see who goes first.

## Turn Sequence

Players take turns. Each turn has 7 phases: 1 Draw Phase 2 Build Temple Phase 3 Raise Armies Phase 4 Population Growth Phase 5 Miracle Phase 6 Battle Phase 7 Movement Phase

## Draw Phase

Each player draws one card plus a number of cards equal to the number of temples he controls. A player may have a maximum of 7 cards in his hand. Excess cards are discarded.

## Build Temple Phase

Replace six Population counters in a single hex with a Temple counter. A space may only contain a single Temple. Temples cannot be built adjacent to other Temples.

You may build multiple Temples in this phase.

## Raise Armies Phase

Replace up to half of the Population counters in a hex with Army counters. You may raise armies in multiple spaces in this phase. Armies already existing may be converted back to Population counters.

## Population Growth Phase

Place a Population counter on each space you control not occupied by an Army or a Temple. The number of markers in a hex cannot exceed the Terrain limit. Discard excess counters.

## Miracle Phase

A player may use none, some, or all of his cards. Most cards (miracles) are played during this phase. Some cards are used during other phases.

A card is used to 'perform a miracle'.

## Battle Phase

Armies may attack units in adjacent hexes. Population counters may not attack. The attacker rolls 2 dice for every attacking army.

The defender rolls 2 dice for every defending army. The defender also rolls 1 die for every 2 population counters rounding up. Every roll of 1 on D6 indicates one enemy counter is destroyed.

Armies are destroyed before populations & populations before Temples. This procedure is repeated until: All attacking armies are destroyed. The attacker decides to retreat.

all defending counters are destroyed.

## Movement Phase

Population counters & armies may move one space. Temples cannot move.

### CARD LIST NOTES

Earthquake Target hex: Destroy 1D6 counters

CARD LIST	NOTES
Crumble	Destroy target Temple
Tidal Wave	Coastal space: Destroy 1D6 counters
Volcanic Eruption	Mountain space: Destroy 1D6 counters
Flood	Target coastal hex and all adjacent hexes lose 1 population counter each
Alter Land	Draw a terrain counter. Replace target terrain on map with it
Create Land	Draw a terrain counter. Put counter on target water hex
Destroy Land	Discard target empty coastal hex
Sacrifice	Discard 3 population counters to draw 2 cards
Prophet	Target hex and all adjacent hexes produce 1 additional population counter
Holy War	Armies get to attack twice this turn if they survive their first attack
Chasm	Destroy all armies in target space
Fire	Forest space: Destroy 1D6 counters
Famine	Target hex and all adjacent hexes gain no population this turn
Plague	Target hex: Destroy all but 1D6 counters
Fertility	Double the number of population counters in target space
Monsters	Place 1D3 monster counters on any empty space. Treat them like armies except they cannot move & they cannot be turned into population counters. You control them
Blight	Put blight counter on empty hex. No counters may enter this space. Each turn roll 1D6 at the beginning of Miracle phase. On a roll of 1 the Blight disappears
Sanctuary	Counters may not attack target space this turn
Draught	Target Desert hex and all adjacent hexes lose 1 population counter each
Godspeed	Move some or all of the nontemple counters in target space to another space up to Three hexes away
Pestilence	Target Swamp hex and all adjacent hexes lose 1 population counter each
Ressurrection	Play at end of battle phase. Bring back to life all counters destroyed this turn in target hex
Abjuration	Negate the effects of a card played by another player
Hurricane	Target ocean hex: All adjacent hexes lose 1 population counter each
Repopulate	Target hex you control gains 1D6 Population counters

## Notes

The deck should contain two of each card.

## Terrain Counters List

#	TYPE	NOTES
10	Mountains	Defense: One less counter destroyed by
-		attacking armies per roll; Maximum 10 counters
10	Forests	Maximum 15 counters
20	Plains	Maximum 20 counters
5	Swamps	Temples cannot be built in swamps;
-		Maximum 10 counters
10	Deserts	Maximum 10 counters
5	River Valleys	In setup one facing must be kept exposed to
-		the water; Maximum 25 counters

Notes

In setup put out all terrains except five to be kept in reserve. The maximum counter figures are the terrain limits.

Other Counters List

Each side gets an unlimited number of population, army, and temple counters.





# Denizens Of The Deep

## Introduction

When Atlantis sunk into the sea, the only survivors who could still occupy the city were the Mermen and the Tritons. Even then, the inhabitants of Atlantis were still plagued with numerous enemies. The evil and powerful Sea Witch has summoned all the enemies of Atlantis together to destroy the city. The Sea King and his faithful allies stand ready to repel the monstrous horde.

## Game Concept

Set piece tactical battle for 2 players. One player is the Sea King, the other is the Sea Witch.

## Dice

Six sided dice are needed.

## The Map

Use a Hex map. Each hex contains one of the listed deep or shallow terrain types.

## Deep Water Terrain Types (benthos, Abyss)

Terrain	Rules
Open Ocean	No special rules.
Mountain Peaks	No units may enter.
Upwelling	All attacks into or out of this space are at one less Attack die to a minimum of 1 AD.
Pack Ice	Cost 2 Moves to enter. (Also Fronts)
Current	Put arrow in space. In End phase, move unit 1 hex in direction of current. Only 1 such move per turn.
Vortex	Any units that enter are destroyed. In End phase, any units adjacent are sucked in on a roll of 1 on 1D6.
Sargasso	Cost 2 Moves to enter.

## Shallow Water Terrain Types (continental Shelf)

Terrain	Rules
Mud Flats	No special rules. (Also Sandy Bottoms)
Sandy Surf	Cost 2 Moves to enter. (Also Large Jagged Rocks, Rocky Bottom, Tidal Flats)
Land	No units may enter. (Also Island, Solid Ice, Sandbar)
Shoreline	No units may enter. (Also Beach, Breakwater, Sea Walls)
River Outflow	Same as Current.
Coral Reef	Units get +1 to hide. Cost 2 Moves to enter.
Kelp Forest	Units get +2 to hide. Cost 2 Moves to enter. (Also Seaweed)
Mangrove Estuary	Units get +2 to hide. Cost 2 Moves to enter.
Ruins	Units get +1 to hide. Cost 2 Moves to enter.
Buildings	Units get +2 to hide. Cost 2 Moves to enter.
Whirl Pool	Units that enter receive an attack of 1 AD. Attacks into or out of this space are at 1 less AD to a minimum of 1.
Hydrothermal Vent	Units get +2 to hide. Cost 2 Moves to enter. Units that enter receive an attack of 1 AD.
Lava Flow	Any units that enter are destroyed. In End phase, any units adjacent receive an attack of 1 AD.

Terrain	Rules
Clam Bed	No special rules. (Also Sponge Beds)
Sunken Ship	Units get +2 to hide. Cost 2 Moves to enter.
Crevasse	Units get +1 to hide. (May be considered Deep Water)
Sea Temple	Units get +2 to hide. Cost 2 Moves to enter. Sea King units get +1 AD
Spawning Bed	Sea Witch units get +1 AD

## Chits

Units are represented by chits (cardboard counters). Unit chits must have the name of the unit. Chits are used to mark each unit's damage.

Chits are used to mark hiding units. Chits are used to represent spells and mark their ongoing effects. Chits can be used for each unit to indicate Moves saved from first move phase.

## Setup

The Sea King sets up his units along one side of the board. The Sea Witch sets up her units along the other side of the board.

## Spells

During setup units with Spells receive the indicated number of Spell chits stacked on them. Spell chits are drawn randomly from a common pile. Create 2 chits for every spell in the spell list.

## Victory

If either the Sea King, or the Sea Witch is killed, the other side wins immediately.

## Turn Sequence

Players take turns. The Sea Witch goes first. Each turn has 4 Phases:

1. First Swim Phase
2. Attack Phase
3. Second Swim Phase
4. End Phase

## First Swim Phase

A player may move each of his units a number of hexes equal to their Move (Swim) Rating. Moves not used can be saved for Second Swim Phase. (You may wish to use chits to record these saved moves) Units may not move through other units.

Units may not stack. Large Units may not enter Shallow Terrain types that require two moves to enter. Units with a Paralyzation counter may not move.

If a unit moves it must discard any hide counters it has.

## Attack Phase

A unit may attack an enemy unit that is adjacent. Units with a Paralyzation or Siren counter may not

attack. Hidden units may only be attacked on a roll of 5-6 on 1D6. This is called the Search Roll.

The attacker rolls a number of six sided dice (Attack dice) equal to its Attack Dice Rating (AD) The attacker gets +2 AD if attacking a paralyzed unit. For every roll = 1, the defender takes one point of damage. Damage markers (chits) are placed underneath the damaged unit.

If the number of Damage Markers is equal to or greater than the Defense Rating (DR) of the unit, it is destroyed. Each unit may only make one search roll and may only attack once per turn on its controllers turn. If a hidden unit attacks, it gets two additional Attack dice, and must discard its Hide marker.

Instead of attacking, a unit may attempt to hide. A unit successfully hides on a roll of 5-6 on 1D6. A unit adds its Hide Factor to the roll. Various terrains also give a bonus to this roll.

Mark the hidden unit with a Hide marker chit.

## Unit Special Effects

Poison: Any unit that takes damage from a poisonous unit is automatically destroyed. Sting/ Shock: If the attack hits the unit takes damage and receives a paralyzation counter. Entangle: One adjacent target unit receives a paralyzation counter on a roll of 1-4 on 1D6.

This is before and in addition to the units regular attack. The paralyzation counter is removed if the attacker ever moves away from the target. Mesmerize: One target unit within 2 hexes receives a paralyzation counter on a roll of 1-4 on 1D6. This is before and in addition to the units regular attack.

Ranged Attack: The unit may attack target units 2 hexes away. Martyr: Any/all adjacent enemy units must attack this unit. Siren's Call: All enemy units within 2 hexes receive a Siren counter on a roll of 1-3 on 1D6.

This is before and in addition to the units regular attack. The unit with the siren counter must move towards the unit that made the Siren attack. Net Attack: One adjacent target unit receives a paralyzation counter on a roll of 1-3 on 1D6. This is before and in addition to the units regular attack.

Split: The unit can divide up it's Attack Dice to attack multiple opponents.

## Second Swim Phase

Moves not used in the first Swim phase may be used now.

## End Phase

Some Terrain Attacks occur in End phase. Spells are cast in End phase. Paralyzed units cannot cast spells.

At the very end of End phase, the active players Units that have a paralyzation or siren counters on them may remove one counter each on a roll of 1-4 on 1D6.

## Unit List Abbreviations

- #** Number of that unit in the Basic game setup  
**AD** Attack Dice  
**DR** Defense Rating (An "L" next to the number indicates the unit is Large)  
**MV** Move Rating  
**HF** Hide Factor

## Sea King Forces Unit List

Unit Name:	#	AD	DR	MV	HF	Notes
Sea King	1	5	5	4	-	3 Spells
Sea Knights	2	4	2	4	-	-
Mermen Retaria	2	2	1	2	+1	Net attack
Mer Crossbowmen	2	2	1	2	+1	Ranged Attack
Seamancer	1	1	1	2	+1	3 Spells
Siren (Mermaid)	1	1	1	1	+1	Sirens Call
Merman Assassin	1	2	1	3	+3	+1 AD for Hidden attacks
Coral Warriors	1	3	2	2	+1	+2 HF in Coral
Hippocampus Riders	1	3	1	4	-	-
Sea Dragon	1	5	5L	5	-	-
Sword Fish	1	3	1	5	-	-
Dolphin Riders	1	2	1	5	-	-
Sperm Whale	1	5	4L	4	-	-
Narwhale	1	4	3L	3	-	-
Giant Sea Turtle	1	4	6L	2	-	-
Tritons on Seahorses	1	2	1	3	+1	+1 HF in Kelp
Giant Nautilus	1	3	4L	2	-	Mesmerize attack
Mermen	4	2	1	2	+1	-
Mermen Honor Guard	1	2	2	2	-	Martyr
Giant Lion Fish	1	1	2L	1	-	Poison
Aquatic Elves	2	2	1	2	+2	1 Spell
Nixies (Sea Sprites)	1	1	1	3	+3	2 Spells
Plesiosaurus	1	1	2L	3	+1	-
Giant Starfish	1	2	2L	1	-	Entangle
Mystic Remora	1	2	2L	3	-	1 Spell

## Sea Witch Forces Unit List

Unit Name:	#	AD	DR	MV	HF	Notes
Sea Witch	1	3	5	3	-	5 Spells
Great White Sharks	1	3	2L	3	-	-
Hammerhead Sharks	1	2	1	3	-	-
Killer Whales	1	4	3L	3	-	-
Moray Eels	1	2	1	3	+2	Shock
Manta Rays	1	1	1	5	+1	Sting
Giant Crab	1	2	6L	2	+1	-
Leviathan(Monster Whale)1	5	10L	4	-	-	
Kraken (Giant Squid)	1	6	8L	3	-	Entangle, Split
Sea Serpent	1	4	4L	5	-	Entangle
Giant Octopus	1	3	2L	2	-	Entangle, Split

Unit Name:	#	AD	DR	MV	HF	Notes
Giant Man-o-War	1	2	1L	1	-	Sting
Sea Snakes	1	1	1	3	+1	Poison
Water Naga	1	2	1	3	+1	Poison
Piranha School	1	3	3	2	-	Split
Barracuda	1	2	1	4	+1	-
Ichthyosaur	1	2	1	3	-	-
Sahuagin (Sea Devils)	2	3	1	2	+1	Nets
Crab Men Raiders	3	2	2	2	+1	-
Locathah (Men Fish)	4	2	1	3	+1	-
Morkoth	1	2	1	2	-	Siren Song
Sea Hag	1	2	1	2	+1	2 Spells
Kuo-Toa (Amphibian Men)	2	2	1	2	+1	1 Spell
Sea Spiders	1	1	1	1	+1	Poison
Sea Troll	1	3	2	2	+1	-
Drowned Sailors	1	2	1	1	-	-

## Neutral Creatures Unit List

Unit Name	AD	DR	MV	HF	Notes:
Giant Oyster	3	3	0	-	Entangle
Giant Anemone	3	2	0	-	Sting, Split
Strangle Weed	2	3	0	-	Entangle, Split
Brain Coral	0	3	0	-	1 Spell
Island Fish	0	20	1	-	-
Water Elemental	4	4	4	+2	-

## Spell List

Spell	Effect
Oyster	Creates a giant Oyster under your control in a target empty Clam bed up to 4 hexes away.
Anemone	Creates a giant Anemone under your control in a target empty Rocky bottom up to 4 hexes away.
Strangle Weed	Creates Strangle Weed under your control in a target empty Kelp forest up to 4 hexes away.
Sirens Song	Caster gains Siren Call ability for 3 +1D3 turns.
Freeze	Target hex up to 4 hexes away becomes Pack Ice. Any unit there receives 2 Paralyzation counters.
Whirlpool	Create a Whirlpool in a shallow hex up to 4 hexes away.
Vortex	Create a Vortex in an empty deep hex up to 4 hexes away.
Eruption	Create Lava in an empty shallow hex up to 4 hexes away.
Healing	Remove 1D6 Damage &/or Paralyzation markers on any friendly units within 3 hexes.
Resurrection	Place one of your destroyed units back into play adjacent to caster.
Tangle Kelp	Target unit up to 4 hexes away receives 2 Paralyzation counters.
Murky Depths	Put Hide counters on 3 adjacent units up to 3 hexes away.
Water Elemental	Creates a Water Elemental under your control in a target adjacent empty hex.

Spell	Effect
Luminescence	All units within 4 hexes have their hide markers removed.

This spell can be cast anytime.







# Draculas Castle

## Introduction

Board game for 2+ players. One side is Dracula and his minions. The other side is the Vampire Hunter and his assistants.

Action takes place inside Castle Dracula.

## Victory

Completely eliminate all of your opponent's pawns.

## The Board

The board is a map of the interior of Castle Dracula. All rooms are named. Clearly depict connections between rooms.

Each room is connected to 1-4+ other rooms. Rooms found in the Castle include: The Masters Chambers The Laboratory The Torture Chamber The Privy The Crypt The Grand Entrance The Grand Staircase The Courtyard The Bat Cave The Menagerie The Library The Wash Room The Coffin Room The Dungeon

The Dissecting Room The Antechamber The Study The Greenhouse The Servants Chambers The Balcony The Kitchen The Unused Chapel The Wine Cellar The Labyrinth The Grand Hall The Waiting Room The Observatory The Cell The Bedroom The Parlor The Ball Room

## The Vampires

Use a black king to represent Dracula. Use 3 black pawns to represent the Lesser Vampires.

## The Hunters

Use a white king to represent the Vampire Hunter. Use 4 white pawns to represent the Assistants.

## The Decks

Each player has his own deck. Each deck contains 4 of each card listed.

## The Vampire Deck Card List

Cards:	Effect:
Gaseous Form	Defense
Bat Form	Defense
Wolf Form	Attack
Suck Blood	Attack
Claws	Attack

Cards:	Effect:
Mesmerize	Attack
Regeneration	Defense
Gift of Darkness	Control
Superhuman Speed	Move
Shadows	Defense

## The Hunter Deck Card List

Cards:	Effect:
Garlic	Defense
Holy Water	Attack
Cross	Defense
Faith	Defense
Wooden Stake	Attack

Cards:	Effect:
Fire	Attack
Mirror	Defense
Salvation	Control
Firearms	Attack
Hunting	Move

## Setup

The Hunters pawns start in the Grand Entrance. The Vampires pawns start in the Masters Chambers.

## Turn Sequence

Players go simultaneously. Each turn has 5 phases:

1. Draw Phase
2. Write Orders Phase
3. Move Phase

4. Attack Phase
5. Discard Phase

## Draw Phase

Each player draws 3 cards from his deck. If the deck runs out shuffle the discard and draw from it.

### **Write Orders Phase**

Players write down secretly how they want their pawns to move. A pawn can be moved into an adjacent room. A pawn can move twice if the player has a Move Card.

### **Move Phase**

Orders are revealed and the pawns are moved. Any Move Cards used are discarded.

### **Attack Phase**

If opposing pawns occupy the same room they may attack each other. To attack, discard an Attack card. This causes one Wound. Alternatively the attacker may discard a control card.

The defender may discard a Defense card to negate one attack or control card. All attacks are simultaneous. A control card cannot be played against Dracula or the Primary Vampire Hunter.

A non-negated control card causes the color of the defending pawn to be switched.

### **Hits**

Dracula can take 3 wounds before being destroyed. The Vampire Hunter can take 2 wounds before being destroyed. All other pawns are destroyed with a single wound.

### **Discard Phase**

Discard your hand.

### **Support Page**

Action Card Set & Map Tile Set Available! Draculas Castle Support Page

### **Castle Map**

by Themcgannddoctor@aol Dungeon Ground Floor Upper Floor

### **Map & Cards**

by Ron: [Click Here](#)





# Dragon Lance Companions

## Introduction

Takes place 300+ years after the great cataclysm in the world of Krynn. Guide the Companions of the Lance in their exploration of the ruins of Xak Tsaroth to retrieve the Disks of Mishakal needed to defeat Takhis, the Queen of Darkness. Card game for 2+ players.

## Disclaimer

Dragon Lance is a copyrighted, licensed, trademarked property. This is merely a fan site.

## The Deck

Players share a common deck.

## Game End

The game ends when there are no cards left in the deck and everyone passes their turn without capturing a Foe card.

## Victory

The player with the highest Force total in his Victory pile wins the game.

## Setup

Everyone gathers at the Inn of the Last Home. Shuffle the deck. Player who has read the most Dragon Lance books goes first.

## Card List

Card Name	#	Type	Force	Notes
Tanis Half-Elven	3	H	7	Qualinesti Ranger
Caramon Majere	3	H	5	Fighter
Raistlin Majere	3	H	3	Wizard
Sturm Brightblade	3	H	7	Knight of Solamnia
Goldmoon	3	H	4	Tribal Cleric
Riverwind	3	H	6	Tribal Ranger
Tasselhoff Burrfoot	3	H	3	Kender Thief
Flint Fireforge	3	H	6	Hill Dwarf Fighter
Stealth	1	A	3	
Potion of Strength	1	A	5	
Potion of Healing	1	A	3	
Potion Invulnerability	1	A	7	
Blue Crystal Staff	1	A	-	Cleric gets +7; +5 vs Dragons
Staff of the Magius	1	A	-	Wizard gets +5

## Turn Sequence

Each turn has 2 phases: Adventure Phase Quest Phase

## Adventure Phase

Draw 4 cards. Max hand size is 9 cards. Discard excess cards.

## Quest Phase

You may capture a Foe card. Place the Foe card from your hand onto the table face up. To capture a Foe card, discard Hero and Aid cards with a total Force equal to or greater than the Force of the Foe card.

Place the captured Foe card into your victory pile.

## Heroes

When capturing a Foe, you cannot play more than one copy of a single Hero. Certain Aid cards only work if played with the appropriate Hero.

## Card List Notation

# Number of that card in the deck.

**H** Hero

**A** Aid

**F** Foe

Card Name	#	Type	Force	Notes
Hoopak	1	A	-	Kender gets +3 (Staff Sling)
Battle Axe	1	A	-	Dwarf gets +3
Sword Master	1	A	-	Fighter or Knight gets +2
Archer	1	A	-	Ranger gets +2
Magic Scroll	1	A	-	Wizard gets +5
Magic Wand	1	A	-	Wizard gets +7
Raise Dead Spell	1	A	-	Cleric gets +7
Turn Undead	1	A	-	Cleric Defeats Ghost or Spirit
Detection Spell	1	A	-	Cleric or Wizard gets +3
Immobilization Spell	1	A	-	Cleric or Wizard gets +3
Human Mercenaries	1	F	24	Employed by the Dragon Highlords
Baaz Draconians	1	F	28	Spies of Takhisis
Baaz Draconians	1	F	26	Ground Troops
Giant Spider	1	F	30	Webs
Trolls	1	F	34	Regenerate
Spectral Minion	1	F	22	Ghost
Bozak Draconians	1	F	36	Magic Users; Explode when killed
Gully Dwarves	1	F	20	Nuisances; Enslaved by the Draconians
Black Dragons	1	F	32	Hatchlings; Acid Breath
Wraith	1	F	38	Evil Spirit; Life Drain
Khisanth	1	F	40	Ancient Huge Black Dragon

## Links

DragonLance DragonLance DragonLance Drag-  
onLance





# Dragon Slayers

## Introduction

Card game for 2 players. One player takes the role of the Dragon The other player takes the role of the Slayer (The adventuring party trying to slay the dragon)

## The Decks

There are 2 decks: The Dragon Deck The Slayer Deck

## Dice & Implements

Six-sided dice are needed. Pen & paper are needed.

## Victory

If the Dragon is reduced to 0 or less Hit Points the Slayers win. If all party members are killed, the Dragon

wins.

## Hit Points

The Dragon has 10 hit points. Party Members (Slayers: Heroes & Men-at-Arms) have 1 hit point each. Each unblocked attack by the Dragon will kill one party member.

Unblocked attacks by Slayers cause 1 or more hit points of damage to the Dragon.

## Party Generation

The Slayer rolls 8 times on the Recruitment table: The Slayer records on a piece of paper the composition of the party. Artifacts must be assigned to a hero that can use the artifact.

## Recruitment Table

1D6	Recruit:	Notes:
1	Wizard	Hero, Spell Attacks only
2	Warrior	Hero, Sword Attacks only (that do +1 Damage)
3	Archer	Hero, Arrow Attacks only
4	Artifact	Roll on the Artifact Table
5	2 Men-at-Arms	Sword Attacks only
6	Pick one	

## Artifact Table

1D6	Recruit:	Notes:
1	Magic Sword	Sword Attacks do +1 Damage
2	Magic Arrows	Arrow Attacks do +1 Damage (Can be used 3 times)
3	Magic Staff	Spell Attacks do +1 Damage
4	Magic Potion	Bring back killed Hero (Can be used 2 times) in Draw Phase
5	Magic Armor	Attacks against Warrior negated on a roll of 1-4 on 1D6
6	Magic Scrolls	Make a Spell atk w/o discarding a Spell Attk card (Use 3 times)

Note: the Scroll attack is a 1 point attack. If the owner of an artifact is killed another hero that can use it gets it in Draw Phase.

## Turn Sequence

The turn is divided into 3 Phases:

1. Draw Phase
2. Slayer Phase
3. Dragon Phase

## Draw Phase

The Slayer player draws 3 cards from the Slayer Deck. The Dragon player draws 3 cards from the Dragon Deck. If a deck runs out shuffle the discard and draw from it.

Maximum hand size is 7 cards. Discard excess cards.

## Slayer Phase

The party may attack the Dragon. To make an attack, an attack card must be discarded from the players hand. The party may make multiple attacks.

There must also be one party member alive who can make the attack. For example: To make a spell attack the party must have at least one Wizard. Both Warriors & Men-at-Arms may make Sword Attacks.

A party member may make only one attack per turn. For example: If you have 2 Wizards you could make 2 spell attacks per turn. Each attack does a base of 1 point of damage to the Dragon.

Some cards indicate they do a base 2 points of damage. Warriors inflict an additional point of damage when they attack. Some artifacts increase the amount of damage done by an attack.

The Dragon player may block an attack by discarding a Blocking Card that targets the attack type. For example: The Dragon player may discard a 'Magic Resistance' card to negate a spell attack.

## Dragon Phase

The Dragon may attack the party. To make an attack, an attack card must be discarded from the players hand. The Dragon may make multiple attacks.

The Dragon may only use one attack type once per turn. For example: The Dragon may not make 2 Firebreath attacks in one turn. The Dragon may only use one body part to make one attack type once per turn.

For example: The Bite and Firebreath attacks are both 'Mouth' attacks so only one may be used. The Slayer player may block an attack by discarding a Blocking Card that matches the target type. For example: The Slayer may discard a 'Shield' card to negate an attack vs a Warrior or a Man-at-Arms.

Each attack targets one party member. Dragons must attack Men-at-Arms first. After all the Men-at-Arms are killed the Dragon may attack Warriors next.

After all the Warriors are killed the Dragon may attack Archers & Wizards.

## Dragon Deck Card List

Card Name:	#	Notes:
Bite	2	Mouth Attack
Fangs	2	Mouth Attack
Firebreath	2	Mouth Attack
Claws	2	Limbs Attack
Talons	2	Limbs Attack
Crush	2	Limbs Attack
Wing Buffet	2	Wings Attack
Tail Sweep	2	Tail Attack
Magic Resistnce	2	Negates one Spell Attack
Scale Plates	2	Negates one Arrow Attack
Hover	2	Negates one Sword Attack
Dragon Armor	2	Negates one Spell or Sword Attack
Melee	2	Negates one Spell or Arrow Attack
Tough Hide	2	Negates one Sword or Arrow Attack
Dragon Blood	2	Regenerate 1 Hit point
Dragon Rage	2	Discard to draw 3 cards
Swoop Attack	2	Slayer draws 2 less cards next turn
Single Out	1	Dragon may attack any Hero this turn

# Number of that type of card in the Deck.

## Slayer Deck Card List

Card Name:	#	Notes:
Sword	6	Sword Attack for 1 point of Damage
Mighty Blow	1	Sword Attack for 2 points of Damage
Arrow	4	Arrow Attack for 1 point of Damage
Missing Scale	1	Arrow Attack for 2 points of Damage
Lightning Bolt	2	Spell Attack for 1 point of Damage
Fireball	2	Spell Attack for 2 points of Damage
Dodge	2	Negates one Attack made by Dragon

Card Name:	#	Notes:
Armor	2	Negates one Attack vs Warrior or Man-at-arms
Out of Range	2	Negates one Attack vs Wizard or Archer
Skill	2	Negates one Attack vs Warrior
Luck	2	Negates one Attack vs Man-at-arms
Retreat	2	Negates one Attack vs Archer
Magic Shield	2	Negates one Attack vs Wizard
Teamwork	2	Discard to draw 3 cards
Grievous Wound	2	Dragon draws 2 less cards next turn
Recovery	1	Return one 'killed' hero to play

## Cardset

Thanks Zak for this amazing cardset





# Dumbledore's Army

## Introduction

Board & card game for 2 players. Based on the battle at the end of Harry Potter & the Order of the Pheonix. Battle between Dumbledore & his Followers vs Voldemort & his Death Eaters.

Abstract skirmish level combat. Each figure represents a single wizard.

## Disclaimer

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## Dumbledore's Army

Name	Hits	Notes
Dumbledore	5	
Harry Potter	3	Student
Hermione	1	Student
Ron	1	Student
Neville	2	Student
Ginny	1	Student

**Hits** Number of Hits that type of unit has.

## Voldemort's Death Eaters

Name	Hits	Notes
Voldemort	4	
Malfoy	3	
Bellatrix	3	
Dolohov	3	
Macnair	2	
Avery	1	
Rookwood	2	

## Setup

Players place wizards on the squares of their back two rows. Units may not stack. The Dumbledore player starts with only the Students in play.

The Voldemort player starts with all Wizards but Voldemort in play. The Aurors enter play on the fourth turn. Dumbledore enters play on the seventh turn.

Voldemort enters play on the eighth turn. Wizards entering play are placed on any square of their back two rows.

## Victory

The Dumbledore player wins if Voldemort is 'defeated'. The Voldemort player wins if Dumbledore or Harry is 'defeated'.

## The Map

Use an 8x8 chessboard.

## The Deck

Players share a common deck.

## The Men

Use chits, counters, or miniatures to represent wizards.

Name	Hits	Notes
Luna	1	Student
Sirius	3	Auror
Lupus	2	Auror
Moody	2	Auror
Tonks	2	Auror
Kingsley	3	Auror

Name	Hits	Notes
Mulciber	2	
Gugson	2	
Rodolphus	2	
Crabbe	1	
Rabastan	2	
Nott	1	

## The Cards

Players share a common deck.

## Turn Sequence

Players take turns. Each turn has 3 phases: Fate Phase Move Phase Fight Phase



## Fate Phase

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

Discard excess cards.

## Move Phase

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

Moves can be diagonal or orthogonal. Instead of moving just one wizard in any direction, you have the option of moving up to 3 wizards forward the indicated number of spaces using a single move card.

## Fight Phase

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

Attacks can be diagonal or orthogonal. Attacks do one Hit of damage to the target. Use Chits or coins to record damage.

A wizard reduced to zero Hits is 'defeated' and removed from the board. Your opponent may play Defense cards to negate your attack.

## Card List Notation

\* Spell

# Copies of that card in the deck

**Type** Purpose of card

**M** Movement

**A** Attack

**D** Defense

**R** Bounces Spell back at caster

**X** Special Card

**B** Target Wizard cannot use Spells for next 2 turns

**Z** Defense & Move

**P** Defense for target up to 2 spaces away

**Y** Attack or Defense

**K** as a Knight would move in Chess

**C** Target can do nothing for 2 turns

**N** Target can no longer move

**W** Draw 2 cards

**U** Wizard automatically defeated if not blocked

## Card List

Card Name:	#	Range	Type	Notes
Crawl	4	1	M	
Walk	4	2	M	
Run	4	3	M	
Sprint	4	4	M	
Apparate	4*	5	M	Students cannot use
Wand Jab	1	1	A	Students only
Grab	1	1	A	
Shove	1	1	A	
Stunning Spell	1*	2	A	
Dodge	1	1	Z	
Duck	1	-	D	
Hide	1	-	D	Students only
Accio	1*	-	D	(Retrieve Object)
Jinx	1*	3	C	
Hex	1*	3	A	
Stupefy	1*	2	A	Stun
Petrificus Totalus	1*	2	C	Paralysis
Break Wand	1	1	B	
Protego	1*	-	R	vs Spells only
Curse	1*	3	A	
Reducto	1	-	X	Opponent must discard 2 cards
Distraction	1*	-	D	Students only
Escape	1	2	Z	Students only
Falling Shelves	1	-	D	Students only
Find Cover	1	-	D	Students only
Colloportus	1*	-	D	Students only (Seal Door)
Alohomora	1*	K	M	(Open Door)
Avada Kedavra	1*	2	A	Death Eaters only

Card Name:	#	Range	Type	Notes
Expelliarmus	1*	2	B	(Knocks wand out of hand)
Disarm	1*	2	B	
Time Turner	1	1	U	(Time Bell Jar)
Ancient Archway	1	1	U	(The Death Chamber)
Impedimenta	1*	3	A	(Knocks Foe Back)
Silencio	1*	-	D	Students only
Counterspell	1*	-	D	vs Spells only
Kick	1	1	A	
Delirium	1*	2	C	(Laughing Madness)
Diffindo	1*	-	P	(Unbinds)
Thought Tentacles	1	1	N	(The Brain Room)
Body Bind	1*	2	A	
Crucio	1*	2	A	(Pain Charm)
Strangle	1	1	A	Death Eater only
Tarantallegra	1*	2	N	(Dancing Charm)
Shield Charm	1*	-	R	
Speed	1	-	D	
Recall	1*	4	A	Dumbledore only
Finite	1*	-	P	(End spell)
Deflection	1*	-	R	
Wingardium Leviosa	1*	-	Y	(Telekinetics)
Unforgiveable Curse	1*	2	A	Death Eater only
Animate Statue	2*	-	Y/P	Dumbledore only
Vanish	2*	K	Z	Dumbledore & Voldemort only
Killing Curse	1*	2	A	Voldemort only
Silver Shield	1*	-	D	Dumbledore only
Great Stun	1*	3	A	Dumbledore only
Flame Whip	1*	4	A	Dumbledore only
Summon Serpent	1*	3	A	Voldemort only
Fawkes the Phoenix	1*	-	D	Dumbledore only
Dispell	1*	-	D	Dumbledore only
Water Cage	1*	2	A	Dumbledore only
Invisible Chains	1*	3	U	Dumbledore only
Order of the Phoenix	1	-	W	Dumbledore player
Death Eaters	1	-	W	Voldemort player
The Dark Arts	1*	2	A	Death Eaters only
Defense Against the DA	1*	-	D	Good Wizards only





# *Dungeons & Dragons After The Cartoon*

(Version 2.0) By Joe G

## **Introduction**

Roleplaying game for one to six player characters and a Dungeon Master. Back when the Dungeons & Dragons cartoon aired, TSR released gamebooks and board games based upon it, but they missed the chance to put out a special edition of the actual RPG: a simplified version featuring the show's characters, combining the feel of D&D with easier-to-play rules. That's what this unofficial game tries to represent. Like D&D proper, this RPG produces imaginary adventures but in a simpler way. No noting down stuff, no character advancement, or miniatures combat.

## **Disclaimer**

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## **Story**

While on an amusement park ride, six young friends went through a portal that sent them to a realm of magic and mystery. Hank, Eric, Diana, Presto, Sheila and Bobby got some guidance and magical items from the Dungeon Master, an impish old sage, and fought the likes of the mighty Venger - until he was cleansed of evil. With the gateway home now opened, will the six companions again face whatever adventures remain in the Realm?

## **You Need**

- \* A copy of this game (adjust to print each player's sheet separately).
- \* A twenty-sided die, known as "d20".
- \* Something to keep track of hit points, the life energy: beads, counters, spare dice or any trinket you may have in good amounts (50 or so).

- \* A small tray or bag to store these hit points when not in use or when they are lost and maybe a box to keep it all in.

## **Winning**

All player characters as a team win an adventure by seeing it through to the end. Note: adventures are standalone affairs here. There's no continuity between them.

## **Losing**

The game is lost whenever any player character ends up defeated by having his/her hit points reduced to zero. The Dungeon Master won't let any of them die, and will teleport the whole party away to safety, but the cause is forfeit. No one wins.

## **Initiative**

Some situations like combat require a turn order. Initiative goes in alphabetical order (which reflects the protagonists' more or less aggressive character): Bobby - Diana - Eric - Hank - monster(s) - Presto - Sheila (whichever ones are present).

## **Playing As The Dungeon Master**

One player must act as the Dungeon Master - he gets a special Dungeon Master sheet detailing monsters and the adventure's various parts. He narrates the adventure to the other players, and controls all monsters as they make their attacks. While not a "player" per se, he gets to hone his storytelling skills, giving directions to the player characters. He's not the enemy; seeing the adventure through is also his goal but he must control all elements fairly. He should allow the player character's actions to move the game along, but he has the final word. His rulings must be obeyed.

## **Dungeon Master Aids**

In the story, The Dungeon Master acts as a mentor to the young warriors and directs them to quests where such heroes may be needed. In this game, he doesn't actually appear "in person". Whoever takes this role gets the game going by telling the other players of the places and situations in which they're found - giving them the chance to act and react - rolling the die in order to randomly choose the adventure parts indicated by the numbers on his sheet (except from the beginning) and reading the corresponding text as well as using his own words to further relay certain events or consequences. This will call for some improvisation and filling in some details with the imagination, such as the exact type of monster as all instances of "huge", "medium" and "small monsters" must be replaced with specific creatures. Whenever adventure sections introduce monsters, the Dungeon Master controls the creatures' attacks as per the combat rules below.

## Playing As The Characters

Up to six players choose their characters from the ones available, receive their corresponding sheets, get as many hit points to keep track of vitality as allowed by their starting number, and begin play, imagining their characters in situations and places as described by the Dungeon Master - and by saying what they would do. The way they spell it is up to player preference and could range from "My character tries to break the door open" to "I SMASH a hole open with all the force of my mighty club!", for example. Games take the form of a journey that must be finished in order to win. Along the way, player characters can declare their intent without turn order or much limitation. Only when two or more players are really scrambling to go next, the one with the highest initiative takes precedence. They also have to stick together, so they should agree on their next move as a team: whether to take an extended rest, march forward, etc. They should decide together, discuss it or maybe even vote, but they need to agree. As determined by the Dungeon Master, if there's enough difficulty to anything that a player character tries to do or must be done by him/her or by everybody, he/she needs to do a skill check. And when faced by monsters, all heroes go into a fight.

## Skill Checks

Players describe what their characters do, and when an action has difficulty, their skills are also put to the test. However, if the action is not on a character sheet's skill list, it cannot be attempted by the player. He/she could leave the task to another or come up with a different course of action. When there's something listed that could work (and the Dungeon Master does not object), he/she may do the appropriate skill check, represented by a die roll. If the skill indicates "1d20 + 4", for example, this means rolling the 20-sided die once and adding the bonus number to the result, 4 in this case. If the total is 15 or higher, the attempt succeeds. 14 or lower is a failure. If the die showed an 12 in this example, that would total 16 thanks to the + 4 bonus and the effort would succeed. Failing could mean you need to retry or leave it to someone else's character. Yet some obstacles (like escaping from an enclosing or scaling a cliff face) may need to be cleared by every teammember for the quest to continue. If Presto the Magician keeps failing to climb the cliff and falls again and again, he can continue to try but he's liable to break some bones. On the other hand, a failed use of rope or magic could end up giving him some burns. Here's when failure rolls come into play.

## Failure Rolls

If an action fails, it may be retried any number of times, but after each miss a failure roll must be done: the player whose action failed rolls the die again, if the die shows a 1, he/she then loses 1 hit point (the Dungeon Master should come up with a mishap to

explain the wound). Note: failure rolls are not done during combat.

## Combat

When the heroes find themselves facing any monsters small as a bat or huge as a dragon, combat breaks out. Combat too is played out through dialog and imagination, but it goes in initiative-order turns that go round for as long as the battle lasts. It also uses counters as an aid to keep track of monsters: the Dungeon Master lays groups of counters on the table before him to match each enemy's hit points, and throws these points back to the tray one-by-one as the monsters get hit. Combat lasts until any one of the player characters is defeated by having his/her hit points reduced to zero (in which case the game is lost), all monsters present are defeated in the same way, or all player characters run away.

During the players' turns, they'll have to announce their attack and which monster they are targeting with any level of description they'd like ("I attack the first orc"/"I pole-vault myself feet-first to slimy face there on the left") then roll the die. If they don't attack, they may pass, try to run away or attempt another move also found under "Combat actions" on their sheet, if any. During the monsters' turn, the Dungeon Master controls each one of them and will always make them attack, if they can. He gets to decide which hero is the target for each attack and announces it before rolling the die: "The beholder shoots Eric with its eye stalk beams". His sheet lists monster attacks by their size. (Dungeon Master tip: choosing to attack a character with more or with less hit points could help control the difficulty if they're having it too easy or too hard).

To attack, roll the die and add the appropriate bonus (e.g. 1d20 + 2). If the total is 15 or higher, the attack hits. If it's 14 or lower, it misses. A successful attack always reduces its target's hit points by 1, with one exception: critical hits.

## Critical Hits

Whenever someone rolls a 20 on the die while making an attack (without adding the bonus number), he/she scores a critical hit and the target loses 2 hit points instead of 1. Monsters too are able to score critical hits against player characters.

## Running Away

As their combat action, a player character may attempt to run away from battle when it's his/her turn, in order to sit out the rest of combat and let his/her companions fight it out (this skill is listed alongside the other combat actions). Such maneuver is not without danger, however, and it costs the character 1 hit point whether the roll succeeds (allowing to escape) or fails (another round caught in the fight). Attempting to run away is not possible while fighting a huge monster, or if whoever wanted to run is down to his/her last hit point.

## End Of Combat

Combat may end from a player character running out of hit points, in which case the Dungeon Master teleports all heroes away and they lose the game. Or they may succeed in defeating all monsters present, upon which everybody gets 2 hit points back (up to their starting number) due to their taking a short rest and composing themselves. If combat were to end by all heroes running away, monsters left behind won't bother them anymore, but there'll be no chance to stop and recover hit points. Either way, it's back to out-of-combat roleplay.

## Objects

Player characters are assumed to carry items necessary for adventuring: a length of rope, a knife, supplies, etc., which can be put to use as needed during non-combat roleplay. Characters may also own special equipment: Sheila the Thief is expected to handle lock-picking tools, for example. Any such object use must first be approved by the Dungeon Master, however. If the adventure involves finding a relevant item, once it's acquired, players and the Dungeon Master need only remember that it was found.

## Extended Rest

When not engaged in combat or facing immediate peril, players can agree to take an extended rest; this allows all characters to refill their hit points up to their starting number. This can be done once per game and represents their camping, eating and/or sleeping

## Replaying The Game

After succeeding or failing to reach the prize, the adventure can be attempted again any number of times since it isn't likely to ever play out the same. Unlike D&D proper, players aren't expected to use the same character for every play session and may pick another. Or try their hand at being the Dungeon Master.

## Hank The Ranger

— Character sheet

- Hit points: 6
- Magic item: Bow of the Ranger

— Combat actions:

- Hit huge monster =  $1d20 + 6$
- Hit medium monster =  $1d20 + 8$
- Hit small monster =  $1d20 + 7$
- Pass
- Run away =  $1d20 + 4$  (costs 1 hit point)

— Skills (out-of-combat actions):

- Ask =  $1d20 + 5$
- Break =  $1d20 + 6$
- Climb =  $1d20 + 5$
- Crawl =  $1d20 + 3$
- Dodge =  $1d20 + 4$
- Escape =  $1d20 + 4$

- Find =  $1d20 + 4$
- Leap =  $1d20 + 5$
- Pull =  $1d20 + 7$
- Push =  $1d20 + 7$
- Read =  $1d20 + 4$
- Steal =  $1d20 + 3$
- Swim =  $1d20 + 5$
- Throw =  $1d20 + 8$

## Bobby The Barbarian

— Character sheet

- Hit points: 5
- Magic item: Club of the Barbarian

— Combat actions

- Hit huge monster =  $1d20 + 6$
- Hit medium monster =  $1d20 + 7$
- Hit small monster =  $1d20 + 8$
- Pass
- Run away =  $1d20 + 3$  (costs 1 hit point)

— Skills (out-of-combat actions)

- Ask =  $1d20 + 2$
- Break =  $1d20 + 9$
- Climb =  $1d20 + 4$
- Crawl =  $1d20 + 4$
- Dodge =  $1d20 + 3$
- Escape =  $1d20 + 3$
- Find =  $1d20 + 2$
- Leap =  $1d20 + 5$
- Pull =  $1d20 + 7$
- Push =  $1d20 + 7$
- Read =  $1d20 + 1$
- Steal =  $1d20 + 2$
- Swim =  $1d20 + 3$
- Throw =  $1d20 + 7$

## Diana The Acrobat

— Character sheet

- Hit points: 6
- Magic item: Javelin of the Acrobat — Combat actions

- Hit huge monster =  $1d20 + 7$
- Hit medium monster =  $1d20 + 6$
- Hit small monster =  $1d20 + 5$
- Pass
- Run away =  $1d20 + 5$  (costs 1 hit point)

— Skills (out-of-combat actions)

- Ask =  $1d20 + 4$
- Break =  $1d20 + 3$
- Climb =  $1d20 + 7$
- Crawl =  $1d20 + 6$
- Dodge =  $1d20 + 8$
- Escape =  $1d20 + 7$
- Find =  $1d20 + 5$
- Leap =  $1d20 + 9$
- Pull =  $1d20 + 5$
- Push =  $1d20 + 5$
- Read =  $1d20 + 3$
- Steal =  $1d20 + 2$
- Swim =  $1d20 + 7$

- Throw = 1d20 + 8

## Eric The Cavalier

- Character sheet
- Hit points: 6
- Magic item: Shield of the Cavalier
- Combat actions
- Hit huge monster = 1d20 + 5
- Hit medium monster = 1d20 + 5
- Hit small monster = 1d20 + 7
- Block any one monster = 1d20 + 7 (causes it to lose its turn)
- Pass
- Run away = 1d20 + 4 (costs 1 hit point)
- Skills (out-of-combat actions)
- Ask = 1d20 + 6
- Break = 1d20 + 7
- Climb = 1d20 + 4
- Crawl = 1d20 + 3
- Dodge = 1d20 + 7
- Escape = 1d20 + 6
- Find = 1d20 + 3
- Leap = 1d20 + 5
- Pull = 1d20 + 6
- Push = 1d20 + 6
- Read = 1d20 + 3
- Steal = 1d20 + 5
- Swim = 1d20 + 4
- Throw = 1d20 + 6

## Presto The Magician

- Character sheet
- Hit points: 5
- Magic item: Hat of the Magician
- Combat actions
- Heal a companion = 1d20 + 2 (restores 1 hit point)
- Heal yourself = 1d20 + 1 (restores 1 hit point)
- Magically hit any one monster = 1d20 + 2
- Paralyze any one monster = 1d20 + 4 (causes it to lose its turn next round)
- Pass
- Run away = 1d20 + 3 (costs 1 hit point)
- Skills (out-of-combat actions)
- Ask = 1d20 + 4
- Climb = 1d20 + 2

- Crawl = 1d20 + 1
- Dodge = 1d20 + 3
- Escape = 1d20 + 3
- Find = 1d20 + 5
- Leap = 1d20 + 2
- Levitate = 1d20 + 5
- Magic tool = 1d20 + 4
- Pull = 1d20 + 1
- Push = 1d20 + 1
- Read = 1d20 + 9
- Steal = 1d20 + 2
- Swim = 1d20 + 3

## Sheila The Thief

- Character sheet
- Hit points: 5
- Magic item: Cloak of the Thief
- Combat actions
- Hit huge monster = 1d20 + 3
- Hit medium monster = 1d20 + 4
- Hit small monster = 1d20 + 7
- Pass
- Run away = 1d20 + 6 (costs 1 hit point)
- Distract any one monster = 1d20 + 5 (causes it to lose its turn next round)
- Skills (out-of-combat actions)
- Ask = 1d20 + 7
- Climb = 1d20 + 5
- Crawl = 1d20 + 7
- Dodge = 1d20 + 7
- Escape = 1d20 + 9
- Find = 1d20 + 6
- Leap = 1d20 + 5
- Pull = 1d20 + 2
- Push = 1d20 + 2
- Read = 1d20 + 6
- Steal = 1d20 + 9
- Swim = 1d20 + 5
- Unlock = 1d20 + 8
- Throw = 1d20 + 1

## Dungeon Master Sheet

(Printed on both sides of the same sheet of paper, it may double as the "Dungeon Master's Screen" to hide certain die rolls from players)

Size	Examples
SMALL MONSTER	(examples: bat, bullywug, goblin, spider, snake, wasp)
	Hit points: 1 Combat action: Hit any one player character = 1d20 + 2
MEDIUM MONSTER	(examples: banshee, lizard man, orc, skeleton, wolf, zombie)
	Hit points: 2 Combat action: Hit any one player character = 1d20 + 3
HUGE MONSTER	(examples: beholder, demon, dragon, giant, hydra)
	Hit points: 4 Combat action: Hit any one player character = 1d20 + 5

## Adventure Start

(Read aloud, choosing one highlighted option): "You have come to a small kingdom whose (PRINCESS/RULER/WISE MAN/CROWN JEWEL/TALISMAN OF PROTECTION) has been stolen

away, and the townsfolk are in need of some heroic help. In order to help and begin the quest, you need to first know which way to go. You may try asking around, looking in the library for a clue, picking up the enemies' trail, or attempting something else." (When

someone makes a successful roll, the player characters find out which way to go (N/E/ S/W). Once they get going, roll on the Locations table and go to the corresponding number.)

## White Events Table

(Re-roll when an event would repeat)

- EVENT 1-2-3 : "A huge canyon lies before you. Descending then ascending again would seem to be the only way to proceed." (Moving on, roll on the Locations table again)
- EVENT 4-5 : "The path leads through a complex cave system, and you soon become lost in it. You will need to locate the exit to the other side." (Moving on, go to Location 21)
- EVENT 6-7-8: "You reach a rift with an empty void below. The only way across seems to be getting on then off a nearby floating island." (Moving on, go to Location 21)
- EVENT 9-10: "You are surprised and taken prisoner by an orc patrol that leads you back to their village, and you are soon imprisoned in their dungeon. How will you break free?" (Moving on, roll on the Locations table again)
- EVENT 11-12-13: "The way is clear and you are able to advance without much trouble until, at one point, the path jumps to the top of a tall cliff." (Moving on, go to Location 22)
- EVENT 14-15: "Following the road, you end up crossing a rope bridge over a chasm. As you're about to make it through, the old bridge snaps in two, leaving you hanging." (Moving on, roll on the Locations table again)
- EVENT 16-17-18: "Suddenly, a rockfall sends countless stones hurtling towards you. You must avoid their trajectory." (Moving on, roll on this table again)
- EVENT 19-20: "As you walk through ancient ruins, you step on an old building's floor which collapses under your weight. You end up underground, with big pieces of debris lying on top of you." (Moving on, roll on the Locations table again)

## Green Events Table

(Re-roll when an event would repeat)

- EVENT 1-2-3: "Suddenly, an evil wizard materializes and teleports you directly to a dungeon cell in an enemy fort, and soon you hear the noise of torture implements being sharpened. How will you escape your imprisonment?" (Moving on, roll on this table again)
- EVENT 4-5: "Taking shelter in an abandoned castle, you realize that the place is filled with traps and the only exit door has become hidden because of a magic inscription." (Moving on, roll on the Locations table again)
- EVENT 6-7-8: "A wide, fast-flowing river runs through the wilderness - and your path." (Moving

on, go to Location 22)

- EVENT 9-10: "Following the trail, you end up crossing a suspension bridge over a gorge. As you're about to make it through, the bridge snaps in two, leaving you hanging." (Moving on, roll on the Locations table again)
- EVENT 11-12-13: "Walking through the wilderness, you inadvertently become stuck to a huge spiderweb, with large spiders wanting to try and taste you." (Moving on, go to Location 21)
- EVENT 14-15: "As you prepare to cross a small forest you see all its trees animate, their clawed branches swiping at you. How will you make it through?" (Moving on, go to Location 22)
- EVENT 16-17-18: "A great stone wall stands on the wilderness, blocking your path. There's a gate, but you also notice an orc wielding a bow-and-arrow some distance away, guarding the opening." (Moving on, roll on the Locations table again)
- EVENT 19-20: "An orc-made trap was concealed in the grass and, as you step on it, you fall. You effortlessly avoid the poorly-made trap's spikes, but remain caught in the hole." (Moving on, roll on the Locations table again)

## Locations Table

(Re-roll if a place's name would repeat. Choose monsters according to size)

- LOCATION 1: "You reach the Black Lake." (Roll on the Green Events table)
- LOCATION 2: "You reach the Black Lake, where you are attacked by (TWICE AS MANY (SMALL MONSTER)S AS THE PLAYERS)." (After the fight, when the players decide to move on, roll on the Green Events table)
- LOCATION 3: "You have entered Box Canyon, where you are faced by (TWICE AS MANY (SMALL MONSTER)S AS THE PLAYERS)." (After the fight, when the players decide to move on, roll on the White Events table)
- LOCATION 4: "You have entered Box Canyon." (Roll on the White Events table)
- LOCATION 5: "You have arrived at the Caverns of Hook Horrors." (Roll on the White Events table)
- LOCATION 6: "You have arrived at the Caverns of Hook Horrors, where you are rushed by (TWICE AS MANY (SMALL MONSTER)S AS THE PLAYERS)." (After the fight, when the players decide to move on, roll on the White Events table)
- LOCATION 7: "You are now at Dragon Pass." (Roll on the Green Events table)
- LOCATION 8: "You are now at Dragon Pass, where you encounter (TWICE AS MANY (SMALL MONSTER)S AS THE PLAYERS)." (After the fight, when the players decide to move on, roll on the Green Events table)
- LOCATION 9: "You reach Fire Mountain." (Roll on the White Events table)
- LOCATION 10: "You reach Fire Mountain, where you come face to face with (THREE (SMALL MON-



- STER(S)." (After the fight, when the players decide to move on, roll on the White Events table)
- LOCATION 11: "You have entered the Gardens of Evil, where you are faced by (THREE (SMALL MONSTER)S)." (After the fight, when the players decide to move on, roll on the Green Events table)
  - LOCATION 12: "You have entered the Gardens of Evil." (Roll on the Green Events table)
  - LOCATION 13: "You come into the Ice Caves." (Roll on the White Events table)
  - LOCATION 14: "You come into the Ice Caves, where you are opposed by (AS MANY (MEDIUM MONSTER)S AS THE PLAYERS)." (After the fight, when the players decide to move on, roll on the White Events table)
  - LOCATION 15: "You are now at the Singing Sands, where (TWO (MEDIUM MONSTER)S) suddenly appear." (After the fight, when the players decide to move on, roll on the White Events table)
  - LOCATION 16: "You are now at the Singing Sands." (Roll on the White Events table)
  - LOCATION 17: "You have arrived at Snake Pass, where (AS MANY (MEDIUM MONSTER)S AS THE PLAYERS) stand against you." (After the fight, when the players decide to move on, roll on the Green Events table)
  - LOCATION 18: "You have arrived at Snake Pass." (Roll on the Green Events table)

- LOCATION 19: "You come into the Valley of the Orcs." (Roll on the Green Events table)
- LOCATION 20: "You come into the Valley of the Orcs, where you are confronted by (TWO (MEDIUM MONSTER)S)." (After the fight, when the players decide to move on, roll on the Green Events table)
- LOCATION 21: "You have come into the lair of a great monster, however, the door to the fortress' main chamber is locked. You'll need to find a way to open it". (Once an attempt to open succeeds:) "You come face to face with a (HUGE MONSTER), and must fight." (If the battle is won, go to End)
- LOCATION 22: "You have come into the lair of a great monster, but before the final fight you must face (AS MANY MEDIUM MONSTERS AS THE PLAYERS)." (After the fight): "Now, you finally meet the enemy leader, a (HUGE MONSTER), in battle." (If the fight is won, go to End)
- END: "You have defeated the enemy and now your objective is found. The journey back to the kingdom is much easier knowing the obstacles on your path. Congratulations, you win!" (\*If you keep getting repeats on any of the tables, go to Location 22)

### Original Version

Is by By Joe G







# *Dwarf Hold*

## **Introduction**

Board game for 2 to 8 players. Fantasy Theme: Dwarves Mining and Fighting. Each player represents 1 clan that is part of a Dwarven Stronghold that is trying to expand its borders.

## **Victory**

At the end of the game, the player with the most Victory Tokens wins. The game ends at the end of the turn when one of the following happens:

1. All 18 Veins have been Mined
2. All 18 Lairs have been Cleared
3. All 24 Rooms have been Built
4. All 18 Earth Tiles have been Claimed
5. Any one player goes over 100 VT

## **The Board**

Use a large Chess Board.

## **Player Clan Markers**

Each player has a set of Clan Markers of a Unique Color.

## **Victory Tokens**

Players share a common set of Victory Tokens (VT). These should have denominations of 1, 5, and 10. VT may also be referred to as Victory Points (VP).

## **Gold Coins**

Players share a common set of Gold Coins. Gold not controlled by any player is said to be in the vault.

## **Dwarf Leader Cards**

There is a common set of 8 Dwarf Leader Cards:

1. Dwarf Lord
2. Clan Elder
3. Master Builder
4. Master Engineer
5. Dwarf General
6. Master Craftsman
7. Clan Chieftain
8. Dwarf Judge

The Leaders are presented above in LEADER ORDER. Leader Order is the order in which players take turns within a Phase.

## **The Dwarf Lord Leader Card**

The player with the Dwarf Lord always goes first in each phase and play proceeds in Leader Order.

## **The Clan Elder Leader Card**

The player who picks the Clan Elder Leader card in Leader Phase immediately places one of his Clan Markers onto the Hold.

## **The Master Builder Leader Card**

The Master Builder can build Rooms for half their cost (in gold rounding down) this turn. You may build 1 extra Room this turn.

## **The Dwarf Master Engineer Leader Card**

All Action Tiles played by the Engineer this turn get +1 Dig. You may dig one extra tile this turn.

## **The Dwarf General Leader Card**

All Action Tiles played by the General this turn get +1 Fight. You may clear 1 extra Lair this turn.

## **The Dwarf Master Craftsman Leader Card**

The Master craftsman gets 3 extra Gold and 2 Victory Tokens this turn in Gold Phase.

## **The Clan Chieftain Leader Card**

The Clan Chieftain gets to draw 1 extra Work Tile in Work Phase.

## **The Dwarf Judge Leader Card**

In Event Phase switch the placement of any 2 Clan Markers on the Board.

## **Tiles**

There are 2 sets of Common Tiles: Board Tiles & Work Tiles. The 2 types of Tiles should have different backs. Keep the 2 types in separate piles. Piles should be kept in a box, bowl, or pouch.

Each Tile is able to fit on one square on the Map board.

## **Board Tiles**

There are a total of 64 Board Tiles. There are 5 types of Board Tiles: Lairs, Earth, Veins, and Impassables. One Oversize Hold Tile.

## The Hold Tile

There is 1 oversize Hold Tile. It is the size of 4 regular size square tiles. It is placed in the middle of the map covering the center 4 map spaces.

Each player starts the game with a Clan Marker on the Hold Tile.

## Earth Tiles

There are 18 Earth Tiles. Building sites for rooms.

## Lair Tiles

There are 18 Lair Tiles. These contain monsters that must be defeated. When you clear a Lair, you remove the Lair Tile from the board and keep it as a Trophy.

## Vein Tiles

There are 18 Vein Tiles. These provide gold revenue to their owners.

## Impassable Tiles

There are 6 Impassable tiles. Players may not control them or "Move" through them in any way.

## Work Tiles

Work Tiles are kept in your Hand like a Hand of cards. There are 3 types of Work Tiles: Action Tiles, Event Tiles, and Room Tiles.

## Action Tiles

These provide Dig and/or Fight Points. They are discarded when played.

## Event Tiles

These produce a variety of effects. Unless otherwise specified, they are played (discarded) in Event Phase.

## Room Tiles

These are Rooms that may be built onto Earth Tiles or cleared Lairs. When Rooms are built, they are placed onto a target square on the map with the builders Clan Marker placed on them. Rooms provide an immediate VT bonus when built and a long term benefit to their controller afterwards.

The effects of room tiles are continuous unless they are specifically stated to be one time effects.

## Adjacency Rules

Tiles on the map must share a side to be considered adjacent.

## Setup

Place the Hold Tile in the center of the Board. Place the other Board Tiles randomly face up onto the Board. Each player picks a uniquely colored set of Clan Markers.

Each player places 1 of their Clan Markers onto the Hold. Each player is dealt a hand of 3 Random Work Tiles.

## Turn Sequence

Each turn has 9 phases: Each player does each Phase before everybody goes to the next Phase in a Turn! Players take their actions within a Phase in Leader order.

1. Leader Phase
2. Gold Phase
3. Work Phase
4. Trade Phase
5. Event Phase
6. Dig Phase
7. Fight Phase
8. Build Phase
9. End Phase

## Leader Phase

In Leader Order Players take turns picking one Leader card each. When picking, go in the Leader order from the previous turn. In the first turn of the game (and only the first turn) players are dealt 1 Leader card at random.

## Gold Phase

In Leader Order Each player gets 10 Gold plus income from Mines they control. Gold not controlled by any player is said to be in the Vault.

## Work Phase

In Leader Order Each player draws 1 random Work Tile for free. Players may draw extra Work Tiles for 5 Gold each.

## Trade Phase

Players may trade Action Tiles, Gold, Victory Tokens, ownership of map spaces, trophies, and promises. This is the only Phase where Leader Order does not apply.

## Event Phase

Most Event Tiles are played in this Phase. Play in Leader Order. In Leader Order Players may buy VT in this phase: The first VT bought in the turn by ANY player costs 2 Gold. The second VT bought in the turn costs 3 Gold and so on.

## Dig Phase

In Leader Order players may claim an Earth Tile or Vein Tile on the Map. The target tile must be adjacent to the Hold or to a space controlled (containing a Clan Marker) by ANY player. The Earth or Vein Tile will have a value from 1 to 12.

You must play Action Tiles with a total number of Dig points that equal or exceed this value. You must also pay 1 Gold for each Action Tile you play plus 2 extra Gold to the Vault if the target space was not adjacent to the Hold or a space you control (that is, next to an opponent controlled space only) Place one of your Clan Markers onto the Vein to show that it is now a functioning Mine under your control. When a Vein is Dug, it is also referred to as building a Mine.

Immediately gain VT equal to the value of the Earth or Vein Tile. You may dig a max of 1 Tile per turn. Event and Room Tiles may be used as Action Tiles of Dig = 1.

## Fight Phase

In Leader Order players may claim a Lair Tile on the Map. The target tile must be adjacent to the Hold or to a space controlled (containing a Clan Marker) by ANY player. The Lair Tile will have a value from 6 to 15.

You must play Action Tiles with a total number of Fight points that equal or exceed this value. You must also pay 1 Gold for each Action Tile you play plus 2 extra Gold to the Vault if the target space was not adjacent to the Hold or a space you control (that is, next to an opponent controlled space only). Remove the Lair Tile from the map and place it next to you.

Next place one of your Clan Markers onto the space showing you now control it. Immediately gain VT equal to the value of the Lair Tile. You may clear a max of 1 Lair per turn.

## Board Tile Set List

Name	Type	#	Value	Notes
Soil	E	6	1	-
Rock	E	6	2	-
Stone	E	6	3	-
Copper	V	2	4	Income = 1 Gold
Tin	V	2	5	Income = 1 Gold
Iron	V	2	6	Your AT get +1 Dig
Silver	V	2	7	Income = 2 Gold
Gold	V	2	8	Income = 2 Gold
Platinum	V	2	9	Income = 2 Gold
Mithril	V	2	10	Your AT get +1 Fight
Gems	V	2	11	Income = 1 gold & 1 VT
Jewels	V	2	12	Income = 1 gold & 1 VT
Kobolds	L	1	6	Adj Soil must be fought for not Dug
Goblin Tribes	L	1	6	Adj Rock must be fought for not Dug

## Build Phase

In Leader Order players may build a Room onto a Cleared Lair space or a Claimed Earth Tile. If the space is controlled by another player, pay them 4 Gold, and replace their Clan Marker with your own. Place the Room Tile from your hand onto the target space of the map. Pay Gold to the Vault equal the Value of the Room. Immediately gain VT equal to the value of the Room.

Rooms cannot be built adjacent to uncleared Lairs. You may build a max of 1 Room per turn. It costs an extra 2 Gold to the Vault to build a Room in a former Lair in order to properly remodel and clean up the monster filth.

## End Phase

Max hand size is 7 Action Tiles. In Leader Order Discard excess Tiles. Players return their Leader cards.

## End Of Game Scoring

The player with the Most Clan Markers on the Hold at the end of the Game gets 24 VT. The player with the most Trophies gets an extra 12 VT. The player with the most Rooms gets an extra 12 VT.

The player with the most Mines gets an extra 12 VT. In al cases, if players are tied, divide the VT equally rounding down. Players get 1 VT for every 10 Gold they have rounding down.

## Board Tile List Notation

- L** Lairs
- E** Earth
- V** Veins
- I** Impassables.
- #** Number of Copies of Tile in Set

Name	Type	#	Value	Notes
Troglodytes	L	1	7	+2 per adj Rock
Orc Army	L	1	7	Adj Stone must be fought for not Dug
Giant Spiders	L	1	8	All Adj Lairs value +1
Chaos Dwarves	L	1	8	Adj Veins must be fought for not Dug
Drow	L	1	9	+2 per Adj Lair. Adj Lairs get -1
Gythanki	L	1	9	If cleared gain 10 Gold
Ogres	L	1	10	+1 per Adj Lair
Xorn	L	1	10	All Adj Veins become Rock
Cave Trolls	L	1	11	+1 per Adj Vein
Mind Players	L	1	11	All Adj Lairs value +2
Stone Giants	L	1	12	All Adj Earth Tiles become Stone
Earth Giants	L	1	12	+1 per Adj Earth Tile
Demon Horde	L	1	13	+1 per Adj Impassable Tile
Beholder	L	1	13	All Adj Lairs are Soil
Pit Fiend	L	1	14	All Adj Lairs are Impassable Fire Pits
Dragon	L	1	15	If Cleared gain 20 Gold
Bottomless Pit	I	1	X	All Adj Lairs value +1
Admantium Boulder	I	1	X	All Adj Earth Tiles value +2
Oil Shale	I	1	X	Get 5 VT if Machine Shops built Adj
Underground River	I	1	X	Get 5 VT if Cistern built Adj
Lava Tubes	I	1	X	All Adj Veins value +1
Magma Seep	I	1	X	Get 5 VT if Great Forge built Adj

## Work Tile Notation

**A** Action  
**E** Event  
**R** Room  
**D** Dig  
**F** Fight

**LP** Leader Phase  
**LC** Leader Card  
**AT** Action Tile  
**WT** work Tile  
**TP** Trade Phase  
**OTE** One Time Effect

## Work Tile Set List

Name:	Type	#	Value	Notes
Great Hall	R	1	10	Get 1 VT when you pick Dwarf Judge
Earth Temple	R	1	9	If you play no AT this turn get 2VT
Great Forge	R	1	10	Get 1 VT when you pick Master Engineer
Workshops	R	1	7	Your AT get +1 Dig
Brewery	R	1	6	You may Dig 1 extra Tile per Turn
Guild Hall	R	1	8	Get 1 VT when you pick Master Builder
Treasury	R	1	7	Get 1 VT when you pick Master Craftsman
Citadel	R	1	9	Get 1 VT when you pick Dwarf General
Machine Shops	R	1	6	You may build 1 extra Room per Turn
Throne Room	R	1	10	Get 1 VT when you pick Dwarf Lord
Ancestral Shrine	R	1	8	Get 1 VT when you pick Clan Chieftain
Heroes Tombs	R	1	6	VT cost 1 less gold in Event Phase
Barracks	R	1	5	You may Clear 1 extra Lair per Turn
Feasting Hall	R	1	8	Extra AT cost 1 less gold in Work Phase
Cistern	R	1	3	Digs & Builds cost 1 less Gold each
Trading Post	R	1	5	At start of TP draw +2WT & discard 2WT
Store Rooms	R	1	5	Hand Size +2
Armory	R	1	7	Your AT get +1 Fight

Name:	Type	#	Value	Notes
Hall of Records	R	1	3	OTE. Put 4 Clan Tokens in Hold
Trophy Room	R	1	4	Gain 2 VT every time you clear a Lair
Council Hall	R	1	3	Gain 1 VT when you pick Clan Elder
Great Hoard	R	1	4	Gain 2 VT every time you build a Mine
Great Gate	R	1	9	May be built next to uncleared Lairs
Secret Passage	R	1	4	In Event Phase look at 1 opponent's hand
Sabotage	E	1	-	Opponent must discard 2 random WT from hand
Raid Treasury	E	1	-	Steal 7 Gold from target opponent
Forge Great Relic	E	1	-	Gain 7 VT
Unearth Big Diamond	E	1	-	Gain 10 Gold
Greybeards	E	1	-	Draw 3 WT
Rune Stones	E	1	-	Draw 7 WT. Take one. Discard the rest
Clan Informers	E	1	-	Steal 1 random WT from opponents hand
Turf Dispute	E	1	-	Replace target Clan Marker with one of your own
Great Oratory	E	1	-	Place 2 of your Clan Markers in Hold
Intrigue	E	1	-	Play at end of LP. Switch your LC with Opponent
Arcane Laws	E	1	-	Switch placement of any 6 Clan Markers on Board
Dwarf Miners	A	2	-	D = 1 or F = 1
Picks & Shovels	A	6	-	D = 2
Tunnels & Shafts	A	6	-	D = 3
Powder Keg	A	1	-	D = 3 or F = 3
Hammers	A	1	-	D = 2 or F = 2
Big Drill	A	2	-	D = 4
Major Excavation	A	1	-	D = 5
Big Dig	A	1	-	D = 6
Champion	A	1	-	F = 5 and +10 vs. Dragon
Rune Master	A	1	-	F = 5 and +8 vs. Beholder
Battle Mage	A	1	-	F = 5 and +8 vs. Demon Horde
Earth Priest	A	1	-	F = 4 and +10 vs. Pit Fiend
Clansmen	A	1	-	D = 2 or F = 3 and +4 vs. Orcs
Giant Slayer	A	1	-	F = 4 and +8 vs. Giants
Flame Thrower	A	1	-	F = 4 and +7 vs. Trolls
Warriors	A	1	-	F = 4 and +5 vs. Gythanki
Berserkers	A	1	-	F = 5 and +6 vs. Mind Flayers
Shield Bearers	A	1	-	F = 3 and +6 vs. Drow
Sentries	A	1	-	F = 2 and +4 vs. Kobolds
Gunners	A	1	-	F = 5 and +3 vs. Chaos Dwarves
Crossbows	A	1	-	F = 2 and +5 vs. Spiders
Sword & Axes	A	1	-	F = 4 and +2 vs. Goblins
Tunnel Fighters	A	1	-	F = 3 and +4 vs. Trogloidytes
Pikes & Halberds	A	1	-	F = 3 and +7 vs. Ogres
Demolition Team	A	1	-	D = 4 or F = 3 and +7 vs. Xorn

## Links

Dwarf Hold BGG Entry Dwarf Fortress

## Faq

Q> Suggest that for ease of play that the Work Tiles be card-sized rather than square-tile-sized, and have additional "Room Tiles" that aren't otherwise used unless and until the Build Phase; you discard the "Room Card" and place the "Room Tile" on the board. A> Sounds perfectly OK to me.

Q 1) The rules for "Dig Phase" and "Fight Phase" first say that you can only dig/fight a Tile adjacent to the Hold or a space you already control. But then later in each paragraph it says it costs an extra 2 Gold to dig/fight a Tile that's not adjacent. A> You pay the gold only if the target tile is adjacent to a space controlled by another player but not you. The target space has to be adjacent to the expanding Dwarf Stronghold.

Q> 2) The effects of Room tiles are continuous? They operate each turn? A> All are continuous except

the Record Hall.

Q> 3) Each player does each Phase before everybody goes to the next Phase in a Turn? A> Yes. In order as determined by the Dwarf Lord Leader.

Q> 4) Scoring Rules refer to "The player with the most Trophies. . ." What are Trophies? A> When you clear a Lair, you remove the Lair Tile from the board and keep it as a Trophy.

FAQ cont. > There seems to be some inconsistent usage of the term "Work Tiles" > (the deck of tiles that players draw from) and "Action Tiles" (a > specific type of Work Tile):

—No doubt, I had to differentiate Action tiles from Room Tiles, both of which are in the Work Tile set.

> Errata: Clan Chieftain Card: > Is he the "Clan Chieftain" or the "Clan Leader"? This description

—I originally called him the Clan Leader, but then they were all "Leaders" so I changed it to Chieftain.

> Clarification: does this mean that each player completes ALL of the > actions he desires for a given phase, then the next player does > likewise, or does each player complete ONE action for a given phase, then the next player, and so on, making SEVERAL trips

around the table before moving to the next phase? I suspect the former, but it is not completely clear....

—ALL actions. I think this makes the Dwarf Lord more important.

> Question on Gameplay #1: > The Event Phase - the 2nd VT bought in the turn costs 3 gold: is this the 2nd bought by ANY player, or EACH player? The former makes going first more valuable, but can make the 6-8 player game play MUCH > differently than a 2-3 player game since the VT would get expensive > more quickly.

—ANY player. Again I think this makes the Dwarf Lord more important (and I think he should be important).

> Question on Gameplay #2: > The Arcane Laws Tile switches placement of any 6 Clan Markers on Board. Is this swapping three pairs of tokens (like the Judge Leader card allows, but done three times), or can they be scrambled (pick up up to six tokens, and place them back on the same Tiles, but not > necessarily with the same ownership)?

—Scramble!!!





# Elder Things & Outer Gods

## Introduction

Card game for 2-6 players. Each player takes control of one of the six major races.

## Preface

During the 2 billion year time period before the evolution of man, many different alien species, races, and entities have made Earth their home. Of these, there are six groups who stand out as being the most numerous and most powerful. These groups of colonizers include:

- 1. The Elder Things
- 2. Cthulhu and his Spawn
- 3. The Flying Polyps
- 4. The Great Race of Yith
- 5. Mi-go, the Fungi from Yuggoth (Pluto)
- 6. The Serpent People

All of these races fought each other for dominance on the planet. Often they would summon beings from other places, times, and dimensions to help them fight their Wars.

## Object

Destroy all of your opponent's cities.

## Counters

Each player gets a set of counters of a unique color. A counter set includes 3 types of units:

## Recruitment Table

1D8	Gain:
1-3	1 Population Counter
4-5	2 Population Counters
6	3 Population Counters

1D8	Gain:
7	1 Relic
8	1 City

## Aggression Phase

The active player rolls once on the Conflict Table.

## Conflict Table

1D6	Action:
1-2	Isolation (Peace): Your turn ends.
3-4	War of Survival: Attack a random player this turn.
5-6	War of Submission: Attack a player of your choice this turn.

## Power Phase

The Active player (attacker) and the defender fill their hands to 5 cards.

- 1. Cities
- 2. Populations
- 3. Relics

## Set-up

Each player starts with 5 cities and 20 Populations.

## Notes

Mi-Go cities are mountain-top mining colonies. The cities of the Flying Polyps were composed of giant windowless black basalt towers.

## Turn Sequence

Players take turns. Each turn has 7 phases:

- 1. Recruit Phase
- 2. Aggression Phase
- 3. Power Phase
- 4. Sacrifice Phase
- 5. Allies Phase
- 6. War Phase
- 7. Destruction Phase

## Recruit Phase

The active player rolls once on the Recruitment Table.

## Sacrifice Phase

The attacker and defender commit as many population counters and relics as they want to the upcoming



battle. A player cannot commit more populations and relics than he currently has. Committed populations are referred to as armies.

### Allies Phase

Other players (Not the attacker or defender) may add one or more of their own Population counters to an army of their choice.

### War Phase

For each population committed, roll once on that race's Battle Table. A Battle Table roll will result in either a Force value, or the option to use a spell. For each relic played one additional spell may be used.

To use a Spell, play a spell card to the table from

your hand. Every Spell card has a force value. Each side of the conflict adds up their Total Force Value received from Battle Rolls and Spells.

### Destruction Phase

The side with the highest Total Force Value wins the War. The loser has one city destroyed. All populations, spells, and relics used in the battle by all players are destroyed and discarded.

### Elder Things Battle Table

1D10	Force	Result
1-4	2	Elder Thing: Tentacle Attacks
5-6	8	Shoggoth: Servitor Race
7-10	*	Spell

### Cthulhu Battle Table

1D10	Force	Result
1	23	Cthulhu: Great Old One
2	8	Star Spawn of Cthulhu
3	6	Greater Deep One: Father Dagon or Mother Hydra
4-8	1	Deep Ones
9-10	*	Spell

### Mi-go, The Fungi From Yuggoth Battle Table

1D10	Force	Result
1-2	1	Mi-Go: Nippers Attack
3-4	5	Mi-Go: Grapple & Drop Attack
5	3	Mi-Go Surgeon
6-10	*	Spell

### Flying Polyps Battle Table

1D10	Force	Result
1	2	Windblast
2	4	Windstorm
3	1	Fixing Attack

1D10	Force	Result
4	5	Large Size & Tentacle Attack
5	3	Invisibility
6-10	*	Spell

### The Great Race Of Yith Battle Table

1D10	Force	Result
1	2	Large Size & Pincer Attacks
2-5	5	Yithian Lightning Guns
6-7	6	Mental Telepathy

1D10	Force	Result
8-9	9	Time Travel
10	*	Spell

### Serpent People Battle Table



1D10	Force	Result
1	1	Degenerate Serpent People
2-3	2	Serpent People with hand Weapons
4	4	Illusions

1D10	Force	Result
5	6	Poisons
6-10	*	Spell

## Spell Card List Abbreviations

Note that all spells are used to summon some sort of powerful creature.

**LSR** Lesser Servitor Race

**GSR** Greater Servitor Race

**GOO** Great Old One

**LIR** Lesser Independent Race

**GIR** Greater Independent Race

**OG** Outer God

**EG** Elder God

**A** Avatar

## Spell Card List

Summoned Creature:	Type	Force	Notes:
Abhoth	OG	12	Grey Horrid Protean Mass; Monstrous Spawn
Ahtu	A	16	(Nyarlathotep) Giant Tendriled Tree
Atlach-Nacha	GOO	6	Huge Spider with humanish face
Azathoth	OG	30	Mindless Seething Amorphous Daemon Sultan
Bast	EG	6	Cat Goddess
Bokrug	GOO	6	Great Water Lizard
Byakhee	LSR	2	Tame Interstellar Winged Things; +2 with Hastur
Chaugnar Faun	GOO	9	Elephantine Humanoid Blood Sucker
Cthonians	GIR	6	Giant Tunneling Squid-Worms
Colors of Outer Space	GIR	8	Invisible Life Force Feeders
Cthugha	GOO	13	Great Cloud of Living Fire
Cyaegha	GOO	16	Green Glowing Eye with Tentacles
Daoloth	OG	15	The Render of Veils
Dark Young	GSR	5	Black Ropy Tree; +2 if played with Shub-Niggurath
Dholes	GIR	35	Gigantic Burrowing Worms
Dimmensional Shamblers	LIR	4	Malign Ape-Insect Humanoids
Eihort	GOO	10	Many Legged Bloated Oval of the Labyrinth
Formless Spawn	LSR	7	Viscous Black Slime; +2 with Tsathoggua
Ghasts	LIR	3	Repulsive Guttural Bipeds
Ghatanothoa	GOO	15	Loathsome Extra-galactic Horror
Ghouls	LIR	2	Rubbery, Canine Humanoids
Glakki	GOO	10	Spiny Oval Lake Monster
Servants of Glakki	LSR	2	Undead decaying Slaves; +3 with Glakki
Gnoph-Keh	GIR	5	Hairy Ice Beast
Gugs	LIR	6	4-armed Giants with terrible Maws
Hastur the Unspeakable	GOO	15	Titanic Aquatic Being
Hounds of Tindalos	GIR	5	Ichorous Scavengers; live at right angles to time
Hunting Horrors	GSR	5	Great Viperine Flyers
Hypnos	EG	12	God of Sleep
Ithqua	GOO	13	Wendigo; Wind Walker
King in Yellow	A	7	(Hastur) Tall Man-like being
Leng Spiders	LIR	5	Immense Bloated Web spinning Purple Spiders
Lesser Other God	OG	10	Giant Mindless Dancing Monstrosities
Loigor	GIR	7	Reptilian Energy drainers; +2 with Ghatanothoa
Moon Beasts	LIR	3	Pink Toadish Torture Lovers
Nightgaunts	LSR	2	Oily black faceless winged demons; +2 with Nodens
Nodens	EG	6	Hoary King of the Sea
Nyarlathotep	OG	30	Messenger of the Outer Gods; A Thousand Forms

Summoned Creature:	Type	Force	Notes:
Nyogtha	GOO	9	Cavern dwelling Iridescent Gelatinous Blackness
Quachil Uttaus	GOO	8	Tiny withered God of time, death, and decay
Rat-Things	LSR	2	Tiny evil servants
Rhan-Tegoth	GOO	6	Large Globular Fish eyed Blood sucking Crab
Sand Dwellers	LSR	3	Clawed emaciated sand encrusted desert stalkers
ServitorsoftheOuterGods	GSR	4	Tentacled Toad pipers; +1 with Outer Gods
Insects from Shaggai	LIR	5	Tiny Technologically Advanced Mental Parasites
Shantaks	LSR	3	Huge Scaled Horse Head Steeds; +1 with Outer Gods
Shub-Niggurath	OG	17	The Black Goat of the Woods with a thousand young
Shudde M'ell	GOO	13	Greatest of the Cthonians
Star Vampires	LIR	5	Invisible dripping blob; sucker tipped appendages
Tsathoggua	GOO	11	Large sleepy bunny-eared furry Toad
Tulzscha	OG	10	Belching column of sick cold green flame
Beings from Xiclotl	LIR	5	Stupid carnivorous plant creatures
Y'Golonac	GOO	8	Large headless biped with mouths in its palms
Yibb-Tstll	OG	12	Pulsating Many Breasted Black Body
Yig	GOO	9	Bipedal Snake God
Yog-Sothoth	OG	40	Conglomeration of Iridescent Globes
Zhar	GOO	13	Dual Mountain of Sensate Quivering Flesh
Zoth-Ommog	GOO	12	Cone shaped body with tentacles & reptilian head

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# Exorcist

## Introduction

Card Game for 2 players. One player is the Exorcist. The other player is the Demon.

The Demon has taken Possession of a young Innocent. The Exorcist is trying to purge the Demon.

## Victory

The first player to win all the Soul Tokens is the winner.

## Soul Tokens

Each player gets 50 Soul Tokens.

## The Decks

Each player has a unique deck. Each deck has 5 Suites.

Rank	Type:
1	Pair (Two of a Kind)
2	Two Pairs
3	Three of a Kind
4	Five all Different

The player with the higher rank wins the hand. If there is a tie, the hand does not count. The winner keeps the pot (of Soul Tokens).

At the end of the hand, discard all cards.

## Exorcist Card List

Card Name:	Suite
Miraculous Exorcism	S
Breakpoint	S
Silence the Voice	S
Expulsion	S
Return to Hell	S
Spiritual Pressure	S
Learn Demon's Name	S
Direct Battle with Demon	S
Revelation	S
Ward	S

## Set Up

Shuffle the decks. Determine who is the Exorcist and who is the Demon. The Demon player is the active player in the first hand.

## Hand Sequence

The role of the active player switches. Each player antes 2 Tokens. Each player draws 5 cards from the top of his deck.

First round of Betting: The active player may ante up (up to 5 tokens) The non-active player must match or fold. The non-active player may ante up (up to 5 tokens) The active player must match or fold. If the deck is used up, shuffle the discard and draw from it.

Each player may discard up to 3 cards and draw replacements. Second round of Betting: The active player may ante up (up to 5 tokens) The non-active player must match or fold. The non-active player may ante up (up to 5 tokens) The active player must match or fold.

Players reveal and compare hands:

Rank	Type:
5	Full House (Pair and 3 of a Kind)
6	Four of a Kind
7	Five of a Kind

## Exorcist Deck Suites

- A** Aid and Assistance
- E** Exorcists Traits
- C** Ceremonial Actions
- S** Struggle
- D** Divine Power

Card Name:	Suite
Divine Mission	D
Supreme Triumph	D
Redemption	D
Will of the Kingdom	D
Deliverance	D
Ritual Romanum	A
Deliverance Ministry	A
Biblical Scripture	A
Relic	A
Bones of the Saints	A

Card Name:	Suite
Banishment	S
Invoke The Holy Spirit	C
Prayer	C
Command	C
Solemn Adjuration	C
Fasting	C
Sign of the Cross	C
Place Demon on Oath	C
Word of Binding	C
Drive out the Devil	C
Laying on of Hands	C
Bid the Devil Depart	C
Rite of Exorcism	C
In the Name of Jesus	D
Forgiveness	D
Cast Them Out	D
Healing	D
Fear of Christ	D
God's Will	D

Card Name:	Suite
Crucifix	A
Holy Water	A
Salt (Purity)	A
Wine (Blood of Christ)	A
Junior Priest	A
Medical Doctor	A
Family Member	A
Free of Sin	E
Faith	E
Guiltless	E
Sacramental Powers	E
Virtue	E
Physically Strong	E
Charismatic Power	E
Courage	E
Humility	E
Awareness of Entity	E
Feel Presence	E

### Demon Deck Suites

**V** Voice and Tricks of the Demon  
**D** Demonic Possession

**W** Weakness in the Exorcists/Victim  
**P** Physical Signs and Symptoms  
**F** Forces of Evil at Work

### Demon Card List

Card Name:	Suite
Doomed Spirit	D
Malignant Force	D
Fallen Angel	D
Infernal Agency	D
My Name is Legion	D
Evil Spirit	D
Unclean Spirits	D
Hostage to the Devil	D
Demoniac Molestation	D
Diabolical Infestation	D
Satanic Influence	D
Demonized	D
Power of Satan	D
Fiendish Affliction	D
Personality Change	W
Split Personality	W
Obsession	W
Intense Hatred	W
Rage	W
Wickedness	W
Isolation	W
Confusion	W
Need for Punishment	W
Shame	W

Card Name:	Suite
Control & Direct	V
Instrument of Malice	V
Say what they want to Hear	V
Entrap	V
Deceit	V
Shout Out Sins	V
Power of Prophecy	V
Manifestation	F
Ordeal	F
Pandemonium	F
Disruption	F
Cause Panic	F
Devil's Pretense	F
Spread Fear	F
Turn on the Victim	F
Black Magic	F
Witchcraft	F
Cursed	F
Connection with Victim	F
Pact with the Devil	F
Escape from Hell	F
Odors	P
Horrible Sights	P
Foul Smells	P

Card Name:	Suite
Secret Sins	W
Temptation	W
Consequences of Sin	W
Eternal Soul in Peril	W
Disturbing Babble	V
Inhuman Noises	V
Distressing Speech	V
Speak in Third Person	V
Blasphemy	V
Speak Unknown Languages	V
Know Hidden Things	V

Card Name:	Suite
Superhuman Strength	P
Projectile Vomiting	P
Violence	P
Complete Neck Twist	P
Supernatural Powers	P
Infirmity	P
Poor Health	P
External Pain	P
Crescendo of Abuses	P
Physical Suffering	P
Torment	P





# Fantasy Fight Club

## Introduction

2 Player game. Combat between 2 opposing fantasy warbands. Game progresses in 2 stages: Recruit Stage Battle Stage

## The Decks

There are 5 Decks: Warrior Deck Weapon Deck Armor Deck Spell Deck Fight Deck

## Damage

Use tokens to keep track of hits, ammo, and spell effects. Six sided dice are needed.

## Recruit Stage

Players create their Warband: Each player is dealt 10 Warriors. Each player is dealt half of the Weapon deck. Each player is dealt half of the Armor deck.

Lay out your warriors on the table in front of you face up in 2 rows. The Rows are the front row and the back row. There must be at least as many or more warriors in the first row as the second.

Assign weapon and armor cards to your warriors. Assigned equipment cards are placed face up partially under the warrior. A warrior can have one shield and one helmet.

A warrior can have a Full suit of armor or one or more Partial armor cards. A warrior can carry several weapons but can only use one per turn. Each unit that has spells draws that number of spell cards from the spell deck.

Spell cards are placed under the warrior face down. Warriors using 2 handed weapons may carry shields but do not benefit from them.

## Battle Stage

The opposing warbands fight. Each turn has 3 phases: Draw Phase Tactics Phase Attack Phase

## Draw Phase

Discard some or all unused Fight cards from last turn. Each player fills their hand to 7 cards from the Fight Deck. If the deck runs out shuffle the discard and draw from it.

## Tactics Phase

Make sure the warriors in your front row equal or outnumber your back row. Warriors can freely be moved from one row to the other this phase. Designate which of his weapons each of your warriors is using this turn.

The weapon of choice is placed on top of his stack of equipment. Some spells are used in this phase.

## Attack Phase

Warriors with ranged weapons attack first. Warriors with ranged weapons with higher range scores attack before ones with lower scores. Warriors with ranged weapons can attack from the front or back row.

Warriors may either attack warriors in the opponents front row or roll 1D6:

D6	Result
1-3	Attack target in front row
4-5	Hesitate: Do not attack
6	Attack target in back row

For each ranged attack roll 1D6. On a roll of 4-6 the attack hits. Add the attackers skill and subtract the targets dodge roll. Subtract 1 if the attacker is attacking from the back rating.

If the defender is hit but has a shield roll 1D6. If the roll is within the shields blocking range the attack is blocked. Thrown weapons do not have to be used in ranged attacks, they may be used for HTH instead.

Note that thrown weapons have limited ammo if they are used in ranged combat. Many Spells have ranges and so are played at the same time as ranged attacks. A spell is discarded after it is played. A spell-caster can only cast one spell per turn.

Next warriors in the front row with HTH (Hand-to-hand) weapons may attack targets in the opponents front row. Warriors that have the Backstab ability may roll 1D6:

D6	Result
1-4	Do not attack this turn
5-6	Attack a target in the opponents back row

Opposing Warriors pair up. The warrior with the highest speed rating picks his opponent first and so on until all Warriors in the front rows have picked, or have been picked. If one side has more warriors they may double up on enemy warriors. For each pairing roll 1D6:

D6	Result
1-3	The warrior with the greater speed attacks first
4-6	The warrior with the weapon with longer reach attacks first

For each HTH attack roll 1D6. On a roll of 4-6 the attack hits. Add the attackers skill and subtract the targets dodge rating and weapon parry value. If the defender is hit but has a shield roll 1D6.

If the roll is within the shields blocking range the attack is blocked. If an attack hits roll 1D6. Add the

warriors damage bonuses and subtract the opponents armor bonuses.

If the result is positive, the target warrior loses that many hits. If a warrior is reduced to 0 or less hits it is killed.

## Warrior Deck Card List

Name	Race	Dam	Speed	Skill	Dodge	Hits	Spells	Notes
Ogre	H	+4	-2	-	-2	10	0	Reach +2
Goblin	H	-1	+1	-	+2	4	0	Reach -1
Orc	H	-	-	-	-	5	0	
Hobgoblin	H	+1	-	+1	-	7	0	
Kobold	H	-1	+1	-	+2	3	0	Reach -1
Warrior	M	+1	+1	+2	+1	6	0	May use 2 HTH wpns
Knight	M	+1	-	+1	-	6	0	
Barbarian	M	+2	+1	+1	+1	8	0	
Assassin	M	-	+1	+1	+1	5	0	Back-Stab
Half-Orc	H	-	-	-	-	6	0	
Rogue	M	-	+2	+1	+1	4	0	Back-Stab
Bandit	M	-	+1	-	-	5	0	Back-Stab
Dwarf	H	+2	-1	-	+1	7	0	Reach -1
Elf	H	-1	+2	+2	+2	4	1	Damage +2 with Bow
Wizard	M	-2	-2	-	-1	2	5	
Sorcerer	M	-1	-1	-	-	3	4	
Warlock	M	-	-	-	-	4	3	
Shaman	H	-	-	-	-	5	2	
Bugbear	H	+3	+1	+1	+1	9	0	Reach +1
Centaur	H	+2	+1	+1	-1	8	0	Damage +1 with Bow

**H** Humanoid

**M** Human

Backstabbers and Spellcasters cannot wear armor, shields, or helms

## Weapon Cards

Name:	Dam	Range	Speed	Reach	Parry
Dagger (1)	-	1T	+2	1	1
Katar	-	H	+2	1	1
Dirk	+1	H	+1	2	1
Short Sword	+1	H	+1	2	1
Long Sword	+2	H	-	3	1
Scimitar	+2	H	-	3	1
Tulwar	+2	H	-	3	1
Broad Sword	+2	H	-1	3	1
Bastard Sword	+2	H	-1	4	1
Great Sword (2-H)	+3	H	-2	5	1
Knives (4)	-1	1T	+2	1	1
Javelins (3)	+1	3T	+1	-	-
Short Bow(2-H)	-	4	-	-	-

Name:	Dam	Range	Speed	Reach	Parry
Long Bow(2-H)	+1	6	-	-	-
Light Crossbow (2-H)	-	5	-	-	-
Heavy Crossbow (2-H)	+3	8	-	-	-
Compound Bow (2-H)	+2	7	-	-	-
Whip	-	H	+1	8	-
Maul	+1	H	-	4	1
Club	-	H	+1	2	1
Spiked Mace	+2	H	+1	3	1
Flail	+1	H	-	4	-
Battle Axe (2-H)	+4	H	-1	3	1
War Hammer (2-H)	+3	H	-1	4	1
Spear (1)	+2	2T	+1	7	1
Halberd (2-H)	+3	H	-1	6	1
Staff (2-H)	-	H	+1	5	2
Hand Axe (2)	+1	1T	+1	2	1

**H** HTH**T** Thrown**2-H** Two-Handed Weapon

Unarmed warriors are HTH only and get Damage -2, Speed +3, Reach = 0, and no parry

## Armor Cards

Name	Type	Armor	Block	Speed	Notes
Great Helm	H	1	-	-	
Pot Helm	H	1	-	-	
Kettle Helm	H	1	-	-	
Greek Helm	H	1	-	-	
Viking Helmet	H	1	-	-	
Conical Helm	H	1	-	-	
Pointed Helm	H	1	-	-	
Plate Mail	F	4	-	-2	Dodge -1
Full Plate	F	4	-	-2	Dodge -1
Chain Mail	F	3	-	-2	
Leather	F	1	-	-	
Padded	F	1	-	-	
Studded	F	2	-	-1	
Banded	F	3	-	-2	
Ring Mail	F	2	-	-1	
Scale Mail	F	3	-	-2	
Splint Mail	F	3	-	-2	
Bear Skins	P	1	-	-	
Hauberk	P	1	-	-	
Greaves	P	1	-	-	
Armbands	P	1	-	-	
Breast Plate	P	1	-	-	
Target Shield	S	0	1-2	-	
Buckler	S	0	1-2	-	
Round Shield	S	0	1-3	-1	
Kite Shield	S	0	1-4	-1	Dodge -1
Large Shield	S	0	1-4	-1	Dodge -1
Medium Shield	S	0	1-3	-1	



Name	Type	Armor	Block	Speed	Notes
Small Shield	S	0	1-2	-	
<b>S</b> Shield			<b>F</b> Full Suit of Armor		
<b>P</b> Partial Armor			<b>H</b> Helmet		

## Spell Deck Card List

Spell Name	Range	Effect
Bloodlust	T	All your warriors get +2 damage and +1 skill this turn
Freeze	10	Target warrior neutralized this and next turn
Fireball	12	Target warrior suffers 2D6 points of damage
Lightning Bolt	12	Target warrior suffers 2D6 points of damage
Magic Missiles	6	Distribute 1D6 points of damage amongst enemy warriors
Control	2	Control opposing warrior this turn (he moves to your front rank)
Shield	T	Negate all ranged attacks vs your warriors this turn
Charm	2	Target warrior made helpless this turn
Raise Dead	T	Gain back killed Warrior
Heal	T	Heal 2D6 lost Hits among your warriors
Counter	C	Negate spell just cast by an opponent
Avoid Fate	C	Negate Fight card just played by an opponent
Invulnerability	T	Target warrior gains 5 armor this and next turn
Invisibility	T	Target warrior gains Dodge +4 and HTH skill +3
Illusions	C	Negate attack made by target warrior
Haste	T	All your warriors get +2 Speed and +1 dodge this turn
Shatter	9	Destroy target weapon or shield. Bearer takes 1D3 damage.
Curse	4	Target Warrior gets -3 to all rolls for 1D6 turns
Petrification	3	Target warrior neutralized for 1D6 turns
Paralyzation	4	Target warrior made helpless this turn

Neutralized warriors cannot attack or be attacked  
Helpless warriors cannot attack, but may be attacked

**T** Cast in Tactics Phase  
**C** Counter spell. Cast when appropriate

## Fight Deck Card List

Card Name	Effect
Backstab	Target warrior may attack warrior on opponents back row
Height Adv.	Target warrior in your back row may attack warrior on opponents back row
Shield Wall	Negate target attack
Martyr	Change target of attack to one of your other warriors
Sword Breaker	Destroy target weapon, helm, or shield involved in HTH.
Flurry	Warrior in HTH gets an extra attack
Rain of Arrows	Warrior gets an extra ranged attack
Wild Magic	Spell caster gets to draw an extra spell card
Mighty Blow	HTH attack does extra 1D6 damage
Magic Resist	Negate spell cast by opponent
Poisoned edge	Damaged enemy loses 1 hit every Tactics phase
Painful Wound	Damaged enemy is skill -1, dodge -1, damage -1, and speed -1
Fly True	Ranged attack does extra 1D6 damage
Stunned	Damaged enemy made helpless this turn

The Fight deck has 2 of each card listed

## Zaks Ffc Variant.

The main changes are: Warband are built with 1 Champion and 5 warriors Players can split the war-

band in two groups Terrain cards are played on the groups to advantage them or to create some difficulties Groups can collaborate in attack or defence to see [Champion Fantasy Fight Club: Retro Hack & Slash By ZaksChampion FFC](#)





# Fantasy Fighters

## Introduction

Card game of Fantasy combat.

## The Deck

Use a regular deck of playing cards.

## Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Encounter Phase
2. Maneuver Phase
3. Strike Phase

## Encounter Phase

Both players fill their hands to 7 cards. If the deck runs out, shuffle the discard and draw from it.

## Maneuver Phase

Players may discard up to 4 cards and draw replacements.

## Strike Phase

The Active player may make an Attack. Attacks require a combination of 2 or more cards to be played. An Attack will do damage as described in the Fighters Description.

The Defender can make a defense combo to negate or lessen the damage. A Fighter can only make Attacks or Defenses listed in the Fighters description. All played cards are discarded.

## Object

Reduce your opponent to zero or fewer Hit Points.

## Fighters

Before fighting, each player must select a fighter. Some Fighters are better than others. This is reflected in their Gold cost.

All fighters have hit points and a list of Actions.

## Fighter Actions

The description of an Action will include:

1. What combination of cards must be played to generate the Action (The Cost).
2. Whether the action is an Attack, Defense or Special (A/D/S).
3. How much damage the action inflicts or blocks, if any.
4. Special effects caused by the Action.
5. The Name of the Action.

## Fighter Combo List Notation

**TOK** 3 of a Kind  
**FOK** 4 of a Kind  
**2PR** 2 Pair  
**3ST** 3 card Straight  
**4ST** 4 card Straight  
**5ST** 5 card Straight  
**3FL** 3 Card Flush  
**4FL** 4 card Flush  
**5FL** 5 card Flush  
**ABC** All Black Cards  
**ARC** All Red Cards  
**RAB** 1 Red and 1 Black Card  
**ANC** All Number Cards  
**AFC** All Face Cards  
**ACE** Ace Card Only

## Garwuf – Great Warrior Of The High Plains

Gold Cost = 20

**Hits** 10

Action:	Type	Cost	Effect
Hack	A	Pair RAB	1 Dam
Hack & Slash	A	2PR	3 Dam
Lunge	A	TOK ANC	4 Dam
Behead	A	FOK AFC	5 Dam
Duck	D	3ST	2 Dam
Block	D	4ST	3 Dam
Run Away	D	FOK ANC	5 Dam
Swiftness	S	Pair ABC	Draw 3 cards
Trickery	S	TOK AFC	Opponent discards 2 Random cards

Action:	Type	Cost	Effect
Boasts	S	3FL	Opponent discards 1 Random card

**Lod The Conjurer****Hits** 5

Gold Cost = 20

Action:	Type	Cost	Effect
White Rabbit	D	Pair AFC	1 Dam
Card Tricks	S	Pair ANC	Draw 3 cards
Poof	D	FOK ANC	5 Dam
Sparkler	A	3FL	2 Dam
Smoke	D	2PR	3 Dam
ESP	S	ACE ARC	Look at Opponents hand
Sleight of Hand	S	TOK AFC	Opponent discards 2 Random cards
Healing Potion	S	5FL	Heal 4 Dam
Hypnotize	S	FOK ANC	Opponent discards 4 Random cards
Lightning Bolt	A	FOK AFC	5 Dam
Paralyze	S	TOK ANC	Opponent discards 3 Random cards
Negation	S	Pair RAB	Negate Special card just played
Crystal Ball	S	ACE ABC	Look at next 7 cards in deck
Plink	A	3ST	1 Dam & Draw 1 Card
Hocus Pocus	S	4ST	Draw 5 cards

**Smogg The Scarlet Flaming Dragon****Hits** 15

Gold Cost = 25

Action:	Type	Cost	Effect
Firebreath	A	TOC AFC	4 Dam
Scales	D	Pair ANC	1 Dam
Claws	A	TOC ANC	3 Dam
Vicious Bite	A	FOK AFC	5 Dam
Tail Whip	A	Pair AFC	2 Dam
Armored Plates	D	3FL	3 Dam
Spikes	A	2PR	3 Dam
Fly Away	D	4ST	5 Dam
Swoop	S	TOC AFC	Opponent discards 2 random cards
Dragon Rage	S	3ST	Draw 5 cards





# Fantasy Fliers

## Introduction

Miniatures rules for aerial skirmishes. All combatants (Fliers) include a mount with usually one rider.

## Set Up

One player designs the scenario and provides all the miniatures. The Scenario should include two groups of adversarial fliers. The other player picks which of the two groups he wants to control.

Make 1-2 chits for each spell in the spell list. The scenario designer may designate specific spells in the scenario or distribute random spell chits to spell casters after groups are picked.

## Designing Fliers

Pick a mount. Fill up the mount with riders and weapons. (Most mounts can carry 2-4 Size = 1 riders and weapons) For each rider pick a race and class.

## Mount Stats

Maximum Speed- Top speed in inches per turn. The Flyer can never normally exceed this without magic or

special items. Acceleration- The maximum amount in inches a flyer can increase his current speed per turn.

Deceleration- The maximum amount in inches a flyer can decrease his current speed per turn. This does not include momentum used up by turning, climbing, and diving. Turn Radius- The maximum amount in degrees a flyer can change his facing per inch moved.

Each time a flyer changes facing it uses up one inch of movement. For example a flyer with a current speed of 5 may fly forward 5 inches, or as one possibility fly 3 inches and make 2 turns. Turning radii are in increments of 15 degrees. Climb- The number of inches that must be traveled before the flyers altitude can be increased by one level.

Each time a flyer increases altitude one level, it uses up one inch of movement. Flyers that can hover have a climb value = 0. Dive- The number of inches that must be traveled before the flyers altitude can be voluntarily decreased by one level. Diving does not cost any inches to do.

Flyers that can hover have a dive value = 0. Mounts have 2 Flying Characteristics: Speed & Maneuverability. These determine the base values of the other stats such as Acceleration and Climb

## Speed Stat

Speed	Level	Max	Accel	Decl	Climb	Dive	Dodge	Init
Extremely Slow	1	2	1	1	4	4	-1	-1
Very Slow	2	4	1	2	4	3	-	-
Slow	3	6	2	2	3	3	-	-
Average Speed	4	8	2	3	3	2	-	-
Fast	5	10	3	3	2	2	-	-
Very Fast	6	12	3	4	2	1	-	-
Extremely Fast	7	14	4	4	1	1	+1	+1
Extremely Fast-2	8	15	4	5	1	1	+1	+1
Extremely Fast-3	9	16	5	5	1	1/2	+1	+1

## Maneuverability Stat

Maneuverability	Level	Turn	Dodge	Init
Very Poor	1	15	-1	-1
Poor	2	30	-	-
Average	3	45	-	-
Good	4	60	-	-

Hits- Damage the flyer can sustain before falling or dying. During battle, keep a running tab of Hits remaining. If reduced to 0 or less hits the mount is

Maneuverability	Level	Turn	Dodge	Init
Very Good	5	90	+1	+1
Very Good-2	6	105	+1	+1
Very Good-3	7	120	+1	+1
Very Good-4	8	135	+1	+1

killed/destroyed.

Capacity- Number of Riders or Large Weapons the Mount can carry. If this is exceeded reduce Maneuver-

ability and speed stats by half (round down). Capacity may not be doubly exceeded.

If the mount is under capacity increase stats by one rank each.

## Turn Sequence

Each turn has 2 phases: Initiative Phase Main Phase

### Initiative Phase

Determine move order. Each Flier rolls 1D10 and adds any Initiative modifiers. High roll moves and attacks first in Main phase.

Next highest roll moves and attacks second in Main phase, and so on. Reroll ties. Get +3 to roll if you are diving out of the sun.

Get +10 to roll for first turn surprise.

### Main Phase

During Main Phase every flier gets to move and attack.

### Rate Of Fire

Weapons with a ROF of 1 can be used once per turn. Weapons with a ROF of 2+ can be used up to that many times per turn. A ROF of  $\frac{1}{2}$  can be fired once every other turn.

A ROF of 1/3 can fire once every third turn. For fractional ROF's it is assumed the rider is spending the time in between Shots actively reloading. If the rider is making other attacks the reloading time must be made up.

### Moving

Keep track of each fliers current speed. Speed is measured in inches per turn. Keep track of each fliers current altitude.

Altitude is measured in inches above the table. Use counters to indicate altitude and speed. Maximum altitude is 3 feet above the table.

Keep track of the fliers forward facing. (the miniature has this function) See the Mount Stat section for rules on accelerating, turning, etc. Flyers may attempt to increase their value in any stat +1 at the risk of losing control. At the beginning of his move roll 1D8: On a roll of 1-3 the Flier loses control.

A flier out of control cannot attack during his move. Mounts that cannot hover have a minimum speed = 1. If forced speed = 0 for any reason, the mount stalls and falls.

### Attacking

A flier may attack at any point during his move. Keep track of ammo used, spells used, and current Hit Point totals. To attack line of sight must not be blocked.

Flyers block line of sight. Attacks hit on a roll of 6-10 on 1D10. Add attackers bonuses to hit. Subtract defenders dodge bonuses.

If the attack hits roll 1D8: On a roll of 1-6 the attack hits the Mount. On a roll of 7-8 the attack hits the Rider. If there are multiple riders on a mount pick one at random.

Some mounts completely enclose their riders: subtract 1 from roll. If there is a hit, roll a number of 1D6 equal to the weapons damage stat. This is the number of Hit points the target loses.

Targets reduced to 0 hits are killed/destroyed. Subtract the targets armor stat from the damage inflicted. Some attacks do not do damage but have other effects.

Targets of Bombs must be under the attacker.

Every time a flyer is hit the rider will fall on a roll of 1 on 1D6. A hovering flyer is +1 Tohit and -1 Dodge.

### Attacks From Below

Flyers cannot attack targets greater than 3 inches above them. Attacks at targets 1-3 inches above the attacker are at 3/4 listed range.

### Attacks From Above

Weapon Ranges are reduced as follows if attacking a target at a lower altitude: Height above target Range is % of Listed 1-3 inches 1.00 4-6 inches 0.50 7-9 inches 0.25 9+ 0.00

### Spell Attacks

Spell attacks must hit their target like any other attack. If they hit some spells then allow a 'Magic Save'. Roll 1D8: On a roll of 1-6 the spell takes effect. On a roll of 7-8 the spell does not take effect.

Add the defenders Magic resistance to the roll.

### Weapon Firing Arcs

Mounted Weapons of size 1 have a firing arc of 90 degrees. Mounted Weapons of size 2 have a firing arc of 60 degrees. Mounted Weapons of size 3+ have a firing arc of 30 degrees.

Most mounted weapons will be positioned forward facing. Hand Weapons and spells attacks can be made in any direction. Attacks with a range of "Adjacent" means the figs must be touching.

### Falling

Some attacks will result in the target mount or rider (or both) falling. Figures that fall will hit ground at the end of the turn. Roll 1D6: Rolls of 6+ will cause death. Add 1 per inch fallen. Subtract 1D6 if landing on "soft" ground or water.

Another flyer may, as its move, attempt to catch the faller. Roll 1D10: 1-5 do not catch flyer. 6-10 catch flyer. Add 1 if catching a rider. Subtract 3 if the target is petrified Add catchers Speed and Maneuverability

stats. Subtract 9. Subtract 1 if above the faller. Add 3 if below.

Subtract 2 if the faller is heavier than the catcher. A Flyer carrying a Mount has its Speed and Maneuverability stats reduced to 1. Riders may be equipped with parachutes: They fall 2 inches the first turn, and float down 1 inch per turn thereafter.

### Poison Attacks

If the attack hits roll 1D8: 1-2 No Effect 3-4 Roll again at the end of next turn. 5-6 Sick: Target is -2 to all rolls for the rest of the battle. 7 Paralyzed: Target cannot do anything for the rest of the battle: Will fall.

8 Death: Will fall. For stink bombs, disease, & flatulence the result is automatically: sick. If it hits the contents of the bag of scorpions gets 1 attack each turn for 1D6 turns.

Nonliving mounts are immune to poison. Arrows may be coated with poison.

### Ram Attacks

Units may ram. Ramming attacks are +1 Tohit. If it's a miss the attacker moves past the target.

If it's a hit the defender takes damage = 1D6 + the current speed of the rammer. Blunt rams and Piercing rams also add the speed of the rammer. The attacker takes 1D6 damage.

### Grab Attacks

The attacker grabs the target. The target cannot move (except to get closer to the attacker) or attack until it breaks free or is dropped. If the attacker moves the grabbed target moves with it.

To break free roll 1D6 at the end of the turn: 1-2 hold not broken. The grabber may move and do damage next turn. 3-4 hold not broken. The grabber may not move but may do damage next turn. 5-6 the target breaks free.

Each turn after the first the attacker may automatically inflict 1D6 hits of damage. A Flyer grabbing a Mount has its Speed and Maneuverability stats reduced to 1.

### Petrification, Gaze, Freeze, Paralyze Attacks

If the attack hits the defender gets a Magic Save just like in the Spell attack section. If the defender fails its save, it is immobilized, and will fall. For gaze attacks the attacker and defender must be facing each other.

These attacks have no effect on nonliving targets.

### Stun Attacks

If the attack hits roll 1D6: On a roll of 4 or higher the target loses its next attack.

### Web & Net Attacks

If the attack hits the target is entangled. Roll 1D6: 1-2 the target cannot attack 3-4 Target flyer Speed and Maneuverability stats reduced by 1 each 5 Target flyer Speed and Maneuverability stats reduced to 1 6 Target falls The target may attempt to break free of the webs. Roll 1D6 at the end of the turn: 1-3 still entangled 4-6 the target breaks free. Web and net attacks include bolas, goo guns, and lassos.

### Mesmerize Attacks

The attacker and defender must be facing each other. If the attack hits the defender gets a Magic Save just like in the Spell attack section. If the defender fails its save, it misses its next attack and must hover or fly at its slowest speed. Nonliving targets are unaffected.

### Fear Attacks

The attacker and defender must be facing each other. If the attack hits the defender gets a Magic Save just like in the Spell attack section. If the defender fails its save, it misses its next attack and must fly away at top speed.

Nonliving targets are unaffected.

### Smoke & Gas

This action produces a 1 inch diameter 'cloud' of smoke, gas, etc. If the to hit roll is missed place the cloud next to the target. A target is not required.

Smoke, Bubbles and ink jets block line of sight. If a flyer moves through gas or spores roll on the poison attack table. If a flyer moves through mines or bombs it will be hit on a roll of 1-3 on 1D6.

Gas Clouds, Ink jets, Bubbles and Parachute bombs fall 1 inch per turn. Smoke rises 1 inch per turn. Balloon mines do not move.

### Fire & Acid Attacks

If hit by a fire or acid attack roll 1D8 at the end of the turn: 1-4 Fire extinguished, Acid neutralized. Do not roll again next turn. 5-6 Smoldering, burning: Take 1 hit point of damage: roll again next turn. 7-8 Burst into flames: Take 1D6 hit point of damage: roll again next turn.

Subtract 3 if doused with water. Subtract 1 if trying to extinguish fire without water. (Cannot attack) Catapult missiles and arrows may be set on fire.

### Breath Weapons

Roll 1D6 to see which type of breath weapon the mount has:

Roll	Type	Range	Tohit	ROF	Dam	Ammo	Type	Notes
1	Fire	5	+1	1/3	3	U	F	Fire
2	Frost	4	+2	1/3	1	U	F	Freeze
3	Lightning	6	-	1/3	2	U	F	Stun
4	Poison Gas	3	+2	1/3	0	U	F	Gas
5	Steam	3	+2	1/2	1	U	F	
6	Acid	3	+2	1/3	2	U	F	Acid

## Special Attacks By Mounts

Type	Range	Tohit	ROF	Dam	Ammo	Type	Notes
Sonic Blast	4	+1	$\frac{1}{2}$	1	U	F	Stun
Sting	1	-	1	1	U	360	Poison
Bite	A	-	1	2	U	F	
Hooves	A	-	1	1	U	F	
Venomous Bite	A	-	1	1	U	F	Poison
Beak	A	-	1	2	U	F	
Talons	A	-	1	2	U	F	
Claw	A	-	1	2	U	F	
Tail Spike	5	-	$\frac{1}{2}$	2	4	360	
Horn	A	-	1	2	U	F	
Poisonous Tentacles	2	-	1	1	U	360	Poison
Tentacles	2	+1	1	2	U	360	Grab
Mesmerize	4	-	1	0	U	F	Mesmerize
Electrical Sting	1	-	$\frac{1}{2}$	1	U	360	Stun
Gaze	4	-2	1	0	U	F	Petrify
Web	4	-	1	0	U	F	Web
Fear Attack	5	-	1	0	U	F	Fear
Flatulence	3	+2	$\frac{1}{2}$	0	8	R	Gas
Disease	1	+1	1	0	U	360	Disease
Ink Jet Defense	3	-	1/3	0	8	R	Gas

**F** Attack is into the forward 180 degree arc

**R** Attack is into the rear 180 degree arc

**360** Attack can be made in any direction

**A** Adjacent

## Mount List

Type	Speed	Mnvr	Hits	Cap	Notes
Bat	7a	5	20	2	Sonic Blast Attack
Dragon Fly	7a	5H	15	1	
Flying Fish	5a	2	25/1	3	
Butterfly	4a	3	10	2	Also: Moth
Wasp	7a	5H	15/1	2	Sting Attack
Bee	4a	4H	15	2	Sting Attack
Flying Squirrel	6a	5	20	2	Bite Attack
Winged Snake	6a	5	30/1	2	Venomous Bite Attack
Katydid	7a	1	25/1	3	Also: Grasshopper
Skiff	4	3	20	3	Also: Dinghy, Rowboat, Catamaran
Metal Disk	4	4H	30/1	3	
Crystal Orb	5	4H	20/1	4E	Also: Sphere, Cube, Pyramid
Kettle Pot	3	2H	30/2	3	Also: Goblet
Gryphon	6a	5	30	2	Beak & Talons Attack



Type	Speed	Mnvr	Hits	Cap	Notes
Manticore	5a	4	35	2	Bite & Claw & Tail Spike Attack
Wyvern	6a	5	25/1	2	
Magic Carpet	7	5H	15	2	
Contraption	4	2	30/1	4	
Rocket	7	1	20	3	
Balloon	1	1H	10	3	
Dragon	6a	4	40/2	4	Bite & Claws & Breath Attack
Fire Drake	7a	5	30/1	2	Bite & Claws & Breath Attack
Biplane	6	2	15	3	Also: Triplane, monoplane
Throne	5	5H	40/2	3	
Skull	6	4H	30/1	4E	Bite Attack
Hang Glider	3	3	10	2	
One Man Dirigible	2	2H	15	3	
Gyrocopter	4	5H	15	4	
Archimedes Screw	3	4H	15	2	
Flying Machine	5	3	20/1	3	
Wind Board	4	4	10	2	Also: Surfboard
Cloud	1	1H	10	4	Insubstantial
Bicycle	2	4	5	2	
Saucer	5	5H	25/1	4	
Narwhale	3a	3	20	4	Horn Attack
Jellyfish	1a	2H	10	3	Poisonous Tentacles Attack
Skeletal Dragon	6	4	30/1	4	Bite & Claws Attack
Boulder	6	2H	40/2	4	
Raft	1	1H	10	4	
Sphinx	4a	3	30	3	Claws Attack
Pegasus	5a	4	20	2	Hooves Attack
Nightmare	6a	3	25	2	Hooves & Fear Attack
Beetle	5a	4H	20/1	4	
Squid	7a	2	20/1	3	Ink Jet Defense; Tentacle Attack
Nautilus	4a	3H	30/1	4	Tentacle Attack; Mesmerize Attack
Bird of Prey	6a	5	20	2	Beak & Talons Attack
Shell	4	4H	20/2	3	
Kite	4	3H	10	2	
Roc (Rukh)	5a	2	35	4	Beak & Talons Attack
Manta Ray	6a	4	25	3	Electrical Sting Attack
Wind Spider	5a	5	15	3	Web & Venomous Bite Attack
Flying Pig	4a	4	25	4	Gas Attack (Rear Arc)
Chimera	5a	4	30	2	Bite & Horn & Breath Attack
Peryton	7a	5	20	2	Horn & Claw Attack
Mini-Sub	4	2H	30/2	4E	Jules Vern Style
Cockatrice	4	4	15	2	Gaze Attack
Chariot	4	3	25/1	4	Also: Sled, Carriage, Wagon, Cart
Albatross	4	4	20	4	
Pterodactyl	5	4	20	3	Bite Attack
Plague Fly	5	5	15	2	Disease
Winged Tiger	5	3	30	2	Bite & Claw Attacks
Jabberwocky	4	2	25/1	3	Beak & Talon Attacks
Mechanical Bird	7	5	20/2	2	Beak Attack
Ornithopter	6	4	15	3	
Winged Centaur	5	4	15	2	Hooves & Hand Weapon Attack
Flying Unicorn	6	5	15	2	Hooves & Horn Attack
Steam Engine	3	2	35/2	4	

Type	Speed	Mnvr	Hits	Cap	Notes
Archaeopteryx	4	4	20	2	Beak Attack

- a** the mount is alive.  
**E** enclosed rider.  
**H** the mount can hover.

Hits column notation (x/x): Hits/Armor Cloud Mounts can only be damaged by elemental attacks. Wild and intelligent mounts do not require a rider.

## Rider Race List

Race	Size	Speed	Mnvr	Hits	Notes
Human	1	-	-	10	
Elf	1	-	-	8	+1 on Tohit rolls; +1 spell
Dwarf	1	-	-	12	Hand Weapons +1 damage, Magic Resistance +1
Gnome	$\frac{1}{2}$	-	-	8	
Halfling	$\frac{1}{2}$	-	-	6	
Goblin	$\frac{1}{2}$	-	-	7	
Kobold	$\frac{1}{2}$	-	-	5	
Orc	1	-	-	10	
Lizardman	1	-	-	12	Armor +1
Zombie	1	-	-	12	Regenerate 1 Hit point per turn
Ogre	2	-	-	20	Armor +1, Initiative -1
Giant	3	-	-	30	Armor +2, Initiative -2
Hawkman	1	6	5	9	
Succubi	1	6	5	11	
Sprite	$\frac{1}{2}$	7	5	4	+1 spell
Demon	2	6	5	17	Armor +1
Gargoyle	2	4	5	16	Armor +3
Djinn	2	7	5	19	+3 Spells
Golem	2	-	-	25	Armor +3, Initiative -2
Simian	1	-	-	12	Hand Weapons +1 damage and +1 range
Catman	1	-	-	7	Dodge +1, Initiative +1
Beastman	1	-	-	12	
Forsyth	2	-	-	15	4 armed humanoids
Octopoids	1	-	-	8	+2 spells
Siren	1	-	-	6	Mesmerize attack
Naga	2	-	-	14	Sting attack
Imp	$\frac{1}{2}$	7	5	3	+1 spell
Mantis Man	2	-	-	13	Armor +1, Initiative +1, Claw Attack
Gremlins	1/4	-	-	2	Cannot use hand weapons

**Size** 1 flyers are normal size.

**Size**  $\frac{1}{2}$  flyers are small size. Hand Weapons do -1 damage and get -1 range.

**Size** 2 flyers are normal size. Hand Weapons do +1 damage and get +1 range.

**Size** 3 flyers are normal size. Hand Weapons do +2 damage and get +2 range.

Each rider can hold/carry a fair number of hand

weapons/ items. A reasonable number of extra hand weapons can be stored on the mount. Riders may carry shields: Negate an attack that hits the rider on a roll of 1-2 on 1D6.

Riders may wear helmets: Armor +1 and Initiative -1. Leather Armor: Armor = 1, Chain Mail: Armor = 2, Plate Armor = 3

## Rider Class List

Class	Notes
Knight	Fighter, Plate Armor, Hits +2D6

Class	Notes
Warrior	Fighter, Chain Armor, Hits +2D6, Initiative +1
Rogue	Hits +1D6, Dodge +2, Tohit +1, Initiative +1
Soldier	Hits +1D6, Fighter, Chain Armor, Dodge +1
Wizard	Spells +2D6, Magic Resistance +1
Cleric	Spells +1D6, Chain Armor, Hits +1D6
Barbarian	Fighter, Hits +3D6, Magic Resistance +1
Amazon	Fighter, Hits +1D6, Dodge +1, Initiative +1
Archer	Hits +1D6, Tohit +2

For Fighters hand Weapons do +1 damage.

### Rider Experience Table

1	Hits +1D6
2	+1 damage with hand weapons
3	Initiative +1
4	Tohit +1
5	+1 Spell
6	Magic Resistance +1

1	Hits +1D6
7	Dodge +1
8	Mount gets +1 Speed
9	Mount gets +1 Maneuverability
10	Tough: Armor +1

Roll 1D10 on this table to beef up riders and make them extra heroic.

### Superior Mount Table

1	Hits +1D10
2	Magic Resistance +1
3	Capacity +1
4	Speed +1

1	Hits +1D10
5	Maneuverability +1
6	Armor +1

Roll 1D6 on this table for meaner mounts.

### Weapon List

Name	Range	Tohit	ROF	Dam	Ammo	Type	Notes
Acid Sprayer	4	+2	1	1	6	M	Acid
Gasser	3	+2	1	0	4	M	Gas
Stink Bomb	3B	-	1	0	1	B	Gas
Poison Dart	5	-2	1	0	6	H	Poison
Cast Net	3	-	1	0	1	H	Net
Weighted Net	1	+2	1	0	1	B	Net
Lasso	4	-	$\frac{1}{2}$	0	U	H2	Net
Mechanical Claw	2	-	1	0	U	M	Grab
Incendiary Bomb	1B	-	1	4	1	B	Fire
Hand Grenade	4	-	1	2	U	H	
Horn of Blasting	5	+2	1/2	1	U	H/M	Stun
Flame Thrower	5	+2	1	2	4	M	Fire
Fire Ball Gun	8	+2	1/3	3	U	M2	Fire
Lightning Globe Caster	7	+1	1/2	2	U	M2	Stun
Freeze Ray	6	+2	1	1	7	M	Freeze
Rocket	20	-1	1	9	1	M	
Trebuchet	19	-2	$\frac{1}{4}$	6	4	M3	
Scorpion	10	-	$\frac{1}{2}$	3	8	M	

Name	Range	Tohit	ROF	Dam	Ammo	Type	Notes
Ballistae	13	-	1/3	4	6	M2	
Short Bow	8	-	1	1	20	H2	
Long Bow	10	-	1	2	16	H2	
Great Bow	12	-	1	3	12	H2	
Arquebus	6	-	$\frac{1}{2}$	2	9	H2	
Catapult	15	-1	1/3	5	6	H2	
Bombard	17	-1	$\frac{1}{4}$	7	5	M3	
Swivel Gun	10	-	$\frac{1}{2}$	3	15	M	
Javelin	1/7	-	1	2	U/3	H	
Dagger	A/3	-	1	1	U/1	H	
Harpoon Gun	10	-	1/2	3	5	M	Grab
Trident	1	-	1	2	U	H	
Throwing Disk	5	-	1/2	1	R	H	
Thunder Hammer	A/5	-	1/2	2	U/R	H	
Boomerang	5	-	1/2	1	R	H	
Vortex Gun	12	+2	1/3	1D6	5	M2	
Blunderbuss	4	+1	1/2	1	6	H2	
Sniper Rifle	15	+1	$\frac{1}{2}$	2	9	H2	
Musket	8	-1	1	1	12	H2	
Hand Axe	A/5	-	1	2	U/2	H	
Gatling Gun	9	-	3	2	12	M2	
Star Caster	7	-	3	1	15	M	
Pelter	6	-	4	1	32	M2	
Needler	5	-	3	0	21	M	Poison
Crossbow Repeater	8	-	2	2	20	M	
Pellet Gun	7	-	2	1	14	M	
Dart Gun	6	-	1	2	10	M	Poison
Blow Gun	4	-1	$\frac{1}{2}$	0	7	H2	Poison
Goo Gun	5	+1	$\frac{1}{2}$	0	5	M	Web
Bag of Scorpions	2	-	1	0	1	H	Poison
Web Shooter	4	+1	$\frac{1}{2}$	0	6	M	Web
Net Gun	6	+2	$\frac{1}{2}$	0	5	M	Net
Ball and Chain	1	-	1	2	U	H	
Lance	2	-	1	3	U	H	
Pike	3	-	1	3	U	H2	
Spear	2/6	-	1	2	U/1	H	
Halberd	2	-	1	3	U	H2	
Sling	6	-1	$\frac{1}{2}$	1	9	H	
Sling Staff	8	-1	$\frac{1}{2}$	2	8	H2	
Bubble Projector	4	+1	1	0	6	M	Bubbles
Grappling Hook	5	-	$\frac{1}{2}$	1	1	H2	Grab
Inferno Bomb	1B	-	1	8	1	B	Fire
Boiling Oil	1B	+2	1/9	2	1	M	Fire
Circular Saw	1	-	1	3	U	M	
Chain Saw	1	-	1	2	U	M	
Blunt Ram	A	+1	A	2	U	M	
Piercing Ram	A	+1	1	3	U	M	Grab
Banshee in a Bottle	3	+4	1	1	U	H2	Stun
Shot Put	3	-	1	1	6	H	
Steam Cannon	14	-	1/6	6	5	M3	
Organ Gun	9	+2	$\frac{1}{4}$	2	5	M	
Tessla Coil	11	-1	1/3	3	U	M	Stun
Smoke Generator	1	-	1	S	20	M	Smoke

Name	Range	Tohit	ROF	Dam	Ammo	Type	Notes
Whip	2	-	1	1	U	H	
Cat-o-nine-tails	1	+1	1	2	U	H	
Bola	5	-	$\frac{1}{2}$	1	2	H	Net
Rocket Spear	13	-1	1/2	4	3	M	
Horseshoes	4	-	1	1	4	H	
Spore Caster	3	-	1	0	5	M	Spores
Balloon Mines	1	-	1	1	8	B	
Parachute Bombs	1	-	1	1	12	B	
Spit in the Eye	2	-2	$\frac{1}{2}$	0	U	-	Stun
Molotov Cocktail	3	-	1/2	2	3	H2	Fire
Flintlock Handgun	5	-	1	2	7	H	
Crossbow Pistol	4	-	1	1	9	H	
Sword (short HTH weapons)	A	-	1	2	U	H	
Onager	14	-1	$\frac{1}{2}$	1	14	M	
Jettison	4	+1	$\frac{1}{4}$	3	1	M	
Drill	1	-	1	2	U	M	

**ROF** Rate of Fire.

Ranges are in inches. If range is indicated by x/x the first value is hand-to-hand, the second is thrown.

**B** The weapon is a bomb.

**U** Unlimited Ammo

**H** Hand weapon (1 handed)

**H2** Hand weapon (2 handed)

**M** Mounted weapon. Size =1

**M2** Mounted weapon. Size =2

**M3** Mounted weapon. Size =3

**R** Returns to Thrower

## Spell List

**Petrify**- Range = 4. Target suffers 'Petrify' effect. Target may save.

**Paralyze**- Range = 4. Target suffers 'Paralyze' effect. Target may save.

**Death**- Range = 4. Target suffers 'Death' effect. Target may save.

**Fear**- Range = 4. Target suffers 'Fear' effect for 1D6 turns. Target may save at end of every turn.

**Lightning**- Range = 10. Damage = 3. Target suffers 'Stun' effect.

**Fireball**- Range = 6. ToHit +2. Damage = 4. Target suffers 'Fire' effect.

**Disintegrate**- Range = 4. Target suffers 'Death' effect. Target may save.

**Web**- Range = 4. ToHit +2. Target suffers 'Web' effect. Target may save.

**Cold Blast**- Range = 4. ToHit +2. Damage = 1. Target suffers 'Freeze' effect. Target may save.

**Counter**- Target incoming spell negated.

**Reflect** - Target incoming spell targets its caster.

**Heal**- Cast on self or friendly target within 1 inch. Target heals 3D6 lost hit points.

**Deflect**

- Pick new target for incoming spell.

**Ice Shards**- Range = 6. Get 5 attacks of Damage = 1 each.

**Ice Ball**- Range = 8. Damage = 2. Target suffers 'Freeze' effect. Target may save.

**Illusions**- Creates an imaginary flyer within 5 inches. Opponents in range attack illusion on a roll of 1-3 on 1D6. Illusion lasts until hit. Moves like mount it resembles.

**Invisibility**- Cast on Self or friendly flyer within 3 inches. Flyer is -3 to be hit. Invisibility lasts 1D6 turns or until flyer is hit.

**Acid**- Range = 2. ToHit +2. Damage = 3. Target suffers 'Acid' effect.

**Flying**- Cast on self or friendly rider within 1 inch. Target can fly for the rest of the battle. Speed = 4. Maneuverability = 3.

**Gas Cloud**- Creates a 3 inch diameter poison gas

cloud within 6 inches of caster.

**Mesmerize**- Range = 4. Target suffers 'Mesmerize' effect for 1D6 turns. Target may save at end of every turn.

**Winds**- Self or flyer within 5 inches gets acceleration +1D6 this turn.

**Force Field**- Self or flyer within 4 inches gets Armor +6 for 1D6 turns.

**Curse**- Range = 4. Target gets -1 to all rolls for the rest of the battle.

**Blessing**- Self or Range = 2. Target gets +1 to all rolls for the rest of the battle.

**Teleport**- Self or Range = 2. Move target to any location on the map. **Tornado**- 10 inches tall. 1 inch in diameter. Starts next turn within 5 inches of caster.

Can move 1D6 inches per turn. Caster controls movement. Lasts 1D6 turns. Mounts within 1 inch

take 1D6 damage.

Black Sphere- 1 inch in diameter. Starts next turn within 5 inches of caster. Speed = 4 Maneuverability = 3. Caster controls movement. Lasts 1D6 turns. Make Ramming Attack. If hit, flyers save vs magic or are annihilated.

## Magic Items.

Items can take many forms: Weapons, armor, staves, wands, jewelry, rings, etc. Power items: Mimic a spell and have 1D6 charges. Personal items: Mimic a result of the rider experience table. Work continuously.

Maneuverability	Level	MTR
Very Poor	1	4
Poor	2	3
Average	3	3
Good	4	2

The MTR is the number of hexes the flyer must move forward before turning 1 hex face. All Mounted Weapons have a firing arc of 60 degrees. Flyers in adjacent hexes are considered to be at range = 1 or adjacent depending on the attack mode of the attacker.

## Optional Rules: Two-dimensional Play

Ignore Climb, Dive, and Altitude stats and rules. For bombing purposes, if 2 flyers occupy the same

## Obstacles

Clouds- Block line of sight. Determine diameter and height.

Winds- Increase acceleration +1 in one direction and decrease it in the opposite direction.

Rain- No fire results. All ToHit rolls at -1.

Solid Earth- Mountain Peaks, Cliffs, Towers, Floating Cities, Bridges.

Larger Flyers- Ships, Barges, Leviathans, Ancient Dragons, Hulks

## Optional Rules: Hex Maps

Convert inches into hexes. Replace the Turn Radius stat with the MTR (Move Turn Ratio) stat.

Maneuverability	Level	MTR
Very Good	5	2
Very Good-2	6	1
Very Good-3	7	1
Very Good-4	8	$\frac{1}{2}$

space, the flyer that entered the space last is considered to be at the higher altitude. Otherwise, consider all flyers and obstacles to be at the same altitude.

## Sample Scenario: Wizards Run

A small group of Adventurers on a quest are ambushed by motley band of Sky Pirates. The wizards get a minor victory if they make it off the end of the map. ....

## The Wizards Flyers

<b>Rider</b>	<b>Ezerus the Arcanus</b>
Class	Wizard Race: Human, Spells: 5
Items	Hail Machine (Ice Shards, 6 charges), Dragon Scale Suit (Armor = 5)
Mount	Flying Machine with Lightning Globe Caster

<b>Rider</b>	<b>Sheva the Enchantress</b>
Class	Wizard, Race: Sprite, Spells: 3
Items	Wand of Illusions (Illusions, 3 charges)
Mount	Butterfly with Web Gun

<b>Rider</b>	<b>Favian the Adept</b>
Class	Knight, Race: Human
Items	Sword, lance and shield
Mount	Chimera with Horn of Blasting

<b>Rider:</b>	<b>Lobo</b>
Class:	Warrior, Race: Lizardman
Items:	Spear and Shield
Mount:	Pterodactyl with Weighted net and Pellet Gun

<b>Rider:</b>	<b>Grock</b>
Class:	Rogue, Race: Beastman
Items:	Whip
Mount:	Bat with Flame Thrower

## The Sky Pirates Flyers

<b>Rider:</b>	<b>Captain Churl</b>
Class:	Warrior Race: Orc
Items:	Hand Axes and Lasso

<b>Co-pilot</b>	<b>(Gunner/Loader): Mawgi</b>
Class:	Soldier, Race: Kobold
Items:	Hand Grenades and Daggers
Mount:	Flying Pig with Catapult

<b>Rider:</b>	<b>Scagg</b>
<b>Class:</b>	Archer, Race: Goblin
<b>Items:</b>	Short Bow
<b>Mount:</b>	Dragon Fly





# Fantasy Skirmish

## Introduction

Board & card game for 2 players. Battle between two Fantasy Armies. Abstract skirmish level combat.

Each figure represents a single hero, monster, or unit.

## Victory

You win if you kill all opposing units with Leadership Skill.

## The Map

Use an 8x8 chessboard.

## Figures

Use chits or miniatures to represent units.

## Armies

Pick which type of army you want. Currently available choices include: Dwarves, Orcs, Goblins, Elves, Feudals. Future additional lists may include: Barbarians, Undead, Hobgoblins

## Building Your Army

Each Figure has a cost value. A standard army will be worth 150 points. An Army must include a Leader.

A standard army must have 16 figs.

## Setup

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

## The Cards

Players share a 90 card common deck.

## Turn Sequence

Players take turns. Each turn has 3 phases: Fate Phase Move Phase Attack Phase

## Fate Phase

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

Discard excess cards.

## Move Phase

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

Moves can be diagonal or orthogonal. Units cannot move through other units. "Knight" type move cards allow a unit to move like a knight in chess.

The Knight move cards can only be used by units with a Move stat of 3+. Instead of moving just one unit in any direction, you have the option of moving up to three units forward the indicated number of spaces using a single move card.

## Attack Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. The unit must have a Strength value equal to or greater than the value of the Attack card in order to use it.

Attacks can be diagonal or orthogonal. The attack can be at a range equal to or less than the range stat of the attacking unit. Units with ranged attacks cannot attack over (through) other units.

Each attack does one point of damage. A unit reduced to zero Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

A unit that becomes immobilized cannot move, attack, defend or use SA's.

## Special Abilities

Most units have one special ability (SA). Discard a SA card to have a unit use its special ability. Some SA's do not require a SA card to be discarded.

## Spells

A unit as its special ability may know one or more spells. Before the game starts, pick which spells the unit knows. Spells must be picked from that races Spellbook list.

To cast a spell, just discard a SA card.

## Common Deck Card List Notation

**M** Movement

**A** Attack

**D** Defense

**N** Negate Move

**SA** Special Ability

**Str** Strength

**#** Number of that card in the deck

**Type** Purpose of card



## Common Deck Card List

Card Name:	#	Type	Notes
Move 1	10	M	move unit exactly 1 space
Move 2	8	M	move unit exactly 2 spaces
Move 3	6	M	move unit exactly 3 spaces
Move 4	4	M	move unit exactly 4 spaces
Move K	2	M	move unit as a Knight
Attack 1	8	A	unit with Strength 1+ may attack
Attack 2	7	A	unit with Strength 2+ may attack
Attack 3	6	A	unit with Strength 3+ may attack
Attack 4	5	A	unit with Strength 4+ may attack
Attack 5	4	A	unit with Strength 5+ may attack
SA	20	SA	Unit may use its Special Ability
Defend	5	D	Negate Attack card played by opponent
Negate	5	N	Negate Move card played by opponent

## Unit Special Abilities List

**Attack** = The unit may discard a SA card (instead of an Attack card) to make an attack. **Shield** = The unit may discard a SA card (instead of a Defense card) to negate an attack on itself. **Martyr** = The unit may discard a SA card to take the damage directed at an adjacent unit.

**Slay** The unit does 2 points of damage instead of one. **Leadership** = All adjacent units get a Strength value of +1. **Berserk** = The unit may make an additional attack each turn. **Spells (X)** = The unit knows X number of spells.

**Throw** = The unit may discard a SA card to make an attack of a range of exactly = 2. **Explode** = The unit may discard a SA card to kill itself and do 1 damage to all adjacent units. **Regeneration** = The unit may discard a SA card to regain one lost hit.

**Scout** = If adjacent to an enemy unit, the unit may discard a SA card to look at your opponents hand. **Indirect Fire** = The unit may make ranged attacks over other units. **Trample** = The unit may continue to move after attacking.

**Ride** The Unit may move twice per turn

**Net** Target of range = 2 is Immobilized for 3 turns.

## Dwarf Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
9	Troll Slayer	2	2	1	3	Slay
11	Giant Slayer	2	3	1	4	Slay
8	Crossbows	2	1	3	2	None
10	Gunners	2	1	3	3	Attack
7	Clansmen	2	1	1	2	Shield
7	Axers	2	1	1	2	Throw
8	Berserkers	2	1	1	3	Berserk
7	Runner	3	1	1	1	Scout
9	Longbeards	2	1	1	2	Leadership
7	Hammers	2	1	1	2	Attack
8	Shield Bearers	2	2	1	1	Shield, Martyr
12	Champion	2	3	1	4	Attack
12	Dwarf Lord	2	3	1	3	Leadership
10	Rune Lord	2	2	1	2	Spells (3)
14	War Machine	4	4	1	4	Trample
7	Powder Keg	3	1	1	1	Explode
6	Adept	2	1	1	1	Spells (1)
11	Steam Cannon	1	1	5	3	Indirect Fire

## Dwarf Spell Book

Spell	Notes:
Thunder	Attack with range of exactly = 4
Stone Skin	Self or adjacent unit gets Shield Ability for 4 turns
Mend	Restore one lost hit to self or adjacent unit
Sharpness	Self or adjacent unit gets Attack Ability for 4 turns
Lore	Look at next 7 cards in the deck
Petrify	Range = 4. Target immobilized for 4 turns
Stone Rain	Indirect Attack with range of exactly = 4

## Orc Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
9	Assassin	3	2	1	2	Slay
9	Archers	3	1	3	1	Attack
7	Scimitars	2	1	1	2	Attack
9	Spy	4	1	1	2	Scout
15	Chieftain	3	3	1	4	Leadership
10	Shaman	2	2	1	3	Spells (3)
6	Hedge Wizard	1	1	1	1	Spells (2)
11	Boar Riders	4	2	1	2	Ride
7	Spears	2	1	1	2	Throw
6	Clubbers	2	1	1	1	Martyr
16	Ogre	3	4	1	5	Throw
13	Troll	3	3	1	4	Regenerate
10	Catapult	1	1	5	2	Indirect Fire
10	Black Orcs	3	2	1	3	None
11	Champion	3	3	1	3	Berserk
10	Half Orcs	3	1	3	2	None
7	Guards	2	1	1	2	Shield
8	War Drums	1	1	1	1	Leadership

## Orc Spell Book

Spell	Notes:
Blood Rage	Self or adjacent unit gets Berserk Ability for 4 turns
Fire Ball	Attack with range = 4
Reattach	Self or adjacent unit gets Regenerate Ability for 4 turns
Curse	Range = 3. Target cannot use SA's and is -1 to Move stat for 8 turns
Poison	Self or adjacent unit gets Slay Ability for 4 turns

## Goblin Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
8	Raiders	3	1	1	2	Attack
9	Grenadiers	2	1	2	3	Explode
6	Irregulars	2	1	1	1	Martyr
9	Witchdoctor	2	1	1	1	Spell (3)
9	Alchemist	2	1	2	1	Spell (2)
7	Spearchuckers	2	1	1	2	Throw

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
8	Fanatics	2	1	2	2	Berserk
9	Shortbows	3	1	3	1	Indirect
10	Gob Lobber	1	1	5	2	Indirect
12	Wolf Riders	4	2	3	2	Ride
10	Hero	3	2	1	3	Attack
11	King	2	2	1	2	Leadership
7	Cut Throat	3	1	1	1	Slay
11	Rocket Launcher	1	1	5	3	Explode
11	Bugbears	3	3	1	3	Attack
6	Net Casters	2	1	1	1	Net
7	Infantry	2	1	1	2	Attack
7	Scouts	3	1	1	1	Scout

## Goblin Spell Book

Spell	Notes:
Summon Goblin	Put an irregular into play adjacent to caster
Poisons	Self or adjacent unit gets Slay Ability for 4 turns
Instability	Self or adjacent unit gets Explode Ability for 3 turns
Evil Eye	Attack with range of exactly = 3
Hex	No unit may enter target empty square for 5 turns
Amulets	Self or adjacent unit gets Shield Ability for 4 turns
Warflame	Self or adjacent unit gets Leadership Ability for 3 turns

## Elf Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
13	Rangers	3	2	4	3	Slay
10	Warriors	3	2	1	3	Attack
10	Unicorn	4	1	1	3	Ride
13	Elf Lord	4	2	1	2	Leadership
10	Arch Mage	2	1	1	1	Spell (4)
7	Mage	2	1	1	1	Spell (2)
12	Arch Druid	3	2	1	2	Spell (3)
6	Druid	2	1	1	1	Spell (1)
9	Riders	4	1	1	2	Ride
9	Guardians	2	2	1	3	Shield & Martyr
11	Hunters	3	1	3	2	Indirect & Scout
11	Archers	2	1	4	3	Indirect
7	Spears	2	1	1	2	Throw
9	Scout	3	1	3	1	Scout
7	Swords	2	1	1	2	Attack
10	Ballista	1	1	5	3	None
11	Warrior Maiden	3	1	1	2	Leadership
13	Treant	2	4	1	5	Shield
11	Great Eagle	4	1	1	2	Fly, Ride, & Scout

## Elf Spell Book

Spell	Notes:
Tangle Roots	Range = 4. Target immobilized for 4 turns
Healing Ways	Restore one lost hit to self or adjacent unit
Energize	Self or adjacent unit gets Berserk Ability for 4 turns
Tree Meld	Self or adjacent unit gets Shield Ability for 4 turns
True Aim	Self or adjacent unit gets Attack Ability for 4 turns
Wild Winds	Negate Attack made against self or adjacent unit
Vision Pool	Look at next 7 cards in deck

## Feudal Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
7	Footmen	3	1	1	1	Martyr
6	Squire	3	1	1	1	None
14	Knights	4	3	1	4	Ride & Shield
10	Longbowmen	2	1	4	2	Indirect
8	Archers	2	1	3	1	Indirect
9	Crossbowmen	2	1	3	2	None
11	Trebuchet	1	1	5	3	Indirect
10	Catapult	1	1	5	2	Indirect
13	King	4	2	1	2	Leadership
15	Nobles	4	2	1	4	Leadership
9	Wizard	2	1	1	1	Spells (4)
7	Magician	2	1	1	1	Spells (2)
8	Priest	2	1	1	1	Spells (3)
8	Halberdiers	2	1	1	3	Attack
7	Swordsmen	2	1	1	2	Attack
8	Shieldmen	2	2	1	1	Shield & Martyr
8	Pikemen	1	1	1	4	None
8	Rogue	3	1	1	1	Scout & Slay

## Feudal Spell Book

Spell	Notes:
Crystal Ball	Look at opponents hand
Blessing	Self or adjacent unit gets Attack Ability for 4 turns
Holy Armor	Self or adjacent unit gets Shield Ability for 4 turns
Smite	Self or adjacent unit gets Slay Ability for 4 turns
Teleport	Self or adjacent unit transported to any empty Square
Lightning Bolt	Attack with range of exactly = 4
Haste	Self or adjacent unit gets Move +1 & Berserk Ability for 3 turns
Sanctuary	Negate Attack made against self or adjacent unit
Dispell	Negate Spell cast by opposing unit





# Five Armies

## Introduction

Board & card game for 2 players. Battle between the Free Peoples & the Goblinfolk for control of Smaug's treasure at the end of the Hobbit (by JRR Tolkien). Each figure represents a warband of many troops.

## Disclaimer

'Middle Earth/The Hobbit' are copyrighted/trademarked properties. This is just a fan site.

## Victory

You win if you kill off 10+ of your opponents units.

## The Map

Use an 8x8 chessboard.

## The Men

Use chits or miniatures to represent units. Each side has 4 types of units.

## Units Table Notation

Weapon = Weapon Cards the unit uses.

# Number of that type of unit each player has in setup.

**Move** The types of Move Cards the unit can use.

## Free Peoples Unit Table

Name	#	Move	Weapon
Dwarves	3	1-2	Hammers
Men	6	1-3	Swords & Spears
Elves	5	1-4	Bows & Arrows
Eagles	2	1-5	Claws

## Goblin Unit Table

Name	#	Move	Weapon
Trolls	3	1-4	Hammers
Orcs	6	1-3	Swords & Spears
Goblins	5	1-2	Bows & Arrows
Wargs	2	1-5	Claws

## Setup

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

## The Cards

Players share a common deck.

## Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

## Orders Phase

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

Discard excess cards.

## Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for the Eagles. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

"Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

## Battle Phase

Play (discard) an Attack card to have a unit attack. A unit must use an attack card that is the same as his weapon. For Example: Elves & Goblins can only use Bow & Arrow cards.

The attack card has a number. This is the range of the attack. Attacks are diagonal or orthogonal.

"Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack is automatically killed and removed from the map. Units cannot attack through other units.

Your opponent may play a defense card to negate your attack. Elf and Warg units can make two attacks per turn (using two attack cards)

## Card List Notation

**M** Movement

**A** Attack

**D** Defense

**X** Special Card

**K** as a Knight would move in Chess

**Type** Purpose of card

# Number of that type of card in the deck

**Card List**

Card Name:	#	Range	Type	Notes
Very slow	5	1	M	
Slow	4	2	M	
March	3	3	M	
Fast	2	4	M	
Very Fast	1	5	M	
Claws	3	1	A	
Hammers	3	1	A	
Bows	2	3	A	
Arrows	2	K	A	
Swords	3	1	A	
Spears	2	2	A	
Tough	2	-	D	Negate Attack
Scout	2	-	X	Look at Opponents Hand
Magic	2	-	X	Discard to draw 2 cards

**Cardset Available**

By Eric Sprague. Thanks!!! [Click Here](#)





# Flintloque Skirmish

## Introduction

Zombie Cossacks, Elven Grogards, Dwarf Landwehr, Drow Fusiliers, Orc Hussars... Fantasy in the Age of Muskets. Card Game for 2+ players.

## Victory

Send 10 enemy Units to their Graves.

## Disclaimer

Flintloque is a licensed, copyrighted property. This is merely a Fan site.

## The Decks

Each player has a unique Army Deck. Players share a common Strategy Deck.

## Army Decks

Each Race has a unique Deck. Army decks contain 3 types of cards: Leaders Brigades Magic Items

## The Strategy Deck

Players share a common Strategy Deck. Card Types include: Events Terrain

## Hands

Each player has 2 Hands: Army Hand Strategy Hand

## Dice

Twenty sided dice (D20) are needed.

## Casualty Markers

Use counters or tokens as casualty markers (CM)  
A Brigade with CM = or greater than its Attack Rating (AR) immediately Routs to the discard pile.

---

## Ferach High Elves

The High Elves are the French

## Catalucia Dark Elves

The Dark Elves are the Spaniards

## Witchlands Undead

The Undead are the Russians

## Krautian Dwarfs

These Dwarves are the Prussians. Note: Dwarf Cavalry ride Ponies or large Pigs.

## Finkelstein Dwarfs

These Dwarves are the Bavarians.

## Albion Orcs

The Orcs are the English.

## Bog Orcs

The Bog Orcs are the Irish.

## Jaccobe Ratmen

The Ratmen are the Scots.

## Skandavia Trolka

The Trolls are the Dutch & Scandinavians.

## Ostaria Dogmen

These Dogmen are the Austrian-Hungarians & Eastern Europeans.

## Finkelstein Dogmen

These Dogmen are the Saxons.

## Al-garvey Goblins

The Goblins are the Portuguese.

## Halflings Of Aegypt

These Halflings are the Arabs.

## Krautian Ogres

Ogres are Germanic. Note: Ogre Cavalry ride Rhinos.

## Nepolese Todoroni

The Frogmen are the Italians.

## Othari Ottermen

The Ottermen are the Turks.



## Game Notation

Units: Army cards: Leaders & Brigade cards. Deployed Units: Units in play. Reserve: A players Army Deck: Army Cards not in play.

Grave: Army Deck discard pile. Hand: Composed of only Strategy cards. Routed: Brigade & attached Leader are discarded to the Grave.

## Setup

Each player draws and deploys 8 cards from their Army deck. Flip a coin, the winner goes first. Each player starts with a hand of 5 Strategy cards.

## Turn Sequence

Players take turns. Each turn has 12 Phases:

1. Strategy Phase
2. Maneuver Phase
3. Reserves Phase
4. Deployment Phase
5. Terrain Phase
6. Skirmish Phase
7. Bombardment Phase
8. Volley Phase
9. Declaration Phase
10. Defensive Fire Phase
11. Charge Phase
12. Rally Phase

## Strategy Phase

Draw 2 cards from the top of the Strategy Deck and put them in your Strategy hand. Max hand size is 7 cards. Discard excess cards.

## Maneuver Phase

You may attach one Terrain card from your strategy hand to one of your Brigades. A Brigade may only have one Terrain card attached.

## Reserves Phase

Draw 2 cards from the top of your Army deck & put them in your Army Hand. Max hand size is 5 cards. Shuffle extra cards back into your Army deck.

## Deployment Phase

You may put 1 Brigade card face-up into play. You may put 1 Leader card face-up into play. Leaders must be attached to Brigades.

A Brigade can have only 1 Leader Attached. You may put 1 Magic Item card face-up into play. Magic Items include Relics & Banners.

A Brigade may have 1 Banner Attached. A Leader may have 1 Relic Attached.

## Terrain Phase

You may attach Terrain cards from your hand to your Brigades. A Brigade may only have 1 Terrain card attached.

## Skirmish Phase

Your Skirmish Brigades may Attack. Any target Brigade may be attacked.

**X** The Attack Rating (AR) of the Attacker  
Roll 1D20 (This is the Skirmish Roll)

### 1D20 Result:

1 - 2X The Target takes 1 Casualty Marker (CM)

(For Example: A skirmisher has a modified AR = 7) (The player rolls 1D20. If the result is 14 or less, the target suffers 1 CM) If attacking another Skirmish Unit the AR is -2. If the Brigade takes a CM roll 1D20 again (This is the Sniper Roll) On a Roll of  $\frac{1}{2}$  X or less the attached Leader is sent to the Grave. (For Example: the Unit above "hits". Roll again) (on a roll of 4 (round up) or less the Leader is shot) Mounted Units never get to make a Sniper Roll.

## Bombardment Phase

Your Artillery Brigades may Attack. Any target Brigade may be attacked.

**X** The Attack Rating (AR) of the Attacker  
Roll 1D20 (This is the Bombardment Roll)

### 1D20 Result:

1 - X The Target is Routed

X - 2X The Target takes 1 Casualty Marker (CM)

If attacking a Skirmish Unit the AR is -2. If attacking an Infantry Unit the AR is +1.

## Volley Phase

Your Infantry Brigades may Attack. Any target Brigade may be attacked.

**X** The Attack Rating (AR) of the Attacker  
Roll 1D20 (This is the Volley Roll)

### 1D20 Result:

1 - X The Target is Routed

X - 2X The Target takes 1 Casualty Marker (CM)

If attacking a Skirmish Unit the AR is -1. Skirmish & Cavalry units may only be targeted if their owner allows it, if not, The attack is directed at the Reserve (Reserve cards cannot refuse to be attacked) A single Brigade may be fired upon by a max of 2 enemy brigades in Volley Phase. These are referred to as the Primary & Support Attackers.



## Declaration Phase

You may commit brigades to charging the Enemy. Only Infantry and Cavalry may charge. Skirmish & Cavalry units may only be charged by Infantry if their owner allows it, if not, The attack is directed at the Reserve (Reserve cards cannot refuse to be charged) Charging Units discard any attached Terrain cards.

The attacker determines which of his units charges which enemy unit. A brigade may only be charged by a maximum of 2 units per turn.

## Defensive Fire Phase

Units that can shoot, who are being Charged, may attack the units charging them. Only units in play,

1D20	Result:
1 - X	The Target Brigade is Routed
X - 2X	Both Target & Charging Unit inflict 1 Casualty Marker (CM)
2X+	The Charging Brigade is Routed

Cavalry attacking a Skirmish Unit get AR +2.

## Rally Phase

Each Brigade routed this turn make a Rally Roll: Roll 1D20: On a Roll of 18+ the Unit rallies and stays in play. Second Rate Units get -2 to Rally Rolls. Skirmishers & Light Cavalry get +1 to Rally Rolls.

If a Leader is attached to the Brigade get a +2 to the Rally Roll. Brigades in Fortifications get +1 to Rally Rolls.

## Attacking The Reserve

If the defending player has no brigades in play, The attacking brigade directs its attack vs the top card of The defenders Reserve Deck. The defending player may substitute a card from his Army hand. If the top card is a Leader or Magic Item, it is automatically discarded.

If the top card is a Brigade, roll to attack it as if it was in play. If the defending Brigade does not Rout, It is automatically deployed into play.

## Cavalry Special Rules

Some cavalry units have guns & some do not. These all require special Rules: Dragoons have muskets & can attack in Volley Phase Hussars have pistols & can attack in Skirmish Phase Mounted Carbiners can attack in Skirmish or Volley Phase Cuirassiers, Mounted Grenadiers & Chasseurs have Sabres only: They get AR +2 in Charge Phase Uhlans & Lancers have Spears only: They get AR +2 in Charge Phase Cossacks have a variety of Fierce Weapons: Cossacks may attack in Skirmish Phase with AR -1 Cossacks get AR +1 in Charge Phase

not units in reserve. Use the appropriate tables from above.

(Cavalry use the Skirmish Table but cannot make a Sniper roll) Each unit being charged may receive support from one unit not being charged for each unit charging it. A supporting unit can make a defensive fire roll against a charging unit. A unit can only make 1 fire roll in defensive fire phase.

## Charge Phase

Charging units that survived Defensive Fire Phase may attack.

**X** The Attack Rating (AR) of the Attacker  
Roll 1D20 (This is the Charge Roll)

## Infantry Special Rules

Attackers get AR+1 when attacking Second Rate Infantry Heavy Infantry are less likely to Rout: All attacks against them are AR-1. Heavy Infantry get AR +1 to Charge Rolls. Engineers, Sappers, and Grenadiers are AR +2 vs Units with attached Fortification Terrains.

## Direct Fire Artillery Special Rules

Artillery units get AR+2 for defensive Fire.

## Indirect Fire Artillery Special Rules

This includes Rockets, Mortars, Howitzers, & Siege Artillery. These units may automatically attack the Reserve. The following cards cannot be used with indirect Artillery: Round Shot, Canister, Grape Shot

## Skirmisher Special Rules

Cavalry get +2 AR when charging Skirmishers. Attacks by Artillery vs Skirmishers are AR-1.

## Hospital Units

If deployed, 1 of your Brigades removes 1 CM in your rally Phase.

## Orc Special Rules

Orcs are big, burly, pugnacious, and hard to kill. Orc Brigades get AR +1 to Charge Rolls. Charge Attacks vs Orc Brigades are AR -1.

## Ratman Special Rules

Rats are Undisciplined but Fierce. Volleys Rolls by Rats are AR -1. Rat Brigades get AR +2 to Charge Rolls.

## Elf Special Rules

Elves produce accurate and disciplined long range firepower. Volleys Rolls by Elves are AR +1.

## Dwarf Special Rules

Dwarves have excellent Morale and are hard to Break. If an Attack Roll indicates a Rout Result, instead roll 1D20: On 10+ the Dwarves do not Rout and instead get 1 Casualty Marker.

## Ogre Special Rules

Ogres make lovely targets. All Shooting attacks vs Ogres are AR+1. Ogre Brigades get AR +3 to Charge Rolls.

Charge Attacks vs Ogre Brigades are AR -2. Ogres carry very large Weapons. All Shooting attacks made by Ogres are AR+1.

## Undead Special Rules

Undead Brigades Regenerate: They remove 1 CM in Rally Phase on a roll of 10+ in Rally Phase.

## Ferach High Elf Grand Armee List

Card Name:	Type	#	AR	Notes:
Marshall Jacques De Payen	L	1	+3	All Elves in Play Rally +2
Colonel Etienne Gerard	L	1	+2	Attached Cavalry gets AR +1
Major Michele D'Kless	L	1	+3	Attached Infantry gets AR +1
Captain Dumont Gaheris	L	1	+2	Attached Artillery gets AR +1
Lieutenant Jardine Perimones	L	1	+1	Attached Skirmisher gets AR +2
Captain Adrienne St. Bane	L	1	+2	Attached Infantry gets AR +1
Heroic Elf Officer	L	1	+2	Martyr
Aggressive Elf Officer	L	1	+1	Charging Brigade gets AR +1
Dastardly Elf Officer	L	1	+1	
Imperial Garde Troopers	IH	1	6	
Velite Grenadiers	IH	1	5	
Elf Line Infantry	I	3	3	
Elf Imperial Marines	I	1	4	
Elf Engineers	I	1	4	
Republican Militia	I2	2	2	
Elf Carabiniers	S	1	4	
Elf Chasseurs	S	1	5	
Elf Voltiguers	S	1	4	
L'Esprit Du Garde Cuirassiers	CH	1	6	
Grenadiers A Cheval	CH	1	5	
Corps Imperial Dragoons	C	1	4	
Lanciers Rogue	CL	1	3	
Hussars de Jeune	CL	1	3	
Mountain Guns	AL	1	3	
Elf Field Artillery	AL	2	4	
Garde Artillerie A'Cheval	A	1	5	
Gun Battery	A	1	4	
Elf Siege Artillery	AH	1	4	

## Army Decks Card List Notation

**S** Skirmisher  
**L** Leader  
**AL** Light Artillery  
**A** Artillery  
**AH** Heavy Artillery  
**CH** Heavy Cavalry  
**C** Cavalry  
**CL** Cavalry Light  
**IH** Heavy Infantry  
**I** Infantry  
**I2** Second Rate Infantry  
**S** Skirmishers (Light Infantry)  
**CM** Casualty Marker  
**H** Hospital Unit (cannot Attack)  
**B** Banner  
**R** Relic

Martyr = Discard Leader to negate Rout result vs Attached Brigade

Card Name:	Type	#	AR	Notes:
Field Hospital	H	1	1	
Banner of Might	B	1	-	AR +3 to Charge Rolls
Eagle of Retribution	B	1	-	AR +3 vs Unit that has attacked you
Eagle of Inspiration	B	1	-	All your Brigades get AR+1
Eagle of Defiance	B	1	-	AR +3 to Defense Fire Rolls
Eagle of Valor	B	1	-	All Brigades get +2 to Rally Rolls
Eagle of Glory	B	1	-	This Brigade gets AR+2
Staff of Warping	R	1	-	Automatically attack the Reserve
Symbol of Shivalia	R	1	-	Draw 1 extra card in Strategy Phase
Staff of Command	R	1	-	+5 to Rally Rolls
Dragon's Breath Sword	R	1	-	AR +3 to Charge Rolls

## Albion Orc Army List

Card Name	Type	#	AR	Notes
General Fartsagale	L	1	+3	All Orcs in Play Rally +2
The Duke of Wheeling Turn	L	1	+2	Attached Artillery gets AR +1
Colonel Pebble Kettle	L	1	+3	Attached Skirmisher gets AR +1
Major Crowfoot	L	1	+2	Attached Cavalry gets AR +1
Lieutenant Frederorcson	L	1	+3	Attached Infantry gets AR +1
Captain Flashorc	L	1	+2	Attached Infantry gets AR +1
Captain Sharke	L	1	+1	Attached Skirmisher gets AR +2
Heroic Orc Officer	L	1	+2	Martyr
Corporal Lamond Adragain	L	1	+1	Attached Unit gets +2 to Rally Roll
Angus McBam	L	1	+1	Attached Rat gets AR +1
Aggressive Orc Officer	L	1	+1	Charging Brigade gets AR +1
Dastardly Orc Officer	L	1	+1	
Orc Grenadiers	IH	1	5	
Orc Guard	IH	1	6	
Ratmen Highlanders	IH	1	4	
Ratmen Lowlanders	I	1	3	
Orc Engineers	I	1	4	
Orc Line Infantry	I	3	3	
Orc Marines	I	1	4	
Lord Brassingtons Orc Militia	I2	2	2	
Orc 105th Foot Rifles	S	1	5	
Orc Guard Light Infantry	S	1	4	
Rat Light Infantry	S	1	3	
Orc Life Guards	CH	1	6	Sabre only
Orc Heavy Dragoons	CH	1	5	Sabre only
Joccian Greys	CL	1	3	Ratmen
Orc Hussars	CL	1	3	
Horse Artillery	AL	1	3	
Halfling Musket Barrow	AL	1	2	
Rat Artillery	AL	1	3	
Orc Foot Artillery	A	1	4	
Gun Battery	AL	1	3	
Siege Artillery	AH	1	4	
Rocket Artillery	AL	1	3	
Banner of Might	B	1	-	AR +3 to Charge Rolls
Banner of Flight	B	1	-	Automatically attack the Reserve

Card Name	Type	#	AR	Notes
Banner of Sight	B	1	-	Look at opponent's Hands
Banner of Wrath	B	1	-	AR +3 to Volley/Bombardment Rolls
Banner of Heart	B	1	-	All Brigades get +2 to Rally Rolls
Sentinel Bugle	B	1	-	All your Brigades get AR +1
Sword of Command	R	1	-	Deploy extra Brigade in Deploy Phase
Amulet of Command	R	1	-	Get 1 Reroll per turn
Staff of Command	R	1	-	+5 to Rally Rolls
Sword of Challenge	R	1	-	AR +3 to Charge Rolls

## Krautian Dwarf Army List

Card Name:	Type	#	AR	Notes:
General Verner Von Raucher	L	1	+3	All Dwarves in Play Rally +2
Colonel Karl LagerFelled	L	1	+2	Attached Infantry gets AR +1
Major Von Shtupp	L	1	+3	Attached Artillery gets AR +1
Captain William Keiser	L	1	+2	Attached Artillery gets AR +1
Baron Von Omptudda	L	1	+2	Attached Ogre gets AR +1
Lieutenant Zorndorf	L	1	+2	Attached Cavalry gets AR +1
Corporal Fredrick	L	1	+2	Attached Skirmisher gets AR +1
Heroic Dwarf Officer	L	1	+2	Martyr
Aggressive Dwarf Officer	L	1	+1	Charging Brigade gets AR +1
Dastardly Dwarf Officer	L	1	+1	
Dwarf Line infantry	I	3	3	
Dwarf Guard	IH	1	5	
Dwarf Grenadiers	IH	1	6	
Dwarf Jagers	S	2	4	
Dwarf Engineers	I	1	4	
Dwarf Landwher	I2	2	2	
Landwher Cavalry	C	1	2	
Dwarf Uhlans	CL	2	3	
Dwarf Von Jung Dragoons	C	2	4	
Dwarf Cuirassiers	CH	2	5	
Dwarf Line Artillery	A	1	4	
Dwarf Gun Battery	A	1	5	
Dwarf Landwher Artillery	AL	1	3	
Dwarf Siege Artillery	AH	1	5	
Dwarf Mortars	AH	1	4	
Dwarf Howitzers	AH	1	6	
Ogre Line Infantry	I	2	5	
Ogre Guard	IH	1	6	
Ogre Skirmishers	S	1	4	
Ogre Light Dragoons	CL	1	5	
Ogre Cannon	AH	1	6	
Banner of Might	B	1	-	AR +3 to Charge Rolls
Standard of Iron	B	1	-	All your Brigades get AR+1
Standard of Steel	B	1	-	All your Brigades get AR+1
Banner of Gunnery	B	1	-	AR +3 to Volley/Bombardment Rolls
Banner of Courage	B	1	-	All Brigades get +2 to Rally Rolls
Horn of Marching	B	1	-	Automatically attack the Reserve
Sabre of Command	R	1	-	Deploy extra Brigade in Deploy Phase

Card Name:	Type	#	AR	Notes:
Helm of Command	R	1	-	Get 1 Reroll per turn
Rod of Command	R	1	-	+5 to Rally Rolls
Hammer of Challenge	R	1	-	AR +3 to Charge Rolls

## Witchlands Undead Army List

Card Name	Type	#	AR	Notes
Count Vladamir Kustosov	L	1	+3	All Undead in Play Rally +2
Grigori Dracsul	L	1	+3	Attached Infantry gets AR +1
Graf Von Orlock	L	1	+2	Attached Cavalry gets AR +1
Margrave Ivan Wintermore	L	1	+2	Attached Infantry gets AR +1
Lady Lamia Wintermore	L	1	+2	Attached Skirmisher gets AR +1
Razputrovich	L	1	+2	Attached Artillery gets AR +1
Heroic Vampyre Officer	L	1	+2	Martyr
Aggressive Vampyre Officer	L	1	+1	Charging Brigade gets AR +1
Dastardly Vampyre Officer	L	1	+1	
Nosferatu Officer	L	1	+1	
Kryptofski Death Guard	IH	1	6	Ghouls
Moskova Grenadiers	IH	1	5	Skeletons
Zombie Line	I	2	3	
Graviski Troopers	I	1	3	Zombies
Zoltan's 666th	I	1	4	Undead Dogmen
Krautian Fleschless Legion	I	1	4	Undead Dwarves
Zombie Cossack Infantry	I2	1	3	
Moskova Volunteers	I2	1	2	Skeletons
Licantzrop Jager	S	2	4	Werewolves
Loup-Garou Jagers	S	1	5	Werewolves
Dieberian Wolf packs	CH	2	4	Treat like Chasseurs
Zombiski Cossacks	C	3	3	
Liteupski Lancers	CL	1	3	
Winged Wraith Hussars	CL	1	5	
Sepulchurov Guard Hussars	CL	1	6	Wraiths
Corpseov Light Artillery	AL	2	3	
Zombie Artillery	A	2	3	
Undead Siege Guns	AH	2	4	
Graviski Reanimator	H	1	1	
Banner of Might	B	1	-	AR +3 to Charge Rolls
Death's Head Banner	B	1	-	Automatically attack the Reserve
Banner of Fear	B	1	-	Brigade gets AR +2
Banner of Pestilence	B	1	-	All Enemy Brigades are AR -1
Banner of Night	B	1	-	Enemy Brigades get -2 to Rally Rolls
Banner of Blood	B	1	-	All your Brigades get AR +1
Bone Sword	R	1	-	Deploy extra Brigade in Deploy Phase
Amulet of the Crypt	R	1	-	Get 1 Reroll per turn
Staff of Necromancy	R	1	-	+5 to Rally Rolls
Vampyre Sword	R	1	-	AR +3 to Charge Rolls

### Strategy Deck Card Notation

**E** Event  
**T** Terrain

Strategy Deck Card List

Card Name:	Type	Notes:
Bring Up Reserves	E	Deploy an extra Brigade in Deploy Phase
Canister	E	Artillery gets AR+4 for Defensive Fire
Shrapnel	E	Heavy Artillery Brigade gets extra attack in Bombardment Phase
Counter Battery Fire	E	Artillery gets AR+3 for Bombardment Roll vs Artillery
Infantry Square	E	Cavalry get AR -4 when Charging Infantry
Column Formation	E	Brigade gets AR+4 when Attacking Reserve Unit
Forced March	E	Draw 2 Army cards
Bayonets	E	Infantry Brigade gets AR+3 to Charge Roll
Screen	E	Enemy Attacker must target your Skirmishers
Probe	E	Skirmisher Brigade gets AR+2 to Skirmish Roll
Disciplined Fire	E	Infantry Brigade gets AR+3 to Volley Roll
Round Shot	E	Artillery Brigade gets extra attack in Bombardment Phase
Enfilade Fire	E	Artillery gets AR+4 for Bombardment Roll
Oblique Fire	E	Brigade gets AR+3 for Volley or Bombardment Roll
Rapid Deployment	E	Deploy an extra Unit in Deploy Phase
Rearguard Action	E	Enemy Attacker must target your Infantry Brigade
Outflank	E	Cavalry Brigade gets AR+3 to Charge Roll
Refuse Flank	E	Infantry gets AR+3 for Defensive Fire
Barrage	E	Artillery Brigade gets extra attack in Bombardment Phase
High Ground	T	Brigade is AR +2 for Defensive Fire
Flanking Position	T	Brigade is AR +2
Strategic Position	T	Draw 1 extra Strategy card in Strategy Phase
Salient	T	Brigade is AR +2 (not for Defensive Fire)
Vantage Point	T	Artillery Brigade is AR +2 for Bombardment Rolls
Redoubt	T	Fortification: Attacks vs Brigade are AR -2
Prepared Defenses	T	Fortification: Attacks vs Brigade are AR -2
Field Works	T	Fortification: Attacks vs Brigade are AR -2
Blocking Terrain	T	Only one Attack may be made vs this unit per turn
Difficult Terrain	T	Negate first attack vs this Unit per Turn
Crossroads	T	Draw an extra Army card in Maneuver Phase
Bridgehead	T	Deploy an extra Unit in Deploy Phase
Farmhouse	T	Charge & Volley Rolls vs this Brigade are AR -2
Reverse Slope	T	Bombardment Roll vs this Brigade are AR -3
Maneuver	E	Enemy draws 1 less Army card on his next turn
Piquets	E	Look at next 7 cards in opponents Army deck
Spy	E	Look at Opponent's Hand
Interior Lines	E	Draw 2 Army cards
Smoke	E	Target Brigade may not attack this turn
Crossfire	E	Support Brigade gets AR +3
Lost Orders	E	Negate Target Attack before Roll is made
Confusion	E	Enemy must discard 2 Strategy cards from Hand
Superior Strategy	E	Draw 3 Strategy Cards
Breakthrough	E	Get an extra Turn after this one
Envelopment	E	Get an extra Turn after this one
Perfect Shot	E	Skirmisher Brigade gets AR+4 to Sniper Roll
Elite Battalion	E	Heavy Brigade gets AR+3
Holding Attack	E	Unit attacked this turn cannot Charge next turn
Exploit Success	E	Cavalry Brigade gets extra attack in Charge Phase
Shock Action	E	Brigade gets AR+3 to Charge Roll
Overrun	E	Heavy Cavalry Brigade gets AR+3 to Charge Roll
Wheel About	E	Light Cavalry Brigade gets AR+3 to Attack Roll
Second Volley	E	Infantry Brigade gets extra attack in Volley Phase

Card Name:	Type	Notes:
Frontal Assault	E	Brigade gets AR+2 to Defensive Fire Roll
Rifles	E	Skirmisher Brigade gets extra attack in Skirmish Phase
Counter Attack	E	Brigade gets AR+3 to Attack Unit that attacked it last turn
Lost Cohesion	E	Brigade suffers an extra CM from attack
Reform Unit	E	Take a Brigade card from your grave & put it into play
Rally	E	Get +10 to Rally Roll
Rallying Square	E	Infantry Brigade gets +10 to Rally Roll
Set to Recieve Charge	E	Charges vs Infantry Brigade at AR-3
Limber	E	Light Artillery Brigade gets extra attack in Bombardment Phase
Force Withdrawal	E	Discard Target Terrain Card
Fighting Withdrawl	E	Unit gets 1 CM instead of Rout Result
Feigned Withdrawal	E	All your Brigades get AR+2 on your next Turn
Disorderly Retreat	E	Cause Unit with CM to be discarded
Audacious Attack	E	All your Brigades get AR+2 on your turn
Logistics	E	Draw 2 Army cards
Grape Shot	E	Artillery gets AR+4 for Defensive Fire
Shell	E	Heavy Artillery Brigade gets extra attack in Bombardment Phase







# Freddy Vs Jason

<img Src = "http://images.hollywood.com/images/171810" data-bbox="59 191 515 207"/> **Draw Phase**

## Draw Phase

Draw 2 cards and put them in your hand. If the deck runs out, shuffle the discard & draw from it.

## Introduction

Card game for 2 players. Based on the Supernatural Horror Movies. One player is Freddie, the other is Jason.

## Disclaimer

Freddie & Jason are licensed, copyrighted properties. This is merely a fan site.

## Winning

If at the end of your turn, your opponent is at zero or less hit points, you win.

## The Deck

Players share a common deck.

## Card Types

There are 10 types of cards:

- L** Location
- V** Victim
- A** Attack
- F** Fire Attack
- D** Death Blow Attack
- T** Trap
- E** Escape
- H** Heal
- I** Inspiration
- X** Special

## Hit Points

Each player starts with 13 Hit Points. Use Red Tokens to keep track of Hit Points. One Point of Damage causes the loss of 1 Hit Point.

## Setup

Shuffle the deck. Each player is dealt 6 cards. The scariest player goes first.

## Turn Sequence

Players take turns. Each turn has 7 Phases: Draw Phase Inspiration Phase Location Phase Victim Phase Trap Phase Attack Phase Recovery Phase

## Inspiration Phase

Play (discard) an inspiration card to draw 2 cards. Maximum one inspiration card play per turn.

## Location Phase

Play one Location Card from your hand face up to the table. All previous Location cards in play are discarded. The player that most recently played a Location card gains the Initiative.

Attacks by a player with the Initiative do +1 damage.

## Victim Phase

Your opponent may put 1 Victim card face up into play. Victims you play act as blockers for your monster.

## Trap Phase

You may play (discard) a Trap card to cause your opponent to discard two random cards. Your opponent may play (discard) an Escape card to negate a Trap card.

## Attack Phase

Play an Attack card to kill (discard) an opponent's victim card. You may make multiple attacks this phase (play multiple attack cards). If there are no opposing Victims remaining, you may target your opponent directly.

All Attacks do a base of 1 point of damage (some do more). Your opponent may play (discard) an Escape card to negate an Attack card. You can only use a Death Blow Attack directly against an opponent if the Damage done by the attack will reduce the player to zero or less Hit Points.

## Recovery Phase

Your opponent may play (discard) heal cards to regain lost hit points. Each Heal card played gains back 2 lost Hit points. Maximum hand size is 7 cards. Discard excess cards.

## Card List Notation

- LI** Location Inside
- LO** Location Outside

## Card List

Card Name	Type	Notes:
Psychopathic Rampage	I	
Sadistic Mass Murderer	I	
Killing Machine	I	
Gore Fest	I	
Supernatural Slasher	I	
Lake Pier	LO	Attacks by Jason do +1 Damage
Woods	LO	Attacks by Jason do +1 Damage
Boiler Room	LI	Attacks by Freddy do +1 Damage
Dream World	LO	Attacks by Freddy do +1 Damage
Moving Bus	LO	
Construction Site	LO	Fire Attacks do +1 Damage
Junk Yard	LO	
Blind Alley	LO	Opponent must discard 1 Random card
Graveyard	LO	
Sewers	LI	
Hospital	LI	
Tool Shed	LI	
Traumatized Girl	V	
Teenagers	V	
Veteran Survivor	V	To kill, Attack must do 2+ Damage
Screamer	V	
Fresh Meat	V	
High School Students	V	
Frightened Child	V	
Terrified Victim	V	
Easy Prey	V	
Massacre	X	Discard all Victim cards in Play in Trap Phase
Slaughter	X	Discard all Victim cards in Play in Trap Phase
Sacrificial Attack	D	Do 3 Damage to Foe and 2 Damage to Self
Decapitate	D	+3 Damage
Send Him Back to Hell	D	+2 Damage
Mortal Wound	D	+2 Damage
Furnace	F	
Propane Tanks	F	
Gas Cans	F	
Burn Baby Burn	F	
Electrocution	F	
Machete	A	If used by Jason does +1 Damage
Claws	A	If used by Freddy does +1 Damage
Rip off Arm	A	+1 Damage; Opponent cannot attack next turn
Hamstring	A	Opponent cannot attack next turn
Disembowel	A	Opponent must Discard 1 random card
Eye Gouge	A	+1 Damage; Opponent must Discard 1 random card
Swinging Crane	A	Outside Only
Crushed by Large Object	A	Outside Only
Vehicular Accident	A	Outside Only
Hatchet Job	A	
Metal Poles	A	
Impale	A	
Deep Gash	A	

Card Name	Type	Notes:
Spurting Blood	A	
Go for the Jugular	A	
Spraying Blood	A	
Booby Trap	E	You must have a Victim in play
Run Away	E	You must have a Victim in play
Meddling Kids	E	You must have a Victim in play
Submerged	E	Only vs Fire Attack
Barricade	E	You must be Inside
Fall of Ledge	E	You must be Outside
Block Attack	E	
Jump	E	
Wake Up	E	
Chase	T	
Cornered	T	
Sudden Reappearance	T	
Trapped	T	
Immobilized	T	
Tied-Up	T	
Dead End	T	
Regenerate	H	
Reattach Limbs	H	
Rise From the Dead	H	
Shake It Off	H	
Good as New	H	





# Goblin Quest

by Dave Stattler

## Intro

Teams of Goblins run around, get into mischief, wreak havoc, and try to not get killed. Not unlike Space Scouts.

## The Cards

Players draw from a common deck that includes: Mission, Threat, Mishap, and Aid cards.

## Setup

You get 4 Goblins. Determine their skill picks, either by rolling on the chart or making your own choices. One Goblin is the Boss and gets 3 skills. The rest all get 2 picks apiece.

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Draw Phase
2. Action Phase
3. End Phase

## Object

Be the first team to reach X Victory Points (50 is good). Missions are worth from 1 to 7 points, depending on difficulty. Threats are worth from 0 to 3 points.

Victory Points can be spent on giving your Goblins new skills (4 skills max). Replacing a regular Goblin that has been lost costs 4 VPs, plus 4 VPs for each skill pick. New Goblins get 2 skill picks, even if replacing the Boss.

## Draw Phase

Draw 2 cards. If the deck runs out, the game ends, and whoever has the most Victory Points wins.

## Failure Result Table

2d6	Result	Effect
2-3	Boss Lost	Your team's Boss is eliminated, and replaced by the Goblin with the most skill picks
4-6	Delayed	Miss Next Turn.
7-9	Goblin Lost	Randomly eliminate one of your team's Goblins (not the Boss).

## Action Phase

You may decide whether to go on a Mission or hang out in the Warren. If you hang out in the Warren, you may replace any Goblins that you have been lost. Goblins cost 4 VPs to replace, plus 4 VPs for each skill pick (max 2 until he's gone on at least 1 mission). You may also spend VPs to give new skill picks to your current Goblins (5 VP per pick, max 4) or to draw one card. You can only do this once per turn. If you go on a Mission, play a Mission card from your hand.

Before you begin the Mission, any player (yourself included) may play a Threat on top of the Mission. Each player who wishes to do so plays one Threat at a time, starting with the player to your left and going around until every player has played all the Threats that they want. Once all the Threats have been played, they must be faced one at a time (in reverse order from how they were played). If your team has skills that match those on the Threat card, the Threat is overcome- add its Victory Points to your score and discard it. Otherwise, you fail the Threat. If all Threats are overcome, the team faces the Mission. If they have skills that match those on the Mission card, they complete the Mission successfully. Add its Victory points to your score and discard it. Otherwise, you fail the Mission.

During a Mission (and/or Threat) you may play Aid cards to give your crew extra skills. Your opponents may play Mishap cards to cause your crew to lose skills. Aid and Mishap cards affect the team for the rest of the turn, and are discarded during the End Phase. If the Mission or a Threat is failed, roll on the Failure Result Table and go to the End Phase. The Mission remains face up on the table, and any Threats that you failed to overcome are left on top of it. Any player may attempt to complete it during their turn.

## End Phase

If you have more than 10 cards in your hand, discard down to 10.

2d6	Result	Effect
10-11	Lose Stuff	Discard 2 cards at random from your hand
12	Lucked Out	Nothing happens

**Goblin Skills:**

Skill	Description
Sneaking	Avoiding notice, moving stealthily
Run Away	Moving quickly and getting away from threats
Fighting	Exactly what it sounds like
Break & Enter	Infiltrating, getting where you aren't supposed to be
Taunting	Verbal fisticuffs and insult contests
Fast-talk	Talking your way out of tight spots
Magic	The mystic arts
Alchemy	Mixing things with other things and seeing what happens
Engineering	Tinkering, demolitions, and traps (setting and disarming)
Look Out	Scouting and perception
Useless Lore	Riddles and book learning
Willpower	Ability to resist temptation and/or terror

**Leader Goblin Skill Table:**

1D6	Result	1D6	Result
1	Fast-talk	4	Run Away
2	Fighting	5-6	Pick Any
3	Sneaking		

**Fighter Goblin Skill Table:**

1D6	Result
1-2	Fighting
3-4	Run Away
5	Taunting
6	Pick Any

**Ninja Goblin Skill Table:**

1D6	Result	1D6	Result
1-2	Sneaking	5	Fighting
3	Break & Enter	6	Pick Any
4	Look Out		

**Tinker Goblin Skill Table:**

1D6	Result	1D6	Result
1	Alchemy	4-5	Engineering
2	Useless Lore	6	Pick Any
3	Break & Enter		

**Talker Goblin Skill Table:**

1D6	Result	1D6	Result
1-2	Fast-talk	5	Run Away
3	Willpower	6	Pick Any
4	Taunting		

**Smart Goblin Skill Table:**

1D6	Result	1D6	Result
1	Willpower	4	Engineering
2	Magic	5	Useless Lore
3	Alchemy	6	Pick Any

MISSION CARD	SKILLS REQUIRED	POINT VALUE
Hunt Alchemical Fungi	Look Out, (Alchemy / Useless Lore X2)	3
Kidnap Important Person	Fighting, Sneaking	4
Deliver Message	Run Away	2
Deliver Threat	Taunting, Run Away	3
Assassinate Enemy General	Sneaking X2, Fighting X2	4
Explore Cavern Complex	Look Out X2	3
Reconnoiter Castle	Break & Enter X2, Sneaking, Look Out	5
Cannon Fodder Duty	Fighting X2 / Run Away X2	6
Break Open Gate	Sneaking, (Demolitions / Break & Enter X2)	4
Steal Magical Scrolls	Break & Enter X2, Magic, Run Away	5
Terrorize Villagers	Fighting X2 / (Engineering, Fighting)	5
Operate Siege Engine	Engineering X2	3
Repair Siege Engine	Engineering X3	4
Unlock Magic Vault	Magic X2 / Engineering X3	5
Distract Guards	Run Away, (Taunting / Fast-Talk)	3
Entertain Dark Lord	Fast-Talk X2 / Useless Lore	4
Spy On Enemy Leaders	Sneaking	2
Hunt Cavern Critters	Look Out, Sneaking, Fighting	4
Guard The Warren Nursery	Look Out, Fighting	2
Find Magical Talking Skull	Magic, Look Out X2	4
Explore Dark Wizard's Tower	Sneaking X2, (Magic X2 / Run Away X2)	6
Pick On Kobolds	Fighting / Taunting	1
Tame Demonic Hell Frogs	Magic X2 / Fighting X3	5
Rag Out (Goblin Insult Contest)	Taunting X2	3
Dig New Warren	Engineering X2, Demolitions	4
Learn Arcane Secrets	Useless Lore, Magic	2
Undermine Fortification	Engineering X2	4
Plant Traps In The Warren	Engineering	1
Investigate Haunted Ruins	Look Out, (Willpower X2 / Run Away)	3
Steal Food From Trolls	Sneaking, Run Away X2	4
Steal A Dragon's Treasure	Sneaking X3 / Run Away X4	7
Survive A Goblin Game Show	Useless Lore X2 / Willpower X2 / Fast-Talk	5
Scout Ahead For Orc Warband	Look Out X2	3
Translate Ancient Scroll	Useless Lore X2	2
Escort Through Haunted Forest	Look Out X2, (Run Away / Fighting)	5

**Notes:**

Commas in the "Skills Required" field mean "and".  
 Slashes (/) in the "Skills Required" field mean "or".

**X#** means that there must be at least that number of skill picks in your team to fulfill the mission.

A listing like "Sneaking, (Engineering/Break & Enter

X2)" means that to fulfill the requirements you must have at least 1 pick of Sneaking and either 1 pick of Engineering or 2 picks of Break & Enter. A listing like

"Fighting X2/(Fighting, Engineering)" means you need 1 pick of Fighting and either 1 pick of Demolitions or another pick of Fighting.

THREAT CARD	SKILL TEST	POINT VALUE
Human Guards	Sneaking X2 / Fast-Talk X2	1
Angry Orc	Fighting X2 / Fast-Talk X2 / Run Away	2
Big Dog	Run Away X2 / Fighting	1
Cornered	Fast-talk / Run Away X2	1
Spike Trap	Look Out / Engineering X2	1
Haughty Sorcerer	Magic X3 / Taunting	2
Locked In!	Break & Enter	1
Noticed By Goblin King	Fast-Talk X2	1
Horse Barbarians	Sneaking / Fast-Talk X2 / Run Away X3	2
Cave-in	Engineering	1
Backfire	Engingeering / Alchemy X2	0
Bored Gods	Fast-Talk	2
Forbidden Tome	Magic / Useless Lore X3	1
Cunning Trap	Look Out, (Engineering X2 / Break & Enter)	1
Hostile Cave Fauna	Look Out, Fighting	1
Strange Plants	Look Out or Useless Lore / Alchemy X2	1
Scared By Own Shadow	Willpower	1
Riddles And Engimas	Useless Lore	0
Raging Demon	Magic X2 / Run Away	3
Serious Malfunction	Engineering X2	1
Shifty Trader	Fast-Talk X2 / Taunting	1
Enemy Patrols	Sneaking X2	1
Bumbling Peasant	Fast-Talk / Sneaking	1
Pack Of Feral Dogs	Run Away / Fighting	1
Evil Cultists	Sneaking / Run Away	1
Angry Wizard	Magic X2	1
Dark Elf Slave Hunters	Sneaking X3	1
Rival Goblin Tribe	Fighting X2 / Fast-Talk X2	1
Tasty Treats	Willpower	1
Unidentified Scary Thing	Willpower X2	2
Wake The Dead	Magic X2 / Run Away	2
Angry Mob	Sneaking / Run Away X2	1
Low-level Adventurers	Fighting	1
Critter Collectors	Sneaking / Run Away / Fighting	1
Shapeshifter	Run Away X2	1
Dumb Guard	Sneaking X2 / Fast-Talk	1
Magical Storm	Magic X2	2
Wrath Of The Gods	Fast-Talk X2 / Run Away	2
Harem	Willpower X2	1
Ancient Illusions	Useless Lore X2 / Magic	1
Animated Statue	Magic or Sneaking / Run Away	1
Mind Control	Willpower X2 / Magic	1
Placed On Point Guard	Look Out X2	1
Ambush	Look Out, (Run Away / Fighting)	1
Crushing Boredom	Willpower X2	0
Hungry Troll	Fast-Talk / Sneaking	1
Humorless Minotaur	Sneaking / (Taunting X2, Run Away)	1
Mouthy Kid	Willpower / Taunting	1
Ancient Engine	Engineering X2	1



THREAT CARD	SKILL TEST	POINT VALUE
Barred Gate	Break & Enter	0
Unattended Shiny Thing	Willpower	0
Massive Mutt	Run Away	1
Obnoxious Do-gooders	Fighting X2	1
Orc Bullies	Fast-Talk / Taunting / Run Away	1
Intricate Toy	Engineering	0
Porno	Willpower	1
Good Lighting	Sneaking	0
Local Militia	Fighting	1
Dissension In The Ranks	Fighting / Taunting / Fast-Talk	0
Them's Fightin' Words!	Fighting X2	1
Chris The Gnoll	Taunting X2 / Fighting	1
WTF Is A Bugbear?	Fighting	1
Glowing Goop	Alchemy / Magic X2	1
Nemesis	Fighting, Taunting	1
Dark Elf Skrewmädchen	Willpower, Run Away	2
Puzzle Lock	Engineering X2 / Break & Enter	1
Cave Slime	Fighting / Sneaking	1
Killer Klown	Willpower, (Fighting / Run Away)	1
Goblin Flying Machine	Engineering X3	3
Dwarf Warriors	Fighting X3 / (Fighting X2, Taunting)	1
Caverns & Catacombs	Look Out	0
The Talking Devil Head	Taunting X2	1

AID CARD	SKILL GAINED
Doggerel	Substitute 2 Magic picks for 1 of any other skill.
Weird Shrooms	Alchemy / Magic
Preparation	Double one skill score for this Mission only
Lucky Mofo	Any single skill
Bambi Eyes	Fast-Talk
Fakeoutery	Fast-Talk
Crotch Soccer	Fighting
Gob Fu	Fighting
Clever Diversion	Sneaking
Goth Goblin (Black Clothes)	Sneaking
PH34R!	Run Away
"Hey, LOOK!"	Run Away
Yo Mama Jokes	Taunting
3rd Grade Toilet Humor	Taunting
Set Up Them The Bomb	Engineering
Goblin Utility Belt	Engineering
Ritalin	Willpower
Loyalty Through Pugilation	Willpower
Anarchist's Cookbook	Alchemy
Eureka!	Alchemy
Rhyming Dictionary	Magic
Inspired Zot!	Magic
Read That Somewhere	Useless Lore
Total Nerd	Useless Lore
Found Key Under Rock	Break & Enter
"Candygram!"	Break & Enter

AID CARD	SKILL GAINED
Keen Goblin Senses	Look Out
X-Ray Specs	Look Out

MISHAP CARD	SKILL LOST
Luck Runs Out	Any 2 Skill Picks
Distraction	Look Out
Temptation	Willpower
Fixation	Run Away
Irrational Fear	Fighting
Slip Of The Tongue	Fast-Talk
"I Said Philips Head!"	Engineering

MISHAP CARD	SKILL LOST
Tongue-Tied	Taunting
Weak Rhymes	Magic
Bad Acid	Alchemy
Spent Class Drawing Comics	Useless Lore
Protected With "The Club"	Break & Enter
Jingling Change In Pocket	Sneaking

**Solo-play Rules**

Only hang on to Aid cards. Play Missions and face Threats in the same turn that you draw them. Mishap

cards apply to the next Mission/Threat, and are then discarded. You can only hang out in the Warren the turn after you fail a Threat/Mission





# Gods & Demons

## Introduction

Card game for 2 players. Based on Hindu Mythology One player is the Good Blue Skinned Rama The other is the Evil 10-headed, 40-Armed Demon King Ravana

## Victory

Kill the opposing Leader.

## The Fate Decks

Each player has a unique Deck. There are 9 basic card types: Leader Heroes Troops Weapons Armor Modifiers Strikes Defenses Events Note: Strikes, Defenses & Events are discarded after being played. Units, Weapons, Armor, and Mods stay in play until destroyed.

## Terminology

Leaders, Heroes, & Troops are collectively referred to as Units. A Unit may attach: 1 Close Weapon 1 Armor 1 Ranged Weapon Any number of Modifiers

## Setup

Each player draws the top 7 cards of his deck. Each player starts with their Leader card in play.

## Turn Sequence

Players take turns. Each turn has 4 Phases Destiny Phase Summon Phase Battle Phase Heal Phase

## Destiny Phase

Draw 3 cards from your Fate Deck.

## Summon Phase

Put Heroes & Troops into play. Attach Weapons, Armor, Mounts, and Modifiers.

## Battle Phase

You (the Attacker) may attack with some, none, or all of your units. Your Opponent (the Defender) determines which of his units block which attackers. A maximum of 1 Unit may block 1 Attacker (form pairs).

Attacking & Defending Units do damage to each other equal to their Strength. Strike Cards can be played to increase the Damage done by a Unit. A Defense Card negates all the damage done by one unit to another unit.

Use Markers (counters/coins/chits) to indicate Damage. Units with a number of Damage markers that exceed their Defense level are destroyed. If 2 units do enough damage to destroy each other, the unit that does the most damage wins. The loser is killed. The winner keeps damage markers enough to kill him -1.

Any unblocked attacking units automatically attack the opponents Leader. The Damage done by a Leader to Units attacking that Leader is divided up amongst the Attackers by the controller of the attacked Leader.

## Heal Phase

Troop units remove 1 Damage Marker each Heroes remove 2 Damage Markers each Leaders remove 3 Damage Markers each Cards that Heal are played in this phase Maximum hand size is 8 cards. Excess cards are discarded.

## Card List Notation

**STR** Strength

**DEF** Defense

**L** Leader

**H** Heroes

**T** Troops

**RH** Ranged Weapons for Hero

**CH** Close Weapons for Hero

**AH** Armor for Hero

**ZH** Mounts for Hero

**RT** Ranged Weapons for Troops

**CHT** Close Weapons for Hero or Troops

**CT** Close Weapons for Troops

**AT** Armor for Troops

**ZT** Mounts for Troops

**SH** Strikes by Hero

**DH** Defenses by Hero

**ST** Strikes by Troops

**DT** Defenses by Troops

**WM** Weapon Modifier

**AM** Armor Modifier

**HM** Hero Modifier

**TM** Troop Modifier

**SM** Strike Modifier

**HTM** Hero or Troop Modifier

**E** Events

**BP** Both Players

**DO** Discard others

**SDF** Search Deck for

APIIYH = And put it in your hand IKOMD2C = If killed, opponent must discard 2 cards CBWOA = Cannot bear Weapons or Armor

**MOD** May only Defend

D1C&LAOH = Draw 1 card & look at opponents hand

**Rama Fate Deck Card List**

Card Name	Type	STR	DEF	Notes
Rama	L	10	20	
Lakshman	H	9	8	Rama's Brother
Hanuman	H	8	8	Ape son of the Wind God
Sugriva the Monkey King	H	2	3	Draw 1 extra card per turn
Vishvamitra the Brahmin	H	1	2	All your Heroes are +1/+1
Vibhishan the Betrayer	H	1	1	All enemy units are DEF -1
Bear King Jamvuvan	H	4	6	
Angada Vanar Heir-Apparent	H	2	3	
Divine Armaments	CH	+3	-	
Summon Magical Weapons	E	-	-	SDF Weapon APIIYH
Mantras	E	-	-	Draw 5 cards & discard 4
Invincible	WM	+3	-	
Invisible	WM	+2	-	
The Unbending Bow	RW	+2	-	Arrow Strikes are STR +2
Arts of War	HM	+1	+1	
Bow & Arrow	RT	+2	-	
Swords & Maces	CT	+2	-	
Discs & Javelins	RT	+2	-	
Destiny	E	-	-	BP Discard hand & draw 5 cards
Arayan Warriors	T	2	2	
Blessings	HTM	+1	+1	
Chariots	ZT	+2	-	
Archers	T	3	1	Arrow Strikes are STR +2
Sacred Texts	E	-	-	Draw 2 cards
Stored Merit	E	-	-	Draw 4 cards keep Strikes DO
Spiritual Energy	SM	+5	-	
Metaphysical Power	SM	+X	-	X = # of cards in your hand
Holiness	HM	+2	+2	
Incinerating Glance	SH	+4	-	
Smash Limbs	SH	+4	-	
Divine Diamond Bow	RH	+3	-	
Inexhaustible Quiver	WM	+2	-	Attach to RH
Golden Sword	CH	+3	-	
Martial Duties	HTM	+1	+1	
Knightly Prowess	HM	+1	+1	
Invincible Arrow	SH	+5	-	Arrow
Holy Arrow	SH	+4	-	Arrow
Cut Down in Midair	DH	-	-	
Comrades-at-Arms	E	-	-	All Units get STR+1 this turn
Kshatriya Fighters	T	4	3	
Order of the Universe	E	-	-	SDF Unit APIIYH
Indra's Thunderbolt	SH	+7	-	
Vishnu's Disk	SH	+6	-	
Jatayu King of the Birds	H	5	3	CBWOA
Mercy	E	-	-	Target Enemy not killed & Draw 3 cards
Vanar Apes	T	4	4	
Black Apes	T	3	5	
Red Apes	T	5	3	
Bhalluka Bears	T	6	6	
Speed of a Zephyr	MH	+1	+1	

Card Name	Type	STR	DEF	Notes
Jump 100 Miles	E	-	-	SDF Unit APIIYH
Increase Size	DH	-	-	
Shrink	DH	-	-	
Escape	DH	-	-	
Bad Omens	E	-	-	Opponent must discard 3 cards
Garuda Vyuha Formation	E	-	-	All Troops get STR+1
Prayer	E	-	-	Draw 2 cards
Spear & Axe	CT	+2	-	
Ground Soggy with Blood	D	-	-	
General Neela	H	6	5	All Troops get STR+1
Massive Stone	SH	+5	-	
Uprooted Tree	SH	+4	-	
Brahma Arrow	SH	+5	-	Arrow
Ayodhyan Prince	H	4	5	
Cyclonic Power Punch	SH	+6	-	
Three Flaming Bolts	SH	+3	-	Arrows
Salve Wounds	E	-	-	Heal 4
Potent Himalayan Balm	E	-	-	Heal 6
Apish Infantrymen	T	6	6	
Form Defensive Circle	D	-	-	
Eagle Avatar of Vishnu	H	9	7	CBWOA
Band of Stalwarts	T	4	6	
Hurl Mighty Boulder	SH	+4	-	
Wind Arrows	SH	+3	-	Arrows
Scimitar Quills	SH	+3	-	Arrows
Sever Limbs	SH	+5	-	
Arrow of Indra	SH	+6	-	Arrow
Arrow of Kuvera	SH	+4	-	Arrow
Eagle Weapons	SH	+3	-	Negate Snake Weapon or Strike
Agni Fire Weapons	SH	+4	-	
Shula Black Steel Trident	CH	+3	-	
Vision	E	-	-	SDF Strike APIIYH
Arrow of Vishnu	SH	+9	-	

### Ravana Fate Deck Card List

Card Name	Type	STR	Armor	Notes
Ravana the Demon King	L	10	20	
Kumbhakarna the Devourer	H	12	12	CBWOA
Indrajit	H	9	9	Sorcerer son of Ravana
Surpanakha	H	3	1	Ravana's Sister
Maricha	H	1	3	IKOMD2C
Rakshasas of the Forest	T	4	4	
Demonesses	T	3	3	
Yellow Rakshasas	T	2	2	
Vast Army of Demons	T	8	8	
Massed Legions	T	7	7	
Death Dealing Demons	T	4	2	
Giant Headless Demon	H	8	6	CBWOA

Card Name	Type	STR	Armor	Notes
Demon Bull	H	6	4	CBWOA
Fearsome Naga Serpent	H	9	9	CBWOA-MOD
Huge Demons	T	5	5	
Demon Henchmen	T	4	3	
Hungry & Horrible	HTM	+1	+1	
Armed for Slaughter	CHT	+2	-	
Thirsty for Gore	E	-	-	All Units get STR+1 this turn
Double Headed Battle Axes	CT	+2	-	
Crushing Mallets	CT	+2	-	
Freshly Honed Sabers	CT	+2	-	
Bronze Discuses	RT	+2	-	
Hurl Lances	ST	+3	-	
Razory Talons	CHT	+2	-	
Black Blooded	HTM	+1	+1	
Swoop Down	SH	+3	-	
Ravenous Beasts	T	2	3	CBWOA
Immune to Warriors	HM	-	+5	
Disguise	SM	+3	-	
Illusion	SM	+3	-	
Deception	DH	-	-	
Giant Scorpions	ZT	+3	-	
Magical Trick	DH	-	-	
Magic Chariot	ZH	+2	-	
Boon of Invulnerability	MH	-	+5	
Regenerate	E	-	-	Heal 4
Heads Grow Back	E	-	-	Heal 5
Disciple of Shiva	MH	+1	+1	
Sin of Pride	E	-	-	Draw 2 cards
Seize Shadow	SM	+3	-	
Three Tusked Elephants	ZT	+2	+1	
Polyglot Ogresses	T	2	3	
Demon Soldiers	T	2	2	
Magic Net	D	-	-	
Spies	E	-	-	D1C&LAOH
Demon Magic	SM	+2	-	
Tridents & Daggers	CT	+2	-	
Battle Dust	D	-	-	
Yama the God of Death	E	-	-	Each side must discard 2 Troops
Eat their Victims	E	-	-	Heal 3
General Prahasta	H	5	4	All Troops get STR+1
Akampana	H	6	3	Arrow Strikes are STR +2
Torrent of Arrows	SH	+4	-	Arrows
Atikaya	H	4	6	
Impenetrable Armor	AH	-	+4	
Swirling Eddy of Destruction	SH	+5	-	
Obliterate	SH	+6	-	
Quill of Fire	SH	+3	-	Arrow
Thunderbolt Fist	SH	+5	-	
Hailstorm of Arrows	SH	+4	-	Arrows
Giant Discus	RH	+2	-	
Naga Weapons	RH	+3	-	Venomous Serpents
Replenish Sorcery	E	-	-	Heal 3
Vicious Sword	CH	+3	-	

Card Name	Type	STR	Armor	Notes
Magic Net of Snakes	SH	+5	-	
Magic Rite	E	-	-	Draw 2 cards
Duty	HTM	+1	+1	
Arrow of Yama	SH	+3	-	Arrow
Invisibility	HM	+2	+4	
Dart from Rudra	SH	+3	-	Arrow
Volley of Bolts	SH	+4	-	Arrow
Lion Mouth Arrows	SH	+3	-	Arrow





# Gods Of Magic

## Introduction

Card and Dice and Storytelling game for 2-6+ players. Each player takes the role of one of the Gods of Magic. The Gods create magical Realms and fill them with all manner of strangeness.

The God whose realms are the most complete and fantastical becomes The current Chief amongst them.

## Victory

Be the first player to score 200 or more Victory Points. If 2 or more players score 200+ at the same time, the player With the higher score wins.

## Victory Points

Each card has a Victory Point value. Keep track of points with pen and paper.

## Dice

A Ten sided die is required. Yes, the Gods play dice with the universe!

## The Deck

Players share a common Deck. There are 5 Suites. Each Suite has 40 cards.

## Card Suites

- L** Location
- A** Action
- E** Entities
- D** Descriptors
- O** Objects

## Domains

A Domain is a player's part of the table where he keeps his Realms. Each player has his own Domain.

## Magic Table

1D10	Result:
1	Creation
2	Transformation
3	Destruction

## Realms

A realm is a group of cards that must include one location card. These cards are face up in a separate group within your domain. A realm may consist of a single location card.

If a realm ever does not have location due to dice play, it is referred to as A Realm of Imagination and it will not score points.

## Complete Realms

A complete realm contains at least one card of each of the 5 Suites.

## Setup

Shuffle the Deck. Each player is dealt a hand of 10 cards. Each player may play up to 3 cards to their Domain to make 1 or more Realms.

Players roll high on the die to see who goes first. Reroll ties.

## Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Draw Phase
2. Play Phase
3. Dice Phase

## Draw Phase

Draw 1 card and place it in your hand. Max hand size is 10 cards. Discard excess cards at the end of this phase.

## Play Phase

Play one card from your hand to add to one of your Realms or to create a New realm. If creating a new Realm, the card played must be a Location card.

## Dice Phase

Roll the die and consult the Magic Table.

1D10	Result:
6	Alteration
7	Recombination
8	Evocation



1D10	Result:
4	Inspiration
5	Transmigration

## Creation

Just like getting a second Play Phase. Play one or two cards from your hand to your Realms or create a new Realm. If creating a new Realm, one of the cards played must be a Location card.

## Transformation

Discard any one card in play in any Domain and replace it with another card From your hand of the same suite. This is usually done to replace a higher value Card with a lower value one.

## Destruction

Cause any target card in play to be discarded. The owner of the card may immediately Draw a new card from the deck and put it in their hand.

## Inspiration

Draw 2 cards and place them in your hand. If your hand has 2 or less cards draw 5 cards instead.

## Transmigration

Cause any target card in play to be moved from its Realm to any other target Realm.

## Alteration

You may play a Descriptor card. If you do, immediately score it and the Card it is attached to.

## Recombination

You may rearrange the cards in your realms and your hands. You cannot create new realms by doing this and you must end with the same number Of cards in your hand as you started with.

## Evocation

Draw 1 card and immediately play it.

## Visitation

First Draw 1 card. Next, All Players immediately score their Domains: Realms score points equal to the total value of their cards. Complete Realms score as a normal realm but also earn an extra 10 Victory Points.

## Location Cards

1D10	Result:
9	Visitation
10	Imagination

Realms of Imagination score zero points. Scoring is cumulative. After Scoring check to see if anyone has won.

## Imagination

Pick any other die result from the Magic Table.

## Notes On Realms

A realm can contain multiple cards of each Suite. For example a realm may have multiple Locations: A Bedroom at the top of a Tower, in a City, on a Hill, by the Ocean. . .

## Descriptor

Descriptors are adjectives used to describe other cards. When played, a Descriptor is attached to (placed slightly under) another card. If the Attached card is destroyed, the Descriptor is destroyed too.

If the Attached card is moved, the descriptor is moved with it.

## Story Telling

The Realms and what happens to them tell stories. In the spirit of the game Players are expected to say something about a Realm when they modify it, thus describing the whims and actions of the Gods of Magic. This is usually a statement listing all the cards within the realm and how they Interact with each other. This may include elements not listed on the cards themselves.

If any description fails to meet the playing groups standards, the play may be stopped By the other player and the offending player must make a different action.

## Plurals And Exactitudes

The Entities are written in plural and the Locations and Objects are not. When describing a Realm feel free to change this. A mountain could become A Mountain Range. Gypsies and Elves could become a single Gypsy Elf. Likewise, specificity may be added: a Flower becomes a Rose, A tree becomes an Oak.

## Magic Deck Card List

VP	Name
1	Volcano
2	Bedroom
3	Circus
4	Playground
5	Labyrinth
6	Palace
7	Chessboard
8	Garden
9	Beach
10	Asteroid
1	Stadium
2	Ballroom
3	Tower
4	Ruins
5	Lake
6	River
7	Ocean
8	Ice Berg
9	Forest
10	Desert

VP	Name
1	Hill
2	City
3	Swamp
4	Rainbow
5	Mountain
6	Moon
7	Cliff
8	Valley
9	Farm
10	Dreamscape
1	Station
2	Cavern
3	Castle
4	Oasis
5	Factory
6	Temple
7	Church
8	Restaurant
9	Island
10	Pyramid

## Action Cards

VP	Name
1	Talking
2	Kissing
3	Painting
4	Embracing
5	Playing
6	Flying
7	Racing
8	Cooking
9	Feasting
10	Dancing
1	Skipping
2	Jumping
3	Swimming
4	Floating
5	Singing
6	Throwing
7	Shooting
8	Riding
9	Guarding
10	On a Quest

VP	Name
1	Greeting
2	Escaping
3	Running
4	In Love
5	Caring For
6	Healing
7	Resting
8	Worshipping
9	Arguing
10	On a Journey
1	Building
2	Debating
3	Haggling
4	Cavorting
5	Crying
6	Smoking
7	Watching
8	Exploring
9	Falling
10	Sleeping

## Entity Cards

VP	Name
1	Pirates

VP	Name
1	Robots

VP	Name
2	Ninjas
3	Dogs
4	Birds
5	Cats
6	Witches
7	Gypsies
8	Fish
9	Knights
10	Elves
1	Octopus
2	Sharks
3	Angels
4	Devils
5	Dinosaurs
6	Aliens
7	Dragons
8	Unicorns
9	Snakes
10	Faeries

VP	Name
2	Whales
3	Wizards
4	Priests
5	Hunters
6	Giants
7	Trolls
8	Dwarves
9	Minions
10	Kings
1	Children
2	Boys
3	Girls
4	Men
5	Women
6	Ghosts
7	Vampires
8	Astronauts
9	Bureaucrats
10	Queens

## Descriptor Cards

VP	Name
1	Red
2	Green
3	Blue
4	Yellow
5	In Winter
6	In Spring
7	In Summer
8	In Fall
9	Cold
10	Hot
1	Dark
2	Light
3	Happy
4	Sad
5	Angry
6	Wild
7	Broken
8	Winged
9	Tiny
10	Big

VP	Name
1	Curious
2	Fearsome
3	Nightmarish
4	Magical
5	Mystical
6	Delicate
7	Strong
8	Handsome
9	Young
10	Old
1	Ugly
2	Weak
3	Shining
4	Rare
5	Gentle
6	Fierce
7	Careful
8	Complicated
9	Beautiful
10	Sacred

## Object Cards

VP	Name
1	Candy
2	Playing Cards

VP	Name
1	Balloon
2	Bridge

VP	Name	VP	Name
3	Lamp	3	Phone
4	Potion	4	Flower
5	Book	5	Glass
6	Flute	6	Hat
7	Boulder	7	Jewel
8	Clock	8	Coffee
9	Clouds	9	Machine
10	Train	10	Storm
1	Boat	1	Drum
2	Violin	2	Shovel
3	Cheese	3	Hammer
4	Mask	4	Camera
5	Door	5	Staff
6	Key	6	Rainbow
7	Sword	7	Gold
8	Gun	8	Game
9	Star	9	Tree
10	Music	10	Gift

### Variants

Add/remove cards. Play to 100 points for a short game.





# Golems

## Introduction

Fantasy Wargame for 2-4 players. You are a mighty Wizard. Use your Magic to make Golems to defeat you enemies.

## Victory

Destroy all opposing Wizards.

## Terrain Tile List

Terrain Type:	#	Notes:
Tower	4	One in each Corner: Mana +1
Village	1	Needed to recruit Flesh Golems
Mud Flats	1	Needed to recruit Clay Golems
Quarry	1	Needed to recruit Stone Golems
Gem Mine	1	Needed to recruit Crystal Golems
Iron Mine	1	Needed to recruit Iron Golems
Ice Cave	1	Needed to recruit Ice Golems
Gold Mine	1	Needed to recruit Gold Golems
Ruins	1	Needed to recruit Bone Golems
Desert	1	Needed to recruit Sand Golems
Forest	1	Needed to recruit Wood Golems
Hills	1	Needed to recruit Bronze Golems
Mountain	1	Needed to recruit Obsidian Golems
Salt Flats	1	Needed to recruit Salt Golems
Workshops	1	Needed to recruit Clockwork Golems
Silver Mine	1	Needed to recruit Silver Golems
Volcano	1	Needed to recruit Basalt Golems
Monolith	8	Mana +1
Water	12	Barrier to Movement
Wasteland	24	

## The Map

Use a Chessboard. Each space is known as a Territory. The corner spaces are Towers.  
Randomly distribute the remaining 60 Terrain Tiles.

## Setup

Each Player starts in control of 1 Tower. Each player gets dealt 6 Golem cards & 3 Event cards. Each player starts with 20 Mana saved up.  
Randomly determine who goes first. Your Tower Contains your Wizard who does not move. A Wizard is small, soft, man-shaped, has 5 Hits, Force +7, and Armor +7.  
The Wizard may freely stack with Golems in the Tower.

## Dice, Chits, Counters, Tiles, Coins, & Cards

Tiles are used to make the Map. Each player has a set of numbered chits of a unique color. Numbered Chits are used to represent Golems.  
Cards are used for 2 Decks: The Golem Deck & the Event Deck Coins represent Mana. Counters are stacked with units to record damage. Ten sided dice are needed to play.

## Turn Sequence

Players take turns. Each turn has 7 phases:  
1. Power Phase  
2. Craft Phase  
3. Fate Phase  
4. Spell Phase  
5. Move Phase  
6. Battle Phase  
7. End Phase

## Power Phase

Gain 4 Mana. Gain 1 extra Mana for each Monolith & each Tower space you occupy. Mana is used to make Golems, cast Spells, and draw extra cards.  
Mana may be saved from turn to turn.

## Craft Phase

You may build a Golem in this phase. Play 1 Material, 1 Size, and 1 Shape card. Calculate the Hits, Move, Force, & Armor of your Golem.

You must control certain spaces to use certain Material cards. If you do not control the appropriate materials space, you can still craft the Golem, but it costs double Mana. A Units cost to build, in Mana, is equal to its Force + Hits.

Represent the Golem with a numbered chit from your color set. Record the ID number & stats for the new Golem. Place the chit on or adjacent to your Tower.

Discard played cards.

## Fate Phase

Draw 3 cards in any combination from the Event Deck &/or Golem Deck. Each player maintains 2 separate hands: an Event card hand & a Golem card hand. Max hand size is 7 cards (for each hand). Discard excess cards.

If a deck runs out, shuffle the discard and draw from it. Pay 5 Mana to draw an extra card from either deck.

## Spell Deck

All players may play Spell cards. All Spell cards cost 2 Mana each to play. Spell cards are discarded after being played.

## Adjacency Rule

Units or spaces must share a common border to be adjacent. Diagonal spaces and units are not adjacent.

## Control Of Spaces

For purpose of access to Materials needed to build Golems. One of your golems must occupy the space or The space must be empty, and you must have a golem adjacent to it.

## Stacking Rule

In a single space you may stack up to 4 golems. No two Golems in a stack may have the same size, shape,

or hardness. (2 Golems with the same trait will destroy each other) Units from opposing players cannot occupy the same space.

## Move Phase

You may move some, none, or all of you units. Units can move up to 1 to 4 spaces depending on their shape Units cannot enter or move through Water spaces. Exception: Flying units may pass through water spaces.

Units cannot move through other units, except for flying units. The stacking limit must be strictly enforced. Some Spell cards will affect the Movement of units & Stacks.

## Battle Phase

You may attack adjacent enemy stacks with your own stacks. Resolve conflicts between two opposing stacks, one at a time. A turn may have multiple battles between multiple stacks.

Battles are fought in Rounds. Player may play Battle cards at any time during the round. During each round, each Golem, in turn, in both opposing stacks gets to attack once.

Small units always attack before Medium size & Large units. Medium size units always attack before Large units. Start with the Active player (Player whose turn it is) Pick which of your golems is attacking, and what its target is.

Both players roll 1D10. The attacker adds the attacking golems Force modifier. The defender adds the target golems Armor modifier If the Attackers modified roll is equal or higher, the Target loses 1 hit.

A golem reduced to zero hits is destroyed & discarded. The other player then attacks and so on. This repeats until one side is completely eliminated.

Extra Attacks (From Battle Cards) are made, in turn, like regular attacks. Units in Towers get Armor +1.

## End Phase

If you won a battle, you may put any of your Soft Golems that were killed in the battle back into play. (They Regenerate)

## Golem Deck Card List

Card Name:	Type	Hard	Force	Armor	#
Flesh	M	S	+1	-	1
Clay	M	S	+1	-	1
Stone	M	R	+3	+2	1
Crystal	M	R	+3	+2	1
Iron	M	M	+4	+3	1
Ice	M	H	+2	+1	1

Card Name:	Type	Hard	Force	Armor	#
Clockwork	M	H	+2	+1	1
Salt	M	S	+1	-	1
Silver	M	M	+4	+3	1
Card Name:	Type	Hits	Force	Armor	#
Small	Z	1	-	+1	4
Medium	Z	2	+1	+2	4

Card Name:	Type	Hard	Force	Armor	#
Gold	M	M	+4	+3	1
Bone	M	H	+2	+1	1
Sand	M	S	+1	-	1
Wood	M	H	+2	+1	1
Bronze	M	M	+4	+3	1
Obsidian	M	R	+3	+2	1
Basalt	M	R	+3	+2	1

Card Name:	Type	Hard	Force	Armor	#
Large	Z	3	+2	+3	4
Giant	Z	4	+3	+4	4
Card Name:	Type	Move	Force	Armor	#
Man	S	2	-	-	4
Beast	S	3	+1	-	4
Flyer	S	4	-	-1	4
Juggernaut	S	1	+1	+1	4

Types: M = Materials, Z = Size, S = Shape Hard  
(hardness): S = Soft, H = Hard, R = Rock, M = Metal

# Number of copies in the deck

## Event Deck Card List

Event:	Type	Notes:
Swoop	B	Target Flyer gets extra Attack this Round
Maul	B	Target Beast gets extra Attack this Round
Club	B	Target Man gets extra Attack this Round
Crush	B	Target Juggernaut gets extra Attack this Round
Dodge	B	Target Small or Medium Golem gets +7 Armor
Fast Attack	B	Target Small or Medium gets extra Attack this Round
Great Bulk	B	Target Large or Giant Golem gets +5 Armor
Stomp	B	Target Large or Giant gets extra Attack this Round
Splatter	B	Attack vs Soft Target is +5 Force
Shatter	B	Attack vs Hard Target is +5 Force
Crumble	B	Attack vs Rock Target is +5 Force
Crack	B	Attack vs Metal Target is +5 Force
Haste	S	Target Stack may move twice this Turn
Ritual Mana	S	Gain 7 Mana
Elemental Storm	S	One Force +3 Attack vs each Golem in Stack
Power	S	Golems in Stack get +1 Force for 2 turns
Protection	S	Golems in Stack get +1 Armor for 2 turns
Portal	S	Move your target Stack to any empty space
Divination	S	Look at opponents hands & next 7 cards in decks
Dispell	S	Negate Spell just played
Repair	S	Remove all Damage in target stack
Theft	S	Steal 1 random card from opponent
Transformation	S	Permanently change size, shape, or material of Golem

**S** Spell cards

**B** Battle cards (only used in Battle Phase)

Note: The Event deck contains 2 copies of each card listed.

## Optional Rules

## Golem Special Abilities

Material:	Notes:
Flesh	Healing: Removes 1 Damage Marker from self at end of your turn
Clay	Promethean: May change Shape at the beginning of each turn
Stone	Massive: Hits +1
Crystal	Magical: Gain +1 Mana per Turn
Iron	Very Hard: Armor +2
Ice	Freeze: 1 target opposing golem in battle gets Force -2

Material:	Notes:
Gold	Inspirational: All Golems in stack get Force +1
Bone	Undead: Armor +1 & Force +1
Sand	Blinding Dust: All opposing golems get Force -1
Wood	Growth: Discard a card to grow 1 size larger (Max Giant size)
Bronze	Defender: All Golems in Stack get Armor +1
Obsidian	Wisdom: May stack without conflict
Basalt	Fireball: Get one extra attack at beginning of Battle
Clockwork	Assorted Weapons: Force +2
Salt	Sea Salt: Force +3 if adjacent to a Water Space
Silver	Quicksilver: Move +1

### Card & Tile Sets Available

Amazing Images by Peter Cobcroft (cufearufea@yahoo.com)







# Great Old Ones

## Introduction

Card game based on the Cthulhu Mythos.

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## Victory

Reduce your opponent to zero Sanity points.

## Sanity Points

Each player starts with 10,000 Sanity Points.

## Creatures

There are 3 types of creatures:

1. Humans (also Men or allies: Can carry Weapons)
2. Monsters (also Corrupt Humans and Living Dead and Avatars)
3. Major Powers (Great Old Ones, Outer Gods, and Elder Gods)

Note: Corrupt & LD Humans are treated like humans for summoning and carrying weapons, but otherwise treat them as Monsters. An Avatar is a lesser incarnation of a Major Power. Major Powers can never be used as Summoning Tribute.

## Sanity Cost

Many cards have a Sanity cost to use them or to put them into play. This Cost is subtracted from the players remaining total sanity. Humans have no Sanity Cost.

The Cost to put a Monster or Major Power into play is half of its Force. The Cost to put an Item or Tome into play is its Force. The Cost to put a Location or Event into play is its Force.

The Cost to use a Spell is equal to its Force. The Cost to use an Item is equal to its Force. The Cost to use the special ability of a Tome is equal to its Force.

Note: When a Spell, Item, or Tome is used, flip it face down.

## Flipped Cards Delay Tokens

Flipped cards can take no action. A card that receives Delay Tokens is Flipped and cannot unflip until all the tokens are removed.

## Setup

The oldest player goes first. Each player is dealt 7 cards. Players cannot attack on their first turn.

## Turn Sequence

Players take turns. Each turn has 11 Phases: Day Phase Draw Phase Event Phase Travel Phase Find Phase Spell Phase Allies Phase Weapons Phase Horror Phase Threat Phase Night Phase

## Day Phase

Unflip all flipped cards with no Delay tokens on them. If a card has delay tokens on it, remove 1 Delay token.

## Draw Phase

Draw 1 card from your deck (or a common deck) If the deck runs out, shuffle the discard and draw from it.

## Event Phase

You may play one Event card from your hand. Events are discarded as soon as they are played.

## Travel Phase

You may play one Location card face up. (This replaces your previous Location card)

## Find Phase

You may Play one Item or Tome face up.

## Spell Phase

You may attach (Face down underneath) Spell cards to Tomes.

## Allies Phase

You may Summon (Play) one Human card on your turn from your hand. The Human is placed Face up.

## Weapons Phase

You may attach weapons to your humans. (And Monsters listed as CUW: Can use Weapons) A Human may have only one Weapon attached. To Attach the weapon the user must have a Force equal to or greater than the Force of the Weapon.

## Horror Phase

You may Summon (Play) one Monster or Major Power card on your turn from your hand. The Monster or Major Power is placed Face up. Tribute Summons: Summoning a Creature with a Force of 800 or more requires One or more of your other creatures in play to be discarded (sacrificed) first.

The Sacrificed Creatures must have a total Force equal to at least half the Force of the creature being summoned.

## Threat Phase

You may attack with none, some, or all of your creatures (attackers). If an attacker is unblocked, the target player loses Sanity equal to its Force. Your opponent may block with his humans and creatures (defenders).

When Creatures are paired up, the creature with the lowest Force is destroyed. Humans cannot attack, they can only defend. Invisible humans can attack.

Flipped Creatures (and those with delay tokens) cannot Attack or Defend. Invisible attackers cannot be blocked.

## Night Phase

Max hand size is 7 cards. Discard excess cards.

## Deck Construction Limits

Players construct decks from cards on the card list. Except for Humans and Monsters, A Deck may have no more than 1 copy of any 1 card. (Limit 4 for Humans and Monsters) A Deck may only contain one Major Power card.

A Deck may only contain Avatars if they match the Major Power. A Deck must contain a minimum 4 Locations. Standard deck size is 40 to 60 cards.

## Spells

Spells cannot be cast from your hand. Spells must be attached to Tomes. A Tome can attach a number of Spells equal to its Force/100.

Some Creatures and Items can Attach Spells. Spells can be used multiple times. Everytime you use a Spell, you lose Sanity equal to the Force of the Spell and Flip the Spell card. (Cards are unflipped in Start Phase) If a Tome is Flipped, the attached Spells can still be used.

## Items

Items can be used multiple times. Everytime you use an Item, you lose Sanity equal to the Force of the

Item and Flip the Item card. (Cards are unflipped in Start Phase)

## Card List Abbreviations

**HU** Human  
**LSR** Lesser Servitor Race  
**GSR** Greater Servitor Race  
**GOO** Great Old One  
**LIR** Lesser Independent Race  
**GIR** Greater Independent Race  
**OG** Outer God  
**EG** Elder God  
**AV** Avatar  
**TO** Tome  
**L** Location  
**IT** Item  
**SU** Single Use Spell  
**EV** Event  
**CS** Continuous Spell  
**AS** Activation Spell

SYDFA = Search your deck for a

**SDPF** Search your Discard pile for a

APIIYH = And put it in your hand. Sacrifice = Discard one of your cards in play Destroy = Discard a card in play

**UG** Underground

**Sea** Water Monster

**Des** Desert

**For** Forest

**Dark** Darkness

**OS** Outer Space

**OST** Outside of ordinary Space Time

**LD** Living Dead

**DS** Discard Spell

**MP** Major Power

**TS** Tribute Summons

**WFP** When First Played

**ICAU** If this creature attacks unapposed

**CUW** Can Use Weapons & be targeted by Spells that target Humans

**D1C** Draw 1 card from the deck and put it in your hand

RDHTP = Return Destroyed Human to Play

**AEOT** at end of turn

GOCOC = give opponent control of 1 of your creatures

**Cont** Continuous Effect produced by an unflipped card

&P2DT = And put 2 Delay Tokens on this card FROTP = for rest of this phase (Default for most spells) PWF+100 = Permanently while in play with Force +100

## Card List

Name:	Type	Force	Class	Notes:
Abhoth	OG	2400	UG	Grey Horrid Protean Mass; Monstrous Spawn
Ahtu	AV	2100	For	(Nyarlathept) Giant Tendriled Tree
Atlach-Nacha	GOO	1000	UG	Huge Spider; Defense +1000
Azathoth	OG	6000	OST	Mindless Seething Amorphous Daemon Sultan
Bast	EG	1200	Des	Cat Goddess; Defense +800
Servants of Bast	LSR	400	Des	Cat People; Force +400 with Bast
Bokrug	GOO	1200	Sea	Great Water Lizard
Beings of Ib	LSR	400	Sea	Primitive Race; Force +400 with Bokrug
Chaugnar Faun	GOO	1800	UG	Elephantine Humanoid Blood Sucker
Tcho-Tcho	LSR	400	For	Primitive Men; Force +400 with GOO
Shudde M'ell	GOO	2600	UG	Giant Tunneling Squid-Worm
Cthonian	GIR	1200	UG	Force +400 with Shudde M'ell
Colors of Outer Space	GIR	1600	OS	Invisible Life Force Feeders
Cthugha	GOO	2600	OS	Great Cloud of Living Fire
Fire Vampire	GSR	1300	OS	Force +400 with Cthugha
Cyaegha	GOO	3200	UG	Green Glowing Eye with Tentacles
Daoloth	OG	3000	OST	Flip: look at top 3 cards of any deck
Dhole	GIR	3000	Des	Giant Worms; ICAU: Destroy Location
Dimmensional Shambler	LIR	800	OST	WFP Destroy target Item or Human
Eihort	GOO	1000	UG	Many Legged Bloated Oval; Defense +1000
Ghasts	LIR	600	UG	Repulsive Guttural Biped
Ghatanothoa	GOO	3000	Sea	Loathsome Petrifying Extra-galactic Horror
Loigor	GIR	1400	OS	Invisible; +400 with Ghatanothoa
Ghouls	LIR	500	UG	Rubbery, Canine Humanoids
Ghoul Leader	LIR	600	UG	Ghouls get Force +200
Ghoul Shaman	LIR	400	UG	May attach 1 Spell
Hybrid Ghouls	LIR	400	UG	CUW
Glakki	GOO	2000	Sea	Draw 1 card everytime a Human is destroyed
Servants of Glakki	LSR	400	Sea	Living Dead; +600 with Glakki
Gugs	LIR	1200	UG	4-armed Giants with terrible Maws
Hastur the Unspeakable	GOO	3000	Sea	Titanic Aquatic Being
Byakhee	LSR	600	OS	Force +400 with Hastur
Hounds of Tindalos	GIR	1000	OST	WFP Destroy Target Human
Hunting Horrors	GSR	1200	Dark	Viperine Flyers; Attacking Force +600
Hypnos	EG	2400	-	God of Sleep; Humans worth double for TS
Ithaqua	GOO	2600	Cold	No one may play new Locations
Wendigo	LSR	600	Cold	Force +600 with Ithqua
Gnoph-Keh	GIR	1000	Cold	Hairy Ice Beast; +400 with Ithaqua
King in Yellow	AV	1400	-	(Hastur) Tall Man-like being
Leng Spiders	LIR	1000	For	Immense Bloated Purple Spiders
Lesser Other God	OG	2000	OST	Giant Mindless Dancing Monstrosities
Martenese Kin	LIR	600	UG	Degenerate Humans
Moon Beasts	LIR	600	OS	Pink Toadish Torture Lovers
Nightgaunts	LSR	400	-	WFP Destroy Target Human; +400 with Nodens
Nodens	EG	1200	Sea	WFP SYDFA Nightgaunts card APIIYH
Nyarlathept	OG	3500	OS	WFP SYDFA Monster card APIIYH
Nyogtha	GOO	1800	UG	Iridescent Gelatinous Blackness
Quachil Uttaus	GOO	1600	OST	WFP Destroy Target Human
Rat-Thing	LSR	200	UG	Tiny evil servant
Rhan-Tegoth	GOO	1200	Cold	Cannot attack if no opposing Creatures

Name:	Type	Force	Class	Notes:
Sand Dwellers	LSR	400	Des	Force +200 with GOO or EG
Servitors of the OG	GSR	800	OST	Tentacled Toad pipers; +200 with OG
Insects from Shaggai	LIR	800	-	WFP Take control of target Human
Shantaks	LSR	600	-	WFP SYDFA Location card APIIYH
Skeletons	LSR	200	-	LD; If killed draw a card
Zombies	LSR	400	-	LD
Mummy	LIR	600	Des	LD
Vampire	LIR	800	Dark	LD; Invisible
Werewolf	LIR	1000	For	LD
Shub-Niggurath	OG	2400	OST	WFP SYDFA Spell card APIIYH
Dark Young	GSR	1000	For	Black Ropy Tree; +400 with Shub-Niggurath
Star Vampires	LIR	1000	OS	Invisible blob
Tsathoggua	GOO	1800	UG	Large sleepy bunny-eared furry Toad
Formless Spawn	LSR	1000	UG	Viscous Black Slime; +400 with Tsathoggua
Tulzscha	OG	2000	OST	Belching column of sick cold green flame
Ubbo-Sathla	OG	4000	UG	Formless Mass Keeper of the Elder Keys
Spawn of Ubbo-Sathla	GSR	1400	UG	+600 with Ubbo-Sathla
Beings from Xiclotl	LIR	1000	For	+200 with Insects from Shaggai
Y'Golonnac	GOO	1600	-	May be in same deck as Glaaki
Yibb-Tstll	OG	2400	For	Nightgaunts get Force +200
Yig	GOO	1800	For	Snake God; Snake People get Force +400
Sacred Snake	LSR	200	For	ICAU destroy target Human
Yog-Sothoth	OG	5000	OST	WFP SYDFA Location card APIIYH
Son of Yog-Sothoth	GSR	1500	-	Invisible Tentacled Monstrous Things
Hybrid of Yog-Sothoth	LSR	600	-	Human Appearing; Worth 1000 for TS
Zhar	GOO	2600	UG	Dual Mountain of Sensate Quivering Flesh
Zoth-Ommog	GOO	2200	Sea	Cone body, tentacles & reptilian head
Elder Thing	GIR	1000	Cold	Large Flying Botanical Beings
Shoggoth	GSR	2000	Cold	Mass of Gelatinous Flesh
Cthulhu	GOO	4600	Sea	If destroyed put him back in your hand
Star Spawn	GSR	1600	Sea	Smaller versions of Cthulhu
Father Dagon	GSR	1400	Sea	Patriarchal Giant Deep One
Mother Hydra	GSR	1200	Sea	Matriarchal Giant Deep One
Deep Ones	LSR	400	Sea	Amphibious Race
Mi-Go	LIR	700	OS	Alien Fungi from Pluto ICAU: Steal Item
Mi-Go Surgeon	LIR	800	OS	WFP Take control of Opposing Human
Mi-Go Leader	LIR	1400	OS	Mi-Go get Force +400
Flying Polyps	GIR	2000	Dark	Invisible Horror. Wind & Tentacle Attacks
Great Race of Yith	GIR	1400	OST	Time Traveling Mentalists; FS: Draw 1 card
Sorcerer Serpent Man	LIR	600	UG	Can attach 1 Spell; CUW
Serpent People	LIR	500	UG	ICAU Do Double Damage; CUW
Hybrid Serpent People	LIR	400	UG	CUW
Cultist Priest	HU	400	-	Your Humans are worth double for tribute
Living Dead Cultist	HU	500	LD	Worth 2000 for tribute Summons
Steadfast Companion	HU	600	-	Defense +600
Adventurer	HU	500	ICAU	Draw 1 card
Student	HU	300	WFP	Draw 3 cards
Sculptor	HU	400	-	Flip to Play an extra Item on your turn
Poet	HU	200	-	Discard this card instead of target card
Artist	HU	300	WFP	SYDFA Monster card APIIYH
Musician	HU	300	WFP	Target Monster is put back in owners hand
Inventor	HU	300	WFP	SYDFA Item card APIIYH
Archeologist	HU	300	WFP	SDPF Item card APIIYH

Name:	Type	Force	Class	Notes:
Doctor	HU	200	-	Your Humans are Immune to Epidemics
Reporter	HU	300	WFP	Look at opponents hand
Corrupt Cultist	HU	500	-	Worth 2000 for tribute Summons
Sorcerer	HU	500	-	Corrupt; May attach 1 Spell
Corrupt Wizard	HU	300	-	May attach 2 Spells
Witch	HU	100	-	May attach 1 Spell; WFP SYDFA Spells
Gangster	HU	600	-	Gangster may Attack
Maniac	HU	400	-	Maniac may Attack
Crazed Survivor	HU	200	-	May block Invisible Attackers
Wizard-Priest	HU	200	-	May attach 1 Spell; Cultists get Force +200
Mongrel Cultist	HU	300	-	Draw 2 cards if destroyed
Historian	HU	200	-	Flip to Play an extra Tome on your turn
Dilliatante	HU	400	-	Flip to Play an extra Human during your turn
Dreamer	HU	300	Flip to Play an extra Monster during your turn	
Professor	HU	200	Flip up a Tome once on your turn	
Occultist	HU	200	Flip up an Item once on your turn	
Church Agent	HU	600	WFP Destroy target Monster or Living Dead	
Shaman	HU	200	WFP put Major Power back in opponents Hand	
Psychologist	HU	200	WFP Gain 1000 Sanity	
Scientist	HU	600	Draw 1 card every time an Event card is played	
Sea Captain	HU	600	Draw 1 card every time a Location is played	
Sailor	HU	500	Gains bonuses as would a Sea Monster	
Nomad	HU	500	Gains bonuses as would a Desert Monster	
Bandit	HU	600	ICAU: Steal Item	
Police Detective	HU	400	WFP Steal an Item/Tome from Opponent	
Private Eye	HU	400	Flip to Negate Special Effect of a target Human	
Historical Author	HU	200	WFP SYDFA Tome card APIIYH	
Egyptologist	HU	300	Draw a card every time a Desert Creature is played	
Guide	HU	400	WFP SYDFA Location card APIIYH	
Army Officer	HU	600	Cont: Your Humans each get Force +200	
Soldier	HU	600	Gets Force +100 if Weapon Attached	
Mercenary	HU	600	WFP SYDFA Weapon card APIIYH	
Scholar	HU	200	Draw a card every time a Tome is played	
Sane Companion	HU	200	Gain 200 Sanity in End Phase	
Deep One Hybrid	HU	400	Also Counts as a Sea Creature	
Sanatorium	L	-	Gain 200 Sanity in End Phase	
Stonehenge	L	-	Play an extra Monster during your turn	
Easter Island	L	-	Play an extra Monster during your turn	
Church	L	-	Cont: Your Humans get Force +200	
Library	L	-	You may play Spells from your hand	
Exotic Location	L	300	Your Creatures are worth Double for TS	
Witch House	L	200	Flip: Your Opponent loses 200 Sanity	
South Pacific Island	L	100	When played SYDFA Monster card APIIYH	
Asylum	L	-	Flip: Gain 800 Sanity & Sacrifice your Monsters	
Atlantis	L	200	Play an extra Sea Creature during your turn	
Pyramids	L	100	Play an extra Desert Creature during your turn	
Esoteric Order	L	100	Flip: look at top 3 cards of any deck	
Small Industrial Town	L	-	When played draw 5 cards	
Yuggoth	L	200	Cont: Your OS Monsters each get Force +400	
Mi-Go Base Camp	L	100	Play an extra OS Creature during your turn	
Country Site	L	100	Cont: Your Monsters each get Force +100	
Miskatonic University	L	-	Draw an Extra card in your Draw Phase	
Catacombs	L	100	Cont: Your LD + UG Monsters each get Force +200	

Name:	Type	Force	Class	Notes:
Caverns	L	100	Cont: Your UG Monsters each get Force +400	
Cursed House	L	200	When played SYDFA Item card APIIYH	
Mansion	L	100	When played SYDFA Tome card APIIYH	
Remote Farmhouse	L	100	When played destroy target Human	
Himalayas	L	100	When Played all players discard their hands	
Tunnels	L	200	Flip: Target UG Monster is Invisible	
City of the Deep Ones	L	300	Cont: Your Sea Creatures each get Force +400	
Antarctica	L	100	Cont: Your Cold Creatures each get Force +400	
Sahara	L	100	Cont: Your Desert Creatures each get Force +400	
Museum	L	-	Play an extra Item or Tome during your turn	
City (NY, Paris, etc)	L	-	Play an extra Human during your turn	
Corrupted Lake	L	-	Tribute required for MP or Sea Creature is Half	
Cemetery	L	100	Cont: Your LD & Ghouls each get Force +400	
Temple	L	200	Your creatures go into your hand when destroyed	
Book of Dzyan	TO	300	When played draw 3 cards	
Book of Eibon	TO	400	Draw an Extra card in your Draw Phase	
Necronomicon	TO	400	You may play an extra Monster on your Turn	
R'lyeh Text	TO	400	Your Creatures worth Double for Tribute Summons	
Ponape Scripture	TO	300	When played SYDFA Location card APIIYH	
Cthaat Aquadingen	TO	300	Cont:Your Sea Creatures each get Force +200	
Seven Cryptical Books	TO	300	Your Monsters require 400 less for TS	
Cultes Des Goules	TO	200	Cont:Your LD & Ghouls each get Force +200	
Nameless Cults	TO	200	You may play an extra Human on your Turn	
The Black Book	TO	200	Unflip target Spell	
Livre d'Ivon	TO	100	When played discard a target Monster	
Book of the Dead	TO	100	Cont:Your Desert Creatures each get Force +200	
Kitab Al Azif	TO	400	Cont:Your Monsters each get Force +200	
De Vermiis Mysteriis	TO	100	Flip: When you cast a Spell draw a card	
Eltdown Shards	TO	400	Monsters do 100 less damage to your investigator	
King in Yellow	TO	200	Fip: Opponent Loses 100 Sanity	
Liber Ivonis	TO	100	Flip to Unflip target Item	
Yithian Mental Contact	EV	300	Sacrifice a Human and Destroy a target card	
Direct Sunlight	EV	-	Destroy all Living Dead & Darkness Monsters	
Typhus	EV	400	Epidemic: Destroy all Humans in Play	
Influenza	EV	400	Epidemic: Destroy all Humans in Play	
Mythos Instability	EV	500	Discard all Monsters and Major Powers in play	
Typhoon	EV	200	Discard all Sea Monsters in Play	
Earthquake	EV	200	Discard all Underground Monsters in Play	
Aldebaran Moves	EV	100	Counts as 2000 for Tribute Summon; D1C	
Thieves	EV	100	Discard target Item	
Science Experiment	EV	300	Each player may put 1 card into play	
Night	EV	400	All Monsters get Force +400	
Confiscation	EV	100	Discard target Tome	
Yellow Sign	EV	200	Unflip all Spells	
Telepathy	EV	100	Look at opponents hand; D1C	
Rampage	EV	100	Monster permanently gets ICAU: Destroy Item	
Benefactor	EV	-	Draw 2 Cards	
Live with Ghouls	EV	200	Target Humans you control become Ghouls PWF+100	
Eat the Dead	EV	400	All Ghouls get Force +400	
Weapon Breaks	EV	-	Destroy target Weapon	
Agoraphobia	EV	100	Return target Human to Owners hand	
Sandstorm	EV	-	All your Creatures are Invisible	
Insanity	EV	100	Put 3 Delay Tokens on Target Human	



Name:	Type	Force	Class	Notes:
Travel by Air	EV	200	SYDFA Location card APIIYH; Draw 2 cards	
Travel by Sea	EV	100	SYDFA Location card APIIYH; D1C	
Travel by Land	EV	-	SYDFA Location card APIIYH	
Travel Thru Space	EV	400	SYDFA Location card APIIYH; Draw 4 cards	
Travel Underground	EV	300	SYDFA Location card APIIYH; Draw 3 cards	
Deep Ones Jewelry	IT	100	Cont: Your Sea Creatures each get Force +400	
Space Mead	IT	300	SYDFA Location card APIIYH	
Mi-Go Braincase	IT	400	SYDFA Human card APIIYH	
Powder of Ibn Ghazi	IT	200	Target Monster is Visible and Half Force	
Shining Trapezohedron	IT	100	Look at top 3 cards of all decks	
Star Stone of Mnar	IT	100	Target LIR or LSR is half Force this turn	
Chime of Tezchaptl	IT	500	Negate Spell just cast	
Pipes of Madness	IT	200	Flip target Human	
Pallid Mask	IT	200	Target Human becomes Monster with Force +500	
Pickman Painting	IT	200	Target Human becomes a Ghoul PWF+100	
Dust of Suleiman	IT	300	Sacrifice Human to Destroy target Monster	
Ultra-Violet Machine	IT	200	All enemy Creatures are Visible	
Glass from Leng	IT	200	Look at Opponents Hand	
Bad Corpse Dust	IT	100	LD Creature cannot Attack or block	
Lamp of Alhazred	IT	200	Look at next 7 cards of any deck	
Plutonian Drug	IT	100	Look at next 3 cards of any deck; does not flip	
Stone Idol	IT	300	Sacrifice: 2500 for Tribute Summon	
Cursed Stone	IT	100	Opponent Loses 200 Sanity	
Dynamite	W	100	One Human gets Force +1500; Discard Human AEOT	
Blessed Blade	W	-	Force +600 (Discard a card to play)	
Fetch Stick	W	-	Force +100 (extra +500 vs Monsters)	
Revolver	W	-	Force +300 (extra +300 vs Humans)	
Torch	W	-	Force +200 (extra +500 vs UD & Darkness Creatures)	
Harpoon	W	-	Force +200 (extra +500 vs Sea Creatures)	
Mist Projector	W	100	Force +300 (Human becomes a corrupt Monster)	
Shotgun	W	-	Force +400 (extra +200 vs UG Creatures)	
Rifle	W	-	Force +400 (extra +200 vs OS Creatures)	
Tommygun	W	-	Force +500	
Sacrificial Dagger	W	100	Force +100 (Your Humans worth double for tribute)	
Elder Sign	S	100	Negate an attack by a Major Power &P2DT	
Create Gate	S	400	Play an extra Monster during your turn	
Dread Curse of Azathoth	S	100	Flip target Spell	
Shrivelling	S	200	Target Human is Force -500 (Minimum 100 Force)	
Voorish Sign	S	100	Draw 1 Card	
Bait Humans	S	400	Target Human must Block &P2DT	
Spectral Hunter	S	300	Target human becomes Monster with Force +700	
Black Binding	S	300	RDHTP: becomes permanent LD with Force +400	
Body Warping	S	300	Target Human gets Force +200 and Invisibility	
Power of Nyambe	S	200	SYDFA Spell card APIIYH &P2DT	
Cast out Devil	S	100	Control of creature reverts to original owner; D1C	
Chant of Thoth	S	100	Draw 2 Cards and discard 1	
Cloud Memory	S	300	Opponent must discard 1 card	
Clutch of Nyogtha	S	200	Opponent loses 300 Sanity	
Consume Likeness	S	200	Target Human becomes Invisible	
Barrier of Naach-Tith	S	200	Monster Attacks do half damage to Investigator	
Curse of Darkness	S	500	Send target Monster back to Owners hand &P2DT	
Limbo Gate	S	300	SYDFA Location card APIIYH	
Scrying Window	S	200	Look at Opponents Hand	

Name:	Type	Force	Class	Notes:
Time Warp	S	300	Sacrifice Human: Negate Event card	
Flesh Ward	S	100	Target Human gets Force +1000	
Implant Fear	S	100	Target Human may not Block	
Dampen Light	S	100	Flip target Tome	
Mist of Releh	S	100	Negate first Attack made this phase	
Death Spell	S	500	DS: Destroy Target Human or Monster	
Devolution	S	300	Target Creature is Force -500	
Dominate	S	400	Control Target Human &P2DT	
Eibons Wheel of Mist	S	200	Negate Attack by target Monster	
Enthrall Victim	S	200	Monster gets Force +500	
Exile	S	500	DS: Put target MP back in owners hand	
Eye of Light & Darkness	S	300	All Monsters are half Force	
Grey Binding	S	200	SYDFA Living Dead card APIIYH &P2DT	
Hands of Colubra	S	200	Target human becomes Monster with Force +500	
Nightmares	S	200	Opponent discards down to 4 cards	
Seal of Isis	S	200	Target Item or Tome cannot be destroyed/Stolen	
Wave of Oblivion	S	200	DS: Destroy Target Location	
Red Sign	S	500	Each player must discard 1 Creature &P2DT	
Mind Exchange	S	400	Control target Creature; GOCOC &P2DT	
Look to the Future	S	200	Look at next 7 cards in any deck &P2DT	
Mesmerize	S	200	Target Creature cannot Block	
Mind Blast	S	100	Opponent loses 200 Sanity	
Power Drain	S	100	Flip All Spells &P2DT	
Remortification	S	400	Put creature in discard into your hand &P2DT	
Send Dreaming	S	300	All Humans can Attack	
Voice of Ra	S	200	All your Humans get Force +200	
Bind Monster	S	300	Flip target Monster &P2DT	
Song of Hastur	S	200	All enemy Creatures are Force -200	
Unspeakable Promise	S	200	Sacrifice Human to draw 3 cards	
Wrack	S	100	Flip target Human &P2DT	
Wither Limb	S	100	Target Creature is Force -200 permanently	
Song of Glissande	S	100	No Creatures may Attack &P2DT	
Levitate	S	100	Target Blocking Human takes no damage	
Heal	S	100	Put Human in discard into your hand &P2DT	
Deflect Harm	S	100	Deflect Damage from 1 source to your creature	
Contact Spell	S	300	SYDFA Monster card APIIYH &P2DT	
Command Monster	S	500	Control Target Monster &P2DT	

## Game Designers Notes

This game is quite similar to an already published card game from the late 90's called Mythos. Unfortunately, that fine game is out of print. This game is certainly in tribute to that one. Another published Cthulhu game is now out called Call of Cthulhu.

So why design a card game that is very like two existing card games? Well first, at Warpspawn, we like to tinker, and make Things just the way we like them. This you cannot do as easily with already made games. Second its way Cheaper to do it this way. Third, we're obsessed, a very Cthulhu-ish trait.

Next topic is how this game (GOO) differs from the Mythos CCG:

1. The Human Allies are all generic (No required Starting Locations)

2. The Story cards are removed (Decks in Mythos were built around these)
3. The Investigator cards are removed (They could be re-incorporated)
4. (Fiddly) Travel rules are removed (Gates not required to Summon Monsters)
5. The Locations are (mostly) generic
6. (Annoying) Phobia cards removed
7. Major Powers are now Creatures that can fight (Cool)
8. Languages removed (though knowing Atlantean and Glyphs was cool)
9. You can do more stuff on your turn (Don't have to worry about opponents passing)
10. Spell Types removed (Another complication)
11. For some of the above reasons, Deck Construc-



tion is now 500% easier

Next topic is how this game differs from the Call of Cthulhu CCG:

1. In COC the factions limit what you can bring out. No limits in GOO.

In COC you are limited to 4 Mythos factions, In GOO there are many major powers and their Minions you can play (Like Glaaki, or Mi-Go, or Serpent People, or Living Dead)

2. Victory and Casting costs are still a matter of Sanity Points in GOO.

In GOO like the old Mythos game, you are still a lone Investigator who has need of both Human Allies and Mythos Threats (You can play 1 of each per turn in GOO). In COC there is a Fiddly Resource system and Victory is by capturing Storycards. Very different game mechanics associated with these two types of setups.

3. In GOO Tomes hold Spells which can be reused.
4. GOO is of course do it yourself, make and modify your own cards.

### Further Game Designers Notes

Why the high point values? I started this project as a cross between Cthulhu material and Yugioh mechanics. Eventually I dropped the Yugioh stuff except for the high number values and the Idea of the tribute summon.

### Sample Decks

#### 40 Card Cthulhu Theme Deck

- Major Power: Cthulhu
- Monsters: Star Spawn, Father Dagon x2, Mother Hydra x2, Deep Ones x4
- Humans: Deep One Hybrid x2, Corrupt Cultist x3, Sailor, Sea Captain,
- Cultist Priest, Sorcerer, Corrupt Wizard, Shaman
- Locations: City of the Deep Ones, Corrupted Lake, Easter Island,
- South Pacific Island, Atlantis
- Events: Yithian Mental Contact, Earthquake
- Items: Stone Idol, Deep Ones Jewelry
- Weapons: Sacrificial Dagger
- Tomes: Cthaat Aquadingen, R'lyeh Text, Ponape Scripture
- Spells: Voorish Sign, Wave of Oblivion, Dread Curse of Azathoth,
- Bait Humans, Create Gate, Black Binding, Elder Sign, Curse of Darkness

#### Sample 40 Card Ghoul Theme Deck

- Major Power: Nyogtha
- Monsters: Ghoul Leader, Ghoul Shaman x1, Ghouls x4, Hybrid Ghouls x2, Nightgaunt
- Humans: Witch x2, Artist, Steadfast Companion, Police Detective, Reporter, Professor, Student, Sane Companion, Psychologist
- Locations: Cemetary, Tunnels, Caverns, Small Industrial Town

- Events: Eat the Dead, Travel Underground, Live with Ghouls
- Items: Pickman Painting
- Weapons: Shotgun, Revolver, Torch
- Tomes: De Vermiis Mysteriis, The Black Book, Cultes Des Goules
- Spells: Shrivelling, Power Drain, Bind Monster, Nightmares, Cloud Memory, Deflect Harm

#### Sample 40 Card Mi-go Theme Deck

- Major Power: Shub-Niggurath
- Monsters: Mi-Go Leader, Mi-Go Surgeon x2, Mi-Go x4, Dark Young x2
- Humans: Guide, Inventor, Cultist Priest, Army Officer, Soldier, Scientist, Student, Doctor, Artist, Crazy Survivor
- Locations: Yuggoth, Mi-Go Base Camp, Himalayas, Exotic Location
- Events: Travel Thru Space, Science Experiment, Telepathy
- Items: Plutonian Drug, Mi-Go Braincase, Star Stone of Mnar
- Weapons: Mist Projector, Rifle
- Tomes: Book of Dzyan, Book of Eibon, Seven Cryptical Books
- Spells: Implant Fear, Devolution, Mind Exchange, Dampen Light, Mind Blast

#### Sample 40 Card Hastur Theme Deck

- Major Power: Hastur
- Monsters: Tcho-Tcho x4, Byakhee x4, King in Yellow
- Humans: Artist, Sculptor, Musician, Poet, Dilliantante Dreamer, Shaman, Corrupt Wizard, Corrupt Cultist, Psychologist
- Locations: Sanatorium, Asylum, Corrupt Lake, Mansion
- Events: Aldebaran Moves, Insanity, Yellow Sign
- Items: Pallid Mask, Space Mead, Cursed Stone
- Tomes: King in Yellow, Livre d'Ivon, De Vermiis Mysteriis
- Spells: Song of Hastur, Unspeakable Promise, Send Dreaming, Nightmares, Song of Glissande, Mesmerize, Scrying Window

#### SAMPLE 40 CARD YOG-SOTHOTH THEME DECK

- Major Power: Yog-Sothoth
- Monsters: Son of Yog-Sothoth, Hybrid of Yog-Sothoth x2, Hunting Horror x2,
- Colours of Outer Space, Dimmensional Shambler x2, Hound of Tindalos
- Humans: Professor, Student, Police Detective, Mongrel Cultist x2, Corrupt Cultist, Reporter, Crazy Survivor, Steadfast Companion x2
- Locations: Country Site, Miskatonic University, Cursed House, Remote Farmhouse
- Events: Agoraphobia, Night, Benefactor
- Items: Shining Trapezohedron, Chime of Tezchaptl, Powder of Ibn Ghazi
- Weapons: Revolver, Torch

- Tomes: Nameless Cults, Book of Eibon, Eltdown Shards
- Spells: Clutch of Nyogtha, Create Gate, Curse of Darkness, Contact Spell, Command Monster

### Sample 40 Card Bast Theme Deck

- Major Power: Bast
- Monsters: Dhole, Servants of Bast x4, Sand Dwellers x2, Mummy x2
- Humans: Living Dead Cultist, Bandit, Cultist Priest, Historical Author, Guide, Egyptologist, Sorcerer, Adventurer, Nomad, Poet
- Locations: Exotic Location, Sahara, Cairo (City), Pyramids

- Events: Benefactor, Sandstorm, Confiscation, Thieves
- Tomes: Kitab Al Azif, Necronomicon, Book of the Dead, Book of Eibon
- Items: Powder of Ibn Ghazi, Dust of Suleiman, Lamp of Alhazred
- Spells: Spectral Hunter, Chant of Thoth, Enthrall Victim, Time Warp, Dominate

### Deck Construction Notes

The resource side of a deck should have a balance of getting extra cards and of being able to put extra cards into play. The other side of the deck should be a balance of attacking Threats, and defenses to deal with opponent's threats.





# Hack & Slash

## Introduction

You are a Barbarian Warrior surrounded by enemies. Kill them all before they kill you. Solo card game.

## The Barbarian

You have 10 hit points. If you are reduced to zero Hit points you lose.

## Victory

The game ends when you go to draw a card and there are none left. If you go through the whole deck without dying you win (Your Foes Flee). Your score is equal to the number of hits you have left plus the number of attackers you killed.

## Turn Sequence

1. Draw Phase
2. Wits Phase
3. Slay Phase
4. Foes Phase

## Draw Phase

Flip over three cards. Put Attacker Cards face up in front of you. Keep Defense and Kill cards in your hand.

Max hand size = 6 cards. Discard excess cards.

## Card List

Card Name	Type	Value
Shield Bash	K	1
Gutted	K	2
Impale	K	3
Skewer	K	4
Run-Through	K	5
Hilt Punch	K	1
Sliced	K	2
Disemboweled	K	3
Beheaded	K	4
Cut in Half	K	5
Lop off Arm	K	1
Split Open	K	2
Crush Skull	K	3
Cut Jugular	K	4

## Wits Phase

You may discard 1 card from your hand to activate its special Ability: Value 1: All your other Kill & Defense cards you play this turn are at +1 Value 2: Look at next 3 cards in deck and put 1 in your hand (Kill or Defense only) Value 3: Kill 1 random Attacker Value 4: Flip over 2 more cards (like in Draw Phase) and heal 1 Damage Value 5: Kill 2 Attackers with total Value 4 or less

## Slay Phase

Discard Kill cards with a total Attack value equal to or greater than the Force value of an Attacker to cause that Attacker to be killed (Discarded).

## Foes Phase

Each Attacker does one hit point of damage to you. Discard Defense cards with a Defense value equal to or greater than the Force value of an attacker to negate the point of damage done by that attacker. You can suffer a max of 4 points of damage per turn.

## Card List Notation

**K** Kill  
**D** Defense  
**A** Attacker

Card Name	Type	Value
Grapple	D	4
Trip	D	5
Deflection	D	1
Reflexes	D	2
Cunning	D	3
Back to Wall	D	4
Withdraw	D	5
Jump	D	1
Dumb Luck	D	2
Crossed Swords	D	3
Sword Breaker	D	4
Strength Contest	D	5
Spearman	A	1
Swordsman	A	2

Card Name	Type	Value
Stabbed in the Heart	K	5
Thrown Sword	K	1
Back Breaker	K	2
Thrown Body	K	3
Neck Breaker	K	4
Crush Windpipe	K	5
Thrown Dagger	K	1
Strangulation	K	2
Skewered	K	3
Cut Down the Middle	K	4
Toss off Cliff	K	5
Sword Parry	D	1
Dodge Blow	D	2
Shield Block	D	3
Side Step Blow	D	4
Leap to Safety	D	5
Duck	D	1
Weapon Catch	D	2
Intimidation	D	3
Protected By Armor	D	4
Speed	D	5
Animal Instincts	D	1
Danger Sense	D	2
Prowess	D	3

Card Name	Type	Value
Rider with Lance	A	3
Knife Fighter	A	4
Warrior with Battleaxe	A	5
Fighter with Falchion	A	1
Halberdier	A	2
Torturer with Axe	A	3
Chef with Cleaver	A	4
Archer with Shortbow	A	5
Footman	A	1
Crossbowman	A	2
Saber Wielding Warrior	A	3
Watchman with Dirk	A	4
Brute with Warhammer	A	5
Spear Chucker	A	1
Fanatic with Scimitar	A	2
Guard with Poleaxe	A	3
Taskmaster with Whip	A	4
Knight with Claymore	A	5
Celt with Throwing Axes	A	1
Soldier with Broadsword	A	2
Mercenary with Mace	A	3
Champion with Flail	A	4
Pit Fighter with Trident	A	5





# Harry Potters First Year Adventure

## Introduction

Board game for 2-4 players. Help Harry recover the Sorcerers Stone.

## Disclaimer

Harry Potter & the Sorcerers Stone is a Licensed, trademarked, copyrighted property. This is merely a fan site.

## Victory

The player with the most house points at the end of the game wins. The game ends when someone defeats Voldemort in the last space of the dungeon.

## The Board

The board is composed of 3 parts: The first straight run: Dagon Alley The Center Loop: Hogwarts The last straight run: The Dungeon (Diagram Format):

	.	.
	Invitation to Hogwarts {Start}	
	V	
	Gringotts Bank	
	V	
	Ollivanders Wand Makers	
	V	
	Familiar Shoppes	
	V	
	Platform 9 <sup>3</sup> / <sub>4</sub>	
	V	
Mirror of Aricept	—————>Great Hall —————>	.Hall Ways
/	.	V
Herbology Class	.	Dorm Rooms
/	.	V
Wizards Chess	.	Transformations
	.	Class
/	.	V
Dark Woods	Hogwarts	Library
/	.	V
Defense Against the	.	Quidditch
Dark Arts Class	.	Field
/	.	V
Hagrids Cottage	.	Hospital
/	.	V
Charms Class	<————— 3rd Floor <—————	Potions Class
	V	
	Fluffy	
	V	
	Devils Root	
	V	
	Flying Keys	
	V	
	Live Chess Match	
	V	
	Sorcerers Stone	

## The Pieces

Each player gets one pawn representing their young Wizard (& Friends).

## Setup

Players put their pawns on the Invitation to Hogwarts Starting space. Roll high on 1D6 to see who goes first. Reroll ties.

## Record Keeping

Each player has several Attributes (skills, abilities) to keep track of: - House Affiliation - Magic skill - Flying skill - Study skill - Chess skill - House Points - Clues - Wealth - Wand Type - Familiar Type - Chocolate Frogs - All Flavor Beans - Other Possessions

## Turn Sequence

Players take turns. On your turn move your pawn. Follow the direction of the arrows.

On the straight runs, move one space per turn. You automatically move forward one space unless otherwise directed. While on the center loop move 1 space or roll 1D6 and move that many spaces.

You move counterclockwise on the loop. Each space has its own special rules to follow when you enter it.

1D6	Result:	Notes:
1-2	Early admissions	Move forward one space now
3-4	Standard admissions	No effect: Move forward next turn
5-6	Letter hidden by Muggles	Do not move. Roll again on this table next turn.

## Gringotts Bank Space

Roll 1D6 to determine how much wealth you have:

1D6	Wealth:	Wealth Modifier:
1-2	Poor	-1
3-4	Modest	0
5-6	Rich	+1

Roll 1D6 to determine other circumstances of your visit to the bank:

1D6	Result:
1-3	Escorted by Hagrid: Gain 1 Clue.
4-6	Uneventful

1D6	Familiar
1	Toad
2	Rat
3	Cat

PLATFORM 9 $\frac{3}{4}$  SPACE Roll 1D6 to determine what happens: Add 1 if you were raised by Wizards. Sub-

## Invitation To Hogwarts Space

Starting space.

Roll 1D6 to determine your early childhood:

1D6	Result:
1-2	Raised by nice Wizards
3	Raised by mean Wizards
4	Raised by nice Muggles
5-6	Raised by mean Muggles

Roll 1D6 to determine your Magical talents:

1D6	Result:	Notes:
1	Inept	Magic skill -1
2-3	Mediocre	
4-5	Gifted	Magic skill +1
6	Wizards Mark	Automatically defeat Voldemort

Roll 1D6 to determine additional talents:

1D6	Result:	Notes:
1-2	Studious	Study skill +1
3-4	Natural Flyer	Flying skill +1
5-6	Chess player	Chess skill +1

Roll 1D6 to see how soon you get in:

## Ollivanders Wand Makers Space

Roll 1D6 to determine the quality of the Wand you get: Add your Wealth Modifier to the roll.

1D6	Wand	Notes
1	Hand me down	Magic skill -1
2-4	Oak wood	
5-6	Phoenix Tail	Magic skill +1

## Familiar Shoppes Space

Roll 1D6 to determine what familiar you get: Add your Wealth Modifier to the roll.

1D6	Familiar
4-5	Barn Owl
6	Snow Owl

tract one if Muggles raised you.

1D6	Event:	Notes:
1-2	Miss the Train	Do not move forward: Roll again next turn
3-4	Enjoy the Ride	No effect: Move forward beginning of next turn
5-6	Catch the Express	Cain extra turn: Move forward one space now

Also gain 1D6 Chocolate Frogs & 2D6 All Flavor Beans.

### The Great Hall Space

If it is your first time landing on the Great Hall space, you must undergo the sorting ceremony: Roll to determine what House you belong to:

1D6	House:
1	Gryphendor
2	Hufflepuff
3	Ravenclaw

1D6	House:
4	Slytheryn
5-6	Pick one

If you roll a House someone already has roll again. All players should belong to different Houses. This space is considered to part of the center loop.

Second and later times you land on this space roll to see what happens:

1D6	Event:
1-2	Holiday Dinner: Miss your Next turn.
3	Troll in the Dungeon: Roll on the Troll Incident Table.
4-5	Common Meal: Nothing
6	Mail Call: Roll on the Mail Table.

Troll Incident Table Add your Magic Skill to the roll.

2D6	Outcome:
1-7	Mauled by Troll: Go to Hospital and miss next 2 turns & Lose 10 House Points.
8+	Defeat Troll: Gain 10 House Points.

Mail Table Add 1 if you have a Barn Owl Add 2 if you have a Snow Owl

Package Table Roll to determine the contents of the package:

1D6	Mail:
1	No Mail
2-3	Letters
4	Newspaper: Gain 1 clue
5-6	Get a Package: Roll on the package table

1D6	Contents:
1	Sweater from Home
2	1D6 Chocolate Frogs
3	Rememberall: Reroll one roll in the future
4	2D6 All Flavor Beans
5	Cloak of Invisibility (roll again if you have one)
6	Nimbus 2000: Flying Skill +1 (roll again if you have one)

### Hallways Space

Roll to determine what happens: Add 1 if you have a cloak of Invisibility.

1D6	Event
1	Caught after hours by the grounds keeper: Lose 5 House Points
2	Lost: Miss your next turn.
3	No Event

1D6	Event
4	Moving Staircases: Immediately move 1D6 spaces.
5	Waylaid by Peeves: Miss your next turn.
6	Secret Passage: Immediately go to any other space in the loop
7	Observe altercation between Snape & Quirrel: Gain 1 Clue.

## Dorm Rooms Space

Roll to determine what happens:

1D6	Result:
1-3	Get a good nights sleep.
4-5	Midnight jaunt: Go immediately to the Hallways Space.
6	Go home for Break: Miss next 2 turns

## Transformations Class Space

Roll to determine what happens: Add Study Skill to roll.

1D6	Result
1	Late to class: Lose 5 House points from Professor McGonigill.
2-3	Daydreaming
4-5	Complete Assignments: Gain 1D6 House points
6+	Study hard: Magic Skill +1

## Library Space

Roll to determine what happens: Add Study Skill to roll.

1D6	Result
1	Get Tutored: Study Skill +1
2	Daydream
3-4	Cram: Get +1 to next Study skill roll.
5	Caught in the forbidden book section: Lose 5 House points
6+	Research: Gain 1 Clue

## Quidditch Field Space

Roll on the Flying Lessons Table: Add your flying skill to the roll.

1D6	Result:
1	Broken Wrist: Go to Hospital and miss next 2 turns
2	Miss Hooch catches you flying without permission: Lose 5 House points
3-4	Flying Skill +1
5-6	Remedial Lessons
7+	Get accepted on the Quidditch Team

If you get on the team roll on the Quidditch Team Table instead of the Flying Table. If you join the team you get a -1 to your Study Skill. You may decline to go

on the team. If so, treat the accept result as: Remedial Lessons.

Quidditch Team Table

1D6	Schedule:
1	Minor Injury: Go to Hospital and miss next turn
2	Good workout
3-4	Practice: Flying Skill +1
5	Quidditch Match: Roll on the Quidditch Match Table



#### 1D6 Schedule:

- 6 Quidditch Match: Roll on the Quidditch Match Table.  
Plus someone casts a spell  
on your broomstick during play (Gain 1 clue one time only)

Quidditch Match Table Add your flying skill to the roll.

Roll to see if you were injured during the Match: Add one to the roll if your broom was bewitched.

#### 1D6 Results

- 1-5 You lose  
6 You win: Gain 50 House Points

#### 1D6 Results

- 1-3 No Injury  
4-5 Minor Injury: Go to Hospital and miss next turn  
6 Grievous Injury: Go to Hospital and miss next 2 turns

### Hospital Space

The end result of many a misadventure.

### Potions Class Space

Roll to determine what happens: Add Study Skill to roll.

#### 1D6 Result

- 1 Not paying attention in Class: Lose 5 House points from Professor Snape.  
2 Lab Mishap: Go to Hospital and miss next turn  
3-4 Lab work  
5 Complete Assignments: Gain 1D6 House points  
6+ Brew Potion: Get +1 to one future Dice Roll

### 3rd Floor Space

Roll to determine what happens:

#### 1D6 Event

- 1 Caught by the grounds keeper: Lose 5 House Points  
2-4 Chased away by the grounds keeper's cat  
5-6 Scared off by Fluffy (Gain 1 clue one time only)

If you have 5 or more clues, instead of rolling to move, you may immediately go to this space from any other space on the loop. If you are on the 3rd floor space and have 5 or more clues, instead of rolling to move, you may enter the dungeon part of the board. When moving through the dungeon move one space

per turn, so you must first get past Fluffy, and then the Devils Root, and so on.

### Charms Class Space

Roll to determine what happens: Add Study Skill to roll.

#### 1D6 Result

- 1-3 Practice Wand Technique & Levitation with Professor Flitwick.  
4-5 Pass Test: Gain 1D6 House points  
6 Study hard: Magic Skill +1

### Hagrids Cottage Space

Roll to determine what happens:

#### 1D6 Result:

- 1 Watch Baby Dragon hatch: Miss next turn  
2-3 "I Shouldn't have told you that": Gain 1 Clue  
4 Fluffy's Secret: Automatically get past Fluffy

1D6	Result:
5	Hagrids Home Cooking
6	Malfoy snitches on you. Get Detention: go to Dark Woods and lose 50 House points.

## Defense Against The Dark Arts Class Space

Roll to determine what happens:

1D6	Result:
1-3	Popular Demonstrations by Stuttering Professor Quirrel.
4-5	Pass Test: Gain 1D6 House points
6	Study hard: Magic Skill +1

## Dark Woods Space

Roll to determine what happens:

1D6	Result:
1	Attacked by Voldemort: Go to Hospital and miss next 2 turns
2-3	Saved from Voldemort by a Centaur. (Gain 1 Clue one time only)
4	Meet a Unicorn
5	Avoid Werewolves
6	Lost in the Woods: Miss next turn.

## Wizards Chess Space

Roll to determine what happens:

1D6	Result:
1-3	Friendly Game
4	Long Game: Miss next turn
5-6	Study Strategy: Chess Skills +1

## Herbology Class Space

Roll to determine what happens:

1D6	Result:
1-3	Collections
4	Plant Lore: Automatically get past Devils Root
5	Pass Exam: Gain 1D6 House points
6	Pick Herbs: Get +1 to one future Dice Roll

## Mirror Of Aricept Space

Roll to determine what happens: Subtract 2 if you have previously been obsessed. Add 1 if you were raised by a mean family.

1D6	Result:	Notes:
1-2	Glance	
3-5	Linger	Miss next turn
6	Obsessed	Stay in this space for 1D6 turns.

## Fluffy Space

Try to get past the giant three headed dog. Roll to determine what happens: Add your Magic skill to the roll. (You automatically get past Fluffy if Hagrid told you the secret.)

2D6	Result:
2-8	Get Bitten: Go to Hospital and miss next 2 turns
9+	Get past Fluffy: You may continue.

## Devils Root Space

Find the weakness of this dangerous plant. Roll to determine what happens: Add your Magic skill to

the roll. (You automatically get past the roots if you learned your plant lore in Herbology class)

**2D6 Result:**

2-8 Left Hanging: Go to Hospital and miss next 2 turns

9+ Get past the Roots: You may continue.

## Flying Keys Space

Try to capture the correct key. Roll to determine what happens: Add your flying skill to the roll.

**1D6 Result:**

1-5 Multiple puncture wounds: Go to Hospital and miss next 2 turns

6 Get past the Keys: You may continue.

## Live Chess Match Space

Try to outmaneuver the White side Roll to determine what happens: Add your chess skill to the roll.

**1D6 Result:**

1-3 Cut down by the White Queen: Go to Hospital and miss next 2 turns

4-6 Checkmate the White King: You may continue.

## Sorcerers Stone Space

You must face Voldemort and keep him from getting the Stone. Roll to determine what happens: Add

your Magic skill to the roll. (You automatically defeat Voldemort if you have a Wizards Mark)

**2D6 Result:**

2-11 Voldemort overpowers you: Go to Hospital and miss next 2 turns

12 Defeat Voldemort: Everyone goes to the Great Hall.

If you defeat Voldemort, Dumbledorff awards you 170 House points & Game Ends.





# Hearthstone Meta

## Introduction

Card game based on the Meta of a Card game. Card game for 2+ players.

## Disclaimer

Hearthstone is a copyrighted, licensed product. This is merely a fan site.

## Victory

Each player plays 7 hands. A Hand is a match between 2 players. The player who wins the most hands wins the game.

## The Common Deck

Players share a common deck. The Common Deck has 2 types of cards:

1. Deck Cards
2. Strategy Cards

## Dice

Six sided dice are needed.

## Setup

Shuffle the Deck.

## Turn Sequence

Two Random players will face each other in a Match. If a player is behind the others in number of Matches

played, he will automatically be selected for the current Match. Each player draws 7 cards. Each player may Mulligan once.

To Mulligan, discard up to 4 cards and draw replacements. If a player has no Deck cards in his hand, he automatically loses the Match. The player with the most wins (or random if tied) plays the first card.

The first card a player plays must be a Deck card. Players take turns playing cards. Played cards are placed face up on the table visible to all.

Every time you play a Deck card (not a Strategy card), you must discard all the other cards you played previously this Match. Following a players first turn, he may play a card or pass. If he passes, he can play no more cards for the rest of the Match.

When both players have passed, each adds up the point value of all Of the cards he has played and adds 1 to get a Point Value Sum (PVS). Each player rolls a number of six sided dice equal to their PVS and adds the rolls together to get a Dice Total (DT). The player with the higher DT is the winner of the Match.

At the end of the Match all cards are discarded.

## Common Deck Card List Notation

- # Number of copies of this card in the Deck.
- A Aggro Deck Card
- T Tempo Deck Card
- C Control Deck Card
- X Combo
- S Strategy Card

## Common Deck Card List

Card Name:	#	Type	Notes:
Aggro Druid	2	A	+3 vs Tempo
Jade Druid	1	CX	+2 vs Aggro
Beast Druid	1	TX	+2 vs Control
Ramp Druid	1	TX	+2 vs Control
Taunt Druid	1	CX	+2 vs Aggro
C'Thun Druid	1	TX	+2 vs Control
Mill Druid	1	CX	+2 vs Control
Hand Druid	1	CX	+2 vs Aggro
Face Hunter	5	A	+3 vs Tempo
Midrange Hunter	1	T	+3 vs Control
Quest Hunter	1	TX	+2 vs Control
Secret Hunter	1	TX	+2 vs Control

Card Name:	#	Type	Notes:
Spell Hunter	1	CX	+2 vs Aggro
Freeze Mage	1	CX	+2 vs Aggro
Control Mage	1	C	+3 vs Aggro
Mech Mage	1	TX	+2 vs Control
Tempo Mage	1	T	+3 vs Control
Secret Mage	1	TX	+2 vs Control
Elemental Mage	1	TX	+2 vs Control
Exodia Mage	1	CX	+2 vs Aggro
Reno Mage	1	CX	+2 vs Aggro
Kazakus Mage	1	CX	+2 vs Aggro
Secret Paladin	1	TX	+2 vs Control
Midrange Paladin	1	T	+3 vs Control
Hand Buff Paladin	1	TX	+2 vs Control
Holy Wrath Paladin	1	CX	+2 vs Aggro
Control Paladin	1	C	+3 vs Aggro
Murloc Paladin	1	AX	+2 vs Tempo
Aggro Paladin	1	A	+3 vs Tempo
Shield Paladin	1	A	+2 vs Tempo
Silver Hand Paladin	1	AX	+2 vs Tempo
Dragon Priest	1	TX	+2 vs Control
Silence Priest	1	AX	+2 vs Tempo
Control Priest	1	C	+3 vs Aggro
N'Zoth Priest	1	CX	+2 vs Aggro
Highlander Priest	1	CX	+2 vs Aggro
Summoner Priest	1	TX	+2 vs Control
Spiteful Priest	1	TX	+2 vs Control
Heal Priest	1	TX	+2 vs Control
Buff Priest	1	CX	+2 vs Aggro
Deathrattle Rogue	1	TX	+2 vs Control
Miracle Rogue	1	CX	+2 vs Aggro
Tempo Rogue	1	T	+3 vs Control
Water Rogue	1	AX	+2 vs Tempo
Quest Rogue	1	AX	+2 vs Tempo
Jade Rogue	1	TX	+2 vs Control
Mill Rogue	1	CX	+2 vs Control
Aggro Rogue	1	A	+3 vs Tempo
Kingsbane Rogue	1	TX	+2 vs Control
Overload Shaman	2	AX	+2 vs Tempo
Token Shaman	1	AX	+2 vs Tempo
Murloc Shaman	2	AX	+2 vs Tempo
Malygos Shaman	1	CX	+2 vs Aggro
Mech Shaman	1	AX	+2 vs Tempo
Evolve Shaman	1	CX	+2 vs Aggro
Elemental Shaman	1	TX	+2 vs Control
Shudder Shaman	1	CX	+2 vs Aggro
Control Warlock	1	CX	+2 vs Aggro
Discardlock	1	AX	+2 vs Tempo
Zoolock	3	AX	+2 vs Tempo
Reno Warlock	1	CX	+2 vs Aggro
Handlock	1	CX	+2 vs Aggro
Demonlock	1	CX	+2 vs Aggro
Cubelock	1	TX	+2 vs Control
Control Warrior	1	CX	+2 vs Aggro

Card Name:	#	Type	Notes:
Quest Warrior	1	CX	+2 vs Aggro
Patron Warrior	1	TX	+2 vs Control
Pirate Warrior	2	AX	+2 vs Tempo
Dragon Warrior	1	TX	+2 vs Control
Tempo Warrior	1	T	+3 vs Control
Fatigue Warrior	1	CX	+2 vs Aggro
Weapon Warrior	1	TX	+2 vs Control
Mirror Match	1	-	Copy Opponents Deck
Board Control	1	S	Aggro or Tempo +1
Cheap Activators	1	S	Combo +1
Win Condition	1	S	Combo +1
Well Timed Effect	1	S	All +1
Logarithmic Effect	1	S	All +1
Key Class Mechanic	1	S	All +1
Nerf	1	S	Negate last Card Played
One Turn Kill	1	S	Combo +2
Greedy Deck	1	S	Steal 1 random card from Opponent's hand
Direct Damage	1	S	Mage or Shaman or Hunter +1
Efficient Trading	1	S	All +1
Play on Curve	1	S	Tempo +1
Efficient Removal	1	S	Tempo or Control +1
Burst Damage	1	S	Aggro or Control +1
Lethal Burst	1	S	Aggro or Control +1
Area of Effect	1	S	Control +1
Tier 1 Deck	1	S	All +1
Big Minions	1	S	Tempo or Control +1
Big Spell Synergy	1	S	Mage or Priest or Druid +1
Build Around	1	S	Combo +1
Buff	1	S	Paladin or Priest or Druid +1
Card Advantage	1	S	Combo +1
Standard Rotation	1	S	Negate last Card Played
Mulligan	1	S	Draw 2 Cards
Overpowered	1	S	Combo +2
Reach	1	S	Aggro or Mage +1
Tech Card	1	S	Negate last Card Played
High Win Rate	1	S	All +1
Fatigue Damage	1	S	Control +1
Constant Pressure	1	S	Tempo +1
Force Overdraw	1	S	Combo +1
Shifting Meta	1	S	Draw 2 Cards
Experimental Deck	1	S	Combo +1
Dominant Archetype	1	S	All +1
Hero Power Synergy	1	S	Combo +1
Taunt Synergy	1	S	Control or Warrior or Druid +1
Dragon Synergy	1	S	Warrior or Priest +1
Armor Synergy	1	S	Warrior or Druid +1
Weapon Synergy	1	S	Warrior or Rogue or Paladin or Shaman +1
Secret Synergy	1	S	Paladin or Hunter or Mage +1
Elemental Synergy	1	S	Mage or Shaman +1
Jade Synergy	1	S	Druid or Rogue or Shaman +1
Pirate Synergy	1	S	Warrior or Rogue +1
Murloc Synergy	1	S	Shaman or Paladin +1
Deathrattle Synergy	1	S	Priest or Rogue or Warlock +1

Card Name:	#	Type	Notes:
Battlecry Synergy	1	S	Shaman or Paladin +1
Beast Synergy	1	S	Druid or Hunter +1
Odd Synergy	1	S	All +1
Even Synergy	1	S	All +1
Healing	1	S	Control or Priest +1
Spell Damage	1	S	Mage or Rogue or Shaman +1
Board Flood	1	S	Aggro +1
New Expansion	1	S	Draw 2 Cards
Tempo Swing	1	S	Combo +1
Aggressive Deck	1	S	Aggro +1





# Hogwarts

## Introduction

Card game for 2 or more players. Based on the Harry Potter Universe.

## Disclaimer

"Harry Potter" is a licensed, copyrighted, trademarked property. This is merely a fan site.

## Victory

The player with the most House points at the end of the game is the winner. The game ends when all Challenge cards have been overcome. For a shorter game cut the Challenge deck and use only part of it.

## The Decks

There are 2 decks: the Common deck and the Challenge deck. Each deck contains one copy of each card on its respective card list.

## Dice

A 10 sided die is needed.

## Common Card Types

All common cards are either permanent or temporal. Temporal cards are discarded when played. Permanent cards stay in play from turn to turn.

Temporal cards include most Spells, Professors, Ghosts, Familiars, Events and Items. Permanent cards include Students and some others.

## Challenge Card Types

Challenge cards will have one or more traits: Monster, Wizard, Stealth, Mystery, Voldemort, Quidditch

## Setup

Each player begins with 3 cards in play: Harry, Hermione, and Ron. (From the Starting Character card list) The youngest player goes first.

## Turn Sequence

Players take turns. Each turn has 6 phases:

1. Time Phase
2. Draw Phase
3. Recruit Phase
4. Magic Phase

5. Challenge Phase

6. Action Phase

## Time Phase

Remove one wound or detention counter from any student card that has one. A student card with any wound or detention counters is considered to be inactive.

## Draw Phase

Draw 2 cards from the Common deck. Max hand size is 7 cards. Discard excess cards.

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

## Recruit Phase

You may put any permanent type cards in your hand into play. Attach permanent items & familiars to specific students.

## Magic Phase

Certain common cards are used/played in this phase.

## Challenge Phase

Put the top card of the Challenge deck onto the middle of the table face-up. Skip this phase if there is already 3+ Challenge cards face up.

## Action Phase

You may attempt to overcome any one Face-up Challenge card. To attempt, at least one of your main characters must be active. If there is Challenge worth zero House points available, you must choose it.

Roll 1D10. This is the Challenge roll. Add bonuses to the roll from any active cards you have in play. You may play (discard) Temporal cards for additional bonuses.

Your opponent may play certain Temporal cards to decrease your roll. If your roll is equal to or greater than the Difficulty level of the Challenge card, you overcome the challenge and get to put it in your Victory pile. If you fail, put 3 detention or 3 wound counters (the Challenge Card will say which) on one of your active student cards.

A student card with any wound or detention counters is considered to be inactive.



## Starting Character Card List

Card Name:	Type	Type	Notes
Harry Potter	S	P	+5 to Quidditch & Voldemort Challenges
Hermione Granger	S	P	+4 to Mystery & Class Challenges
Ron Weasley	S	P	+3 to Chess Challenges

## Common Deck Card List

Card Name:	Type	Type	Notes
Aid of McGonagall	P	T*	Draw 3 Common Cards
Outwit Crabbe & Goyle	E	T*	Look at Opponents Hand
Aid of Dumbledore	P	T	+5 vs Voldemort & Wizard Challenges
Nearly Headless Nick	G	T*	Look at next 2 cards in Challenge Deck
Hedwig the Owl	F	P*	Discard 2 Common cards to draw 1 card
Phoenix Wand	I	P	+1 vs Monster Challenges
Sorting Hat	I	T*	Take any one card from the Common deck
Fred & George	S	T	+5 to Stealth Challenge
Neville Longbottom	S	P	-1 to Wizard Challenges
Madam Pomfrey	W	T*	Remove all Wound Counters from Student
Mandrake Root	I	T*	Remove all Wound Counters from Student
Secret Passage	I	T*	Remove all Detention Counters from Student
Mr & Mrs Weasley	W	T*	Draw 3 Common cards
Moaning Myrtle	G	T	+5 to Mystery Challenge
Scabbers	F	P	Useless: Does nothing
Magical Mishap	E	T	-3 to Class Challenge
Magic Harp	C	T	+5 vs Monster Challenge
Oliver Wood	S	T	+3 to Quidditch Challenge
Lightning Scar	I	T	+5 vs Voldemort Challenge
Broom Ensnorcelled	C	T	-3 to Quidditch Challenge
Visit Gringotts	E	T	+3 vs Mystery Challenge
Invisibility Cloak	I	T	+5 to Stealth Challenge
Nimbus 2000	I	T	+5 to Quidditch Challenge
Catch Golden Snitch	I	T	+5 to Quidditch Challenge
Hit by Bludger	I	T	-3 to Quidditch Challenge
Dark Wood Centaurs	W	T	+5 vs Voldemort Challenge
Rumor Mill	E	T*	Look at next 3 cards in Challenge Deck
Hagrid's Secrets	W	T*	Look at next 5 cards in Challenge Deck
Divination Class	W	T*	Look at next 7 cards in Challenge Deck
Polyjuice Potion	I	T*	Look at opponent's hand
Owl Mail	E	T*	Draw 2 Common cards
Chocolate Frogs	I	T	Worth 1 HP in your hand at end of game
Every Flavor Beans	I	T	Worth 1 HP in your hand at end of game
Knuts & Galleons	I	T	Worth 1 HP in your hand at end of game
Petrificus Totalus	C	T	+5 vs Wizard Challenge
Wingardium Leviosa	C	T	+5 vs Monster Challenge
A History of Magic	I	T	+3 vs Mystery Challenge (Book)
Herbology Class	E	T	+9 vs Plant Challenges
Platform 9 $\frac{3}{4}$	E	T*	Look at next 7 cards in Common Deck
Hogwarts Express	E	T	Take another turn
Diagon Alley	E	T*	Draw 3 Common cards
Remembrall	I	T*	Look at next 5 cards in Common Deck

Card Name:	Type	Type	Notes
Willow Wand	I	P	+1 vs Wizard Challenges
Mahogany Wand	I	P	+1 vs Stealth Challenges
Gryffindor's Sword	I	T	+5 vs Monster Challenges

**P** Permanent**T** Temporal**S** Student**I** Item**E** Event**C** Charm (Spell, Enchantment)**W** Wizard**G** Ghost**F** Familiar**\*** In Magic Phase

## Challenge Deck Card List

Card Name:	DL	HP	CD	Type
Destroy Tom Riddle	9	50	W	V
Escape Voldemort	9	40	W	V
Bypass Fluffy	8	10*	W	M
Defeat the Mountain Troll	6	10	W	M
Outwit Lucius Malfoy	7	Z	D	W
Free Dobby the House Elf	6	(+3)	D	W
Quidditch Cup Match	9	50	W	Q
Defeat Professor Quirrell	9	50	W	V
Recover the Sorcerer's Stone	9	50	W	V
High Marks on Exams	8	30	(-2)	C
Quidditch vs Slytherin	8	25	W	Q
Quidditch vs Ravenclaw	7	25	W	Q
Quidditch vs Hufflepuff	6	25	W	Q
Escape Whomping Willow	8	Z	(-20)	Plant
Caught out at Night	7	(+2)*	D	S
The Secret of Nicholas Flannel	7	(+3)	(-2)	Y
Hide Norbert	7	Z	(-20)	S
Reveal Lockhart's Mischief	6	40	D	Y
Capture Cornish Pixies	5	5	None	M
Library Restricted Section	6	L	D	S
Defeat the Basilisk	9	50	W	M
Life-sized Wizard's Chess	7	10*	W	Chess
Mirror of Erised	9	(+1)	D	Enchantment
Avoid Filch & Mrs Norris	6	(+2)	D	S
Escape the Wrath of Snape	8	Z	(-10)	W
Secret of the Basilisk	8	30	W	Y
Potions Class	8	(+1)	(-10)	C
Transmutations Class	5	10	None	C
Charms Class	6	10	None	C
Defense vs Dark Arts Class	6	10	D	C
Find the Chamber of Secrets	9	50	(-2)	Y
Winged Keys Challenge	8	10*	W	Q
Devils Snare Challenge	7	10*	W	Plant
Late to Class	6	(+1)*	(-5)	C
Escape the Spiders	9	L	W	M
Wizard Duel vs Draco	7	5	W	W
Draco's Trickery	7	Z	D	W
Peeves Disturbance	7	Z*	D	G
Trouble with the Dursleys	6	(+2)	(-3)	S

**DL** Difficulty Level

**HP** House Points

**CD** Cost of Defeat

**W** Wounds

**D** Detention

**Z** Opponent discards 3 random cards

**L** Look at the next 5 cards in the Challenge Deck

**(-X)** Lose X House Points if you fail the Challenge

**(+X)** Draw X Common Cards if you overcome the Challenge

**(-X)** Discard X Common Cards if you fail the Challenge

**C** Class

**S** Stealth

**W** Wizard

**M** Monster

**Y** Mystery

**Q** Quidditch

\* You may immediately attempt another Challenge if you succeed.





# Holyquest

By C Gerard Luft

## Introduction

This one player game was originally used as a solo adventure system for HOLYQUEST Fantasy RPG (which uses FUDGE). But it is simple enough for any-

one to pick up and play as a solo card and dice game. You play a group of four adventurers fighting evil in dungeons and wilderness settings. This game was designed using four fudge dice for attack/ defense and skill resolutions. Below is a chart for using ordinary six sided dice:

## Fudge Dice Conversion Table

1D6	1DF
1	-1
2	-1
3	0

1D6	1DF
4	0
5	+1
6	+1

Example: If you roll 4DF with 4D6 and get 1 (-1), 5(+1), 4 (0) and 6 (+1) your roll result would be +1 (-1+0+1+1=+1)

## The Noble Adventurers

You begin the game with one of each Character Card:

- knight power 4
- scout power 2,
- detect traps skill
- minister power 1 (may only defend)
- healing skill
- prophet power 0
- guided missile skill
- hide skill

## Power

Power is the number that character adds to his attack or defense rolls in combat.

## Skills

One skill may be used each turn. To succeed at a skill roll 4DF. On a 0 or +1 and better, the skill is successful.

## Detect Traps Skill

If successful, the Scout detects a trap card played, and the party avoids it

## Healing Skill

If successful, the injured character being healed is relieved of one hit

## Guided Missile Skill

If successful, one target receives 1 Hit

## Hide Skill

If Successful, the entire party goes unnoticed by opponents. When the Knight and Scout go to attack, they become visible, and can be attacked. But the Minister and Prophet remains unnoticed until they use a skill during that combat turn.

## The Turn

### Draw Phase

The player draws 4 cards from the MONSTER DECK. All 4 cards are brought into play.

## Dungeon/ Wilderness Phase

If a Dungeon or Wilderness card is drawn it is played onto the table, and remains there until another dungeon or wilderness card is drawn in the following turns. If more than one dungeon or wilderness is drawn in the same turn, only the first card is played. The other cards are discarded.

## Trap Phase

If any traps are drawn, make a Detect Traps Skill Roll for the Scout for each trap present. If a trap is detected, it is discarded. If it is not, then each player takes one hit, and that card is then discarded. (See Damage below).

## Monster Combat Round Phase

All monsters drawn that turn must be combated at the same time. The good guys go first.

## Attack And Defense:

The attacker rolls 4DF and adds their POWER to the roll. The defender then rolls 4DF and adds his POWER to the roll. If the attacker's modified roll is greater than the defender's modified roll, then he scores a Hit (see DAMAGE below). If the defenders are not yet defeated, they may now attack, repeating the process above.

## Damage:

When a creature takes a hit, the card is SIDED (tilted 90 degrees). Until healed that character has a -1 to its power. If that character takes another hit, the card is then rotated upside down. Until healed,

it has -2 to its Power. If it then takes a third hit, it is defeated (defeated adventurers are removed from the game, and defeated monsters are discarded). The MONSTER COMBAT ROUND repeats itself until one side is defeated. Once combat is concluded the turn begins again. If the MOSTER DECK runs out of cards, reshuffle.

## Monster Deck

# Number in Deck

**M** Monster

**T** Trap

**D** Dungeon

**W** Wilderness

CARD NAME	#	TYPE	POWER	NOTES
GOBLINS	4	M	2	
DWARF	4	M	2	
SKELETON	4	M	2	
ELF	4	M	3	
ZOMBIE	4	M	3	
GHOUL	4	M	3	
WRAITH	4	M	4	
WEREWOLF	2	M	5	
OGRE	2	M	5	
TROLL	2	M	6	
WYVERN	2	M	6	
COCKATRICE	2	M	6	
GIANT	2	M	7	
CHIMERA	2	M	7	
BASILISK	2	M	7	
DRAGON	1	M	8	
TRAP	4	T	1	HIT
HIGH WALL	1	D	-1	EXCEPT FOR GIANTS AND FLYING CREATURES
LOW WALL	1	D	-1	ELF, GOBLIN AND DWARF
HUT	1	D	+1	WEREWOLF
MAUSOLEUM	1	D	+1	UNDEAD
QUAGMIRE	1	D	-1	ALL CREATURES
STAKE BARRIER	1	D	-2	ALL CREATURES
BRIARS	1	W	-1	EXCEPT ELF AND FLYING CREATURES
HEDGE ROW	1	W	-1	DWARF AND GOBLIN
HILL	1	W	+1	DWARF
FOREST	1	W	+1	ELF

## Victory Deck

For each single combat you win, you may draw one card from the victory deck.

The Experience Points (ep) are collected as one party. They are required for certain skill prerequisites, but they are not used to purchase skills (example, if the group has 30 ep, they may attach to the appropriate group member skills with a prerequisite of 30 ep). Skill Cards and blessed arms and armor cards

are attached to one character and remains with him (providing he makes the prerequisites) until he may be defeated in combat.

# - number of cards in the deck Pr - Prerequisite  
#ep - This is the number of experience points the group must currently have to use this card K, S, M, P - This card is applied to this character: Knight, Scout, Minister, or Prophet respectfully Notes - What the card imbues to the character it is attached to

CARD NAME	#	Pr	Notes
2 Experience Points	40	-	-
Blessed Arms and Armor +1	2	K, S	+1 Power
Blessed Arms and Armor +2	2	K, S	+2 Power
Blessed Arms and Armor +3	2	K, S	+3 Power
Blessed Arms and Armor +4	2	K, S	+4 Power
Blessed Arms and Armor +5	1	K, S	+5 Power
Healing Draught	10	K, S	Removes 1 hit
Light Skill	1	10 ep	M Blinds 1 opponent: -4 Power
Sneak Attack Skill	1	20 ep	S Instantly kills 1 creature*
Advanced Healing Skill	1	20 ep	M Heals 2 hits
Call Down Fire Skill	1	20 ep	P Inflicts 1 hit on all opponents in battle
Deadly Hail Skill	1	40 ep	P Inflicts 2 hits to all opponents in battle
Word of Authority Skill	1	40 ep	M Causes 1 creature to surrender
Advanced Combat	1	20 ep	K Power: 5
Weapons Master	1	40 ep	K Power: 6
Raise Dead	1	60 ep	M Raises 1 Character from the Dead
Pronounce Death	1	60 ep	P If Successful, 1 opponent is instantly defeated

\* can only be used on the 1st turn of combat

### Short Game - Slay The Dragon:

When the Dragon is dead the game is won.

### Campaign -

Play like an on going chess game: when you have to break, try to leave the cards in the position they were at, so you can return to it later. This is ideal if you use the THOTH PROGRAM, which has a save function.

Card Images are available at: [this page](#)

### Winning

LONG GAME: When the group acquires 80 ep they win  
SHORT GAME - EP: Set a ep amount of a lower value





# Horcrux Hunters

## Introduction

Card game for 2+ players based on the Harry Potter Universe. Voldemort has created 7 Horcruxes, each one containing a piece of his soul. In order to defeat him, you must destroy all his Horcruxes first.

## Victory

Kill Voldemort after all 7 Horcruxes are destroyed. If you killed Voldemort but did not destroy the most Horcruxes, You must share the victory with player who did.

## Disclaimer

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## The Deck

Players share a Common Deck. There are 4 Types of Cards:

- H** Horcrux
- A** Action
- C** Character
- S** Special

## Setup

Shuffle the Deck. Each player is dealt 5 cards. The most magical player goes first.

Play proceeds clockwise.

## Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Destruction Phase
2. Horcrux Phase
3. Action Phase
4. Draw Phase

## Destruction Phase

If you have a Horcrux in play, you may play the cards needed to Destroy it. The Horcrux card then goes into your Victory Pile. The non-Horcrux cards used do not produce their other effects

## Horcrux Phase

You may play a Horcrux card from your hand. Place it on the table face-up in front of you. It is in your possession.

## Action Phase

You may play up to 3 Action cards from your hand. Note: Some Special cards and Character cards can be used like Action cards in this phase.

## Draw Phase

Fill your hand to 5 cards if it contains less than 5. Max hand size is 7 cards. Discard excess cards. If the deck ever runs out, shuffle the discard and draw from it.

## Tom Riddle's Diary

To destroy this Horcrux you must play:

1. Harry Potter
2. Basilisk Fang

## Ravenclaw's Diadem

To destroy this Horcrux you must play:

1. Fiendfyre or Fang
2. Harry Potter
3. Ron Weasley

## Lightning Scar

To destroy this Horcrux you must play:

1. Killing Curse
2. Harry Potter
3. Voldemort
4. Phoenix Tears

## Nagini The Snake

To destroy this Horcrux you must play:

1. Gryffindor's Sword or Killing Curse or Fiendfyre
2. Neville Longbottom

## Marvolo Gaunt's Ring

To destroy this Horcrux you must play:

1. Gryffindor's Sword
2. Albus Dumbledore

## Slytherin's Locket

To destroy this Horcrux you must play:

1. Gryffindor's Sword
2. Ron Weasley
3. Harry Potter

## Hufflepuff's Cup

To destroy this Horcrux you must play:

1. Hermonie Granger
2. Basilisk Fang

## Death Of Voldemort

To kill Voldemort all 7 Horcruxes must first be destroyed, Then you must play:

1. Harry Potter
2. Voldemort
3. Elder Wand
4. Killing Curse

## The Common Deck

Card:	Type:	Copies	Notes:
Tom Riddle's Diary	H	1	
Marvolo Gaunt's Ring	H	1	
Ravenclaw's Diadem	H	1	
Helga Hufflepuff's Cup	H	1	
Slytherin's Locket	H	1	
Lightning Scar	H	1	Living
Nagini the Snake	H	1	Living
Basilisk Fang	S	2	Venom
Killing Curse	S	2	Spell
Fiendfyre	S	1	Spell
Gryffindor's Sword	S	3	
Albus Dumbledore	C	2	Search Discard for any 1 Card
Harry Potter	C	3	Draw 3 Cards and Keep 2
Voldemort	C	2	Draw 2 Cards. Opponent Discards 2 Cards
Hermonie Granger	C	2	Draw 5 cards and Keep 1
Ron Weasley	C	2	Shuffle the Discard into the Deck
Neville Longbottom	C	2	Draw 1 Card
Phoenix Tears	S	2	Search Discard for 1 Character
The Elder Wand	S	2	Opponent must discard 1 random card
Chamber of Secrets	A	1	Search Deck for Fang or Harry or Diary
Ginny Weasley	A	1	Search Deck for Harry or Diary or Ron
Corruption	A	1	Opponent Discards 2 Random Cards
Possession	A	1	Steal 2 random cards from opponent's hand
Soul Drain	A	1	Steal 1 random cards from opponent's hand
Soul Fragment	A	1	Opponent Shows Hand. Discards 1 Horcrux
Stolen	A	1	Steal a Horcrux in Play
Soul Manifestation	A	1	Shuffle a Horcrux in play back into the Deck
Taunting Illusions	A	1	Discard a Horcrux in Play
Isolated	A	1	Negate an Action Card
Defend Itself	A	1	Place Horcrux in Play on top of Deck
Deadly Curse	A	1	Opponent Shows Hand. Discards 1 Character
Unbreakable	A	1	Place Horcrux back in owners Hand
Powerful Enchantments	A	1	Place Horcrux in Play into your Hand
Felix Felicis	A	1	Search the Discard for Voldemort or 1 Horcrux
Mundungus	A	1	Search Deck for Albus or Ring or Sword
Gringott's Bank	A	1	Search Deck for Cup or Hermonie or Fang
Battle of Hogwarts	A	1	Search Deck for Diadem or Nagini or Cup or Wand
Room of Requirement	A	1	Search Deck for Diadem or Fiendfyre or Fang
Draco Malfoy	A	1	Search Deck or for Fiendfyre or Albus or Wand
Snape	A	1	Search Deck or Discard for Albus or Voldemort
Quirinus Quirrell	A	1	Search Deck or Discard for Voldemort or Harry
Hogwarts	A	1	All Players draw 2 cards



Card:	Type:	Copies	Notes:
Ministry of Magic	A	1	All Players discard 2 cards
Order of the Phoenix	A	1	Draw 2 Cards
Pensieve	A	1	Take 2 Random cards from the Discard
Deathly Hallows	A	1	Search Deck for Wand or Cloak or Stone
Forbidden Forrest	A	1	Search Deck for 1 Character
Visions	A	1	Search Deck for 1 Horcrux
Invisibility Cloak	A	1	Draw 1 Card. Opponent Shows Hand
Resurrection Stone	A	1	Search Deck for Ring or Harry or Albus
True Master	A	1	Search Deck for Wand or Albus or Harry
False Vision	A	1	Opponent discards 2 Random Cards
Occlumency	A	1	Play to prevent a Steal or Discard
Death Eaters	A	1	Opponent discards 2 Random Cards
Mission	A	1	Opponent Shows Hand. Steal 1 Card
Prophecy	A	1	Draw 1 Card. Look at next 10 cards in Deck





# Horrible Hordes

## Introduction

Fantasy Board game for 1-6 Players.

## Game End

The game ends after 20 Rounds.

## Victory

At the end of the game, the player with the most Units (Settlements, Armies, and Castles) plus Victory Tokens wins. Players share a common set of Victory Tokens.

## Cooperative Play

You cannot attack your opponents units.

## Turns & Rounds

A round is complete when each player has had 1 turn.

## The Board

The Board is a 10 x 10 Grid of squares (Also called Spaces).

## Terrain Tiles

There are 50 Terrain Tiles. There are 10 Tiles for each of the 5 Types:

- Mountain (Stone)
- Forest (Wood)
- Farms (Food)
- Hills (Metal)
- Swamp (Magic)

## Board Setup

At the beginning of the game place the Tiles on to the map randomly in a checkerboard pattern.

## Horde & Hit Counters

There is a pool of Horde Counters. Each is unique. The list is at the end of the ruleset. Each Counter has the name of the Horde plus 4 Traits:

1. Type (Humanoid, Undead, or Monster)
2. Attack (Target roll this Horde needs to get or higher to hit)
3. Defense (Subtracted from player attack rolls vs this Horde)
4. Hits (Number of Hit Counters placed under this Horde)

When a Horde is first placed on the map the indicated number of Hit Counters are stacked underneath it. The Horde Counter is discarded back to the pool when it has no more Hit Counters left.

## Player Settlements And Armies

Each player has a set of Army Tokens and Settlement Markers of a Unique color.

## Castles

Players share a common set of Castle Markers.

## Dice

Six and Ten Sided Dice are Needed.

## Time Track

There should be a Time Track of 20 Spaces and a Time Marker to keep track of what round it is.

## Resource Chits

Players share a common set of Resource Chits:

- Stone (Grey)
- Wood (Brown)
- Food (White)
- Metal (Blue)
- Magic (Red)
- Gold (Yellow)

## Player Sheets

Each player gets a Player Sheet. The Sheet should include: — The Kingdom List — The Ability List Players should mark off what Kingdom they are and what Abilities they have when they get them.

## Adjacency Rules

Spaces that share a line (orthogonal) are Adjacent. Spaces connected by a point (diagonal) are not Adjacent.

## Setup Locations

Players roll high on 1D10 to see who goes first. Each player rolls 1D10 x 1D10 (X & Y Coordinates) to see where they put their first Settlement. If playing solo put your settlement in the middle of the board.

Settlements cannot be within 2 spaces of each other. If so Reroll (and if necessary select an available spot). In reverse order players pick which Kingdom they are and mark it on their player Sheets.

For each player place 1 Horde: First Draw 1 Horde Counter from the Horde Pool. Second Roll for coordinates. Third place the Horde counter there with the indicated number of Hit Counters stacked under it.

These starting Hordes cannot be placed on or adjacent to a Settlement and not on another Horde. Reroll coordinates if it would.

## Setup Resources

Shuffle the Event Deck. Players pick their Colors (Army & Settlement Sets). Each player gets 1 Chit for each of the 5 Resource Types.

Each player gets a Castle and 2 Armies. These are placed in the same space as his first Settlement.

## Turn Sequence

Players take turns. Each turn has 11 Phases:

- Event Phase
- Resource Phase
- Trade Phase
- Settle Phase
- Fortify Phase
- Train Phase
- Move Phase
- Attack Phase
- Research Phase
- Spawn Phase
- End Phase At the end of a Round (all Players have taken 1 turn) there will be a Horde Segment and a Raid Segment.

## Event Phase

Roll once (1D10) on the Event Table.

## Resource Phase

First, Gain 3 Free Resources of any type. For each Terrain occupied by one of your settlements gain 1 extra Resource of the type produced by that terrain. For instance if you occupied 2 Swamps and a Mountain, you would get a 1 extra Stone and 2 Magic Resource Chits.

If a Settlement is in a Clear Space it gains 1 Gold as its resource.

## Trade Phase

You may convert 2 Gold into 1 Resource of any other type. You may Trade/Gift Resources with other players who have settlements adjacent to yours.

## Settlement Phase

You may build 1 Settlement. The settlement must be in a space adjacent to one of your other settlements. The space may not be occupied by any Hordes or Units controlled by your opponents.

Max 1 settlement per space. The cost to build the Settlement is 2 Food and 3 Wood.

## Fortify Phase

You may build 1 Castle. It must be on one of your settlements. Max of 1 Castle per space.

The cost to build the Castle is 4 Stone.

## Train Phase

You may build Armies. Armies start on one of your Castles. Each castle can train a max of 1 Army per turn.

The cost to train an Army is 1 Food, 2 Metal, and 1 Wood.

## Move Phase

You may move your Armies. It costs 1 Food to move all the Armies in 1 Stack. An Army can move to an Adjacent space.

An Army can be moved only once per turn. Stacking Limit: You may stack a max of 4 Armies in 1 Space. You cannot move into a space occupied by units of another player.

You may move into a space occupied by a Horde.

## Attack Phase

If your armies and a Horde occupy the same space, there will be a Battle: Roll 1D10 for each Army Token and each Hit Counter the Horde has. On a roll of 6+ an Army will kill 1 opposing Hit Counter of the Horde. Subtract the Monsters Defense Rating from your roll.

Hordes will kill an Army on a roll of X+ where X is the Hordes Attack Rating as Listed on the counter. If after all rolls are made, units from both sides remain, all survivors roll to attack again. Gain a Victory Token every time you destroy a Horde Stack.

## Research Phase

Pick one Ability from the Research List. You may gain an extra Ability for the cost of 10 Resources. A player cannot have multiple copies of an ability.

## Spawn Phase

A New Horde Appears on the Map: First- Draw 1 Horde Counter from the Horde Pool. Second- Roll for coordinates. Third- place the Horde counter there with the indicated number of Hit Counters stacked under it.

The Horde cannot be placed on a Space occupied by a Player unit or Horde. If it would, no Horde is placed. After turn 10 two Hordes appear on the map!

## End Phase

Max Resource Chits you can hold is 7. Discard excess Chits.

## Horde Segment

This takes place at the end of a Round. Each Horde will Move under the following rules: Check for each Horde in turn starting with the one with the fewest Hit Counters and so on. If there are ties roll high on 1D10 to resolve. Hordes will not move into spaces containing other Hordes.

A Horde will first try move into an adjacent space containing an undefended Settlement. Next the Horde will pick a Space containing a Settlement & Armies.

Next the Horde will pick a Space containing just Armies.

Next the Horde will pick a Space containing a Castle with no Armies.

Next the Horde will pick a Space containing a Castle & Armies.

If no Player Units are available, it will go for a space that is adjacent to as many player occupied spaces as possible. Hordes will move once, except for Monster Hordes who will move a second time if they don't immediately encounter a player unit.

## Raid Segment

Played immediately after Horde Segment. This is Handled exactly like Attack Phase except that now Castles and Settlements are involved in the Battles. They function similar to Armies except that Settlements hit on a roll of 8+ and Castles hit on a roll of 7+. Hordes must attack Castles first, Armies second, and Settlements third.

Castles must be Hit twice before they are destroyed. Gain a Victory Token every time you destroy a Horde

## Event Table

#	Name:	Notes:
1	Heroes	Gain 1 Army
2	Expansion	Gain 1 Settlement
3	Lore	Gain 1 Ability
4	Awaken Horde	Spawn 1 Horde
5	Stockpile	Gain 1D6 Wood

## Research List Notation

**AMP** Army must be present in target space

**LRA** Long Range Attack: One Attack into an adjacent space by an

Army or a Castle: Hits on a roll of 7+

**DBA** During Battle in which you have an army present

**TSOA** Target Stack of Armies

Stack.

## Undead Horde Special Rules

If an Undead Horde fights in a battle and is not destroyed completely, it will gain a number of Hit Counters equal to the number of player units it destroyed.

## Humanoid Horde Special Rules

Humanoids in Swamps or Hills get +1 to Attack rolls and +1 to their Defense.

## Wiped Out

If your last settlement gets wiped out, you may start over in any unoccupied space with a new Kingdom. Lose any remaining units you may have. Lose any Abilities you had previously gained.

Start with units and resources as if it was the beginning of the game.

## Ability Usage Limits

Some Abilities like "Mythic Saga" give a one time Benefit only.

Some Abilities like "Holy Water" give a constant permanent bonus.

Some Abilities like "Green Thumb" go off only once per round.

Some Abilities like "Roads" can be used whenever needed/desired.

Conversion Abilities like "Druids" may be used up to their stated limit each round.

Spells and Abilities that have a activation cost everytime they are used can only be used a max of once per round.

#	Name:	Notes:
6	Harvest	Gain 1D6 Food
7	Quarry	Gain 1D6 Stone
8	Rich Vein	Gain 1D6 Metal
9	Mana Crystals	Gain 1D6 Magic
0	Treasure Trove	Gain 1D6 Gold

**TSTR** Target Space this Round

**MOSP** Max One Use per Stack per Phase

**OPB** Once per Battle

**OTO** One Time Only (Can't be used again)

**XX** You still have to pay the regular build cost for them

**ZZ** Instead of its programmed move

\* Spell

## Ability Research List

<b>Ability:</b>	<b>Notes:</b>
Green Thumb	Gain 1 extra Food per Turn
Trade Routes	Gain 1 extra Gold per Turn
Furnaces	Gain 1 extra Metal per Turn
Sawmills	Gain 1 extra Wood per Turn
Pulleys	Gain 1 extra Stone Per Turn
Astrology	Gain 1 extra Magic per Turn
Druids	Convert up to 3 Wood into Magic per Turn
Alchemy*	Convert 2 Metal into 3 Gold
Stoicism	Costs no Food to train Armies
Great Bows	Armies get Attack +1 but cost 1 extra Wood
Skirmishers	Army Stack gets 1 extra Attack at start of Battle
Holy Water	Armies Attack +1 vs. Undead
Nets	Armies Attack +1 vs. Monsters
Veteran Soldiers	Armies Attack +1 vs. Humanoids
Vaulted Arches	Castles cost 1 less Stone
Fine Swords	Armies get Attack +1 but cost 1 extra Metal
Mercenaries	Buy up to 1 Army per turn for 5 Gold
Cavalry	Armies can move 1 extra Space
Forced March	Cost 1 Food: Stack can Move and Attack again
Fighting Withdrawal	Beginning of Horde Segment you may Move 1 Army Stack
Scouts	Armies can move Diagonally
Shield Wall	Armies Defense +1 vs. Humanoids
Pikes	Armies Defense +1 vs. Monsters
Clerics	Armies Defense +1 vs. Undead
Berserkers	Armies Attack +1 but Defense -1
Heavy Armor	Armies get Defense +1 but cost 1 extra Metal
Roads	Armies can move through settlements without stopping
Bridges	Armies can move 1 extra Space
Outposts	Build Castle without a underlying settlement AMP
Earthworks	Castles get +1 Hits each
Decoys	Cost 1 Wood: Negate 1 Hit on Army Stack OPB
Field Fortifications	Cost 1 Stone: Negate 1 Hit on Army Stack OPB
Illusions*	Cost 1 Magic: Negate 1 Hit on Army Stack OPB
Priests	Convert up to 3 Food into Magic per Turn
Craftsmen	Cost 3 Wood or Stone: Gain 1 Victory Token
Mythic Saga	Gain 5 Victory Tokens OTO
Bards & Minstrels	Gain 1 VT every Round you lose an Army or Castle
Militias	Settlements get Attack +1
Marketplace	Convert up to 1 Resource per turn into any other type
Storehouses	Resource Hand Size +1
Friends	Gain 1 Army, Settlement, or Castle OTO
Great Caravan	Gain 10 Gold OTO
Garrisons	Castles get Attack +1
Barracks	You can build Armies in Settlements without Castles
Urbanization	May build 2 Settlements in a single space
Colonies	May build Settlements any empty space AMP
Logistics	Army Stacking Limit +1
Legions	Army Stacking Limit +1
Pioneers	Build 1 extra Settlement per turn*
Catapults	Cost 1 Stone: LRA

Ability:	Notes:
Ballistae	Cost 1 Wood: LRA
Bombards	Cost 1 Metal: LRA
Builders	Cost 1 Gold: Build 1 extra Settlement or Castle per turn XX
Migration	Cost 1 Food: Move 1 Settlement to an adj unoccupied Space
Sages	Second Ability Researched per turn costs 2 less
Rally Troops	After a Victory a stack regains 1 Army it lost during Battle
Medicine	At the end of a Round gain back 1 Army you lost that Round
Raiders	Armies get Attack +1 in Attack Phase
Traps	Armies get Attack +1 in Raid Phase
Mountaineers	Armies get Attack +1 and Defense +1 in Mountains
Major Fortifications	A space may contain 2 Castles
Rangers	Armies in Forests get Attack and Defense +1
Divination*	Cost 1 Magic: Reroll Target Dieroll
Twister*	Cost 1 Magic: LRA
Earthquake*	Cost 1 Magic: Attack 9+ vs. all Units in Target Stack LRA
Lightning Strike*	Cost 1 Magic: DBA One attack of 5+
Fireball*	Cost 1 Magic: DBA Two attacks of 8+
Golems*	Buy 1 Army per turn for 3 Stone and 2 Magic
Battle Mages	Armies get Attack +1 but cost 1 extra Magic
Blizzard*	Cost 3 Magic: Target Horde cannot Move this Round
Gate*	Cost 1 Magic: Move 1 Army to any Space
Haste*	Cost 1 Magic: TSOA can move 2 extra Spaces this Round
Bless*	Cost 1 Magic: TSOA get Attack +1 this Turn MOSP
Protection*	Cost 1 Magic: TSOA get Defense +1 this Turn MOSP
Holy Ground*	Cost 2 Magic: Target Settlement cannot be entered this turn
Control*	Cost 4 Magic: Move Target Horde Stack in Horde Segment ZZ
Holy Word*	Cost 1 Magic: LRA vs Undead only. Get +2 to Roll
Poison Cloud*	Cost 1 Magic: LRA vs Humanoids only. Get +3 to Roll
Bannish*	Cost 1 Magic: LRA vs Monsters only. Get +1 to Roll
Destruction*	Kill 1 Target Horde Stack OTO
Oracles*	Cost 1 Magic: Target Dieroll gets +1 or -1
Diplomacy	Pay Opponent 3 Gold: Opponent may not move/build into TSTR
Wizardry	Spells can be used twice per Round
Leadership	Use Non-spell Abilities with Activation cost twice per Round

## Kingdom List

Kingdom:	Start with these Abilities:
Dwarves	Mountaineers & Furnaces
Elves	Druids & Rangers
Imperial Men	Roads & Logistics
Feudal Men	Heavy Armor & Clerics
Legendary Men	Oracles & Colonies
Northern Men	Berserkers & Raiders
Tribes Men	Migrations & Militias
Desert Men	Trade Routes & Marketplace

Kingdom:	Start with these Abilities:
Gothic Men	Storehouses & Vaulted Arches
Warrior Men	Fine Swords & Scouts
Eastern Men	Major Fortifications & Sages
Ancient Men	Green Thumb & Priests
Horse Men	Cavalry & Great Bows
Women Warriors	Skirmishers & Stoicism
Renaissance Men	Bombards & Urbanization

## Horde Counter List Notation

**H** Humanoid  
**U** Undead  
**M** Monster

**HITS** Number of Hit Counters this Horde starts with  
**ATK** Horde Hits on this roll or higher  
**DEF** Modifier SUBTRACTED from Attack rolls against this Horde

**Horde Counter List**

Horde of the:	Type	HITS	DEF	ATK
Kobold Commander	H	8	-2	8
Goblin Night Raiders	H	8	-1	8
Orc War Boss	H	7	-2	7
Goblin Witch Doctor	H	8	-2	7
Orc Shaman	H	7	-1	6
Hobgoblin Warlord	H	6	0	6
Ogre Magi	H	4	2	5
Lizard Man Tribes	H	7	1	7
Bullywug King	H	8	-2	9
Troglodyte Mother	H	5	2	8
King Crab of the Crab Men	H	5	1	8
Gnoll Chieftain	H	7	0	7
Bugbear King	H	6	1	6
Barbarian War Chief	H	6	0	8
Amazon Queen	H	6	0	7
Nomad Khan	H	7	0	6
Troll King	H	4	2	5
Gythanki Witch King	H	5	1	5
Drow Sorceress	H	5	1	6
Rat King	H	7	-2	9

Horde of the:	Type	HITS	DEF	ATK
Skeleton King	U	6	-2	9
Zombie Master	U	6	1	9
Ghoul General	U	5	-1	8
Lich King	U	4	0	5
Necromancer	U	5	-2	8
Vampire Lord	U	3	2	6
Wraith Lord	U	2	2	7
Werewolf Pack Leader	U	3	1	6
Pit Fiend Demons	U	2	0	5
Barbed Devils	U	4	-1	7
Winged Ape Army	M	4	1	6
Red Dragons	M	2	2	5
Blue Dragons	M	3	0	7
Gremlin Mob	M	5	-1	8
Emperor Penguin	M	6	-2	9
Giant Spider Swarm	M	6	-2	6
Clockwork Legion	M	5	-1	9
Stone Giant Clan	M	4	2	8
Frost Giant Family	M	3	0	7
Fire Giant Chief	M	2	1	5

**Optional Rotation Horde Counter List**

Horde of the:	Type	HITS	DEF	ATK
Gryphon Lord	M	3	0	6
Efreeti Fire Sultan	M	2	2	5
Pokemon Master	M	6	-1	8
Centaur Herd Master	M	4	0	7
Master of the Wild Hunt	U	3	2	6
Giant Killer Queen Bee	M	6	-1	9
Naga Queen	M	3	1	5
Dinosaur Lord	M	3	1	7
Gargoyle Lord	M	4	2	8
Mushroom Men	M	6	-2	8
Grandmaster Ninja	H	5	2	5
Storm Giant Lord	M	1	3	4
Hill Giant Chief	M	3	0	7
Cloud Giant Lord	M	1	1	6
Harpy Queen	M	4	-1	8
Death Knight	U	4	1	7
Caveman Chief	H	7	-1	8
Mummy Pharaoh	U	5	1	6
Treant Elder	M	2	2	6
Creeping Kudzu	M	6	-2	9
Beastmen War Chief	H	7	0	8
Tarasque	M	1	4	4
Scorpion Men	M	5	0	7
Minotaur Head Bull	M	4	1	6
Chaos Cultists	U	6	-1	9



Horde of the:	Type	HITS	DEF	ATK
Harbinger of Doom	U	1	3	3
Death Priestess Fanatics	U	4	-2	7
Deathknell Warlock	U	2	1	6
Dark Acolyte	U	5	0	8
Skull Lord	U	3	2	7
Apocalypse Horsemen	U	1	4	5

### Optional Rule – Players At War

Players may attack each other in their Attack Phases. You may move your Armies into spaces occupied by other Players units.

### Optional Rule – Horde Master

One Player controls the Hordes instead of a Kingdom. He rolls for them and determines how they move in Horde Segment instead of following the programmed

movement rules. When drawing a new Horde draw 3, pick 1 and discard the other 2.

### Optional Extra Terrain Tiles

Aside from the basic 50 Tiles there is room for 50 more. This list includes 10 new types. Use 5 of each and distribute these randomly after the Basic Tiles have been placed.

Settlements built in these new types produce 1 Gold in Resource phase as per the regular rules.

Tile	Notes:
Friendly Village	First player to build a Settlement here gets 1 Free Army Natural Defensive Position – Player units here get Defense +1
Chasm	No Units or Hordes may enter or be in this Space
Barrens	Settlements here produce nothing
Trade Route	Settlements here produce 1 extra Gold in Resource Phase
Heath	No Special Rules
Ancient Ruins	First player to build a Settlement here gets 1 Free Ability
Desolate Moor	Any Horde that spawns here gets 1 extra Hit Counter
Desert	Any Army that enters this space must end its move here
Plains	Any Army or Horde that starts or moves into this space gets to move 1 extra space this round

### Optional Wizard Tower Rule

Instead of building a Castle in a Space, you may build a Wizards Tower. This requires a new common

Wizard Tower unit Counter. The Tower costs 5 Stone.

The Tower produces 1 extra Magic in Resource Phase. You cannot build Towers in Adjacent Spaces.







# Ice Lords

## Introduction

Wargame for 2 or more players. Fantasy Northern theme.

## Victory

Destroy all enemy units.

## Dice, Chits, Tiles, & Cards

Tiles are used to make the Map. Chits are used to represent Units. Cards are used for Spells.

Tile, chit, and card sets are common to all players. Six and eight sided dice are needed to play.

## Terrain Tile List

There are 4 terrain types:

Type:	#	Cost	Recruit:
Tundra	14	1	-
Glacier	6	2	-
Water	9	(1)	-
Villages	6	1	Norsemen & Barbarians & Ships
Forest	4	2	Wolves & Bears & Sprites
Mountains	4	3	Dwarves & Giants
Peaks	2	3	Dragons
Hills	4	2	Witches & Yetis
Sea	-	(1)	-

# Number of Tiles in Terrain Tile Set

**Cost** Cost in Move Points to enter

Recruit = What type of units can be recruited there

ter squares.

## The Map

Use a Chessboard. All border spaces are Sea spaces. Randomly distribute the 49 Terrain Tiles to the 49 cen-

## Setup

Each Player starts with one Hero unit located in a Village Space. Randomly determine who goes first.

## Unit Chit List

Unit Name:	#	Force	Move	Notes:
Norsemen	4	2	2	Army
Barbarians	4	3	2	Army
Viking Ships	4	1	4	Army, Ship
Drakkar	2	2	4	Army, Ship
Northern Dwarves	4	2	2	Army, Mountain Walk
White Dragon	4	5	5	Flying
Frost Giant	4	4	3	Mountain Walk
Winter Wolves	4	2	4	-
Polar Bears	4	3	2	-
Ice Witch	4	2	2	Magic
Snow Sprites	4	1	3	Magic, Flying
Hero	A	4	3	-
Yeti	4	3	3	Mountain Walk
Ice Elemental	A	4	-	Summoned Unit
Ice Demon	A	5	-	Summoned Unit

Unit Name:	#	Force	Move	Notes:
Banner	2	+1	-	Relic: Attach to Army
Magic Axe	2	+1	-	Relic: Attach to Hero or Giant
Druids Staff	2	+2	-	Relic: Attach to Witch or Sprite

**Move** Move points per turn

**A** As Needed

## Turn Sequence

Players take turns. Each turn has 6 phases:

1. Recruit Phase
2. Magic Phase
3. Blizzard Phase
4. Move Phase
5. Battle Phase
6. End Phase

## Recruit Phase

Draw 1 Unit Chit from the common pile. Keep your Chits in a pile. Units are recruited from specific Territories.

If you have a Unit in an appropriate Territory, or adjacent to an empty appropriate territory, you may put a Unit Chit from your pile into play on that territory or in an adjacent territory that is empty or occupied by a unit you control.

## Adjacency Rule

Units or spaces must share a common border to be adjacent. Diagonal spaces and units are not adjacent.

## Stacking Rule

You may stack up to 4 of your units in a single space. Summoned units and Relics do not count against this limit.

## Magic Phase

If you control any Witches or Sprites, draw 2 Spell cards. Max hand size is 5 cards. Discard excess cards.

## Blizzard Phase

Remove tokens from board from last turn. Use Tokens to represent Blizzards. Roll 1D6 to see how many blizzards will be put on the map this turn.

## Magic Spell Deck

Spell:	#	Notes:
Summon Ice Elemental	4	Add an Ice Elemental Unit to the Stack
Summon Ice Demon	2	Add an Ice Demon Unit to the Stack
Ice Shield	4	All enemy units get Force -1 this Battle
Snow Storm	4	Place or Remove a Blizzard Token on the Map*

Roll 2D8 to determine coordinates of each blizzard. Units cannot move into, out of, or through a blizzard. Units cannot attack into or out of a blizzard.

## Move Phase

Each unit has a number of Move Points (MP). Different Terrain types have different Move costs to enter. For Flying units, the Move cost of all Terrains is one.

Flying units may not end their turn in a Sea or water space. Units with Mountain Walk pay only 1 MP to enter Mountains or Peaks. Ships can only move in Sea and Water spaces.

Non-Flying units cannot move on Sea or Water spaces. Heroes, witches, and armies may travel on sea & water spaces if stacked with a Ship. The stacking limit must be strictly enforced.

You cannot enter or move through a space containing enemy units.

## Battle Phase

You may attack adjacent enemy stacks with your own stacks. Resolve conflict between two opposing stacks, one at a time. A turn may have multiple battles between multiple stacks.

Battles are fought in Rounds. During each round, each unit in turn in both opposing stacks gets to attack once. Start with the Active player (Player whose turn it is) Pick which of your units is attacking and Roll 1D6.

If the roll is equal to or less than the attacking units Force, one casualty is inflicted. If there is a casualty, the defender picks and discards one of his units from the battle. The other player then attacks and so on.

This repeats until one side is completely eliminated. A witch or sprite instead of attacking may cast a Spell.

## End Phase

Remove Summoned and Charmed Units from play.

Spell:	#	Notes:
Freeze	4	Target Unit cannot attack this Battle
Ice Shards	4	Force 2 vs Attack all Enemy units this round
Blood Lust	4	All your units get Force +1 this Battle
Healing Powers	4	Put Unit just destroyed in Battle back into play
Charm	2	Take control of target Non-Hero Unit

# copies of this card in the deck.

\* Play during any Blizzard Phase





# Immortals

## Introduction

Each player recruits a group of immortals seeking to gain power over other such groups. Based on the Dungeons & Dragons RPG rule set "Wrath of the Immortals". These associations of Immortals are variously known as Groups, Cliques (informal), and Councils (formal).

## Victory

Be the first player to control 100 power points worth of Immortals & Resource cards or Reduce all of your opponents to zero power.

## Alignment

Each player at the start of the game picks an Alignment: Neutral, Lawful, or Chaotic Neutral players can recruit Immortals of any alignment. Lawful players can only recruit Lawful or neutral Immortals. A Lawful player may recruit one Lawful Immortal in recruit phase (as an event) without expending a plot counter.

Chaotic players can only recruit Chaotic or neutral Immortals. An Chaotic player may recruit one Chaotic Immortal in recruit phase (as an event) without expending a plot counter.

## Tokens & Dice Needed

Plot Tokens Neutralization Tokens Twenty Sided Die

## Setup

Each player starts with a hand of 5 random cards. Players cut the deck and compare power values of

Level	Title	Base Power Points
1	Initiate	1
2	Temporal	2
3	Celestial	4

## Resources

Represented by cards. These represent things that give the Immortal extra power such as: Followers, Worshipers, Priests, Pet Monsters, Adventurers, Artifacts, etc.

## Power Cards

This type of card represents abilities of an Immortal or Resource that give a Boost to a sides power levels during a Foil Plot Attempt.

cards. High value goes first.

Each player starts with one Hierarch Immortal in play of their respective alignment.

## The Deck

Players share a common deck. The Deck has 4 types of cards mixed in:

1. Immortals
2. Plots
3. Powers
4. Resources

## Immortals

Represented by cards. These are the 'Gods' each player controls. Each Immortal has 6 Characteristics:

1. Name
2. Alignment
3. Sphere
4. Form (Race)
5. Level/Title
6. Power Points

There are 3 Alignments: Neutral, Lawful, and Chaotic  
There are 5 Spheres:

1. Matter (Earth, Polymaths, Monsters)
2. Energy (Fire, Paragons, Magic, Wizards, Elves)
3. Time (Water, Dynasts, Clerics, Druids, Paladins, Avengers, Dwarves)
4. Thought (Air, Epic Heroes, Fighters, Halflings, Mystics, Thieves)
5. Entropy (Void, Undead)

Forms are many and varied. There are 6 Levels:

Level	Title	Base Power Points
4	Empyrean	7
5	Eternal	10
6	Hierarch	16

## Plot Cards

Not to be confused with Plot Tokens. These represent actions or events that may have a variety of results. These do require the expenditure of a Plot Token to play.

Plot cards are played in Destiny phase unless the card specifies otherwise.

## Turn Sequence

Players take turns. Each turn has 4 phases: Plot Phase Recruit Phase Fate Phase Destiny Phase

### Plot Phase

Put a Plot Token on each of your Immortals that does not have one already. (An Immortal may never have more than one plot token at a time)

### Fate Phase

Draw one card & put it in your hand. You may discard a Plot Token from one of your Immortals to draw an extra card. (this is called Plotting) Maximum hand size is 7 cards. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

### Recruit Phase

You may discard a Plot Token from one of your Immortals to put an Immortal card or a Resource card into play. (This is called Recruiting) Immortals and Resource cards are played face up on the table in front of you. Resource cards are 'attached' to (placed partially under) the Immortal that used up the Plot Token to

gain the resource. If you have no Immortals in play (Neutralized Immortals do not count) you may recruit an immortal from your hand for free.

### Destiny Phase

You may discard a Plot Token from one of your Immortals to play a Plot card. (This is called a Stroke, or Striking)

### Foil Plot Attempt

Whenever an opposing Immortal discards a plot token to perform an action, (Plotting, Recruiting, Striking) you may attempt to foil the action. To attempt a Foil, one of your Immortals must discard a Plot Token. Both players must then determine their own Power Total.

Power Total = 1D20 + the Power of the Immortal + the power of all Resources attached to that Immortal + The power of any Power cards played. (play Power cards before the dice roll is made) The side with the highest power total wins. (Reroll ties) If the Foiler wins, the action is negated and any card that was to be played is discarded. If the target of the foil wins, the action succeeds.

## Card List: Immortals

Name	Align	Sphere	Form	Level	Power	Notes
Al-Kalim	Law	Time	Man	1	1	Patron of Ylaruam
Alphaks	Chaos	Entropy	Demon	4	7	Prone to Tantrums
Alphatia	Law	Energy	Woman	3	4	Defender of Alphatia
Asterius	Chaos	Thought	Man	5	10	Lord of Thieves
Atruaghin	Law	Matter	Man	6	16	Protector of the Azcans
Atzanteotl	Chaos	Entropy	Serpent	6	16	The Corruptor
Benekander	Law	Energy	Man	1	1	Protector of Mortals
CalithaStarbrow	Neut	Time	Sea-elf	3	4	The Sea Maiden
Diamond	Law	Matter	Dragon	3	4	The Star Dragon
Diulanna	Law	Thought	Amazon	3	4	Patroness of Will
Djaea	Law	Matter	Woman	6	16	Earth Lover
Eiryndul	Chaos	Energy	Elf	4	7	Prankster
Faunus	Chaos	Matter	Satyr	2	2	Ancient protector of Forests
Frey & Freyja	Law	Thought	Pair	4	7	Brother & Sister Warriors
The Great One	Neut	Matter	Dragon	5	10	Ruler of all Dragonkind
Halav	Law	Thought	Man	3	4	Patron of Warriors
Ilsundal	Law	Energy	Old Elf	6	16	The Wise One
Ixion	Neut	Energy	Any	6	16	The Sun Prince
Ka thePreserver	Law	Matter	Dinosar	6	16	The Amber Serpent
Kagyar	Neut	Matter	Old Man	5	10	The Artisan
Karaash	Chaos	Thought	OrcKing	1	1	Patron of Humanoids
Khoronus	Neut	Time	Man	6	16	Father Time
Korotiku	Neut	Thought	Spider	6	16	The Trickster
Koryis	Law	Thought	Man	2	2	Patron of Peace
Loki	Chaos	Entropy	Man	5	10	Prince of Deceit
Masauwa	Chaos	Entropy	Man	5	10	The Spokesman

Name	Align	Sphere	Form	Level	Power	Notes
Mealiden	Law	Energy	Elfmaid	3	4	The Red Arrow
Nyx	Neut	Entropy	Woman	6	16	The Dark Queen
Odin	Law	Thought	Old Man	6	16	The Grey Wanderer
Opal	Neut	Matter	Dragon	3	4	The Sun Dragon
Orcus	Chaos	Entropy	Goatman	5	10	The Black Prince
Ordana	Neut	Time	Treant	6	16	Forest Mother
Pearl	Chaos	Matter	Dragon	2	2	Moon Dragon
Petra	Law	Time	Woman	3	4	Patron of Defenders
Pflarr	Neut	Energy	Jackal	5	10	The Jackal Head
Protius	Neut	Time	Merman	5	10	Old Man of the Sea
Rad	Law	Energy	Old Man	4	7	The Magician
Rafiel	Neut	Energy	Man	4	7	Patron of Shadow Elves
Rathanos	Chaos	Energy	Fire	5	10	Master of Fire
Razud	Neut	Energy	Man	6	16	Patron of Survivors
Talitha	Chaos	Entropy	Woman	5	10	The Spiteful Thief
Tarastia	Law	Energy	Woman	5	10	Patron of Justice & Revenge
Terra	Law	Matter	Woman	6	16	Mother Earth
Thantos	Chaos	Entropy	Mummy	6	16	The Grim Reaper
Thor	Law	Energy	Man	5	10	The Thunderer
Valerias	Chaos	Matter	Female	6	16	Patron of Love
Vanya	Neut	Time	Woman	4	7	Patron of War
Zirchev	Neut	Energy	Man	3	4	The Huntsman

## Card List: Resources

Card Name	#	Power	Type	Notes
Followers	3	1	F	
Worshippers	2	1	F	
Religious Sect	2	1	F	
Priesthood	2	2	F	
Armies	2	1	F	
Create Species	1	3	F	
Fanatics	2	1	F	
Clerics	3	2	H	
Avenger	1	8	H	
Adventurers	3	2	H	
Heroes	2	4	H	
Child of Immortal	1	5	H	
Favored Mortals	3	3	H	
Minor Artifact	4	3	A	
Lesser Artifact	3	6	A	
Greater Artifact	2	9	A	
Major Artifact	1	10	A	
Nightmare Diabolus	1	3	M	
Lesser Fiends	1	2	M	
Flicker	1	7	M	Energy only
Jumper	1	7	M	Time only
Notion	1	7	M	Thought only
Baak Guardians	1	7	M	Matter only
Undead Hordes	1	7	M	Entropy only

Card Name	#	Power	Type	Notes
Servitor Constructs	1	2	M	
Monster Ruler	1	4	M	
Titans	1	8	M	
Dragons	1	5	M	
Exalted Monster	1	9	M	

**M** Monsters**A** Artifact**H** Hero**F** Followers**Card List: Plots**

Card Name	#	Notes:
Steal Followers	2	Take control of Follower
Kill Followers	2	Discard Follower
Steal Monsters	2	Take control of Monster
Kill Monsters	2	Discard Monster
Steal Heroes	2	Take control of Hero
Kill Heroes	2	Discard Hero
Steal Artifact	2	Take control of Artifact
Destroy Artifact	2	Discard Artifact
Steal Power	2	Take 2 random cards from opponent from hand
Destroy Power	2	Opponent must discard 3 random cards from hand
Investigate	2	Look at Opponents Hand
Divine	2	Look at top 7 cards of deck
Master Stroke	2	Draw 4 cards
Capture Immortal	2	Immortal Neutralized (cannot get/use action tokens)
Persuade Immortal	2	Take control of Immortal
Send Immortal to Home Plane	2	Put Immortal back in opponents hand
Kill Immortal	2	Discard Immortal
Free Immortal	2	Immortal loses Neutralized status
Raise Immortal	2	Take Immortal from discard & put in play
Fight Immortal	2	Target gets to Foil. Loser of attempt is killed
Banish Immortal	2	Immortal Neutralized (cannot get/use action tokens)
Explore the Multiverse	2	Immortal gains 1 Level (cannot be Foiled) Use Marker
Delay Immortal	2	Immortal Neutralized for 2 turns
Curse Immortal	2	Immortal Neutralized (cannot get/use action tokens)
Heal Immortal	2	Immortal loses Neutralized status
Poison Immortal	2	Immortal Neutralized (cannot get/use action tokens)
Embarass Immortal	2	Immortal Neutralized (cannot get/use action tokens)

**Card List: Powers**

Card Name	Power	Notes
Mortal Identity	3	5 For Time
Provide Guidance to Mortals	1	5 for Thought
Provide Power to Mortals	2	
Wizard Spells	2	5 for Energy
Cleric Spells	2	
Druid Spells	2	
Anti-magic Protection	4	

Card Name	Power	Notes
Manifestation Form	1	
Immortal Strength	3	5 for Matter
Immortal Intelligence	3	5 for Thought
Immortal Charisma	3	
Immortal Wisdom	3	5 For Time
Immortal Constitution	3	
Immortal Speed	3	
Create Magic Items	2	5 for Matter
Immortal Saving Throw	6	
Aura Attacks	5	7 for Energy
Speak all Languages	1	
Immunity to Mortal Attacks	2	
Incorporeal Form	4	
Cast any Mortal Spell	5	7 for Energy
Regeneration	2	
Fly	1	
Bestow	2	
Conceal Magical Nature	1	
Detect Immortal Magic	3	
Hear Supplicants	1	
Immortal Eye	2	
Power Attack	3	4 for Energy
Probe	1	
Shape Reality	7	9 for Matter
Transformation	6	9 for Matter
Call Other	2	
Leech	1	
Fiendish Powers	2	
Abilities of any Class	1	
Avatars	8	
Rumors & Lies	1	5 for Entropy
Multi-Planar Travel	4	
Friendly Dimension	5	
Home Plane Advantage	9	
Backing of the Council	7	
Pocket Universe Refuge	4	
Immortal Influence	5	
Immortal Combat	6	
Destroy Heavenly Body	2	7 for Entropy
Direct Action	6	(in the Prime Plane)
Fulfill Prophecy	9	9 For Time
Create an Omen	1	5 For Time
Expose Secret Plot	8	9 for Entropy
Persuasion	2	5 for Thought
Trickery	4	7 for Thought
Immortal Intervention	5	7 for Entropy
Gates, Vortices & Portals	2	







# *In Nomine*

## **Introduction**

Two player card game based on the RPG In Nomine. One player controls a choir of Angels. The other player controls a band of Demons.

## **Disclaimer**

In Nomine is a licensed, copyrighted, trademarked property. This is merely a fan site.

## **The Decks**

Each player has a unique deck. Each deck has 66 cards.

## **Victory**

There are 3 ways to win:

1. Run your opponents deck out of cards.
2. Have in play a human with 7+ Prophecy tokens.
3. Have in play 1 Celestial of each of the 7 types available in your deck.

## **Bits & Pieces**

2 types of Tokens (counters) are needed: Prophecy Tokens  
Essence Tokens

## **Event Cards**

Event cards are discarded as soon as they are played. Event cards are played at whatever time it is appropriate. Depending on the Event, this can be in any phase, or even during an opponents turn. Song Cards are a type of Event card.

To play a Song card, you must remove an Essence counter from one of your Celestials. Archangel Events & Demon Prince Events are types of Event Cards.

## **Setup**

Each player draws 7 cards. The Demon player goes first.

## **Turn Sequence**

Players take turns.

- Each turn is divided into 5 phases:
- Essence Phase
- Fates Phase
- Recruit Phase
- Struggle Phase
- End Phase

## **Essence Phase**

Dawn for Angels & Dusk for Demons. Place an Essence counter on each persona card that doesn't already have one. Definition: Persona cards = Humans & Celestials  
Definition: Celestials = Angels & Demons  
Place a Prophecy token on each human.

## **Fates Phase**

Draw 1 card from your deck.

## **Recruit Phase**

Put 1 persona card from your hand into play. A card in play is face up in front of you. Cards in play stay in play until they are destroyed (discarded).

Some cards may allow you to recruit more than one Persona per turn. Modifier cards may be played in this phase. A Modifier card is attached to an appropriate target persona.

(some attach to your opponents personas) The Modifier card stays in play with the Persona. Artifacts are a type of Modifier card.

## **Struggle Phase**

You may use your Persona cards to attack your opponent. To have a persona attack, remove the essence counter from the card. (Personas without Essence counters cannot attack) Celestials have a base Force = 2.

Humans have a base Force = 1. If the attacking persona is unblocked, the target defending player must discard a number of cards from the top of his deck equal to the Force of the Persona. Certain Event cards can be played to increase the Force of the Persona.

The Defender may block the attacking persona with one of his own. To have a persona block, remove the essence counter from the card. (Personas without Essence counters cannot block) Compare the Forces of the Attacker & Blocker.

The persona with the smaller Force is destroyed (discarded). If it is a tie, both personas are destroyed. Instead of Attacking the opposing deck, you may target a Persona.

Others Personas may block the attack on the target Persona.

## **End Phase**

Max hand size is 7 cards. Discard excess cards.

## Activation Powers

Certain Celestials have Activation powers. To activate a power (cause it to happen) you must remove an Essence counter from that Celestial.

## Card Type Notation

- H** Human (Persona)  
**A** Angel (Celestial Persona)  
**D** Demon (Celestial Persona)

- E** Event  
**S** Song (Event)  
**G** Archangel Event  
**P** Demon Prince Event  
**M** Modifier  
**R** Artifact (Modifier)

Atk + X = Persona gets Force + X when attacking  
 Def + X = Persona gets Force + X when blocking

# Number of that card type in the deck

## Angel Deck Card List

Card Name	#	Type	Notes
Seraphim (Most Holy)	2	A	Activate: Look at Opponents hand
Cherubim (Guardians)	2	A	Def + 2
Ofanim (The Wheels)	2	A	Cannot be blocked when attacking the deck
Elohim (The Powers)	2	A	Activate: Draw 1 card from the deck
Malakim (The Virtues)	2	A	Atk + 2
Kyriotate (Dominations)	2	A	Force + 1
Mercurian (Friends of Man)	2	A	Activate: Recruit 1 Persona
Humans	9	H	
Blandine (Dreams)	1	G	Look at next 7 cards in any Deck
David (Stone)	1	G	Def + 3
Dominic (Judgment)	1	G	Opponent discards 3 cards from hand
Eli (Creation)	1	G	Recruit any number of Personas this turn
Gabriel (Fire)	1	G	Force + 2
Janus (Wind)	1	G	Cannot be blocked when attacking the deck
Jean (Lightning)	1	G	Destroy target Persona
Jordi (Animals)	1	G	Negate Target Attack
Laurence (Sword)	1	G	Atk + 3
Marc (Trade)	1	G	Draw 3 cards
Michael (War)	1	G	All your Personas get Atk + 1
Novalis (Flowers)	1	G	Negate all attacks this turn
Yves (Destiny)	1	G	Put 1 Prophecy token on target Human
Child of the Grigori	1	M	Human gets 1 extra Prophecy token
Soldier of God	1	M	Human gets Force + 1
Gods Grace	1	M	Force + 1
Blessing	1	M	Force + 1
Relic	1	A	Def + 1
Fiery Sword	1	A	Force + 1
Divine Intervention	1	E	Negate a Prince card as it is Played
Reincarnation	1	E	Put Persona in discard into your hand
Renegade	1	E	Shuffle target demon back into his deck
Remnant	1	E	Draw 2 cards
Reviver	1	E	Put Persona in discard into your hand
Celestial Forces	1	E	Def + 2
Miracle	1	E	Def + 3
Smite	1	E	Atk + 2
See the Light	1	E	Control Target Human
Celestial Symphony	1	E	Draw 2 cards
Sacrifice	1	E	Destroy Attacker & Blocker
Resonance	1	E	Look at opponents hand
Redemption	1	E	Control target Demon

Card Name	#	Type	Notes
Complete Task	1	E	Put 1 Prophecy token on target Human
Attunement	1	E	Angel gets Def + 1
Banish	1	E	Send Demon back to owners hand
Divine Rite	1	E	Draw 2 cards
Tether to Heaven	1	E	All Personas get Def + 1
Song of Attraction	1	S	Take 1 card from deck & put it in your hand
Song of Harmony	1	S	Negate all attacks this turn
Song of Healing	1	S	Put Persona in discard into your hand
Song of Light	1	S	Negate target Attack
Song of Shields	1	S	Target gets Def + 2
Song of Thunder	1	S	Destroy Target Attacker

## Demon Deck Card List

Card Name	#	Type	Notes
Balseraph (The Liars)	2	D	Activate: Negate target Block
Djinn (Stalkers)	2	D	Atk + 2
Calabim (Destroyers)	2	D	Force + 1
Habbalah (Punishers)	2	D	Activate: Target gets Force - 1
Lilim (The Tempters)	2	D	Activate: Recruit 1 Persona
Shedim (Corruptors)	2	D	Activate: Opponent discards 1 card
Impudites (The Takers)	2	D	Activate: Draw 1 card from the deck
Humans	9	H	
Andrealphus (Lust)	1	P	Control Target Human
Asmodeus (The Game)	1	P	Look at next 3 cards in both decks
Baal (War)	1	P	All Personas get Atk + 1
Beleth (Nightmares)	1	P	Target cannot Attack or Block
Belial (Fire)	1	P	Atk + 3
Haagenti (Gluttony)	1	P	Target cannot Attack or Block
Kobal (Dark Humor)	1	P	Target cannot Attack or Block
Kronos (Fate)	1	P	Look at next 7 cards in target deck
Malphas (Factions)	1	P	Negate all attacks this turn
Nybbas (Media)	1	P	Put 1 Prophecy token on target Human
Saminga (Death)	1	P	Target Human becomes Undead (Force + 1)
Valefor (Theft)	1	P	Take control of target Artifact
Vapula (Technology)	1	P	Force + 1
Soldier of Hell	1	M	Human gets Force + 1
Dissonance	1	M	Force -1 (Attach to angel)
Diabolical	1	M	Force + 1
Geas	1	M	Atk + 1
Stigmata	1	M	Force -1
Blindness	1	M	Force -1
Talisman	1	A	Atk + 1
Unholy Shotgun	1	A	Force + 1
Imbroglia	1	E	All personas have Def -1
Summon Demon	1	E	Put Demon in discard into your hand
Numinous Corpus	1	E	Force + 1
Imps & Gremlins	1	E	Opponent must discard 2 cards from hand
Road to Hell	1	E	Put 1 Prophecy token on target Human
Outcast	1	E	Shuffle target angel back into his deck
Corporeal Forces	1	E	Atk + 2

Card Name	#	Type	Notes
Corruption	1	E	Remove 2 Prophecy tokens from Human
Kiss of Death	1	E	Atk + 3
Discord	1	E	Opponent must discard 2 cards from hand
Fallen Angel	1	E	Control target Angel
Deal with the Devil	1	E	Put 1 Prophecy token on target Human
Infernal Rite	1	E	Draw 2 cards
Demonic Tutor	1	E	Take 1 card from deck & put it in your hand
Song of Charm	1	S	Recruit any number of Personas this turn
Song of Dreams	1	S	Look at next 5 cards in target deck
Song of Entropy	1	S	Target cannot be Blocked
Song of Form	1	S	Target gets Force + 1
Song of Motion	1	S	Target cannot be blocked
Song of Possession	1	S	Take control of Target for 1 Turn
Song of Projection	1	S	Target cannot Attack or Block
Song of Tongues	1	S	Draw 2 cards

## Links

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# Juggerball

<body>

## Introduction

Fantasy tactical rule system. Juggers or Jugs are giant war machines constructed with medieval technology.

## Playing Pieces

Players will need a hex map, D6 and D10 dice, counters to represent juggernaughts.

## The Map

Jugger is played on a hex map. The maps can represent playing fields, racing traps, mazes, or battlefields depending on the scenario. Each side of a hex is called an arc. A jugger faces out of its forward arc.

## Counters

Players will have to make their own counters. Use bank cardboard chits. Opponents should have counters of different colors. The counter should have written on it an arrow indicating which way the jug is facing and a number or name identifying the jug.

## Record Keeping

For each jug a player will have to keep track of its current velocity and hit total. Other things that need to be recorded include fire damage, loss of boarders, time between cauldron attacks, and wizard spells

## Jugger Traits

### Size Class

Size class, or SC, measures the size of a jug. Each point of SC gives the jug a base of 20 Hits and space for 1 piece of equipment. A 3 SC jug would have 60 Hits and room for 3 improvements.

### Acceleration Rate

All jugs can accelerate at a base rate of 1 hex per turn. This can be improved by adding gears, sails, or magic.

## Critical Damage Table

### Deceleration Rate

Like Acceleration, All jugs can decelerate at a base rate of 1 hex per round. This can be improved by adding brakes, sails, legs, or magic.

### Turn Rate

All jugs have a base turn rate of one 60 degree turn per round. This can be improved by adding steering equipment, legs, or magic.

### Ramming

If a jug runs into another jug it is called a ram attack. The rammed jug takes damage from the ram.

Damage done by ramming to a side arc =  $(D6 + \text{rammers SC}) \times (\text{Velocity of the rammer})$ .

The D6 is called the Ram Roll. Both jugs will be reduced to 0 velocity but first the rammer will push the rammed jug = the remainder of its move - the targets SC.

Damage done by ramming the rear arc =  $(D6 + \text{rammers SC}) \times (\text{Velocity of the rammer} - \text{Velocity of target})$ . The rammed jug will be bounced forward 1D3 hexes. The rammers velocity will be reduced to the hexes it moved during the round to reach its target. Damage done by head on collisions: Treat as a side ram if the target doesn't have a ram. If both have rams then each takes damage as if hit by a side ram. Both jugs are reduced to 0 velocity unless one is destroyed, then the other drives through it at -1 velocity.

### Collisions

If a jug hits an obstacle or a wall it will take damage as if hit by a side ram.

### Terrain

Some hexes may contain forests, rubble, houses, or wreckage. These decrease velocity by 1 or more points every time they are entered.

### Damage

Damage is recorded as lost hits. If a jugger is reduced to 0 hits it is destroyed. For every 20 points of damage a jug has lost roll on the:

1D6	Result
1	1 piece of equipment destroyed: attackers choice
2	1 piece of equipment destroyed: defenders choice
3-6	No effect

## Turn Sequence

1- Initiative Phase 2- Movement Segments 3- End Phase

## Initiative Phase

All players roll 1D10. Reroll all ties. The player with the highest roll has the highest initiative score. If it is a small battle each jugger may roll for initiative.

## Movement Segments

The player with the highest initiative roll moves all of his juggers first. This is the first movement segment. The player with the next highest initiative moves his juggers second. This is the second movement segment. This continues until all players have moved all of their units. There are as many segments in a turn as there

are players or sides. Players may declare attacks any time during their move or another players move.

Immediately stop movement and roll all attack rolls. When all players are done making attacks roll for damage, grab, fire, and topple effects for all attacks just made. The player may then continue moving the unit. Basically, a player should, during every hex that one of his units moves, count the number of mps the unit has used totally so far and ask if anyone wishes to make an attack. A weapon can only be used to attack once during a turn.

## End Phase

This is basically a bookkeeping and rest phase. Start the round over at the initiative phase. If a goal was scored start the round over at the deployment phase.

## Standard Weapon Table

D10	Weapon	Range	To Hit	Damage	Notes
1	Catapult	10	2	2D6	All arcs
2	Ballista	5	4	1D6	All arcs
3	Jaws	1	3	2D6	Forward arc. Also pincers and
-	-	-	-	-	mandibles. Grab attack.
4	Wheel Spikes	1	4	1D6	Attacks all units in adjacent side
-	-	-	-	-	hexes.
5	Battering Ram	1	4	2D6	Forward arc. Also Screw rams. These
-	-	-	-	-	are in addition to the main ram
6	Claw Arm	1	3	1D6	All arcs. Also Jaw arms, pincer
-	-	-	-	-	arms, tentacles, and catchers.
-	-	-	-	-	Grab Attack.
7	Saw Arm	1	4	1D6	All arcs. Also Screw arms and
-	-	-	-	-	Scissor Arms.
8	Flail	1	2	3D6	All arcs. Also Droppers, and
-	-	-	-	-	Wrecking Balls
9	Mace Arm	1	3	2D6	All arcs. Also Hammer arms,
-	-	-	-	-	Sword arms, and Axe arms.
10	Shield Arm	1	3	1D6	All arcs. The jug gains 10 hits
-	-	-	-	-	worth of armor

## Grab Attacks

If a claw arm or a jaw hits the target jug the jugs become attached. The attacker can break the hold automatically. The target can break the hold on a roll of 1-3 on D6 at the start of its Move Phase. The bigger jug can drag or push the smaller jug on following turns at a maximum velocity of 2 hexes per turn. Weapons that have grabbed on do damage every turn automatically.

## Juggers At War

Juggers are the mainstay of all modern fantasy armies. Extra weapons not allowed in regulation juggerball are available during wartime. Some weapons are built and used by only certain races; these are listed in the exotic weapons table.

## **Wartime Weapon Table**



D6	Weapon	Range	To Hit	Damage	Notes
1	Trebuchet	15	1	3D6	All arcs
2	Boarders	1	10	All arcs. On a successful hit the	
-	-	-	-	crew is killed and the target jug comes under your control. On an	
-	-	-	-	attack roll of 4-6 the boarders are killed and cannot be used again.	
3	Fire Pump	1	3	1	All arcs. Does damage for
4	Cauldron	1	4	1D6	All arcs. Does damage for
-	-	-	-	Can only be used once every 3 turns.	
5	Scythe	1	3	1D6	Forward arc. Any damage
-	-	-	-	will cut the jug in half and destroy it.	
6	Lever	1	1	-	Topple Forward arc. On
-	-	-	-	hit the jug is toppled and destroyed. Also jacks and push poles.	
7	Winch:	-	-	-	Attached to a ballista. If
-	-	-	-	of 1 the target topples. On 4-6 the rope snaps. On 2-3 roll again	
-	-	-	-	next turn.	

## Exotic Weapon Table

Weapon	Range	To Hit	Damage	Notes
*Mirrors	10	4	1	All arcs. Does damage for 1D6 turns.

Sails: Each sail gives the jug acceleration and deceleration +1. Sails cannot be combined with legs.

Weapon	Range	To Hit	Damage	Notes
*Demon Eye	5	1	Death	Forward arc. On a successful hit
-	-	-	-	the whole crew is killed. Voorlock
Acid Spitter	10	3	1	Forward arc. Does damage for 1D6
-	-	-	-	turns. Voorlock
Tongue	2	3	1D6	Forward arc. Voorlock
*Sling Shot	10	3	1D6	All arcs. Goblin
Fang	1	1	Death	Forward arc. If the fang hits the
-	-	-	-	crew is killed by an injection of poison gas. Goblin and Voorlock.

## Oversize Weapons

A single weapon can take up more than one equipment space. Damage done by the weapon is multiplied by the size of the weapon. For example a size 3 trebuchet does 3 x 1D6 Damage. A size 4 Fire pump does 4 points of damage for 1D6 rounds.

## Captains

Every Juggernaut has a captain to command it. All captains have at least 1 special ability. Captains with more than 1 special ability are known as legendary captains. A juggernaut does not need a captain to operate. Captain Special Abilities Table

1D10	Ability
1	Speed Demon: Jug gets +1 Acceleration
2	Cornering: Jug gets +1 Turn Rate
3	Balance: Jug avoids Topple on a roll of 1-3 on D6 and gets Decelerate+1
4	Tactics: Player gets +1 to initiative rolls
5	Artillerist: Jug gets +1 to hit with 1 missile attack per turn
6	Meleer: Jug gets +1 to hit with 1 close combat attack per turn
7	Evasion: Jug dodges 1 attack per turn on a roll of 1-2 on D6. If this is a ram attack move the jug 1 hex out of the way in any direction.
8	Damage Control: Put out 1 fire or reduce damage of 1 attack per turn by half on a roll of 1-3 on D6.
9	Mechanic: Repair 1D3 damage per round.
10	Luck: Player may reroll any 1 die roll affecting jug this turn.



## Sample Legendary Captains

**Morg Orgus Abilities:** Speed, Meleer, Damage Control, Tactics, Evasion Morg is the chieftain of the Black Fang tribe in southern Garu Gak. His cunning and ferocity has resulted in the enslavement of many other tribes. His raids into elvish territory have all been successful. His tribe may soon be in position to capture HurGak.

**Ballard Trevon Abilities:** Balance, Luck, Artillerist, Tactics Ballard is a baron of the Meddian noble house of Trevon. This dashing fellow has earned himself a reputation as a duelist, a fornicator, and a field commander. He has led the Trevons to several victories against the orcs and the rival house of Eston.

**Gavis Greybeard Abilities:** Cornering, Mechanic, Evasion. Gavis is a veteran Battlemaster captain. He fought bravely during the Goblin wars. He is an honored guest in any clan hall.

## Set Battles

Set battles are rules and suggestions for designing military engagements. **Army Sizes:** Each player gets X number of SC's to spend on an army per side. In a medium size battle each side gets 20 SC. A side may contain units from several different races.

## Victory Conditions

The typical victory conditions of a set battle is the total destruction or rout of the enemy force. Other victory conditions might include: Occupying a strategic location on the map; Destroying a particular unit; Rescuing a unit; Breaking through enemy lines; Delaying the enemy; Escaping; Harassing or misleading the enemy.

## Set Up

Usually, opposing armies will begin at opposite ends of a map. The set up can be changed to simulate ambushes, sieges, pursuits, encirclements, or other situations. The winner of the strategic roll may receive a sleight advantage in set up.

## Leagues

Several players may wish to get together to form a league. Each player plays his army in set battles against all the other players at least once. League tournaments should include hierarchal rankings, titles, newsletters, referees, and prizes. Players may wish to resolve any rules ambiguities before serious competition begins.

## Military Jug Designs

Jug Class	SC	Hits	Weapons
ALL RACES	-	-	-
Warbuggy	1SC	20	Any size 1 Weapon
MEDDIANS	-	-	-
Boarder	4SC	80	4 Boarders
Swordsman	5SC	120	Legs, Size 2 Sword arm, Size 2 Shield Arm
Archer	3SC	60	Size 2 Ballista, Winch
Axer	8SC	160	Legs, Size 2 Axe arm, Size 2 Axe arm,
	-	-	Push pole, 2 Ballistas
DWARVES	-	-	-
Lobber	2SC	40	Size 2 Trebuchet
Warmachine	5SC	120	1x Armor, 2 Levers, 2 Claw arms
Landship	6SC	160	2x Armor, Size 2 Battering Ram, 2 Catapults
Battlemaster	8SC	220	2x Armor, Main Ram+2, 2 Catapults, 2 Boarders
ORCS	-	-	-
Warbah	4SC	80	2 Claw Arms, 2 Boarders
Gorger	6SC	160	+2 Gears, 2x Armor, Main Ram +2
Cutter	3SC	60	Legs, 2 Axe Arms
Crusher	10SC	200	2 Mace Arms, 2 Droppers, 2 Boarders,
	-	-	2 Fire pumps, 2 Scissor Arms

Notes: Whole tribes often live in their Crushers.

Jug Class	SC	Hits	Weapons
GOBLINS	-	-	-
Backbiter	3SC	60	3 Fangs
Sniper	2SC	40	Size 2 Slingshot

Jug Class	SC	Hits	Weapons
Thrasher	5SC	120	Two Size 2 Flails, Armor x1
Hydra	8SC	160	8 Jaw Arms

Notes: Goblins are very fond of Warbuggies.

Jug Class	SC	Hits	Weapons
GNOME	-	-	-
Lumberjack	3SC	60	2 Saw Arms, Jack
Tug	5SC	100	2 Ballistas, 2 Claws, 1 Winch
Miner	2SC	40	Size 2 Screw Ram
Walker	7SC	140	Legs, Gears +1, Wrecking Ball, 2 Droppers,
	-	-	2 Catchers

Notes: Gnome Jugs have a primary role as construction equipment during peacetime.

Jug Class	SC	Hits	Weapons
ELF	-	-	-
Windrammer	5SC	100	2 Sails, Main Ram +2, Wizard
Mirror Ship	2SC	40	Size 2 Mirror
Fire Avatar	5SC	100	Legs, 2 Fire Pumps, Cauldron, Wizard
Tower of Death	7SC	140	2 Droppers, 4 Scythes, Wizard
VOORLOCK	-	-	-
Horny Toad	4SC	80	Legs, Size 2 Tongue, Wizard
Demon Eye	5SC	100	4 Tentacles, Demon Eye
Dragon Face	8SC	160	Size 3 Jaw, Size 2 Fire Pump, 2 Fangs, Wizard
Gekko Spitter	2SC	40	Size 2 Acid Spitter

Notes: The Voorlock are a race of reptilian, humanoid, demon worshipers.

Jug Class	SC	Hits	Weapons
KURDASHI	-	-	-
Desert Rat	3SC	60	Legs, 2 Catapults
Wild Ass	5SC	100	Legs, 2 Catapults, 2 Flails
Yahoot	7SC	140	Legs, 2 Trebuchets, 2 Flails, 2 Battering Rams

Notes: The Kurdashi are a race of humans that live in the desert. They use a 3 legged design.

## Wizards

All races have wizards. However, only the elves and the voorlock have an abundant supply of them. Wizards will have 2D6 spells prepared for the battle. Roll on the spell table to see which ones.

## Wizard Spell Table

D6	Spell	Range	To Hit	Damage	Note
1	Fireball	5	5	3D6	
2	Lightning Bolt	10	4	2D6	
3	Shield:	-	-	-	Negate 1 attack after it hits the jug but before it does damage.
4	Haste:	-	-	-	Acceleration, Deceleration, & Turn Rate +1 for 1D3 turns.
5	Restoration:	-	-	-	Repair 3D10 hits to jug.
6	Fate:	-	-	-	Cause any die roll to be rerolled.

## Juggerball

Juggerball is a game played using Juggers and a very large ball. Playing fields vary according to the stadium. Almost all include some obstacles which cannot be moved through. A regulation juggerball team has 7 jugs on the field at a time. Regulation juggers are

3 SC. The winner is the first team to score 3 goals. Juggers starting locations are marked by X's on the map. Jugs cannot stop within 3 hexes of their own goal. After a goal the jugs automatically return to their starting locations and 1 jug may be replaced with a fresh undamaged jug. The game is similar to soccer.

Each team has a goal on its side of the field. The goal is a single hex.

The ball can only enter the hex through the 3 arcs facing the opponents goal.

### The Bounce Table

D6	Direction of bounce:
1	180 degrees back the way it came
2	90 degrees to the right
3	90 degrees to the left

### Pushing The Ball

If a jug that was at 0 velocity last turn moves toward an adjacent ball in front of the jugger this turn, the ball will be pushed and remain in the hex in front of the jug even when the jug turns. If the jug decelerates, the ball will not and will roll ahead 1D6 spaces.

### Deployment Phase

This phase takes place at the start of battles and after goals. All players roll D10. Reroll all ties. The player with the lowest score sets his units up on the map first. The player with the next lowest score deploys his units next and so on. The scenario will specify areas where units can be placed. The term round is interchangeable with turn.

### Random Improvement Table

D10	Improvement
1	Gears: Acceleration +1
2	Brakes: Deceleration +1
3	Steering: Turn Rate +1

The jug cannot ram but can kick in a forward arc for damage = 1D10 + the kickers SC. The maximum velocity of a legged jug is 5 hexes per turn. The jug can kick the ball an additional D6 spaces farther than it would normally go. The jug can kick the ball at a 30 degree angle. The jug can catch the ball in its facing

### The Ball

The ball occupies one hex. When the ball is hit by a moving jug it will bounce in the direction hit a number of spaces equal to the velocity of the jug hitting it. When a moving ball hits an object it will bounce in a random direction, determined by the bounce table, to finish its move.

D6	Direction of bounce:
4	120 degrees to the right
5	120 degrees to the left
6	Caught: Dead stop

### Collisions

If a jug hits an obstacle or a wall it will take damage as if hit by a side ram. If a jug does a head on with a jug pushing the ball the ball will bounce out of a random side arc. Stone walls have 10D10 hits and can be destroyed.

### Equipment

Roll on the random improvement table for jugs on juggerball teams to see how they are equipped. Juggerball jugs are SC=3 so they can only have 3 improvements. Armor does not increase a jugs size class, only its number of hits. Legs, deflectors, and catchers can only get one improvement.

D10	Improvement
4	Armor: Hits +20
5	Reinforced Ram: +1 to Ram roll
6	Legs: Deceleration +1 and Turn Rate +1.

hex and push it. 7-Deflector: The jug can bounce the ball at a 30 degree angle. Cannot be combined with legs. 8-Catcher: The jug can catch the ball in its facing hex and push it. Cannot be combined with legs.

9-10-Weapon: Roll on Standard weapon table.





# Kings Of Hyboria

## Introduction

Live and fight as a King of Hyboria!

## The Map

Many Conan Novels have a Complete Map of Hyboria after the Table of contents. In this game each country is also referred to as a territory or region. You may want to divide large territories into two or more smaller regions.

Individual cities may also be counted as being their own region. Areas of Water may also be divided into lesser regions. Map of Hyboria

Unit Name	Move	Init.	Attack	Chits	Notes
Army	1	1	8	30	
Elite	1	2	6	20	
Hero	2	5	4	10	
Wizard	2	4	4	10	
Monster	2	3	5	5	Attack twice per Battle Phase
Ships	2	3	6	10	
King	2	5	4	1	
Fortifications	0	0	0	15	

**Move** Maximum number of regions unit can move in Move Phase

Initiative = Determines order of attack Attack = Minimum number that must be rolled to destroy a unit in Battle Chits = Number of counters in a set. A player can recruit no more.

## Set Up

Thumb wrestle to determine turn order. Each player starts with 1 King and 1 Army in any region on the Map. Place 1 neutral army on every unoccupied territory.

Neutral armies do not move. A Neutral army must be destroyed to gain control of a territory.

## Turn Sequence

Players take turns. Each turn has 7 Phases:

- Fate Phase
- Hero Phase
- Wizard Phase
- Recruit Phase
- Move Phase

## Pieces

Use cardboard counters for pieces or as tokens. Each player needs a set of counters of a unique color. Each counter set must include the following 8 Unit Types: Army, Elite, Hero, Wizard, Monster, Ships, King, Fortification Generic (non-player specific) Counters are also needed to represent: Gold, Divinations, Storms, Curses, and Relics.

A set of Neutral Armies are needed.

## Dice

Dice of several sizes are required.

## Unit Types

There are only several unit types:

- Battle Phase
- Plunder Phase

## Fate Phase

If a territory has Storm tokens on it, discard one. If a territory has Curse tokens on it, discard one.

## Hero Phase

Each Hero rolls once on the Heroic Actions Table Max three rolls per region.

## Wizard Phase

Each Wizard rolls once on the Wizard Magic Table. Max three rolls per region.

## Recruit Phase

You control any region one of your units occupies and no enemy unit occupies. For each country you completely control, roll once on the corresponding Recruit Table. A Gold Token may be discarded to get an extra roll in a territory you control.

3 rolls max per region per turn. Regions with storm or curse tokens may not recruit.

## Move Phase

There are no stacking limits. Your units may move into but not through spaces occupied by opponents. Units may not move into, out of or through a space with a storm token.

Only Ships may move in Water. Each Ship may carry one Army, Elite, Hero, or Wizard.

## Battle Phase

If opposing units occupy the same region they will fight. A battle is divided into rounds. Rounds are further divided into Segments: Hero Battle Action Segment Wizard Battle Spell Segment Attack Segment

## Hero Battle Action Segment

Each hero present may roll once on the Battle Action Table. The King for all purposes is considered a Hero.

## Wizard Battle Spell Segment

Each Wizard present may roll once on the Battle Spell Table.

## Attack Segment

Units from all sides may attack. The unit with the highest Initiative Rating may attack first and so on. Attacks by units with the same Initiative rating are simultaneous.

For each attack roll 1D10. If the roll is equal to or higher than the Attack Rating of the unit attacking, one casualty is inflicted. The defender chooses which of his units are destroyed.

Fortifications are lost first. After all surviving units have attacked, the round ends. One of the sides may chose to retreat to an adjacent territory they control or a new round starts.

Rounds continue until only one side occupies the region.

## Plunder Phase

If the Defender is driven out or destroyed, the attacker gains 1 Gold. If your King is killed, one of your other Heroes becomes the new king. Except for the new King and the units stacked with it, all your other units are discarded, or if they are Armies, they become neutral.

## Heroic Actions Table

1D20	Effect	Notes:
1	Training	Turn up to 2 fellow armies into elite units
2	Assassination	Kill Hero or Wizard in adjacent Territory
3	Forced March	Stack gains Move Rating +1
4	Recruit	Make an extra recruit roll in this Territory
5	Adventure	Kill Monster in adjacent Territory or Gain 1 Gold
6	Long Journey	Hero gets Move Rating +2
7	Foment Rebellion	Put Army in adjacent Territory
8	Convert	Gain control of adjacent unit
9	Raiding	Adjacent Territory may not recruit this turn
10	Fortify	Place Fortification Token in this space
11	Piracy/Banditry	Gain 1 Gold or steal one of opponents Gold Tokens
12	Battle Plan	Hero may make 1 extra roll on the Battle Action Table
13	Untimely End	Hero Killed
14-20	Carousing	Nothing

## Wizard Magic Table

1D20	Effect	Notes:
1	Consumed by Demons	The Wizard is destroyed by his own Demons
2	Hunter Killer Demon	Kill Hero or Wizard in adjacent Territory
3	Forge/Discover Artifact	Wizard gets Relic Token
4	Great Curse	Put 1D6 Curse Tokens on adjacent Territory

1D20	Effect	Notes:
5	Bind Monster	Recruit 1 Monster Unit
6	Summon Greater Demon	Recruit 1 Hero Unit
7	Demon Horde	Recruit 1 Elite Unit
8	Plague	Destroy adjacent Army or Elite unit
9	Transmutation	Convert fellow unit into a Monster
10	Demonic Steeds	Stack gains Move Rating +2
11	Prophecy	Gain 1D3 Divination Tokens
12	Necromancy	Recruit 1 Army Unit
13	Mind Control	Gain control of adjacent unit
14	Magical Riches	Gain 1 Gold
15	Storms	Put Storm Token on adjacent Territory
16	Earthquake	Destroy adjacent Army or Fortifications
17	Sacrifice	Roll again and destroy a fellow unit
18	Insanity	The Wizard is destroyed
19	Frivolous Pursuits	Nothing
20	Ancient Lore	Pick one

Notes: Insanity and Consumed by Demons cannot be negated by Divination Tokens. Discard a Divination

Token to cause any Dieroll to be rerolled. A Wizard with a Relic Token may roll an extra time on this table.

### Heroic Battle Actions Table

1D6	Effect	Notes:
1	Slay	Kill target unit
2	Ambush	All your units get +5 Initiative this round
3	Rally	Gain back one army or elite unit 'killed' this battle
4	Direct Forces	All your units get +1 Init & +1 to their attack rolls this round
5	Outflank	All enemy units get -1 to their attack rolls this round
6	Lead Charge	All your armies & elites get +2 to their attack rolls this round

### Wizard Battle Spell Table

1D20	Effect	Notes:
1	Illusions	All your units get +5 Initiative this round
2	Terror	Opponent Must retreat immediately
3	Restoration	Gain back one unit 'killed' this battle
4	Weakness	All enemy units get -2 to their attack rolls this round
5	Strength	All your units get +1 to their attack rolls this round
6	Confusion	Cause one other dieroll to be rerolled this round
7	Death	Kill target unit
8	Possession	Gain control of target unit for this round
9	Summon Demon	Gain 1 Hero for this battle
10	Raise Dead	Gain 1 Army for this battle
11	Transmute	Gain 1 Monster for this battle
12	Immobilize	Target unit may not attack this turn.
13-20	Preparations	Nothing

### Aquilonia Recruit Table



Recruit:	D12	Notes
Army	1	Bossonian Archers
Army	2	Gunderman Spearmen
Elite	3	Thandaran Rangers
Elite	4	Black Dragon Elite Troops
Elite	5	Black Legion Bodyguards
Hero	6	General

Recruit:	D12	Notes
Wizard	7	Priest of Mitra
Fortification	8	Outposts & Walled Cities
Gold	9	Rich Agriculture
Gold	10	Organized Trade & Currency
Nothing	11-12	Internal Disputes

Notes: Includes the Provinces of Gunderland, Poitan, Bossonian Marches, Westermarch, Tauran

## Argos Recruit Table

Recruit:	D12	Notes
Army	1	Peltasts
Army	2	Marines
Elite	3	Hoplites
Elite	4	Phalanx
Hero	5	Warrior

Recruit:	D12	Notes
Wizard	6	Oracle
Ships	7-8	Triremes
Gold	9	Wine & Olives
Gold	10	Sea Trade
Nothing	11-12	Ghoul-haunted Forests

## Asgard Recruit Table

Recruit:	D12	Notes
Army	1-3	Hunters
Elite	4-6	Blonde Haired Fighters
Hero	7	Berserker

Recruit:	D12	Notes
Wizard	8	Ice Witch
Nothing	9-12	Winter Wasteland

## Baracha Islands Recruit Table

Recruit:	D12	Notes
Army	1-2	Pirates
Elite	3	Buccaneers
Hero	4	Pirate Captain
Wizard	5	Sea Hag

Recruit:	D12	Notes
Ships	6-8	Pirate Ships
Gold	9	Piracy
Nothing	10-12	Treacherous Waters

Notes: Also Lemuria

## Black Kingdoms Recruit Table

Recruit:	D12	Notes
Army	1-4	Savages
Elite	5-6	Noble Savages
Hero	7	War Chief
Wizard	8	Witchman

Recruit:	D12	Notes
Ships	9	Corsairs
Gold	10	Slavery
Nothing	11-12	Jungle

Notes: Also the Land of no Return Including Suba, Atlata, Amazon, Kordafa, Wadai, Komara

## Border Kingdom Recruit Table

Recruit:	D12	Notes
Army	1-2	Nemedian Tribes
Army	3-4	Virunian Tribes
Elite	5-6	Cimmerian Tribes

Recruit:	D12	Notes
Hero	7	Rogue Hero
Wizard	8	Warlock
Nothing	9-12	Bogs & Marshes

## Brythunia Recruit Table

Recruit:	D12	Notes
Army	1-6	Levied Troops
Elite	7	Heavy Cavalry
Hero	8	Horseman

Recruit:	D12	Notes
Wizard	9	Elementalist
Gold	10	Slave Girls
Nothing	11-12	Open Plains

## Cimmeria Recruit Table

Recruit:	D12	Notes
Army	1-3	Raiders
Elite	4-5	War Party
Hero	6-7	Barbarian

Recruit:	D12	Notes
Wizard	8	Shaman of Crom
Nothing	9-12	Mountains

## Corinthia Recruit Table

Recruit:	D12	Notes
Army	1-3	City Watch
Elite	4	City Guard
Hero	5	Captain of the Guard
Wizard	6	Sorcerer

Recruit:	D12	Notes
Fortifications	7	City States
Gold	8	Road of Kings
Gold	9	Trade & Craftsmen
Nothing	10-12	Rugged & Mountainous

## Darfar Recruit Table

Recruit:	D12	Notes
Army	1-5	Cannibals
Elite	6-7	Demon Worshipers
Hero	8	Chaos Warrior

Recruit:	D12	Notes
Wizard	9	Diabolist
Nothing	10-12	Primitive

## Himelian Mountains Recruit Table

Recruit:	D12	Notes
Army	1-2	Monks
Elite	3-4	Afghulis Rebels
Hero	5	Leader

Recruit:	D12	Notes
Wizard	6	Black Seer
Nothing	7-12	Sheer Cliffs

Notes: also Talakma Mountains (Meru Peoples)

## Hyperborea Recruit Table

Recruit:	D12	Notes
Army	1-3	Guards
Elite	4-5	Slave Raiders
Hero	6	Assassin
Wizard	7	White Hand Wizard

Recruit:	D12	Notes
Fortification	8	Ancient Stone Keeps
Gold	9	Slavery
Nothing	10-12	Cold Tundra

## Hyrkania Recruit Table



Recruit:	D12	Notes
Army	1-4	Kuagir Nomads
Elite	5-6	Horse Warriors
Hero	7	Khan
Wizard	8	Priest of Erlik the Yellow God of Death
Gold	9	Plunder
Nothing	10-12	Barren Steppes

Notes: Also the Great Desert & the Eastern Desert

## Iranistan Recruit Table

Recruit:	D12	Notes
Army	1-4	Foot Soldiers
Elite	5-6	Camel Riders
Hero	7	Yezmite Assassin
Wizard	8	Son of Yezm Cultist

Recruit:	D12	Notes
Gold	9	Exotic Delicacies
Ship	10	Galleys
Nothing	11-12	Deserts

Notes: Also Kosala

## Keshan Recruit Table

Recruit:	D12	Notes
Army	1-5	Lesser Caste
Elite	6	Servants of Bit-Yakin
Hero	7	Overlord

Recruit:	D12	Notes
Wizard	8	Priest of the Oracle
Nothing	9-12	Primitive

## Khauran Recruit Table

Recruit:	D12	Notes
Army	1-4	Aboriginal Militia
Elite	5	Nobles
Hero	6	Steward

Recruit:	D12	Notes
Wizard	7	Red Crescent Witch
Gold	8	Prosperous Agriculture
Nothing	9-12	Small Country

## Khoraja Recruit Table

Recruit:	D12	Notes
Army	1-4	Standing Army
Elite	5	Zaheemi Tribe
Hero	6	Guardian

Recruit:	D12	Notes
Wizard	7	Archmagi
Gold	8	Taxation of Caravans
Nothing	9-12	Small Country

## Khitai Recruit Table

Recruit:	D12	Notes
Army	1-3	Archers
Ship	4	Junks
Elite	5-6	Giant Sabermen
Hero	7	Warrior Monk

Recruit:	D12	Notes
Wizard	8	Priest of Yag-Kosha
Gold	9	Exquisite Artisanry
Fortification	10	Great Wall
Nothing	11-12	Isolationist

## Koth Recruit Table

Recruit:	D12	Notes
Army	1-4	Infantry
Elite	5-6	Cavalry
Hero	7	Champion
Wizard	8	Priest of Ishtar

Recruit:	D12	Notes
Fortifications	9	Tunnels & Citadels
Gold	10	Central Location
Nothing	11-12	Active Volcanoes

### Kozaki Recruit Table

Recruit:	D12	Notes
Army	1-4	Rogue Horsemen
Elite	5-6	Raider Band
Hero	7	Hetman

Recruit:	D12	Notes
Ships	8	Pirates of the Vilayet Sea
Nothing	9-12	Turanian Steppes Outlaws

### Kambuja Recruit Table

Recruit:	D12	Notes
Army	1-4	Spearmen
Elite	5-6	Armored Warriors
Hero	7	Sword Master
Wizard	8	Spirit Master

Recruit:	D12	Notes
Gold	9	Silks & Precious Metals
Ship	10	Junks
Nothing	11-12	Internal Warfare

Notes: Also Uttara Kuru

### Kush Recruit Table

Recruit:	D12	Notes
Army	1-4	Regiments
Elite	5-6	Black Spearmen
Hero	7	Commander
Wizard	8	Witchfinder

Recruit:	D12	Notes
Ships	9	Corsairs
Gold	10	Craftsmen & Trademen
Nothing	11-12	Dry Grasslands

### Nemedia Recruit Table

Recruit:	D12	Notes
Army	1-4	Feudal Troops
Elite	5-6	Free Companies
Hero	7	Adventurer
Wizard	8	Scholar

Recruit:	D12	Notes
Gold	9	Great Kingdom
Gold	10	Treasure Houses
Nothing	11-12	Harsh Laws

### Ophir Recruit Table

Recruit:	D12	Notes
Army	1-3	Bows & Pikes
Elite	4-5	Shock Troops
Fortification	6	Strong Keeps
Hero	7	Myrmidon

Recruit:	D12	Notes
Wizard	8	Magician
Gold	9-10	Mines of Gold & Gemstones
Nothing	11-12	Many Wars

### Pictland Recruit Table

Recruit:	D12	Notes
Army	1-3	Naked Warriors
Elite	4-6	Warband
Hero	7	Strong Leader
Wizard	8	Ligurean Mystic

Recruit:	D12	Notes
Ship	9	Marauders
Nothing	10-11	Untracked Wilderness
Nothing	12	Kill Strangers

## Punt Recruit Table

Recruit:	D12	Notes
Army	1-3	Arms Bearers
Elite	4-5	Emperors Guard
Hero	6	Slayer

Recruit:	D12	Notes
Wizard	7	Fire Wizard
Gold	8-9	River Gold
Nothing	10-12	Deserts

## Shem Recruit Table

Recruit:	D12	Notes
Army	1	Zuagir Nomads
Army	2	Bandits
Army	3	Dervishes
Elite	4	Desert Raiders
Elite	5	Asshuri Mercenary Cavalry

Recruit:	D12	Notes
Hero	6	Scourge
Wizard	7	Black Ring Cultist
Ship	8	Sea Robbers
Gold	9	Caravans
Nothing	10-12	Independent Areas

## Stygia Recruit Table

Recruit:	D12	Notes
Army	1-3	Heavy Infantry
Elite	4-5	Scythed Chariots
Hero	6	Serpentine General
Wizard	7	Black Circle Wizard

Recruit:	D12	Notes
Wizard	8	Children of Set
Ships	9	Styx Barge
Gold	10	Gray Lotus
Nothing	11-12	Great Evil & Decadence

## Turan Recruit Table

Recruit:	D12	Notes
Army	1-4	Soldiers
Elite	5-6	Imperial Guards
Hero	7	Zealot
Wizard	8	Alchemist

Recruit:	D12	Notes
Ships	9	Purpled Sailed Ships
Gold	10	Great Kingdom
Nothing	11-12	Internal Intrigues

## Vanaheim Recruit Table

Recruit:	D12	Notes
Army	1-3	Hunters
Elite	4-5	Red Bearded Warriors
Hero	6	Pathfinder

Recruit:	D12	Notes
Wizard	7	Shaman of Ymir the Frost Giant
Gold	8	Slavers
Nothing	9-12	Tundra

## Vendhya Recruit Table

Recruit:	D12	Notes
Army	1-4	War Host
Elite	5-6	War Elephants
Hero	7	Armsman
Wizard	8	Hermit of Jelai

Recruit:	D12	Notes
Gold	9	Good Agriculture
Ship	10	Skiffs
Nothing	11-12	Bureaucracy

### Zamora Recruit Table

Recruit:	D12	Notes
Army	1-4	Cut-Throats
Elite	5-6	Fanatics
Hero	7	Rogue

Recruit:	D12	Notes
Wizard	8	Priests of Yezud
Gold	9	Crime & Vices
Nothing	10-12	Intrigue & Despotism

### Zembabwei Recruit Table

Recruit:	D12	Notes
Army	1-5	Tribesmen
Elite	6-7	Veterans
Hero	8	Warlord

Recruit:	D12	Notes
Wizard	9	Priest of Dagon
Nothing	10-12	Primitive

### Zingara Recruit Table

Recruit:	D12	Notes
Army	1-3	Soldiers
Elite	4-5	Swordsmen
Hero	6	Duelist
Wizard	7	Enchanter

Recruit:	D12	Notes
Ships	8-9	Freebooters
Gold	10	Sea Trade
Nothing	11-12	Feuds & Civil Wars

### Great Heroes Of Hyboria

Name:	Notes:
Conan, The Barbarian	Cimmerian, Born on a Battlefield
Belit, Queen of the Black Coast	Shemite Princess
Kull the Conquerer	Emperor of the Pre-cataclysmic Age
Red Sonja	Hyrkanian Wanderer & Sell Sword
Tranicos	Greatest of the Barachan Sea Pirates
Valeria	Aquilonian Red Brotherhood Pirate

### Counter Set Included

Thanks Zak! Click [here](#) for counter set. 24 counters: 3 sets of 8 each.

### Disclaimer

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# Lotr Warrior Dice

## Introduction

Dice game for 2 players. Each player is a Warrior represented by a single die.

## Dice & Bits

Each player needs one Ten-sided die. Use spare change to keep track of Hits. Note: This is a very portable game. (Keep Battle tables written on Index cards)

## Victory

Reduce your opponent to zero hits.

## Anatomy Of A Die

One Face (1) is the Adder. If you roll the Adder, Roll again and add 10 to the Force of the roll. One Face (2) is the Doubler.

If you roll the Doubler, Roll again twice and keep one of the rolls. The other eight faces are a combination of Attack and Defense results. An Attack or Defense Face has a Force value.

A Force value is always a number that is a multiple of 10.

## Setup

Choose which Warrior you want to be. Each basic Warrior starts with 100 Hits. Players roll high to see who goes first.

## Turn Sequence

Each turn is divided into 3 phases:

- Attack Phase
- Defend Phase

## Fighter

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Sword	A	30	
4	Dagger	A	20	
5	Hilt Punch	A	10	

## Knight

- Damage Phase
- ATTACK PHASE The attacker (the current player whose turn it is) rolls his die.
- If you roll the Adder, Roll again and add 10 to the Force of the roll.
- If you roll the Doubler, Roll again twice and keep one of the rolls.
- If you roll a Defense result the turn ends.
- If you roll an Attack face proceed to the Defend phase.

## Defend Phase

The defender (the other player) rolls his die. If you roll the Adder, Roll again and add 10 to the Force of the roll. If you roll the Doubler, Roll again twice and keep one of the rolls.

## Damage Phase

The Attacker does damage (in Hits) to the defender equal to the Force of his Attack result. If the defender rolled a Defense result in Defend phase, he subtracts the Force of The Defense result from the Damage he receives. (Treat a negative result as zero)

## Special Results

Neutralize: this is a type of Attack result: Your opponent skips his next 2 attack phases. All Out: this is a type of Attack result: If ATTACKING, roll again and double the Force of the result.

## Basic Warrior Battle Table Lists

- A Attack  
D Defense

1D10	Result	Type	Force	Notes
6	Hack & Slash	A	40	
7	Shield	D	30	
8	Dodge	D	40	
9	Parry	D	20	
0	Chain Mail	D	10	

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Lance	A	30	
4	Broad Sword	A	30	
5	Armor	D	20	

1D10	Result	Type	Force	Notes
6	Kite Shield	D	30	
7	Great Helm	D	20	
8	Furious Assault	A	30	
9	Charge	A	-	All Out
0	Plate	D	30	

## Thief

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Thrown Dagger	A	30	
4	Dagger	A	20	
5	Sap	A	10	

1D10	Result	Type	Force	Notes
6	Leather Armor	D	10	
7	Dexterity	D	30	
8	Back Stab	A	40	
9	Run	D	30	
0	Hide	D	30	

## Barbarian

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Battle Axe	A	30	
4	Kick	A	10	
5	Overhead Smash	A	40	

1D10	Result	Type	Force	Notes
6	Leap	D	40	
7	Throw Axe	A	10	
8	Berserk	A	-	All Out
9	Reflexes	D	40	
0	Feel no Pain	D	20	

## Elf

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Long Sword	A	30	
4	Bow	A	30	
5	Elven Chain	D	20	

1D10	Result	Type	Force	Notes
6	Fleet of Foot	D	20	
7	Arrow	A	40	
8	Dodge	D	20	
9	Parry	D	20	
0	Agility	D	20	

## Dwarf

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	War Hammer	A	30	
4	Armor	D	20	
5	Shield	D	20	

1D10	Result	Type	Force	Notes
6	Axe	A	30	
7	Sturdy	D	20	
8	Crossbow	A	30	
9	Shield Bash	A	10	
0	Grim Determination	D	40	

## Wizard

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	

1D10	Result	Type	Force	Notes
3	Staff	D	10	
4	Magic Missile	A	10	
5	Fireball	A	40	
6	Lightning Bolt	A	30	
7	Charm	A	-	Neutralize
8	Circle of Protection	D	40	
9	Magic Shield	D	30	
0	Blur	D	20	

## Cleric

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Armor	D	20	
4	Prayer	D	20	
5	Shield	D	20	
6	Blessing	D	20	
7	Mace	A	20	
8	Crushing Blow	A	40	
9	Heal	-	-	Regain 10 Lost Hits
0	Smite	A	40	

## Orc

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Scimitar	A	30	
4	Tough Hide	D	20	
5	Stab	A	20	

1D10	Result	Type	Force	Notes
6	Disembowel	A	40	
7	Helm	D	20	
8	Spiky Armor	A	10	
9	Shield	D	30	
0	Piecemeal Armor	D	30	

## Troll

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Maul	A	30	
4	Great Strength	A	40	
5	Barrel Attack	A	20	
6	Rampage	A	-	All Out
7	Regenerate	-	-	Regain 10 Lost Hits
8	Thick Hide	D	30	
9	Immune to Pain	D	30	
0	Great Bulk	D	20	

## Greek Hoplite

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Spear	A	30	
4	Round Shield	D	30	
5	Thrown Spear	A	30	

1D10	Result	Type	Force	Notes
6	Short Sword	A	30	
7	Breast Plate	D	30	
8	Wrestle	A	10	
9	Greaves	D	10	
0	Dodge	D	30	

## Gladiator

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Trident	A	40	
4	Net	A	-	Neutralize
5	Dagger	A	20	

1D10	Result	Type	Force	Notes
6	Feint	A	-	Neutralize
7	Dodge	D	40	
8	Skill	D	10	
9	Evade	D	40	
0	Toughness	D	10	

## Roman Legionaire

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Short Sword	A	30	
4	Thrust	A	40	
5	Pilum	A	30	

1D10	Result	Type	Force	Notes
6	Tunic	D	20	
7	Helmet	D	10	
8	Shield	D	30	
9	Discipline	D	10	
0	Defend	D	30	

## Duelist

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Foil	A	10	
4	Disarm	A	-	Neutralize
5	Sword Breaker	A	-	Neutralize

1D10	Result	Type	Force	Notes
6	Lunge	A	20	
7	Parry	D	40	
8	Block	D	30	
9	Run Through	A	30	
0	Guard	D	30	

## Pirate

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Knockdown	A	10	
4	Cutlass	A	30	
5	Sword Play	D	20	

1D10	Result	Type	Force	Notes
6	Knife	A	20	
7	Jump	D	30	
8	Duck	D	30	
9	Sidestep	D	20	
0	Low Blow	A	40	

## Arab

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	

1D10	Result	Type	Force	Notes
6	Dagger	A	10	
7	Cut Throat	A	30	



1D10	Result	Type	Force	Notes
3	Tulwar	A	20	
4	Parry	D	40	
5	Slashing Steel	A	20	

1D10	Result	Type	Force	Notes
8	Whirling	D	20	
9	Catch	D	40	
0	Throw Sand	A	-	Neutralize

## Assassin

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Poisoned Blade	A	30	
4	Stiletto	A	10	
5	Garrote	A	10	

1D10	Result	Type	Force	Notes
6	Stealth	D	30	
7	Surprise	A	-	Neutralize
8	Retreat	D	40	
9	Deathblow	A	30	
0	Shadows	D	30	

## Samurai

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Vertical Cut	A	30	
4	Horizontal Cut	A	30	
5	Katana	A	30	

1D10	Result	Type	Force	Notes
6	Kai	A	-	All Out
7	Armor	D	10	
8	Parry	D	30	
9	Speed	D	30	
0	Force of Will	D	30	

## Pan & Hook

### Peter Pan

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Knife	A	30	
4	Lost Boys	A	10	
5	Alligator	A	50	

1D10	Result	Type	Force	Notes
6	Indians	A	10	
7	Fly away	D	30	
8	Quick	D	20	
9	Nimble	D	20	
0	Tinkerbell	D	30	

## Captain Hook

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Hook	A	20	
4	Rapier	A	20	
5	Cannon	A	30	
6	Pirates	A	20	
7	Set Trap	-	-	All Out
8	Hostages	D	50	
9	Parry	D	20	
0	Stubborness	D	30	

## Design Your Own Warriors

Basic Warriors are 300 points: 100 Hit points 100 points distributed to Attacks 100 points distributed to

Defenses "All Out" Attacks are worth 10 points "Regain 10 Lost Hits" Defenses are worth 20 points "Neutralize" Attacks are worth 20 points

## Experience

### XP Experience Points

Every time you defeat a lesser warrior get 1 XP. Every time you defeat an equal warrior get 5 XP. Every time you defeat a greater warrior get 10 XP.

Each 10 XP allows you to do one of the following:

1. Add 10 to one of your Attacks
2. Add 10 to one of your Defenses
3. Gain 10 Hit Points
4. Create a new Attack or Defense with a Force = 10.

The new Attack or Defense shares a Die roll Indicator (1-10) with one of your existing results and can be used instead of the original at your discretion during combat. For Example: The Samurai turns in 10XP to gain a new Attack he calls Wakizashi (Short sword) with a Force = 10. He assigns this new attack to his #7 slot which already has the Defense of "Armor" (Force = 10). So from now on, every time he rolls a #7 he can choose to have it mean either Armor or Wakizashi.

### FAQ's

1. Situation: I roll the Adder, then the Doubler. How is that

handled? We have been using a spot ruling that only the last one rolled is applied. A. You get +10 (from the Adder) then roll again twice (from the Doubler) and pick one of the results.

2. What if I roll the Doubler then an All Out Attack? Made

basically the same ruling as #1, above. A. In this case you picked the "All Out Attack" which then allows you to make another roll.

3. Does Neutralize automatically affect the target? We've been

reading it as 'Yes'. A. Good point. Some defense against "Neutralize" attacks should be allowed. I rule that a defense of 20+ Force should negate a Neutralize Attack.

4. Can you Double a Neutralize to 4 turns? We read that as 'No'.

A. I would agree that Neutralize Attacks cannot be doubled.

## Lord Of The Rings Warrior Dice

Most of the below entries were submitted by Curufe

BLACK ORC / URUK-HAI (Submitted by Zak)

21D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Lance Charge	A	30	
4	Combat Frenzy	A	-	No damage
5	Stab	A	10	
6	Disembowel	A	30	
7	Iron Bow	A	30	
8	Full Armor	D	40	
9	Shield	D	40	
0	Helm	D	20	

## Cave Troll / Olog Hai

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Club	A	40	
4	Great Strength	A	50	
5	Frenzy	A	-	No damage
6	Rampage	A	-	All Out
7	Regenerate	-	-	Regain 10 Lost Hits
8	Thick Hide	D	30	
9	Immune to Pain	D	30	
0	Great Bulk	D	20	

## Moria Orcs

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Adder	-	-	Overwhelming numbers
4	Tough Hide	D	20	
5	Scimitar	A	20	
6	Disembowel	A	20	
7	Helm	D	20	
8	Shortbow	A	20	
9	Shield	D	30	
0	Piecemeal Armor	D	30	

Notes: I've equated the extra Adder to be equivalent to an Attack 40

## Legolas

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Doubler	-	-	Inhuman reflexes
4	Bow	A	30	
5	Arrow	A	20	
6	Fleet of Foot	D	20	
7	Shortswords	A	30	
8	Dodge	D	20	
9	Parry	D	20	
0	Agility	D	20	

I've equated the extra Doubler to be equivalent to an Attack 20 and Defense 20

## Gimli

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	War Hammer	A	30	
4	Armor	D	30	
5	Shield	D	20	
6	Axe	A	30	
7	Shrug it off	D	-	All Out
8	Throwing Hammer	A	30	
9	Shield Bash	A	-	All Out
0	Grim Determination	D	40	

Gimli has both an all out attack and an all out defense that behaves similarly.

## Gandalf

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Staff Parry	D	10	

1D10	Result	Type	Force	Notes
4	Kinetic Blow	A	10	
5	Glamdring	A	40	
6	Staff Strike	A	20	
7	Entrance	A	-	Neutralize
8	Sphere of Protection	D	40	
9	Shadowfax	A	-	All Out
0	Experience	D	20	

## Boromir

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Slash	A	40	
4	Kick	A	20	
5	Overhead Smash	A	50	
6	Leap	D	40	
7	Tempted by Ring	A	-	Neutralize Self
8	Berserk	A	-	All Out
9	Reflexes	D	40	
0	Feel no Pain	D	20	

Neutralize Self - as neutralize, but to Boromir (hence he gets +20 A)

## Aragorn / Elessar

1D10	Result	Type	Force	Notes
1	Adder	-	-	Becomes Doubler
2	Doubler	-	-	
3	Narsil	A	30	Can become Anduril
4	Dagger	A	20	
5	Hilt Punch	A	10	
6	Hack & Slash	A	40	
7	Shield	D	30	
8	Endurance	-	-	Regain 10 Lost Hits
9	Parry	D	40	
0	Chain Mail	D	10	

Special rule - Once per battle, Narsil can be reforged into Anduril. As Anduril it is worth 50, but the Adder changes to a Doubler. Announce before rolling attack, and the changes are permanent from then on.

## Samwise Gamgee

1D10	Result	Type	Force	Notes
1	Doubler	-	-	
2	Doubler	-	-	Hobbit Luck
3	Thrown Pan	A	30	
4	Dagger	A	20	
5	Kick	A	10	
6	Short	D	10	

1D10	Result	Type	Force	Notes
7	Agile	D	30	
8	Sting	A	40	
9	Run	D	30	
0	Hide	D	30	

## Peregrin Took

1D10	Result	Type	Force	Notes
1	Doubler	-	-	
2	Doubler	-	-	Hobbit Luck
3	Shortsword	A	40	
4	Dagger	A	30	
5	Kick	A	20	
6	Short	D	10	
7	Defend Gondor	A	-	All Out
8	Ent Drought	-	-	Regain 10 Lost Hits
9	Run	D	40	
0	Hide	D	30	

## Meriadoc Brandybuck

1D10	Result	Type	Force	Notes
1	Doubler	-	-	
2	Doubler	-	-	Hobbit Luck
3	Shortsword	A	40	
4	Dagger	A	30	
5	Kick	A	20	
6	Short	D	10	
7	Backstab	A	-	All Out
8	Ent Drought	-	-	Regain 10 Lost Hits
9	Run	D	40	
0	Hide	D	30	

## Frodo Baggins

1D10	Result	Type	Force	Notes
1	Doubler	-	-	
2	Doubler	-	-	Hobbit Luck
3	Doubler	-	-	Invisibility
4	Sting	A	50	
5	Kick	A	30	
6	Short	D	10	
7	Wear Ring	A	-	Neutralize
8	The Old Wound	A	-	Neutralize Self
9	Run	D	30	
0	Hide	D	40	

Neutralize Self - as neutralize, but to Frodo (hence he gets +20 A)

FARAMIR (Submitted by Ward Davenport)

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Bow & Arrow	A	20	
4	Stealth	D	30	
5	Longsword	A	40	

1D10	Result	Type	Force	Notes
6	Agility	D	40	
7	Dagger	A	10	
8	Sharp Vision	D	10	
9	Endurance	A	30	
0	Shield	D	20	

## Warhammer Fantasy Dice

Submitted by Brian Rayburn

## Gotrek Gurnisson

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Rune Axe	A	40	
4	Punch	A	20	
5	Dwarven Resilience	D	30	
6	Berserker Rage	-	-	All-Out
7	Dodge	D	30	
8	Block	D	20	
9	Ignore Pain	D	20	
0	Head Butt	A	30	

## Felix Jaeger

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Chain Mail	D	40	
4	Dagger	A	20	
5	Parry	D	20	
6	Dragon Sword	A	40	
7	Shoulder Bash	A	20	
8	Disarm	-	-	Neutralize
9	Dodge	D	10	
0	Step Back	D	30	

## Slayer Dice

Submitted by Brian Rayburn

## Vampire Slayer (350 Pts) Hits: 120

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Stake	A	30	
4	Acrobatics	D	30	
5	Slayer-Fu	A	40	
6	Scent of the kill	A	-	All Out
7	Parry	D	30	

1D10	Result	Type	Force	Notes
8	Healing Factor	D	-	Regain 10 Hits
9	Tough	D	30	
0	Slayer Strength	A	40	

### Companion (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Duck	D	30	
4	Axe	A	40	
5	Spirits & Charms	D	-	Regain 10 Hits
6	Kung-Fu	A	20	
7	Stake	A	30	
8	Parry	D	30	
9	Incantation	A	10	
0	Defensive Stance	D	20	

### Lesser Vampire (350 Pts) Hits: 130

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Drop Fang	A	30	
4	Undead	D	40	
5	Vamp-Fu	A	40	
6	Claws	A	30	
7	Regenerate	D	-	Regain 10 Hits
8	Block	D	30	
9	Scent of blood	A	-	All Out
0	Resilient	D	20	

### Master Vampire (450 Pts) Hits: 150

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3a	Drop Fang	A	30	
3b	Mist Form	D	30	
4	Talons	A	30	
5a	Undead	D	50	
5b	Rending Blow	A	20	
6	Vamp-Fu	A	40	
7	Regenerate	D	-	Regain 10 Hits
8	Block	D	50	
9	Mesmerize	A	-	Neutralize
0	Scent of blood	A	-	All Out

WEREWOLF (350 pts) HITS: 140

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Regenerate	D	-	Regain 10 Hits
4	Claw Swipe	A	30	
5	Fangs	A	40	
6	Leap	D	30	
7	Battle Frenzy	A	-	All Out
8	Dodge	D	30	
9	Regenerate	D	-	Regain 10 Hits
0	Wolf-Fu	A	30	

### Minor Demon (350 Pts) Hits: 120

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Spiky Bits	A	30	
4	Rough Hide	D	30	
5	Dodge	D	30	

1D10	Result	Type	Force	Notes
6	Demon-Fu	A	40	
7	Bony Plates	D	30	
8	Fangs	A	20	
9	Energy Bolt	A	30	
0	Block	D	20	

### Demon Lord (500 Pts) Hits: 200

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Doubler	-	-	Infernal Power
4a	Rune Blade	A	40	
4b	Parry	D	20	
5a	Bloodstone Armor	D	30	
5b	Spiked Gauntlets	A	20	
6	Mighty Punch	A	40	
7	Demon-Fu	A	30	
8	Regenerate	D	-	Regain 10 Hits
9	Dodge	D	40	
0	Stunning Roar	D	-	Neutralize

### Risen Dead (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Claw	A	20	
4	Bite	A	30	
5	Block	D	30	

1D10	Result	Type	Force	Notes
6	Grapple	A	10	
7	Dead Man Walkin'	D	30	
8	No Pain	D	20	
9	Chomp!	A	40	
0	Relentless	D	20	

### Witch (300 Pts) Hits: 100



1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Confusion	A	-	Neutralize
4	Call Lightning	A	30	
5	Mystic Wall	D	40	
6	Telekinetic Daggers	A	20	
7	Invoke the Goddess	D	-	Regain 10 Hits
8	Athame	A	30	
9	Witch-Fu	D	20	
0	Spirits & Charms	D	20	

### Witch (450 Pts) Hits: 200

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3a	Witch-Fu	A	20	
3b	Spell Shield	D	20	
4	Soul Blast	A	40	
5	Invoke the Goddess	D	-	Regain 10 Hits
6a	Tempus Fugit	A	-	All Out
6b	Witch-Fu	D	30	
7	Hex	A	-	Neutralize
8	Athame	A	40	
9	Call the Elements	D	30	
0	Block	D	20	

### Demon Hunter (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Crossbow	A	30	
4	Sword	A	20	
5	Mesh Shirt	D	30	
6	Charm	D	-	Regain 10 Hits
7	Kung-Fu	A	40	
8	Daggers & Stakes	A	10	
9	Kung-Fu	D	10	
0	Talisman	D	40	

### Creep-of-the-week (400 Pts) Hits: 150

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Claws	A	40	
4	Mucous Spit	A	-	Neutralize

1D10	Result	Type	Force	Notes
5	Scaly Hide	D	40	
6	Bite	A	30	
7	Energy Blast	A	30	
8	Dark Secrets	D	40	
9	Evil Magic	D	30	
0	Creep-Fu	D	20	

## Warrior Dice

Shadow Warriors By Brian Rayburn (scarecrowking@unclebear.com)

Shadow Warriors is a background setting for on-going games. Each character is a being that exists beyond the boundaries of the mortal sphere. Most can become younger or older at will, but each being of Shadow can recognize another on sight. Most have long-reaching schemes that they wish to see to fruition. However, with immortality and power comes arrogance, and they see each other as obstacles in their power plays. Therefore, most attack each other on sight, or at the earliest opportunity. Most have an unseen (in normal games, at least) mentor, another creature who has been on Earth for centuries amassing power. This simply gives a background for the character to be and have what he does.

One important difference from the warriors described in the basic rules is that Shadow beings can never truly die, at least not in a way understandable to mortals. Truly powerful majicks would be needed to permanently banish even one from our plane of existence, and sorcerers of that caliber are unique, if not extinct. To reflect this in game terms, each time a character is brought to 1/10 of their starting Hits, they may yield, and no Shadow being can pass the opportunity to know, if even for only a while, that they held the upper hand. Of course, if a blow brings a character to 0 Hits, the victim is dead.

For a while. See, Shadow creatures can reform. At a cost. Each time this happens, subtract 10 from the Force of one Attack or Defense, or 10 Hits permanently. The point value of a character reforming this way should be adjusted down as well. The lost points can be bought again with XP as normal, but if the character dies again, 10 more points have to be subtracted again. If a character insists on fighting until they are reduced to below 30 points, then that character's life force is banished back to the Shadow Realms, to work it's way back up the ranks of the dark masses to again wield the power to manifest in our realm.

Another difference is that a character actually inhabits a mortal body, even if that body was crafted by the creature's force of will. As such, a character is limited to one 'supernatural' attack form, such as manifesting claws or spitting a stream of venom. Many times these traits resemble animal abilities, in a twisted way. Although characters begin with only one supernatural ability, more can be obtained. Each time you force another Shadow being to reform, you may absorb some of his essence. After tallying the XP for the

battle, if the winner has enough XP to purchase a new Attack or Defense, she may decide to make it the same type as the defeated character's supernatural trait. If a defeated character has more than one already, the winner may choose one. Here's some examples:

Miranda Thorne and Gregor Kaprov have met in battle in the main building of her mentor's corporate empire. Both being beginning characters, each has one supernatural trait. Miranda designated one Attack as 'Claws', which she took at Force 30. Gregor can transform his face during combat, and manifest an Attack as 'Fanged Bite', which he allotted 40 Attack Force to. Miranda gains the upper hand, and rips Gregor's throat out. Since they were of equal point value, Miranda gains 5 XP. Since she also made Jasmine yield a few months ago, that brings her to 10XP. She decides to spend the XP immediately, and take on Gregor's trait. She decides to keep with the theme set by her Claws, and decides hers will manifest as a more feline appearance. She places it as the second option of her #4 slot, as 'Fanged Bite 10', and is now a 310 pt character. In a few weeks Gregor will be back. He will have lost 10 points from the Force of one Attack or Defence, or his Hits, but will still have the trait 'Fanged Bite 40', assuming he didn't subtract the 10 points from that trait. Gregor is now a 290 pt character.

Existing abilities can be improved upon, and even expanded. For example, if a character took 'Winged Retreat Defense 20' as their #6 slot, she could buy 'Wing Slap Attack 10' as a new ability at any time she has the XP.

Before a Battle, roll on the chart below to see where your encounter takes place.

1. Beach Uneven footing gives all Attacks -10 Force
2. Alley Roll 1d10 at the beginning of each turn. Someone stumbles upon you and the battle ends if a 1 is rolled.
3. Warehouse Shelves and crates give all Defenses +10 Force
4. Corporate Boardroom Desks, tables, and chairs prevent All Out attacks, treat as a lost attack
5. Place of Darkness Mystic vibes give all Attacks +10 Force
6. Unholy Site Once per Battle, each Immortal may choose to trade any single Defense roll of 40 or higher to heal up to 20 lost Hits
7. Opera House Smooth stage gives all Defenses -10 Force
8. Rocky Ground All Force scores are at -10
9. Parking Garage Roll 1d10 at the beginning of each turn. Someone stumbles upon you and the battle ends if a 1 is rolled.

0. Nexus to the Shadow Realm All Force scores doubled

Shadow Warriors

### Miranda Thorne (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Dodge	D	30	
4	Tiger Stance	A	20	
5	Claws	A	30	
6	Acrobatic	D	40	
7	Boot Knife	A	20	
8	Roll With It	D	10	
9	Mental Discipline	D	-	Regain 10 Hits
0	Sleeve Pistol	A	30	

### Gregor Kaprov (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Big Fist	A	20	
4	Bigger Boot	A	30	
5	Knock Away	D	10	

1D10	Result	Type	Force	Notes
6	Dodge	D	30	
7	Fanged Bite	A	40	
8	Padded Overcoat	D	30	
9	Choke	A	10	
0	Block	D	30	

### Jasmine (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Wicked Little Knife	A	10	
4	Leaping Kick	A	30	
5	Nimble Little Minx	D	30	
6	Winged Retreat	D	20	
7	Eye Rake	A	20	
8	Wicked Big Knife	A	40	
9	Parry	D	30	
0	Slide Roll	D	20	

### Darian Cross (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Back Flip	D	20	
4	Venom Spit	A	30	
5	Silver-Headed Cane	A	10	
6	Parry	D	20	

1D10	Result	Type	Force	Notes
7	Serpent Stance	A	30	
8	Custom Trench Coat	D	30	
9	Spinning Leap	D	30	
0	.45 Magnum	A	30	





# Magic Encounters

## Introduction

Fantasy Strategy Wargame for 2 or more players. Lead your race and their allies to ultimate victory.

## Victory

Eliminate all enemy Tokens from Play.

## The Board

The Board is a 5 x 5 grid. 25 total spaces. Each space is of one Territory type. Randomly distribute 5 of each of the 5 territory types: Plains, Mountains, Swamps, Water, Forest.

## Tokens

Each player has an army of 40 Tokens of a unique color. You cannot have more than 40 Tokens on the Board at one time.

## Dice

Six sided dice are needed.

## The Deck

Players share a common deck. The deck is referred to as the Ally Deck.

## Setup

Players start in opposite corners or as far apart as possible. Each player draws 1 random card from the Ally deck to see what their Race is. The player & all his Tokens will henceforth be referred to as members of that race.

The player and his Tokens will always have the Special Ability of that race as it is described on the card. Each player starts with a Stack of 10 Tokens. Roll high on 1D6 to see who goes first.

## Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Ally Phase

2. Recruit Phase

3. Move Phase

4. Battle Phase

## Ally Phase

Draw 2 cards from the Ally Deck. Max hand size is 7 cards. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it. Some Ally cards can be played to affect the drawing of Ally cards.

## Recruit Phase

Gain 1D6 Tokens. Stack these with one of your already existing stacks. Get +1 Token if you control all 5 Territories of a single type.

Some Ally cards can be played to affect Recruitment. Max tokens in one stack = 20. Discard excess Tokens.

## Move Phase

Roll 1D6. You may move that many of your Stacks (Armies) one space each. You may also move parts of your stacks to break them up.

A single token cannot move more than one space. You must combine all your tokens in a single space into one stack. Some Ally cards can be played to affect Movement

## Battle Phase

The current player is the attacker. The other player is the defender. If opposing stacks occupy the same space, they will battle. There may be multiple battles in a single turn.

Each player rolls 5D6. These are called Battle Dice and the results Battle Rolls. Each of your Tokens has a base Force = 1. Your sides Battle Total = Force of Tokens + Battle Rolls.

Players may play Ally cards from their hands to increase their Battle Total. The side with the higher total wins. The attacker wins ties. The losing stack is discarded. The winner draws 2 cards.

## Ally Deck Card List

Card Name	Special Power	Explanation.
Knights	Armor	Opponent must discard all Battle rolls of 6.
Mountain Dwarves	Miners	Tokens are force +3 if in or Adjacent to a Mountain space.
Goblin Horde	Breeders	Roll 2D6 in Recruit Phase.
Gnomes	Tinkers	Reroll 1 of your Battle Dice.
Stone Giants	Throw Boulder	Discard an Ally Card to get Force +1D6
Wood Elves	Forest Ways	On Battle rolls =1 opponent must discard 1 card from hand.
Red Dragons	Large	Recruit only 1 Token in Recruit Phase. It has a Force = 7.
Dark Elves	Cunning	Reroll all your Battle Dice Rolls of 1.
Kobolds	Ambush	Tokens are Force = 3 if Defending.
Shapeshifters	Polymorph	Discard 1 Token to draw 1 Ally card.
Vampires	Dark Gift	If you win battle gain Tokens = Enemy Tokens Lost.
Zombies	Raise Dead	Tokens you lost last turn are regained in recruit phase.
Warriors	Skill	Your Tokens get +1 Force each.
War Machines	Pointy Things	Gain 1 extra Battle Die.
Barbarians	Berserkers	Discard a Token to give your Force Total +4.
Ogres	Ferocity	Your Tokens are Force = 3 if Attacking.
Samurai	Way of the Sword	All your Battle Rolls of 2 become 5.
Assassins	Kill	In battle opponent must discard a Token for every Battle roll = 1.
Druids	Nature Magic	Battle Total +2 for every Ally card you play.
Eagles	Fly	Stacks may move multiple times in Move Phase.
Rangers	Riders	Roll 2D6 in Move Phase.
Doppelgangers	Copy	Duplicate special ability of any opponent in battle.
Conjurer	Summon	Move up to 4 of your Tokens to this battle from other spaces.
Treants	Forest Protectors	Tokens are force +3 if in or Adjacent to a Forest space.
Wizard	Lore	Draw +1 card in Ally Phase. (+2 cards if played as any Ally card)
Devils	Bedevil	Switch 1 Battle Roll with opponent.
Enchanter	Charm	In Battle 1 opposing Token joins your side.
Mystic	Visions	Look at opponent's hand at any time.
Alchemist	Transmogrify	Discard X cards to gain XD6 Tokens.
Wraiths	Ghosts	Gain 3 Phantom Tokens in Battle. They are removed at end of battle.
Demons	Torture	Opposing Tokens are Force = 0.
Orcs	–	Discard a Token to give your other Tokens +1 Force each.
Witch	Curses	Opponent rolls 1 less Battle Die.
Pixies	Fairy Magic	Negate first Ally card played by opponent in battle.
Huns	Plains Riders	Tokens are force +3 if in or Adjacent to a Plains space.
Zealots	Fanatics	In Battle Discard X Tokens to Discard X opposing Tokens.





# Magus

## Introduction

Fantasy-Board-Wargame. 2-4 players. Lots of Recruiting.

## Armies

Each player has seven Army tokens. Different players should have different color tokens.

## The Board

The board is a 13 x 13 square track. Each corner square of the outer track contains a Tower. The spaces closest to the Towers are Black spaces.

Next to the Black spaces are Blue spaces. Next to the Blue spaces are White spaces. Next to the White spaces are Green spaces.

Next to the Green spaces are Red spaces. The center (7th) space of each side is a Gold space. Spaces must be large enough to hold a stack of cards.

## Victory

You win if you have an army on all four Tower spaces.

## Setup

Each player places one Army Banner Token in one of the Towers. Draw 4 creature cards and place them under the token. Each player draws 2 random artifacts.

## Artifacts

Artifacts stay with the player for the entire game. Artifacts are placed face-up next to the player.

## Decks

There are 7 decks: Magic Card Deck Black Recruit Deck Blue Recruit Deck White Recruit Deck Green Recruit Deck Red Recruit Deck Artifact Deck The decks and discard piles are placed in the center of the board. The Magic & Artifact decks contain 1 of each card in the list. Recruit decks contain 3 of each card in the list.

The Recruit decks are face-up. The Magic & Artifact decks are face-down.

## Turn Sequence

Players take turns. Each turn has 5 phases. Magic Phase Travel Phase Recruit Phase Split Phase Battle Phase

## Magic Phase

Draw 1 card from the magic deck. Maximum hand size is 7 cards. Discard excess cards.

## Travel Phase

Roll 2 six sided dice. If you only have one army you must move it a number of spaces equal to one of the dice of your choice. You may move either direction, but you must move the whole amount.

If you have 2 or more armies you must move one of your armies a number of spaces equal to one of the dice and another one of your armies a number of spaces equal to the other die. If an army lands on an enemy army they will fight in Battle Phase. An army may not land on a friendly army of the same player.

The army includes the army token and the cards stacked under the token. You may look at the cards under your army tokens any time. You may not look at the cards of opponents armies.

## Recruit Phase

If a moving army lands in an empty (no armies) space, you may draw the top card from the indicated Recruit deck and put the creature card face down under the token of that army. For example, if you land on a Black space draw a card from the Black recruit deck. If an army lands on a Gold space you get to draw one Magic Card.

## Split Phase

If an army contains more than 5 cards it may split in two. There must be an empty space adjacent to the full army. Put another token into the adjacent space and put 2 of the cards from the old army under the new army.

A player can have a maximum of 7 armies.

## Battle Phase

The active player is the attacker. The other player is the defender. Reveal the cards of the two opposing armies. Each creature card has a force value and spell points.

If an army has 2 creatures of the same color (Black for instance) it gets a +1 Force bonus. If an army has 3 creatures of the same color it gets a +3 Force bonus. If an army has 4 creatures of the same color it gets a +6 Force bonus and so on.

If an army has 5 creatures of the same color it gets a +10 Force bonus. The side with the most Arrow



units get a +3 Force bonus. The side with the most Regeneration units get a +3 Force bonus.

The side with the most Flying units get a +3 Force bonus. Players may play Magic cards to increase the value of their side. A player may play as many Magic cards as his army has spell points.

Magic Cards and creature special abilities may

cause opposing creatures to be destroyed (discarded) All creature special abilities can only be used during battles. Get the total for each side. The side with the lower total is destroyed completely.

The winning side loses no creature cards except for those that were destroyed by Magic & special abilities

### White Recruit Deck Card List

Unit Name	Force	Spells	Notes
Knight	4	0	White creatures get +1
Priest	1	2	Negate one spell cast by opponent
Cleric	3	1	Destroy 1 black creature
Paladin	4	0	Destroy 1 red creature
Cherubs	2	1	Arrows, Flying
Archers	3	0	Arrows
Pikemen	3	0	+2 if Defending
Griffins	5	0	Flying
Guardian Angel	6	1	Flying, +3 if opponent has red creatures
Archangel	7	2	Flying, +3 if opponent has black creatures

### Red Recruit Deck Card List

Unit Name	Force	Spells	Notes
Cyclops	6	0	Destroy 1 blue creature
Chaos Warrior	4	0	Destroy 1 white creature
Shaman	1	2	Red creatures get +1
Goblins	2	1	Discard a card to get +3
Barbarians	3	0	Arrows, +2 if Attacking
Dwarves	2	0	+3 if opponent has blue creatures
Trolls	4	0	Regenerate
Minotaur	5	0	+3 if opponent has white creatures
Hydra	5	0	Regenerate
Dragon	7	1	Flying

### Green Recruit Deck Card List

Unit Name	Force	Spells	Notes
Pixies	1	1	Flying
Elves	2	1	Arrows
Wolves	3	0	+1 if Attacking
Centaur	4	0	Arrows, +1 per other green creature in your army
Unicorns	5	2	Green creatures get +1
Druid	3	2	Destroy 1 blue creature
Ranger	4	0	Arrows, Destroy 1 black creature
Enchantress	2	1	Negate the Force of one opposing creature
Treant	6	1	+3 if opponent has blue creatures
Pheonix	7	0	Flying, Regenerate

### Blue Recruit Deck Card List



Unit Name	Force	Spells	Notes
Wizard	1	3	Draw a Magic card
Sorcerer	2	2	Blue creatures get +1
Pirate	3	0	Steal one random card from opponents hand
Siren	1	0	Negate the Force of one opposing creature
Doppelganger	X	0	Gain Force & Ability of 1 opposing creature
Phantasms	3	1	Flying, +3 if opponent has green creatures
Ice Golems	4	0	Regenerate, Destroy 1 green creature
Djinn	5	3	Flying
Storm Giant	6	1	Arrows, Destroy 1 red creature
Titan	7	2	+3 if opponent has red creatures

### Black Recruit Deck Card List

Unit Name	Force	Spells	Notes
Warlock	3	2	Destroy 1 green creature during battle
Necromancer	2	2	Black creatures get +1
Lich	5	3	Flying
Gargoyle	4	0	Flying
Skeletons	1	0	Regenerate
Zombies	2	0	Regenerate
Wraiths	4	1	+3 if opponent has green creatures
Vampire	4	1	Flying, +3 if opponent has white creatures
Pit Demon	6	2	Destroy 1 white creature during battle
Cosmic Horror	7	1	Regenerate, Flying

### Magic Deck Card List

Spell Name:	Timing	Effect:
Spell Lore	M	Draw 3 Magic Cards
Blue Blast	B	Destroy one Blue creature
Black Blast	B	Destroy one Black creature
White Blast	B	Destroy one White creature
Green Blast	B	Destroy one Green creature
Red Blast	B	Destroy one Red creature
Haste	T	Target Army can move one space
Magic Steeds	T	Target Army can move two spaces
Wind Walk	T	Target Army can move three spaces
Fly	T	Target Army can move four spaces
Teleport	T	Target Army can move five spaces
Magic Gate	T	Target Army can move six spaces
Time Shift	T	Target Army can move 1D6 spaces
Red Summons	R	Draw a creature from the Red deck and put it on target Army
Black Summons	R	Draw a creature from the Black deck and put it on target Army
White Summons	R	Draw a creature from the White deck and put it on target Army
Green Summons	R	Draw a creature from the Green deck and put it on target Army
Black Summons	R	Draw a creature from the Blue deck and put it on target Army
Red Power	B	Red creatures in target army get +3 Force each
Blue Power	B	Blue creatures in target army get +3 Force each
White Power	B	White creatures in target army get +3 Force each

Spell Name:	Timing	Effect:
Green Power	B	Green creatures in target army get +3 Force each
Black Power	B	Black creatures in target army get +3 Force each
Forget	M	Opponent discards 2 Magic Cards
Death Spell	M	Cause one random card to be discarded from target Army
Land Shift	T	Switch position of two armies you control
Creature Switch	T	Switch places of two creatures in two armies you control
Control Red	B	Target Red creature joins your army permanently
Control Blue	B	Target Blue creature joins your army permanently
Control White	B	Target White creature joins your army permanently
Control Black	B	Target Black creature joins your army permanently
Control Green	B	Target Green creature joins your army permanently
Creature Kill	B	Destroy target Creature
Control	B	Target creature joins your army permanently
Metamorphosis	R	Discard creature and draw a new one of any color
Scrye	M	Look at opponents hand
Divination	M	Look at the top 10 cards in any deck
Commune	M	Look at the cards in any 3 armies
Spell Blast	C	Negate spell cast by opponent
Nullify	C	Negate special ability of one creature

Timing Notes: B = Battle phase, M = Magic Phase,  
T = Travel Phase, R = Recruit Phase  
**C** Counter Spell

### Artifact Card List

Relic Name: Notes: Helm of Command Each of your  
Armies gets to hold one extra creature

**Celestial Sword** All your creatures get +1 when attacking

Titans Armor All your creatures get +1 when de- fending

Ring of the Magi	Draw 1 extra Magic Card per Turn
Crown of Kings	You get one extra Army Banner
Wand of Orcus	All your Black Creatures get +3 Force
Orb of Illusions	All your Blue Creatures get +3 Force
Eternal Flame	All your Red Creatures get +3 Force
Holy Shroud	All your White Creatures get +3 Force
Oaken Shield	All your Green Creatures get +3 Force





# *Man-o-war*

## **Introduction**

Card game based on the Games Workshop Game called Man O'War.

## **Disclaimer**

Man-O-War is a trademarked, copyrighted property. This is merely a fan site.

## **Fleet Construction**

Each player chooses Ships from one list. A Fleet will have 20 points worth of Ships. Record your ships on a scrap paper.

A Fleet will get 5 draws from the Improvements deck. Each Improvement card can modify one ship. A ship can only be improved twice.

## **Victory**

Sink all of your opponent's Ships.

## **Turn Sequence**

Play proceeds in Rounds. During a Round each Ship gets its own Phase. Players take turns giving one of their ships a phase.

The player with the most ships goes first. For Example: Player X has ships A, B, and C. Player Z has Ships D and E. Player X goes first. He uses Ship B. Player Z goes next with ship E. Player X then goes with ship A, and so on.

A ship whose turn it is, is called the Active ship. A Phase has 4 Segments: Draw Segment Move Segment Attack Segment End Segment

## **Draw Segment**

First discard any cards from your hand you don't want. Next, fill your hand to 7 cards. If the deck runs out, shuffle the discard and draw from it.

## **Move Segment**

Pick an enemy Ship to be the target of your attack. Your opponent may discard a Row or a Sail card to

force you to pick another target. You may play Row cards or Sail cards.

Your Ship has stats for Rowing and Sailing. Multiply the number of Row or Sail Cards you play by the corresponding stat. The total you get is called your Speed Score.

Your opponent does the same for his target ship. The target ship cannot play any cards if it rammed or boarded in its last phase. If your Speed score is higher than his, you may attack the target this phase.

Discard played cards.

## **Attack Segment**

Play one Attack Card. There are 4 types of attack cards: Broadside, Fire-Forward, Ram, and Boarding Action Your ship has a stat for each type of attack. The value of the stat that corresponds to the played card is called the Attack Score.

Roll a number of six sided dice equal to your attack score. Every roll of 4-6 on a six sided die does one point of damage to the target ship. Subtract one from the roll for Indirect fire.

Record damage for all ships. Any time a ship has damage equal to or greater than its Hull stat it sinks. If you made a Fire-Forward attack the target may simultaneously play a Fire-Forward.

A ship cannot automatically return fire against a ship with Indirect fire unless it also has indirect fire. If you made a broadside attack the target may simultaneously play a broadside. If your ship made a broadside attack it may attack a second ship using the same attack card.

The second broadside attack must first repeat Move Segment with the new target. If the attack is a boarding action the target may play a broadside first. If the attack is a boarding action the target may simultaneously play a boarding action.

A ship cannot ram if it was rammed since its last phase. Discard played cards.

## **End Segment**

Fill your hand to 7 cards.

## **Action Deck**

Card Name:	Number in Deck
Fire-Forward	8
Broadsides	8
Ram	8

Card Name:	Number in Deck
Boarding Action	8
Row	16
Sail	16

## Bretonnian List

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Buccaneer	2	2	0	5	2	0	0	1
Corsair	4	4	0	5	3	0	0	3
Galleon	6	6	0	5	5	0	0	5

## Empire List

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Greatship	6	7	0	3	4	0	0	6
Wargalley	3	3	2	3	2	0	3	3
Wolfship	2	2	3	4	0	2	2	2
Hellhammer	3	3	2	3	0	1*	0	2
Ironfist	3	3	2	3	0	1*	0	2

Notes: If the attack hits with a Hellhammer or Ironfist, it automatically does 1D6 points of damage. The

Ironfist and Wolfships have indirect fire.

## Dwarf List

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Nautilus	3	2	3	3	1	2	4	1
Monitor	3	4	3	3	2	1	2	1
Ironclad	4	6	3	3	3	2	3	2
Dreadnaught	6	8	3	3	4	2	4	3

Notes: All ships use Steam Powered Paddlewheels or Screws The Nautilus is also using Torpedoes when Firing Forward Dwarf ships cannot be boarded unless they already have at least one point of damage. A

Dwarf ship in its End Segment may make a repair roll: On a roll of 1 on 1D6 the ship engineers repair 1 point of damage

## High Elf List

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Eagleship	2	1	0	8	2	2	0	1
Hawkship	3	2	0	6	4	4	0	2
Dragonship	4	3	0	6	0	0	6	3

Notes: Targets cannot automatically return Broad-sides and Fire-Forward attacks. If the Dragonship

sinks a Ship by ramming it may attack again that phase (like broadsides rule)

## Orc List

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Big Chukka	2	3	2	2	0	2	2	2
Drilla Killa	3	4	2	2	0	0	5	4

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Hulk	6	8	2	2	3	2	4	7

Notes: The Big chukka has indirect fire.

allows you to draw 1D6 cards from the action deck.

If you are fighting against Dwarves subtract one from your roll.

## Magic

Every Fleet except Dwarves has 1 Wizard. During each Round, your Wizard may cast one spell. A spell

## Improvements Deck

Card Name:	Improvement:
Inspired Seamanship	Sail or Row +2
Reinforced Bulkheads	Hull +2
Chain Grapples	Board +2
Long Range Guns	Broad or Fire +2
Fire Strike	Broad or Fire +2
Dreaded Captain	Board +2
Heavy Cannon	Broad or Fire +2
Divine Icon of Wrath	Fire +2
Ships Surgeon	Board +2
Master Gunner	Broad or Fire +2
Streamlined Hull	Sail or Row +2
Boarding Nets	Board +2
War Banner	Board +2
Volley Fire	Broad or Board +2
Rogue Captain	Sail or Row +2

Card Name:	Improvement:
Shield Wall	Board +2 or Hull +2
Fire Pumps	Hull +2
War Leader	Board +2
Inspired Gunnery	Broad or Fire +2
Warrior Priests	Board +2
Bow Chasers	Broad or Fire +2
Heavy Timbering	Hull +2
Swivel Guns	Broad or Fire +2
Berserkers	Board +2
Armor Plating	Hull +2
Magic Standard	Sail or Row +2
Villainous Crew	Board +2
Crows Nest Guns	Broad or Fire +2
Magic Figurehead	Hull +2
Massive Hull	Hull +2





# Methuselah

## Introduction

Board & card game for 2 players. One side is Dracula and his minions. The other side is the Vampire Hunter and his assistants.  
Action takes place inside Castle Dracula.

## Victory

You win if you kill your opponent's Leader.

## The Map & Pieces

Use an 8X8 chessboard. Use chits or miniatures to represent units

## Vampires

#	Unit	Hits	Notes
1	Methuselah	3	Leader
2	Elder Vampire	2	
5	Lesser Vampire	1	

## Vampire Hunters

#	Unit	Hits	Notes
1	Lead Hunter	3	Leader
2	Companion	2	
5	Assistant	1	

## Setup

Each player places 1 figure on each square of his back row. Units may not stack.

## The Cards

Each player has a unique deck.

## Vampire Card List

Card Name:	#	Type	Range	User	Notes
Gaseous Form	1	D	-	V	
Earth Meld	1	D	-	V	
Stalk	2	M	2	-	
Approach Menacingly	2	M	1	-	

## Turn Sequence

Players take turns. Each turn has 3 phases: Fate Phase Move Phase Fight Phase

## Fate Phase

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

## Move Phase

Play (discard) a Move card to move one of your figures. The move card has a number. This is the number of spaces the figure moves.  
Moves can be diagonal or orthogonal. "Knight" type move cards allow a figure to move like a knight in chess. Leaders can make up to two moves per turn.

## Fight Phase

Play (discard) an Attack card to have a figure attack. The attack card has a number. This is the range of the attack.  
Attacks can be diagonal or orthogonal. "Knight" type attack cards have a range like a knight in chess. The enemy figure that is the target of the attack takes one point of damage.  
Use chits to keep track of damage. Killed figures are removed from the map. Your opponent may play a defense card to negate your attack.

## Card List Notation

- A** Attack
- M** Move
- D** Defense
- V** Methuselah only
- L** Not Lesser Vampires
- X** Special Card
- K** as a Knight would move in Chess

Card Name:	#	Type	Range	User	Notes
Run	2	M	3	-	
Levitate	1	M	K	-	
Superhuman Speed	2	M	4	-	
Bat Form	1	M	6	V	
Wolf Form	1	M	5	L	
Suck Blood	2	A	1	-	
Superior Strength	1	A	1	L	
Claws	2	A	1	-	
Mesmerize	1	X	2	-	Target cannot act next turn
Possession	1	X	3	L	Move target 1-3 spaces.
Fear	1	X	3	-	Move target 3 away from Vampires.
Regeneration	1	X	-	-	Regain 1 Hit Point
Gift of Darkness	1	A	1	L	Target if killed becomes lesser Vamp
Heightened Senses	1	X	-	-	Draw 3 cards
Shadows	1	D	-	-	
Obfuscate	1	D	-	-	
Fortitude	1	D	-	L	
Telepathy	1	X	-	-	Look at Opponents Hand

### Vampire Hunter Card List

Card Name:	#	Type	Range	Notes
Garlic	2	D	-	
Holy Water	2	A	2	
Cross	2	D	-	
True Faith	1	D	-	
Wooden Stake	3	A	1	
Fire	2	A	2	
Relic	1	A	1	Lead Hunter Only
Mirror	1	D	-	
Crossbow	1	A	3	
Sunlight	2	A	2	
Firearms	2	A	3	Works on Lesser Vampires only
Hunting	1	X	-	Draw 3 Cards
Cautious Approach	5	M	1	
Hurry	4	M	2	
Run	4	M	3	

### Downloads

Map, figs and cards by Codexier. [Download Page](#)





# Minions

## Introduction

Fantasy miniatures tactical combat on a chessboard.

## Miniatures

Also referred to as: Figures, figs, units, men, targets, creatures, pieces, attackers, defenders. They can be metal or plastic. Painted figs are aesthetically preferred.

## Setup

Use a standard or enlarged 8 x 8 chessboard. Individual Miniatures (Figures) must fit within a single square on the board. Each player has an army of exactly 16 miniatures.

A player sets up his figures in his back 2 rows. The front row contains 10 figs from the Minor Minion List. The back row contains 4 figs from the Greater Minion List and 2 figs from the Leader Minion List.

## Spell Deck

Players share a common spell deck. The deck contains two of each card. Each fig has none or one or more spells.

Draw spell cards for each of your figs that have spells during setup. Spells are kept in separate piles for each spell-casting fig. Spells are discarded when used.

Spells are not replenished during play. If a fig is killed, all of its spells are discarded. A fig can cast only one spell per turn.

## Minor Minion List

Figure Type	Move	Force	Range	Special Abilities
Skirmisher	2	1	2	Skirmish
Berserker	1	3	1	Berserk
Archer	2	2	2	
Crossbowman	1	3	2	
Longbowman	1	2	3	
Halfling	1	1	2	Hide, Taunt
Warrior	1	2	1	Martyr, Berserk
Fighter	1	3	1	Skill
Light Horse	3	1	1	Flank
Footman	2	2	1	March

## Object

Destroy all of your opponents Leader figs.

## Turn Sequence

Players take turns. The better painted army has the choice of going first or second. Each turn has 2 Phases:

1. Move Phase
2. Attack Phase

## Move Phase

Roll 1D6. This is the Move Roll. You may move that many of your figures this turn. A figure may move some or all of its movement allowance in one direction only.

The direction can be orthogonal or diagonal. Only figs with flying or knight abilities can jump over other figs.

## Attack Phase

All of your figures may attack enemy figs in range. Both attacker and defender roll a six sided die and add their Force rating. The result is called the battle roll.

If the figs are adjacent the higher battle roll kills the lower roll. Ties indicate a standoff: neither unit is killed. If the figs are adjacent the combat is considered to be HTH (Hand-to-hand).

If the figures are not adjacent it is a ranged attack or a missile attack. In a ranged attack, the attacker kills the defender if the attacker's battle roll is higher, otherwise nothing happens. All ranged attacks are capable of indirect fire.



Figure Type	Move	Force	Range	Special Abilities
Guard	1	2	1	Martyr, Shield
Imp	2	1	1	Spell, Flying
Horse Archer	3	1	2	
Shieldman	1	2	1	Shield
Prankster	1	2	2	Taunt
Zombie	1	2	1	Fear, Regenerate
Skeleton	2	1	1	Shield, Fear
Ghoul	2	2	1	Paralyze
Nymph	2	1	1	1 Spell, Charm
Adept	1	1	1	3 Spells
Ambusher	1	1	2	Skirmish, Hide
Netter	1	1	2	Net, Hide
Rat Swarm	1	2	1	Regenerate, Disease
Wolf	3	2	1	
Spearmen	1	3	1	Block
Stone Golem	1	3	1	Invulnerable
Clay Golem	1	3	1	Regenerate
Troglodyte	1	3	1	Hide
Spider	2	1	1	Web, Poison
Siren	2	2	1	Call
Night Hag	2	2	1	Curse
Powder Keg	3	1	1	Bomb
Basilisk	1	3	1	Petrify
Satyr	3	1	1	Dance
Frog	1	0	1	Hide
Myrmidon	2	2	1	Martyr
Medusa	1	2	1	Poison, Petrify
Jester	1	1	2	Taunt, Dodge

## Greater Minion List

Figure Type	Move	Force	Range	Special Abilities
Sword Master	2	5	1	Proximity
Harpy	4	2	1	Call, Flying
Stone Giant	3	4	1	Boulder
Frost Giant	3	4	1	Freeze
Fire Giant	3	4	1	Heat
Storm Giant	3	4	1	Lightning
Cyclops	3	4	1	Berserk
Iron Golem	1	5	1	Shield, Invulnerable
Wizard	1	1	1	6 Spells
Sphinx	3	3	1	Flying, Riddle
Hero	2	4	1	Skill, Berserk
Troll	3	4	1	Regenerate
Ogre	3	3	1	Boulder, Berserk
Minotaur	3	4	1	Knight
Green Dragon	3	3	1	Flying, Poison
Barbarian	2	4	1	Charge, Berserk
Unicorn	4	2	1	2 Spells, Heal
Chieftan	2	4	1	Leadership

Figure Type	Move	Force	Range	Special Abilities
Chavalier	3	3	1	Shield, Knight, Charge
Ranger	3	2	3	Skirmish
Elf Archer	2	2	3	2 Spells
Cleric	1	2	1	3 Spells, Holy Word, Heal
Flying Ship	3	2	2	Flying, Transport
Catapult	1	3	5	
Fairy	3	1	1	2 Spells, Flying, Hide
Cavalry	3	3	1	Flank, Charge
Warrior Monk	2	3	1	1 Spell, Dodge, Proximity
Centaur	3	3	3	
Mummy	1	4	1	Fear, Curse, Regenerate
Druid	2	3	1	3 Spells
Barrow Wight	2	3	1	Drain, Spirit, Fear
Banshee	2	3	1	Proximity, Spirit, Fear
War Elephant	3	2	2	Charge, March
Peryton	4	3	1	Flying
Chariot	3	3	1	Transport, Charge
Bard	2	1	1	2 Spells, Song, Dance, Taunt
Thief	2	2	2	Hide, Skirmish, Skill
Warg Rider	3	3	1	Skirmish, Charge
Earth Elemental	1	5	1	Regenerate, Boulder
Fire Elemental	2	4	1	Heat, Regenerate
Water Elemental	3	4	1	Regenerate
Air Elemental	4	2	1	Regenerate, Flying
Hydra	1	5	1	Regenerate, Proximity
Mind Flayer	1	3	1	3 Spells, Drain
Cockatrice	5	1	1	Petrification, Flying
Naga	2	3	1	2 Spells, Poison
Wyvern	4	2	1	Poison, Flying
Fire Drake	4	2	1	Firebreath, Flying
Paladin	1	4	1	1 Spell, Holy Word, Martyr
Demon	3	4	1	Flying
Assassin	2	3	1	Flank, Poison, Hide
Chimera	3	3	1	Flying, Firebreath
Gorgon	2	3	1	Petrify, Charge, Invulnerable
Hellhound	3	3	1	Firebreath, Knight
Ent	1	5	1	2 Spells
Enchantress	2	1	1	4 Spells, Charm
Succubi	4	2	1	Charm, Flying

## Leader Minion List

Figure Type	Move	Force	Range	Special Abilities
Red Dragon	4	5	1	Flying, Firebreath
Blue Dragon	5	4	1	Flying, Lightning
Black Dragon	5	4	1	Flying, Acid
White Dragon	6	3	1	Flying, Freeze
Titan	3	5	1	2 Spells, Lightning
Deva	4	4	1	2 Spells, Flying

Figure Type	Move	Force	Range	Special Abilities
Vampire	4	3	1	Flying, Fear, Drain, Regenerate
Djinn	4	3	1	3 Spells, Flying
Efreeti	3	4	1	2 Spells, Flying, Heat
Lich	2	3	1	4 Spells, Fear, Drain
Pit Fiend	4	5	1	Flying, Heat
Manticore	4	3	2	Flying, Proximity, Firebreath
Griffin	6	4	1	Flying
Gargoyle	4	5	1	Flying, Invulnerable
Warlord	2	4	1	Leadership, Tactics, Skill
Chieftan	3	5	1	Leadership
Shaman	2	2	2	Leadership, 5 Spells
Juggernaut	4	5	1	Invulnerable, Charge
Archmage	2	2	1	7 Spells
High Priest	1	2	1	4 Spells, Leadership, Holy Word, Heal
Avatar	2	5	1	Knight, Charge, Berserk, Skill

## Special Abilities Of Units

Ability:	Effect:
Flying	This unit can move over other figs.
Regenerate	If killed, this unit comes back to life on a roll of 1-3 on 1D6.
Hide	This unit cannot be attacked if another unit is in range.
Poison	In combat, enemy fig killed on a seperate roll of 1-2 on 1D6.
Disease	Adj enemy units are -1 Force permanently on 1-2 on 1D6 in attack phase.
Skirmish	If this unit loses combat as an attacker the unit is not killed.
Fear	Enemy Minor minions cannot attack or move adjacent to this fig.
March	Spend 1 move point to allow this unit to move a 2nd time this turn.
Song	All adjacent units are immune to fear, taunt, and call.
Leadership	All adjacent units have Force +1.
Block	Enemy units cannot move into or through the space in front of this unit.
Tactics	You may reroll your Movement die roll once each turn.
Boulder	Force 3 Range 3 attack. Find boulder on 1-2 on 1D6 or no attack at all.
Lightning	Force 2 Range 3 attack. Use every other turn.
Firebreath	Force 3 Range 2 attack. Use every other turn.
Heat	Adjacent enemy units are Force -1.
Freeze	Adjacent enemy units may not attack on a roll of 1-3 on 1D6.
Shield	Unit and adjacent units: +1 Force to defend vs. ranged attacks.
Skill	This unit may reroll its battle die once per turn.
Dodge	Unit has +2 Force to defend against ranged attacks.
Martyr	If adjacent friendly fig killed, you may destroy this one instead.
Flank	Unit gets +2 Force if attacking the side or back of enemy.
Berserk	This unit may Attack (HTH) a second time per turn against any adj fig.
Holy Word	Force 5 Range 3 attack against undead & demons.
Proximity	All adjacent enemy figs are attacked (HTH) one by one by this unit.
Invulnerable	Battle roll must be defeated by 3, not 1, for unit to be killed.
Spirit	Opponents Battle roll must be a 5 or 6 for unit to be killed.
Heal	Adjacent friendly figs are regenerated on a roll of 1-3 on 1D6.
Charm	Instead of attacking take control of adj unit on 1-2 on 1D6.
Charge	+2 when attacking if unit moved 1+ squares towards target this turn.
Knight	Unit can move like a knight in chess.

Ability:	Effect:
Bomb	Unit may explode doing a Force = 4 attack to all adj units.
Curse	Range = 2 attack. On 1-3 on 1D6 target gets -1 Force permanently.
Paralyze	Range = 2 attack. On 1-3 on 1D6 target is -3 Force + Move = 0 for 2 turns.
Web	Range = 1 attack. On 1-3 on 1D6 target is -1 Force + Move = 0 for 3 turns.
Net	Range = 1 attack. On 1-3 on 1D6 target is -1 Force + Move = 0 for 3 turns.
Drain	Unit gets +1 Force for 1D6 turns whenever it kills an adj fig.
Dance	Adj units cannot move or attack this turn on 1-3 on 1D6.
Riddle	On a roll of 1-4 on 1D6 the target this fig is attacking is -2 Force.
Call	Range = 4. In attack phase move target fig 1 space towards caller. Target is Force -2.
Taunt	Range = 3. In attack phase move target fig 1-2 spaces towards caller. Target is Force -1.
Transport	Another fig you control, adjacent to this unit when it moves, may be moved to a space adj. to this unit at the end of its move.

## Spell Card List

Spell Name	Range	Effect
Disintegration	4A	Force = 5 attack
Lightning Bolt	6A	Force = 4 attack
Fireball	3A	Force = 3 attack; All adj figs to target get Force = 1 attacks.

Magic Missiles 2A Three Force = 2 attacks; Same or different targets.

Charm	2M	Take control of target fig this turn.
Petrify	3A	Target fig cannot move & cannot attack or be attckd for 1D6 turns.
Polymorph	2A	Replace target fig with a frog or any fig killed this game.
Dimmension Door	2M	Move target fig to any square on the board.
Dispell	2*	Negates effects of all spells on target. Curses & Petrification
Haste	2M	Target gets Move +2 and one extra attack per turn for 2 turns.
Flying	2M	Target gets Move +3 and Flying ability for 3 turns.
Bless	1M	Targets get Move +1 and Force +1 for 3 turns
Paralyze	3M	Target cannot move or attack for 2 turns and gets Force -3.
Illusion	3M	Enemy figs adjacent to target square cannot attack this turn.
Invisibility	2M	Target gets force +2 and cannot be attacked.
Feeble Mind	3A	Target spellcaster cannot cast spells for 1D6 turns.
Ice Wind	3A	Two adj Targets: Force = 1 attack & may not move for 2 turns.
Wall of Fire	3M	Mark 4 empty adj squares. These may not be entered for 4 turns.
Cure Wounds	1A	Regenerate target end of attk phase. Cures Paralyzation & Disease.
Shield	1M	Target & adj units immune to spells + ranged attacks for 3 turns.
Time Control	XA	Opponent must skip his next turn. Play at end of your turn.
Shape Earth	3M	Change the terrain of 3 adj empty squares in range permanently.

**A** Attack Phase

**M** Move Phase

\* Either Phase: When appropriate

Chits can also substitute for miniatures if you're short.

## Optional Rule: Chits

You may want to do the spells as chits instead of cards. Chits can be stacked in the square next to the minion. You may also want to use chits to keep track of spell effects.

## Optional Rule: Terrain

Rough squares cause ground units to immediately stop when they enter. Impassable squares cannot be entered but may be flown over. High Ground & Fortifications gives units +1 Force vs units not on high ground.

**Optional Rule: Recoil**

When defeated in combat roll 1D6:

D6	Result
1-3	Unit Killed
4-6	Unit Recoils

A unit that recoils must move 1 space directly away from opponent. If the space is blocked the fig is destroyed.

**Optional Rule: Free Advance**

An attacker may move into the adjacent space of a defender just killed or recoiled in Hand to Hand combat.

**Optional Rule: Larger Board**

8 x 8 might not be enough for you, try 10 x 10 or larger. On a regular board the armies don't have to maneuver into position, the fighting starts immediately.

**Optional Rule: Limit First Blood**

The first "Move roll" of the game may not be greater than 3.

**Optional Rule: Overwhelm**

A unit gets +1 force if attacking a unit that has already been attacked this turn.

**Sample Armies****Kobold Army**

- 2 Ambushers
- 2 Rat Swarms
- 2 Skirmishers
- 2 Netters
- 2 Archers
- 1 Hellhound
- 1 Troll
- 1 Ogre
- 1 Assassin
- 1 Shaman
- 1 Chieftan

**Army Of The Artificer**

- 4 (Tin Soldier) Guards
- 1 Juggernaut
- 4 Warriors
- 4 Spearmen
- 2 Cavalry
- 1 Paladin
- 1 Ranger
- 1 Wizard
- 1 Catapult
- 1 Deva





# Mogo

## Introduction

Fantasy version of Go. (Mogo = Monster Go) For 2 (or more) players.

## The Board

Use a 10 X 10 grid.

## Victory

There are 3 main ways to win: Tactical Victory: You win if you get 7 counters in a row orthogonally or diagonally. Logistical Victory: You win if you Capture 20+ Enemy Counters. Strategic Victory: When the Board is filled up, whoever controls the most Counters.

## Counter Set

Players share a Common Counter Set Keep the counters in a bowl (henceforth referred to as the Draw Pile). Have another bowl for the discards. There are 6 Types of Counters: Units (Creatures) Locales (Lands) Relics (Objects) Enchantments (Magic effects placed on the board) Sorceries (Magic effects that are discarded when played) Modifiers (Attach to Counters & enhance them)

## Stones

Each player has a set of translucent colored stones of a unique color. These are used to mark ownership of Counters.

## Dice

Six sided dice are used occasionally.

## Setup

Each player draws 5 Random Counters from the Draw Pile to form their starting hand. Roll high on 1D6 to see who goes first.

## Hands

Each player has a "Hand" of counters. These can be kept so that other players can see how many, but not what they are.

## Adjacency Terminology

- Counters that share a border are said to be bordering one another.
- Counters that share a corner are said to be touching one another.

- Counters that share a border or a corner are said to be adjacent.

## Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Fate Phase
2. Deployment Phase
3. Action Phase
4. Capture Phase
5. End Phase

## Fate Phase

Draw 1 random Counter from the Draw Pile & add it to your hand.

## Deployment Phase

Play one Non-Sorcery Counter onto the grid into an empty space. Put a Stone on the Counter you just placed to indicate you own (control) it. This action is referred to as a Deployment.

You may only do one Deployment unless your counters allow you to do extra Deployments. Some counters produce a special effect when they are deployed. Modifier counters are placed directly onto a target counter

## Deployment Rules

You cannot deploy a Locale adjacent to another Locale. You cannot deploy an Enchantment adjacent to another Enchantment. You cannot deploy a Unit next to an enemy unit with a Higher Force Rating, unless The Unit can destroy that type or is immune to it.

(If Force Ratings change, the smaller units are not removed)

## Action Phase

Certain Counters on the board can do actions such as Moving, etc. You may have one such Counter do one action. You may only do one Action unless your counters allow you to do extra Actions.

When moving, Units can only move Orthogonally. Flying Units can also Move Diagonally.

## Capture Phase

If you completely encircle an area with Counters that Border the area, all Enemy Counters inside that area are Captured. This includes corners & the sides of the board in the same fashion as the game of Go.

Place counters you capture into a separate "Capture" pile.

Note: Destroyed or Sacrificed Counters are discarded not captured.

## End Phase

Max hand size is 7 counters. Discard excess counters.

## Sorceries

You may freely play Sorceries from your hand whenever appropriate. Sorceries have a wide variety of effects.

## Action Tokens

Discard an Action Token to gain an Extra Action in Action Phase.

## Counter List

Name:	Type	Notes:
Flag	R	Counts as 2 Counters for Tactical Victory
Goblin Balloon	U2	Goblin; Flyer; Move = 1
Goblin Sneak	U1	Goblin; Immune to all Units
Guardian	U6	Adjacent Relics cannot be Stolen or Destroyed
Goblin King	U3	Goblin; Control all Goblin Units on the Board
Red Dragon	U7	Dragon; Fire; Flyer; A = Move 4
Dragon Slayer	U5	Knight; Hero; A = Destroy adjacent Dragon
Loyal Steed	M	Place on Hero; Flanker; Hero gets Move = 2
Flood	E	All Locales lose their special abilities
Tornado	E	Sacrifice to Destroy all adjacent Fliers; Move = 3
Earthquake	S	Destroy target Locale or non-Flier
Pyramid	L	Draw a counter when you play a Sorcery
Armageddon	S	Destroy all Locales in play
Goblin Grenade	S	Sacrifice a Goblin to destroy adjacent Unit
Island	L	Only Water Units can be deployed adjacent
Plane Shift	S	Teleport target Locale
Invisibility	M	Place on Unit; Unit is Immune to all Units
Disenchant	S	Destroy target Enchantment counter
Diplomacy	E	All units gain Immunity to all other Units
Wrath	S	Destroy all Units in play
Dwarf Warriors	U4	Dwarf; Force +4 when being deployed
Dwarf Lord	U6	Dwarf; Control all Dwarf Units on the Board
Forger	U2	Dwarf; Deploy an extra Relic on your turn
Giant Slayer	U5	Dwarf; Hero; A = Destroy adjacent Giant
Steal	S	Take Control of target Relic
Shatter	S	Destroy target Relic
Disk	R	Sacrifice to destroy all adjacent counters
Shatter Storm	S	Destroy all Relics in play
Barbarians	U6	Men; Sacrifice to destroy adjacent Counter
Phalanx	U7	Men; Push; Move = 1

## Counter List Notation

**UX** Units (Creatures) X = Force of Unit

**L** Locales (Lands)

**R** Relics (Objects)

**E** Enchantments (Magic effects placed on the board)

**S** Sorceries (Magic effects that are discarded when played)

**M** Modifier (placed on top of target counter)

**F** Force

**A** Action

Sacrifice = Discard Counter you control to produce action effect.

Destroy = cause target Counter(s) to be discarded.

Free Actions = Actions in addition to your one allowed Action.

Flanker = Unit may Move as a Free action.

Teleport = Unit may as an action Move to any empty space.

**Push** When moving, this unit may push one enemy unit ahead of it.



Name:	Type	Notes:
Forest Elves	U5	Elves; Draw a Counter when deployed
Elf Archers	U7	Elves; A = Destroy adjacent Unit of F = 3 or less
Orc War Band	U3	Orcs; No Locale may be deployed next to Orcs
Frost Giant	U8	Giant; Cold; No adjacent Unit may Move
Stone Giant	U7	Giant; Stone; Move = 1; Push
Giants Playground	L	Control all Giant Units on the Board
Storm Giant	U9	Giant; Air; Adjacent Locales are immune to sorceries
Titan	U10	Giant; Air; A = Move adjacent enemy Unit 1 Space away
Castle	L	All you adjacent Units get Force +5
Jihad	E	All your Units get Force +1
Mine	L	All players draw an extra counter in their Fate Phase
Tome	R	Draw 2 counters in Fate phase & discard 1
Vise	R	Opponents max hand size is 4 counters
Time Walk	S	Get an extra turn after this one
Wheel	S	All players discard their hands & draw 5 counters
Conquer	S	Take control of target Locale
Juxtapose	S	Switch locations of 2 target Counters
Forest	L	You may deploy an extra Unit each turn next to Forest
Plains	L	All Adjacent Units get Move = 2
Swamp	L	Opponent may not deploy Units adjacent to Swamp
Mountain	L	Draw a Counter when deployed
Charm	S	Take control of target Unit
Altar	R	Sacrifice adjacent Unit to gain 3 Action Tokens
Fireball	S	Destroy up to 3 adjacent Units of up to Force = 3
Drain	S	Steal 2 random counters from opponent's hand
Lizard Men	U5	Immune to Dragons
Dragon Orb	R	Control all Dragons in Play
Mana Thief	U1	Adjacent Relics do not work; Move = 2
Leper	U1	Immune to all Units; Adjacent Units have Force -5
Mana Vortex	E	All adjacent counters are immune to Sorceries
Giant Bane	M	Attach to Hero; Action = Destroy Bordering Giant
Pestilence	E	No Units may be deployed adjacent to this
Desert	L	No adjacent units may move
Bazaar	L	A = Discard a Counter to draw a counter
Hag	M	Attach to Hero; Unit may not move & Force -3
Blizzard	E	No Units may Move
Weather Vein	R	Neutralize effects of adjacent Enchantments
Rain Dancer	U1	A = Destroy adjacent Enchantment
Exorcist	U1	A = Destroy adjacent Spirit; Immune to Spirits
Scout	U2	Move =4; A = Look at opponent's hand
Ghost	U7	Spirit
Spectre	U6	Spirit
Lich	U10	Undead; Mage
Undead Champion	U7	Undead; Hero
Blight	E	No Locale may be deployed adjacent to Blight
Necromancer	U5	Mage; Control all Undead in Play
Long Journey	S	Teleport target Unit you control
Gate	L	A = Teleport adjacent Unit you control
Giant Fish	U10	Water; Also counts as a Locale
Black Knight	U5	No adjacent Unit may Move
Lure	S	Teleport Enemy Unit
Disintegrate	S	Destroy target Unit if you control a Mage, Air, or Fire Unit
Mermaid	U1	Water; A = Move Enemy unit up to 2 spaces towards her



Name:	Type	Notes:
Ivory Tower	L	Your hand size +4
Rust Monster	U1	A = Destroy adjacent Relic
Explorer	U1	Hero; Move = 4; A = Deploy extra adjacent Locale
Sea King	U9	Water; Control all Water Units
Atlantis	L	A = Deploy an extra Water Unit
The Abyss	L	A = Sacrifice a Unit to draw a counter
Possession	S	Take Control of target Unit
Shaman	U1	A = Take Control of adjacent Unit
Rogue	U4	Hero; A = Control bordering Relic; Move = 1
Merfolk	U2	Water; Move = 3
Resurrection	S	Put Unit in Discard into your Hand
Convert	S	Put Captured Unit into your Hand
Assassin	U2	Immune to all Units; A = Destroy Touching Unit
Maze	L	All Adjacent Units have F = 0
Kobold	U0	Kobold
Sprites	U0	Flyer; Teleport
White Knight	U5	Knight; Hero; Move = 2; Push
Dark Ritual	S	Gain 1 Action Token
Mana Battery	R	All Adjacent Units get 1 Free Action in Action Phase
Well of Souls	L	Gain 1 Action Token every time a Unit is discarded
Warlord	U4	All Adjacent Units get Force +3; Move = 2
Strip Mine	L	Sacrifice to destroy target Locale
Mox	R	Gain 1 Action Token in your Fate Phase
Zombies	U2	Undead; If discarded put back in your hand
Time Twist	S	Undo the last 2 turns
Energizer Bunny	U0	Flanker; Move = 1
Lightning Bolt	S	Do 3 Damage to target Unit
Wild Growth	E	Draw 1 extra Counter in your Fate Phase
Stone Rain	S	Destroy target Locale
Chasm	L	When placed destroy all adjacent Units
Enchantress	U2	Deploy an extra Enchantment on your Turn
Tranquility	S	Destroy all Enchantments in play
Counter	S	Negate Sorcery just played
Sea Serpent	U7	Water; Dragon
Recall	S	Put Counter in discard into your hand
Balance	S	Each player destroys any 3 target counters
Channel	S	Discard X counters to get X Action Tokens
Wraith	U5	Spirit; Undead
Wolves	U3	Move = 3
Circle of Protection	E	All Adjacent Units are Immune to Sorceries
Colossus	U10	Giant; Metal
Twiddle	S	Move target Counter 1 Space
Wurm	U7	Dragon; Insect
Jabberwocky	U6	Dragon; Flyer; Move = 3
Crusade	S	Destroy all Units of a specific racial type
Egg	U0	Sacrifice to replace with Unit from your hand
Cursed Land	M	Attach to Land; Land cannot use its Ability
Dancing Sword	U4	Flyer; Also a Relic
Fog	E	All adjacent counters cannot use their Abilities
Giant Spider	U5	Giant; Insect
Flying Carpet	M	Attach to Hero; Hero gets Move = 4 & Flanking
Minotaur	U4	Immune to Counter Actions
Millstone	R	A = Opponent Must discard a counter from Hand

Name:	Type	Notes:
War Machine	U8	Move = 4; Also a Relic
Phantasmal Terrain	E	Also counts as a Land, Move = 2
Gypsies	U1	When deployed steal 1 random counter from opponents hand
Pirate Ship	U4	Water; Move = 4
Binding	E	No Adjacent Units may move
Sleight	S	Gain control of target Enchantment
Plowshares	S	Destroy target Unit. Opponent draws a Counter
Mind Twist	S	Opponent must discard his hand
Troll	U3	If discarded put back in your hand
Chaos Orb	R	A = Switch locations of 2 adjacent Counters
Berserk	S	Destroy 2 adjacent Units, one of which you control
Lotus	R	Sacrifice for 3 Action Tokens
Kudzu	U0	A = Destroy bordering Locale
Gargoyle	U5	Flyer; Move = 3; Earth
Doppelganger	UX	Duplicates any one Unit in play
Imp	U0	Flyer; Move = 2; Demon
Sinkhole	L	To Deploy discard target locale & replace with this one
Unicorn	U5	Immune to all Units
Wizard	U6	A = Teleport Adjacent Enchantment





# Monsters & Magic

## Introduction

Board Game for 2-4 players. Fantasy Theme.

## Victory

There are 4 ways to win:

1. Eliminate all of your opponents Units.
2. Occupy 5 or more Temple Spaces at the beginning of your turn.
3. Have Garrisons in 33 Map Spaces at the beginning of your turn.
4. Control the most Map spaces at the end of turn 20X.

(X Number of Players)

## Components

1 Map Board (8 x 8 grid) 64 Terrain Tiles 64 Structure Chits 4 Six sided Dice 1 Common Deck of Ally Cards 4 Player Unit Sets

## Player Unit Sets

Each player gets a Unit set of a unique color. Each set contains: 33 Garrison Markers 5 Mage Figures 5 Hero Figures 5 Monster Figures 5 Army Figures The term "Units" refers to Garrisons and Figures.

## The Map

The map is a standard Chess set 8x8 grid board. Squares are also called spaces. Each space will contain 1 Terrain Tile and 1 Structure Chit.

## Stacking Rules

A players Figures may not stack. You may have a max of 1 Figure and 1 Garrison in a space. A Figure may not move through a space occupied by another figure you control unless the space is a Town.

## Terrain Tiles

There are 4 Terrain Types: Plains, Forests, Mountains, and Badlands. Each Terrain Type has 16 Tiles for a total of 64 Tiles.

## Structure Chits

There are 8 Structure Types: Villages, Towns, Cities, Castles, Ruins, Mines, Temples, and Towers. Each Structure has 8 Chits for a total of 64 Chits.

## Villages

If you control 5 or more Villages you get +1 to your Recruit Roll.

## Towns

Towns are crossroads. If you occupy a Town, your other units can move through it without using up a move point.

## Cities

If you control 5 or more Cities you get to draw 1 extra card in Allies Phase.

## Castles

Units occupying a Castle space get Force +2 in defense.

## Ruins

If you control 5 or more Ruins your Monsters get +2 Force.

## Mines

If you control 5 or more Mines your Heroes and Armies get +1 Force.

## Temples

If you control 5 or more Temple Spaces at the beginning of your turn you win the Game.

## Towers

If you control 5 or more Towers your Mages get +2 Force.

## Garrisons

Garrisons are inferior unit types. They cannot move and they have a base -2 Force.

## Force

Force is a property of units and is improved by Ally cards. Force bonuses are added to combat die rolls. Figures have a base force of zero.

Garrisons have a base force of -2. Ally cards give force bonuses to certain figure types while under certain conditions.

## Movement Points

Garrisons cannot Move. Figures (Mages, Monsters, Armies, and Heroes) have a base Move of 1. In movement phase a figure spends 1 Move Point (MP) to move 1 space.

Movement can be orthogonal or diagonal. Unused Moves are not saved. It costs nothing to move through a Town you control.

Certain Ally cards will give Certain Figure Types additional MP.

## Ally Deck

This is a common Deck. The deck contains 1 copy of each card in the card list. These cards represent allies, abilities, weapons, magics, professions, and tactics that can aid players.

## Permanent Cards

At the beginning of each game, each player draws 5 cards to be his permanent cards. These are displayed face up in front of the player. The bonuses/benefits of these cards last the whole game. Your Permanent cards only provide bonuses to your units and not your opponents.

## Ally Hand

Each player keeps a Hand of Ally cards. These are not your Permanent cards and are not to be confused with them. Hand cards are drawn from the Ally deck in Allies Phase.

These cards are kept hidden from your opponents. You may play (discard) cards from hand at your discretion. The effect of Hand cards only last to the end of the current turn. Your Hand cards only provide bonuses to your units and not your opponents.

## Setup

Place the Tiles randomly face-up onto the map, one per Space. Next, place the Chits randomly face-up onto the map, one per Tile. A Bowl for mixing is usefull for Tiles and Chits.

Each player picks a Unit set of a unique color. Shuffle the deck. Each player is dealt 5 cards from the Ally Deck. These 5 cards are that players Permanent Cards.

Each player picks a different corner of the board. Each player picks 1 Figure of his choice and places it on his garrison. Players roll high on 2D6 to see who goes first. Play proceeds clockwise.

## Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Declaration Phase
2. Garrison Phase
3. Movement Phase
4. Allies Phase
5. Recruitment Phase
6. End Phase

## Declaration Phase

If you occupy 5 or more spaces of the same structure type, verbally declare that you control this structure type. Occupation can be by Garrisons or Figures. Each Structure Type provides a special benefit.

Declarations do not apply to Towns or Castles.

## Garrison Phase

For each space you occupy with a Figure that does not also have a Garrison, place a Garrison Marker into it.

## Movement Phase

You may move some, all, or none of your Figures. Figures are moved 1 at a time, 1 space at a time. Each Figure pays 1 Move Point to move 1 space.

You may move a Figure into a space occupied by an enemy unit. If opposing units occupy the same space, there will be Combat. Resolve Combats immediately.

Combat ends when one side is destroyed. The Moving Figure (current player) is the Attacker. The Defending units will be either a Figure, a Garrison or both.

If both, the defending Figure will fight first, then the Garrison. Attacker and Defender both roll 2D6 each. Force Bonuses from Permanent cards are applied.

Players may play (discard) hand cards to get Force bonuses from them. The side with the highest total force wins. The losing unit is destroyed (removed from the Board).

If tied, both units are destroyed. If the Attacking Figure destroys all defenders in a space and still has MP remaining, it may be moved again.

## Allies Phase

Draw 1 card from the Ally Deck and put it in your hand. If you control 5 or more Cities you get to draw 1 extra card.

## Recruitment Phase

Roll 1D6. This is your Recruit Roll. Refer to the Recruitment Chart:

Roll	Recruit:
1	Draw 1 Ally Card and add it to your hand
2	Gain 1 Army

Roll	Recruit:
4	Gain 1 Mage
5	Gain 1 Monster

Roll	Recruit:
3	Gain 1 Hero

If you control 5 or more Villages you get +1 to your Recruit Roll. The maximum number of Figures of a single type you can have on the map is 4. If you have 4 already in play, you get nothing.

Place the new Figure onto any garrison space you control that does not already have a Figure on it.

## End Phase

Max hand size is 5 cards. Discard excess cards.

Roll	Recruit:
6+	Gain 1 Figure of your Choice

## Card List Notation

Some cards have different effects depending on whether they are a Permanent card or are used for a Hand card effect.

**PC** Permanent Card Usage

**HC** Hand Card Usage

**figs** Figures

**adj** Adjacent Space

**MP** Move Points

**F** Force

**OT** Once on your Turn

Summon = Move 1 of your Units of the indicated type to a space adj to the summoning unit. This counts as the summoned units move for the turn.

## Ally Deck Card List

Name	Notes:
Fellowship	PC: You may have 5 Heroes. HC Recruit 1 Hero
Legions	PC: You may have 5 Armies. HC Recruit 1 Armies
School of Magic	PC: You may have 5 Mages. HC Recruit 1 Mage
Breeding Pits	PC: You may have 5 Monsters. HC Recruit 1 Monster
Magic Gate	Mages may Summon Monsters
Treants	Your Monsters get +2F in Forests
Wood Elves	Your Armies get +2F in Forests
Druids	Your Mages get +2F in Forests
Rangers	Your Heroes get +1F in Forests & Mountains
Giants	Your Monsters get +2F in Mountains
Demons	Your Monsters get +2F in Badlands
Dwarves	Your Armies get +2F in Mountains
Lich Lord	Your Mages get +2F in Badlands
Elementalist	Your Mages get +2F in Mountains
Juggernauts	Your Monsters get +2F in Plains
Witch Hunter	Your Heroes get +2F vs. Mages
Dragon Slayer	Your Heroes get +2F vs. Monsters
Shield Bearers	Your Armies get +1F when Defending
Knights	Your Armies get +1F when Attacking
Cavalry	Your Armies get +1 MP
Oracle	OT look at one opponents hand
Undead Hordes	Your Armies get +2F in Badlands
Chaos Lord	Your Heroes get +2F in Badlands
Empire	OT Gain 1 Garrison in empty space adj to one you control
Wings	Your Monsters get +1 MP
Seven League Boots	Your Heroes get +1 MP
Fortifications	Your Garrisons get +1F
Dragon Riders	Monsters may Summon Heroes
Cloud Walking	Your Mages get +1 MP
Priests	Your Mages get +2F in Plains
Warlord	Heroes adj to your Armies get +1F
Horse Archers	Your Armies get +2F in Plains
Paladin	Your Heroes get +2F in Plains
General	Armies adj to your Heroes get +1F

Name	Notes:
Necromancer	Armies adj to your Mages get +1F
Beast Master	Monsters adj to your Heroes get +1F
Dragons	Your Monsters get +1F when Attacking
Wizards	Your Mages get +1F when Defending
Alter Terrain	OT change Terrain Type of 1 Target Tile
Haste Spell	OT one target Figure gets +1 MP
Barbarians	Your Armies get +2F vs. Garrisons
Earthquakes	Your Mages get +2F vs. Armies
Army Eater	Your Monsters get +2 vs. Armies
Mountain Guides	Your Figs each get +1 MP once per turn when entering Mountains
Forest Scouts	Your Figs each get +1 MP once per turn when entering Forests
Plains Riders	Your Figs each get +1 MP once per turn when entering Plains
Desert Nomads	Your Figs each get +1 MP once per turn when entering Badlands
Altar of Sacrifice	Discard 1 of your figures to draw 2 cards
Alchemist	OT discard X cards to draw X cards
Artificer	OT 1 target figure gets +1F
Amazons	Your Armies get +2F vs. Armies
Diplomat	OT Switch a Permanent Card with one from your hand
Assassin	Your Heroes get +1 vs. Heroes and Mages
Emperor	PC: Hand Size +2 HC: Draw 3 cards
Healers	Units adj to your Mages get +1F when Defending
Clerics	Your Mages get +2F defending Plains & +2F attacking Badlands
Siege Engines	Your Armies get +2F to attack Castles, Towers, Cities, & Towns
Jester	OT Switch hands with opponent who has equal or less cards
Merchant	OT Place 1 Garrison on any unoccupied City or Town
Horn of Valhalla	Heroes may Summon Armies
Polymorph	OT Transform 1 of your Figures into another Type
Illusionist	OT Switch places of 2 of your Units
Duelist	Your Heroes get +2F vs. Heroes
Orc Warbands	Your Armies get +1F in Mountains & Badlands

## 2-player Setup

Players start in opposite corners.

## 3-player Setup Rules

The player that is "caught in the middle" may start the game with a Figure of his choice in the corner opposite.

## Variants

- Make/Alter/Remove/Duplicate Ally Cards -
- Increase or Decrease the number of Permanent Cards
- Increase or Decrease Max Hand Size

## The Optional Realignment Rule

In End Phase you may discard 1 of your permanent cards and replace it with a card from your hand.







# Moria Skirmish

## Introduction

Board & card game for 2 players. Battle between the Fellowship of the Ring and the Orcs of Moria. Abstract Skirmish level combat.

Each figure represents a single man (unit).

## Victory

You win if you kill all the opposing figures.

## Fellowship Unit Table

#	Name:	Hits	Notes:
1	Strider (Aragorn)	3F	Sword & Bow
1	Boromir	3F	Sword
1	Legolas	2F	Sword & Bow
1	Glimli	3F	Sword & Hammer
1	Frodo	1	Dagger & Ring

# Number of that type of man you start the game with.

**Hits** Number of Hits that type of unit has.

## Orc Unit Table

#	Type:	Hits	Notes:
1	Cave Troll	4	Hammer
1	Orc Chief	2F	Sword
4	Archers	1	Bows & Daggers

# Number of that type of man you start the game with.

**Hits** Number of Hits that type of unit has.

**F** Fighter

Runners can be moved up twice per turn.

## Setup

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

## The Cards

Players share a common deck.

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase

## The Map

Use an 8x8 chessboard. This represents an underground chamber in the ruins of Moria.

## Terrain

Mark several spaces to be impassable pillars and walls.

## The Men

Use chits or miniatures to represent men.

#	Name:	Hits	Notes:
1	Samwise	1	Dagger
1	Merry	1	Dagger
1	Pippin	1	Dagger
1	Gandalf the Grey	3F	Sword & Magic

**F** Fighter

Legolas can make up to 2 moves and 2 attacks per turn.

#	Type:	Hits	Notes:
6	Warriors	1	Swords
4	Runners	1	Swords

2. Move Phase

3. Fight Phase

## Fate Phase

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

Discard excess cards.

## Move Phase

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

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward

the indicated number of spaces using a single move card.

Units cannot move through other units.

## Fire Phase

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

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Attacks do 1 point of Damage.

Use Chits or coins to record damage. A man reduced to 0 Hits is killed or incapacitated and removed from the board. Your opponent may play Defense cards to negate your attack.

Units cannot attack through other units.

## Card List Notation

**M** Movement

**A** Attack

**D** Defense

**K** as a Knight would move in Chess

**Type** Purpose of card

## Card List

Card Name:	#	Range	Type	Notes
Swords	3	1	A	Swords only
Blade	3	1	A	Swords & Daggers
Strike	6	1	A	Swords & Hammers
Hammers	4	1	A	Hammers only
Dagger	4	1	A	Daggers only
Smite	4	1	A	Fighters only
Parry	10	-	D	Fighters only
Hide	6	-	D	Hobbits only
Invisibility	2	-	D	Frodo & Gandalf only
Mithril Hauberk	2	-	D	Frodo & Legolas only
Magic Sword	2	1	A	Frodo & Strider only
Short Range	2	2	A	Bows only
Medium Range	2	3	A	Bows only
Arched Shot	2	K	A	Bows only
Long Range	2	4	A	Bows only
Blur	2	-	D	Gandalf only (spell)
Staff Strike	1	1	A	Gandalf only
Staff Block	1	-	D	Gandalf only
Flame Burst	2	2	A	Gandalf only (spell)
Walk	6	1	M	
Hurry	6	2	M	
Run	6	3	M	
Charge	5	4	M	
Sprint	4	5	M	
Zig-Zag	3	K	M	







# *Mtg Tdo*

## **Introduction**

Variant Format for the Magic The Gathering Collectible Card Game. This format is essentially about using all the cards you own to make a large Collection of 40 card decks with a plethora of very tight themes. As opposed to many other formats this variant encourages Short games, Milling, Super over-powered combos, and Blowouts.

This format should offer a nice mix of quick (deck) drafting along with a variety of pre-constructed decks.

## **Format**

1. All Decks require a theme (in the spirit of...). Each deck needs a name.
2. In a given playing session only one of the players (the Host) provides all the decks to be used by all the players. This is to reduce Questions of ownership or other foul play that may come up later. The Hosts collection of Decks to be used is known as the "Codex".
3. The codex should contain 5 - 12 Decks. At least as many as there are players. Just like a Deck, each Codex should have its own personality.
4. Decks are distributed/drafted per the rules of the particular Codex.
5. Decks are 40 cards. All cards are legal. Max 4 per deck. Most cards that are banned or restricted limit to 1 per deck. No Ante cards. The Host should endeavor to make all the decks at similar power levels.





# Narnia Skirmish

## Introduction

Board and Card Game Battle between Aslan and the Kingdom of Narnia against the White Witch and her minions. Abstract skirmish level combat Each figure represents 1 creature (1:1 scale)

## Forces Of The Kingdom Of Narnia

UNIT	#	Dam	Hits	Range
Aslan	1	16	16	1
King of Narnia	1	15	15	1
Duke of the Northern Marches	1	13	13	1
Earl of Ettinsmoor	1	11	11	1
Archers	4	5	5	4
Infantry	8	4	4	1

## Forces Of The White Witch

UNIT	#	Dam	Hits	Range
White Witch	1	13	13	1
Giant	1	12	12	2
Efreet	1	10	10	2
Dragon	1	11	11	4
Demon	1	9	9	2
Hag	1	8	8	1
Giant Frog	1	8	8	1
Spectre	1	7	7	1

## Victory

The Narnian forces win if they either defeat the White Witch or her entire army. The White Witch wins if she defeats Aslan or the Army of Narnia.

## Forces

Miniatures or counters may be used to represent each unit.

UNIT	#	Dam	Hits	Range
Telmarine Soldier	1	6	6	1
Calormen Soldier	1	5	5	1
Wraith	1	5	5	1
Ogre	1	4	4	1
Dwarf	1	3	3	1
Elf	1	3	3	4
Wolf	1	4	4	1
Ghoul	1	3	3	1

## Game Board

8x8 Game Board/ Chess Board

## Set Up

Each player may position 1 unit on each of the squares of the two back rows

## Cards

Players share a common deck. If the deck runs out, reshuffle.

## Turn Sequence

Players Take Turns Draw Phase Move Phase Combat Phase

## Draw Phase

Each player draws three cards. Maximum hand is 5 cards. Discard excess.

## Move Phase

Players may play their MOVE CARDS to move a unit that many squares. Units may move in an orthogonal or diagonal direction. The number of moves on a given card may be divided among several units as well.

## Combat Phase

For each ATTACK CARD a player has they may attack with one unit. The unit inflicts on its target is damage rating. If this reduces the defending unit's Hits to 0 or less, that unit is defeated. If the defending unit plays a defense card, they may ignore the damage

inflicted by that assault. As long as Aslan is in play, MIRACLE CARDS may be played. As long as the White Witch is in play, SPELL CARDS may be played (MIRACLE and Spell Cards are the same cards; Aslan uses Miracles, and the Witch uses Magic).

### Card List

**A** Attack  
**D** Defense  
**M** Move  
**Mi/S** Miracle/ Spell

CARD	#	Type	Range	Damage or Effect
Attack	25	A	As per unit	As per unit
Armor	13	D	-	-
Move	5	M	1	-
Move	5	M	2	-
Move	5	M	3	-
Move	5	M	4	-
Move	5	M	5	-
Fire Ball	1	Mi/S 4	7	
Lightening	1	Mi/S 5-6	7	
Disintegrate	1	Mi/S 3	10	
Ice Storm	1	Mi/S 3-5	5	
Petrify	1	Mi/S 2	10	
Earthquake	1	Mi/S 4-6	5	
Charm	1	Mi/S 1	Converts 1 unit	
Dominate	1	Mi/S 3	Converts 1 unit	
Command	1	Mi/S 5	Converts 1 unit	
Teleport	1	Mi/S 5	Moves 1 unit to 5	
Gate	1	Mi/S 6	Moves 1 unit to 6	
Fly	1	Mi/S 4	Moves 1 unit 4	
Invisibility 1	Mi/S	D -	Any 1 unit	
Illusion	1	Mi/S	D -	Any 1 unit
Sleep	1	Mi/S	D -	1 unit may not take any action for 3 turns
Heal	1	Mi/S 1-4	Heals 1 unit of all damage	
Resurrection	1	Mi/S -	Returns 1 defeated unit to play	





# Nutcracker Skirmish

## Introduction

2 Player Skirmish Game. Nutcracker Theme. One player is the Nutcracker and the toy soldiers. The other player is the Mice.

## Victory

Destroy opponents Leader.

## The Board

Use an 8x8 Grid. The Battlefield is the Living room floor, Christmas time.

## Terrain Spaces

Terrain Types: — Clear — Obstacles (Boxes, Christmas Tree, Furniture) Obstacles block all Movement

## Nutcracker Unit List

Unit:	#	MM	Hits	Notes:
Nutcracker	1	3	5	Leader
Infantry	8	3	1	-
Cavalry	4	5	2	-

## Mouse Unit List

Unit:	#	MM	Hits	Notes:
Mouse King	1	4	4	Leader
Rat Lieutenants	6	4	2	-
Mice Soldiers	8	3	1	-
Opossum	1	5	5	Beast

## Last Hit Rule

The last (killing) hit on a leader unit may only be made by the opposing Leader Unit.

## Unit List Notation

# Number of such Units

**MM** Maximum Move (Normal)

**Hits** When reduced to 0 Hits the Unit is destroyed

## Setup

Each player places his units in any of his 3 last rows. Units may not stack. Shuffle the deck.

Flip a coin to see who goes first.

and Attacks. Indicate Terrain type for each map space.

## The Decks

Each player gets his own unique Deck. Card Types include:

**A** Attack

**D** Defense

**M** Movement

**S** Special

## Units, Stacking, & Movement

Each side gets a set of units that move around on the board. Units cannot stack. Friendly units may move through each other.

Unit:	#	MM	Hits	Notes:
Cannon	2	2	2	-
House Cat	1	5	5	Beast

## Turn Sequence

Players take turns. Each turn has 3 Phases.

1. Presents Phase
2. Action Phase
3. End Phase

## Supply Phase

Draw 3 cards from the deck and place them in your hand. If the deck runs out shuffle the discard and draw from it.

## Action Phase

Play cards from your hand. Use Move cards to move one of your units up to the indicated number of spaces. Your opponent may use certain Special cards to negate a Move.

Use Attack cards to have a unit attack a target unit at the exact range indicated by the card and Do 1 point of damage to the target. Your opponent may use Defense cards to reduce Hits caused by an Attack.

## End Phase

Max hand size is 7 cards. Discard excess cards.

## **Common Deck Card List**

Name:	#	Type	Range	Notes:
Take Position	4	M	1	-
March	4	M	2	-
Quick Step	4	M	3	-
Infiltrate	4	M	K	-
Bugle Call	2	M	2	Toys only
Drummers	2	M	3	Toys only
Crawl	2	M	2	Animals only
Scurry	2	M	3	Animals only
Charge	4	M	4	-
Pursue	3	M	5	-
Flashing Sabers	4	A	1	Leaders & Cavalry & Rats
Bayonets	2	A	1	Infantry
Spears & Lances	4	A	1	Mice & Cavalry
Thrown Spear	2	A	2	Mice
Shoot	4	A	2	Infantry & Cannon
Volley	2	A	3	Infantry
Enfilade	2	A	K	Infantry & Cannon
Battery	2	A	3	Cannon
Bombard	2	A	4	Cannon
Pounce	4	A	1	Beasts
Melee	2	A	1	-
Block	1	D	-	-
Parry	1	D	-	-
Dodge	1	D	-	-
Duck	1	D	-	-
Cover	1	D	-	-
Sugar Plum Fairy	1	S	-	Nutcracker draws 3 cards
Steal the Cheese	1	S	-	Mouse King draws 3 cards





# Overlords

## Introduction

Abstract strategy game for 2 players. Fantasy theme.

## Victory

Capture your opponents Overlord and become the one true overlord. Or control all 9 Source Features.

## Features, Pieces, Markers, Rune Stones, And Fate Stones

Features are terrain types on the board. Pieces are the units that move around and fight on the board. Markers show ownership of Source Features.

Rune Stones are used in conjunction with Fate Stones to move and recruit pieces.

## The Board

Use a 8 X 8 square grid. Most spaces are empty. Some spaces contain features.

There are 5 types of features:

- Castles (Source: recruit Heroes)
- Towers (Source: recruit Wizards)
- Dragon Lairs (Source: recruit Dragons)
- Bottomless Pits (Barrier)
- Mountains (Barrier)

The board should contain 3 of each feature randomly distributed. Use 2D8 to determine the X & Y axis & reroll if space occupied.

## Rune Stone List

#	Description
1	Move one figure like a King in Chess (Never on Dragon)
2	Move one figure like a Bishop in Chess
3	Move one figure like a Rook in Chess (Never on Wizard)
4	Move one figure like a Knight in Chess (Never on Hero)
5	Move one figure to any empty space on the board
6	Recruit a figure onto an empty Source space you control
7	Move one figure like a Pawn in Chess (Never on Overlord)

## Fate Stone List

- 2 Hero Stones
- 2 Wizard Stones
- 2 Dragon Stones
- 1 Overlord Stone

## The Pieces

Each player has a set of figures of a unique color. A set includes: 1 Overlord 3 Wizards 2 Dragons 4 Heroes

## Control Markers

Each player has a set of markers of a unique color. These are used to denote control of Castles, Towers & Lairs.

## Rune Stones

Each player has a set of 7 Rune Stones and 7 Fate Stones.

## Setup

Each player starts with one Overlord, one Dragon, one Wizard, and one Hero. Place these on your back row in any order. White goes first.

## Turn Sequence

Players take turns. Play a Rune stone and a Fate Stone to move the indicated Piece in the indicated way. Once a Stone is played you cannot play it again until after your next Reckoning.

When you have played all 14 Stones, place them all back in your hand. This event is known as the reckoning.

## Moving

Only one figure per space ever maximum. No unit may ever move into a Barrier space. Dragon Pieces may move through Barriers (but not end their move on one).

The "Knight" Rune stone allows Wizards and Overlords to "jump" over barriers. You must move if possible. If no move is possible, discard a Rune Stone and a Fate Stone. When using the Recruit Stone the Fate

Stone you use with it determines the Unit type you get.

### **Capturing**

You capture an enemy figure by moving onto it with one of your figures. Dragons cannot capture Heroes. Wizards cannot capture Dragons.

Heroes cannot capture Wizards. Overlords can capture any type of piece.

### **Controlling Source Spaces**

Castles, Towers, and Dragon Lairs are collectively referred to as Source spaces. Every time you land on

a Source space with one of your figures, remove any opponents control markers and put down one of your control markers on the space.

### **Recruiting**

Place a figure on an empty source space you control.

- Castles can only recruit Heroes.
- Towers can only recruit Wizards.
- Lairs can only recruit Dragons.







# Palace Of The Silver Princess

A Warp Quest Module

## Introduction

This Warp Quest Adventure is adapted from the D&D Basic Adventure Module Palace of the Silver Princess. Dungeons and Dragons and Palace of the Silver Princess are copyright (C) Wizards of the Coast and are included here under the Fair Use copyright laws.

A PDF of Adventure Module is available free from WotC.

The adventures and special combat resolution rules are modified from the D20 System Reference Document under the Open Gaming License.

## Dice And Miniatures

You will need a twenty sided die (d20) and a six sided die (d6). You can use Fantasy miniatures or counters to keep track of your characters progress on the board. If the players of this module wish to expand it into a more traditional miniature game, they can

assign characters and medium sized miniatures a 6" movement and large creatures a 12" movement, and play out combat on a small battlefield.

## Decks

There are two module decks that are listed below. The player draws one card from the deck corresponding to the module they are on and then react to the challenge given.

## Board

The standard Warp Quest map with two modules is used.

## Adventurers

Each Player chooses 1 character to play. The winner is the player who manages to get his character to the end of module 2 first. If more than one character lands on the same space they may or may not choose to battle.

Level Race Class	AC	HP	Att	Dmg	Save	Spells and Abilities
1st Level Human Paladin	19	2	+3	2	+4	Cure Wounds 1
1st Level Dwarf Fighter	20	3	+3	2	+3	-
1st Level Aasimar Cleric	16	2	+2	1	+3	Command 13 (x2); Cure Wounds 1 (x2)
1st Level Human Wizard	17	1	-2	1	+2	Magic Missile 1; Sleep 13
1st Level Elf Bard	14	1	3	1	+2	Charm 16

## Spells

(each spell is usable once per adventure; ergo, Command (x2) means two Command spells available)

- Cure Wounds 1- Heals 1HP
- Command 13, Fear 16, Sleep 13, Charm 16, Fear 16- Target must roll 1d20 + Save (+2 for monsters). If the modified roll is less than the number stated, that character or monster is defeated.
- Magic Missile 1- Automatically deals 1 Dmg to Target.

## Special Abilities

Hide 13- Character or monster must roll 1d20 and add their Save score (+2 for monsters) to the roll. If the modified roll is less than 13, then the character successfully hiding automatically wins initiative and gets Att+2 and Dmg+2 for the duration of that round of combat. Extra Attack- This is the number of additional attacks the character or monster receives each combat round.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

## Move Phase

- Roll 1D6. Move that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first party with the Objective to reach the start space wins the game.
- Draw Phase
- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29

draw a card from the Module 2 deck.

## Challenges

### Monsters

1. Roll for 1d20 for initiative. Highest number goes first. Reroll ties.
2. Roll 1d20 to hit for character or monster and add its Att score to the roll (Roll for extra attacks as well, if applicable).
3. If the Modified Roll is greater than the target's AC, then the attack hit. The target subtracts the attackers Dmg score from its HP.
  - For Characters- If HP is lowered to 0 or less, than the character is defeated and that player is out of the game. If the Dmg is "Poison Gas", "Venom" or "Paralysis", then the player must roll 1d20 + the character's Save. If the modified roll is less than the number given, than the character is defeated and the player is out of the game.

- For Monsters- If the Monster's HP is reduced to 0 or less, than the monster is defeated and the player ends his turn.
- After completing the Attack round for the character who won initiative, then #2 and 3 above is repeated for the character who lost initiative.

### Traps

If a trap card is drawn, then the player must roll for 1d20 and add that character's Save score to the roll. If the modified roll is less than the number stated, than that character receives the penalty/ damage of that trap.

### Treasure

If a magic item is drawn, than the player may attach that item to their character, providing it meets the criteria listed.

## Module 1: Entrance Level

Card	AC	HP	Att	Dmg	Special
Double Portcullis	-	-	-	-	Go Back 1d6 spaces
Purple Moss	11	1	+3	Poison Gas 13	-
Kobold	13	1	+3	1	-
Cobra	13	1	+3	Venom 13	-
Carrion Crawler	13	1	+3	Paralysis 13	-
Candella the Thief	13	1	+3	1	Hide 13; Henchman
Duchess the Thief	13	1	+3	1	Hide 13; Henchman
Bear Cub	13	1	+3	1	Extra Attack (x2)
Stone Trap	-	-	-	3	Save 13
Sword +1	-	-	-	-	Att +1 to Fighter, Paladin or Thief
Travis the Crazy	13	1	+3	1	-
Mass of Corpses	-	-	-	-	Go back 1d6 spaces
Dagger +2	-	-	-	-	Att +1 to Thief or Wizard
Marmoset Monkey	15	2	+5	1	Extra Attack (x3)
Orc	14	1	+3	1	-
Bandit	14	1	+3	1	Hide 13
Evil Acolyte	18	1	+3	1	-

## Module 2: Upper Level

Card	AC	HP	Att	Dmg	Special
Living Statue	16	2	+4	1	Extra Attack
Hobgoblin	15	2	+4	2	-
Enchanted Great Cat	16	3	+4	1	Extra Attack (x2)
Ubue	13	3	+4	1	Extra Attack (x2)
Jupiter Blood Sucker	15	4	+4	2	-
Decapus	15	4	+4	1	Extra Attack (x8)
Poltergeist Trap	-	-	-	1	Save 16
Catharandamus	18	3	+4	2	Fear Spell Save 16 or go back 1d6 spaces

Card	AC	HP	Att	Dmg	Special
The Evil Cleric	-	-	-	-	-
Xyzorn the Evil Dwarf	18	3	+4	1	-
Boron the Evil Dwarf	18	3	+4	1	-
Werebear	18	4	+5	2	Extra Attack (x2)
Giant Marble Snake	-	-	-	-	Charm Save 16 or go back 1d6 spaces
Goblin	13	1	+3	1	-
Berserkers	13	1	+3	1	-
Bandit	14	1	+3	1	Hide 13
Sword +2	-	-	-	-	Att +2 to Fighter, Paladin or Thief
Sword +1	-	-	-	-	Att +1 to Fighter, Paladin or Thief

### Optional Rule: Leveling

Characters completing the adventure may raise to the next Level:

Level Race Class	AC	HP	Att	Dmg	Save	Spells and Abilities
1st Level Human Paladin	19	3	+4	2	+4	Cure Wounds 1, Courage
1st Level Dwarf Fighter	20	4	+4	2	+3	-
1st Level Aasimar Cleric	16	3	+3	2	+4	Command (x2); Cure Wounds 1 (x2)
1st Level Human Wizard	17	2	-1	1	+2	Magic Missile 1(x2); Sleep 13
1st Level Elf Bard	17	2	4	2	+2	Inspire Courage; Sleep 13





# Paladin In Hell

## Introduction

You made a wrong turn & fell into the Abyss. Now you must fight your way out. Solo card game.

## Victory

You win if you defeat all the Demons in the Demon Deck. You lose if you are ever reduced to zero or less Life Points. Your final score is the number of Life points you have left.

## Life Points

You start the game with 20 Life Points.

## The Decks

There are 2 decks: The Holy Deck The Demon Deck

## Turn Sequence

Each turn has 4 phases:

1. Solace Phase
2. Summon Phase
3. Slay Phase
4. Suffering Phase

## Solace Phase

Draw 2 cards from the Holy deck & put them in your hand. You may discard 1 card to activate its special Ability. If your deck runs out, shuffle the discard & draw from it.

## Holy Deck Card List

Card Name:	#	Atk	Def	Special Ability:
Blessing	5	1	1	Look at next 7 cards in Demon Deck
Prayer	2	-	2	Look at next 7 cards in Holy Deck
Blessed Shield	3	-	3	Shuffle Discard back into Deck
Holy Aura	2	-	4	Destroy Target Demon already Damaged
Protection from Evil	2	-	5	Heal 1 Life Point & Draw 1 Card
Defender	2	-	6	Draw 3 cards and discard 2
Holy Armor	3	-	7	All Demons do 4 less Damage
Sanctuary	1	-	8	Do not Attack or get Attacked this turn
Guardian Angel	1	-	9	Draw 2 Cards
Strength	3	2	-	All your other cards get +2 Force
Turn Undead	2	3	-	Shuffle Demon back into Deck
Smite	3	4	-	Do 3 Dam to Demon; That Demon does not Atk
Cleansing Flame	2	5	-	Heal 1 Life & All Demons get 1 Damage

## Summon Phase

Draw the top card of the Demon deck & put it in play. Only one Location card can be in play at a time. Discard the old one. Multiple Demon/Devil cards can be in play at the same time.

## Slay Phase

If there is a Demon card in play, you may attack it. To attack a demon, play (discard) an Attack card from your hand. The Attack card has an Attack level on it.

Put a number of Damage counters on the Demon equal to the cards' Attack level. The Demon has a Power level on it. If the number of Damage counters on the Demon equals or exceeds its Power level, the Demon is defeated (discarded).

You may play multiple Attack cards. An individual Attack card can only be applied to one Demon.

## Suffering Phase

All Demon cards in play attack you. Take damage (lose Life Points) equal to the Power Level of a Demon. You may play (discard) a Defense card to negate an amount of damage done by the Demon equal to the Defense level of the card.

You may play multiple Defense card. An individual Defense card can only be applied to one Demon. Max hand size is 5 cards.

At the end of the phase discard excess cards.

Card Name:	#	Atk	Def	Special Ability:
Banish Demon	2	6	-	Discard 1 Random Demon
Vial of Holy Water	1	7	-	All Demons get 2 Damage
Holy Sword	2	8	-	Discard 2 Demons of total Str 7 or less
Hand of God	1	9	-	Discard Location Card
Lay on Hands	1	-	-	Heal 2 Life Points
Cure Wounds	1	-	-	Heal 3 Life Points
Heal	1	-	-	Heal 4 Life Points

# Number of copies of that card in the deck

## Demon Deck Card List

Card Name:	#	Power
Lemures	3	1
Imps	2	1
Manes	3	2
Barbed Devils	2	3
Incubus	1	3
Hell Hounds	2	4
Succubus	1	4
Horned Devils	2	5
Bone Devil	1	5
Ice Devil	2	6
Pit Fiend	2	7
Demon Prince	1	8
Arch-Devil	1	9
Acheron	1	Location: Ice Devils get +1
Nine Hells	1	Location: Manes get +3
Gehenna	1	Location: Imps get +3
Hades	1	Location: Barbed Devils get +2
Tarterus	1	Location: Lemures get +3
Abyss	1	Location: Hell Hounds get +2
Pandemonium	1	Location: Barbed Devils get +2

## Links

Undead Assault Flash Game





# *Pantheons*

## **Introduction**

Card game for 2 players. Each player is a Greater God trying to build up his pantheon.

## **Victory**

Be the first player to have 7 or more Gods in play on your side.

## **The Deck**

Players share a common deck.

## **Tokens**

Tokens are used to keep track of Worshipers.

## **Card Types**

There are 7 types of cards:

- Gods
- Armies
- Heroes
- Priests
- Monsters
- Miracles
- Temples

## **Setup**

Each player starts with 12 Worshiper tokens. Each player starts with a hand of 5 cards. Players roll high on 1D6 to determine who goes first.

The other player gets an extra 6 Worshipers.

## **Turn Sequence**

- Players take turns.
- Each turn has 9 phases:
- Faith Phase
- Worshiper Phase
- Miracle Phase
- Fate Phase
- Destiny Phase
- War Phase
- Hero Phase
- Monster Phase
- Priest Phase

## **Faith Phase**

- Gain 1 Faith point for every Worshiper you control.
- Gain 2 Faith points for every Priest you control.

- Gain 3 Faith points for every Temple you control.
- Faith points are not saved from turn to turn.
- Unused Faith points are lost at the end of the turn.

## **Worshiper Phase**

Gain 1D6 Worshiper Tokens.

## **Miracle Phase**

You may play up to one miracle card for every God card or Priest card you have in play. A miracle also costs 3 Faith points to play.

## **Fate Phase**

Draw 2 cards. Pay 7 Faith points to draw an additional card. Maximum hand size = 7 cards. Discard excess cards.

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

## **Destiny Phase**

Play Unit cards: Armies cost 3 Faith Points and discard 1 Worshiper token. Heroes, Priests, Monsters, and Temples cost 5 Faith Points. Gods cost 10 Faith Points.

Cards are placed face up on the table. Unit cards remain in play until destroyed.

## **War Phase**

Each of your Armies can make one attack. For each army pick a target and roll 1D6. Attack with one army at a time.

Enemy armies must be targeted before other units.

- On a roll of 6+ a target army is destroyed.
- On a roll of 6+ a target temple is destroyed.
- On a roll of 3+ an enemy worshiper is controlled.

## **Hero Phase**

Each of your Heroes can make one attack. For each hero pick a target and roll 1D6. Attack with one hero at a time.

- On a roll of 6+ a target hero is destroyed.
- On a roll of 5+ a target monster is destroyed.
- On a roll of 4+ a target priest is destroyed.

## Monster Phase

Each of your Monsters can make one attack. For each monster pick a target and roll 1D6. Attack with one monster at a time.

Enemy heroes and armies must be targeted before other units.

- On a roll of 6+ a target hero is destroyed.
- On a roll of 5+ a target army is destroyed.

- On a roll of 4+ a target temple is destroyed.
- On a roll of 2+ an enemy worshiper is destroyed.

## Priest Phase

Each of your Priests can make one attack. For each priest pick a target and roll 1D6. Attack with one priest at a time.

On a roll of 4+ an enemy worshiper is controlled.

## God List

Card Name:	Special Effects:
God of War	Your Heroes & Armies get +1 to attack rolls
God of Love	Your Priests get +1 to attack rolls
God of the Mountains	Play Earth Monsters and Miracles for Free
God of Blacksmiths	Your Armies get +1 to attack rolls
God of the Harvest	Worshiper recruit roll +1
God of Thieves	Steal 1 Card from opponent's hand for 10 Faith Pnts in Miracle Phase
God of the Dead	Put your killed Heroes back into your hand
God of Archery	Heroes get +1 to attack rolls
God of Beauty	Discard 2 cards to take control of target Hero
God of the Sea	Play Water Monsters and Miracles for Free
God of Luck	Reroll one dice roll per turn
God of Creation	Your Units cost 1 less Faith point to play
God of the Sky	Play Air Monsters and Miracles for Free
God of Knowledge	Pay 1 Faith Point to look at opponents hand or top 3 cards in deck
God of Fate	In Fate phase draw 3 cards and discard 2
God of the Sun	Play Fire Monsters and Miracles for Free
God of Healing	Put your killed Heroes back into your hand
God of Fertility	Worshiper recruit roll +1

## Mortals List

Card Name: Armies Heroes Priests Temples Notes:  
The Deck contains 10 of each card listed in the Mortals

List.

## Monster List

Card Name:	Notes:	Card Name:	Notes:
Leviathan	Water	Gorgon	Earth
Kraken	Water	Demon	Fire
Giant	Earth	Devil	Fire
Titan	Earth	Serpent	Water
Dragon	Air	Phoenix	Fire

## Miracle List

Card Name:	Type:	Effect:
Earthquake	Earth	Destroy 1D6 Worshipers or Temple
Crumble	Earth	Destroy Temple
Tidal Wave	Water	Destroy 1D6 Worshipers
Volcano	Fire	Destroy 1D6 Worshipers or Temple
Flood	Water	Destroy 1D6 Worshipers



Card Name:	Type:	Effect:
Sacrifice Death	Sacrifice 2 worshipers to gain 10 Faith Points	
Prophet	—	Gain one Priest for free
Holy War	—	Your Armies get +2 to attacks this turn
Chasm	Earth	Destroy Hero, Monster, or Army
Inferno	Fire	Destroy 1D6 Worshipers
Famine	Fire	Destroy 1D6 Worshipers
Plague	Death	Destroy 1D6 Worshipers or Army
Fertility	—	Gain 1D6 Worshipers
Blight Death	Destroy 1D6 Worshipers	
Sanctuary	—	Opponent cannot attack you next turn
Draught Fire	Destroy 1D6 Worshipers	
Godspeed —	Draw 3 cards	
Pestilence Death	Destroy 1D6 Worshipers	
Resurrection	Death	Put killed hero or priest back into play
Abjuration —	Negate Miracle just played	
Hurricane Air	Destroy 1D6 Worshipers	
Gift of the Gods	—	Hero gets +2 to attack rolls permanently
Prosperity	—	Gain 1D6 Worshipers
Mana from Heaven	—	Gain 1D6 Worshipers
War in Heaven	—	Destroy target God Card
Lightning Bolt	Air	Destroy target Hero or Priest
Banish	—	Destroy target Monster







# Pixie Wars

## Introduction

Long Ago in the Land of Faerie there was a war between the Sprites and the Pixies. Board & card wargame for 2 players. One player is the Pixies and the other is the Sprites.  
Each figure represents a single faerie (unit).

## Victory

You win if you kill the opposing King.

## The Map

Use a chessboard or grid.

## Terrain

#	Type	Notes:
1	Clearing	A Unit in this space may not use Defense cards
2	Thorns	A Unit entering this Space takes 1 Damage
3	Water	A Unit cannot End its move on this Space
4	Great Oak	A Unit cannot attack Through this Space
5	Thick Growth	A Unit must stop upon entering this Space
6	Magic Circle	A Unit in this space is Immune to Spells & Enchantments
7	Aerial Roots	A Unit in this space is Immune to Non-Magic Ranged Attacks
8	Forest	No Effects

## Units

Use chits or miniatures to represent faeries. Each side has 3 types of units: King, Knight, and Warriors.

## Unit Table

#	Type	Hits	Magic	Melee	Ranged	Poison
1	King	4	Y	Y	N	N
4	Mage	1	Y	N	N	Y
3	Hero	3	N	Y	Y	N
8	Warrior	2	N	Y	Y	Y

# Number of that type of unit you start the game with.  
**Hits** Number of Hits that type of unit has.  
Magic = Can the Unit use Magic, Spell, Enchantment, and Healing cards  
Melee = Can the Unit use Melee and Armor cards  
Ranged = Can the Unit use non-magic Ranged Attack cards  
Poison = Can the Unit use Poison Attack cardss

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

## Setup

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

## The Cards

Players share a common deck.

## Turn Sequence

Players take turns. Each turn has 4 phases:

## Fate Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it.

## Move Phase

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

Moves can be diagonal or orthogonal. "Knight" type move cards allow a unit to move like a knight in chess.

## Fight Phase

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

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. A unit reduced to zero Hits is killed and removed from the board.

Your opponent may play Defense cards to negate your attack.

## End Phase

Play Heal cards in this Phase. Max hand size = 5 cards. Discard excess cards.

## Spells

Spells are treated like attacks except that they do no damage. Instead the Target is Immobilized for indicated length of time. An Immobilized Unit cannot Move, Attack, or Defend.

## Enchantment

Spells are treated like attacks except that they do no damage. Instead you take control of the Target Unit

for the indicated length of time. Kings are Immune to Enchantments.

## Healing

Play a Heal card to Heal 1 point of Damage to a target unit in End Phase and Remove a poisoned wound.

## Poison

A Poison Attack does an extra point of Damage on your next Attack Phase.

## Card List Notation

**M** Movement  
**A** Attack  
**D** Defense  
**H** Heal  
**S** Spell  
**E** Enchantment  
**X** Special  
**K** as a Knight would move in Chess  
**Type** Purpose of card

## Card List

Card Name:	Range	Type	Notes
Wicked Knife	1	A	Melee (Mages may Use)
Venomous Dagger	1	A	Melee Poison (Mages may Use)
Sharp Swords	1	A	Melee
Cudgels	1	A	Melee
Eldritch Blade	1	A	Melee
Nets	1	A	Melee No Damage: Immobilized 3 Turns
Lassos	2	A	Melee No Damage: Immobilized 2 Turns
Bolas	3	A	Melee No Damage: Immobilized 2 Turns
Thrown Rocks	2	A	Ranged
Thrown Spear	2	A	Ranged
Thrown Dart	2	A	Ranged
Blow Dart	2	A	Ranged Poison
Poison Arrow	3	A	Ranged Poison
Archery	3	A	Ranged (King may Use)
Sylvan Bow	3	A	Ranged (King May Use)
Sling Shot	K	A	Ranged
Sling Stone	K	A	Ranged
Well-Aimed Shot	4	A	Ranged
Pixie Dust	1	S	Lasts 3 Turns
Curse	2	S	Lasts 4 Turns
Illusion	2	S	Lasts 2 Turns
Control Plants	2	S	Lasts 2 Turns plus 1 Damage
Hex	3	S	Lasts 2 Turns
Transformation	3	S	Lasts until Healed
Sorcery	4	S	Does 1 Damage: Does not Immobilize

Card Name:	Range	Type	Notes
Mesmerized	1	E	Lasts 4 Turns
Be-spelled	2	E	Lasts 3 Turns
Command	3	E	Lasts 2 Turns
Forest Walk	K	M	3 Copies in Deck
Fly	4	M	4 Copies in Deck
Flitter	3	M	4 Copies in Deck
Skitter	2	M	5 Copies in Deck
Twitter	1	M	5 Copies in Deck
Dodge	-	D	Negate Attack of range 2+
Parry	-	D	Negate Attack of range 1
Shield	-	D	Negate Attack (Armor)
Helmet	-	D	Negate Attack (Armor)
Hide	-	D	Negate Attack
Invisibility	-	D	Negate Attack (Magic)
Vanish	-	D	Negate Attack and Move 3 spaces
Amulet	-	D	Negate Spell any Time (Magic)
Mist	-	D	Negate Move
Healing Powers	1	H	
Healing Arts	1	H	
Healing Herbs	1	H	
Dispell	1	X	Negate Spell any Time (Magic)
Disenchant	1	X	Negate Enchantment any Time (Magic)
Faerie Magic	-	X	Draw 2 cards
Trickery	-	X	Opponent must discard 2 cards





# Plane Wars

## Introduction

Card game for 2+ players. Raid/Skirmish level Fantasy combat. Each deck represents one of the races found in the Outer (or Inner) Planes of the AD&D Universe.

Currently available decks include:

- Githyanki
- Githzerai
- Mind Flayer
- Beholder
- Modron
- Slaadi
- Daemon
- Deva

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## Victory

Defeat a Player by reducing him to zero Morale points.

## The Decks

Each player uses his own Primary and Secondary deck. Each deck is specific to a single race. Players also share a common Spell Deck & Psionics Deck.

## Morale

Each player starts with 50 Morale points.

## Tokens

Use Coins to keep track of Recruitment points. Use Tokens to Indicate Immobilization.

## Units & Actions

Units include Monsters, Fighters, & Wizards. A unit can make only one action before being immobilized. Actions include Attacking, Blocking, and using certain Traits.

Denote Immobilization by putting an Immobilization Token on the unit.

## Setup

Each player draws a hand of 7 cards. The Funniest looking player goes first.

## Turn Sequence

Players take turns. Each turn has 5 phases:

1. Cycle Phase
2. Plane Phase
3. Gate Phase
4. Spell Phase
5. Raid Phase

## Cycle Phase

Remove one Immobilization token from each of your units. Max hand is 7 cards. Discard excess cards.

## Plane Phase

Draw 2 cards in any combination from your Primary deck or Secondary deck or the Spell Deck or the Psionics Deck. If a deck runs out, shuffle the discard & draw from it. You may pay 5 Recruit points to draw an extra card.

## Gate Phase

Gain 10 Recruitment Points (RP). Keep a running total. You may accumulate them from turn to turn. To put a Unit into play pay RP equal to the Units Base Force.

Weapon, Object, & Armor cards may be attached for free in this phase. A Unit may attach a max of one Armor & one Weapon card.

## Spell Phase

Play spell & Event cards that are not appropriate in other phases. Spells & Events produce their effect for a phase (or a turn) & are then discarded. To play a Spell or Event card, you must have a unit in play that can cast the Spell or produce the Event.

## Raid Phase

You may attack your opponent with one or more of your units. Each Unit card has a Force point value. If unblocked, the Unit does damage equal to its total Force.

Certain Spells and Events will increase a Units Force. This damage is subtracted from the opponents Morale total. Your opponent may block with his Units.

The Unit with the lower total Force is destroyed (discarded). Units may combine in Attack & Defense. If a Unit has a higher initiative, it does its damage first.

## Trait List

- Stealth = Negate first blocker
- Slay = If unit unblocked it may do its damage to target unit
- Scout = Look at opponents hand (action)
- Fire = Initiative +1 & Force +1 if Unblocked
- Steal = If unit unblocked take control of target Object or Weapon
- Track = May attack target unit instead of opponents Morale
- Guard = Not negated by units that negate first blocker
- Swift = Negate first blocker
- Fly = Negate first blocker
- Wizard = Discard a card to give any unit any Special Ability
- Transport = Can be used as Stealth or Escape
- Missile = Initiative +2; Use an action to inflict 1 Damage
- Leader = All units get +1 Force
- Escape = Unit Cannot be target of attack (action)
- Fighter (F) = May use Weapons & Armor
- Magic User (U) = Player may use Spell cards (action)
- Heal = Prevent unit from being killed (action)
- Negate = Negate target attack
- Immobilize = Put 3 Immobilization tokens on target unit
- Recruit = Gain 10 Recruit points
- Berserk = +3 when attacking
- Disease = Blocked/blocking unit gets Force -1 permanently

- Poison = Blocked/blocking unit is killed
- Regenerate = If killed this unit goes back into its owners hand
- Scry = Look at opponents hand or next 4 cards in deck (action)
- Magic Resistance = Enemy spells cannot directly kill or damage the unit.
- Dispell = Negate a target Spell or Natural Magic Ability (Action)
- Tunnel = Negate first blocker
- Psionic = Unit gets +1 Force when blocking/blocking by non-psionic unit.
- Control = Gain control of unit until effect is dispelled.
- Unsummon = Put Blocked/blocking target back in opponents hand Note: All Units with a Base Force of 11+ are immune to Fear & Poison.
- M = Monster. Note some monsters have spell like abilities
- S = Spell (Event that requires a Magic User in play to cast)
- N = Natural Magical Effect (Event that requires appropriate unit in play to use)
- P = Psionic Ability (Event that requires a Psionic unit in play to use)
- E = Event (Requires appropriate unit in play to use)
- A = Armor (Must be attached to a unit that can use it)
- W = Weapon (Must be attached to a unit that can use it)
- O = Object (Must be attached to a unit that can use it)

## Common Spell Deck

Card Name:	#	Type	Force	Notes:
Illusions	1	S	-	Negate
Protective Spells	1	S	-	Negate or Dispell
Defensive Magic	1	S	-	Negate or Dispell
Ensorcell	1	S	-	Immobilize
Invisibility	1	S	-	Stealth or Escape
Death Touch	1	S	-	Kill blocked/blocking unit
Energy Drain	1	S	-	Inflict 3 Damage & Draw 1 card
Elemental Magic	1	S	-	Inflict 7 Damage
Cataclysm	1	S	-	Inflict 4 Damage to all units
Dimension Door	1	S	-	Transport or Recruit
Planar Shift	1	S	-	Transport
Reincarnate	1	S	-	Put unit in discard back in Play
Battle Magic	1	S	-	1 or 2 Units get Force +3
Polymorph	1	S	-	Unit Immobilized or Force +5
Control Magic	1	S	-	Control target unit
Divination	1	S	-	Scry
Detection Magic	1	S	-	Scry
Power Word Stun	1	S	-	Negate
Cure	1	S	-	Heal

Card Name:	#	Type	Force	Notes:
Clerical Spells	1	S	-	Negate or Heal
Wall of Force	1	S	-	Negate all attacks this turn
Lightning	1	S	-	Inflict 6 Damage to unit
Power Word Blind	1	S	-	Immobilize
Symbol of Pain	1	S	-	Immobilize
Plane Walk	1	S	-	Transport
Flame Strike	1	S	-	Inflict 6 Damage to unit
Blade Barrier	1	S	-	Negate

### Common Psionics Deck

Card Name:	#	Type	Force	Notes:
Telekinesis	2	P	-	Distribute 5 Damage
Teleport	2	P	-	Transport
Command	2	P	-	Take control of target unit
Astral Projection	2	P	-	Transport
Psionic Attack	2	P	-	Attacking unit gets Force +4
Psionic Defense	2	P	-	Blocking Unit gets Force +4
Mind Blast	2	P	-	Target takes 3 Damage
Levitation	2	P	-	Fly
Domination	2	P	-	Control
ESP	2	P	-	Scry
Probability Travel	2	P	-	Transport or Recruit

### Githyanki Primary Deck Card List

Card Name:	#	Type	Force	Notes
Black Guard Captain	1	F	9	Leader
Black Guard Knight	1	F	8	-
Warlock	2	U	7	Wizard
Gish	2	F/U	4	-
Warrior	3	F	5	-
Holocaust Warrior	1	F/U	8	Fire
Ranger	1	F	5	Track, Scout, Missile
Rouge	1	F	4	Stealth, Scout, Steal
Assassin	1	F	5	Stealth, Slay
Mindslayer	1	F	6	+3 vs Mindflayers
Barbarian	1	F	5	Berserk
Red Dragon	1	M	10	Fire, Fly
Sword Stalker	1	F	7	Slay, Track
Gish Healer	1	U	2	Heal
Spectral Hounds	1	M	5	Swift, Track, Guard
Necromancer	1	U	8	Wizard, Slay

### Githyanki Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Beaded Armor	1	A	+1	-

Card Name:	#	Type	Force	Notes
Splint Mail	1	A	+2	-
Armor Blades	1	A	+1	-
Scythe Sword	1	W	+1	
Triple Bolt Crossbow	2	W	+1	Missile
Scimitar	1	W	+1	-
Crescent Blade	1	W	+1	-
Bladed Chain	1	W	+1	Initiative +1
Silver Sword	1	W	+2	-
Vorpal Silver Sword	1	W	+4	-
Unholy Silver Sword	1	W	+3	
Dimensional Key	1	O	-	Transport
Darkvision Raid	1	E	-	All attackers get +1
Backstab	2	E	+3	Play on Unit with Stealth
Fighting Style	2	E	+3	Play on Fighter
Cut Tether	1	E	-	Unsummon
Monstrous Attack	1	E	-	Monster gets Force +3

Notes: Evil man like beings that dwell in the Astral Plane. All Githyanki are Psionic.

### Githzerai Primary Deck Card List

Card Name:	#	Type	Force	Notes
Cerebai Monk	1	F	8	Leader, Magic Resistance
Monk	2	F	6	Swift, Magic Resistance
Warlock	2	U	5	Wizard, Magic Resistance
Zerth	3	F/U	3	Magic Resistance
Warrior	6	F	4	Magic Resistance
Thief	4	F	3	Stealth, Scout, Steal, MR
Hunter	2	F	4	Track, Scout, Missile, MR

### Githzerai Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Simple Swords	4	W	+1	-
Simple Daggers	4	W	+1	May use with 1 other Weapon
Silver Sword	3	W	+2	-
Simple Bows	3	W	+1	Missile
Backstab	2	E	+3	Play on Unit with Stealth
Fighting Style	2	E	+3	Play on Fighter
Martial Arts	2	E	+5	Play on Monk

Notes: Chaotic Neutral Man like beings that dwell in Limbo. All Githzerai are Psionic.

### Mind Flayer Primary Deck Card List

Card Name:	#	Type	Force	Notes
Elder Illithid	1	M	7	MR, Wizard, Leader, Psionic
Mind Flayer	7	M	6	Magic Resistance, Psionic, Slay
Umber Hulk	2	M	8	Tunnel
Symbionts	10	M	2	Fly

### Mind Flayer Secondary Deck Card List



Card Name:	#	Type	Force	Notes
Devour Brain	4	E	-	Kill target blocking/blocked unit
Cause Confusion	2	N	-	Umber Hulk gets Force +2
Carapace	3	A	+1	Symbiont
Tentacles	3	E	-	Symbiont gets Force +2
Tracking Net	1	E	-	Track
Extractor Shuriken	1	W	+1	Mind Flayer gets Missile
Extractor Globe	1	W	+2	Mind Flayer gets Missile
Tentacle Hooks	1	W	+1	Mind Flayer
Tentacle Net	1	E	-	Immobilize
Super Intelligent	1	E	-	Mind Flayer; Scry or Recruit or Stealth
Carapace Symbiont	1	A	+2	Mind Flayer gets +2 when Defending
Strongarm Carapace	1	A	+2	Mind Flayer gets +2 when Attacking
Fastbreak Carapace	1	A	+1	Mind Flayer gets Swift
Backwatcher Carapace	1	A	+1	Mind Flayer gets Guard
Slippery Carapace	1	A	+1	Mind Flayer gets Stealth
Hardy Carapace	1	A	+3	-
Silent Carapace	1	A	+1	Mind Flayer gets Stealth

Note: Mind Flayers are Lawful Evil Tentacled bipeds that live on the Prime Material Plane. All Mind Flayers

can use Psionic cards.

### Beholder Primary Deck Card List

Card Name:	#	Type	Force	Notes
Eye Tyrant	1	M	8	Leader, Wizard
Beholder	7	M	6	-
Xorn	1	M	7	Tunnel
Ettin	1	M	6	Guard
Gargoyle	1	M	5	Track, Fly
Otyugh	1	M	6	Disease
Giant Scorpion	1	M	4	Poison
Giant Slug	1	M	8	Missile (Spit)
Purple Worm	1	M	9	Tunnel
Troll	1	M	6	Regenerate
Roper	1	M	7	Immobilize
Rust Monster	1	M	3	Destroy Items of blocking/blocked unit
Spectator	1	M	3	Guard
Gas Spore Swarm	1	M	2	Guard; Force +2 if Defending

### Beholder Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Charm Person	3	N	-	Control Unit
Charm Monster	3	N	-	Control Monster or Recruit
Sleep	3	N	-	Immobilize
Telekinesis	3	N	-	Distribute 5 Damage
Flesh to Stone	3	N	-	Immobilize
Disintegrate Ray	3	N	-	Inflict 7 Damage
Fear	3	N	-	Unsummon
Slow	3	N	-	Negate



Card Name:	#	Type	Force	Notes
Cause Wound	3	N	-	Inflict 3 Damage
Death Ray	3	N	-	Kill target blocking/blocked unit
Anti-Magic Ray	3	N	-	Dispell
Swoop	3	E	-	Negate damage done to Beholder
Super Intelligent	1	E	-	Scry or Recruit or Stealth
Monstrous Attack	3	E	-	Monster gets Force +3

Notes: Beholders are Lawful Evil many eyed spherical beings that live on the Prime Material Plane. Their Monster minions are charmed slaves. All "N" type

cards in this deck require a Beholder to be in play to use.

### Modron Primary Deck Card List

Card Name:	#	Type	Force	Notes
Messenger Drone	2	M	1	Fly, Scout
Monodrones	6	M	2	Fly
Duodrones	5	M	3	Fly
Tridrones	3	M	4	-
Quadrones	2	M	6	Fly
Pentadrone	1	M	7	Immobilize, Fly
Decaton	3	M/U	9	Wizard
Nonaton	1	M/U	10	Leader, Psionic

### Modron Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Javelins	4	W	+1	Missile
Bows & Crossbows	4	W	+1	Missile
Modron Swarm	4	E	-	All Modrons get Force +2
Thrusting Weapons	4	W	+1	-
Singlemindedness	4	E	-	Modron gets Force +3

Notes: Modrons are Immune to Mind affecting spells such as: Sleep, Fear, Charm, Control, Illusions. Modrons are Lawful neutral beings of regular shapes

native to Nirvana. Spell casting Modrons are immune to psionics.

Non-spell casting Modrons can use Weapons.

### Slaadi Primary Deck Card List

Card Name:	#	Type	Force	Notes
Red Slaad	8	M	7	-
Blue Slaad	6	M	8	Psionic
Green Slaad	4	M	9	Magic Resistance, Psionic
Grey Slaad	2	M/U	10	Leader, Wizard, MR, Psionic

### Slaadi Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Bite Attack	4	E	+3	-
Claw Attack	4	E	+2	-
Poison Pellet	3	E	-	Red Sladd; Poison
Sword of Sharpness	2	W	+2	Green or Grey Slaad only

Card Name:	#	Type	Force	Notes
Gate	2	N	-	Recruit
Hop	4	E	-	Swift
Telekinesis	1	N	-	Blue & Green; Distribute 5 Damage
Passwall	1	N	-	Blue; Transport
Hold Person	1	N	-	Blue; Immobilize
Polymorph	1	N	-	Green; Unit Immobilized or Force +5
Fear	1	N	-	Green; Unsummon
ESP	1	N	-	Green; Scry
Detection	1	N	-	Green; Scry
Fireball	1	N	-	Green; Inflict 6 Damage to unit
Darkness	1	N	-	Green & Grey; Stealth
Regenerate	1	N	-	Red; Regenerate
Power Word Stun	1	N	-	Red; Immobilize
Magic Resistance	1	N	-	Dispell

Notes: Chaotic Neutral Frog like beings that dwell in Limbo.

### Daemon Primary Deck Card List

Card Name:	#	Type	Force	Notes
Arcanadaemon	1	M/U	14	Leader, Psionic, Wizard
Yagnodaemon	1	M	13	-
Nycadaemon	1	M/U	13	Wizard
Mezzoodaemon	1	M/U	11	-
Derghodaemon	1	M	12	-
Hordlings	6	M	6	Regenerate
Diakk Flock	4	M	7	-
Hydrodaemon	2	M	10	Fly
Piscadaemon	3	M	6	Guard

### Daemon Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Audible glamor	1	N	+1	Diakk; Track
Enfeeblement	1	N	-	Diakk; Neutralize
Jump & Weakness	1	N	+3	Diakk
Create Darkness	2	N	-	Stealth
Cause Fear	2	N	-	Unsummon
Teleport	2	N	-	Transport
Sleep	1	N	-	Immobilize
Grab Attack	1	E	+4	Derghodaemon
Fly	2	N	-	Fly
Bite & Claws	2	E	+3	-
Giant Arm	1	E	+4	Yagnodaemon
Giant Weapon	1	W	+3	Yagnodaemon or Nycadaemon
Shocking Grasp	1	N	+2	-
Gliding Attack	1	E	+4	Hydrodaemon
Drain Life Energy	1	N	+3	-
Gate	1	N	-	Recruit
Summon Elemental	1	N	+5	-
Pincer Attack	1	E	+3	Piscadaemon

Card Name:	#	Type	Force	Notes
Tentacle Venom	1	E	-	Piscadaemon; Poison
Great Strength	1	N	+4	Nycadaemon or Mezzoodaemon
Magic Resistance	1	N	-	Dispell
Telekinesis	1	N	-	Distribute 5 Damage
Dimension Door	1	N	-	Transport or Recruit
Polymorph	1	N	-	Unit Immobilized or Force +5
Detection Magic	1	N	-	Scry

Notes: Daemons are Neutral Evil beings native to the plane of Hades.

### Deva Primary Deck Card List

Card Name:	#	Type	Force	Notes
Planetar	1	M/U	14	Fly, Leader, Wizard, Psionic
Astral Deva	4	M	10	Fly, Psionic, Guard
Monadic Deva	6	M	9	Fly
Movanic Deva	9	M	8	Fly

### Deva Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Defender Sword	1	W	+4	Planetar
Mace of Disruption	2	W	+3	Astral Deva
Metal Rod	2	W	+2	Monadic Deva
Flame Tongue Sword	2	W	+1	Movanic Deva
Smite	2	E	+4	-
Multiple Attacks	2	E	+3	-
Etherealness	2	N	-	Stealth or Escape
Astral Travel	2	N	-	Transport
Cure	2	N	-	Heal
Heal	2	N	-	Heal
Detection	2	N	-	Scry
Dispell	1	N	-	Dispell
Invisibility	2	N	-	Stealth or Escape
Light	2	N	-	Negate or Force +1
Polymorph Self	1	N	+5	-
Teleport	2	N	-	Transport
Protection Magic	2	N	+3	Blocking Unit
Genius Intelligence	1	N	-	Unit gets to use any trait
Project Image	1	N	-	Monadic; Negate
Hold Monster	1	N	-	Monadic; Immobilize Monster
Holy Word	1	S	-	Inflict 8 Damage
Raise Dead	1	S	-	Put unit in discard back in your hand

Note: Devas are a good race that inhabit the Outer Planes of Good. All Deva Units have Magic Resistance

and are immune to: Poison, Fire, Lightning, Drain Energy, Death Spells





# Quests Of The Librarian

## Introduction

Card game for 2+ players. Each player takes the role of the Librarian. Players try to retrieve precious artifacts to expand the Library Collection.

## Disclaimer

Based on the "Librarian" Series of Movies. This is merely a fan site.

## Victory

At the beginning of the game, the players decide how many Artifacts Constitute a win. Play continues until someone has acquired the required number. Short Game = 3 Artifacts Mid Length Game = 5 Artifacts Long Game = 7 Artifacts Full Game = 9 Artifacts

## The Decks

Players share 2 Common Decks: The Artifact Deck  
The Action Deck

## The Artifact Deck

18 Cards. Artifacts stored in the Library for safe-keeping. Each Artifact has a Special Ability it grants its owner.

## The Action Deck

The Action deck is composed of 80 cards. There are 8 Suites. Each Suite has 10 cards.

## Dice

Six sided dice are used.

## Setup

Shuffle the decks. Each player is dealt a hand of 6 random Action cards. Flip over the Top card of the Artifact deck.

This card is the Prize.

## Turn Sequence

Each turn has 6 Phases:

1. Fate Phase
2. Initiative Phase
3. Adventure Phase
4. Action Phase
5. Meld Phase
6. End Phase

## Fate Phase

Roll 1D6 and add the number of players. This is the Fate number. Flip over that many cards from the Action deck. These are the Fate cards.

## Initiative Phase

Each player rolls 1D6. These are the Initiative Rolls. The highest roll is the Initiative Leader. A player may discard a Companion card to cause a target die roll to be re-rolled.

A player may discard a Travel card to get +1 to their Initiative roll.

## Adventure Phase

Starting with the Leader and going clockwise players take turns Picking 1 of the remaining Fate cards and putting it into their hands.

## Action Phase

Starting with the Leader and going clockwise players take turns Playing Action cards from their hands to invoke their Special Abilities. This continues until no player has any more cards they want to play. A Location card may played (discarded) to look at an opponents hand.

A Danger card may be played (discarded) to cause a target player to Discard 1 random card from his hand. A Knowledge card may be played (discarded) to allow the player to look at The next 7 cards in the Action deck A Foe card may be played (discarded) to steal 1 random card from an Opponents hand and add it to your own. A Puzzle card may be played (discarded) to draw the top card of the action Deck and add it to your hand.

A player may play (discard) an Escape card at any time (out of order) to negate An Action card just played by another player.

## Meld Phase

Starting with the Leader and going clockwise each player has the opportunity to make a Meld. A Meld consists of 8 cards, 1 from each of the 8 Suites. The first player to make a meld claims the current Prize and adds it to their Library.

Once the Prize is claimed, no further Melds can be made this turn. If the prize is claimed, flip over the top card of the Artifact deck to be the new Prize. Discard all Meld cards.

## End Phase

Max hand size is 10 cards. Players discard excess cards.

## Notes On Artifact Card Special Abilities

Some artifacts have the Flip ability: As an action in Action phase (once only per each Action phase) flip over the top card of the action deck: If it matches the card type Described by the card, you may put it in your hand, otherwise, discard it. For any artifact with the "Action:" notation, its ability is used as an action in Action phase (only once per each Action phase). The Bonus ability means, that the card is worth 2 Artifacts

for determining Victory, if you control at least 1 more Artifact of the type indicated.

Limited Meld means the card counts like an Action card in meld phase. However, this can only be done once per game. It is not discarded when so used.

## Artifact Deck Card Notation

**B** Biblical  
**G** Greek/Roman  
**M** Modern  
**R** Renaissance  
**A** Arthurian  
**X** Atlantis  
**U** Gold

## Artifact Deck Card List

Card Name:	Type:	Notes:
Spear of Destiny	B	All of your Fate rolls are at +1
Dead Sea Scrolls	B	Limited Meld: Use as a Knowledge or Puzzle card
Pandora's Box	G	Flip for Danger or Foe card
Ali Baba's Flying Carpet	R	Flip for Travel or Location card
Excalibur	A	Flip for Escape or Companion card
Davinci's Diary	R	Flip for Puzzle or Knowledge card
HG Wells Time Machine	M	Action: Look at next card in Artifact deck
Pan's Flute	G	Bonus Greek
Crystal Skull	X	Action: Look at Target Opponents hand
Medusas Head	G	You are Immune to Foe cards
Ark of the Covenant	B	Hand Size +1
Book of Solomon	B	Action: Discard 1 card to draw 1 card from the deck
Tesla's Death Ray	M	All Opponent's Hand Sizes are -1
Holy Grail	A	Also counts as a Biblical card
Trident of Poseidon	G	Hand Size +1
Live Unicorn	A	Bonus Arthurian
Philosophers Stone	U	Also Renaissance
Fountain of Youth	R	Limited Meld: Use as a Location or Companion card
Tree of Knowledge	B	Action: Look at next 7 cards in Action deck
Golden Fleece	G	Also Gold
Shroud of Turin	B	Bonus Biblical
Blackbeard's Chest	R	Also Gold
King Midas	G	Also Gold
Judas' Chalice	B	Limited Meld: Use as a Foe or Danger card
Golden Goose	U	Bonus Gold
Jet Pack	M	Limited Meld: Use as an Escape or Travel card
Little Boy Prototype	M	Bonus Modern

## Action Deck Card Notation

**K** Knowledge  
**D** Danger  
**T** Travel

**C** Companion  
**E** Escape  
**F** Foe  
**P** Puzzle  
**L** Location

## Action Deck Card List

Card Name:	Type:
Canoe	T
Spelunking	T
Mountain Climbing	T
Hiking	T
Plane	T
Train	T
Tour Bus	T
Boat	T
Horse Riding	T
Motorcycle	T
Leading Lady	C
Masonic Knight	C
Female Bodyguard	C
Romantic Interest	C
American Indian Guide	C
African Tribesman	C
Judson	C
Secretary	C
Buddhist Monk	C
Lovely Archeologist	C
Geography	K
Comparative Religions	K
Astronomy	K
Natural History	K
Literature	K
Mythology	K
Anthropology	K
Linguistics	K
Architecture	K
History	K
Roman Ruins	L
Mayan Temple	L
Museum	L
New Orleans	L
Shangri La	L
Serengeti	L
Amazon Rainforest	L
Solomon's Mine	L
Mombasa	L
Cairo	L

Card Name:	Type:
Arrow Traps	D
Water Death Trap	D
Bottomless Pit	D
Vampire Bats	D
Old Rope Bridge	D
Ghosts	D
Asp	D
River of Lava	D
Hippos	D
Headhunters	D
Serpent Brotherhood	F
Deadly Scorpion Cult	F
Time Traveling Ninjas	F
Previous Librarian	F
Fem Fatale	F
Thugs with Guns	F
Evil Uncle	F
Militia General	F
Count Dracula	F
Former Professor	F
Treasure Map	P
Secret Chamber	P
Language of the Birds	P
The Name of God	P
Masonic Symbols	P
Stumble Upon It	P
Hidden In Plain Sight	P
Two Part Musical Key	P
Break Code	P
Ancient Tome	P
Jump Off Cliff	E
Slip Bonds	E
Brawl	E
Jump Out of Window	E
Catch Train	E
Jump in River	E
Earthquake	E
High Speed Chase	E
Jump Out of Plane	E
Run for your Life	E





# Quidditch Cup

## Introduction

Card game for 2 players. Players are each in control of opposing Quidditch teams.

## Disclaimer

Harry Potter is a trademarked, licensed property. This is merely a fan site

## The Deck

Players share a common deck.

## Turn Sequence

Each turn is divided into 6 phases:

1. Draw Phase
2. Tactics Phase
3. Foul Phase
4. Action Phase
5. Modifier Phase
6. Score Phase

## Draw Phase

Each player discards down to 2 cards (or less), and then draws 5 cards.

## Tactics Phase

Each player may discard up to 2 cards and draw replacements.

## Foul Phase

Play (discard) a Foul card to make your opponent discard 2 random cards. If one of the cards discarded is a Player card, your opponent gets 10 points.

## Card List

Card Name	#	Force	Notes
Bludger 1	1	1	Ball
Bludger 2	1	2	Ball
Bludger 3	1	3	Ball
Bludger 4	1	4	Ball
Bludger 5	1	5	Ball
Bludger 6	1	6	Ball
Bludger 7	1	7	Ball
Bludger 8	1	8	Ball
Beater 1	1	1	Player

## Action Phase

Each player makes 3 Action piles of face-down cards:

1. Bludger-Beater Pile (May contain Bludger, Beater, & Speed cards)
2. Quaffle-Chaser Pile (May contain Quaffle, Chaser, & Speed cards)
3. Snitch-Seeker Pile (May contain Snitch, Seeker, & Speed cards)

Players reveal their piles (flip them face-up). Each card has a Force value. Each pile has a total force equal to the sum of all the force cards played in a pile.

## Modifier Phase

You may play a Magic card to cause any card in any pile to be discarded. You may play a Keeper card to cause both Quaffle-Chaser Piles to be discarded.

## Score Phase

If you have the highest total in the Bludger-Beater Pile, and you have at least one Bludger and one Beater card, then your opponent draws one less card next turn. If you have the highest total in the Quaffle-Chaser Pile, and you have at least one Quaffle and one Chaser card, then you get 10 points. If your total in the Snitch-Seeker Pile is four times or more greater than your Opponents total, and you have at least one Snitch and one Seeker card, then you get 150 points and the game is over.

Card Name	#	Force	Notes
Chaser 4	1	4	Player
Chaser 5	1	5	Player
Chaser 6	1	6	Player
Chaser 7	1	7	Player
Chaser 8	1	8	Player
Snitch 1	1	1	Ball
Snitch 2	1	2	Ball
Snitch 3	1	3	Ball
Snitch 4	1	4	Ball



Card Name	#	Force	Notes
Beater 2	1	2	Player
Beater 3	1	3	Player
Beater 4	1	4	Player
Beater 5	1	5	Player
Beater 6	1	6	Player
Beater 7	1	7	Player
Beater 8	1	8	Player
Quaffle 1	1	1	Ball
Quaffle 2	1	2	Ball
Quaffle 3	1	3	Ball
Quaffle 4	1	4	Ball
Quaffle 5	1	5	Ball
Quaffle 6	1	6	Ball
Quaffle 7	1	7	Ball
Quaffle 8	1	8	Ball
Chaser 1	1	1	Player
Chaser 2	1	2	Player
Chaser 3	1	3	Player

Card Name	#	Force	Notes
Snitch 5	1	5	Ball
Snitch 6	1	6	Ball
Snitch 7	1	7	Ball
Snitch 8	1	8	Ball
Seeker 1	1	1	Player
Seeker 2	1	2	Player
Seeker 3	1	3	Player
Seeker 4	1	4	Player
Seeker 5	1	5	Player
Seeker 6	1	6	Player
Seeker 7	1	7	Player
Seeker 8	1	8	Player
Keeper	2	-	Player
Speed	4	5	Speed
Foul	2	-	Cheating
Magic	2	-	Cheating
House	4	-	See House Rules

## Optional Setup Rules

### House Rules

Each player chooses one House in setup: Gryffindor, Slytherin, Hufflepuff, or Ravenclaw. The Gryffindor player may use a House card to add 5 Force to any pile. The Slytherin player may use House cards as Foul cards. The Hufflepuff player may discard a House

card to draw 2 cards.

The Ravenclaw player may discard a House card to take an extra Tactics Phase.

### Star Players

Each player rolls 3 times on the following table in setup:

1D6	Player	Notes
1	Star Captain	You may discard 1 additional card in discard phase
2	Star Chaser	Chaser cards get +1 Force
3	Star Beater	Beater cards get +1 Force
4	Star Keeper	Your opponent must defeat you by an additional +1 Force to score
5	Star Seeker	Seeker cards get +1 Force
6	Super Brooms	Speed cards get +2 Force

## Links

[quidditch.com](http://quidditch.com)







# Ragnarok

## Introduction

The last epic battle in Norse mythology of Good against Evil.

## The Good Aesir & Vanir

UNIT	Move	Strngth	Range	NOTES
Odin	10	5	2	Supreme Ruler; Berserk; Magic
Balder	1	1	1	God of Beauty; Charm
Bragi	1	1	1	God of Poetry & Song; Song of Calm
Forseti	1	2	1	God of Justice; +1 when defending
Frey	10	4	1	God of Sun & Fey; Aura of Light
Freya	4	3	2	Goddess of Love
Frigga	4	2	1	Goddess of Winds, Wife of Odin, Dragon form; Charm
Heimdall	1	4	1	Guardian of the Rainbow Bridge; +1 vs Frost Giants
Idun	1	1	1	Goddess of Spring; Heal
Thor	4	5	2	God of Thunder, Magic Hammer, Flying Chariot
Magni	1	4	1	God of Strength
Modi	1	4	1	God of Courage, Berserk
Sif	1	3	1	Goddess of Skill, Berserk
Tyr	1	3	1	God of War & Law
Uller	2	3	2	God of Hunting
Vidar	1	4	1	God of Silence; Vidar's Boot
Fjalar	1	2	1	Dwarven Hero; +1 when defending
2 Valkyries	4	1	1	Warrior Maidens, Ride pegasai
2 Ravens	5	1	1	Spies
10 Einheriar	1	3	1	Honored Heroes
3 Dwarves	1	2	1	Magic Weapons
3 Elves	1	1	2	Arrows

## The Evil Giants

UNIT	Move	Strngth	Range	NOTES
Loki	2	3	1	God of Mischief, Charm; Magic
Fenris Wolf	2	5	1	God; Great Wolf
Hel	10	4	1	Goddess of Death; Death Aura
Midgard Serpent	10	5	1	God; When Killed = Pool of Poison; Circles the world
Aegir	1	4	1	God of Storms & Sea; +1 in Sea terrain
Surt	1	5	2	Lord of the Fire Giants, Berserk
Thrym	1	3	1	Lord of the Frost Giants, Berserk
Naglfar	3	4	1	Ship of the Dead; Can Carry 4 Undead Hordes
5 Frost Giants	1	4	1	
6 Fire Giants	1	2	2	Arrows
4 Storm Giants	1	3	2	Lightning Bolts

UNIT	Move	Strngth	Range	NOTES
7 Stone Giants	1	1	2	Throw Boulders
9 Undead Hordes	1	1	1	
6 Wolves	2	1	1	

## Terms

**Strength-** Value used for attack and defense. **Range-** The distance in hexes an attack will reach. If greater than 1, it is considered a ranged attack. **Berserk-Nongod** units adjacent to the god get +1 Strength.

**Magic-** Once on your turn pick one: +2 to Move or Strength or Range. **Charm-** Target adjacent unit cannot attack. **Heal-** Adjacent units get +1 Strength when defending.

**Death Aura-** When activated (up to once per turn) All adjacent nonundead units receive a Strength =2 attack. **Aura of Light-** All adjacent undead receive a Strength =1 attack. **Pool of Poison-** The Midgard Serpent cannot be killed by a ranged attack.

When killed all adjacent units receive a Strength =5 attack. The chit represents the Serpents head. **Song of Calm-** When activated (up to once per turn) All adjacent units cannot attack. **Vidar's Boot-** Target adjacent unit cannot move

## Turn Sequence

A "round" is when each player has had a turn. **THE FATES-** Roll high on D6 to determine who goes first each round. Players take turns. Each turn has 2 phases:

1. MOVEMENT PHASE
2. BATTLE PHASE

## Movement Phase

Each unit can move once per turn, a number of spaces up to its Move score. Only one unit per hex.

There is no stacking.

## Battle Phase

Each unit can make one attack per turn against a unit in its attack range. For each attack roll a number of D6 equal to the attackers strength. Also roll a number of D6 equal to the defenders strength.

If the Attacker's Strength Total is higher, the Defender is slain. Slain units are removed from play. Attacks are not combined.

## The Map

Use a hex grid. Use counters to represent units. The giants are coming from the land of Jotunheim. They are invading Asgard. Terrain features of Asgard include forests, mountains, seas, and the strongholds of the Gods. The main holding will be Valhalla, the court of Odin.

## Setup

The Giant forces will be lined up on one side of the map. The forces of good will be clustered around Valhalla.

**ODIN'S RULE (optional)** If Odin & the Midgard Serpent are ever adjacent, they will automatically destroy each other.

## Victory Conditions

Everybody dies.





# Ravenloft Quest

## Introduction

Each player controls a party of Heroes traveling through The Northern Core of Ravenloft, the Demi-Plane of Dread.

## Disclaimer

Ravenloft is a copyrighted property. This is merely a fan site.

## The Board

- The Board is a track of 90 spaces.
- The start & end spaces are Mist spaces.
- The other spaces are Domain spaces.
- There are 11 Domains.
- Each Domain is 8 spaces long.

## The Domains

- Lamordia
- Dementlieu
- The Boglands
- Forest of Shadows
- The Jagged Coast
- The Mistlands

- Mountains of Mystery
- The Vale of Tears
- Falkovnia
- Keening
- Tepest

## Victory

The first player whose party (pawn) reaches the end space wins. You lose if all of your Heroes are killed.

## Pieces

Each player's party is represented by a pawn of a unique color.

## Setup

Pawns start the game in the Start space. Each player is dealt 5 Power cards. The creepiest player goes first.

## Party Composition

Each party starts with 6 Heroes. Roll on the Hero table to determine each Heroes Identity:

## Hero Table

1D20	Hero Type:	Fight	Holy	Magic	Scout	Notes:
1	Paladin	2	1	-	-	Darklords get +2 vs you
2	Priest	-	3	-	-	
3	Cleric	1	1	-	-	+1 vs Undead
4	Monk	1	1	-	1	
5	Knight	3	-	-	-	
6	Wizard	-	-	3	-	
7	Illusionist	-	-	1	1	+1 vs Men
8	Bard	-	1	1	1	
9	Ranger	1	-	-	1	+1 vs Locations
10	Elf	1	-	1	1	
11	Thief	1	-	-	2	
12	Druid	-	1	-	1	+1 vs Locations
13	Avenger	3	-	-	-	
14	Gypsy	-	-	-	3	
15	Arcanist	-	1	2	-	
16	Elementalist	1	-	2	-	
17	Anchorite	1	2	-	-	
18+	Pick One	-	-	-	-	

## Turn Sequence

Players take turns. Each turn has 4 phases: Aid Phase Travel Phase Encounter Phase Resolution Phase

## Aid Phase

Draw 1 card from the power deck. Max hand size is 7 cards. Discard excess cards.

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

## Travel Phase

Roll 1D6 and move that many spaces forward.

## Encounter Phase

Every Domain has an encounter Table. Roll once on the Encounter Table of the Domain your party is in. This is the Encounter roll.

## Resolution Phase

Resolve the randomly determined encounter. Every encounter requires a challenge roll. There are 4 types of Challenge rolls: Fight, Holy, Magic, and Scout.

Each Encounter has a Difficulty level from 1 to 3. (Note each hero also has a level in each type or trait) Roll 1D6 for the Encounter & add the Difficulty Level. This is the Challenge Total.

Roll 1D6 and add the levels of your Heroes in the indicated trait. This is the Hero Total. Players may play Power cards to modify the Totals.

If the Hero Total is equal or greater than the Challenge Total, the Heroes win. Winning Heroes draw 1 card, and may move next turn. If the party loses, one of two things will happen depending on the Challenge description: 1 random party member is killed, or The party may not move next turn.

In the case of Quest challenges, if the party wins, they move forward 1d6 spaces, if they loose they must move back to the first space of the Domain.

## Domain Notation

- D** Darklord Encounter
- E** Event Encounter
- C** Creature Encounter
- M** Magic Test
- F** Fight Test
- H** Holy Test
- S** Scout Test
- L** Lose 1 Hero
- X** Miss next move

## Domain Listing

Lamordia - Renaissance

1D10	Encounter:	Type	Test	Fail	Notes
1	Fight Adam the Flesh Golem	D	M2	L	Undead
2	Blizzard	E	M2	X	Location
3	Isle of Agony	E	S1	X	Location
4	Investigate Dr. Victor Mordenheim	E	H1	X	Men
5	Deformed Beasts	C	F1	L	
6	Chased by Angry Mob	C	H2	X	Men
7	Flesh Golems	C	F1	L	Undead
8	Chase Adam	D	S3	X	Undead
9	Experimental Surgery	E	M1	L	Men
10	Hope for Redemption	Q	H3	Q	Men

Dementlieu - Renaissance

1D10	Encounter:	Type	Test	Fail	Notes
1	Dominic d'Honaire the Mesmerist	D	H3	X	Men
2	Pistol Duel	C	F1	L	Men
3	Locked up in Sanatorium	E	S1	X	Men
4	Coastal Sea Spawn	C	F1	L	
5	Gentry Intrigue	E	M1	X	Men
6	Romantic Entanglement	E	H2	X	
7	Low Class Rogues	C	S1	L	Men
8	Decadence	E	H1	X	Men
9	Plots within Plots	D	M1	X	Men
10	Thwart Insidious Plot	Q	S3	Q	Men

## The Boglands - Necropolis - Chivalric

1D6	Encounter:	Type	Test	Fail	Notes
1	Glennis the Green Hag	D	F2	L	
2	Expose Plot for Revenge	Q	M2	Q	
3	Poisonous Creatures	C	F1	L	
4	The Great Salt Swamp	E	S2	X	Location
5	Stagnus Lake	E	S2	X	Location
6	Help Refugees	Q	H1	Q	

## The Forest of Shadows - Necropolis - Chivalric

1D10	Encounter:	Type	Test	Fail	Notes
1	Death (The Grim Reaper)	D	H3	L	Undead
2	Armies of the Dead	C	F2	L	Undead
3	Ruins of Castle Avernus	Q	F3	Q	Location
4	Werewolves	C	F2	L	
5	Stone Circle	E	H2	X	Location
6	Giant Spiders	C	F1	L	
7	Doomsday Device	E	M3	L	
8	Unholy Order of the Grave	C	H2	L	Undead
9	Zombies	C	H1	L	Undead
10	Halfling Wererat Thieves	C	F2	L	

## The Jagged Coast - Necropolis - Dark Ages

1D6	Encounter:	Type	Test	Fail	Notes
1	Damon Skragg the Ghoull Lord	C	H1	L	Undead
2	Look for Treasure Caches	Q	S3	Q	Location
3	Smugglers	C	F1	L	Men
4	Strange Whirlpool	E	M2	X	Location
5	Underwater Dwellers	C	F2	L	
6	Ghast Pirates	C	F2	L	Undead

## The Mistlands - Necropolis - Dark Ages

1D8	Encounter:	Type	Test	Fail	Notes
1	Elf Ghost Mistwalker	D	M2	L	Undead
2	The Church of Ezra	E	H1	X	Men
3	Sinkholes of Silence	E	M1	X	Location
4	Pockets of Mist	E	S2	X	Location
5	Goblins	C	F1	L	
6	Dark Elves	C	F2	L	
7	Find Mysterious Tower	Q	S3	Q	Location
8	Obsession	E	H2	X	

## The Mountains of Misery - Necropolis - Dark Ages

1D10	Encounter:	Type	Test	Fail	Notes
1	Silvertress the Dwarf Vampire	D	H2	L	Undead
2	Dark Elves	C	F2	L	
3	Broken Ones	C	F2	L	
4	Darklings	C	F1	L	
5	Tremors	E	S1	X	Location
6	Volcanic Activity	E	S2	X	Location

1D10	Encounter:	Type	Test	Fail	Notes
7	Jagged Foothills	E	S1	X	Location
8	Goblins	C	F1	L	
9	Aid Gnome Miners	Q	M	X	
10	Karganate Secret Society	C	H2	L	Men

### The Vale of Tears - Necropolis - Dark Ages

1D6	Encounter:	Type	Test	Fail	Notes
1	Yako the Vassalich	D	H2	L	Undead
2	Lycanthropes	C	F2	L	Undead
3	Flooding	E	M1	X	Location
4	Maggot Golem	C	F2	L	
5	Giant Flesh Golems	C	F2	L	
6	Protect the Halfling Village	Q	S2	Q	

### Falkovnia - Medieval

1D12	Encounter:	Type	Test	Fail	Notes
1	Vlad Drakov the Impaler	D	H3	L	Men
2	Dead Forest	E	S1	X	Location
3	Executions	E	M2	L	Men
4	Beggars	C	F1	X	Men
5	Torture	E	S2	X	Men
6	Ruthless Soldiers	C	F2	X	Men
7	Militia Brutality	C	F1	X	Men
8	Military Tribunal	E	H2	X	Men
9	Impalements	E	M2	L	Men
10	Border Patrols	C	F2	L	Men
11	Help Rebels	Q	S3	Q	Men
12	Defend the Innocent	Q	F3	Q	Men

### Keening - Ruins

1D6	Encounter:	Type	Test	Fail	Notes
1	Tristessa the Banshee	D	H3	L	Undead
2	Zombies	C	F2	L	Undead
3	Mount Lament	E	S2	X	Location
4	Wall of Wind	E	M2	X	
5	Faerie Fire	E	M1	X	
6	Darkness	E	M1	X	

### Tepest - Early Medieval

1D12	Encounter:	Type	Test	Fail	Notes
1	Laveeda the Annis	D	M2	L	
2	Leticia the Sea Hag	D	H3	L	
3	Lorinda the Greenhag	D	S1	L	
4	Goblins (Little Beasties)	C	F1	L	Men
5	The Shadow Rift	E	S2	X	
6	Superstitious Witch Hunt	E	H2	L	
7	Blackroot the Evil Treant	C	F2	L	
8	Violent Storm	E	F3	X	Location
9	Terrible Curse	E	M1	X	
10	Force Cage & Mindblank	E	M2	X	

1D12	Encounter:	Type	Test	Fail	Notes
11	Rescue Children	Q	S3	Q	
12	Prove Innocence	Q	H3	Q	

## Power Card List Notation

**A** Aid: Use to increase your chances of winning an Encounter.

**F** Foe: Use against opposing player to make their Encounter tougher

**X** Special

## Power Card List

Card Name	Type	Notes:
Matchlock pistol	A	Fight +2
Rapier	A	Fight +2
Fear	F	Creature gets +1
Revulsion	F	Creature or Darklord gets +1
Horror	F	Creature gets +2
Madness	F	Creature or Darklord gets +2
Closed Border	F	Darklord gets +3
Holy Water	A	+2 vs undead
Turn Undead	A	+2 vs undead
Find Weakness	A	+2 vs Darklord
Know Vulnerabilities	A	+1 vs Creature or Darklord
Holy Symbol	A	+2 vs undead
Holy Word	A	+2 vs Holy Encounter (Needs Holy Hero)
Good Secret Society	A	+1 vs any Encounter
Vistani Gypsies	X	Opponent must discard 3 random cards
Carnival	X	Opponent misses his next turn
The Fraternity of Shadows	X	Draw 3 cards
Dark Secrets	X	Cause Encounter Roll to be rerolled
Split up	F	Event Encounter gets +2
Something Sinister	F	Any Encounter gets +1
Macabre & Supernatural	F	Magic Encounter gets +2
Sinkhole of Evil	F	Undead gets +2
Corruption	F	Holy Test gets +2
Terror	F	Fight Test gets +2
Faith Magic	A	+2 vs Holy Encounter (Needs Holy Hero)
Healing Herbs	X	Put killed Hero back in play (Needs Scout Hero)
Resurrection	X	Put killed Hero back in play (Needs Holy Hero)
Reincarnation	X	Put killed Hero back in play (Needs Magic Hero)
Summoning	A	Magic +2 (Need Magic Hero)
Enchantment	F	Magic Test gets +2
Divination	X	Look at next 7 cards in deck
Necromancy	A	Holy +2 (Need Magic Hero)
Smite	A	Fight +2 (Need Fight Hero)
Stealth	A	Scout +2 (Need Scout Hero)
Backstab	A	Fight +2 (Need Scout Hero)
Courage	A	Holy +2 (Need Fight Hero)
Find Companion	X	Gain 1 Random Hero
Henchman	X	Gain 1 Random Hero
Magic Potion	A	+1 to any Encounter
Magic Ring	A	+1 to any Encounter

### Game Designers Notes

I have a copy of the 2nd Edition Ravenloft Book.  
These are only the Northern Core. I would like to do

all the other Domains as well.







# Renaissance Inventors At War

## Introduction

Card and Board Skirmish Scale Game for 2 players.  
Fantasy Theme: Renaissance Warfare with Leonardo  
Da Vinci style Inventions.

## Basic Scenario

Italian City States at War circa 1490. The Fivizzano are invading the Piombino.

## Basic Scenario Victory Conditions

The Fivizzano win if they occupy 4 of the spaces of the city. The Piombinos win if they destroy 20 or more Units.

## Basic Scenario Map Board

Use a 16 x 16 square grid Map. This is equivalent to 4 Chessboards arranged into a square. Each 8 x 8 section is referred to as a Quadrant.

The 2 eastern quadrants are land. The 2 western quadrants are water. 6 Squares of the NE corner of the SW Quadrant shall contain City Squares.

This is the Port City Commune of Piombino. Most of the Land spaces are Flat Land with a few clumps of Forests and Mountains and a few solitary Hills, Villages, and Swamps. One Road connects the City to a Village or two and then goes off the map.

A few Islands dot the Tyrrhenian Sea.

## Terrain Types

Type:	Notes:
Flat Land/Islands	No rules Modifications. Water units are Prohibited.
Water/River/Lakes	No rules Mods. Land units are Prohibited.
Road/Bridge	Land units get Move +1 if any of their move is along the road
Settlement	Village/Town/City/Ruins: Attacks vs. Occupying Non-Fort Land Units at -1.
Forest	Land Units get Move -1 if any of their move is thru Forest. Min of 1.
Desert	Units must stop when entering.
Hills	Units get range +1 to their Missile Attacks.
Mountain	All Units and attacks are Blocked.
Swamp	Only Infantry can move into or through. Must stop when entering.

## Unit Types

Unit:	Move	Hits	Range	Abr	Notes:
Infantry	2	2	2	Inf	
Engineers	2	1	1	Eng	
Cavalry	4	1	1	Cav	
Artillery	1	1	5	Art	
War Machine	3	3	3	WM	
Flying Machine	6	1	2	FM	
Fortification	0	3	5	Fort	Garrison included
Small Warship	5	2	3	SW	
Large Warship	4	3	4	LW	
Transport	3	2	1	Tsp	Can Carry 2 Land Units
Mine Field	0	0	0	MF	Land or Sea!

## Unit Counters

Use counters to represent Units. Traditional Piombino Colors are Red & Yellow. Traditional Fivizzano Colors are White & Purple.

## Other Counters

Players share a common set of Damage Counters. Bridge Counters are also needed.

## Stacking, Moving, & Attacking Limits

Basic rule of thumb is one Unit per space with many exceptions: Land Units in Transports or carried by other Units. Note if a transporting unit is destroyed, the Units it carries are also destroyed. Up to 2 Forts can be in 1 Space.

Up to 1 Land Unit can be stacked with Fortifications. A Fort must be destroyed before any Land Units stacked with it can be attacked. Friendly Units can move through each other.

FM can stack with Friendly and Hostile Land & Sea Units, but not other FM. Attacks vs. FM are at range -1. For instance: An Engineer can only attack an enemy FM if it is in the same square. Note: Cavalry in this game are considered to be equipped with Missile weapons and explosives and are as versatile as Infantry & Engineers in the targets they can engage.

Note: Forts come with integral garrisons equipped with Artillery pieces. Note: Ships come with fighting crews, marines, & Artillery pieces. FM are not improved or hampered by any terrain except Mountains.

Mine Field: Units can enter spaces occupied by Mine Fields: Non-FM & Non-Engineer Units entering a Minefield lose a Hit on a roll of 7+ on 1D10. You can be destroyed by your own mines! If a Fort is reduced to 2 or less hits its range is reduced to 2.

## Engineers: Special Rules

Engineer Units are Attack +2 vs. Fortifications and Bridges. Engineer Units may build pontoon Bridges across rivers: this uses up a full move: Place a Bridge Marker on an adjacent River space. Units may move on it as if it were Flatland. The Pontoon Bridge is considered to have 1 Hit. Engineers are immune to Minefields. Instead of moving, on a roll of 6+ on 1D10 they can clear a Minefield they occupy: Remove the Minefield Unit.

No other Unit can attack or remove a Mine Field. Repairs: Instead of Moving an engineer on a roll of 9+ on 1D10 can restore 1 lost Hit to a WM, Ship, or Fort it shares a space with.

## Capture Rules

Boarding Actions: When a ship is damaged by another adjacent ship roll 1D10: (Capture Roll) On a roll of 7+ the ship does not lose a hit but is instead captured (it changes sides). If the Attacking ship was carrying Infantry get +1 to the roll. Get -1 if the defender is carrying Infantry.

Castle Storming: When a space containing a single Fort and no other land units is damaged by attacking adjacent infantry roll 1D10: (Capture Roll) On a roll of 7+ the Fort does not lose a hit but is instead captured (it changes sides). Attacker gets +1 if a friendly Engineer unit is also adjacent to the Fort.

## Dice

10 sided Dice are needed.

## Inventions & Leaders

These give advantages that last the duration of the entire battle.

## Tactics Deck

These cards mostly give short duration benefits. These cards are discarded when played.

## Fivizzano Attacking Army List

The Attackers have: 8 Flying Machines 6 War Machines 8 Infantry 4 Cavalry 6 Artillery 4 Engineers 6 Small ships 2 Large Ships 2 Transports 1 Roll on the Leader Table 6 Rolls on the Invention Table Units start in the bottom half of the Southern Quadrants.

## Piombino Defending Army List

The 6 city spaces each hold 1 Fortification. They also have: 4 More Forts occupying Villages and/or Islands. 4 Infantry 3 Artillery 2 Cavalry 1 Engineer 2 War Machines 6 Flying Machines 6 Small Ships 6 Mine Fields (Land & Sea in any combination) 1 Roll on the Leader Table 4 Rolls on the Invention Table Units start scattered in the Northern Quadrants

## Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Draw Phase
2. Move Phase
3. Attack Phase
4. End Phase

## Draw Phase

Draw 2 Tactics Cards. If the deck runs out, shuffle the discard and draw from it.

## Move Phase

Each of your Units may be Moved once. A Unit can move up to a number of spaces equal to its Move Rating.

## Attack Phase

Each of your units may make 1 Attack vs. a target within its range. When attacking roll 1D10: (Attack Roll) On a roll of 7 or higher the attack is successful and the target loses 1 Hit. Use counters to keep track of lost hits.

A Unit with zero hits is destroyed.

## End Phase

Max Hand size is 5 cards. Discard excess cards.

## Deck Notation

**Adj** Adjacent

**Ship** Refers to Warships and Transports

Land Units = Does not include Forts

## Invention Table

1D100 Invention:	Notes:
01-02 Submersibles	Small Ships get Attack +1
03-04 Hot Air Balloons	FM get Attack +1
05-06 Propellers	FM & Ships get Move +1
07-08 Fire Bombs	FM get Attack +1
09-10 Rockets	Artillery & Ships & FM get Range +1
11-12 Greek Fire	Ships get +1 Attack
13-14 Torpedoes	Ships get +1 Range vs. other Ships
15-16 Giant Bladed Crane	Warships get +1 Attack vs. other Adj Ships
17-18 Rotating Turrets	War Machines get +1 Attack
19-20 Organ Guns	Artillery & WM get +1 Attack vs. Inf & Cav
21-22 Fire Throwers	WM & Ships get +1 Attack
23-24 War Wagons	WM can transport 1 Land Unit Each
25-26 Treads	War Machines get Move +1
27-28 Steam Power	WM & Ships get Move +1
29-30 Ornithopters	FM get Move +1
31-32 Repeating Crossbows	Infantry get 1 extra Attack per turn
33-34 Helicopters	FM get Move +1
35-36 Mine Sweeper	Small Warship has Engineer Abilities
37-38 Steam Cannons	Artillery get Attack +1
39-40 Mighty Mortar	Artillery get Attack +2 vs. Forts
41-42 Great Bombard	Artillery get Range +1
43-44 Breech Loading Guns	Artillery get 1 extra attack per turn
45-46 Giant Ballistae	Ships get Range +1
47-48 Scythed Chariot	WM gets Attack +1 vs. Adj Inf & Cav
49-50 Indirect Canister Shot	Artillery get Attack +1 vs Adj Target
51-52 Mobile Shield Walls	Infantry get Hits +1
53-54 Giant Trebuchet	Art & Forts get Range +1
55-56 Mechanical Soldiers	Infantry get +1 Hits
57-58 Armored Ships	Ships get +1 Hits
59-60 Mine Layer	Each of your Small Ships carry 1 MF
61-62 Armored Cars	WM get +1 Hits
63-64 Enfilading Angles	Forts get Attack +1
65-66 Mobile Siege Towers	WM get Range +1
67-68 Battering Rams	WM get Attack +2 vs. Forts
69-70 Baroque Earthworks	Forts get +1 Hits
71-72 Grenades	Infantry get Attack +1
73-74 Muskets	Infantry get Range +1
75-76 Demolitions	Engineers get Attack +1
77-78 Reiter Cavalry	Cavalry get Attack +1
79-80 Poison Smoke Bombs	Art & Engineers get Attack +1 vs Forts
81-82 Fire Kites	Engineers get Range +1
83-84 Mounted Arquebusiers	Cavalry get Range +1
85-86 Border Horse	Cavalry get Move +1
87-88 Paddle Wheels	Ships get Move +1
89-90 Parachutes	FM can transport 1 Infantry each
91-92 Double Hull	Ships get +1 Hits
93-94 Diver Suits	Sabotage: Opponent starts with one less Ship
95-96 Remote Control Guns	WM get 1 extra attack per turn
97-98 Unicycle Troops	Infantry get Move +1
99-00 Infernal Contraption	WM get Attack +1

## Inventions Detailed Explanations

**Minelayer:** The ship may lay the MF Unit into any sea space they moved out this turn. This does not count as an attack. **Mine Sweeper:** The Ship functions as if it were an Engineer (on Water Only). A ship with an Engineer Unit aboard can clear mines exactly as if

the ship itself were an engineer.

**Parachutes:** The Infantry can be dropped directly onto enemy units. If so roll an unmodified 1D10: on 1-7 the Parachute troops are killed. On 8+ the enemy unit(s) are destroyed... or in the case of a Fort or Ship are captured!

## Leader Table

1D10	Leader:	Notes:
1	Wondrous Inventor	Start with 2 extra Inventions
2	Great General	Max Hand Size +2
3	Drill Master	All of your Infantry get Attack +1
4	Famous Admiral	All of your Warships get Move +1
5	Gun Enthusiast	All your Artillery get Attack +1
6	Flight Pioneer	All your FM get Move +1
7	Renowned Builder	All your Forts get Hits +1
8	Mercenary Captain	Start with 2 extra Infantry
9	Unrivalled Equestrian	All your Cavalry get Attack +1
10	Mechanical Genius	All your WM get Move +1

## Tactics Deck

C#	Name:	Notes:
01	Dive Bomb	FM gets Attack +3 vs. Non-FM in same space
02	Boiling Oil	Fort gets Attack +3 vs. Adj Non-FM
03	Mud	Negate Move of Target Land Unit
04	Fog	Negate Move
05	Breakdown	Target WM cannot Move or Attack this turn
06	Explosion	Target Art that just attacked is destroyed
07	Powder Kegs	Inf & Engineers get Attack +3 vs. Adj Land Unit
08	Pike Formation	Negate Attack on Inf by adj Inf or Cav
09	Stone Balls	Art gets Attack +3
10	Smoke Screen	Negate Attack
11	Retreat	Negate Attack vs. Cav
12	Out Flank	Unit gets 1 extra Move
13	Forced March	1 or 2 Inf Units gets Move +1
14	Air Currents	FM gets Move +3
15	Dogfight	FM gets Attack +3 vs. FM
16	Lost Orders	Negate Move
17	Fate Intervenes	Negate Tactics Card
18	Confusion	Move Enemy Unit
19	Breakthrough	Non-Fort Non-artillery Unit gets Attack +3
20	Rally	Cav or Inf Unit gets back 1 Lost Hit
21	Reinforcements	Gain 1 Unit. Starts at edge of Map
22	Pinned Down	Negate Move of Non-FM Unit Attacked by you last turn
23	Charge	Cav or WM gets Attack +3 vs Adj Target
24	Bombardment	Art gets Attack +3
25	Iron Tipped Rams	Ship gets Attack +3 vs. Adj Ship
26	Secret Weapon	Roll once on the Invention Table
27	Decoys	Negate attack on non-Fort Unit
28	Hidden Movement	Switch 2 of your Units within 5 spaces of each other

C#	Name:	Notes:
29	High Ground	Unit gets +1 Range
30	Observation Balloon	Steal one random Tactics card from Opponents Hand
31	Spy Glass	Opponent must discard 2 Random Tactics Cards
32	Calculations	Draw 2 Tactics Cards
33	Negotiate Surrender	Adjacent Damaged Unit is destroyed
34	Scaling Ladders	Infantry get attack +3 vs. Fort
35	Reserve Move	1-3 Units get extra Move but they cannot attack
36	Exploding Warheads	Art or Ship gets Attack +2
37	Men-at-Arms	Cav get Attack +3 vs Non-Fort, Non-WM Adj Land Unit
38	Stink Pots	Engineers or Art get Attack +2
39	Caltrops	Put MF counter on Space adj to your unit
40	Signal Flares	Unit gets 1 extra Move

### Tactics Deck Conversion

Each Tactics card is numbered so players can use numbered counters instead of making up a cardset.

### City State Special Abilities

Each City State gets its own unique advantages:

City	Struct	Ability
VENICE	(The Arsenal)	1 extra Transport, 1 extra Small Ship, 1 extra Large Ship
MILAN	(Famous Armorers)	Inf & Cav get Hits +1
ROME	(Swiss Pikemen)	2 extra Inf. All Inf get Attack +1
FLORENCE	(Home of the Renaissance)	2 extra rolls on the Invention Table
FERRARA	(Grand Palaces)	2 extra Forts. Forts get Hits +1
MANTUA	(School of Princes)	2 extra rolls on the Leader Table
RIMINI	(Scoundrels)	Draw 1 extra Tactics card every other turn
URBINO	(Chivalry)	2 extra Cavalry. Cav get Attack +1
FIVIZZANO	(Court Archers)	Inf get Attack +1 & Range +1
PIOMBINO	(Industrial Port)	2 extra Units of any type
GENOA	(Maritime Republic)	1 extra Transport, 1 extra Small Ship. All Ships Move +1
SIENA	(Engineering)	1 extra WM, 1 extra Engineer, 1 extra roll on Invention Table





# Ring War

## Introduction

Two player card game simulating the struggle between the forces of good and evil in Tolkein's "The Hobbit" and "The Lord of the Rings".

## The Decks

There are two decks. One player uses the Forces of Light Deck. The other player uses the Dark Powers Deck.

Each deck contains one of each of the cards described in its list.

## Victory

The first player to have 10 Quest tokens or 10 War tokens wins. If at the end of a turn one player has 10 Quest tokens and the other Player has 10 War tokens the player with the 10 Quest tokens wins.

## Setup

Each player starts with 5 Quest tokens and 5 War tokens.

## Turn Sequence

- Draw Phase
- Aid Phase
- Scout Phase
- Action Phase
- Resolution Phase

## Draw Phase

Each player fills his hand to 9 cards. If a deck runs out shuffle the discard and draw from it.

## Aid Phase

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

## Scout Phase

Reveal a card with the Scout property to look at your opponents hand. The revealed card may not be your reserve card this turn.

## Action Phase

Each player puts 4 cards face down in 2 piles: The War Pile and the Quest pile. (Each pile will contain 3 cards) When both players have made 2 piles, the piles are revealed (flipped face up) This will leave each player with one card in their hand. The remaining card is called the reserve card.

## Resolution Phase

Each card has a Quest value and a War value. Each player adds up the Quest values of the cards in his Quest pile. The player with the highest total value wins the Quest Contest.

The winner of the Quest contest takes one Quest token from his opponent. In ties, no tokens are exchanged. If one player's total value is twice his opponents, he may take 2 tokens.

Each player adds up the War values of the cards in his War pile. The player with the highest total value wins the War Contest. The winner of the War contest takes one War token from his opponent.

In ties, no tokens are exchanged. If one player's total value is twice his opponents, he may take 2 tokens. A pile may only contain one location card.

The player with the most armies in his war pile gets +3 to his War total. The player with the most cavalry armies in his war pile gets +1 to his War total.

- If 2 cards in a pile share the same alliance the pile gets +1.
- If 3 cards in a pile share the same alliance the pile gets +3.
- If 4 cards in a pile share the same alliance the pile gets +5.

A single card may belong to more than one alliance at a time.

## Card List Notation

- A** Alliance
- W** War
- Q** Quest

## Middle Earth - War Of The Ring - Dark Powers - Card List

Unit Name:	A	W	Q	Notes:
Sauron the Dark Lord	M	7	6	Maia: Lord of the Rings
Saruman the White	I	4	4	Istari: Maia
Witch King of Morgul	AU	5	5	High Nazgul
Nazgul Ring Wraiths	MU	4	4	Black Riders: Scout: +1 vs One Ring
Barrow-Wights	U	0	3	Monster: Undead
Mouth of Sauron	M	2	0	General: All your armies get +1W
Orcs of the Red Eye	MG	2	2	Army: Goblins
White Hand Orcs	IG	2	2	Army: Goblins
Orcs of Angmar	AG	2	2	Army: Goblins
Uruk-hai	G	3	2	Army: Hobgoblins
Half Orcs	IG	3	0	Army
Trolls	T	4	3	Army: Giants
Olog-hai	T	5	3	Army: Black Trolls
Balrog Demon	U	6	5	Monster
Shelob the Great	S	0	4	Monster: Spider
Great Spiders	S	0	3	Monsters
Cave-Drake	D	4	3	Monster: Dragon
Winged Fire-Drake	D	4	4	Monster: Dragon
Smaug	D	5	5	Monster: Dragon
Black Numenoreans	-	2	0	Army: Men
Umbar Corsairs	M	2	0	Army: Men
Easterlings of Rhun	A	3	0	Army: Men: Sagath: Cavalry
Men of Harad	M	2	0	Army: Men: Southrons
Balchoth Barbarians	M	2	0	Army: Men
Wargs	W	2	3	Monsters: Great Wolves
Wolf Riders	GW	3	2	Army: Orcs & Wargs: Cavalry
Great Bats	-	0	2	Monster
Vampires	U	0	3	Monsters: Undead
Gaurhoth Werewolves	UW	0	3	Monsters: Shapeshifters
Fell Beasts	U	0	2	Monsters: Nazgul get +1
Wainriders	M	3	0	Army: Men: War Chariots: Cavalry
Flies of Mordor	M	0	2	Monster: Swarms
Dunlendings	I	2	0	Army: Men
Haradrim Mumakils	M	3	0	Army: War Elephants: Cavalry
Hillmen	A	2	0	Army: Men
Smeagol Gollum	-	0	5	Monster: +3Q vs Frodo or the One Ring
Kraken	-	0	3	Monster
Bandits	-	1	2	Men: Scout
Wormtongue	I	2	2	Traitor: +3 vs King Theoden
Southron Spy	I	1	2	Scout
Gothmog	A	3	0	General: All your armies get +1W
Variags of Khand	M	3	0	Army: Men: Cavalry
The Grond	-	1	0	Giant Battering Ram: +5W vs. Locatns
The Lidless Eye	M	2	3	Magic: Scout
Corruption	-	0	3	Magic: +1Q per opposing hero
Palantir	-	0	3	Seeing Stones: Maia get +2: Scout
Crebain	-	1	2	Large Black Crows: Scout
Mordor	M	4	3	Location
Moria	-	0	3	Location: Balrog gets +2Q
Mount Doom	M	0	4	Location



Unit Name:	A	W	G	Notes:
Mirkwood	S	0	3	Location
Misty Mountains	-	0	3	Location

Notes:

**M** Mordor Alliance  
**A** Angmar Alliance  
**I** Isengard Alliance  
**U** Undead Alliance  
**S** Spiders Alliance

**D** Dragons Alliance  
**G** Goblins Alliance  
**T** Trolls Alliance  
**W** Wolves Alliance

The Corruption card is = 0 if any Hobbits are played

## Middle Earth - War Of The Ring - Forces Of Light - Card List

Unit Name:	A	W	G	Notes:
Gandalf the Grey	F	5	6	Hero: Istari, Wisest of the Maiar
Radagast the Brown	-	2	3	Hero: Istari, Maiar
Elrond Half-elven	E	0	4	Hero: Elf King
Aragorn (Strider)	GF	5	5	Hero: Rightful King of all Dunedain
Legolas the Elf Lord	EF	4	5	Hero: Elf
Gimli the Dwarf Lord	DF	4	5	Hero: Dwarf
Frodo the Ring Bearer	HF	0	6	Hero: Hobbit
Samwise	HF	0	5	Hero: Hobbit: +2 vs Shelob the Great
Merry	HRF	1	3	Hero: Hobbit
Pippin	HGF	1	3	Hero: Hobbit
Bilbo Baggins	H	0	4	Hero: Hobbit: +2 vs Smaug
Boromir	GF	0	4	Hero: Prince of Gondor
Faramir	G	3	0	Hero: Brother of Boromir
King Theoden	R	3	0	Hero: King of the Mark
Eomer	R	4	0	Hero: Son of Theoden
Eowyn	R	2	0	Hero: Sister of Eomer: +4 vs Nazgul
Gwaihir the Windlord	B	4	4	Hero: King of the Eagles
Giant Eagles	B	5	4	Army: Scout
Treebeard	T	3	4	Hero: Treefolk Leader
Ents T	5	0		Army: Treefolk
Huorns T	4	0		Army: Animated Trees
Thorin Oakenshield D	4	4		Hero: King Under the Mountain
Grey Mountain Dwarves D	3	0		Army: Khazad
Iron Hill Dwarves	D	3	0	Army: Khazad
Rivendell Grey Elves	E	3	0	Army: Sindar
Lothlorien High Elves	E	3	0	Army: Noldor
Mirkwood Silvan Elves	E	3	0	Army: Laiquendi
Teleri Sea Elves	E	2	0	Army
Half Elves	E	2	0	Army
Galadriel	E	0	4	Queen of Lorien
The Shire	H	0	3	Location
Tom Bombadil	HT	0	4	Spirit of the Woods
Beorn	N	0	4	Hero: Shapeshifter
Bard of Esgaroth	N	1	2	Hero: +4 vs Dragons
Men of Gondor	G	2	0	Army: Dunedain
Men of Arnor	G	2	0	Army: Dunedain
Force from Lebennin	G	2	0	Army: Dunedain
Horsemen of Rohan	R	3	0	Army: Rohirrim: Cavalry
Helms Deep	R	4	0	Location
Bardings of Dale	N	2	0	Army: Northmen



Unit Name:	A	W	Q	Notes:
Beorning Bear Men	N	3	0	Army: Northmen
Rangers of the North	N	3	0	Army: Northmen: Scout
Woses of Druadan	N	1	2	Scout
Woodmen of Mirkwood	N	2	0	Army: Northmen
Dead Men of Dunharrow -	5	0		Army: Undead
Fellowship	F	0	3	
Minas Tirith	G	4	0	Location
Lorien	E	0	3	Location: Haven
Rivendell	-	3	3	Location: Haven
The One Ring	F	0	6	Ruling Ring: Invisibility
Cracks of Doom	-	0	4	Location
Sting	H	0	3	Magic Sword: +1 with Frodo
Anduril	-	0	3	Magic Sword: +2 with Strider
Shadowfax	R	0	3	Magic Steed: Scout: Gandalf gets +1

Notes:

**E** Elf  
**D** Dwarf  
**G** Gondor  
**N** Northmen  
**R** Rohan  
**H** Hobbit  
**B** Eagles  
**T** Ents  
**F** Fellowship

The One Ring gets +3Q if played with the Cracks of Doom. A pile that contains both Legolas and Glimli gets +2. Gandalf is +1 vs the Balrog.

Strider is a scout. Boromir = 0 if the One Ring is played. Pippin = 0 if Palantir is played.

## Middle Earth Links

<http://haven.theonering.net/> Gaming Havens

## Disclaimer

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## Contributions

Special thanks to Martin Hermansky for playtesting, analysis, finding and correcting critical flaws in the Dark Powers deck, and coming up with new alliances.

## Card Set Available

Thanks Zak!





# Satan's Folly

by Dana Darby sz3d@yahoo.com

## Introduction

This is a simulation of the War in Heaven from John Milton's Paradise Lost. In it, the forces of Satan fight the forces of God in a battle for control of Heaven before the Son defeats them and they are cast out of Heaven and into Hell.

Contents of rulebook:

1. Map and chits
2. Victory conditions
3. Set-up
4. Unit descriptions
5. Turn sequence-with break down of how to play the game
6. Optional rules
7. Designer notes
1. MAP & CHITS

The following items are needed for play:

1. Hex grid map.
2. Cardboard counters either commercial or home-made from poster board.
3. Dice for all players.
2. VICTORY

Satan player: You must have achieved a moral victory by the end of turn 20 or eliminate all of Heaven's forces first. A moral victory is achieved by eliminating 40 points of power. Keep track of the units killed by the Satan player. On the start of turn 20, if the total

of power from these dead unit equals 40 or more, then Satan has a moral victory.

Force of Good player: Prevent Satan from achieving his goal by the end of turn 20.

### 3. SETUP

The map should be drawn as follows: Satan's forces assemble in the "Quarters of the North" and build a palace. On the top one third of the map, draw 8 "city hexes" to represent the palace of Satan. The Satan player may place a wall around the entire city. Just draw a dark line around the city hexes. The rest of the map may have forests, hills, plains, rivers and mountains. Each player can take turns drawing a terrain feature on the map or the players can mutually agree on a map before hand.

### 4. UNIT DESCRIPTIONS

**POW** Power points

**MOV** Movement points

**C** Carry 1 unit

**C2** Carry 2 Units

**R** Ranged Attack up to two hexes away

**R3** Ranged Attack up to three hexes away

**F** These units can fly.

Breach = Unit automatically moves through walls destroying them

Draw the following units on the cardboard counter. Place a mark to represent either Satan or Forces of Good on the counters to avoid confusion, as to whose counter belongs to who.

ANGELIC FORCES (available to both sides)

UNIT	POW	MOV	NOTES
Seraphim	1	3	See designer notes at the end of rules.
Cherubim	2	3	
Thrones	2	3	
Dominions	3	3	
Virtues	3	4	
Powers	3	4	
Principalities	4	4	
Archangels	4	4	
Angels	4	4F	

Note: Each side draws from a pile of 27 chits. Make three chits per type of angelic unit. Alternate drawing the chits until all of them are gone. This will leave one side with an extra chit. Discard that chit so the forces

are equal.

LEADERS (one each of the following) The rebel angels:

UNIT	POW	MOV	NOTES
Satan	6	5F	leader of the rebels
Belial	4	4F	became the god of luxury

UNIT	POW	MOV	NOTES
Beelzebub	4	4F	second in command of the rebels

Leaders of God's forces:

UNIT	POW	MOV	NOTES
The Son	8	6F	became the Messiah, enters on turn 16
Gabriel	5	4F	guardian of Eden
Michael	5	4F	leader of God's forces during the great battle
Abdiel	4	3F	stood up to Satan in Book V and fought in the battle

Available Rebel units

UNIT	POW	MOV	NOTES
Infernal Engines	XR3	1	Power Points = 1D6-1; Reroll for each attack;
	-	-	(5 available)
	-	-	Cannot move & attack on the same turn
	-	-	Available after turn 8.
Lens Towers	3R3	0	Located on edges of city;
	-	-	(4 available)
	-	-	Create deadly beams of Light & Heat
Flying Machines	3	4FC	-
	-	-	(3 available)

Available Divine units

UNIT	POW	MOV	NOTES
Juggernaut	5	2C	Breaches wall automatically
UNIT	POW	MOV	NOTES(5 available)

## 5. TURN SEQUENCE

Draw Phase Movement Phase Attack Phase Advance turn marker

The following sequence is done in order for each turn. Eight turns equal one day in Heaven. Historically the war was fought for three days.

### 5-1: Draw Phase

Each player draws to replenish a max hand of 3 spell chits. Unflip and unrotate unit chits from previous turn.

### 5-2: Movement Phase

Each unit is given a MOV value. This is the total number of movement points the unit has each turn it is in the game. Players take turns moving units until all units have moved once.

Rotate units to indicate that they have moved. Units may move up to a number of hexes equal to their movement rate. Units may move in any direction as long as they pay the movement cost.

Units do not have to use their entire movement allowance. Terrain features may cost more to enter, consult the terrain section for more information. Unless otherwise noted, all units can move at least one hex per turn.

**F** These units can fly.

### 5-3: Terrain

Even with penalties the minimum movement rate = 1 hex per turn Clear = Costs 1 Move point to enter City spaces = Costs 2 Move points to enter. +1 Power to defense rolls for defending units Forest = Costs 2 Move points to enter. +1 Power to defense rolls Mountains = Costs 3 Move points to enter. +1 Power to defense rolls Rivers = Separate adjacent hexes. Costs 2 Move points to cross. Units being attacked from across a river get +2 Power to defense rolls. Walls = Separate adjacent hexes. Costs 3 Move points to cross, unless breached, then it costs 0 points. Flyers do not receive move penalties, they can move up to their full MOV value at only 1 point per hex.

### 5-4: Stacking & Carrying

Only one unit may occupy a space unless it is carrying other units. Carried units attack at -1 Power to a minimum of 1. Carried units cannot be attacked.

If a unit is destroyed all units it is carrying are also destroyed. Units carrying other units cannot be carried.

### 5-5: Attack Phase

Each unit is given a POW value. This is the total power the unit has when either attacking or defending. Units may attack only once per turn. They may defend as many times as necessary. Players take turns

attacking target units until all units have attacked.

Units may combine their attacks against a single target. Units can attack targets in an adjacent hex. Units with ranged attacks can target defenders within two hexes.

The attacker rolls 1D6 for every point of power used in the attack. This is the attack roll. The defending unit rolls 1D6 for each of its power points. This is the defense roll. If the attackers total is higher, the target is destroyed, otherwise the defender survives.

Spells may contribute power points to the attackers or the defenders. Flip units to indicate that they have attacked or cast spells. NOTE: Remember to add any power points from terrain if defending or any points from spells cast.

Example: A unit with a POW of 3 attacks a unit with a POW of 4.

- The attacker rolls 3 dice and gets a 3, 2, 5 for a total of 10.
- The defender rolls 4 dice and gets a 4, 3, 3, 1 for a total of 11.
- The defender survives. The attacker flips his unit over to show that it has attacked this turn.

## 5-6: Spells

The spell pile mix should be 1 chit for each of the spells listed below. A leader can cast one spell per turn. Each player has a hand of 3 spell chits they replenish in Draw Phase.

A player casts a spell from his hand through a leader unit he controls. Once spells are cast they are discarded unless they are to be used as markers. Unless otherwise noted spell have a range of 2 hexes.

### Spells- Notes

- Shield- Unit gets +3 Power Points on Defense roll. Cast at beginning of Attack phase
- Haste- Unit gets +2 Move Points. Cast at beginning of move phase
- Fly- Unit Flies at Move Points = 4 this turn. Cast at beginning of move phase
- Aid- Unit gets +2 Power Points. Cast at beginning of Attack phase
- Inspire- All adjacent friendly units get +1 Power points this turn. Cast at beginning of Attack phase
- Rage- Unit gets +3 Power Points on Attack roll. Cast at beginning of Attack phase
- Fireball- Range = 2 attack for 4 Power Points
- Lightning Bolt- Range = 3 attack for 3 Power Points
- Invulnerability- Unit cannot be Destroyed. Cast at beginning of Attack phase
- Negate- Negate the effect of spell just cast within 3 hexes
- Mesmerize- All adjacent enemy units cannot attack. Cast at beginning of Attack phase
- Winds- Negate all nonmagical ranged attacks against target. Cast before Defense roll made

- Wall of Fire- No unit may enter 1-3 adjacent target hexes targeted by caster within 3 hexes of caster. Cast at beginning of move phase
- Earthquake- 3 Adjacent hexes within 3 hexes of caster. Ground units in these hexes attacked for 2 Power Points
- Poison Gases- Unit -2 Power Points. Cast at beginning of Attack phase
- Summon- Move any Friendly unit from anywhere adjacent to caster
- Teleport- Caster or Friendly unit adjacent to caster can move to any empty hex
- Control- Take control of unit this turn. Cast at beginning of Attack phase
- Fear- Move enemy unit. Unit cannot end move adjacent to one of your units. Cast in move phase before unit moves

### 6. OPTIONAL RULES:

Command control: Units cannot move or fight unless they are within 3 hexes of a friendly leader. It is recommended that you get some experience first with the game before you try this rule.

No spells: Eliminate the spell rules. This will make the game more like a regular wargame and less "colorful."

Prince of Lies: The Satan player must recruit his forces before the game. Each angelic unit will follow Satan on a roll of 5 or 6 on a 6 sided die. The Satan player can add 1 to the die roll up to a maximum of 6 times.

This will simulate the fact that he can make an extra effort to get some classes of angels over other classes.

### 7. GAME DESIGNERS NOTES

The information for this game from Books V and VI of Paradise Lost. Additional sources were consulted for information on the units involved. Historically this battle is lost by Satan on the third day when the Son casts him and his followers out of Heaven after a crushing defeat in which Satan's cannons are buried under mountains.

Here is a run down of the events in the book: Day One: Both sides meet on a plain outside Satan's palace in the "Quarters in the North." They both form a giant phalanx and advance on one another. Michael cleaves Satan's right side off and Satan and his followers retreat.

Day Two: After a council of war, Satan decides to build cannons or infernal machines to fight with. These cannons take Michael by surprise and wreak havoc on Heaven's forces. Then they regroup and throw mountains on top of the cannons to bury them.

Day Three: The Son arrives per God's will and rides a chariot into battle and defeats Satan and his forces. The rebels retreat to the Gates of Heaven and are cast out.

The main problem with this game is the lack of detailed information. We are told that the forces line up in a classic Greek style formation and face off. But there are also chariots and cannons and some Roman style tactics.

But not much in the way of detail. We are not told exactly what the angels are capable of doing in a fight, so much of this is speculation. Consulting the internet for information, we find that the angel are grouped by "choirs" and that there are nine classes of angels. Hence the angelic units in the game. The combat capabilities are purely arbitrary and were done to provide favor between the classes. The spells were added to

give the leaders added ability against the "common angel" and can be considered an optional rule if need be. The extra "non-angelic" units are added to make the game more fun. The infernal engines are , of course, historically accurate, the rest is speculation.

References from the book Paradise Lost: Book V  
Book VI





# Solitaire Conquest

## Introduction

Solitaire board and card game with a fantasy conquest theme

## The Board

Draw a map of a continent with 12 connected regions. Name them if you like. Each region must be large enough to hold one stack of cards.

## The Decks

There are two decks: The Foe deck and the Ally deck. The Foe deck has 44 cards.

## Setup

11 of the 12 regions are dealt 4 cards each. These stacks of 4 cards are called 'Hordes'. Horde cards are face up.

Place a pawn in the empty space. The pawn represents your army.

## Turn Sequence

Each turn has 4 Phases: Raise Army Phase Reinforcement Phase March Phase Conquest Phase

## Raise Army Phase

Draw 3 cards from the Ally deck.

## Reinforcement Phase

You may draw one card from the Ally deck. You may repeat this phase.

## Horde Card List

Card Name	Force	Type	#
Hill Giant	1	G	2
Stone Giant	2	G	2
Ice Giant	3	G	2
Fire Giant	4	G	2
Cloud Giant	5	G	1
Storm Giant	6	G	1
Titan	7	G	1
Kobold Mob	1	H	2
Goblin Warparty	2	H	2
Orc Warband	3	H	2

## March Phase

You may move your pawn one or more regions. You must end your move adjacent to a region with a horde.

## Conquest Phase

You may destroy one Horde in region that is adjacent to your pawn. Your army must have a higher Force total than the target Horde. Each card has a Force value.

A Horde gets +1 if it has two cards of the same type. A Horde gets +2 if it has three cards of the same type. A Horde gets +3 if it has four cards of the same type.

Discard the destroyed Horde. Discard all your Ally cards.

## Winning

If you destroy all the Hordes you win. Defeating all the Hordes scores 10 points. Every card left in your Ally deck scores an additional point.

## Losing

If you are unable to destroy all the Hordes you lose.

## Card List Notation

- G** Giants
- H** Humanoids
- U** Undead
- D** Dragon
- #** Number of that card in the deck

Card Name	Force	Type	#
Skeletons	1	U	2
Zombies	2	U	2
Ghouls	3	U	2
Ghasts	4	U	2
Wights	5	U	1
Wraiths	6	U	1
Vampire	7	U	1
Fire Drake	1	D	2
Wyvern	2	D	2
White Dragon	3	D	2

Card Name	Force	Type	#
Hobgoblin Riders	4	H	2
Gnoll Raiders	5	H	1
Bugbear Ambushers	6	H	1
Ogre Tribe	7	H	1

Card Name	Force	Type	#
Green Dragon	4	D	2
Black Dragon	5	D	1
Blue Dragon	6	D	1
Red Dragon	7	D	1

## Card List Notation

**E** Elves

**D** Dwarves

**M** Men

**H** Holy Men

## Ally Card List

Card Name	Force	Type	#	Notes
Elf Scouts	1	E	2	
Elf Hunters	2	E	2	
Elf Warriors	3	E	2	
Elf Archers	4	E	2	+1 vs Humanoids
Elf Lancers	5	E	1	+1 vs Humanoids
Elf Lord	6	E	1	Other Elves get +1
Elf Mage	7	E	1	
Dwarf Clans	1	D	2	
Dwarf Crossbows	2	D	2	
Dwarf Warhammers	3	D	2	
Dwarf Siege Engines	4	D	2	
Dwarf Rune Master	5	D	1	Other Dwarves get +1
Dwarf Giant Slayer	6	D	1	+2 vs Giants
Dwarf Lord	7	D	1	+1 vs Giants
Spearmen	1	M	2	
Swordsmen	2	M	2	
Longbowmen	3	M	2	
Halberdiers	4	M	2	
Knights	5	M	1	+1 vs Dragons
Wizard	6	M	1	Other Men get +1
Hero	7	M	1	+2 vs Dragons
Monks	1	H	2	
Zealots	2	H	2	
Crusaders	3	H	2	
Clerics	4	H	2	
High Priest	5	H	1	Other Holy Men get +1
Paladin	6	H	1	+1 vs Undead
Saint	7	H	1	+2 vs Undead

FAQ's 1) Does the player's army have any force value? —Yes of course. An army of a Monk(Force = 1), a Hero(Force = 7) and Elf Warriors(Force = 3) would have a total force = 11 (13 vs a Horde with 1 or more Dragons) 2) Can you use all of the allies in your hand in a given battle? —You have to use all of them. 3) The first phase allows you to draw 3 allies, the next phase allows you to draw 1 and then another 1. If you can always draw 5 allies what is the purpose of having 2 phases? —You can draw as many as you like. The 2 phases was supposedly to avoid confusion (Oh well) 4) You lose if you don't defeat all the Hordes. That implies that you only go through the ally deck once. Correct?

—Absolutely correct.

5) There is a point bonus for conserving allies. Is there any standard to evaluate the quality of victory? That is, if you get only the bare 10 points it's a marginal victory, if you have 15 points it's a great victory, if you have 20 points it's a spectacular victory, etc. By the same token, is there any standard to evaluate the quality of defeat? That is, if you have only 1 region left unconquered it's a temporary defeat, if you have 3 left unconquered it's a campaign defeat, if you have 5 left unconquered it's a catastrophic defeat, etc. —Sounds good to me.







# Solo Crusade

by zak965

Ver 1.1 Solo Crusade is a simple set of rules to play a solo adventure with your favourite RPG. The underlying idea is very simple: one or more pools of "tiles" are used to represent the map, the encounters, the events and in general every possible obstacle/help during your quest. Using a pool of tiles rather than simply roll some dices to create the adventure has a some major of advantages

- visual representation of your travel: the tiles played on the table are much more "satisfactory" than a never-ending sequence of dice rolls.
- Better control of the random factor: you can have tiles that can be drawn only once, tiles that are replaced when played

## Game Material

- Your favourite RPG rules
- ([www.opengamingfoundations.com](http://www.opengamingfoundations.com))
- Paper and pencil
- A good number of tiles

To create the tiles I personally use 3x3 cardboard counters where I paint a simple icon: with this technique I can add tiles very quickly and at zero cost. Alternatively you can use create some images with your computer or re-use old CCG cards.

## Character Creation And Advancement

You can choose any character you like: only a small list of skills will be used (Climb, Search, Wilderness Lore, Jump, Gather Information) so you should reduce the skill points available. For the advancement you can use the CR of the monsters and traps: another mechanism is to set a fixed XP value for each adventure.

## Pool Composition

Normally the adventure include one basic pool (Travel Pool) that represent the terrain you're moving trough: this pool include

- basic terrain (ex: Plains)
- encounters
- help (ex. healer)
- interesting places (village, market)
- obstacles
- the destination of the travel
- an intermediate location

Each adventure will describe the exact nature of the tile: as an example one Obstacle could be represented by a "Wrong Path" tile where you must test your scout skills to progress in the adventure or suffer the

negative effects. Basic terrain tiles roughly represent 1 day of travel without specific encounters: these tiles make possible to heal (at the usual rate) and eventually camp (spending more than one day on a place without travelling - needed to heal quickly). Some basic terrains can include a side effect: as an example on a

Encounters can be fixed (a tile represent a specific foe) or random: in this case you can have a specific pool that include the different enemies or use a dice to generate a random enemy. Obstacles normally will need a skill check (climb, search, dex) to avoid them: if the skill check is not successful you will suffer a negative outcome, normally a loss of hit points (wound, disease, poison) or a forced reshuffle of the tiles already played. Intermediate locations are used to create a longer path to the final destination: in this case at the first reshuffle the Travel Pool will include the intermediate location and not the final destination. When you reach the intermediate location you remove this tile, put the final destination tile on the Travel Pool, reshuffle the pool and continue your travel. A typical intermediate location is the "Stair" tile on a dungeon: every time you reach a Stair tile you can go down one level in the dungeon (where enemies will be stronger and treasures richer); depending on the depth of your dungeon you will have to draw a number of Stairs tiles (going trough the pool obviously) before meeting the Dungeon Boss.

## Leaving An Adventure

You leave the adventure normally to fully recover your health without the need for camping or if you want to equip yourself. Since you're supposed to follow the same path backward (and now you know the obstacles on the way home) you don't need to draw any tile: some adventures will allow to leave the quest automatically while sometimes you will need to check for any encounter on the way home.

## Healing

You can normally heal at the standard rate only on the basic terrain tiles: you can alternatively camp on the same tiles to speed up the healing with less risk. Each adventure define the probability of an encounter while camped.

## Adventure Format

I will use the d20 rules as a base for the Encounters, Traps and Treasure. Skill checks: a skill check is written in the following format

Skill Name (DC)

Where DC is the standard Difficulty Class of the d20 rules. As usual, to pass a skill check roll 1d20 and add the skill value: this value must be greater or equal to the DC. Reshuffles: a formula R(x) means that you must take at least x played tiles, put them on the relative pool and reshuffle. R(\*) means that all the tiles must be reshuffled. Unless specified otherwise

the selected tiles must include, if possible, at least one encounter or obstacle tile; unless specified otherwise you cannot choose a "positive" tile.

## Adventure #1

The wilderness (lev.1) Pool #1 (Travel)

#	Icon	Description
7	Plain	-
2	Obstacle	Climb(10) or R(3)
2	Encounter	roll on the encounter table
1	Wrong Path	Wilderness Lore (10) or R(*)
1	Bandit Camp	Final destination: 1 Bandit Leader + 1d3 bandits
1	Trail Lost	Wilderness Lore (8) or R(*)
1	Recent tracks	Intermediate location
-		replace with Bandit camp and R(*)

At the adventure start remove the Bandit Camp tile: when the Recent tracks tile is drawn replace it with Bandit Camp and reshuffle. Healing and camp are only possible in the Plain tiles.

## Camp

Roll 1d6: on a result of 6 you face 1d2 bandits. Add +1 to the roll for every consecutive day spent without travelling. Leaving the Wilderness You can leave the adventure in any moment - roll 1d6 following the camp rules and, after defeating any enemy, you can leave the Wilderness. Encounter Table (1d10)

D10	Result
1	Bandit
4	Darkmantle
5-6	Viper

D10	Result
7-8	Wolf
9	1d3 bandits
10	Boar*

\* Boar charge: if the initiative roll of the Boar is twice or more your roll then the Boar gain a +3 on the first attack and double any damage. Treasure Only bandits have a treasure: roll on the Level 1 treasure table for Coins and divide by 10 the result. Once on

the Bandit camp you can roll for a full Level 1 treasure plus a roll the full gold (this represent the Leader gold).

## Adventure #2

The Hobgoblin forest (lev 1) Pool #1 (The forest)

#	Icon	Description
10	Forest	-
2	Encounter	Roll on the encounter table
1	Trap(Pit)	Search(10) or 1D6 hits
1	Closed Area	Wilderness Lore(8) or R(*)
1	Trail Lost	Search(15) or R(3)
1	The Lair	Final destination: you can now use pool #2

Pool #2 (the Lair)

D6	Result
1-4	hobgoblin
5	2 Hobgoblin
6	3 Hobgoblin

#	Icon	Description
7	Empty	(corridor or empty room)
2	Trap(Pit)	Search(10) or 1D6 hits
1	Dead End	R(*)
1	Main Room	Final destination. Roll 1d6:

Main Root:

If the first tile drawn is the Main Room take another tile, put the Main Room back on the pool and reshuffle. Encounter Table (1d8)

D8	Result
1-4:	Hobgoblin
5:	Darkmantle
6-7:	Goblin
8:	Dire Wolf

## Treasure

No treasure for the enemies in the forest: roll once for a standard treasure once in the Main Room of the

Lair. Camp (only on the Forest tiles) Roll 1d6: on a result of 6 you face 1 hobgoblin. Add +1 to the roll for every consecutive day spent without traveling. Leaving the Forest You can leave the adventure in any moment - roll 1d6 following the camp rules and, after defeating any enemy, you can leave the Forest.

## Adventure #3

The Hobgoblin forest (lev 2): the hunt for the tribe Pool #1 (The forest)

#	Icon	Description
10	Forest	
3	Encounter	Roll on the encounter table
1	Trap(Pit)	CR 1; no attack roll necessary (1d6);
-		Reflex save (DC 20) avoids; Search (DC 15)
1	Closed Area	Wilderness Lore(8) or R(*)
1	Trail Lost	Search(15) or R(3)
1	The Lair	Final destination: you can now use pool #2

### Pool #2 (The Lair)

#	Icon	Description
10	Empty	(corridor or empty room)
2	Trap(Pit)	CR 1; no attack roll necessary (1d6);
-		Reflex save (DC 20) avoids; Search (DC 15)
1	Dead End	R(*)
2	Encounter	Roll 1d6:
-		1-4 = 1d2 Hbgoblins,
-		5-6 1d3+1 Hobgoblins
1	Secret Passage	Search(DC 10): if successful take the next 2 tiles and
-		skip one of the tiles and use the other OR
-		use both tiles in the desired order
1	Stair	Replace with Main Room and R(*)
1	Main Room	

Final destination. 1 Hobgoblin leader, 1 Ogre, 1d3 Hobgoblins When entering the Lair remove the Main Room tile: when the Stair tile is drawn replace it with

Main Room and reshuffle. If the first tile drawn is the Stair take another tile, put the Stair back on the pool and reshuffle. Encounter Table (1d8)

D8	Result
1-3:	Hobgoblin
4:	2 Hobgoblins
5:	Darkmantle

D8	Result
6-7:	1d3 Goblins
8:	Dire Wolf

## Treasure

No treasure for the enemies in the forest and in the Dungeon: once on the Main Room roll once for a Level 2 treasure and once for a Level 1. Camp (only on the Forest tiles) Roll 1d6: on a result of 5-6 you face 1d3 hobgoblin3. Add +1 to the roll for every consecutive day spent without traveling. Leaving the Forest You can leave the adventure in any moment - roll 1d6 following the camp rules and, after defeating any enemy,

you can leave the Forest. Roll twice if you are in the Lair.

## Adventure #4

The Black Pit (lev 2-3) The Black Pit is an old dungeon where a wizard was used to experiment the creation of unholy creatures. A lot of treasures are kept well secured by the inhabitants of these dark places. Pool #1 (level 1)

#	Icon	Description
6	Corridor	-
2(3)	Encounter	Roll on the Encounter table. Use 2 tiles in the 1st level and 3 tiles on the 2nd level.
1	Library	Roll 1d100: 20% of finding one random Minor Scroll
1	Laboratory	Roll 1d100: 20% of finding a random Minor Potion
3	Room	Draw a tile from the Rooms pool
1	Trap	Roll 1d6:
-		1-4 (arrows) CR 1; +10 ranged (1d6/x3 crit); Search (DC 20)
-		5-6 (pit trap) CR 1; Search (DC 15);
-		if you fail the roll you fall on a pit with 2+1d3 Rats.
-		To leave the pit: Climb (DC 10) - on a roll of 1-2 you
-		suffer 1d4 hits for the fall.
1	Trap	Roll 1d6:
-		1-3 (poison arrow) CR 1; Search (DC 20) - no roll for damage:
-		automatic 1d4 hits and poison (Injury DC 11,
-		initial and secondary damage: 1d2 Dex)
-		4-6 (scything blade) CR 1; +8 melee (1d8/x3 crit);
-		Search (DC 21)
1	Stair	Replace with Main Room and R(*)
1	Main Room	Final destination: roll on the Encounter Table
1	Dead End	R(*)
1	Secret Passage	Search(10): if successful take the next 2 tiles and
-		skip one of the tiles and use the other OR
-		use both tiles in the desired order

## Pool #2 (Rooms)

#	Icon	Description
3	Empty Room	-
1	Item	Roll 1d100: 20% of finding one random Mundane item
1	Gem	Roll 1d100: 20% of finding one random gem
1	Trap	(arrow) CR 1; +10 ranged (1d6/x3 crit); Search (DC 15)
1	Potion	Roll 1d100: 20% of finding one random Minor Potion
1	Gold	Roll on the level 1 gold column
1	Weapon	Roll 1d100: 20% of finding one random Minor Weapon

Note: on Level 2 the percentage to find any treasure is 30% When entering the dungeon remove the Main Room tile: when the Stair tile is drawn replace it with Main Room, add the third encounter tile and reshuffle

If the first tile drawn is the Stair take another tile, put the Stair back on the pool and reshuffle. Encounter Table (1d8)

roll	Level 1	roll	Level 2
1	Ogre	1	Ogre
2	Monstrous Spider (medium)	2	Monstrous Spider (Huge)
3	Monstrous Scorpion	3	Monstrous Scorpion
4-5	Worg	4-5	1d3 Worg
6-7	1d4 Gnoll	6-7	1d3 Monstrous Centipede
8	HellHound	8	1d3 HellHound

## Treasure

No treasure for wandering monsters the Dungeon: once on the Main Room roll once for a Level 3 treasure and once for a Level 2.

## Camp

You cannot camp inside the dungeon. Leaving the Black Pit You can leave the adventure in any moment - roll 1d6: on a result of 6 roll on the Encounter Table; add +1 to the roll if you're on Level 2.





# *Solo Rules For Mythos*

## **Objective**

Rules for common deck Solo play.

## **To Win**

Complete any one Adventure card you have drawn. You immediately lose the game if your investigator is ever reduced to zero or less sanity.

## **Setup**

Take all of your Mythos cards and shuffle them together in a common deck, including adventure cards. Add and remove cards to suit your tastes. Pick an investigator. You start with no cards in your hand.

Draw and discard cards until you get a location card. Put that location into play.

## **Turn Sequence**

When you have nothing else you can do draw a card. Some cards have to be played immediately, others can be put in your hand. Maximum hand size is 13 cards. Discard excess cards.

If you draw a location card of the same region as your current location immediately put it into play and discard the previous location. If you draw a location card from a different region, you may go there if you discard an appropriate travel card from your hand, otherwise put the location card in your hand. You can always go to Dream locations from anywhere.

From a Dream location you can to any other location. If you draw an ally, tome, or artifact card you may put it into play if you are at a matching location, otherwise put it in your hand. If you draw a corrupt cultist you are immediately attacked by it.

If you draw a monster while at a gate site you are immediately attacked by it, otherwise discard it. Ignore joining. The strength of an attacker causes a loss

of that many sanity points, or points worth of allies. Allies receiving any damage are discarded. If you draw a spell card you may attach it to an appropriate card, otherwise put it in your hand.

Spell cards are discarded as soon as they are cast. If you draw a phobia card it effects you. If you draw an adventure card set aside in a separate pile. If you complete this or any adventure card you draw, you win the game.

A "round" now means the next three draws. A "turn" now means until the end of all responses to the next draw. If you draw a great old one it immediately goes into play and replaces the previous great old one.

## **Reinterpretation Of Cards**

Many cards that target your opponent, will have no affect in solo play. For example: "Curse of the Rat thing" does nothing. The "Tiara of Opulent Fantasy", "Ambush", and "Mist of R'lyeh" do nothing.

Cards that increase the value of your threat now instead decrease the strength of attackers. For example: "Unaussprechlichen Kulten" decreases the the strength of living dead by 1. Other cards now target the last card drawn instead of your opponent. For example: "Yithian Mental Contact" can be used to negate a card just drawn and "Instability in the Mythos" can negate an attacker just drawn.

Spells that target opponent's allies now target attacking corrupt allies. Some event cards now target you instead of your opponent. For example: "Townsfolk Riot" targets your investigator. Event cards now target your allies instead of your opponents allies. For example: "Influenza" and "Hound of Tindalls" target your allies.

In addition to these examples, many more cards have to be reinterpreted, a task left to the eager investigator.







# Spelljammer

## Introduction

Battle between Good & Evil in the SpellJammer Universe. Based on the AD&D RPG by TSR. Card game for 2+ players.

## Disclaimer

Spelljammer is a licensed, copyrighted product. This is merely a fan site.

## Victory

Control the most Locales when the deck runs out.

## Alignments

At start each player must pick whether they are going to be Good or Evil. A good player can control Good & Neutral Ships. An evil player can control Evil or Neutral Ships.

## 2 Player Game

One Good player vs One Evil Player.

## 4 Player Game

2 Good players vs 2 Evil Players.

## Odd Number Cutthroat Game

Teams optional. Any player can control any type of ship.

## Deck

Players share a Common Deck. The Deck has 8 types of cards mixed in: Locales, Ships, Monsters, Equipment, Crew, Characters, Events, Combat The discard pile is called the "Void".

## Tokens

Use tokens for: Gold, Jam tokens Six, eight, and ten sided dice are needed.

## Setup

Select teams and alignments. Players start with a hand of 7 cards drawn from the deck. Players start with 10 Gold.

## Jamming

Normally the cards in play you control will be on the table, vertically face-up, in front of you (Normal Position). To 'Jam' a card rotate it horizontally onto its side (Jammed). To Unjam a card that is jammed, rotate it back to the normal (unjammed) position.

## Turn Sequence

Players take turns. Each turn has 6 phases:

1. Unjam Phase
2. Explore Phase
3. Trade Phase
4. Recruit Phase
5. War Phase
6. Control Phase

## Unjam Phase

Unjam (or remove a Jam token from) all of your jammed cards. A card with Jam tokens cannot be unjammed.

## Explore Phase

Draw one card and put it in your hand. Maximum hand size = 12. Discard excess cards. You may put one Locale card in play under your control.

Jam an Explorer ship card to Draw an extra card.  
Jam an Explorer ship card to put one Locale card in play under your control.

## Trade Phase

Gain 1D6 Gold. Jam your Locales to gain gold from them equal to the amount of gold indicated on the card. Jam a Trader ship card to gain 1 Gold.

Jam a Pirate ship card to gain 1D6 -3 Gold.

## Recruit Phase

Purchase Ships from your hand. Ships come into play unjammed. You may also buy Equipment, Crew, and Characters.

Attach these cards to target unjammed ships If you buy a Carrier Ship, you may attach one Scout for free.

## War Phase

You may Jam one or more ships to attack a target Locale. (Attacking Fleet). Your opponent may Jam ships to defend the target (Defending Fleet). The Fleet with the most Scout ships may look at the opponents hand and gets Tactics +2 for the rest of the phase.

The Battle proceeds in a series of rounds. Each round roll once on the Battle Table (The Battle Stat Roll). The ship stat indicated by the roll is the Primary Stat for the current round.

The fleet with the highest combined total of the primary Battle Stat gains a Combat Advantage of +1. Players may play (Discard) Combat cards to increase their score in the Primary stat or decrease their oppo-

nents score. The fleet with the highest total Cost gains a Combat Advantage of +1 (or +2 if its Cost total is over twice the opponents fleet). Next each fleet rolls 1D6 and adds its Combat Advantages (Combat Roll).

The side with the highest combat total wins. (reroll ties) The losing fleet must discard a Ship card. Repeat this process until one side is destroyed or flees. After each round of Battle either player may choose to retreat his fleet.

## Fleets

A fleet may contain ships of only one race unless you play an Ally card.

## Battle Table

1D8	Battle Stat:	Notes:
1	Range	Catapults, Cannons, Ballistae, Jettisons, etc.
2	Impact	Blunt Rams, Piercing Rams
3	Speed	Helm, Rigging, Maneuverability
4	Crew	Boarding Actions, Marines
5	Hull	Size, Hits
6	Armor	Wood, Metal, Stone, Crystal, etc.
7	Tactics	Initiative, Command, Surprise, Invisibility
8	Magic	Wizards, Clerics, Bards, Spells, Magic Items

## Control Phase

If you destroyed or routed the defenders in War phase, you take control of the target Locale.

## Ship Card Notation

**H/A** Hull/Armor  
**M/T** Magic/Tactics  
**C/S** Crew/Speed  
**I/R** Impact/Range  
**CS** Command Ship

Role	Descr
P	Pirate
E	Exploration
T	Trade
C	Carrier
Race	Descr
G	Good

Role	Descr
E	Evil
N	Neutral
Human	Hum
Lizard Men	LM
Mind Flayer	MF

## Ship Card List

Ship Type	Cost	Role	H/A	M/T	C/S	I/R	Race
Mantis	7	-	6/4	1/1	26/5	3/1	E: Scro
Battlewagon	13	-	8/5	2/1	60/3	8/5	E: Scro
Scorpion	6	P	6/4	2/1	7/5	2/1	E: Orcs
Porcupine Ship	3	-	3/1	1/1	4/4	2/1	E: Goblin
Triop	6	P	5/7	2/2	6/6	6/1	E: Goblin
Blade	4	S	1/4	0/1	2/7	1/2	E: Goblin
Night Angel	5	S	4/4	1/5	4/5	4/1	E: Kobold
Mammoth	13	P	9/4	1/1	47/2	9/3	E: Ogre



Ship Type	Cost	Role	H/A	M/T	C/S	I/R	Race
Black Widow	13	P	10/3	2/2	23/3	10/6	E: Neogi
Slavetrader	11	T	10/3	2/1	23/3	10/2	E: Neogi
Deathspider	11	C	10/3	2/1	23/3	10/2	E: Neogi
Mindspider	5	-	4/4	0/2	5/5	5/1	E: Neogi
Urchin	2	S	1/0	0/1	4/5	1/0	E: Neogi
Tyrant Ship	7	P	2/7	2/1	25/5	0/0	E: Beholder
Tyrant Scout Ship	4	SE	1/6	2/1	8/6	0/2	E: Beholder
Tyrant Ramship	8	-	2/7	2/1	25/5	2/0	E: Beholder
Nautiloid	7	PT	4/4	2/1	15/4	4/1	E: Mind Players
Dreadnaught	14	-	9/4	3/1	31/3	9/2	E: Mind Players
Jade Spider CS	15	C	10/7	2/1	24/1	6/0	E: Drow
Jade Spider	5	-	2/7	2/1	6/6	3/0	E: Drow
Vodoni Diamond	20	-	10/3	2/2	70/5	10/0	E: Vodoni
Hunter Killer	10	P	6/3	2/1	43/5	1/2	E: Vodoni
Werewolf	10	-	6/0	2/1	44/4	8/1	E: Vodoni
Nightwolf	8	SE	4/4	2/1	28/6	0/1	E: Vodoni
Flying Pyramid	12	-	9/7	2/1	19/1	1/6	E: Undead
Skeleton Ship	3	S	1/0	0/1	2/5	0/1	E: Undead
Antlership	9	-	9/5	2/1	17/2	8/1	E: Undead
Tradesman	4	TPE	3/3	2/1	6/4	0/1	N: All
Mosquito	3	S	1/3	1/1	1/5	0/0	N: All
Stinger	2	-	1/3	1/1	3/5	0/1	N: All
Celestial Dragon	17	-	8/8	1/1	15/6	1/8	N: Monster
Thorn Ship	5	S	1/1	2/1	16/6	0/2	N: Thri-Kreen
Leaf Ship	9	-	7/2	2/1	45/4	7/2	N: Thri-Kreen
Unity Ship	4	-	3/0	2/1	8/5	3/1	N: K'r'r'r
Stone Galleon	14	-	9/5	2/1	43/2	1/10	N: Space Giants
Eagleship	4	E	4/2	2/1	5/5	0/1	N: Aarakocra
Corbina	2	S	1/0	1/1	1/4	0/1	N: Aarakocra
Boatfly	11	E	5/2	1/1	9/2	1/14	N: Lizard Men
Wasp	3	PE	2/2	2/1	5/4	0/1	N: LM +Hum
Turtleship	8	-	4/5	1/1	13/4	4/1	N: LM +Hum
Hammership	7	PT	6/2	2/1	16/4	6/1	N: LM +Hum
Dragon Ship	5	E	5/3	2/1	11/4	1/1	N: Shou Lung
Flaming Dragons	6	-	5/3	2/1	11/4	1/2	N: Shou Lung
Whaleship	7	T	10/4	2/1	20/3	9/1	N: Human + MF
Octopus	7	P	7/1	2/1	16/4	3/2	N: Human + MF
Lamprey	4	-	3/4	2/1	6/6	3/1	N: Humanoid + Hum
Locusts	3	S	1/4	0/1	7/7	0/1	G: Wa
Tsunami	22	C	20/6	3/2	48/5	3/10	G: Wa
Caravel	2	T	1/0	1/1	3/2	0/1	G: Human
Longship	2	PE	1/0	1/1	6/2	0/1	G: Human
Drakkar	2	PE	1/1	2/1	4/1	0/1	G: Human
Great Galley	2	T	2/1	2/1	6/1	0/1	G: Human
Damselfly	2	S	1/4	2/1	2/4	0/1	G: Human
Hummingbird	3	S	1/0	2/1	2/7	0/2	G: Human
Batship	18	-	5/5	4/1	9/7	1/11	G: Human
Quad of Thay	16	-	6/7	5/1	14/7	4/0	G: Human
Ptah Battlebarge	10	T	6/0	2/1	15/2	6/5	G: Human
Vipership	6	-	3/3	2/1	3/7	3/1	G: Human
Squid Ship	6	PE	5/3	1/2	10/4	5/1	G: Human
Cuttle Command	10	C	14/1	2/2	23/3	1/2	G: Human
Battle Dolphin	5	-	8/3	2/2	15/4	1/1	G: Human

Ship Type	Cost	Role	H/A	M/T	C/S	I/R	Race
Quentins Libraria	6	-	3/1	5/1	7/5	3/1	G: Human
Iambus	4	-	4/3	5/1	7/4	0/1	G: Human
Dragonfly	3	E	1/0	2/1	3/5	0/1	G: Elves + Human
Swan Ship	4	-	3/1	2/1	5/5	0/1	G: Elves + Human
Shrikeship	4	-	3/4	1/1	8/5	3/1	G: Elves + Human
Flitter	3	S	1/1	1/1	2/6	0/0	G: Elves
Firewind Flitter	2	-	1/0	0/1	1/6	3/0	G: Elves
Radiant Ship	4	-	3/2	2/1	6/4	0/1	G: Elves
Man-o-War	6	-	6/1	2/1	14/5	1/1	G: Elves
Monarch	12	-	10/4	2/1	28/4	1/3	G: Elves
Armada	17	C	10/3	2/1	28/4	2/11	G: Elves
Deathglory	5	-	7/2	2/1	9/4	1/2	G: Gnomes
Bolaship	5	-	3/3	1/1	4/4	10/1	G: Gnomes
Whelk	5	-	4/2	2/1	6/4	4/1	G: Gnomes
Yawl Wagon Train	3	T	2/5	2/1	3/1	0/0	G: Gnomes
Sidewheeler	4	E	3/1	1/1	10/2	0/0	G: Gnomes
Citadel	28	-	30/7	2/1	40/3	2/6	G: Dwarves
Stoneship	35	-	30/7	2/1	35/2	30/3	G: Dwarves
Clipper	11	P	7/4	2/1	33/2	1/10	G: Giff
Great Bombard	5	-	4/2	1/1	10/2	4/3	G: Giff
Ship Type	Cost	Role	H/A	M/T	C/S	I/R	Race

## Locales Card List

Locale Name:	Gold	Notes
Kapri Spacestation	1	Elf fleets get tactics +1
Leuthilspar	3	Elf ships cost -1
Gamaro Base (Moragspace)	1	Scro, goblin, orc ships cost -1
Rock of Bral (Wildspace)	3	Cosmopolitan. Captains cost -1
Free City of Greyhawk	3	Human ships cost -1
Free Neogi (Greyspace)	2	Neogi ships cost -1
The Grinder (Greyspace)	1	Humans (Asteroid Field)
Marner (Greyspace)	2	Humans & Dwarves (Archbarony of Ratik)
Krynnspace	2	Kindori (Giant Whale Riders)
Kristophan (Krynnspace)	2	Humans (Southern Hosk Empire)
Palanthus(Krynnspace)	2	Humans (Black Market) Equipment costs -1
Waterdeep (Realmspace)	3	Humans
Evermeet (Realmspace)	2	Elf Fleets get Magic +1
Wa (Realmspace)	2	Wa ships cost -1
The Dock (Realmspace)	2	Shou Lung ships cost -1
Plata	1	Aarakocra shipa cost -1

## Character Card List

Character Name	Align	Cost	Notes
Captain Wrackblood	E	3	Scro, Tactics +2, Impact +2, Crew +4
Ancient Mariner	E	5	Ghost Captain, Crew +10, Pirate
Griktha	E	1	Neogi, Magic +2
Oolph Clawstem	E	3	Neogi, Magic +4, Tactics +2

Character Name	Align	Cost	Notes
Admiral Icarus	G	4	Elf, Magic +4, Speed +4
Captain Yerthad	G	2	Elf, Tactics +3, Magic +1
Captain Krissos	G	2	Elf, Impact +3, Magic +1
Cap'n Gyudd	G	2	Dwarf, Crew +2, Tactics +2
Eliminster the Wizard	G	4	Human, Magic +8
Wo Han Do	G	3	Wa Ninja, Crew +5, Tactics +1

CREW CARD LIST	Align	Cost	Notes
Crack Gunners	N	2	Range +4
Veteran Marines	N	2	Crew +8
Crack Crew	N	1	Speed +2

## Equipment Card List

Card Name	Cost	Notes
Accelerator	3M	Range +7 & Speed -1
Improved Rigging	1	Speed +2
Elemental Firebomb	3M	Range +10 (One use only)
Helmseeker Missile	3M	Range +13 (One use only)
Sphere of Annihilation	4M	Range +25 (One use only)
Rudder of Speed	2M	Speed +4
Trident of the Phlogiston	2M	Crew +6 Magic +2
Armor Plating	1	Armor +2
Double Ballistas	2	Range +3
Astrolabe	6M	Ship gets Explorer Ability
Cargo Barge	1	Ship gains Trade ability
Jolly Roger	1	Ship gains Pirate ability

## M Magic Item

## Combat Card List

Card Name:	Notes:
Blow the Hold	Destroy one of your ships & an opponents
Outguess	Negate a Combat card
Evasive Action	Reroll Battle Table Roll
Blur Spell	Armor +5
Cloudkill Spell	Crew -10
Disintegrate Spell	Hull -10
Sleep Spell	Crew -10
Teleportation Spell	Move Crew card to different Ship
Fireball Spell	Range +2D6
Lightning Bolt Spell	Range +7
Polymorph Spell	Crew +20
Fear Spell	Magic +5
Command Spell	Crew -20
Slow Spell	Speed -5
Shield Spell	Armor +3
Disenchantment Spell	Discard target Magic Item
Feeblemind Spell	Magic -5
Charm Spell	Crew +10
Blessing Spell	Magic +2

Card Name:	Notes:
Dark Sendings Spell	Magic -2
Confusion Spell	Tactics -5
Detect Spell	Tactics +4
Dispell Spell	Negate Spell Card
Warp Wood Spell	Hull -5
Hold Spell	Speed -10
Cone of Cold Spell	Speed -2 or Range +4
Repulsion Spell	Ram -10
Globe of Invulnerability	Spell: Magic -5
Heat Metal Spell	Armor -5
Transmute Rock to Mud	Spell: Hull -10
Alter Reality Spell	Cause Target Dieroll to be rerolled
Banish Spell	Discard target Monster
Haste Spell	Speed +5 or Ram +5
Invisibility Spell	Tactics +5
Illusion Spell	Tactics +5
Meteor Swarm Spell	Range +3D6
Web Spell	Crew -5 or Speed -2
Darkness Spell	Tactics -5
Control Winds Spell	Speed +4
Damage Rigging	Speed -3
Hull Holed	Speed -1 or Ram -1 or Range -1
Broadsides	Range +5
Ambush	Defenders get Tactics +5
Surprise Attack	Attackers get Tactics +5
Boarding Action	Crew +5
Gravity Plane Shift	Crew -10
Out of Range	Range -2 or Crew -4 or Ram -2
Asteroid Field	Terrain: Tactics +5
Skeleton Minefield	Terrain: Crew +7
Nebula	Terrain: Tactics +5
Ghost Ship	Put ship from Void into play for this phase only
Decoy	Tactics +4
Burning Pitch	Range +4
Greek Fire	Range +3
Out of Ammo	Range -5
Helm Hit	Speed -5
Out of the Sun	Ram +5

## Event Card List

Card Name	Notes:
Gate Spell	Unjam Target Ship
Divination Spell	Look at next 10 cards in deck
Saboteur	Put 1D6 Jam counters on target ship
Foul Air	Put 1D6 Jam counters on target ship
Lost in the Phlogestin	Put 1D6 Jam counters on target ship
Solar Flare	Put 1D6 Jam counters on target ship
Plague Ship	Put 1D6 Jam counters on target ship

Card Name	Notes:
Treasure Ship	Jam one of your Pirate Ships for 1D6 Gold
Wraithship	Destroy Target Ship
Discovered	Destroy a Jammed Scout Ship
Salvage	Put target ship card in the Void into your hand
Decommission	Discard 1+ of your Ships to get your Gold back
Diplomacy	Ally Card
Alliance	Ally Card
Confederation	Ally Card
Common Enemy	Ally Card
Similar Motives	Ally Card
Treaty	Ally Card
Dark Alliance	Ally Card for Attacking Evil Player
Defense of the Realm	Ally card for Defending Good Player
Aperusa Space Gypsies	Opponent loses 1D6 Gold
Allura	Destroy Jammed Explorer Ship
Maelstrom	Destroy Jammed Explorer Ship
Piracy	Opponent loses 1D6 Gold
Privateers	Destroy Jammed Trader Ship
Patrols	Destroy Jammed Pirate Ship
Escort	Destroy Jammed Pirate Ship
Assassin	Destroy target Character
Celestial Navigation	Remove 1D6 Jam counters on target ship

## Links

[Ahzad Jinsai's Spelljammer Page](#)





# Spelljammer Skirmish

## Introduction

Board & card game for 2 players. Takes place in the Spell Jammer Universe. Pick your Fleet: Humans, Neogi, Elves, Beholders...

Abstract skirmish level Ship combat. Each figure represents a single Ship (unit).

## Disclaimer

'Spell Jammer' is a copyrighted/trademarked property. This is just a fan site.

## Victory

You win if you Destroy the opposing Flagship.

## The Map

Use an 8x8 chessboard.

## The Ships

Use chits or miniatures to represent Ships.

## Fleet Table Notation

# Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

## Scro Fleet Table

#	Type	Hits	Class
1	Battlewagon	3	Flagship
2	Mantis	2	
5	Scorpion	1	

Notes: Ship Effect Card: Catapults & Bombards (Attack range = 4) for Battlewagon Ship Effect Card: Grappling Rams (Attack range = 2) for Mantis Ship Effect Card: Ram Claws (Attack range = 1) for Scorpion Race Effect Card: Orc Marines (Attack range = 1) for all Ships. Fleet Effect Card: Metal Plates (Defense) for all Ships.

## Mind Flayers Fleet Table

#	Type	Hits	Class
1	Dreadnaught	3	Flagship
2	Octopus	2	
5	Nautiloid	1	

Notes: Ship Effect Card: Mind Flayers!!! (Attack range = 1) for all Ships Race Effect Card: Illithid Magic (Attack range = K) for all Ships. Fleet Effect Card: Pool Helm (Move range = K) for all Ships

## Neogi Fleet Table

#	Type	Hits	Class
1	Black Widow	3	Flagship
2	Deathspider	2	
5	Mindspider	1	

Notes: Ship Effect Card: Grappling Rams (Attack range = 2) for all Ships. Race Effect Card: Umber Hulks (Attack range = 1) for all Ships. Fleet Effect Card: Urchin Swarm (Attack range = K) for all Ships.

## Beholder Fleet Table

#	Type	Hits	Class
1	Tyrant Ship	3	Flagship
2	Tyrant Ramship	2	
5	Tyrant Scout Ship	1	

Notes: Ship Effect Card: Beholder Circuit (Attack range = 4) for Flagship. Ship Effect Card: Ram (Attack range = 1) for Ramship. Ship Effect Card: Magic Missiles (Attack range = 2) for Scouts.

Race Effect Card: Magical Eye Beams (Attack range = 3) for all Ships. Fleet Effect Card: Orbus (Move range = K) for all Ships.

## Elven Fleet Table

#	Type	Hits	Class
1	Armada	3	Flagship
2	Monarch	2	
4	Man-o-War	1	
1	Radiant Ship	1	

Notes: Ship Effect Card: Flitter Swarm (Attack range = K) for Armada & Monarch. Ship Effect Card: Maneuverable (Move range = K) for Man-o-War. Ship Effect Card: Blind (Attack range = 2) for Radiant Ship.

Race Effect Card: Elven Magic (Attack range = 5) for all Ships. Fleet Effect Card: Living Hull (Defense) for all Ships. Fleet Effect Card: Flitter Swarm (Attack range = K) for Armada & Monarch.

## Wa Fleet Table

#	Type	Hits	Class
1	Tsunami	5	Flagship
7	Locust Swarms	1	

Notes: Ship Effect Card: Huge Size (Defense) for Tsunami. Ship Effect Card: Rudder of Propulsion (Move range = K) for Locusts. Race Effect Card: Samurai (Attack range = 1) for all Ships.

Fleet Effect Card: Ki Power (Move range = 3) for all Ships.

## Shou Lung Fleet Table

#	Type	Hits	Class
1	Dragon Ship	3	Flagship
2	Flaming Dragons	2	
5	Junks	1	

Notes: Ship Effect Card: Fire Cannons (Attack range = 2) for all Ships Race Effect Card: Extra Warriors (Attack range = 1) for all Ships. Fleet Effect Card: Rockets (Attack range = 4) for all Ships.

## Goblin Fleet Table

#	Type	Hits	Class
1	Triop	3	Flagship
2	Porcupine Ships	2	
5	Blades	1	

Notes: Ship Effect Card: Lateral Fins (Move range = 4) for Triop. Ship Effect Card: Ram Mines (Attack range = 1) for Porcupine Ship. Ship Effect Card: Kamikaze Ram (Attack range = 1) for Blade.

Race Effect Card: Lots of Ballistae (Attack range = 3) for all Ships. Fleet Effect Card: Expendable Goblin Horde (Defense) for all Ships.

## Vodoni Fleet Table

#	Type	Hits	Class
1	Vodoni Diamond	3	Flagship
2	Hunter Killer	2	
5	Nightwolf	1	

Notes: Ship Effect Card: Spire Ram (Attack range = 1) for Diamond. Ship Effect Card: Attack Ship (Attack range = 1) for Hunter Killer. Ship Effect Card: Spy ship (Move range = K) for Nightwolf.

Race Effect Card: Were Wolves (Attack range = 1) for all Ships. Fleet Effect Card: Lycanthropes (Defense) for all Ships.

## Dwarf Fleet Table

#	Type	Hits	Class
1	Citadel	6	Flagship
2	Stoneship	3	

Notes: Ship Effect Card: Blunt Ram (Attack range = 1) for all Ships. Fleet Effect Card: Stone Construction (Defense) for all Ships. Race Effect Card: Siege Engines (Attack range = 4) for all Ships.

## Human Fleet Table

#	Type	Hits	Class
1	Cuttle Command	3	Flagship
2	Battle Dolphin	2	
5	Squid Ship	1	

Notes: Ship Effect Card: Mages (Attack range = 5) for all Ships. Fleet Effect Card: Dragonfly Squadron (Attack range = K) for all Ships. Race Effect Card: Sailors (Move range = 2) for all Ships.

## Lizardman Fleet Table

#	Type	Hits	Class
1	Bloat Fly	3	Flagship
2	Turtleship	2	
5	Hammership	1	

Notes: Ship Effect Card: Ballistae (Attack range = 3) for Bloatfly. Ship Effect Card: Hard Shell (Defense) for Turtleship. Ship Effect Card: Hammerhead Ram (Attack Range = 1) for Hammership.

Fleet Effect Card: Wasp Squadron (Attack Range = K) for all Ships. Race Effect Card: Rugged Ships (Defense) for all Ships.

## Giff Fleet Table

#	Type	Hits	Class
1	Clipper	3	Flagship
1	Clipper	3	
6	Great Bombard	1	

Notes: Ship Effect Card: Broadships (Attack range = 4) for Clipper. Ship Effect Card: Big Gun (Attack range = 5) for Great Bombard. Fleet Effect Card: Helm-seekers (Attack range = 6) for all Ships.

Race Effect Card: Hand Guns (Attack range = 2) for all Ships.

## Drow Fleet Table

#	Type	Hits	Class
1	Jade Spider Command Ship	3	Flagship
1	Jade Spider Command Ship	3	
6	Jade Spider	1	

Notes: Ship Effect Card: Hard Shell (Defense) for all Ships. Fleet Effect Card: Grappling Ram (Attack range = 2) for all Ships. Race Effect Card: Adamantine Drill (Attack range = 1) for all Ships.



## Aarakocra Fleet Table

#	Type	Hits	Class
1	Eagle Ship	2	Flagship
3	Eagle Ship	2	
4	Corbina	1	

## Gnome Fleet Table

#	Type	Hits	Class
1	Deathglory	2	Flagship
1	Bolaship	2	
2	Whelk	2	

Notes: Ship Effect Card: Water Cannons (Attack range = 3) for Deathglory. Ship Effect Card: Bola Whip (Attack range = 2) for Bolaship. Ship Effect Card: Giant Space Hamsters (Move range = 1) for Sidewheelers.

Ship Effect Card: Hard Shell (Defense) for Whelks. Ship Effect Card: Iron Golem (Attack range = 1) for Yawl. Fleet Effect Card: Contraptions (Attack range = 2) for all Ships.

Race Effect Card: Gnome Illusionists (Defense) for all Ships.

## Thri-kreen Fleet Table

#	Type	Hits	Class
1	Leaf Ship	2	Flagship
3	Leaf Ship	2	
4	Thorn Ship Squad	1	

Notes: Ship Effect Card: Living Crystal Hulls (Defense) for Leaf Ships. Ship Effect Card: Suicide Run (Attack Range = 1) for Thorn Ships. Fleet Effect Card: Crystal Throne (Move range = 3) for all Ships.

Race Effect Card: Thri-kreen Warriors (Attack range = 1) for all Ships.

## Setup

Each player places one Ship on each square of his back row. Ships may not stack.

## The Cards

Players share a common deck.

## Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

## Spelljammer Card List

Notes: Ship Effect Card: Jettisons (Attack range = 2) for Eagle Ships. Ship Effect Card: Loop Maneuver (Defense) for Corbinas. Fleet Effect Card: Speed (Move range = 3) for all Ships.

Race Effect Card: Aerodynamics (Move range = K) for all Ships.

## Orders Phase

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

Discard excess cards.

## Maneuver Phase

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

Moves can be diagonal or orthogonal. "Knight" type Move cards produce an attack with a range like a knight in chess. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

## Fire Phase

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

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. You cannot attack through other ships.

Every attack does 1 point of damage. Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the board.

Your opponent may play (discard) Defense cards to negate your attack.

## Card List Notation

**M** Movement

**A** Attack

**D** Defense

**X** Special

**K** as a Knight would move in Chess

**Type** Purpose of card

**Dam** Damage (inflicted or prevented)

**#** Number of that card in the Deck.



Card Name:	#	Range	Type	Notes
Race Effect	4	-	X	
Fleet Effect	4	-	X	
Ship Effect	4	-	X	
Blunt Ram	2	1	A	
Piercing Ram	2	1	A	
Warriors	2	1	A	
Archers	2	2	A	
Sleep	1	2	A	Spell
Charm	1	2	A	Spell
Greek Fire Projector	2	2	A	
Jettison	1	2	A	
Ballistae	5	3	A	
Cloudkill	1	3	A	Spell
Disintegrate	1	3	A	Spell
Petrification	1	3	A	Spell
Bombards	2	4	A	
Catapults	3	4	A	
Cone of Cold	1	4	A	Spell
Fire Ball	1	5	A	Spell
Lightning Bolt	1	6	A	Spell
Minor Helm	8	1	M	
Tread Phlogiston	7	2	M	
Rigging	6	3	M	
Spell Jamming	5	4	M	
Major Helm	4	5	M	
Gate	1	6	M	Spell
Evasion	2	-	D	
Saving Throw	2	-	D	
Shield	1	-	D	vs non-Spell Attack
Illusion	1	-	D	Spell
Invisibility	1	-	D	Spell
Magic Resistance	1	-	D	vs Spell
Cure Wounds	2	-	D	Spell
Dispell	1	-	D	vs Spell
Hold Spell	2	-	X	Negate Move Card
Scrye	1	-	X	Look at opponents hand
Divination	1	-	X	Look at next 7 cards in deck





# Steel & Crystal

by Zak  
Rules version 1.1

## Introduction

Steel and Crystal is an easy solo game of conquest on a fantasy land. You are the General of your Empire and your mission is simple: defeat the enemies of your Emperor. Every scenario states the initial forces that you have under your command and the objectives you must obtain to win.

## Game Map

The game map represents one continent/region divided in different areas: every area has one base terrain type (Clear, Mountain, Forest etc..) and some optional elements (towns, dungeons...). You must mark on the map the current position of your army (use one counter/penny or draw your position with a pencil). For each area the (Area Table) of the Scenario specify:

- The GP produced
- The troops that you can recruit from this area.

Whenever you conquer a new area you must update the Game Chart adding the GP and increasing the Max column in the troop roster with the troops relative the newly conquered area: if the units are listed between parenthesis you cannot recruit them, hence you won't update the troop roster for these units (while you must fight against them in the conflict phase) Every area can be:

- Empire controlled: this area is under control of your Empire; you can collect Gold Points (GP) and troops only from this areas.
- Neutral: the local government controls the area.
- Enemy controlled: the area is under control of a Major Enemy of your Empire.

Major Enemies are capable of expanding their reign (see the Event phase). The main difference between Neutral and Enemy controlled is that the latter, being part of an enemy empire, cannot be explored (see the Exploration phase) and will be defended by the whole Enemy army (Neutral areas are always defended only the local forces). Depending on the scenario every Enemy initially controls some areas on the map;

during the Event phase the enemy could be able to add more area to his realm; when you enter an Enemy controlled area you will have to face the possibility of fighting against an army composed of ALL the troops controlled by the Enemy (i.e. not only the troops of the area where your army is located).

## Setup

Copy in the Game Chart the current treasure and resources as defined by the scenario data. Copy in the Game Chart the list of the initial army composition as defined by the scenario data. Sequence of play

- Event phase
- Recruitment
- Movement
- Exploration
- Conflict
- Conquest

## Event Phase

Roll 2D6 in the scenario Event Table and apply the results immediately. Roll one D6 for each enemy empire present (as for the scenario): on a result of 5-6 the selected empire extends his power; add +1 to the dice roll if you control 1/4 of the game area, add +2 when you control half or more of the game map. If an enemy empire has grown select the nearest (random) area to the enemy capital: mark this area as Enemy controlled area in the map.

Recruitment Phase In this phase you can collect the GP from all the area under your control: add this number to the current GP total in the Game Chart. You can then buy any unit provided that:

1. You have enough GP to buy it
2. The number of units you already have of the selected type is less than the

value in the corresponding MAX column Every area can produce a fixed number of units - every time you conquer a new area you increment the MAX column of every troop type listed in the corresponding Area Table; the MAX value represents the upper limit of units of each type you can recruit.

## Unit Types

Type	Name	\$\$	CF	Notes
SK	Skirmish	1	1	+3 vs EL

Type	Name	\$\$	CF	Notes
LI	Light Infantry	2	3	
BD	Blades	3	5	
SP	Spears	3	4	+2 vs LC/HC/EL
LC	Light Cavalry	4	6	-1 on Mountain/Wood
HC	Heavy Cavalry	5	8	-2 on Mountain/Wood
EL	Elephants	5	10	-3 on Mountain/Wood
CH	Chariots	5	7	-4 on Mountain/Wood
MO	Monster	X	X	the CF is always listed in the area table
WZ	Wizard	8	-	

## Combat Table

Dice vs Force Ratio

DiceRoll	1:1	2:1	3:1	4:1
1	-/2	1/1	1/1	2/1
2	-/1	1/1	2/1	3/-
3	1/1	1/-	3/-	4/-

DiceRoll	1:1	2:1	3:1	4:1
4	1/1	2/-	4/-	5/-
5	1/-	3/-	5/-	6/-
6	2/-	4/-	6/-	8/-

Result: (Defender units lost)/(Attacker units lost)  
Modifiers:

- if the number of cavalry units of one side is twice

or more than the adversary number adjust one column at his advantage (left if defender, right if attacker)



Steel and Crystal

Type	\$	CF	MAX	Tot	Notes
SK	1	1			+3 vs EL
LI	2	3			
BD	3	5			
SP	3	4			+2 vs LC/EL +1 vs HC
LC	4	6			-1 on Mountain/Wood
HC	5	8			-2 on Mountain/Wood
EL	5	7			-3 on Mountain/Wood +2 vs LC/HC
CH	5	6			-4 on Mountain/Wood +2 vs BD/SP

Resources:

Treasure:

Sequence of play

- ☐ Event phase
- ☐ Recruitment
- ☐ Movement
- ☐ Exploration
- ☐ Conflict
- ☐ Conquest

[Combat Table]

DiceRoll	Force Ratio			
	1:1	2:1	3:1	4:1
1	-/2	1/1	1/1	2/1
2	-/1	1/1	2/1	3/-
3	1/1	1/-	3/-	4/-
4	1/1	2/-	4/-	5/-
5	1/-	3/-	5/-	6/-
6	2/-	4/-	6/-	8/-

Result: (Defender units lost)/(Attacker units lost)

Modifiers:

- if the number of cavalry units of one side is twice or more than the adversary number adjust one column at his advantage (left if defender, right if attacker).

# Steel and Crystal

## scenario #1: the Aidlon offensive

After 5 years of relative peace the Xy/tyan empire has newly started a series of offensive maneuver against the neighborhood kingdoms: the Isle of Aidlon is now menaced so you've been assigned to the defensive campaign.  
Your base will be the town of Kherasa (area 1 in the map) while the Xy/tyan forces are known to be in the city-fortress of Hishimur (area 24), near to the southern desert.  
Keep one eye to the region of Yss (area 10), ruled by the giant Worms, and to the Northern Hishimur plains (area 20), infested by the inhuman Giants of Flesh.

### Initial Forces

You start the game in the town of Kherasa (area 1) with the following forces:

2SK 3BD 1SP 1HC 1LC

Your initial treasure: 0GP.

The initial resources: 5GP.

At the game start only the area of Kherasa is controlled by your empire.

### Victory

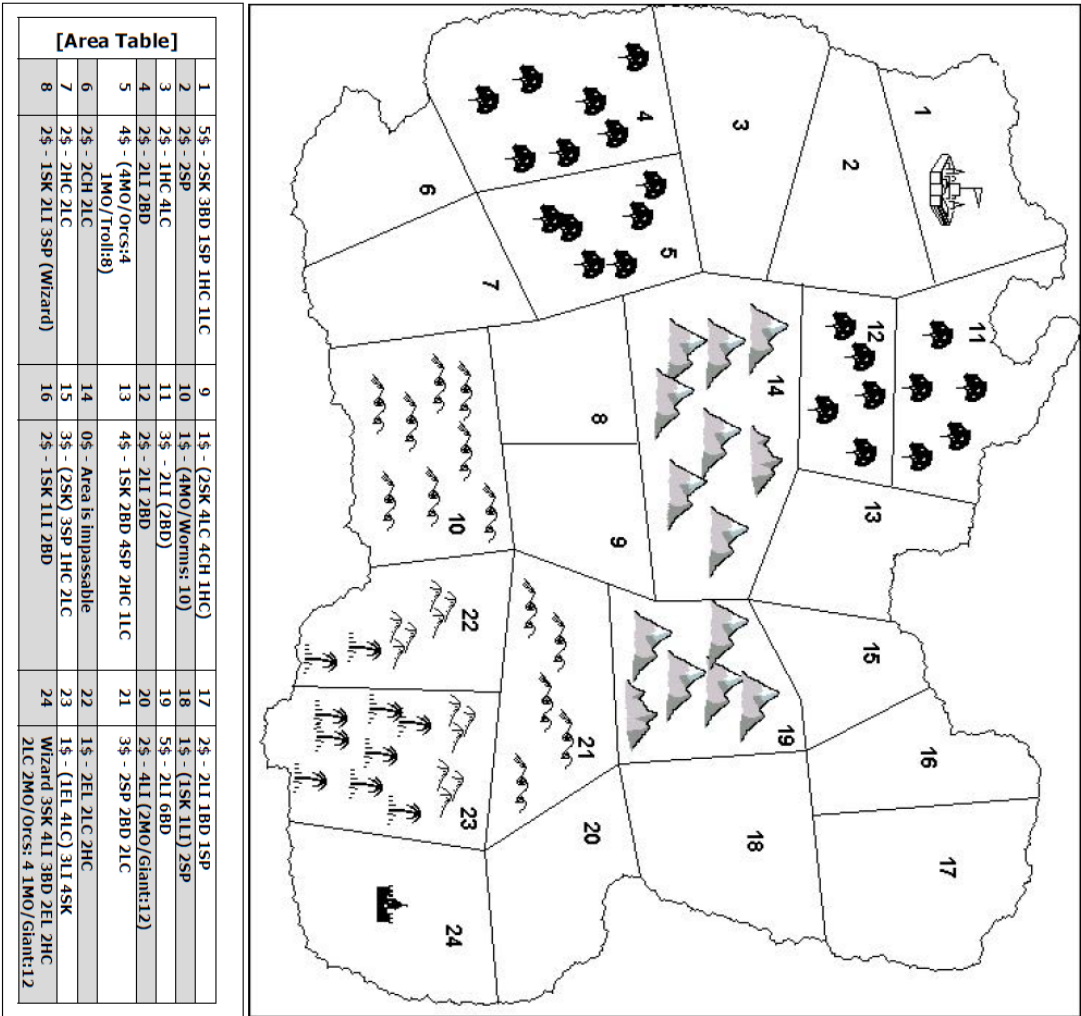
You win the game if you controls the city-fortress of Hishimur (area 24) at the end of any turn.

### [Wizard Spells]

Revive	roll 1D6: on a result of 1-4 one unit lost in the last battle turn is put back in the game
Blast	roll 1D6: on a result of 1-4 one enemy unit is removed
FireBall	roll 1D6: on a result of 1-2 two enemy units are removed
Armor	roll 1D6: on a result of 1-3 one unit has his CF doubled in the current battle round
Weakness	roll 1D6: on a result of 1-3 one enemy unit has his CF halved in the current battle round

### [Xy/tyan and mercenary wizard spell table]

DR		
1-2	Revive	One unit lost in the last battle turn is put back in the game
3-4	Blast	roll 1D6: on a result of 1-4 one enemy unit is removed
5	FireBall	roll 1D6: on a result of 1-2 two enemy units are removed
6	Evoke	roll 1D6: 1-2: no effect 3-4: 1BD is evoked 5: 1HC is evoked 6: 2SP and 1LC are evoked Evoked units are immediately put in the battle



[Exploration Table]	
1d6	Result
1	The information about the area was correct: no changes.
2	The area is richer than expected: add 1GP to the Resources of the Area
3	The area is poorer than expected: add 1GP to the Resources of the Area
4	Unexpected ally: the area became part of your empire without any need of combat
5	One random defending unit deserts: do not consider this unit in the combat against the defenders
6	The defending force is stronger than expected: roll 1D6 1-2: add 1BD 3-4: add 1SP and 1SK 5: add 1HC 6: add 1SK and 1EL

[Event Table]	
2D6+	Event
11-13	A donation of a good ally: +4 GP
14-16	Unplanned expenses: -4 GP
21-24	Unexpected enemy attack: roll 1D6 1: 3LI 2BD 2: 2SK 2LI 3: 2LC 1HC 4-5: 5MO/Orcs: 4 6: Wizard 5MO/Orcs: 4
25-26	Local guide: add 1MP to your army for this turn
31-33	Industrial growth: a region increase revenues by 1
34-36	Famine: a region decrease his revenues by 1
41-42	Epidemic: your army lose 1D3 random units.
43-44	Mercenary units join your army: roll 1D6 1: 1SK 2: 1LI 3: 1BD 4: 1SP 5: 1LC 6: 1HC
44-46	Unrest: a region doesn't produce any revenue this turn
51-53	Treason: a random region previously controlled became hostile (remove the GP and Troops)
54-56	New Ally: a random region adjacent to your realm became part of your empire (add the GP and Troops)
61-62	Bad weather: no movement in neutral/hostile territory is possible this year
63-64	Good Omens: in this turn you can benefit of 1 column shift to the right for the first 2 rounds of a battle
65	Poor Omens: in this turn you must suffer 1 column shift to left for the first 2 rounds of a battle
66	One kingdom ally to the Xyryan Empire (24): select the nearest random territory to the empire capital and mark it as controlled by this empire.

\* Roll 2 dice and read as tens and units (e.g. 5 and 3 = 53)



# Swamp Fighters

## Introduction

Wet Wargame for 2 or more players. Fantasy Swamp theme.

## Victory

Destroy all enemy units.

## Terrain Tile List

Type:	#	Cost	Notes:
Swamp	4	1	Wet, Trees
Marsh	4	1	Wet
Slough	4	2	Wet, Trees
Bog	4	2	Wet
Mud Hole	4	2	Wet, Treacherous
Bayou	4	1	Wet, Trees, Home
Sawgrass	4	2	Dry, Treacherous
Fen	4	1	Dry

# Number of Tiles in Terrain Tile Set

Cost Cost in Move Points to enter

## Dice, Chits, Cards & Tiles

Tiles are used to make the Map. Chits are used to represent Units. Each player has their own set of unit chits.

Cards are used to represent Spells. Six sided dice are needed to play.

Type:	#	Cost	Notes:
Hammock	4	1	Dry, Trees
Mangroves	4	2	Dry, Trees
Rocks	4	2	Dry
Mound	4	2	Dry, Home
Spawning Pool	4	2	Water, Home
Pond	4	1	Water
Sink Hole	4	2	Water
Root Water	4	2	Water, Trees

## Setup

Players pick which race they want to control. Each race has its own set of Chits. Each Player starts with their Leader chit located in a Home Space.

Randomly determine who goes first.

## The Map

Use a Chessboard (8 x 8). Randomly distribute the tiles to the 64 spaces.

## Lizard Men Unit Chit List

Unit Name:	#	Force	Move	Hits	Notes:
Gecko	4	2	4	1	Shaman
Leaping Lizard	4	2	4	1	Jump
Chameleon	4	2	3	2	

Special Ability: All Lizard units have Dry & Tree

## Races

Several races (& subspecies) live (and fight) in the swamp: Lizard Men Crab Men Bullywugs Snake Men Turtle Men

## Crab Men Unit Chit List

Unit Name:	#	Force	Move	Hits	Notes:
Rock Lobster	4	3	2	2	Water
Jumbo Shrimp	4	2	2	1	Water
Hermit Crab	4	2	2	2	Shaman

Unit Name:	#	Force	Move	Hits	Notes:
Stone Crab	4	4	2	3	Dry
Horseshoe Crab	3	2	4	2	
King Crab	1	5	2	3	Leader



Special Ability: All Crab units have Shell

## Bullywugs Unit Chit List

Unit Name:	#	Force	Move	Hits	Notes:
Tree Frog	4	2	4	1	Tree
Frog Man	4	2	3	1	Water
Bull Frog	4	3	3	3	Dry, Shaman
Horny Toad	4	3	3	2	Shell
Poison Dart Frog	4	4	4	1	Poison
Frog Prince	1	5	4	2	Leader

Special Ability: All Frog units have Jump

## Snake Men Unit Chit List

Unit Name:	#	Force	Move	Hits	Notes:
Water Snake	4	2	4	1	Water
Tree Snake	4	2	3	1	Tree, Shaman
Grass Snake	4	2	4	1	Dry
Python	4	3	3	3	
Viper	3	4	4	2	
King Cobra	1	5	3	2	Leader

Special Ability: All Snake units have Poison

## Turtle Men Unit Chit List

Unit Name:	#	Force	Move	Hits	Notes:
Snapper	4	3	2	2	Wet
Sea Turtle	4	2	2	2	Water
Tortoise	4	2	2	2	Dry, Shaman
Ninja Turtle	4	4	3	2	
Galapagos	3	3	2	3	
Mock Turtle	1	5	2	2	Leader

Special Ability: All Turtle units have Shell

## Turn Sequence

Players take turns. Each turn has 5 phases: Recruit Phase Magic Phase Move Phase Battle Phase End Phase

### Recruit Phase

Keep your Chits in a separate pile. Draw 1 Unit Chit from your unit pile per Home space you control. Put the unit into play on or adjacent to the Home space.

### Adjacency Rule

Units or spaces must share a common border to be adjacent. Diagonal spaces and units are not adjacent.

### Stacking Rule

You may stack up to 3 of your units in a single space. Discard excess units. The stacking limit must be strictly enforced.

## Magic Phase

If you control any Shamans, draw 2 Spell cards. Max hand size is 5 cards. Discard excess cards.

## Move Phase

Each unit has a number of Move Points (MP). Different Terrain types have different Move costs to enter. Wet Units pay 1/2 MP to enter Wet spaces Dry Units pay 1/2 MP to enter Dry spaces.

Water Units pay 1/2 MP to enter Water spaces. Tree Units pay 1/2 MP to enter Tree spaces You cannot enter or move through a space containing enemy units. Units with Jump can move over intervening stacks.

Units moving into Treacherous territory must end their move.

## Battle Phase

You may attack adjacent enemy stacks with your own stacks. Resolve conflict between two opposing stacks, one at a time. A turn may have multiple battles between multiple stacks.



Battles are fought in Rounds. During each round, each unit in turn in both opposing stacks gets to attack once. Start with the Active player (Player whose turn it is) Pick which of your units is attacking and Roll 1D6.

If the roll is equal to or less than the attacking units Force, one Hit is inflicted. If there is a Hit, the defender decides which of his units is hit. Any unit reduced to zero hits is discarded.

The other player then attacks and so on. This repeats until one side is completely eliminated. A Shaman instead of attacking may cast a Spell.

A Wet, Dry, Tree, or Water unit attacking into or out of the appropriate terrain type has its Force increased by one.

## Magic Spell Deck

Spell:	#	Notes:
Summon Kin	2	Draw a Unit Chit. It joins the Battle
Noxious Vapor	4	All enemy units get Force -1 this Battle
Mist	4	End Battle Immediately
Stuck in the Mud	4	Target Unit cannot attack this Battle
Poison Gland	4	Target Unit gets Poison Ability
Thick Skinned	4	Target Unit gets Shell Ability
Desiccate	4	Force 2 Attack vs all Enemy units this round
Hot Blooded	4	All your units get Force +1 this Battle
Regenerate	4	Put Unit just destroyed in Battle back into play
Mesmerize	2	Take control of target Non-Leader Unit

# copies of this card in the deck.

## Tile & Chit Sets

Really cute stuff by jiminybollocks <cathto@kooee.com.au> Check it out: [Click Here](#)

## Commentary

By Jiminy Bollocks...

I use damage counters to mark which units have suffered hits, and I find that after the battle phase is over it is best to remove all damage counters. This

## Poison

A unit hit by a poison unit must roll 1D6. On a roll of 1-2 the unit is killed.

## Shell

If a Shell unit is hit, roll 1D6. On a roll of 1-2 the hit is ignored.

## End Phase

Remove Summoned and Mesmerized Units from play.

speeds up the game and stops the playing area from getting cluttered.

If a leader is killed I just allow him to be recruited again as a unit, since there is no rule stating otherwise.

If all units on one side in a battle are affected by a Stuck in the Mud spell, I play that the affected side automatically loses, so as to speed up the game, because the result is inevitable due to the lack of any dispelling spells.

When I play, the summon kin and mesmerize spells allow a stack to break the usual stack limit. Since the affected units are discarded at the end phase, this doesn't upset the game too much.





# Swords & Sorcery

## Introduction

Rules for miniatures battles in a fantasy setting

## Turn Sequence

Cavalry, flying, and fast units (7"+) move first, Movement is in inches The base move rate of cavalry is 10" Roll high to see which player goes first

- Units in base to base contact with enemy units cannot move unless they retreat
- A unit may retreat on a roll of 1-4 on D12
- Retreating units cannot attack

Infantry and slow units (6" or less) move next

- The base move rate of infantry is 4"
- Roll high to see which player goes first

Ranged Attacks

- This includes archers, thrown weapons, catapults, many spells, etc
- Roll high to see which player goes first

Polearm Attacks

- This includes pikes, halberds, spears and lances

- Infantry that did not move may set their spears to receive a charge
  - The units must have their bases touching
  - Pikes attack first, all other attacks are simultaneous
  - Flyers must declare if they are engaging in HTH (otherwise they cannot be attacked by nonflyers)
- Hand to Hand Attacks (HTH)
- The units must have their bases touching
  - Attacks with normal HTH weapons resolved first and are simultaneous Unarmed attacks and attacks with 'short' HTH weapons resolved next and are simultaneous

Morale Check

- Determine if unit needs to check morale

Rally Check

- Leaders may attempt to rally routing units

## Attack Resolution

To determine the result of an attack roll D12 and consult the following table Each figure can make one attack per turn against another figure in range

## Attack Roll Result Table

Roll 1D12	Result	Notes
1-6	Miss	A natural roll of 1 always misses
7-12	Hit	A natural roll of 12 always hits. Roll on Damage Table

## Attack Roll Modifiers

All modifications are cumulative

Die Roll	Modification
+1	The attacker is Infantry
-1	The attack is Ranged
-1	Attack is at Long Range
-1	Attacker is unarmed (Bare hands)
-3	Attacker is prone (Knocked down)
+1	Second HTH attack vs target this turn
+1	Each additional HTH attack made vs target this turn
+1	Attacker is veteran, elite, heroic, or highly trained
+1	Cavalry HTH vs archer targets
-1	Defenders have heavy armor (Move -1)
-1	Defender has shield
-2	Defender has large shield
-1	Attacking in HTH vs defender with any type of sword (swords are good parrying weapons)
-2	Attacking in HTH vs defender wielding staff two handed

Die Roll	Modification
-1	Attacker has large shield (Move -1)
+X	magical weapon bonuses
+1	Attacker using Blunderbuss (Shot spreads)
-1	Attacker is an archer that moved this turn
-1	Attacker is mounted archer
+1	Attacker is infantry with pike set to receive a charge
-1	Charging infantry with pikes set to receive a charge
+1	Attacking unit from side in HTH
+2	Attacking unit from rear in HTH
+1	Surprise attack
+1	Charge (Moving into HTH from at least 2" away; cannot be the result of a retreat)
-1	Attacker is wounded/per wound
-1	Attacker is making additional attacks/per attack (If unit is capable of such)
+1	Attacker berserk (Battle Frenzy) HTH
+1	Berserk Defender
+1	HTH Attacks vs siege unit crews and noncombatants
-1	Defenders have Dodge ability
-1	Defenders have cause Fear ability
+1	Attacking a unit that tried to retreat but failed
-1	Attack by figure that tried to retreat this turn
+1	Bonus vs units of a certain type. For example: +2 vs Giants
-1	Large unit attacks vs Small figures
+1	Attacking Large units
+1	Attacker riding on Savage Mount in HTH
-1	Defender has Tough hide
-1	Ranged attack vs unit partially under cover (behind wall, tree, window)
-1	Attacker fatigued
-1	Attacker on unstable ground
+1	Defender in HTH on unstable ground
+3	Defender immobilized. Immobilized units cannot move or attack
+1	Attacking with net. Net does no damage but target immobilized for 1D3 turns
+1	Attacker or defender using Flail or Ball & Chain in HTH
+1	Attacker using pick or morning star against unit in heavy armor
+1	Attacker using a 1H weapon with 2 hands in HTH
-1	Attacker using any type of axe
+1	Attacker is a Spellcaster casting an attack spell with a Magestaff

## Ranged Attacks

Ranges are in inches Double the listed range is long range

Range	Attack Type
2	Thrown dagger, Knife, Axe, Ball & Chain
3	Spear, Sling, Matchlock Pistol, Crossbow Pistol
4	Javelin, Blunderbuss
5	Short bow
7	Crossbow

Range	Attack Type
8	Arquebus
10	Long bow
15+	Catapult, Ballista, Cannon

## Damage Roll Table

Roll on this table if a unit has been hit

Roll 1D12	Result
1 or less	Stunned (No damage but unit's next attack roll is at -1)
2-3	Wounded (Move & Attack & Damage rolls -1 per wound)
4	Wounded & Disarmed (Unarmed units Attack roll & Damage roll -2)
5	Wounded & Knocked Down (Move = 0 & Attack roll -3)
6	Wounded & Disarmed & Knocked Down
7-8	Mortally Wounded (Unit immobilized & will die in 1D6 if not healed or regenerated)
9-12+	Killed (Unit loses 1 Hit)

## List Of Modifiers To Damage Roll

-3 Attacker is unarmed (Bare hands)

Roll	Modifier
-1	Dagger, Club, Staff
-1	Arrows, sling stones, pistol, blunderbuss, crossbow pistol
-1	Whip (Attack in Pole arm phase, +1 to Rally Roll)
+0	Swords, spears
+0	Mace, Hammers: Hits caused by these weapons are always also knock down
+0	Crossbow bolts, Arquebus (Guns & crossbows require a turn to reload)
+2	Ballista bolts, catapult shot
+1	Pike, Halberd, 1-H axe, 2-H sword, 2-H Warhammer

+2 Battle axe

-1	Defending unit has heavy armor
+1	Defending unit has no armor
-1	Defending unit has tough hide
-1	Attacking unit is weak
+1	Attacker is berserk

-1	Defending unit has heavy armor
+1	Attack is poisonous
+1	Defender is wounded/per wound
+1	Attacker is strong

## Movement Rates

Speeds are in inches A unit may double its move but it will be fatigued next turn A fatigued unit moves

at half speed rounded down

Speed	Unit Type
2	Supply Wagons, Siege engines being towed, Walking wounded
3	Infantry with heavy armor, Slow units, Pikes, Large shield, Refugees, Encumbered
4	Typical infantry
5	Infantry with no armor, Fast units
6	War Elephant
7	Chariot
8	Horse & Rider with heavy armor & barding
10	Horse & Rider
12	Horse & Rider with no armor or barding

## Terrain

Nonflying units will in general move around obstacles like boulders and trees Units on rough or unstable terrain will move at half speed rounding down Rough terrain: Mud, rocks, loose sand, bushes, tall grass, rope bridge, up slopes Noncavalry units can climb at a rate of 1" turn Only units described as "scalers" can climb flat walls without ropes and ladders

## Morale

Units must check morale under the following circumstances: If the unit has been attacked this turn If a friendly unit within 10" has been killed, immobilized, or is routing If a far superior enemy unit is within 10"

If heavily outnumbered A Fear unit ability may require a morale check

## Morale Check Result Table

Roll 1D12	Result
1-4	Unit routs next turn
5-12	Unit continues to fight

A routing unit will attempt to move off the table at full speed avoiding enemy units

## Morale Check Modifiers

All modifications are cumulative

Die Roll	Modification
+2	Unit making check is veteran, elite, heroic, or a monster
-2	Unit making check is a noncombatant, untrained, green, or cowardly
-1	Facing a unit with more than one hit
+4	Unit making check is undead
-1	Unit making check is heavily outnumbered
+1	Friendly Musician within 10"
+1	Friendly Leader within 10"
+2	Friendly Commander within 10"
+1	Friendly Standard within 10"
+2	Unit making check is berserk

## Rally Check

A leader unit may try to rally routing units within 8" A rally attempt is successful on a roll of 1-6 on D12

Roll once for all units in range

## Rally Check Modifiers

Die Roll	Modification
+	Commander
+1	Unit being rallied is veteran, elite, heroic

## Spells

Make a card for each spell. At the beginning of the battle each spellcaster draws a number of cards equal

to the number of spells they know. Each caster may discard and draw one new spell.

Spell	Notes
Blood Rage	2D6 Friendly units within 10" go berserk for 3 turns
Stone Wall	10" long, 3" high, $\frac{1}{2}$ " thick, Permanent, Range = 10"
Fire Wall	10" long, 3" high, fear ability, Units that cross it are attacked immediately (Attack roll +1) , Range = 10"
Stone to Mud	Destroys Earth obstacles (10" length of wall) Range = 10"
Slow	Units in a 5" radius cannot move for 3 turns, Range = 10", Units may save vs magic
Enlarge	Unit becomes large (Move +4", Hits +1, & Attack roll +2) for 4 turns, Range = 5"
Polymorph	Unit becomes helpless for 1D6 turns, Range = 10", Unit may save vs magic
Dispell	Negates a spell that lasts X turns, Range = 20"

Spell	Notes
Teleport	Move self or unit within 10" anywhere on table
Weakness	Units in a 5" radius become very weak (Attack rolls -2) for 3 turns, Range = 10", Units may save vs magic
Animate Dead	Target Dead unit becomes undead & gains fear ability, Range = 5"
Alter Terrain	Change the terrain in a 5" Radius permanently, (Add or remove obstacles), Range = 10"
Petrify	Target becomes a terrain obstacle (statue) permanently, Range = 5", Units may save vs magic
Charm	Take control of target unit, Range = 5", The unit may save each turn
Turn Undead	All undead in 10" radius of caster must check morale at -8
Fireball	Range = 10" affects all units in 2" radius. Attack roll +2, Damage roll +1
Fear	Cast in Morale check phase. All enemy Units within 10" must check morale at -1
Lightning Bolt	Range = 15" Damage roll +3
Cone of Cold	Range = 8" affects all units in 30 degree cone. Attack roll +2, Units immobilized on a roll of 1-2 on D6 for 1 turn
Poison Gas	Range = 6" affects all units in 4" radius. Attack roll +2, Damage roll -1
Touch of Death	HTH attack. Damage roll +5
Heal	Cast in Rally phase. Remove all wounds on one figure. Range = 5"
Great Heal	Cast in Rally phase. Remove one wound from all friendly units in 5"
Ressurrect	Cast in Rally phase. Restore one dead unit to 1 Hit. Range = 5"
Haste	Range = 5" Cast in Move phase. Target gets double movement for 4 turns
Fly	Range = 5" Cast in Move phase. Target flying & move = 20" for 3 turns
Shield	Range = 5" Cast in Move phase. Target is -3 to be killed for 3 turns
Courage	Friendly units in 8" get attack roll +1 & morale check +1 for 2 turns
Paralyze	Range = 10" Unit immobilized(cannot move or attack) for 1-3 turns, Units may save vs magic

SAVE vs SPELL If a spell allows its target a saving throw, roll 1D12

Roll	Result
1-10	The spell takes effect
11-12	The spell is resisted and there is no effect on that target unit.

#### LIST OF MODIFIERS TO SAVE vs SPELL ROLL

Roll	Modifier
+1	Defending Unit is veteran, heroic, or elite
+1	Defending Unit is large, giant, monster, or dragon
+X	Defending Unit has magic resistance +X
+2	Defending Unit is a spellcaster
+1	Defending Unit has shield
-1	Caster has a magestaff

## Unit Costs

Unit costs are in gold The Base cost of a figure is 5 gold (1 Hit, 1 Attack)

Cost	Ability or Equipment
-1	Weak
-1	Cowardly
-1	No armor(Move +1)
+1	Shield or Large Shield
+2	Tough hide
+2	Heavy armor
+2	Strong
+2	Ranged attack up to 7" (not including Thrown weapons)
+0	Short 1H weapon: Dagger, short sword (get one free if unit has no other HTH weapons, otherwise cost +1)
+1	1H or 2H HTH weapons: Sword, battle axe, staff
+2	1H Polearms: spear, halberd, lance
+2	2H only Polearms: pike (Move -1)
+3	Ranged attack 7" or over
+3	Additional attack
+1	Berserker
+2	Veteran, elite, hero
+2	Spellcaster
+1	Spell known
+2	Magestaff (cost +1 if in the form of a weapon)
+2	Leader
+3	Commander
+1	Undead
+2	Cause Fear: Enemy units within 4" must check morale
+2	Regenerate: Unit removes one wound per turn in Rally phase
+2	Cavalry: Move 7"+
+4	Flying: Unit can avoid HTH
+3	Extra Hit
+1	Net. No damage but target immobilized for 1D3 turns
+2	Special Bonuses: Per +1 to damage roll. Examples: Giant, Claws
+2	Special Bonuses: Per +1 to attack roll. Examples: Area effects, skill
+4	Siege artillery. These fire once every other turn
+1	Scaler (can climb flat walls without ropes and ladders)
+1	Magic Resistance +1

## Sample Units

### Dwarves

Cost	Type	Note
14	Dwarf Clanlord	Infantry, Heavy Armor, Veteran, Shield, Sword, Commander
11	Dwarf	Infantry, shield, heavy armor, hammer or axe, veteran
13	Dwarf Hero	Infantry, heavy armor, warhammer (2-H), Berserker, Leader, Hero
14	Dwarf Rune Master	Spellcaster, 4 Spells, hammer (magestaff)
8	Dwarf Gunner	Arquebus, Short Sword
8	Dwarf Shieldbearer	Heavy armor, Large shield, Short sword



Cost	Type	Note
7	Gnome	Archers, blunderbuss, sword or axe, weak

## Elves

Cost	Type	Note
14	Elf Battlemage	Sword, Spellcaster, 4 Spells known, Leader
19	Elf Lord	Sword, Spellcaster, 8 Spells known, Commander
11	Elf	Archer, longbow, sword, veteran
18	Elf maiden on Unicorn	Savage mount, Magic sword +1, Spellcaster, 4 Spells, Second attack (Unicorn horn) Leader
12	Elf Blade master	Infantry, Sword, Veteran, Dodge, No armor, Second attack (Sword or Dagger)

## Goblins

Cost	Type	Note
11	Goblin General	Infantry, Sword, Veteran, Commander
10	Goblin Sergeant	Infantry, Sword, Veteran, Leader
6	Goblin	Infantry, shield, spear, cowardly, weak
5	Goblin Scout	Infantry, sword & dagger, scaler, no armor, weak
9	Goblin Wolf Rider	Cavalry, savage mount, sword or axe
7	Goblin Archer	Archer, shortbow, cowardly, weak, poisoned arrows
11	Goblin Witchdoctor	Spellcaster, 4 Spells, leader, weak, No armor
8	Goblin Fanatic	Berserk, Weak, Ball & Chain (2-H), Dagger
6	Goblin Powder Keg	No armor, Bomb strapped to back (1" Radius, Attack roll +2)
13	Troll	Large, Strong, Claws (Damage roll +1), tough hide, regenerate

## Orcs

Cost	Type	Note
11	Orc Taskmaster	Infantry, Whip, Sword, Veteran, Leader
14	Orc Warboss	Infantry, Heavy Armor, Veteran, Shield, Sword, Commander
9	Orc	Infantry, shield, heavy armor, sword or axe
9	Orc Bolter	Crossbow, axe
12	Orc Shocktroop	Cavalry (Warpigs), savage mount, shield, heavy armor, sword or axe
13	Orc Shaman	Spellcaster, 3 Spells, leader, Sword
8	Savage Orc	Infantry, No Armor, Berserk, War club or Stone axe, Shield
11	Black Orc	Strong, Sword or Morning star, Shield, Heavy armor
18	Ogre	Large, Giant (Damage roll +2), hits = 2, tough hide, Maul (Damage roll +2)

## Medieval Men

Cost	Type	Note
15	Knight Captain	Cavalry, Heavy Armor, Veteran, Shield, Sword, Leader
16	Kings Champion	Cavalry, Heavy Armor, Veteran, Shield, Sword, Commander
14	Knight	Cavalry, shield, heavy armor, lance, veteran
7	Pikeman	Infantry, Pike, short sword
9	Halberdier	Infantry, Heavy armor, Halberd
7	Swordsman	Infantry, shield, sword
8	Yeoman	Archer, Longbow, dagger



Cost	Type	Note
15	Wizard	Spellcaster, 7 spells, No armor, weak, Magestaff
17	Cleric	Spellcaster, 4 spells, heavy armor, shield, mace, leader
6	Flagellants	Flail, No armor, Berserk

## Barbarians

Cost	Type	Note
11	Barbarian Chieftan	Infantry, Two-handed Sword, Veteran, Commander
11	Barbarian Chieftans Bodyguards	Infantry, Two-handed Sword, Veteran, Berserk, Leader
14	Barbarian Warpriest	Warchub (Magestaff), Spellcaster, 4 spells known
6	Barbarian	Infantry, Berserkers, Battle axe
7	Barbarian Raider	Infantry, shield, sword or axe
6	Barbarian Naked Warriors	Infantry, No Armor, Javelins, Dagger

## Nomads

Cost	Type	Note
9	Nomad Lancer	Cavalry, Lance, Shield, No armor
6	Nomad Dervish	Infantry, Sword, No armor, Berserker
5	Nomad Unich Guard	Infantry, No armor, Two-handed sword
13	Nomad Raj	Cavalry, Leader, Sword, Shield, Veteran
14	Nomad Rajesh	Cavalry, Commander, Sword, Shield, Veteran
14	Nomad Sorcerer	Spellcaster, 5 Spells, No armor, Magestaff
11	Nomad Horse Archer	Cavalry, archer, longbow, sword
8	Nomad Hussar	Cavalry, Sword, No armor, Shield

## Undead

Cost	Type	Note
11	Skeleton	Undead, Infantry, shields, spears, cause fear
10	Skeletal Archer	Undead, archers, shortbows, cause fear
11	Zombie	Undead, Infantry, claws, regenerate, cause fear
15	Skeletal Champion on Undead Horse	Cavalry, Shield, sword, cause fear, savage mount, leader
19	Necromancer, Spellcaster	5 spells, cause fear, no armor, Commander, Dagger (Magestaff)

## Oriental

Cost	Type	Note
13	Shogun	Heavy armor, Sword, veteran, Commander
12	Diayamo	Heavy armor, Sword, veteran, Leader
12	Shugenja	Spellcaster, 6 Spells, No armor
13	Samurai Mounted Bowman	Cavalry, Archer, Longbow, veteran, sword
10	Samurai Sword	Infantry, Sword, Berserk, Elite
9	Heavy Infantry	Heavy armor, Shields, Maces
7	Bushi Spearman	Infantry, Spear
9	Ashigaru Gunner	Arquebus, Short sword
5	Monk	No armor, Staff

## Other Units

Cost	Type	Note
12	Catapult	Siege artillery, affects all units in a one inch radius, range = 5-20", requires 3 crew
12	Ballista	Siege artillery, affects all units out to 15", requires 2 crew
5	Siege Crewmember	No armor, short swords
5	Porter	Carry supplies such as ammo, ladders and ropes
5	Sapper	Pick & shovel
5	Musician	Instrument (Drum or horn), no armor, short sword, weak
6	Standard bearer	Standard, sword, weak
5	Kobold	Infantry, shield, dagger, net, cowardly, weak
6	Ratling	Infantry, shield, sword, weak
7	Halfling	Archers, sling, short sword, weak
8	Dark Elf	Sword, Crossbow Pistol
8	Sea Elf	Trident, Net
13	Chaos Warrior	Infantry, Heavy Armor, Shield, Sword or Axe, Fear, Chaos Mutation (Attack roll +1)
11	Beastman	Infantry, Tough Hide, Shield, Sword or Axe, Berserk
16	Minotaur	Large, Very Strong (Damage roll +2), Berserk, Battle Axe, Tough Hide, Hits =2
36	Dragon	Fire breath (Range = 4" affects all units in 30 degree cone. Attack roll +2.
-		Useable 3x per day) or bite +2 Damage, Second attack: Claws +1 Damage,
-		Third attack: Tail sweep(Rear 90 degrees only), Hits = 4,
-		Flying (Move = 16), Tough Hide x 3, Large

## Example Of A Special Hero

Cost	Type	Note
12	Elwylin the Elf Lord	Hero, Commander, Heavy Armor
9	Rune Sword	1-H, Damage roll +2, Attack roll +1, HTH attack rolls vs this unit at -1
-		Attack roll +2 vs Demons, Cast 1 Fireball per battle
8	Spellbane	Shield, Magic resistance +3, attack rolls vs this unit at -1
20	Griffon Mount	Beak attack, Claws (second attack), Flying, Move = 18", Monster, Savage (Attack rolls +1)

The total cost for Elf Lord on Griffon is 49 gold

armies after the battle

## After The Battle

The winners battlefield casualties include: 25% Dead/Missing, 35% Routed, 40% Wounded

- The losers battlefield casualties include:
- 40% Dead/Missing, 15% Captured, 15% Wounded & Captured, 15% Routed, 15% Wounded Routed & Wounded units return to their

## Basic Scenario

- 500 Gold to a side
- Each side has one Commander
- No dragons in the basic scenario
- The first side to lose all its leaders or suffer 50% casualties will abandon the field.





# Tavern Brawl

## Introduction

Card Game for 2 (or more) players. Common Deck CCG Format. Fantasy Theme.

A Fight breaks out at Ye Olde Dragon Tavern (& Inn). Recruit Characters to "your side" to knock out your opponent's Characters and drink all his beer.

## Victory

Reduce your opponent to zero Beers.

## Tidbits

Use coins for damage and bottle caps for beers.

## Beers

Each player starts with 10 Bottles of Beer on the Wall.

## The Deck

Players share a common Deck. The deck contains 1 copy of each card listed.

## Characters

Characters have 2 Stats: Hits & Strength Each Character has one or more traits, such as Mage or Fighter.

## Setup

Each player draws 7 cards. The biggest player goes first.

## Turn Sequence

Players take turns. Each turn has 3 phases: Quaff Phase I'll get you for that Phase Brawling Phase

## Quaff Phase

Draw 3 cards. Max hand size is 7 cards. Discard excess cards. If the Deck runs out, shuffle the discard & draw from it.

## I'll Get You For That Phase

Put characters from your hand into play face up onto the table. You may attach positive modifier cards (from your hand) to new characters. Your opponent may attach negative modifier cards to your new characters.

You may attach weapon cards to your characters. A Character may only have one Weapon attached. (Note all weapons are makeshift. Swords & such were checked at the door) Only Fighters may attach Armor cards.

## Brawling Phase

You may attack with your Characters. Assign each of your Characters to attack 1 target opposing Character. Each of your Characters can only make 1 attack.

Each target opposing Character can only be attacked by 1 of your Characters. (If you have more characters, some will not be able to attack.) Your Character does damage equal to the characters Strength. An attached Weapon will increase a Character's Strength.

You may play up to 1 Attack card on a Character to increase his Strength for this turn. Your opponent may play a Defense card to completely negate an Attack. Record damage on Character cards with coins (1 cent = 1 point of damage).

If (& only if) all of you opponent's Characters have been attacked, your remaining Non-attacking Characters may drink 1 Bottle of Beer off the Wall. Your opponent loses 1 Beer for each drinking Character. If your opponent is reduced to zero beers (start total = 10) he loses the game.

Stunned Characters cannot Attack or use Defense cards. At the end of the phase, Discard Attack & Defense cards that were played during the phase. Employees may not attack each other.

Instead of attacking, or Drinking Beer, a Character may eat Food (Discard Food card) Instead of attacking, drinking, or eating, a Mage may cast a spell (Discard Spell card) When attacking a base 1/10 Character, flip a coin. If Tails the attack is negated.

## Card List Notation

Str/Hits = Strength & Hits

**C** Character

**W** Weapon

**O** Modifier

**A** Attack

**D** Defense

**XI** Special card played in your own "I'll get you for that Phase"

**XR** Special card played in response to an opponent's attack

**XA** Special card played in your own attack phase

**XQ** Special card played in Quaff phase

**G** Girl

**E** Employee

**S** Strong  
**F** Fighter  
**T** Thief  
**M** Mage

**Z** Spell  
**N** Opponent is Stunned for 2 turns by this attack  
**Y** Food

## Card List

Card Name:	Str	Hits	Type	Notes:
Old Red the Bartender	3	30	CES	
Trish the Tavern Wench	2	20	CEG	
Boris the Bouncer	4	40	CES	
Ed the Stable Boy	1	10	CET	
Fun Gus the Cook	2	20	CE	
Dolly the Barmaid	2	20	CEGS	
Cluso the Constable	2	20	CFES	
Gimpy the Mercenary	3	30	CFS	
Karloff the Blacksmith	4	40	CS	
Hammy the Half Ogre	4	40	CFS	
Nanook the Half Orc	3	30	CTFS	
Freddy Fingers the Rogue	2	20	CT	
Ludite the Dwarf	4	40	CFS	
Little Nicky the Halfling	1	10	CT	
Tuck the Cleric	3	30	CMF	
Atroshus the Magician	1	10	CM	
Keebler the Elf	2	20	CM	
Snodgrass the Goblin	1	10	CT	
Woody the Ranger	3	30	CS	
The Warrior Princess	4	40	CFGs	
The Mysterious Stranger	3	30	CMF	
Hide	-	-	D	Thief only
Backstab	+3	-	A	Thief only
Mighty Blow	+3	-	A	Strong only
Throw Opponent	+3	-	A	Strong only
Slide Down Counter	+1	-	AN	Strong only
Slippery	-	-	D	Thief only
Burning Torch	+1	-	W	Discard to negate an attack
Live Bird Soup	-	-	Y	Heal 5 Damage
Grit Cake	-	-	Y	Heal 5 Damage
Dragon Steak	-	-	Y	Heal 10 Damage
Bowl	+1	-	W	Discard to negate an attack
Heal Spell	-	-	Z	Heal 20 Damage
Paralyze Spell	-	-	Z	Target is stunned for 3 turns
Charm Spell	-	-	Z	Take control of target Character
Bar Stool	+1	-	W	Discard to negate an attack
Wooden Chair	+1	-	W	Discard to negate an attack
Hurl Table	+3	-	A	Strong only
Beer Mug	+1	-	W	
Chain Mail	-	+10	O	Armor
Ring Mail	-	+5	O	Armor
Splint Mail	-	+15	O	Armor
Plate Mail	-	+20	O	Armor
Fling Plates	+2	-	A	Any Character
Tankard of Ale	+1	-	W	Discard to negate an attack

Card Name:	Str	Hits	Type	Notes:
Swing on Chandelier	+3	-	A	Any Character
Jump from Rafters	+3	-	A	Any Non-Strong Character
Wine Bottle	+1	-	W	Discard to negate an attack
Breaks	-	-	XI	Discard target weapon card
Slip & Fall	-	-	XI	Target stunned for 2 turns
Fireberry Wine	+1	-	O	
Tipsy	-1	-	O	
Drunk as a Skunk	-1	-	O	
Thrown out of Window	-	-	XI	Target Character discarded
Uppercut	+2	-	A	Any Character
Knee to the Groin	+3	-	A	vs Male Character
Backhand	+2	-	A	Any Character
Elbow to the Gut	+3	-	A	Any Character
Knock the Wind Out	+3	-	A	Any Character
Hit Wrong Guy	-	-	XR	Choose any new Target for Attack
Head Lock	+1	-	AN	Any Character
Arm Lock	+1	-	AN	Any Character
Head Butt	+3	-	A	Any Character
Dark & Frothy Mead	-	+5	O	
Shake it Off	-	-	D	Strong only
Business Elsewhere	-	-	XI	Target Character discarded
Hard Head	-	-	D	Fighter only
Switch Sides	-	-	XI	Take control of target Character
Tug of War	-	-	XI	Steal target Weapon
Gang Up	-	-	XA	2nd Character may attack target
Look Behind You	+3	-	A	Any Character
Knock Down	+2	-	AN	Strong only
Bite	+2	-	A	Any Character
Box Ears	+3	-	A	Any Character
Trip	+1	-	AN	Any Character
Bang Heads	+3	-	A	Divide damage among 2 targets
Body Slam	+3	-	A	Any Character
Thigh Press	+3	-	A	Girl only
Show some Skin	-	-	D	Girl only
Wouldn't hit a Girl	-	-	D	Girl only
Beg for Mercy	-	-	D	Thief only
Shocking Grasp	+4	-	AZ	Mage only
Mailed Fist	+1	-	O	Fighter only
Gauntlet	+1	-	O	Fighter only
Berserker	+3	-	A	Fighter only
Bear Hug	+3	-	A	Strong only
Throw Barrel	+3	-	A	Strong only
Choke Hold	+3	-	AN	Any Character
Duck	-	-	D	Any Character
2 Lefts & a Right	+3	-	A	Any Character
Chug	-	-	XQ	Character drinks 2 Beers





# Tdo Adventures

## Introduction

TDO Adventures...RPG Variant of TDO...One player is the Game Master (GM). The other players are Planeswalkers adventuring together.

## Random Box Table

1D10	Box
1.	Red
2.	White
3.	Blue
4.	Green
5.	Black

1D10	Box
6.	Multicolor
7.	Artifact
8.	Land
9.	Pick one of the above
0.	Reroll

## Theme Decks

The Game Master uses Theme Decks as described by the Theme Deck Odyssey Format Rules Mainpage: [Mtg Tdo: Theme Deck Odyssey Format. 40 Card Decks..MTG TDO Theme Deck Odyssey Format](#)

PLAYER/PLANESWALKER DECKS AND STOCK-PILES Each player gets a stockpile of cards. There is no limit on the size of the stockpile. A starting stockpile starts with 10 random cards from each of the 5 colors, 10 basic lands of each type, 10 random artifacts, and 10 random multicolor cards.

Each Player uses their stockpile cards to make a Planeswalker Deck (PWD). A PWD has exactly 100

## Draft Card Boxes

The GM must prepare Theme Decks plus:

- 8 Boxes of Random Cards for Drafting:
  - 1 Box for each color, 1 Box of Lands (Basic & Multi),
  - 1 Box of multicolor cards, 1 Box of Artifacts
- Each box will have mixed rarities.

cards.

## Description Of Play

Players team up to defeat the GM. The GM starts each battle with Life = 10 plus 10 per player. After a victory against a GM Theme Deck, each player gets 1D6 Treasures (TZ) and 1D6 Experience Points (XP).

After a battle (not just before) players can swap out cards between their stockpile and their deck. The GM determines what the planeswalkers encounter, or he can have them draw a random card from the Adventure Deck:

## Adventure Deck

Name	Descr
Island Hopping	Players must fight a Blue Deck
Stuck in a Swamp	Players must fight a Black Deck
Traversing the Plains	Players must fight a White Deck
Scale a Mountain	Players must fight a Red Deck
Lost in the Forest	Players must fight a Green Deck
Trouble in the City	Players must fight a Multi-color Deck
Advance the Plot	Fight a Theme Deck of GM's Choice
Looking for Trouble	Fight a Theme Deck of Players Choice
Boss Fight	Theme Deck of GM's choice. GM has +10 Life
Dissension in the Ranks	Players fight each other in a Free For All. All get 1D6 XP
Goblin Invasion	Players must fight a Goblin Deck
Night of the Zombies	Players must fight a Zombie Deck
Troubled Waters	Players must fight a Merfolk Deck

Name	Descr
Pursued by Wolves	Players must fight a Wolf Deck
Bazaar	Players get 1 random card from one random box for 5 TZ
Alchemist	Players may discard a card to draw a card from any box for 3 TZ
Mentor	Players get 1D6 XP each
Temple of Power	Players may swap out 1 Power card for 5 TZ
Kithkin Allies	Search White Box for a Kithkin Card; 1 random player gets it
Soldier Allies	Search White Box for a Soldier Card; 1 random player gets it
Forest Allies	Search Green Box for an Elf Card; 1 Random player gets it
Long Journey	Each player may draw a random land card for 3 XP
Artificer	Players get 1 random card from Artifact box for 5 TZ
Thieves	Each Player loses 1D6 TZ
Rumors	Players can swap cards between Deck and Stockpile before next battle
Difficult Journey	Each player has 1D6 less life for next battle
Wizard School	Players may convert TZ into XP, on a 1 to 1 basis
Tavern	Look at next 3 cards in Adventure Deck. Each player spends 1 TZ

## Planeswalker Identities

Players should name their planeswalker self. At the GM's Option, each player should get 1 Creature Bonus Ability. This gives creatures of that race/class +1/+1. Examples would include: Humans, Elves, Goblins, Merfolk, Minotaurs, Giants, Wizards, Soldiers, Rogues, Dragons, Golems, etc.

## Treasure And Experience Points

After winning a Battle (Their Decks vs the GM's Deck) each player gets 1D6 Treasures (TZ) and 1D6 Experience Points (XP). Players may give each other Treasure but not Experience Points. A player can store any number of Treasures.

A player can store a maximum of 10 Experience points. If he gains more, he Must spend the excess immediately or lose it.

## Experience Point Expenditure Table

Cost	Purchase:
5	Draw 1 random card from target Box of your Choice
2	Discard a card you just drew to draw another from same Box
3	Discard any card from your Stockpile to Draw 1 random card from target Box of your Choice
1	Next Battle start with 1 Basic Land in play of your Choice
1	Next Battle start with 5 extra Life
1	Next Battle draw 1 extra card in your starting hand.

## Spending Treasure

Treasure can be spent like XP's, however Treasure can only be spent at certain times and Locations and often for very limited purposes.

## Balance

The GM will have the advantage of tight premade theme decks AND the ability to make up the rules as he goes along. The GM's word is final in all disputes. The other players will have the advantage of their numbers. The GM will probably want to limit players access to color hosing and land killing cards.

If all the players make Mill decks, the GM might find

this problematic as well. Because the GM has most of his cards already in his theme decks, the Pool of cards available to the players will probably be skewed to be underpowered. If the players get too powerful, the GM can shift the balance by giving himself Advantages such as extra turns, starting lands, extra cards, extra life, etc.

depending on the scenario.

## Gm Powers

The GM gets 1 roll on the GM Power Table (before the battle) for each extra planeswalker player after the first:

## Gm Power Table



1D10	Power:
1	10 extra Life
2	Draw 1 extra card on each of your turns
3	Put 1 extra land in play on each of your turns
4	Start game with 1 basic Land (from deck) in play
5	Hand Size +1 and start game with 1 extra card in hand
6	Take an extra attack phase on each of your turns
7	Start with 1 non-land card in play
8	Untap your lands 1 extra time during each of your turns
9	Once per game, you may shuffle your discard into your deck
10	Once per game, you may counter any target spell for free







# The Isle Of Dread

## Introduction

Scenario for WarpQuest. for the ??WarpQuest Core Rules. Based loosely on the old D&D Expert Rules system.

This is a conversion of Dungeon Module X1 "The Isle of Dread". Each player has an Adventuring Party in search of Adventure & Fortune. Each party is represented by a pawn on the track.

## Disclaimer

D&D and the Isle of Dread are copyrighted properties. This is merely a fan site.

## The Scenario

The map spaces represent distance and time. There are 3 Modules. Each Module track is 30 spaces long.

## Adventurers Table

1D8	Type:	Stealth	Magic	Fighting	Hits
1	Fighter	+2	-	+4	18
2	Thief	+4	-	+2	12
3	Cleric	-	+4	+2	12
4	Magic User	-	+6	-	6
5	Elf	+2	+2	+2	12
6	Dwarf	-	-	+6	18
7	Halfling	+6	-	-	6
8	Pick one	-	-	-	-

## Adventurer Notes

Thieves are +4 Stealth vs Traps. Clerics are +2 Magic & Fighting vs Undead and Demons. Use a card to represent each Character.

## Challenges

Challenges will be of two types: Traps & Foes.

## Foes

If you encounter a Foe, you have to make several challenge Test Rolls:

1. Make a test vs Stealth. If successful, you defeat the Foe. Discard it. If not. . .
2. Make a test vs Magic. If successful, you defeat the Foe. Discard it. If not. . .
3. Make a test vs Fighting. If successful, you defeat the Foe. Discard it. If not. . . 1D3 random party members are wounded for 1D6 Hits each.

There is no "Artifact"

## Victory

The player with the most gold at the end of the game wins. The game ends when one party reaches the last space of the third module.

## Adventuring Parties

Each Party has 6 adventurers. All Party members are 6th level. Roll on the Adventurers Table for each adventurer to see what class he is.

The party has skills in 3 attributes: Stealth, Magic, and Fighting. Add the bonuses from all adventurers to get a grand bonus for that attribute.

When making a challenge roll the Foe rolls 6D6 and adds its DM (Difficulty Modifier) if any. When making a challenge roll the Party rolls 2D6 and adds its Attribute bonus. If you defeat the foe get 1D6 Gold.

## Traps

If you encounter a Trap, you have to make several challenge Test Rolls:

1. Make a test vs Stealth. If successful, you avoid the Trap. Discard it. If not. . .
2. Make a test vs Magic. If successful, you avoid the Trap. Discard it. If not. . . 1D3 random party members are wounded for 1D6 Hits each.

## Wounds

Encounters that are "Poison" do an extra 1D6 Hits of damage. If a party member has zero or less hits left he is killed. Instead of rolling to see how many hits a wound does you may discard a retainer.

At the end of each module the party heals 1D6 Hits.

## Fighting Other Parties

If your pawn lands on the same space as an opponent's party you will fight. Each player makes challenge rolls for stealth, magic and fighting. The side that wins the most challenges wins the encounter.

If you lose a fight with another players Pawn you get 1D3 randomly distributed Wounds and your opponent gets to take one "Aid: Item" card from you.

## Item Cards

At the beginning of the game draw 6 cards from the Item table. Each Item must be attached to one character. Each character can only use one weapon during a Foe encounter.

Items are played face up partially under the attached Character card. Magic users can only use daggers and staves as weapons and cannot use armor. Thieves cannot use metal armor or shields.

Clerics cannot use edged weapons.

## Item Deck

Dagger +1	Aid: Item: Fighting +1
Long Bow +1	Aid: Item: Fighting +1
Arrow of Slaying	Aid: 1 use Item: Fighting +2
Cloak of Invisibility	Aid: Item: Stealth +2
Longsword +1	Aid: Item: Fighting +1
Potion of Healing	Aid: 1 use Item: Heal 1D6 Lost Hits
Scroll of Protection	Aid: 1 use Item: Magic +2
Leather Armor +1	Aid: Item: Hits +1
Chain Mail +1	Aid: Item: Hits +2
Platemail +1	Aid: Item: Hits +3
Shield +1	Aid: Item: Hits +1
Potion of Diminution	Aid: 1 use Item: Stealth +3
Potion of Growth	Aid: 1 use Item: Fighting +3
Potion of Gaseous Form	Aid: 1 use Item: Stealth +3
Spell Scroll	Aid: Discard to draw 1 Spell card
Ring of Protection +1	Aid: Item: Hits +1
Ring of Fire Resistance	Aid: Item +4 vs Fire Encounters
Snake Staff	Aid: Item: Fighting +1 (+2 for Cleric)
Rope of Climbing	Aid: Item: Stealth +1
Gauntlets of Ogre Power	Aid: Item: Fighting +1
Bag of Holding	Aid: Item: +1 to Gold rolls
Staff of Healing	Aid: 3 use Item: Heal 1D6 Hits.

## Spell Cards

At the beginning of each Module you may draw spell cards: Draw one for each elf and three for each MU. Attach the Spells to the characters. A Character can have a number of spells attached equal to its Magic bonus.

## Cleric Cards

At the beginning of each Module you may draw cleric cards: Draw two for each cleric. Attach the cards to your clerics. A Cleric can have a number of cleric cards attached equal to its Magic bonus.

## Thief Cards

At the beginning of each Module you may draw thief cards: Draw two for each thief and Halfling. Attach the cards to your thieves and halflings. A Character can have a number of thief cards attached equal to its Stealth bonus.

## Spell Deck

Fireball Spell	Aid: Spell: Magic +3
Detect Trap	Aid: Spell: Negate Trap
Magic Missile	Aid: Spell: Magic +1

<b>Fireball Spell</b>	<b>Aid: Spell: Magic +3</b>
Charm	Aid: Spell: Magic +3
Sleep	Aid: Spell: Magic +3
Read Languages	Aid: Spell: Negate Trap
Hold Portal	Aid: Spell: Discard to negate (not Defeat) one Foe
Shield	Aid: Spell: Fighting +1
ESP	Aid: Spell: Stealth +3
Invisibility	Aid: Spell: Stealth +3
Mirror Image	Aid: Spell: Fighting +1
Phantasmal Force	Aid: Spell: Magic +2
Web	Aid: Spell: Magic +3
Fly	Aid: Spell: Stealth +3
Lightning Bolt	Aid: Spell: Magic +3
Haste	Aid: Spell: Fighting +3

## Thief Deck

<b>Climb Steep Surfaces</b>	<b>Aid: Action: Stealth +3</b>
Backstab	Aid: Action: Fighting +3
Narrow Escape	Aid: Action: Discard to negate (not Defeat) one Foe
Scout	Aid: Action: Look at next 2 cards in Module deck
Hide in Shadows	Aid: Action: Stealth +2
Move Silently	Aid: Action: Stealth +1
Dexterity	Aid: Action: Stealth +2
Open Locks	Aid: Action: Stealth +2 (underground)
Spy	Aid: Action: Look at next 2 cards in Module deck
Hear Noise	Aid: Action: Stealth +2
Pick Pockets	Aid: Action: Stealth +4 vs Humans
Find/Remove Traps	Aid: Action: Negate Trap

## Cleric Deck

<b>Turn Undead</b>	<b>Aid: Action: Magic +3 vs Undead</b>
Cure Light Wounds	Aid: Spell: Heal 1D6 Lost Hits
Cure Serious Wounds	Aid: Spell: Heal 2D6 Lost Hits
Neutralize Poison	Aid: Spell: Heal Hits caused by Poison
Blessing	Aid: Spell: Magic +1
Detect Evil	Aid: Spell: Stealth +2
Detect Magic	Aid: Spell: Stealth +2
Light	Aid: Spell: Magic +1
Wisdom	Aid: Action: Magic +1
Protection from Evil	Aid: Spell: Magic +2
Remove Fear	Aid: Spell: Fighting +2
Hold Person	Aid: Spell: Magic +2

## Main Island

## First Module Card List

Name	Challenge:
Land on White Sandy Beach	(Starting Space)
The Village of Tanara	No Challenge: Gain 1D6 Gold from Trade.
Native Guide	Aid: Retainer: Discard to negate (not Defeat) 1 Foe
Sailors	Aid: Retainers: Fighting +1
Native Warriors	Aid: Retainers: Fighting +1
Zombie Master	Foe: Magic DM +4. Undead
The Great Wall	Foe: DM +0
Bull Sharks (Bay)	Water Foe: DM +0
Sea Snakes (Coral Reef)	Water Foe: DM +0
Oyster Bed (Pearl Diving)	No Challenge: Gain 1D6 Gold
Crumbling Stone Cliff	Trap: DM +0
Tribe of Rock Baboons	Foe: DM +0
Giant Squid (Rocky Cave)	Water Foe: Stealth DM +2
Phanaton Settlement	Foe: Stealth DM +2 (Flying Monkeys)
Pirates Camp	Foe: Fighting DM +2
Hippogriff Nest	Foe: DM +0
Lizardmen (Dense Swamp)	Foe: DM +0
Rakasta Camp	Foe: DM +1 (Cat Men)
Aerie of the Gargoyles	Foe: DM +2
Aranea Lair	Foe: DM +2 (Intelligent Magic using Spiders)
Treant Forest	Foe: Fighting DM +3
Potion of Poison	Trap: Stealth DM +2 (Poison)
Rocs' Roost	Foe: DM +0
Bury Dying Native	No Challenge: Gain 1D6 Gold
Ogre's Lair	Foe: Fighting DM +2
Treasure Chest	No Challenge: Gain 2D6 Gold
Abode of the Green Dragon	Foe: Fighting DM +3
Wretched Troglodytes	Foe: DM +1
Sea Dragon	Water Foe: DM +3
Potion of Water Breathing	Aid: 1 use Item +4 vs Water Foe
Shipwreck	Gain 1 Adventurer if you have less than 6
Rescue Prisoner	Gain 1 Adventurer if you have less than 6

## Central Plateau

## Second Module Card List

Name	Challenge:
Rope Bridge	(Starting Space)
Gold Vein	No Challenge: Gain 1D6 Gold
Cave Bears	Foe: DM +1
Woolly Rhino	Foe: DM +0
Dimetrodon Terror	Foe: DM +0
Neanderthals	Foe: DM +0
Tremors (Earthquake)	Trap: DM +0
Deranged Ankylosaurus	Foe: DM +0
Sabre-tooth Tigers	Foe: DM +1
Plesiosaur Menace	Foe: DM +0
Pteranodon Terror	Foe: DM +0
Pterodactyls	Foe: DM +0
Stegosaurus	Foe: DM +1

Name	Challenge:
Triceratops	Foe: DM +2
Tyrannosaurus Rex	Foe: DM +4
Dire Wolves	Foe: DM +1
Mastodons	Foe: DM +0
Cliff Wall	Foe: DM +0
Village of Mantru	No Challenge: Heal 1D6 Hits

## Taboo Island

## Third Module Card List

Name	Challenge:
Temple Entrance	(Starting Space)
Spear +1	Aid: Item: Fighting +1
Guard Post	Foe: DM +0
Living Statues	Foe: DM +2
Main Chamber (Tribesmen)	Foe: DM +0
Room of Unmarried Girls	No Challenge: Miss next turn
Warriors with Poison Arrows	Foe: DM +0 (Poison)
Headhunter Chief	Foe: Fighting DM +1
Witchdoctor	Foe: Magic DM +2
Yellow Mold (Viewing Chamber)	Foe: Stealth DM +2
Trap Door (Priests Quarters)	Trap: DM +0
Blocked-Up Passage	No Challenge: Miss next turn
Weakened Floor	Trap: DM +0
Private Altar (Kopru Statuette)	Trap: Stealth DM +4
Water-Filled Chamber	No Challenge: Discard all Metal Armor
Chamber of the Great One	Water Foe: DM +0 (Mako Sharks)
Lair of Guardians	Foe: DM +0 (Poison) Spitting Cobras
Piranha Pool	Water Foe: DM +1
Bone Handled Mace	Aid: Item: Fighting +1 (+2 for Cleric)
Rat Lair	Foe: DM +0
Burning Oil	Fire Trap: DM +1
Boiling Well	Fire Trap: DM +1
5 Headed Hydra	Foe: DM +3
Geyser	Fire Trap: DM +0
Cloud of Steam	Fire Trap: DM +0
Kopru (Amphibian Men)	Foe: Magic DM +2 (Charm Spells)
Sword +2	Aid: Item: Fighting +2
Ring of Telekinesis	Aid: Item: Stealth +1 & Magic +1
Mineral Encrusted Throne	(Last Space)

## Variant Rules: Character Levels

Each adventurer (Character) has a starting level of 3-7 (1D5 +2). Fighters & Dwarves get 3 Hits for each level. Elves, Thieves, and Clerics get 2 Hits for each level.

Magic Users get 1 Hit for each level. Each level gives a +1 bonus in one attribute.

- A Magic user must get his bonuses in Magic.
- A Dwarf must get his bonuses in Fighting. (A 3rd level Dwarf has Fighting +3, A 7th level MU has Magic +7)
- An Elf must distribute his bonuses as evenly as

possible.

- A Fighter must pick +1 in Stealth for every +2 in Fighting.
- A Thief must pick +1 in Fighting for every +2 in Stealth.
- A Cleric must pick +1 in Fighting for every +2 in Magic.

## Experience

For every module you finish, 2 random party members gain 1 level each.





# *The Librarians*

## **Introduction**

Card game for 2-4+ players. Based on the Librarians TV show. Players make and score melds.

## **Victory**

The game ends when 10 Melds have been completed. When this happens all players may have one last chance to make a meld. The player with the most Meld points is the winner.

## **The Decks**

Players share a common deck. There is one common Deck for each season. There are 8 types of cards:

- L** Librarians
- F** Foes
- R** Relics
- A** Aids
- P** Places
- S** Situations
- K** Knowledges
- M** Mysteries

## **Setup**

Shuffle the Deck. Deal each player 3 cards. Randomly determine who goes first.

Play proceeds clockwise.

## **Turn Sequence**

Players take turns. Each turn has 4 phases:

1. Draw Phase
2. Action Phase
3. Meld Phase
4. End Phase

## **Draw Phase**

Draw 2 Cards.

## **Action Phase**

Reveal 1 card to perform an action: Librarians = Draw 1 Card

- Foes = Opponent must shuffle 1 card of his choice back into the deck. Then he draws 1 Card
- Relics = Gain 1 Meld Point
- Aids = Look at next 4 cards in Deck. Replace this card with 1 of those
- Places = Draw 1 random card from the discard and keep it

- Situations = Give this card to opponent. He must give you a different card in return
- Knowledges = Look at Opponent's Hand
- Mysteries = Draw 2 cards. Shuffle 2 cards from your hand into the deck.

Or Reveal 3+ cards of the Same type to perform an action:

- 3 Librarians = Draw 2 cards
- 3 Foes = Opponent must shuffle 1 card of his choice back into the deck.
- 3 Relics = Gain 2 Meld Points
- 3 Aids = Look at next 4 cards in Deck. Keep 1 of them
- 3 Places = Draw 3 random cards from the discard. Keep 1 of them
- 3 Situations = Steal 1 random card from opponent's hand
- 3 Knowledges = Look at Opponent's hand. Take 1 card. Opponent Draws 2 cards
- 3 Mysteries = Draw 3 cards. Shuffle 3 cards from your hand into the deck.
- 4 Different Librarians = 4 Meld Points. Shuffle these into deck and draw 4 cards
- Gangs All Here: 5 Different Librarians = 5 Meld Points. Shuffle these into deck and draw 5 cards
- Round the World: 5 Places = 5 Meld Points. Shuffle these into deck and draw 5 cards
- The Library: 5 Relics = 5 Meld Points. Shuffle these into deck and draw 5 cards
- Conclave of Villains: 5 Foes = 5 Meld Points. Shuffle these into deck and draw 5 cards
- Combined Genius: 5 Aids = 5 Meld Points. Shuffle these into deck and draw 5 cards
- It's Complicated: 5 Situations = 5 Meld Points. Shuffle these into deck and draw 5 cards
- Know it All's: 5 Knowledges = 5 Meld Points. Shuffle these into deck and draw 5 cards

It's a Mystery! = 5 Mysteries = 5 Meld Points. Shuffle these into deck and draw 5 cards

## **Meld Phase**

A Meld must have 1 of each of the 8 card types. A Meld scores 10 Points. For every combo a meld has it scores 1 extra point.

After scoring discard all melded cards and fill your hand to 7 cards.

## **End Phase**

Max hand size is 8 cards. Place excess cards back on top of the deck in any order.



**Season One Deck Card List**

Name:	Type:	Notes:
Flynn Carson	L	2 in Deck
Guardian Eve Baird	L	2 in Deck
Cassandra Cillian	L	2 in Deck
Ezekiel Jones	L	2 in Deck
Jacob Stone	L	2 in Deck
Dulaque	F	Combo with Jenkins
Serpent Brotherhood	F	-
Minotaur	F	Combo with Labyrinth
Eastern Dragons	F	-
Lamia	F	-
Katie the Serial Killer	F	Combo with Shadowbox House
Morgan le Fay	F	Combo with App of Cursing
Improvised Coven	F	-
Lost Souls	F	Combo with Pocket Dimension
Troll	F	-
Stonehenge	P	Combo with Crown of King Arthur
Remote Forest	P	-
Buckingham Palace	P	Combo with Crown of King Arthur
Aurora Borealis	P	Combo with Poisoned Santa Claus
Vatican City	P	-
Small Town	P	-
Labyrinth	P	Combo with Minoan Artifacts
Chicago Science Fair	P	Combo with Morgan le Fay
Pocket Dimension	P	Combo with Tesla Experiment
River of Time	P	-
Excalibur	R	Combo with Flynn
Crown of King Arthur	R	-
Shadowbox House	R	Can also be used as a Place
Minoan Artifacts	R	-
Apple of Discord	R	Combo with Corrupted Librarians
Magical App	R	Combo with Morgan le Fey
Tesla Experiment	R	-
Santa's Hat	R	Combo with Poisoned Santa Claus
Loom of Fate	R	Combo with River of Time
Enchanted Storybook	R	-
Poisoned Santa Claus	S	Combo with Eve
Betrayal	S	Combo with Cassandra
Return of Magic Ritual	S	Combo with Lamia
Corrupted Librarians	S	-
Trapped	S	-
Magical Backlash	S	Combo with Magical App
Ambushed	S	Combo with Serpent Brotherhood
Fairy Tale Transformations	S	-
Wish for Happy Ending	S	Combo with Enchanted Storybook
Fix History	S	Combo with Alternate Timelines
Clipping Book	A	Shuffle into Deck to Search Deck for 1 Foe
Faraday Cage	A	Combo with Magical Backlash
Portland Annex Portal	A	Shuffle into Deck to Search Deck for 1 Place
Caretaker Jenkins	A	2 in Deck
Charlene and Judson	A	-



Name:	Type:	Notes:
Magical Healing	A	Combo with Cassandra
Pep Talk	A	-
Morse Code	A	-
Secret Passage	A	-
Ancient Languages	K	Combo with Flynn
Codebreaking	K	-
Security Systems	K	Combo with Ezekiel
Persuasion	K	-
Outside Expertise	K	-
Electrical Engineering	K	Combo with Jacob
Basic Chemistry	K	-
Science	K	Combo with Cassandra
Arthurian Lore	K	Combo with Jenkins
Combat Tactics	K	Combo with Eve
Investigate Murders	M	-
Missing Interns	M	Combo with Labyrinth
Strange Incidents	M	Combo with Improvised Coven
Inspect Ley Lines	M	Combo with Shadowbox House
Roman Crypt	M	Combo with Buckingham Palace
Dragon Lair	M	Combo with Vatican City
Lost UFO Researcher	M	-
Town Secret	M	Combo with Small Town
Cut off from the Library	M	-
Alternate Timelines	M	Combo with Loom of Fate





# The Shadow Of A Dark God

## Introduction

Scenario for Artifact. By Zak! The players will discover that the death of a friend is linked to a mysterious cult worshipping an immensely ancient deity. First module is the investigation on the death of a

friend Second module is the search on the cult temple.

## Character Generation

??Artifact Core Rules Needed to Play.

## Module 1: Investigation On A Close Death

Card Name:	Notes:
Cultist ambush	Combat X2
Police interrogation	Personality X2 or Personality & Linguistics
Library search	Ling.and Science: If successful move forward 1D6 spaces
Antique dealer shop	Linguistics & Personality: If failed miss next turn
A strange death investigation	Personality and Science
An eye witness	Personality X2: If failed miss next turn
Red herring	Science and Linguistics: If failed miss next turn
Car chase!	Combat and Agility
Strange object in the Museum	Science X2
Newspaper article	Linguistics X2: If successful move forward 2 spaces
Chemical analysis of a find	Science X2: If failed miss next turn
Translation error	Ling. and Science: If failed move backward 2 spaces
Locked front door	Mechanics X2: If failed miss next turn
Group of Thugs	Combat X2
Professor Armitage	Prsnlty and Science: If successful move forward 1D6 spaces
Fire in your apartment!	Agility and Strength X2
On the suspect's house	Mechanics and Agility
Hidden safe	Mechanics X2 or Agility
Ancient occult text	Aid: Linguistics +1
One muder evidence	Aid: Personality +1
Ancient tome	Linguistics and Science: if successful gain...
	Powder of Ibn Gazi = Aid: Combat +2 against monsters.
Arcane manuscript	Linguistics X2: if successful gain...
	Dispell = Aid: Combat +1 against monsters.

## Module2: The Dark God Temple

Card Name:	Notes:
Cultist	Combat X2
Minor Entity (monster)	Combat x2
Horrible Old One (monster)	Combat
Dark Young One (monster)	Combat
Pit trap	Mechanics X2 or Agility X2
Sliding hidden door	Mechanics and Strength: If failed miss next turn
Hidden grave	Science and Agility

Card Name:	Notes:
A diary	Ling. & Science: If successful move forward 1D6 spaces
Tunnel into the earth	Survival X2
Dead end	Survival and Science: If failed move backward 2 spaces
Oxygen-eating device	Survival and Agility
Horrible picture	Personality and Strength
Terrifying statue	Personality and Strength
Rat pack	Combat and Agility
Hunting Horror (monster)	Combat
Disturbing sound	Personality and Strength
Undead cultist	Combat X2
Ancient inscription	Linguistics X2: If successful move forward 1D6 spaces
First aid kit	Aid: Survival +1 (or remove all Wounds from a character)
Pistol	Aid: Combat +1
The Elder Sign	Aid: Combat +2 against monsters.

## Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

- Each deck has one of each card in its card list.
- There may also be an Aid deck.

## The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

## Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

## Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

## Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.

## Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

## The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

## The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.

- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.  
Add the skill bonuses of your party members to the

roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll. Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.  
If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

Dice	Action
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





# Theme Deck Odyssey Conquest

## Introduction

An Expansion of the TDO Format incorporating area control. [Mtg Tdo: Theme Deck Odyssey Format. 40 Card Decks..](#)MTG TDO Ruleset Each player controls a Kingdom.

## Victory

Destroy all of your opponents utterly.

## Map Terrain Type Generator

1D6	Terrain	Color Association
1	Plain	White
2	Forest	Green
3	Mountain	Red

## The Map

Use a Hex Map. Each hex is also called a space or a territory. Each territory has one or two or even three predominant terrain types: Forest, Mountain, Swamp, Plains, Island

1D6	Terrain	Color Association
4	Swamp	Black
5	Island	Blue
6	Barren	Colorless

## Army Markers

Each player has a set of markers of a unique color. These can be tokens, chits, beads, wood cubes, miniatures, whatever. Army markers are also just called Armies for short.

## Setup

Generate the Map. Each player selects a set of Army Markers. Each Player selects a Kingdom.

Choose or Randomly determine the start player. Players take turns placing one of their armies on a hex on the map. A player must place his starting army at least 2 hexes distance from all other players armies.

## Kingdoms

A Kingdom is represented by a combination of Army Markers on the Map, and a specific set of Theme Decks determined before play starts. A Kingdom Deck Set must have at least 3 or more Theme Decks.

## Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Recruitment
2. Expansion
3. Conflict
4. End

## Recruitment Phase

Place a second Army in each territory you occupy that contains exactly one army.

## Expansion Phase

You may move each of your armies into an adjacent hex (or not if you prefer). You may move a maximum of 3 armies into hexes occupied by opponent's armies.

## Conflict Phase

If one of your armies shares a hex with an opponent's army, there will be a battle. To resolve the battle, play a game of MTG. Each player picks one deck from his own Kingdom. Defender picks first.

The Defender gets first turn. The loser removes all of his armies from the hex. When choosing decks you must pick a deck you did not already use this turn.

## End Phase

Return all cards to their proper decks. Shuffle all played decks. Make sure all Armies on the map are properly accounted for.

## Sample Kingdoms

### Sengiri

This Kingdom uses all Vampire Theme Decks. When fighting in swamps get +5 Life.

### Necros

This Kingdom uses all Zombie Theme Decks. When fighting in swamps get +5 Life.

### Avante

This Kingdom uses all Angel and Cleric Theme Decks. When fighting in plains get +5 Life.

**Frigia**

This Kingdom uses all Snow and Ice and Cold Theme Decks. When fighting in the top half of the map get +2 Life.

**Logios**

This Kingdom uses all Blue Artifact Theme Decks. When fighting in islands or barren get +2 Life.

**Nepturalia**

This Kingdom uses all Merfolk and Aquatic Theme Decks. When fighting in islands get +5 Life.

**Romii**

This Kingdom uses all White Soldier Theme Decks. When fighting in plains get +5 Life.

**Elio**

This Kingdom uses all Elf Theme Decks. When fighting in forests get +5 Life.

**Faighn**

This Kingdom uses all Green Beast/Animal Theme Decks. When fighting in forests get +5 Life.

**Tauroon**

This Kingdom uses all Minotaur Theme Decks. When fighting in mountains get +5 Life.

**Sliv**

This Kingdom uses all Sliver Theme Decks. Opponents get +2 Life.

**Iz**

This Kingdom uses all Blue/Red Combo Theme Decks. When fighting in mountains or islands get +2 Life.

**Druin**

This Kingdom uses all Green/White Combo Theme Decks. When fighting in plains or forests get +2 Life.

**Kithome**

This Kingdom uses all Kithkin Theme Decks. When fighting in plains get +5 Life.

**Territory Discs**

This is an optional rule. During setup, place one random disc on every hex of the map. Discs affect battles that take place in the hexes they occupy.

Note that discs occasionally but not always favor the defender.

**Substitution Counters**

The Territory Discs often give players a card or token that starts in play on their side. Use a Substitution Counter to represent these cards or tokens. The actual cards do not need to be present; however, you do have to know what They do if you do not have a card on hand.

If removed from the battlefield the Counter is removed from play. Counters should be able to be tapped.

**Territory Disc List**

Name:	Notes:
Maze	Each player starts the battle with a Maze of Ith in play
Mox Mines	Each player starts the battle with one Mox of their Choice in play
Lotus Fields	Each player starts the battle with a Black Lotus in play
Monoliths	Each player starts the battle with a Basalt Monolith in play
Castle	The Defender starts the Battle with a Castle in play
Soldier Camp	The Defender starts with a 1/1 White Soldier Token in play
Bog	Each player starts with a swamp in play
Desert	Each player starts with a desert in play
Deep Mine	The Defender starts with a Howling Mine in play
Phyrexian Gate	The Defender starts with a Phyrexian Walker in play
Steppes	Each player starts with a plains in play
Hidden Grove	Each player starts with a forest in play
Crags	Each player starts with a Mountain in play
Wetlands	Each player starts with an Island in play
Mana Flare	The Defender starts with a Mana Flare in play

Name:	Notes:
Weakstone	The Defender starts with a Weakstone in play
Mightstone	The Defender starts with a Mightstone in play
Obelisks	Each player starts with an Obelisk of Undoing in play
Ban	The Defender starts with a Feroz's Ban in play
Cauldron	The Defender starts with a Storm Cauldron in play
Stones	Each player starts with a Fellwar stone in play
Altar	Each player starts with an Ashnod's Altar in play
Sol	Each player starts with a Sol Ring in play
The Matrix	Each player starts with a Mana Matrix in play
Crypt	One random player starts with a Mana Crypt in play
Totem	The Defender starts with a Cursed Totem in play
Sands of Time	The Defender starts with a Sands of Time in play
Bubbles	The Defender starts with a Bubble Matrix in play
Cells	Each player starts with an Isolation Cell in play
Staff	Each player starts with a Staff of the Ages in play
Idol	One random player starts with a Jinxed Idol in play
Orb	Each player starts with a Zuran Orb in play
Fountain	Each player starts with a Fountain of Youth in play
Chisel	Each player starts with a Life Chisel in play
Cursed Rack	Each player starts with a Cursed Rack in play
Tongs	Each players starts with a Scalding Tongs in play
Rack	Each player starts with The Rack in play
Dingus	The Defender starts with a Dingus Staff in play
Pendulum	The Defender starts with a Razor Pendulum in play
Disk	Each player starts with a Nevinyrral's Disk in play
Miari	Each player starts with a Mirari in play
Egg	Each player starts with a Triassic Egg in play
Chaos	Each player starts with a Gauntlets of Chaos in play
Walls	The Defender starts with a Steel Wall in play
Dingus Egg	The Defender starts with a Digus Egg in play
Shores	Each player starts with an Unknown Shores in play
Frontier	Each player starts with an Unstable Frontier in play
Vale	The Defender starts with a Rainbow Vale in play
Standing Stones	Each player starts with a Standing Stones in play
Clock	The Attacker starts with an Armageddon Clock in play
Goblin Camp	The Defender starts with a 1/1 Red Goblin Token in play
Elf Camp	The Defender starts with a 1/1 Green Elf Token in play
Merrow Camp	The Defender starts with a 1/1 Blue Merfolk Token in play
Brigand Camp	The Defender starts with a 1/1 Black Mercenary Token in play
Bottle	The Defender starts with a Bottle of Suleiman in play
Vise	Each player starts with a Black Vise in play
Colossus	Each player starts with a tapped Colossus of Sardia in play
Power	The Defender starts with a Power Surge in play
Tablet	The Defender starts with a Copper Tablet in play
City of Brass	Each player starts with a City of Brass in play

### Optional Event Deck

Create an Event Deck by using the MTG Cards listed in the Event Deck Card list. At the end of Re-

cruitment Phase draw 3 Event cards. Discard 1 and play the other 2.

### Event Deck Card List



MTG Card:	Map Effect:
Pestilence	Destroy 1 Army adj to a Swamp you control
Earthquake	Destroy 1 Army adj to a Mountain you control
Hurricane	Destroy 1 Army in a coastal hex adj to a coastal hex you control
Flood	Destroy 1 Army adj to an Island hex you control
Cleanse	Destroy 1 Army in a Swamp adj to a Plains you control
Wrath of God	Destroy 1 Army in a hex adj to a Plains you control
Stream of Life	Gain 1 Army in a Forest you control
Raise Dead	Gain 1 Army in a Swamp you control
Clone	Gain 1 Army in a hex you control
Armageddon	Destroy 1 Army adj to a hex you control
Bad Moon	All Black Creatures get +1/+1 this turn
Crusade	All White Creatures get +1/+1 this turn
Balance	Each player must discard armies to equal the player with the least
Control Magic	Replace adj opponent's army with one of yours
Desert Twister	Destroy 1 Army in a Barren adj to a hex you control
Conversion	Replace adj opponent's army with one of yours
Cursed Land	Destroy 1 Army in hex adj to Swamp you control
Deathgrip	Destroy 1 Army in a Forest adj to a Swamp you control
Shatterstorm	Discard Territory Disc in adj hex
Evil Presence	Target adj hex becomes a Swamp this turn
Eye for an Eye	Destroy 1 army in Plains you control and 1 army in an adj hex
Fissure	Destroy 1 Army in Mountains adj to hex you control
Flashfires	Destroy 1 Army in each Plains adj to hex you control
Flight	Move target Army up to 2 hexes
Gaea's Liege	Target adj hex becomes a Forest this turn
Gloom	Destroy 1 Army in Plains adj to a Swamp you control
Inferno	Destroy 1 army in mountain you control and 1 army in an adj hex
Karma	Each player discards 1 Army of theirs located in a Swamp
Kormus Bell	Each player gains 1 Army in one of their Swamps
Land Tax	Each player discards 1 Army of theirs located in a Plains
Lifelace	Destroy 1 Army in a Swamp adj to a Forest you control
Living Lands	Each player gains 1 Army in one of their Forests
Oasis	Gain 1 Army in 1 Barren you control
Sea's Claim	Target adj hex becomes an Island this turn
Rebirth	Gain 1 Army in a Forest you control
Volcanic Eruption	Destroy 1 Army in Mountain adj to hex you control
Stone Rain	Destroy 1 Army in hex adj to Mountain you control
Sandstorm	Destroy 1 Army in a Barren adj to a hex you control
Phantasmal Forces	Gain 1 Army in Island Space you control
Blood Moon	Target adj hex becomes a Mountain this turn
Sirens Call	Destroy 1 Army adj to an Island you control
Sunken City	All Blue Creatures get +1/+1 this turn
Tsunami	Destroy 1 Army in Island adj to hex you control
Winter Blast	Destroy 1 Army adj to hex you control
Kudzu	Destroy 1 Army in Forest adj to hex you control
Demonic Hordes	Destroy 1 Army in hex adj to Swamp you control







# Thieves Guild

## Introduction

Players control rival Thieves Guilds in a Medieval Middle-Eastern city.

## Object

Have the most gold at the end of 10 turns. Each thief you control at the end of the game is worth 2 gold.

## The Map

The city contains 9 sections: # Section: Notes:

1. The Palace Double gold won & Double Thieves lost
2. The Bazaar Double gold won
3. The Port
4. The Caravan
5. The Brothels Double Thieves gained
6. The Opium Dens Double Thieves gained
7. The Wells Half gold won
8. The Mosques Double Thieves lost
9. The Ghetto Half gold won

Each section must be large enough to contain 1 card.

## Thieves

Thieves are represented by counters. Each player has a set of thief counters of a separate color.

## Deck & Dice

Six sided dice are needed. The deck contains 90 cards.

## Gold

Use coins to represent gold.

## Setup

Each player starts with 7 thieves and 10 gold.

## Turn Sequence

Each turn has 6 phases:

1. Draw Phase
2. Initiative Phase

## Card List

3. Spy Phase
4. Deploy Phase
5. Capture Phase
6. Resolution Phase

## Draw Phase

Draw and place 9 cards face down in the 9 sections of the city. These are referred to as city cards.

## Initiative Phase

Players secretly bid gold to determine turn order in the Spy and Steal Phases. Write bids on scraps of paper. The highest bid goes last in the Spy and Steal Phases.

The next highest bid goes next to last in the Spy and Steal Phases, and so on. Roll high on 1D6 to break ties.

## Spy Phase

Players take turns according to the turn order determined in Initiative Phase. Look at 1D6 city cards. Reroll for each player. You may pay 1D6 gold to reroll before you look.

## Deploy Phase

Players take turns according to the turn order determined in Initiative Phase. Place your thieves onto city cards. You may place none, one, or more of your thieves on a city card.

## Capture Phase

Flip all the city cards face up. If you are the only player with a thief on a card you automatically win it. If two or more players have thieves on a card each player rolls 1D6 for each thief they have present. The player with the highest total wins the card.

Roll high on 1D6 to break ties.

## Resolution Phase

Resolve the effect of all cards you win. All city cards are discarded.

Card Name:	Effect:
Pickpocket	Gain 1D6 gold
Cutpurse	Gain 2D6 gold
Robbery	Gain 3D6 gold
Buyer	Gain 4D6 gold
Con Game	Gain 5D6 gold
Heist	Gain 6D6 gold
Rumors	Lose 1D6 gold
Den of Thieves	Lose 2D6 gold
Bribes	Lose 3D6 gold
Steal	Target opponent loses 1D6 gold. You gain 1D6 gold
Assassin	In resolution phase target opponent loses one thief.
Convert	In resolution phase gain one thief. Target opponent loses one thief.
Imprison	In resolution phase lose one thief.
Trap	In resolution phase lose one thief.
New Blood	In resolution phase gain one thief.
Recruit	In resolution phase gain one thief.
Thieves Honor	Nothing happens
Guards	Nothing happens

The deck contains 5 of each card type.





# Underdark Adventures

## Introduction

Board & Card game for 2+ players. Based on the Dungeons & Dragons Underdark Setting. Quest for the Underdark Maps

## The Map

The Map is a Track 40 spaces long with start & end spaces.

## Pieces & Dice

Each player has a Pawn of a unique color to represent his Adventuring Party 20 & 6 sided dice are needed.

## Adventurers

You control a party of adventurers (initially six). Adventurers are also referred to as Characters. Characters differ in Race and Class.

There are 3 Class types: Mage, Rogue, and Fighter.

## The Event Deck

Players share a common Event Deck. The deck has 2 types of cards: Aid cards & Foe cards There are 2 types of Foe cards: Traps & Creatures There are 2 types of Creatures: Monsters & Intelligent Aid cards include: Prestige Classes, Weapons, Armor, Items, One use Items, & Spells. Every Aid card is specific for either Mage, Rogue, or Fighter Characters.

## Victory

Return your party to the Start space with the Underdark Maps.

## Setup

Roll on the Terrain table for each space on the board. Each player gets 6 characters. Roll on the Random Adventurer table to generate your party.

Each player is dealt a hand of 7 cards. Players roll high on 1D20 to see who goes first. Players pawns start in the start space.

A Token representing the Underdark Maps is placed in the End Space. Note: the Start Space is a 'safe' area: No battles, no traps, no Navigation rolls.

## Course Of The Game

Phase I Players take turns moving their Parties towards the End space. Phase II The party that reaches the End space first gains possession of the Underdark Maps. To win, that party must turn around & move back to the Start space.

This party becomes known as the Map party. Opposing Parties can now move in either direction. If an opposing party defeats the Map party in battle, they gain possession of the Underdark Maps and become the new Map party.

## Terrain Table

Each space of the track will be one of several types:

1D20	Type:	Type	Extra	Notes:
1	City	C	O	Intelligent Foes get +3
2	Dungeon	C	F	Intelligent Foes get +3
3	Shaft	N	O	Navigable
4	Lava Tubes	N	F	Navigable
5	Mine	C	F	Navigable
6	Cave	N	F	Navigable
7	Cavern	N	O	Monster Foes get +3
8	Abyss	N	O	Barrier
9	Bone Cave	N	F	Monster Foes get +3
10	Labyrinth	C	F	Barrier
11	Web Cave	N	F	Barrier
12	Rift	N	O	Barrier
13	Vault	N	O	Navigable
14	Portal	C	F	Roll on Portal Table
15	Earth Node	C	F	Mages get +3
16	Sickstone	N	F	Danger

1D20	Type:	Type	Extra	Notes:
17	Magma	N	F	Danger
18	Sea Cave	N	W	Barrier
19	River Canyon	N	W	Barrier
20	Quickstone	N	F	Danger

C Civilized; N = Natural; O = Open; W = Water, F = Confined

### Portal Table

1D6	Notes:
1-2	Go Back 1D6 Spaces
3-4	Fight a Planar Foe of Level = 1D20
5-6+	Go Forward 1D6 Spaces

Get +1 to the roll per Mage in your party. This is called the Portal roll.

### Random Adventurer Table

1D20	Card Name	Class	Notes:
1	Chitine Renegade	R	Spiderlike Humanoids
2	Imaskari Wizard	M	Ancient Isolated Humans
3	Male Drow Wizard	M	Dark Elves
4	Duergar Fighter	F	Grey Dwarves
5	Gloaming Sorcerer	M	Winged Glowing Humanoids
6	Grimlock Barbarian	F	Blind Brutish Humanoids
7	Kuo-Toa Exile	R	Amphibious Humanoids
8	Slyth Druid	M	Amorphous Humanoids
9	Svirfneblin Guide	R	Deep Gnomes
10	Derro Scout	R	Insane Dwarves
11	Illithid Wizard	M	Mind Flayers
12	Minotaur Marauder	F	Bull Headed Humanoids
13	Orog Mercenary	F	Deep Orcs
14	Quaggoth Warrior	F	Savage Humanoids
15	Tanarukk Bodyguard	F	Demon Orcs
16	Troglodyte Raider	R	Reptilian Humanoids
17	Kuo-Toa Monk	F	-
18	Slyth Ranger	R	-
19	Female Drow Cleric	M	Priestess of Lolth
20	Reroll for Race	X	Pick Class

### Turn Sequence

Players take turns. Each turn has 7 Phases:

1. Event Phase
2. Difficulties Phase
3. Recruit Phase
4. Attachments Phase
5. Move Phase
6. Encounter Phase
7. Battle Phase

### Event Phase

Draw 2 cards from the Event Deck If the deck runs out, shuffle the discard & draw from it. Max hand size = 7 cards. Discard excess cards.

### Difficulties Phase

If your party is in a Barrier space roll 1D20. This is the Barrier Roll. Add 1 for every Rogue in your party.

On a roll of 10 or less your party cannot find its way and you may not move in Move Phase. If your party is in a Danger space roll 1D20. This is the Danger Roll.

Add 1 for every Rogue in your party. On a roll of 10 or less you must discard 1 random party member. Barrier & Danger Roll are collectively called Navigation Rolls.

If your party has the Underdark Maps they get +5 to Navigation Rolls.

### Recruit Phase

If you have less than 6 Characters roll 1D20. This is the Recruit Roll. On a roll of 18+ gain 1 new party member.

Add 3 to the roll if you are in a City or Mine Space.

## Attachments Phase

You may attach "Attachment" cards from your hand to Appropriate party members. These include: Prestige Classes, Weapons, Armor, and Items.

## Move Phase

Move your party 1D6 spaces. This is known as the Move Roll. (Forward in Phase I or either way in Phase II.)

## Encounter Phase

If you are in a space not occupied by an opposing party, any Opponent may play a Foe card on you. If your opponent plays a Trap card on you roll 1D20. This is the Trap Roll.

Add 1 for every Rogue in your party. On a roll of 10 or less you must discard 1 random party member.

## Card List Notation

Card Type:	Force	Notes:
W = Weapon	+1	Max 1 per Character
A = Armor	+1	Max 1 per Character
I = Item	+1	Max 3 per Character

## Battle Phase

If in Move phase you landed on an opposing party, or an opponent played a Creature Foe on you in Encounter Phase, you must fight. Determine the Force Total of your Party. . . Force Total = 1D20 + (# of Party Members + # of Attachments) + (2 X # of Spells & One use Items you play from your hand) You may only play one Spell per Mage in your Party. Note: the 1D20 is referred to as the Battle Roll.

Determine the Force Total of the opposing party the same way. Reroll ties. The side with the higher total wins. The loser must discard one random Character.

The winning party gets the Attachments of the discarded character. The Force Total of a Creature Foe = 1D20 + Foe Level. If you defeat a Creature draw a card.

If you lose vs a creature, discard a random character. At the end of the turn, discard any Foe card and All played Spells & one use Items.

## Armor Save

If a character with Armor is killed roll 1D6. This is called the Armor Roll. On a roll of 4+ the Armor is discarded instead.

Card Type:	Force	Notes:
U = One Use Item	+2	1 Use then Discard
C = Prestige Class	+1	Max 1 per Character
S = Spells	+2	1 Use then Discard

## Fighter Aid Card List

Card Name:	Type	Notes:
Razored Armor	A	
Razored Shield	I	
Steel Fins	I	
Flutter Blade	W	
Pincer Staff	W	
Tentacled Hide	A	
Stonemail	A	+1 to Armor Rolls
Virile Madness Potion	U	
Stalactite Blade	W	
Bloodthirsty Blade	W	
Trespasser Greatsword	W	+1 to Battle Rolls
Barbed Whip	W	
Cortical Exoarmor	A	+1 to Armor Rolls
Gauntlet of Disintegration	I	
Inquisitor	C	+1 to Recruit Rolls
Vengeance Taker	C	+1 to Battle Rolls
Body Tamer	C	+1 to Battle Rolls
Judicator	C	+1 to Battle Rolls

Card Name:	Type	Notes:
Tunnel Fighter	C	+1 to Battle Rolls

## Rogues Aid Card List

Card Name:	Type	Notes:
Dart Thruster	W	-
Spidersilk Armor	A	-
Spelunkers Kit	I	+1 to Barrier & Trap Rolls
Acid Vials	U	-
Stungas Flasks	U	-
Palm Spikes	W	-
Sickstone Poison	U	-
Hand Crossbow	W	-
Death Armor	A	-
Rope of Climbing	I	+1 to Barrier & Trap Rolls
Lurker Cloak	I	-
Flash Pellets	U	-
Glove of Venom	W	-
Tunnel Runner	C	+1 to Move Rolls
Cave Lord	C	+1 to Barrier & Trap Rolls
Vermin Keeper	C	+1 to Battle Roll
Underdark Guide	C	+1 to Barrier & Trap Rolls
Universal Key	I	+1 to all rolls in Civilized Spaces

## Mage Aid Card List

Card Name:	Type	Notes:
Nightscale Armor	A	-
Detect Thought Ring	I	-
Cloak of Stone	I	-
Rod of Webspinning	W	-
Staff of Shadow	W	-
Deep Diviner	C	+1 to Barrier Rolls
Nodecaster	C	+1 to Move & Portal Rolls
Shadowcrafter	C	+1 to Battle Rolls
Arachnomancer	C	+1 to Battle Rolls
Amorphous Form	S	Discard for +2 to Trap Roll
Stone Metamorphosis	S	Discard for +2 to Barrier Roll
Node Door	S	Discard for +2 to Move Roll
Burrow	S	Discard for +2 to Move Roll
Blindsight	S	
Camouflage	S	-
Wall of Dispell Magic	S	+3 vs Mages & Parties with Mages
Spiderskin	S	
Tremorsense	S	Discard for +2 to Trap Roll
Hail of Stone	S	
Viscid Glob	S	
Darkvision	S	
Mineralize Warrior	S	
Eradicate Earth	S	Discard for +2 to Move Roll

Card Name:	Type	Notes:
Stone Sphere	S	
Tunnel Swallow	S	

## Foe Trap Card List

Card Name:	Locations
Awkward Space	N
Tight Space	N
Narrow Ledge	N
Tunnel Collapse	N
Rolling Boulder	N
Rock Slide	N
Falling Stalactites	N

Card Name:	Locations
Poisonous Gasses	N
Lungrot Disease	N
Dart Trap	C
Spiked Pit Trap	C
Pendulum Trap	C
Scythe Trap	C

**C** Civilized; **N** = Natural

Notes: You can play a Trap if your adversary is on a

terrain of the corresponding type.

## Foe Creature Card List

Card Name:	Type	Level	Notes:
Carrion Crawler	M	2	
Lurker	M	3	
Gargoyles	M	5	+2 in Open Spaces
Mimic	M	3	
Gelatinous Cube	I	4	+2 in Confined Spaces
Trolls	M	5	
Stone Giant	M	8	
Insect Swarm	M	6	
Umber Hulk	M	10	
Gibbering Mouther	M	4	
Basilisk	M	9	
Xorn	M	12	+2 in Confined Spaces
Giant Spider	M	6	+4 in Web Cave
Black Dragon	M	15	+2 in Open Spaces
Purple Worm	M	13	
Lich	I	17	Mage
Minotaurs	I	7	+4 in Labyrinth
Mind Flayer Slavers	I	14	Mage
Wererats	I	5	
Beholders	I	20	Mage
Troglodyte War Party	I	6	
Grimlock Hunters	I	8	
Duergar Raiders	I	7	
Kuo-toa Patrol	I	4	+4 in Water Spaces
Drow Scouts	I	9	
Chitne Hunters	I	3	+4 in Web Cave

## Underdark Adventures Map Maker & Card Randomizer

Exceedingly Cool Tool by Peter Cobcroft... Click here These tools will have you playing in under 5 min-

utes.







# *Vampire Prince*

## **Introduction**

2+ Player card game. Players are Elder Vampires vying to be the uncontested Prince of a city Based on the White Wolf RPG Vampire the Masquerade and The associated Deckmaster card game Jyhad.

## **Disclaimer**

Vampire the Masquerade & Jyhad are licensed, trademarked, copyrighted properties. This is merely a fan site

## **Victory**

Be the first to control cards with a combined political value of 20+ or Kill all the opposing Elder Vampires.

## **The Deck**

Players share a common deck.

## **The Elder Vampires**

Each player controls an Elder Vampire seeking to become the new Prince. This vampire has a Force of 5 and cannot attack, it can only defend when attacked. Cards that discard or control a target Vampire cannot be used against these Vampires.

Modifier cards cannot be attached to these Vampires. These Vampires cannot Block. These Vampires cannot be targeted for attack until a players third turn (and after).

## **Setup**

Name your Elder Vampire. Determine what clan your Elder Vampire belongs to. If you control other Vampires of the same clan, they get Politics +1.

Each player starts with a hand of 7 cards. The oldest player goes first.

## **Turn Sequence**

Players take turns. Each turn has 5 phases: Fate Phase Recruit Phase Event Phase Attack Phase End Phase

## **Vampire Prince Deck Card List**

## **Fate Phase**

Draw 2 cards. If the deck ever runs out, shuffle the discard & draw from it. You may win a political victory in this phase if you control 20+ points.

## **Recruit Phase**

Put Vampire, Location, and Political cards into play. You may attach modifier cards to your Vampires

## **Event Phase**

Play Event cards.

## **Attack Phase**

You may attack with some, none or all of your Vampires. You may target any opposing Vampire. The attacked player may block an attack with any one of his Vampires.

Attacks are not combined. They are resolved in succession. Combat cards may be played to negate attacks or increase a Vampires force. Compare the Forces of the Attacking & Blocking (or Target) Vampire.

The Vampire with the lower force is killed (discarded). In case of a tie, neither Vampire is killed.

## **End Phase**

Damage cards may be played on Vampires that were in combat last phase. You may play a Damage card to prevent a Vampire from being killed. Immobilized Vampires cannot attack or block. Their Force = 1.

Maximum hand size is 7 cards. Discard excess cards.

## **Card List Notation**

**P** Political organization that supports you

**E** Event

**L** Location you control

**C** Combat Event

**M** Modifier (Disciplines, Traits, Retainers)

**D** Damage (Can be played on Vampire that has been damaged)

**V** Vampire

The number to the right of the V is the number of that card in the deck Vampires with a starting base Force + Politics = 4 or 5 are "Elder" Vampires



Card Name	Type	Force	Politics	Notes
Primogen	P	-	4	(City Ruling Council)
Justicar	P	-	3	(Clan Judges)
Archon	P	-	3	(Justicar Servant)
Camarilla	P	-	2	(Global Sect)
Conclave	P	-	3	(Meeting)
Inner Circle	P	-	5	(Camarilla Leaders)
Clan	P	-	3	
Methuselah	P	-	4	(Ancient Vampire)
The Masquerade	C	-	-	Negate target Attack
Haven	C	-	-	Negate target Attack
Escape	C	-	-	Negate target Attack
Warning	C	-	-	Negate target Attack
Pax Vampirica	C	-	-	Negate target Attack
Inconnu	E	-	-	Discard target Elder Vampire
Goloconda	E	-	-	Discard target Elder Vampire
Torpor	D	-	-	Target Vampire Immobilized 3 turns
Aggravated Wounds	D	-	-	Target Vampire Immobilized 3 turns
Vampire Hunter	E	-	-	Discard target Vampire (Attack)
Sunlight	E	-	-	Discard target Vampire (Attack)
Bood Hunt	E	-	-	Discard target Vampire (Attack)
Diablerie	E	-	-	Discard target Vampire (Attack)
Wassail	E	-	-	Discard target Vampire (Madness)
Werewolf Attacks	E	-	-	Each player must discard a Vampire
Anarch Rebellion	E	-	-	Each player must discard a Vampire
Elysium	L	-	4	(Operas, Theatres, Museums)
Papillon	L	-	3	(Night Clubs, Bars, Brothels)
Canaille	L	-	2	(Poor Areas, Slums)
Barrens	L	-	1	(Graveyards, Parks)
Underground	L	-	1	(Subways, Sewers)
Blood Bank	L	-	3	(Medical Facilities)
Chantry	L	-	4	(Mansion of Previous Prince)
Turf War	E	-	-	Control target Location
Sabat Activity	E	-	-	Discard target Political card
The Jyhad	E	-	-	Discard target card
Switch Sides	E	-	-	Control target Political card
Influence	E	-	-	Control target Political card
Blood Bond	E	-	-	Control target Vampire
Regnant	E	-	-	Control target Vampire
Thrall	E	-	-	Control target Vampire
Threats	E	-	-	Control target Vampire
Promises	E	-	-	Control target Vampire
Seduction	E	-	-	Control target Vampire
Firearms	C	+2	-	
Guns	C	+2	-	
Automatic Weapons	C	+2	-	
Fire	C	+3	-	
Wooden Stake	C	+2	-	
Frenzy	C	+3	-	
Stealth	C	-	-	Target Attack cannot be blocked
Trapped	C	-	-	Target Attack cannot be blocked

Card Name	Type	Force	Politics	Notes
Press Combat	C	-	-	Target Attack cannot be blocked
Evasion	C	-	-	Negate target Combat card
Fledgling Kindred	V2	1	0	(Neonate)
Childe	V2	1	0	(Neonate)
Ancilla	V4	2	1	(Adolescent Cainite)
Caitiff	V2	2	0	(Clanless Vampire)
Brujah	V2	4	1	(Rebels)
Gangrel	V2	4	1	(Wandering Shapeshifter Gypsies)
Malkavian	V2	3	1	(Insane)
Nosferatu	V2	3	2	(Hideous)
Toreador	V2	2	2	(Artists)
Tremere	V2	3	2	(Warlocks)
Venture	V2	2	3	(Traditional Politicians)
Animalism Discipline	C	+3	-	(Control Animals)
Auspex Discipline	E	-	-	Look at opponents hand
Celerity Discipline	C	+3	-	(Speed)
Dominate Discipline	E	-	-	Control target Vampire
Fortitude Discipline	C	-	-	Negate target Attack
Obfuscate Discipline	C	-	-	Negate target Attack
Potence Discipline	C	+3	-	(Strength)
Presence Discipline	E	-	-	Control target Vampire
Protean Discipline	C	-	-	Negate target Attack (Change Form)
Thaumaturgy Discipline	C	+3	-	(Blood Magic)
Ritual Magic	C	-	-	Negate target Attack
Progeny	M	+1	+1	
Brood	M	+1	+1	
Coterie	M	+1	+1	
Elder	M	+1	+1	
Kine Servants	M	+1	-	(Mortals)
Ghouls	M	+1	-	
Praxis Dispute	E	-	-	All players discard their hands
Domain Dispute	E	-	-	All players discard their hands
Intrigue	E	-	-	Look at opponents hand
Contacts	E	-	-	Draw 3 cards
Great Wealth	E	-	-	Draw 3 cards
Control Mafia	E	-	-	Opponent must discard 3 cards
Control Police	E	-	-	Opponent must discard 3 cards
Spies	E	-	-	Look at opponents hand

## Game Designers Notes

Wanted to do something less complicated than Jyhad. One difference between this & Jyhad is that

in Jyhad opponents were Methuselahs fighting on a global scale to destroy one another. This is a smaller scale: Players are Elders fighting to control a single city.





# Voyage Of Sinbad

## Introduction

Scenario for WarpQuest. for the ??WarpQuest Core Rules. Each player is an Arabian Swashbuckler Captain in search of Adventure & Fortune.

## The Scenario

- The map spaces represent distance and time.
- There is only one Module.
- The track is 30 spaces long.
- The "Artifact" is a Magic Potion that will restore Prince Kassim to his human Form.
- The Potion must be obtained and returned.

## Captain Attributes

Each Captain has 7 Skills and a crew of 7 Men. Roll on the Captains Skill Table to see what Skills you get. Each skill corresponds to one type of Challenge Roll.

## Card List

Name	Challenge:
Pirates	Fighting
Spears	Aid: Fighting +1
Queen Zenobia	Wits
Giant Bee	Fighting
Centaur	Fighting
Cyclops	Fighting
Dragon Guardian	Fighting. DM +1
Giant Crossbow	Aid: Fighting +1
Magician Melanthius	Aid: Wits +1
Animated Figurehead	Fighting
Ghouls	Fighting
Crush Under Pillar	Aid: Fighting +3
Griffon Ally	Aid: Fighting +2
Saber Tooth Tiger	Fighting
Troglodyte Ally	Aid: Fighting +2
Homonicus Spy	Wits

## Captains Skill Table

1D6	Skills (Challenge):
1	Sailing +1
2-4	Fighting +1
5	Crew +1
6	Wits +1

## Challenges

If you fail a Wit or Fighting challenge you lose 1 Crewmember. If you are ever reduced to zero Crew you automatically loose. If you fail a sailing challenge go back 1D6 spaces.

## Fighting

If you lose a fight with another players Pawn you lose a Crewmember and must turn over the Potion if you have it.

Name	Challenge:
Giant Octopus	Fighting
Six-Armed Statue of Kali	Fighting. DM +1
Push Off Ledge	Aid: Fighting +3
Minoton	Fighting
Sword Fighting Skeletons	Fighting
Roc	Wits
Serpent Woman	Fighting
Giant Walrus	Fighting
Raging Seas	Sailing
Lost at Sea	Sailing
Ice Bergs	Sailing
Underground River	Sailing
Navigational Charts	Aid: Sailing +1
Secret Passage	Wits
Maze	Wits
Transformation Spell	Wits





# War For Atlantis

## Introduction

One player takes the side of the Atlanteans. The other player takes command of the combined Armies of the Five Foes of Atlantis.

## Map & Chits

Use a large hex grid The center area is the continent of Atlantis surrounded by water The main city of Atlantis is walled and occupies many hexes A thin border of land on the outer edges of the map is the homelands of the enemies. The Barbarians are to the north & northwest The Greeks are to the northeast & east The Egyptians are southeast The Africans are south & southwest The Lemurians are west Chits will have to be made for all the units & all the spells

## Victory

The Atlanteans are victorious if they destroy their enemies completely. The Five Foes win if they destroy all the Atlanteans or a have a spellcaster cast the cataclysm spell in the Temple of Posideon. The Atlanteans win a minor victory if there is no winner after 20 turns.

## Setup

Around 10 Six sided (10D6) dice are needed. Set aside a pile of spell chits. All Five Foes start with all

their units in their respective Homelands.

The Atlantean units are clustered near the main city. Major sites within Atlantis include the Ports, the Temple of Posideon, the Dragon Roosts, the College of Wizards, the Palace, the Workshops, the Mazes, the Barracks, and the Bazaar, among others.

## Unit Descriptions

# Number of such units in the game

**POW** Power points

**MOV** Movement points

**C** Carry 1 unit

**C2** Carry 2 Units

**R** Ranged Attack up to two hexes away

**R3** Ranged Attack up to three hexes away

**3/2R** 3 Power points in Melee or when defending, 2 Power points when making a ranged attack

**W** Water units. These units must remain in water hexes

**(W)** Swimmers. These units may move in water or on land

**F** These units can fly. They may end their move over water

**M** Mage. Can cast Mage spells and General spells

**P** Priest. Can cast Priest spells and General spells

**Breach** = Unit automatically moves through walls destroying them

## Atlantean Forces

UNIT	#	POW	MOV	NOTES
City Elders	1	1M	1	
Crystal Ships	4	3	3WC2	
Battle Mages	4	2M	1	
Bright Warriors	4	4	2	
Priests of Light	4	1P	1	
Home Guard	6	2	1	Militia
Archers	6	2R	1	
Guardian Statues	4	4	1	Must remain within 3 hexes of the city
Dragon Riders	4	5	4F	
Lord of Atlantis	1	4MP	4F	King Minos; A powerful Demigod
Flying Machines	3	3	4FC	
Colossus	1	6	2	Breach
Merfolk	4	2	2W	Minor Allies
Minotaurs	2	3	1	Minor Allies
Lens Towers	8	3R3	0	Located on edges of city;

Create deadly beams of Light & Heat

## Lemurian Forces

UNIT	#	POW	MOV	NOTES
Sorcerers	1	1M	1	Creators of the Cataclysm spell
Demon Horde	1	5	1	
War Galleys	2	3	2WC2	
Chaos Warriors	1	3	1	
Devil Worshipers	1	2	1	
Horse Archers	1	2R	3	
Stygian Rafts	3	1	1W3	
Beast Men	1	2	2	
Evil High Priests	1	1P	1	
Winged Demons	1	3	4F	
Black Tentacles	1	6	1W	
Juggernaut	1	5	2C	Breach
Great Catapult	1	XR3	1	Power Points = 1D6-1; Reroll for each

attack; Cannot move & attack

## Egyptian Forces

UNIT	#	POW	MOV	NOTES
Priests of Osiris	1	1M	1	
Legions of the Dead	1	4	1	
Djinn	1	4M	5F	
Barge of Ptah	1	2	4FC2	+2 Power points to Defense Rolls
Minions of Set	1	3	2	
Mummies	1	4	1	
War Barges	3	3	2WC3	
Priests of Ra	1	1P	1	
Spearmen	1	2/1R	1	
Slave Masters	1	1	1	
Chariots	1	3	3	
Cultists	1	2	1	Followers of Horus the Avenger
Assassins	1	2	1	+2 Power Points if they attack alone
Scorpion Men	1	3	1	
War Cats of Bast	1	3	2	
Sphinx	1	3	4F	

## Greek Forces

UNIT	#	POW	MOV	NOTES
Spartan Hoplites	1	3	1	
Athenian Archers	1	2R	1	
Ionian Javalineers	1	1R	2	
Macedonian Phlanx	1	3	1	
Pagan Priests	1	1P	1	
Oracle	1	1M	1	
Biremes	3	2	3WC2	
Triremes	2	3	2WC3	

UNIT	#	POW	MOV	NOTES
Greek Fire Thrower	1	3R	1	
Pegasai	1	2	4FC	
Cyclops	1	3	2	Breach
Medusa	1	5	1	
Centaurs	1	2R	3C	
Trojan Horse	1	1	2C2	Cannot Attack

The Horse cannot be attacked until it enters the city or any units it is carrying attack

## Barbarian Forces

UNIT	#	POW	MOV	NOTES
Naked Warriors	1	2	2	
Berserkers	1	2	1	+2 Power Points when Attacking
Raiders	1	2R	2	
Longboats	3	2	3WC2	
Drakkars	2	3	2WC2	
Druids	1	2P	2	
Warlock	1	2M	2	
The Wild Hunt	1	4	4	
Lycanthropes	1	4	2	
Giants	1	4/3R	2	Breach, Throw Boulders
Valkyries	1	2	4F	
Great Battering Ram	1	3	1	Can only attack walls, gates, & towers

which it automatically destroys

## African Forces

UNIT	#	POW	MOV	NOTES
Shaman	1	1M	1	
Witch Doctors	1	1P	1	
Naga Snake Men	1	4	1(W)	
Winged Apes	1	2	3F	
Savages	1	3	2	
Amazons	1	3/2R	2	
Cannibals	1	2	1	
Head Hunters	1	2	1	
Pygmies	1	2/1R	1	Blowguns
Numidean Horsemen	1	2	3	
War Elephants	1	2	2C	+1 Power Points when Attacking
Giant Snake	1	4	1(W)	
Giant Sea Turtles	2	3	2WC4	+3 Power Points when Defending

## Turn Sequence

Draw Phase Movement Phase Attack Phase

moved The Foes of Atlantis move first Units may move up to a number of hexes equal to their movement rate

## Draw Phase

Each player draws to replenish a max hand of 7 spell chits Unflip and unrotate unit chits

**W** Water units. These units must remain in water hexes

**(W)** Swimmers. These units may move in water or on land

**F** These units can fly. They may end their move over water.

## Movement Phase

Players take turns moving units until all units have moved once Rotate chits to indicate that they have

All other units are automatically considered to be land units

## Stacking & Carrying

Only one unit per space unless it is carrying other units Carried units attack at -1 Power to a minimum of 1 Carried units cannot be attacked If a unit is destroyed all units it is carrying are also destroyed Units carrying other units cannot be carried

## Attack Phase

Players take turns attacking target units until all units have attacked The Atlantean player attacks first Units may combine their attacks against a single target Units can attack targets in an adjacent hex Units with ranged attacks can target defenders within two hexes The attacker rolls 1D6 for every point of power used in the attack. This is the attack roll. The defending unit rolls 1D6 for each of its power points. This is the defense roll If the attackers total is higher the target is destroyed, otherwise the defender survives.

Spells may contribute power points to the attackers or the defenders Flip chits to indicate that they have attacked or cast spells

## Terrain

Even with penalties the minimum movement rate = 1hex per turn. Water = Costs 1 Move point to enter. Treacherous Water = Shallows, Reefs, Rocks, Whirlpools. Costs 2 Move points to enter.

Clear = Costs 1 Move point to enter. City spaces = Costs 2 Move points to enter. +1 Power to defense rolls for Atlantean units.

Forest = Costs 2 Move points to enter. +1 Power to defense rolls. Mountains = Costs 3 Move points to enter. +1 Power to defense rolls. Rivers = Seperate Adjacent hexes. Costs 2 Move points to cross.

Units being attacked from across a river get +2 Power to defense rolls. Walls = Seperate Adjacent hexes. Costs 3 Move points to cross a wall. Atlantean units being attacked from across a wall get +2 Power to defense rolls.

Flyers do not recieve move penalties

## Spells

The spell pile mix should be 1 chit for each of the spells listed below. There are 3 types of spells: Mage, Priest, & General. Mage units can cast Mage or General spells.

Priest units can cast Priest or General spells. A unit can cast one spell per turn. Each player has a hand of 7 spell chits they replenish in Draw Phase.

A player casts a spell from his hand through a spell-casting unit he controls. Once spells are cast they are discarded unless they are to be used as markers. Use the spell chit to represent a unit created by the spell.

Unless otherwise noted spell have a range of 2 hexes.

SPELLS	NOTES
Shield	Unit gets +3 Power Points on Defense roll. Cast at beg. of Battle phase
Haste	Unit gets +2 Move Points. Cast at beginning of move phase
Fly	Unit Flies at Move Points = 4 this turn. Cast at beginning of move phase
Hold	Unit cannot move this turn. Cast at beginning of move phase
Aid	Unit gets +2 Power Points. Cast at beginning of Battle phase
Inspire	All adjacent friendly units get +1 Power points this turn. Battle phase
Rage	Unit gets +3 Power Points on Attack roll. Cast at beg. of Battle phase
Fireball	A Range = 2 attack for 4 Power Points
Lightning Bolt	A Range = 3 attack for 3 Power Points
Distract	Unit cannot attack. Range = 3. Cast at beginning of Battle phase
Invulnerability	Unit cannot be Destroyed. Cast at beginning of Battle phase
Negate	Negate the effect of spell just cast within 3 hexes
Mesmerize	All adjacent enemy units cannot attack. Cast at beginning of Battle phase
Death Spell	Caster gets +5 Power points to Attack roll
Winds	Negate all nonmagical ranged atks vs target. Cast before Def. roll made
Whirlpool	A Range = 3 attack for 4 Power Points vs a water unit
Wall of Fire	No unit may enter 1-3 adjacent target hexes targeted by caster within 3 hexes of caster. Cast at beginning of move phase
Raise Dead	Unit just killed becomes undead under your control; Power Points -1. Cast after Defense roll made
Earthquake	3 Adjacent hexes within 3 hexes of caster. Ground units in these hexes attacked for 2 Power Points
Tidal Wave	Water unit or unit in coastal hex attacked for 4 Power Points
Flood	3 Adjacent hexes within 3 hexes of caster. Ground units in these hexes may not move. Cast at beginning of move phase



SPELLS	NOTES
Poison Gases	Unit -2 Power Points. Cast at beginning of Battle phase
Summon	Move any Friendly unit from anywhere adjacent to caster
Teleport	Caster or Friendly unit adjacent to caster can move to any empty hex
Control	Take control of unit this turn. Cast at beginning of Battle phase
Luck	Cause Attack or Defense roll just made to be rerolled
Antimagic	Both players must discard their spells. Cast any time
Fear	Move enemy unit. Unit cannot end move adjacent to one of your units. Cast in move phase before unit moves

## Mage Spells

<b>Earth Elemental</b>	<b>Creates a Unit adj to caster: Power Points = 4, Move =1, Lasts 3 turns</b>
Water Elemental	Creates a Unit adj to caster: Power Points = 3, Move =3W, Lasts 3 turns
Air Elemental	Creates a Unit adj to caster: Power Points = 3, Move =5F, Lasts 3 turns
Fire Elemental	Creates a Unit adjacent to caster: Power Points = 4, Move =2, Lasts 3 turns, Cannot be transported
Illusion	Creates a Unit adj to caster: Power Points = 3, Move =5F, Lasts 2 turns, Destroyed if Attacked

## Priest Spells

<b>Ressurrection</b>	<b>Unit not destroyed. Cast after Defense roll made</b>
Reincarnate	Put unit from discard pile into play adjacent to caster
Golem	Creates a Unit adjacent to caster: Power Points = 3, Move =1
Sanctuary	Unit cannot attack or be attacked. Cast at beginning of Battle phase
Commune	Discard spells and draw seven new spells

## Game Designers Notes

The Atlanteans have the advantage of being centralized and on the defense. The Foes have more units

but they are spread out and have to cross the water barrier.







# War In Hell

## Introduction

2 Player Card game. Diabolic Fantasy theme The Arch Devils Intrigue and do battle to control the 9 Planes of Hell. Each player controls a Faction of Arch Devils.

## Victory

Control all 9 Planes of Hell

## The Board

Place 9 (Finely Illustrated) cards in a row. Each card represents one of the Planes of Hell from 1 (highest) to 9 (lowest).

## The Deck

Players share a common deck Arch Devils and Dukes of Hell are considered to be Leaders. Lesser & Greater Devil cards & Monster cards are considered to be Legions. Legions & Leaders are Units.

A Leader with attached Legions is referred to as an Army. A Stack is a Leader with or without attached cards. A Host refers to all the units of a player in the same Plane.

## Markers

Each player gets a set of markers of a unique color. These are used to mark control of Planes and Units.

## Setup

Each player draws 9 cards. Discard & redraw if you did not draw at least 1 Arch Devil. No Units may move until each player has had 1 turn.

## Turn Sequence

Players take turns. Each turn has 7 Phases: Summon Phase Host Phase Intrigue Phase Gate Phase Battle Phase Reinforcement Phase Control Phase

## Summon Phase

Draw 3 cards.

## Host Phase

You may put Leaders & Legions face up into Play from your hand. Arch Devils must start on their Home plane. (Each of the 9 Arch-Devils control 1 Plane of Hell) You cannot play an Arch Devil if an opponent controls its Home Plane.

Dukes of Hell may start in any plane you control. Legions are attached (Stacked with) to Leaders you control. Place a control marker on your Stacks to indicate ownership.

## Intrigue Phase

Each player gets 100 Intrigue points. Players use these points to secretly bid on every Leader in Play. Your Bids on Leaders you already control are worth double.

Bids are revealed simultaneously. Players gain control of those Leaders they won the bid for. (You get the Leader & all attached cards.) Replace control markers as required.

If tied, flip a coin. Leaders lost to Intrigue are called Traitors.

## Gate Phase

Each of your Armies may move 1 Plane higher or lower. A Leader without attached Legions may be moved to any Plane.

## Battle Phase

The current player is the Attacker. Other players are Defenders. Battle occurs when opposing units occupy the same Plane. Every unit has a Force value.

Each player adds up the Total Force value of all their units in the Plane. Players may play Event cards to increase their sides Total Force value. The side with the lower Force value is completely destroyed (discarded) The side with the higher Force Total gets to keep units with a Force Total equal to or less than the difference between the Totals.

The Winner always gets to keep at least 1 Unit (a Leader) Legions, if attached to a General for that type, get Force +3. An Army with Flyers gets Force +5 if facing a Host with no Flyers.

## Reinforcement Phase

Each of your Armies may move 1 Plane higher or lower. A Leader without attached Legions may be moved to any Plane. Units may not move into Planes occupied by enemy units.

You may put Leaders & Legions face up into Play from your hand. Arch Devils must start on their Home plane. You cannot play an Arch Devil if an opponent controls its Home Plane.

Dukes of Hell may start in any plane you control. Legions (& Relics) are attached (Stacked with) to Leaders you control.

## Control Phase

Max hand size is 9 cards. Discard excess cards. Put a Control marker on any Plane you occupy (Remove enemy marker).

## Card List Notation

**A** Arch Devil  
**D** Duke of Hell  
**G** Greater Devil  
**L** Lesser Devil  
**E** Event

## Card List

Card Name:	#	Type	Force	Notes:
Asmodeus	1	A	20	General: Pit Fiends
Baalzebul	1	A	17	General: Hell Hounds
Tiamat	1	A	13	General: Dragons
Geryon	1	A	14	General: Bone Devils
Dispater	1	A	15	General: Erinyes
Belial	1	A	16	General: Scaly Devils
Mephistopheles	1	A	19	General: Ice Devils
Moloch	1	A	13	General: Horned Devils
Mammon	1	A	14	General: Barbed Devils
Amon	1	D	13	General: Bone Devils
Arioch	1	D	12	Avenger: Force +5 vs Traitor
Bael	1	D	10	General: Barbed Devils
Hutijin	1	D	11	General: Pit Fiends
Titivilus	1	D	8	Messenger: Can Move any Time
Glasya	1	D	7	Consort: Arch Devil gets +5
Gorson	1	D	9	Bailiff: Force +5 if Defender
Alastor	1	D	8	Executioner: Force +5 vs Duke
Tartach	1	D	7	Legate: Intrigue Points +5
Neabaz	1	D	8	Herald: Delay
Phongor	1	D	9	Inquisitor: Spy
Moloch	1	D	10	Viceroy: Summons
Pit Fiends	3	G	13	Flying
Ice Devils	3	G	11	
Bone Devils	3	G	10	
Horned Devils	3	G	9	Flying
Dragons	2	G	10	Flying
Lemures	3	L	3	
Scaly Devils	3	L	6	Flying
Bearded Devils	3	L	7	
Spined Devils	3	L	3	Flying
Barbed Devils	3	L	8	
Erinyes	3	L	4	Flying
Hell Hounds	3	L	5	
Nupperibos	3	L	2	
Surprise	2	E	12	
Overrun	2	E	10	
Outflank	2	E	6	
Powerful Magic	2	E	8	
Slaughter	2	E	4	
Treachery	10	E	-	Worth 10 Intrigue Points
Spies	4	E	-	Look at Opponents Hand
Summon	4	E	-	Draw 3 cards
Divination	4	E	-	Look at next 10 cards in Deck

## Leader Powers

**Spy** Look at opponents hand once on your turn

Delay = Negate move of target enemy army in adjacent

Plane Summons = Draw 1 card and discard 1 card once on your turn

**Lies** Discard 1 card to make opponent Discard 1 random card

Destroyer = Destroy 1 Opposing Legion at start of

Battle Weakness = All opposing Legions are -1 Force

General = Attached Legions of the said type get Force +3

## Arch Devils

Name:	Level	Plane	Powers:
Tiamat	1	Avernus	Destroyer
Dispater	2	Dis	Summons
Mammon	3	Minauros	Weakness
Belial	4	Phlegethos	Force +5 vs Duke
Geryon	5	Stygia	Force +5 if Defending
Moloch	6	Malbolge	Force +5 if Attacking
Baalzebul	7	Maladomini	Lies
Mephistopheles	8	Caina	Intrigue +5
Asmodeus	9	Nessus	Delay





# Warbah

## Introduction

Fantasy conquest. Characterized by Gold and book-keeping. Explore, expand your territory, collect gold, find artifacts, cast spells, raise armies, gain experience, send out spies, crush your enemies.

## Map & Chits

Use a disposable Hex map. Indicate which hexes are land and which are water. Draw in rivers along borders of hexes.

Draw in terrain types onto the map spaces as the map is explored. Each player starts with control marker chits of a unique color to indicate ownership of settlements. Each player starts with Hero marker chits of the same color and marked with an H and a unique number to indicate individual Hero units.

10 sided dice are required to play.

## Setup

Pick one hex on the map to contain your capitol city. Put down the appropriate terrain chit with a control marker on it. Place one Hero chit in your capitol city.

The Hero starts with an army of 1D10 units of each of the 4 basic troop types. The hero also starts with a wandering wizard. Start with 1D10 gold.

## Heroes

For each of your heroes you will need an index card with the following information: The Heroes Identification number. Also on the chit. The Heroes Name. Make one up. Magical Items the hero owns.

Is there a Wizard in the army. Number of warriors in the army. Number of catapults in the army.

Number of archers in the army. Number of cavalry in the army. Number of ships present if at sea.

Experience points the Hero has. Skill Abilities the hero has. All heroes begin with one skill: Roll on the Ability Table.

## Main Turn Sequence

1. Initiative Phase
2. Realm Spell Phase
3. Collect Gold Phase
4. Recruit Troops Phase
5. Espionage Phase
6. Move & Explore Phase
7. Disaster Magic Phase
8. Battle Phase
9. Recovery Phase

## Initiative Phase

Each player rolls 1D10. This is the Initiative Roll. The highest roll goes first in all of the following phases. The second highest roll goes second in all of the following phases, and so on.

Note that segments in battle rounds are simultaneous for both sides.

## Realm Phase

Roll on the Realm Spell Table a number of times equal to 1+ the number of Towers you control. You may cast these spells during the turn when appropriate. Realm spells cannot be saved from turn to turn.

## Collect Gold Phase

Collect gold from all of your settlements.

## Recruit Troops Phase

Each type of settlement can recruit one type of troop. (see the settlement type table) While at a settlement a hero can purchase troops from it. Capitol cities can recruit warriors and heroes. A maximum of 1D10 troops can be bought in one settlement in one turn.

A hero can have a maximum of 40 troops in his army, and 1 wizard. A hero with the Command ability can have more troops. Two heroes cannot occupy the same hex.

The capitol cannot recruit a hero if one is already occupying the capitol. A Tower is the home of one Wizard who may be recruited for 5 gold. The tower cannot produce any more wizards.

If a wizard is 'killed' he teleports home where he can be recruited by the current controller of the hex. Two wizards cannot occupy the same hex. Wandering wizards have no tower, They teleport off of the map.

## Espionage Phase

Players cannot conduct espionage against each other until their empires come into contact. Roll 1D10 = X. This is the Espionage roll. Hire up to X agents for X gold.

Roll 1D10 for each agent on the Espionage Table.

## Move & Explore Phase

Except for the hexes containing Capitol cities, all hexes start out with unknown terrain. Basic Heroes have 3 Move Points (MPs). Heroes with logistics ability have extra MPs. An MP can be used to scout (explore) an adjacent unknown land hex.

Roll on the Hex Terrain Type Table to discover the identity of the hex. Determine Settlement types. Newly explored Non-settlement terrains will contain an encounter on a roll of 1-2 on D10.

Roll on the encounter table to determine its type. Write the encounter type onto the map. Encounters do not move. They remain until destroyed. Heroes cannot move into or through encounters.

MPs can be used to move into an explored land territory. Different terrains have different MP costs to enter. Heroes cannot move into water spaces.

Heroes may move through a hex containing another friendly hero. Instead of moving, friendly adjacent heroes may exchange troops or magic items. A troop or magic item may be exchanged only once per turn.

Heroes that can move more than one land space per turn may, instead of moving one hex, explore an adjacent hex.

## Disaster Magic Phase

Wizards may cast Disaster Realm Spells.

## Battle Phase

A Hero may attack an adjacent enemy hero or an encounter. A Hero may only make one attack per turn. Having strategy ability allows a hero to make more than one attack per turn.

A hex may be attacked more than once per turn. Heroes may combine attacks against a single hex. At the start of a battle, if you have a Wizard in your force, roll on The Battle spell table 4 times for 4 Battle Spells the Wizard can use this battle.

Battle spells cannot be saved from battle to battle. See the Battle Round Sequence section.

## Recovery Phase

Collect treasure from encounters: Roll on the treasure table. If you defeated an enemy Hero take all of his magical items. A Hero may remove an enemy control marker in the hex he occupies.

The hero may put down a control marker in the hex he occupies. Heroes earn one Experience point (XP) for every encounter they overcome, every enemy hero they kill and every enemy settlement they take control of. Every two XP earns a hero one skill ability. Roll on the Ability Table.

## Battle Round Sequence

A battle 'round' is divided into segments:

1. Spell Segment
2. Initiative 5+ Attacks Segment
3. Initiative 4 Attacks Segment (Catapults)
4. Initiative 3 Attacks Segment (Archers)
5. Initiative 2 Attacks Segment (Cavalry)
6. Initiative 1 Attacks Segment (Warriors)
7. Initiative 0- Attacks Segment

Each troop type has its own initiative rank that determines the order of attacks. Magic and abilities may increase or decrease a troops initiative and or kill rank. Each rank of "Wall" of a terrain or settlement decreases the kill rank of the attacker by 1.

All attacks in the same segment are simultaneous. For its attack a troop rolls 1D10. If this is equal to or less than the troops kill rank, then one enemy troop unit is killed.

The defending player decides which of his troops are killed at the end of the segment. Some spells allow the attacker to decide which units or groups of units are targeted. Ships can be directly attacked by other ships and sea monsters.

The round is repeated until one side is destroyed, or the attacker calls off the attack (at end of round). The Hero is the last unit to be killed in a battle. A Wizard can only cast one spell per round.

Encounters that are not defeated remain. Record what type they are on the map.

## Hex Terrain Type Table

D10	Type	MP	Walls	Notes
1-2	Clear	1	0	Plains
3-5	Settlement	1	X	Roll on Settlement Table
6	Forest	2	1	Adjacent Villages earn +1 Gold
7	Marsh	3	1	
8	Desert	2	0	
9	Hills	2	1	
10	Mountains	3	2	Adjacent Mines earn +1
*	River	1	1	Cost to cross to other side

MP is the number of Movement points used to enter the space. Non-settlement terrains will contain an

encounter on a roll of 1-2 on D10. Walls represent protection afforded to defenders in that terrain

## Settlement Type Table

D10	TYPE	GOLD	WALLS	RECRUIT
1-3	Village	1	1	Warrior
4-5	Town	2	1	Archer
6	City	3	1	Catapult
7-8	Castle	1	2	Cavalry

D10	TYPE	GOLD	WALLS	RECRUIT
9	Mine	2	0	None
10	Tower	0	2	Wizard
*	Capitol	4	2	Hero

**GOLD** Revenue per turn

### Troop Type Table

UNIT TYPE	COST	INIT	KILL	NOTES
Warriors	1	1	6	
Archers	1	3	4	
Cavalry	1	2	5	

UNIT TYPE	COST	INIT	KILL	NOTES
Catapults	1	4	3	
Hero	10	1	7	Use Magic Items
Wizard	5	–	–	Use Battle Spells

Notes: Cost is in Gold, INIT = Initiative

### Encounter Table

D10	TYPE
1	Barbarian Horde: 4D10 Warriors; 1 Treasure
2	Bandits: 2D10 Archers; 1 Treasure
3	Humanoids: 3D10 Warriors; 1 Treasure
4	Disease: Lose 1D10 Troops
5	Ruins: Undead Guardians: 2D10 Warriors; 1 Treasure
6	Monster: Init = 1, Kill = 3; Must be killed 5 times; 1 Treasure
7	Irate Sorcerer: 1 Wizard and 2D10 Warriors attack you; 1 Treasure
8	Petty Warlord: 1 Hero and 3D10 Warriors attack you; 1 Treasure
9	Ancient Dragon: Init = 2, Kill = 4; Must be killed 9 times; 2 Treasures
10	Nomads: 2D10 Cavalry; 1 Treasure

### Treasure Table

D10	TYPE
1-2	2D10 Gold
3-5	1D10 Gold
6	Followers: 1D10 Warriors join you.
7	Wandering Mage: 1 Wizard joins you if you have no wizard, if you do have one, get a Magic Item: Roll a Realm spell to determine its effects. Useable once per turn.
8-9	Magic Item: Roll on Ability table to determine its effects.
10	Magic Item: Roll a Battle spell to determine its effects. Useable once per turn.

Notes: All magic items belong to heroes.

### Ability Table

1D10	Ability	Effect
1	Wizardry	Wizard gets +1 Battle Spell
2	Command	Maximum troops in heroes army +10
3	Defense	Negate 1 Kill per Segment
4	Leadership	One random troop type gets Kill +1
5	Tactics	One random troop type gets Initiative +1



1D10	Ability	Effect
6	Logistics	Hero +1 Move Point
7	Scouting	Explore +1 Hex in Explore Phase/ Look
-		at one adjacent Heroes Index card
8-10	Rare Ability Roll on rare ability table	

### Rare Ability Table

1D10	Ability	Effect
1	Intrigue	+1 to Espionage roll
2	Resist Spells	Negate one spell per battle
3	Prophecy	Get +1 Realm spell per turn
4	Luck	Cause one target die roll per turn to be rerolled
5	Diplomacy	Put a control marker on 1 adjacent neutral settlement in recovery phase
6	Prowess	One random troop type gets +1 Attack per round
7	Healing	In recovery phase restore 1D10 troops lost in battle
8	Siegecraft	Destroy 1 wall in Initiative 1 segment
9	Strategy	Hero gets +1 Battle Phase per turn
0	Wealth	+1 Gold per turn in Collect Phase

### Random Troop Type Table

1D5	Type	1D5	Type
1	Catapults	4	Warriors
2	Archers	5	Hero
3	Cavalry		

### Espionage Table

1D10	Result
1-5	Failure
6-8	Look at target Hero Index card
9-0	Success: Roll on the Agent Success Table

### Agent Success Table

1D10	Result
1	Kill target Hero: That heroes army disbands
2	Gain control of target non-capitol settlement
3	Steal target Magic Item. Give it to any one of your heroes
4	Steal 1D10 Gold. Add it to your coffers
5	Cause 1D10 Gold worth of Property Damage
6	Delay Army: Target Hero cannot move or attack this turn
7	Kill Target Wizard.
8	Cause 1D5 troop units in target army to disband. Opponents choice
9	False Orders: Move Target Hero this turn.
10	Opponent rolls on this table and applies it to you.

### Allies

In a multiplayer game, two or more players may form an alliance. An alliance ends as soon as one ally attacks another, or declares the alliance over. Allies

may combine attacks.

Allies may trade anything except spells and abilities: Heroes, gold, troops, magic items, settlements, etc. Allied Heroes may do pass through movement.

### Battle Spells Table



1D100	Spell
01-02	Petrification- Kill 1 unit Cast at Initiative 2
03-04	Web- Neutralize 2 units Cast at Initiative 2
05-06	Hold- Neutralize 1 unit Cast at Initiative 2
07-08	Paralyzation- Neutralize 1 unit Cast at Initiative 3
09-10	Mesmerize- Neutralize 1D5 units Cast at Initiative 2
11-12	Weakness- Target group are Kill -1 for the rest of the battle. Cast at Initiative 2
13-14	Fireball- Kill 2 units Cast at Initiative 3
15-16	Lightning Bolt- Kill 1 unit Cast at Initiative 5
17-18	Cone of Cold- Neutralize 1 unit and Kill 1 unit Cast at Initiative 2
19-20	Blessing- Reroll all of your missed attacks once this round of battle. Cast in Spell Segment.
21-22	Bloodlust- All of your warriors get kill +1 this round of battle. Cast in Spell Segment.
23-24	Charm- Take control of 2 of opponents troops Cast at Initiative 1
25-26	Command- Take control of 1 of opponents troops Cast at Initiative 2
27-28	Poison Gas Cloud- Kill 1D5 units Cast at Initiative 2
29-30	Smite- Your Hero gets an extra attack for 3 rounds of Battle. Cast in Spell Segment.
31-32	Haste- All of your troops get Initiative +1. Cast in Spell Segment.
33-34	Invisibility- One group of troops gets Kill +1 and Initiative +1. Cast in Spell Segment.
35-36	Charge- All of your cavalry get kill +1 this round of battle. Cast in Spell Segment.
37-38	Flaming Arrows- All of your archers get kill +1 this round of battle. Cast in Spell Segment.
39-40	Stone to Mud- Destroy 1D5 ranks of opposing walls. Cast in Spell Segment.
41-42	Shield- Negate 4 kills by archers or catapults this round. Cast in Spell Segment.
43-44	Forget- Opposing Wizard discards 2 cards. Cast in Spell Segment.
45-46	Spellbind- Opposing Wizard cannot cast spells the next 2 rounds of Battle. Cast in Spell Segment.
47-48	Polymorph- Neutralize 4 units Cast at Initiative 2
49-50	Armor- Negate 3 kills this round. Cast in Spell Segment.
51-52	Dispell- Negate the effects of one spell just cast.
53-54	Raise Dead- Create 1D5 Warriors. Cast in Spell Segment.
55-56	Swarm- Neutralize 3 units Cast at Initiative 3
57-58	Illusions- Negate all attacks by one enemy group this round. Cast in Spell Segment.
59-60	Summon Dragon- Init = 2, Kill = 4; Must be killed 5 times
61-62	Summon Monster- Init = 1, Kill = 3; Must be killed 3 times
63-64	Summon Fairies- Neutralize 2 units Cast at Initiative 1
65-66	Sleep- Neutralize 1D5 units Cast at Initiative 1
67-68	Shatter- Destroy target magic item. Cast in Spell Segment.
69-70	Phantasmal Terrain- One group gets Initiative +4 this round. Cast in Spell Segment.
71-72	Slow- Target groups Initiative -2 for rest of battle. Cast in Spell Segment.
73-74	Ice Wall- Defender only. Gain 3 Walls. Cast in Spell Segment.
75-76	Force Field- No attacks by archers or catapults this round. Cast in Spell Segment.
77-78	Precision- All attacks by your archers hit this round.

1D100	Spell
	Cast in Spell Segment.
79-80	Wall of Fire- Cavalry, Heroes, and warriors may not attack this round. Cast in Spell Segment.
81-82	Fog- All Archers & catapults are Kill -1 this battle. Cast in Spell Segment.
83-84	Blind- Neutralize 3 units. Cast at Initiative 3
85-00	Reroll

NOTES: Neutralized troops cannot attack for the rest of the battle. Summoned units are summoned in the spell segment and they go away at the end of the battle. Take permanent ownership of controlled troops.

A "group of troops" would consist of all troops of a certain type: All warriors, or all catapults for example.

Kill +1 increases Kill rank by 1. Warriors with kill +1 would kill on a roll of 1-6 instead of 1-5.

## Realm Spells Table

1D100	Spell
01-03	Research- Roll 1D5 +5 once on treasure table. Cast in Collect Phase.
04-06	Teleport- Move wizard to another hero without a wizard. Cast in Move Phase.
07-09	Dimension Door- Move Hero to any territory you control. Cast in Move Phase.
10-12	Fly- Hero gets Move Points +5. Cast in Move Phase.
13-15	Blizzard- Target adjacent army cannot move or attack. Cast in beginning of Move Phase
16-18	Firestorm- Target adjacent settlement razed. Disaster Magic.
19-21	Animate Dead- Gain 1D10 Warriors. Cast in Explore Phase
22-24	Stone Rain- Target adjacent settlement razed. Disaster Magic.
25-27	Earthquake- Target adjacent settlement razed. Disaster Magic.
28-30	Flood- Target adjacent settlement decimated. Disaster Magic.
31-33	Death Spell- Target adjacent army loses 2D10 troops. Disaster Magic.
34-36	Pestilence- Target adjacent settlement decimated. Disaster Magic.
37-39	Plague- Target adjacent settlement decimated. Disaster Magic.
40-42	Adept- One of your Heros gains a wandering wizard immediately. Not a spell.
43-45	Summon Avatar- Gain 1 Hero. Cast in Recruit Phase.
46-48	Banish- Destroy adjacent Encounter. Disaster Magic. Treasure destroyed too.
49-54	Prosperity- Gain 1D10 Gold. Cast in Collect Phase.
55-57	Sanctuary- Target hex cannot be attacked this turn. Cast in Explore Phase.
58-60	Stone Walls- Target Wizards hex gets Walls +3 for the rest of the turn. Disaster Magic.
61-63	Curse- Opponent make 1D10 less gold this turn. Cast in Collect Phase.
64-66	Heal- Recover 1D10 troops killed in Battle this turn. Cast in Recovery Phase.
67-69	Cure Wounds- Recover 1D10 troops killed in Battle this turn. Cast in Recovery Phase.
70-72	Fortell- Negate espionage result. Cast in espionage phase.
73-75	View- Explore any 4 adjacent hexes anywhere on the map. Cast in Explore Phase.
76-78	Scry- Look at all Hero index cards. Cast in Explore Phase.
79-81	Energize- All of your wizards get +1 Battle Spell this turn. Cast in Realm Spell Phase.
82-00	Reroll

### Notes:

A settlement that is razed or decimated produces no income. A settlement remains razed for 1D10 turns. A razed settlement gets no benefit from its walls.

An army hit by a razing or decimating disaster will lose 1D10 troop units. A wizard can only cast one

realm spell per turn.

### Terrain Variants

These are variations of standard terrain that allow recruitment of Special units.

### Forest Variant Types

1D10	TERRAIN
1	Elf settlement
2	Lumbermill: Gain 1 Gold per turn
3	Woodsmen settlement

1D10	TERRAIN
4	Fey settlement
5-10	None

### Marsh Variant Types

1D10	TERRAIN
1	Undead settlement
2-10	None

### Desert Variant Types

1D10	TERRAIN
1	Bandit settlement
2	Djinn settlement
3-4	Temple: Gain 1 extra Realm spell per turn
5-10	None

### Hill Variant Types

1D10	TERRAIN
1	Gnome settlement
2	Kobold settlement
3	Orc settlement
4-10	None

### Mountain Variant Types

1D10	TERRAIN
1	Dwarf settlement
2	Goblin settlement
3	Gold Mine: Gain 2 Gold per turn
4-10	None

### Castle Variant Types

1D10	TYPE
1-3	Recruit Knights
4-10	Recruit Cavalry

### Clear Variant Types

1D10	TERRAIN
1	Hobgoblin settlement
2	Trading Post- Gain 1 Gold per turn
3-10	None

### Special Unit Types

UNIT TYPE	COST	INIT	KILL	LOCATION	NOTES
Woodsmen	1	2	4	Forests	Hero gets Scout ability
Elves	2	3	5	Forests	Hero gets Wizardry ability
Fey	1	1	3	Forests	Hero gets Wizardry and Scout ability
Goblins	1	2	3	Mountains	Hero gets Tactics ability
Dwarves	1	1	5	Mountains	Hero gets Defense ability
Orcs	1	1	5	Hills	Hero gets Logistics ability
Kobolds	$\frac{1}{2}$	1	3	Hills	Cheap
Gnomes	1	1	4	Hills	Hero gets Siegecraft ability
Djinn	3	2	8	Desert	Hero gets Wizardry ability
Bandits	1	2	4	Deserts	Hero gets Intrigue ability
Knights	2	2	7	Castles	Hero gets Defense ability
Undead	2	1	5	Marsh	Regenerate 1D10 undead in Recovery Phase
Hobgoblins	2	2	6	Clear	Hero gets Strategy ability

### Notes:

Some troop types cause the hero to gain an ability if there is one or more of that troop type present. A Hero can have up to 5 different types of troops in his army. Heroes with the command ability can have one extra type per level of command ability.

### Game Designers Notes

Warbah? I just liked the sound of it. Instead of rolling 1 attack die for every unit in a group, use this equation:  $((1D10)/5)(\# \text{ of Troops})(\text{Kill Rank}/10) = \#$  of enemy troops killed Round to the nearest whole number.





# Warcraft Skirmish

## Introduction

Board & card game for 2+ players. Battle between 2 opposing Armies of Heroes and Minions. Abstract Skirmish level combat.

## Disclaimer

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## Victory

Per Individual Scenario Rules. Can include:

1. Kill the opposing Main Hero or Heroes.
2. Take control of Location
3. Recover or Destroy Artifact
4. Some Percentage of Unit losses
5. Rescue or Kill Neutral Units
6. Defend or Destroy Gateway

## The Map

Use an 8x8 chessboard. Larger Boards may be preferable. Hex Maps are also useable.

## Dice

Six sided dice (D6) are occasionally needed.

## Damage Counters

These are needed to keep track of damage for individual units.

## Terrain Types

- Clear: No Modifications.
- Rough: Units must stop upon entering.
- Road: Unit gains SA: M = 2
- Defensible Ground: Unit gains SA: Defend
- High Ground: Unit gains SA: A = 1
- Low Ground: Adjacent Units get SA: A = 1 vs this Unit
- Hiding Place: Unit gains SA: Ambush
- Secret Passage: Unit gains SA: M = K
- Poor Ground: Unit gains SA: Weak
- Hazardous Ground: At end of turn roll 1D6: On 5-6 Unit takes 1 Damage
- Vantage Point: Unit gains SA: Scout if enemy unit within 4 spaces
- Standing Stones: Unit may use Totem Table
- Trash Heap: Unit finds a Minor Item on a roll of 1 on 1D6

- Impassable: Non-Flying Units may not enter or Move Through.

Note: Distribute According to taste.

## The Units

Use chits or figures or miniatures to represent units. Units will either be Heroes or Minions or Structures.

## Factions

Players must choose to be from one of the available Factions. The original Main Factions are Alliance and Horde, however there are literally scores of factions. A number of factions are detailed in the Faction Lists

## Basic Army Distribution (b.a.d.)

Each Player will have the following Units:

- 8 Small Minions (Max 2 of 1 Kind) (1 Hit each)
- 4 Medium Minions (Max 2 of 1 Kind) (2 Hits each)
- 2 Large Minions (3 Hits each)
- 1 Huge Minion (4 Hits)
- 1 Generic Hero (5 Hits)

Other Distributions are certainly possible. For larger forces you may want to increase hand draw and hand limit. The B.A.D. is valued at 31 Points.

## Table Terminology

**SA** Special Ability

**Adj** Adjacent

**Dam** Damage

**Foe** Enemy Unit

**HTH** Hand to Hand = Any Attack of Range = 1  
Ranged = Any Attack of Range = 2 or greater

**NH** Non Hero

**LOS** Line of Sight

**OPP** Opponent (Opposing Player)

**FM** Friendly Minion

**FU** Friendly Unit

## Unit Hits

Each unit will start with a number of hits according to the Unit lists.

## Unit Cost

A Unit's Cost is equal to the number of Hits it has.

## Setup

Flip a coin to see who goes first for Unit placement. Players take turns placing one unit at a time on 1 square of their back Four rows. Or designate unit starting areas per scenario.

Flip a coin to see who gets the first turn.

## Stacking Rules

In general, Units may not stack or move through each other, However this may occur out of necessity in certain situations including:

1. Mounted Units.
2. Flying Units Hovering over ground units
3. Burrowing Units traveling under ground units
4. Units Trampled by other Units
5. Crowding Situations such as Retreats, Envelopments, and 'Push of Pike'.

Enemy Units in the same space are considered to be at range = 1 for attack purposes. Whenever a "Crowded" Unit tries to attack, defend, move, or otherwise act it fails on a roll of 4+ on 1D6.

## The Common Deck

Players use a standard 52 card Deck.

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Action Phase
3. End Phase

## Fate Phase

Draw 5 cards. If the deck runs out, shuffle the discard and draw from it. Place 1 Action Token on each of your Units.

A Unit may only ever have a max of one Action Token on it.

## Action Phase

Play (discard) a Move card to move one of your Units one Space. Moves can be diagonal or orthogonal. Some cards allow longer moves.

"Knight" type moves allow a unit to move like a knight in chess. Play (discard) a basic Attack card to have a unit attack an adjacent Foe. Attacks can be diagonal or orthogonal.

Every attack does a base of 1 Damage (Target loses 1 Hit). Attacks can also result from activating Special Abilities, Skills, Crafts, or Items. These attacks can vary greatly in range, damage, number of targets, and secondary effects (Such as Immobilization or Poison).

"Knight" type attack cards produce an attack with a range like a knight in chess. Use Counters stacked with the Unit to record damage. A unit reduced to 0 Hits is killed or incapacitated and removed from the board.

Your opponent may play Defense cards to negate your attack. Units cannot attack through other units unless the attacker is at a higher elevation. Remove an Action Token from a Unit to draw 1 Card that can only be used by that Unit immediately. If the card is not used immediately (as the next action or part of a series of actions made by that unit) discard it.

## End Phase

Max hand size = 5 cards. Discard excess cards.

## Unit Action Limits

A Unit can make a max of one move and one attack on its turn. A Unit can make only one defensive action during an opponents turn.

## Special Abilities

Every Unit has one or more Special Abilities (SA). To activate an SA, a player must play a Special Ability card (part of the Common Deck).

## Modified And Triggered Abilities

**TEC** Trigger Effect Cost = This refers to all TE and DR... When triggered it does not have to be paid for with a SA (or Craft) card... Any card from the players hand will work. If the player has no cards then the effect does not happen.

**TE** Trigger Effect = This ability can only occur when a certain specific Event happens

**OTO** One Time Only = The Unit can only use this power once per game

**DR** Death Rattle = The Unit can only use this ability once when killed

## Ongoing Special Abilities

These SA do not require the discard of a card to activate them. They are always in effect. Examples: Flying, Mount, Resistance Special Case: Sometimes Dual

## Heal

Special Ability, Restore one lost Hit to an adjacent Unit.

## Regenerate

Special Ability. Restore one lost Hit to Self.

## Immobilize

Special Ability. Target Unit cannot Move or Attack or Defend until the Beginning of your next turn. Like attacks a range must be specified.

## Snare

Special Ability. Like Immobilize except the target is immobilized on his turn while he is moving. Movement stops immediately and the unit is grounded if it was flying.

## Protect

Special Ability. Defend for Adjacent Unit

## Martyr

Special Ability. Triggered Effect: If target attack can target this Unit, it does.

## Feast

Special Ability. TE: If this unit killed an adjacent Unit this turn, then this unit Gets 1 Pump Token.

## Drain

Special Ability.

**A** X then this unit is Healed for 1 Hit or gains 1 Pump Token.

Range (X) of this Attack must be specified.

## Charge

Special Ability.

**Move** 3 then A = 1

## Trample

Special Ability.

**M** 2 then A = 1 then M = 2

## Resistance

Ongoing Special Ability. This unit cannot be harmed by very specifically stated effects or types of Damage. This effect does not require a card to be discarded. Example: Cold Resistance gives protection from all attacks described as Ice or Frost.

## Dual

Special Ability. This unit may make a second attack on it's turn. Depending on how it is worded, this SA is sometimes ongoing, but more often it is combined as a one turn benefit tacked onto another SA.

## Damage +x

Special Ability. Target Attack made by this Unit does an extra X Damage. X must be specified.

## Ambush

Special Ability. Unit gets A = 1. This Attack is made on opponents turn after his Movement Phase.

## Stupid

Special Ability. If more than 1 Foe is in Range, it will attack a Random Foe.

## Mount

Ongoing Special Ability. This Unit can be paired with a Hero Unit (not already Mounted). This will require agreement amongst players as to what is allowable.

Both occupy the same space. They move together using the Mounts Movement. When attacked damage is split between them. Immobilize effects both units.

While mounted the pair may make a single Charge attack. Usually the mount can handle a second rider as well.

## Carry

Ongoing Special Ability. Like the SA Mount, but multiple Units can be aboard. If the number of units are in excess of 4, they are considered to be crowded per the stacking rules.

## Flying

Ongoing Special Ability. The controller of the Unit will decide whether the unit is airborne or not during any given turn or movement. While flying he Unit can move past other Units and is not affected by the Terrain it is in.

## Stupify

Special Ability. Target Minion gains trait of Stupid Range (X) of this Attack must be specified.

## Stealth

Special Ability. Play on your turn. This Unit cannot be attacked on opponents next turn. Draw 1 Card.

## Detect

Special Ability. Negate a Stealth or Ambush effect.

## Switch

Special Ability. Switch places of this Minion and any other friendly unit.

## Transform

Special Ability. Target Minion becomes a Critter (Small Minion) with 1 Hit and Special Ability of M = 1. Range (X) of this Attack must be specified.

## Inspire

Special Ability. All Adjacent friendly Minions get A = 1.

### Counter Attack

Special Ability. Do 1 Damage to adjacent Unit that just attacked and did damage to this Unit.

### Whirl

Special Ability. Do 1 Damage to all Adjacent Units.

### Control

Special Ability. Control Target enemy Minion this Turn. Range must be specified.

### Storm

Special Ability. Roll 1D6 for each enemy Unit. On a roll of 1 that Unit takes one Hit.

A Total Storm Affects all Units on Both Sides.

### Kill

Special Ability. Target Minion is automatically killed. Range of this Attack must be specified.

### Weak

Special Ability. Target Unit cannot attack.

### Weaken

Special Ability. Target Minion becomes Weak. Range of this Attack must be specified.

### Pillage

When this unit kills an adjacent unit you get 1 Gold

### Plague

Special Ability. Roll 1D6 for each enemy Unit. On a roll of 1 that Unit rolls once on the Poison Table.

### Doom

Special Ability. Roll 1D6 for each enemy Unit. On a roll of 1 that Unit becomes Weak until end of next turn

### Teleport

Special Ability. Move any Friendly Unit to any empty space.

### Track

Special Ability. Move Unit adjacent to target enemy unit.

### Enrage

Special Ability. Triggered effect: When this Unit is damaged discard 1 card and this unit gets 1 Rage Token.

### Pump

Special Ability. This Unit gets a Pump Token.

### Mastery

Special Ability. This unit may use any of its Craft abilities (of any number) of it's Choice.

### Power Up

Special Ability Draw and discard cards until you get a Craft Card. Put it in your Hand.

### Spy

Special Ability. Look at Opponent's hand and next 5 cards in Deck.

### Scry

Look at next 10 cards in Deck.

### Scout

Look at Opponent's hand then draw 1 card from the deck.

### Procure

Gain X Items. Quality must be specified (Minor, Major, etc.) Type must be Specified (Gnomish, Goblin, etc.) These are immediately distributed to your Units however you like

### Spell Immunity

Special Ability Trigger Effect: Negate the effect of a Craft Card used against this unit.

### Poison

Special Ability. Play on Unit just damaged by this Minion. Roll 1D6:

1. End of next turn this Unit takes an extra point of damage
2. Unit Immobilized next turn
3. Unit is Weak next turn
4. Unit cannot use SA or Craft cards next turn
5. Unit cannot Move next turn
6. Move Unit 1 Space

### Summon

Special Ability. Bring a Unit into play. The Unit appears in an empty space adjacent to the Summoner.

When summoning a 1 Hit minion you must discard 1 random card. When summoning a 2 Hit minion you must discard 2 random cards and so on. Minions cannot attack the turn they are summoned.

The Term Recruit can also be used (Gold may be used in Part or Full). When the term Buy or Hire is used payment must be in Gold.



## Summon Limits

The max number of Summoned Minions you can have on the board at one time is 10.

## Raise Dead

Just like Summon except the Raised Unit must be one from either side that died during this battle. The unit is now also Undead.

## Resurrect

Just like Summon except the Raised Unit must be from your side and have died recently. Unlike Raise Dead the unit is not Undead.

## Tokens

Tokens are like coins. Tokens may be placed on Units. Tokens always have two sides each with a unique ability or effect.

When using a Token choose which of the effects you want, then flip the Token like a coin: If it lands on the side you chose then the effect occurs, otherwise it does not. Either way discard the Token after you have flipped it. There are 4 types of Tokens:

Type:	Side A	Side B
Pump	A = 1	Defend
Armor	Defend	Protect
Shield	Martyr	Defend
Rage	Damage +1	A = 1

## Craft Cards

These cards activate an ability corresponding to your Hero's type or to certain Minion types namely Gnomes, Mechs, and Totems. If more than 1 version of a craft ability is given, use any one you want.

## Notation

**M** Movement

**A** Attack

**D** Defense

**S** Special

**SA** Special Ability

**K** as a Knight would move in Chess

**Type** Purpose of card

## The Common Deck

Players use a standard 52 card Deck.

## Card Uses

Cards have multiple uses depending on their Suite or Rank.

## Club Cards

All Club cards can be used for an Attack of Range = 1 by target Friendly Unit vs Target Enemy Unit. All Queen Cards can be used to activate a Major Item of a Friendly Unit.

## Diamond Cards

All Diamond Cards can be used to activate a Skill of a Friendly Unit. All Diamond Cards can be used to activate a Legendary Item of a Friendly Unit.

## Spade Cards

All Spade Cards can be used to Move a Target Friendly Unit one space. All Spade Cards can be used to activate a Minor Item of a Friendly Unit.

## Heart Cards

All Heart Cards can be used to activate a Friendly Units Special Ability. All Heart Cards can be used to activate a Epic Item of a Friendly Unit.

## Ace Cards

All Ace Cards can be used to activate a Type 1 Craft Ability of a Friendly Unit.

## Deuce Cards

All Deuce Cards can be used to activate a Type 2 Craft Ability of a Friendly Unit.

## Three Cards

All Three Cards can be used to activate a Type 3 Craft Ability of a Friendly Unit.

## Four Cards

All Four Cards can be used to activate a Type 4 Craft Ability of a Friendly Unit.

## Five Cards

All Five Cards can be used to activate a Type 5 Craft Ability of a Friendly Unit.

## Six Cards

All Six Cards can be used to activate a Type 6 Craft Ability of a Friendly Unit.

## Seven Cards

All Seven Cards can be used to Move a Target Friendly Unit two spaces.

## Eight Cards

All Eight Cards can be used to Move a Target Friendly Unit two spaces.



**Nine Cards**

All Nine Cards can be used to Move a Target Friendly Unit three spaces.

**Ten Cards**

All Ten Cards can be used to Move a Target Friendly Unit four spaces.

**Jack Cards**

All Jack Cards can be used to Move a Target Friendly Unit like a Knight in Chess. All Jack Cards can be used to Martyr

**Queen Cards**

All Queen Cards can be used to Move a Target Friendly Unit like a Knight in Chess. All Queen Cards can be used to Defend: Negate an Attack vs target Friendly Unit.

**King Cards**

All King Cards can be used to Move a Target Friendly Unit five spaces. All King Cards can be used for Damage +1

**Common Minions**

Most armies are composed of a majority of these cheap, lesser, nameless, faceless, minions.

**Legendary Minions**

These are like regular Minions except that they are Unique. If 2 players want to use the same Legendary, only one player may have it... Roll high on 1D6 to see who gets to use it. The other player will have to choose a substitute.

**Generic Heroes**

These are used to personify the players. By default they are considered to start with 5 hits, and set Special Abilities but this can be varied.

**Named Heroes**

These Unique Units are found in the Minion Lists. They are able to use Craft Tables like Generic Heroes.

**Structures**

Structures cannot move. Units may enter Structures. Raze attacks do double damage to Structures.

Structures can be built on most Terrain Types. Once built the underlying Terrain is ignored. If destroyed the space will become Rubble Terrain.

**Faction List****Alliance Of Lordaeron**

Soldier, Knight, Church of Light, Gnome, Dwarf, Siege, Gryphons, High Elf, Wizard, The Seven Human Kingdoms Main Foe: Old Horde

**Alliance**

Soldier, Knight, Church of Light, Gnome, Dwarf, Siege, Gryphons, Pandaren, High Elf, Wizard, Draenei, Worgen, Furbolg, Jinyu, Treants, Ancients Capital City: Stormwind

**Kingdom Of Lordaeron**

Soldier, Knight, Church of Light, Wizard King: Tere-nas

**Kingdom Of Stormwind**

Soldier, Knight, Church of Light, Wizard Kings: Llane Wrynn, Regent Anduin Lothar, Varian Wrynn

**Kingdom Of Kul Tiras**

Soldier, Knight, Church of Light, Wizard Daelin Proudmoore Capital: Theramore

**Kingdom Of Stormgarde**

Soldier, Knight, Church of Light, Wizard Survivors: Arathi Highlands

**Kingdom Of Gilneas**

Soldier, Knight, Church of Light, Wizard, Worgen

**Kingdom Of Dalaran**

Soldier, Knight, Church of Light, Wizard, Kirin Tor Capital: Floating City of Dalaran Current City Location: Northrend

**Kingdom Of Alterac**

Soldier, Knight, Church of Light, Wizard

**The Elven Kingdom**

High Elves King Anasterian Sunstrider

**Scarlet Crusade**

Scarlet, Soldier, Knight, Holy Church, Siege, Wizard

**First War Old Horde**

Orcs

**Second War Old Horde**

Orcs, Trolls, Ogres, Goblins, Undead, Ogre Magi, Gul'dan Death Knights, Red Dragons

### **(new) Horde**

Orcs, Goblin, Troll, Gnoll, Tauren, Trogg, Ogre, Siege, Wyvern Murloc, Horde Wolf, Elemental, Blood Elf, Forsaken, Pandaren, Taunka Capital City: Orgrimmar

### **Dark Horde**

Orcs, Trolls, Ogres, Goblins, Black Dragons Heroes: Warlocks

### **True Horde**

Orcs, Goblin, Pandaren, Mantid, Sha

### **Iron Horde**

Orc, Ogre, Worg, Chimera, Gronn

### **Night Elf**

Night Elf, Animal, Plant, Wild, Fey Capital City: Darnassus

### **Scourge**

Undead, Demon, Scourge, Cultist

### **Aldor**

Draenei Capital City: Exodar

### **Shattered Sun**

Draenei, Blood Elves Foes: Burning Legion, Sunfury, Sunseeker

### **Sunfury**

Blood Elves, Sunfury

### **Sunseeker**

Blood Elves, Sunseeker

### **Burning Legion**

Demon, Fel, Satyr, Fel Orc

### **Forsaken Minion**

Forsaken Capital City: Undercity

### **Defias Brotherhood**

Defias and Rogue. Sometimes Pirates, Goblins, Kobolds, Gnolls, Tauren, Murlocs, Ogres, Worgen, and Dwarves as well.

### **Syndicate Household**

Syndicate, Mercenary, Rogue

### **Ravenholdt**

Ravenholdt, Mercenary, Rogue

### **Bloodsail Buccaneers**

Bloodsail, Pirate

### **Southsea**

Southsea, Pirate

### **Booty Bay**

Booty Bay, Pirate

### **Argent Dawn**

Argent, Alliance, Horde Mostly Humans and Dwarves.

### **Steamwheedle Cartel**

Goblin, Mercenary

### **Bilgewater Cartel**

Goblin, Mercenary

### **Venture Company**

Mercenary

### **Cenarion Circle**

Dark Elf, Tauren Hero: Druid

### **Gnomeregan Exiles**

Gnomes

### **Dwarven Clans**

Bronzebeard, Wildhammer, Dark Iron Capitol City: Ironforge

### **Kirin Tor**

Wizards, Humans, Gnomes, High Elves  
TROLL CLANS and TRIBES

- Forest Trolls: Amani Empire
- Jungle Trolls: Gurubashi, Bloodscalp, Skullsplitter, Darkspear, Shatterspear
- Island Trolls

- Dark Trolls: Shadowtooth
- Ice Trolls: Frostmane, Drakkari
- Desert Trolls: Sandfury
- Steppe Trolls

ORC CLANS and TRIBES

- Horde: Frostwolf, Warsong, Shattered Hand, Thunderlord, Dragonmaw, Blackrock, Burning Blade, Bleeding Hollow
- Dark Horde: Blackrock, Black Tooth Grin

- True Horde: Burning Blade, Dragonmaw, Blackrock
  - Other Clans: Stormreaver, Twilight's Hammer, Mag'har
- TAUREN CLANS and TRIBES
- Bloodhoof: Horde
  - Dawnstrider, Skychaser: Shamanistic
  - Grimtotem: Forsaken, Scourge
  - Ragetotem: Warriors, Smiths
  - Mistrunner, Wildmane, Runetotem: Druidic
  - Stonehoof: Diplomats
  - Thunderhorn: Hunters
  - Winterhoof: Alchemists

### Centaur Clans

Gelkis, Magram, Kolkar, Maraudine, Galak, Outcasts, Krenka, Marauders, Stonetalon

### Quilboar Tribes

Razormanes, Bristlebacks, Razorfen, Death's Head, Swinegart

### Trogg Tribes

Caverndeep, Gravelflint, Irondeep, Ragefire, Rockjaw, Stonesplinter, Stonevault

### Gnoll Tribes

Blackpaw, Mosshide, Mudsnout, Palemane, Redridge, Riverpaw, Rot Hide, Savage Hill, Shad-

owhide, Wildpaw, Woodpaw

### Worgen Tribes

- Alliance: Greymane, Bloodfang
- Scourge: Wolfcult
- Pirate: Brashwater Crew
- Independent: Lycanthoth, Nightbane, Moonrage, Shadowfang, Terrowulf

### Earthen Ring

- Leader: Thrall
- Organization of Shamans

### Cenarion Circle

- Leader: Malfurion Stormrage
- Organization of Druids

### Twilight's Hammer

- Leaders: Cho'gall, Deathwing, and C'Thun
- Orc Death Cult

### Dragonflights

- Major: Black, Blue, Red, Green, Bronze
- Lesser: Chromatic, Infinite, Twilight, Netherwing, Plagued

### Minion Tables

### Soldier Minion List

Minion:	Hits:	Special Ability:
Peasant	1	{Human} Summon 1 Alliance Structure or M = 3 and Gain 1 Gold
Militia	1	{Human Soldier} Defend
Shield Bearer	1	{Human Soldier} Protect
Footman	1	{Human Soldier} M = 2
Sergeant	1	{Human Soldier} Adjacent Unit gets A = 1
Quartermaster	2	{Human Soldier} Inspire
Captain	4	{Human Soldier} Can use Commander Table

Note: All Soldiers can use the Soldier Table

### Alliance Structure List

Minion:	Hits:	Special Ability:
Guard Tower	2	{Structure} Units inside get Defend and A = 2
Scout Tower	1	{Structure} Scout if any enemy Units are within 5 spaces
Cannon Tower	3	{Structure} A = 4. Units inside get Defend
Arcane Tower	2	{Structure} A = 3. Units inside get Defend
Town Hall	3*	{Structure} Summon 1 Peasant. Units inside get Defend
Inn	1	{Structure} Summon 1 Hero
Barracks	2	{Structure} Summon 1 Soldier

Minion:	Hits:	Special Ability:
Stables	1	{Structure} Summon 1 Knight
Arcane Sanctum	2	{Structure} Summon 1 Wizard (also Spellbreaker)
Workshop	1	{Structure} Summon 1 Siege Engine or Construct
Church	2	{Structure} Heal or Summon 1 Priest
Gryphon Aviary	3	{Structure} Summon 1 Gryphon Rider
Altar of Kings	3	{Structure} Ressurrect
Blacksmith	1	{Structure} Adjacent Unit gets 1 Pump or Armor Token

\* 4 Hits for a Keep and 5 Hits for a Castle

## Siege Minion List

Minion:	Hits:	Special Ability:
Catapult	1	{Siege Engine} A = 4 with Raze
Ballista	1	{Siege Engine} A = K
Siege Cannon	1	{Siege Engine} A = 5 with Raze
Battering Ram	1	{Siege Engine} A = 1 with Damage +1 and Raze
Siege Tower	2	{Siege Engine} Carry. Protect or A = 2

Note: All Siege Engines have the skill of A = 3

## Knight Minion List

Minion:	Hits:	Special Ability:
Squire	1	{Human Knight} Martyr
Knight	2	{Human Knight} Defend
Mounted Knight	3	{Human Knight} Charge
Guardian of Kings	4	{Human Knight} Martyr or Protect
Knight Karia	3	{Human Knight} Protect
Leroy Jenkins	4	{Human Knight} Charge

Note: All Knights can use the Knight Table

## Silver Hand Minion List

Minion:	Hits:	Special Ability:
Uther Lightbringer	8	Hero{Human Paladin} Summon 1 Silver Hand Knight
Silver Hand Recruit	1	{Human Paladin}
Silver Hand Knight	3	{Human Paladin} Uses the Discipline Craft Table
Tirion Fordring	10	Hero{Human Paladin} Gain 1 Shield Token or Hero gets A = 1
Alexandros Mograine	7	Hero{Human Paladin} Kill Undead Range = 1 or Protect
Petreus Roffe	5	Hero{Human Paladin} Defend
Duke Lion Heart	6	Hero{Human Paladin} Defend or Inspire

## Stormwind Minion List

Minion:	Hits:	Special Ability:
King Llane Wrynn	9	Hero{Human Warrior} Protect or Martyr
Stormwind Knight	2	{Human Knight} Charge
Stormwind Champion	4	{Human Knight} (Slay) Damage +2

## Church Of The Holy Light Minion List

Minion:	Hits:	Special Ability:
Anduin Wrynn	7	Hero{Human Priest} Heal. Can use Shadow Table
Lady Bancroft	7	Hero{Human Priest} Protect
Lightwarden	1	{Human Soldier Priest} Pump
Temple Enforcer	3	{Human Soldier} Heal
Northshire Cleric	1	{Human Priest} Uses the Holy Craft Table

Note: All Church Members have the skill of Martyr

### Lordaeron Minion List

Minion:	Hits:	Special Ability:
Anduin Lothar	10	Hero{Human Warrior} Summon 1 Soldier and Inspire
Turalyon	9	Hero{Human Paladin} Raze Range = 1 or Spy
Bolvar Fordragon	10	Hero{Human Paladin} Defend or Protect
Terenas Menethil	7	Hero{Human Warrior} Inspire or Spy

### Scarlet Minion List

Minion:	Hits:	Special Ability:
Scarlet Purifier	2	{Human Assassin} Kill Range = 1
Scarlet Crusader	2	{Human Knight} (Will) Gain 1 Shield Token or Damage +1
Interrogator	2	{Human Agent} Immobilize Range = 1 and Spy
Renault Mograine	7	Hero{Human Paladin} Damage +1

Note: All Scarlet Minions have the skill of A = 1

### Argent Minion List

Minion:	Hits:	Special Ability:
Commander Entari	9	Hero{Human Paladin} (Holy) Storm
Commander Falstaav	8	Hero{Draenei Paladin} Inspire or Pump 1 FM
Brother Keltan	5	Hero{Blood Elf Priest} FM gets A = 1
Lord Dalfors	7	Hero{Dwarf Paladin} Protect
Father Gustav	6	Hero{Human Priest} Heal or Defend
Veteran Segard	6	Hero{Human Paladin} Gain 1 Armor Token or Defend
Sister Tulley	2	Hero{Human Priest} Heal all Adjacent Units
Crusader Spitzpatrick	4	Hero{Gnome Tinker} Can use Engineer Table
Argent Squire	1	{Human Knight} Adjacent Unit gets Charge
Argent Protector	1	{Human Knight} Protect
Argent Commander	3	{Human Knight} Charge

Note: All Argent Minions have the skill of Gain 1      Shield Token

### Gnome Minion List

Minion:	Hits:	Special Ability:
Gnomeregan Infantry	2	{Gnome} Charge
Flying Machine	2	{Gnome Construct} M = 4 Flying
Gnomish Inventor	2	{Gnome} Uses Gnome Table
Dragonling Mechanic	2	{Gnome} Summon 1 Dragonling
Lil' Exorcist	2	{Gnome Wizard} Immobilize Range = 2
Mind Control Tech	2	{Gnome Wizard} Control Range = 3

Minion:	Hits:	Special Ability:
Shrinkmeister	2	{Gnome Wizard} Transform Range = 2
Pint Sized Summoner	1	{Gnome Wizard} Teleport
Novice Engineer	1	{Gnome} Uses Engineer Table
Clockwork Gnome	1	{Gnome Mech} Uses Craft Cards on Gnome Table
Knife Juggler	1	{Gnome} A = 2
Mini-Mage	1	{Gnome Wizard}{Arcane Missiles} A = 2
Millhouse Manastorm	4	Hero{Gnome Wizard} Storm
Toshley	6	Hero{Gnome Warrior} A = 2 or Teleport
Fizzcrank Fullthrottle	2	LG{Gnome Engineer} Summon 1 Flying Machine
Tinkmaster Overspark	5	Hero{Gnome Tinker} Has 3 Major Gnomish Items
Gelbin Mekkatorque	9	Hero{Gnome Tinker} A = 1 Uses Engineer Table
Gully Rustinax	4	Hero{Gnome Warrior} Stealth or Protect
Cogmaster	1	{Gnome} Uses Mech Table
Randipan	3	Hero{Gnome Rogue} A = 1 and Draw 1 Card
Jinie Swizzlesshade	4	Hero{Gnome Shadow Mage} M = 2 and Stealth
Trixie Boltclunker	3	Hero{Gnome Warrior} Defend
Casey Springlock	2	Hero{Gnome Tinker} Protect
Tani Bixtix	2	Hero{Gnome Rogue} A = 1
Libba Wobblebonk	4	Hero{Gnome Mage} OTO Draw 3 Cards
Brimi Tinkerblade	2	Hero{Gnome Rogue} Uses Gnome Tinker Table
Nami Dabpox	3	Hero{Gnome Warlock} Stealth
Kizzli Grinderstub	3	Hero{Gnome Rogue} Adj FU gets Stealth
Gazriz	6	Hero{Gnome Warlock} Drain Range = 2

Note: All Gnomes have the skill of Defend

## Wizard Minion List

Minion:	Hits:	Special Ability:
Ancient Mage	3	{Human Wizard} Adjacent Minions get A = 2
Archmage	4	{Human Wizard} A = 3 or Teleport
Adept	1	{Human Wizard} Martyr
Sorceress	2	{Human Wizard} FU gets Stealth

Note: All Wizards have the skill of A = 2

## Kirin Tor Minion List

Minion:	Hits:	Special Ability:
Jania Proudmoore	7	Hero{Human Mage} Teleport or Summon 1 Water Elemental
Archmage Antonidas	8	Hero{Human Mage} A = 4 and Draw 1 Card
Violet Teacher	2	{Human Wizard} Summon 1 Adept
Dalaran Mage	2	{Human Wizard} Protect or Summon 1 Iron Golem
Sorceress Aegwynn	10	Hero{Human Mage} Kill Range = 2 or Resurrect
Medivh	9	Hero{Human Mage} Inspire or Teleport Self
Khadgar	6	Hero{Human Mage} Raze Range = 1 or Draw 2 Cards
Rhonin	10	Hero{Human Mage} Teleport Self or Destroy Item Range = 2
Conjurus Rex	6	Hero{Human Mage} Storm or A = 2
Shal Lightbender	6	Hero{Human Mage} Whirl. Can Use Light Table

Note: All Wizards have the skill of A = 2

## Magical Minion List

Minion:	Hits:	Special Ability:
Mirror Image	1	{Illusion} Mage Only. Weak. Martyr
Dancing Swords	2	{Enchantment} A = 1
Mana Wyrn	1	{Dragon} Mage Only. Pump
Totem	1	{Totem} Shaman Only. Weak. Uses Totem Table

Note: All Magical Minions have the skill of Switch

## Alliance Minion List

Minion:	Hits:	Special Ability:
Patricia Potter	5	Hero{Human Warlock} A = 1 or M = 1
Darktwister Kern	5	Hero{Human Shadow Priest} Defend
Feranor Dragon Hunter	7	Hero{Human Warrior} Kill Dragon Range = 1
Shadowseer Calista	4	Hero{Human Shadow Priest} Scry

## Dwarf Minion List

Minion:	Hits:	Special Ability:
Mortar Team	1	{Dwarf Soldier} A = 4 with Raze
Gyrocopter	1	{Dwarf Construct} Flying M = 4 or Scout
Gryphon Rider	2	{Beast Dwarf} (Soar) M = 3 then M = 2
Ironforge Rifleman	2	{Dwarf} (Blunderbuss) A = 2
Big Game Hunter	2	{Dwarf} Track or Kill Range = 2 vs Minion with 3-4 Hits
Loot Hoarder	1	{Dwarf} DR: Gain 3 Gold
Dwarf Mountaineer	2	{Dwarf} Summon 1 Ironfur Grizzly
Dwarf Prospector	1	{Dwarf} M = 2 and Gain 1 Gold
Thief Catcher	2	{Dwarf} Immobilize Range = 1
Honor Guard	2	{Dwarf} Detect
Dwarf Ram Rider	1	{Dwarf and Ram} Charge
Axe Flinger	2	{Dwarf} A = 2 with Dual
Stormpike Commando	3	{Dwarf Soldier} Can use Soldier Table
Steam Tank	6	{Dwarf Mech} Defend or A = 4 with Raze and Damage +1
Dwarf Engineer	1	{Dwarf} Uses the Engineering Table
Dwarven Smith	1	{Dwarf} Give FM 1 Armor Token
Demolition Squad	1	{Dwarf} Damage +1 with Raze
Hemet Nessingwary	10	Hero{Dwarf Hunter} Kill Range = 3 vs Units with 4+ Hits
Modimus Anvilmar	9	Hero{Dwarf Mountain King} Spy or Inspire
Thargas Anvilmar	6	Hero{Dwarf Mountain King} A = 1 or Protect
Bronwyn Lightborn	3	Hero{Dwarf Paladin} Heal. Can use the Light Table
Alador Stonebrew	5	Hero{Dwarf Paladin} Defend or Protect
Kalek Deepearth	6	Hero{Dwarf Shaman} Can use the Earth Table
Haratha Hammerflame	5	Hero{Dwarf Shaman} Can use the Fire Table
Dagin Bootzap	3	Hero{Dwarf Hunter} A = 3
Arvos Jadestone	3	Hero{Dwarf Shaman} Heal
Madrea Bluntbrew	4	Hero{Dwarf Rogue} Defend or Spy
Olaf Stonebreaker	3	Hero{Dwarf Warrior} Damage +1
Stomdak of Ironforge	5	Hero{Dwarf Warrior} Gain 1 Pump or 1 Armor Token
Aric Stonejack	5	Hero{Dwarf Death Knight} Summon 1 Ghoul
Stevrona Forgemender	4	Hero{Dwarf Shaman} Pump Adj FM
Brel Blazebeard	4	Hero{Dwarf Mage} Stealth

Note: All Dwarves have the skill of Defend

### Bronzebeard Minion List

Minion:	Hits:	Special Ability:
Magni Bronzebeard	10	Hero{Mountain King} Inspire or Protect
Muradin Bronzebeard	6	Hero{Mountain King} A = 1 or Damage +1
Brann Bronzebeard	7	Hero{Dwarf Ranger} M = 3 and Draw 1 Card

### Wildhammer Minion List

Minion:	Hits:	Special Ability:
Falstad Wildhammer	7	Hero{Mountain King on Gryphon} M = 4 or Whirl
Kurdran Wildhammer	8	Hero{Mountain King on Gryphon} Charge or A = 1

### Dark Iron Minion List

Minion:	Hits:	Special Ability:
Dagran Thaurissan	8	Hero {Dark Iron Dwarf Mage} A = 2 or Inspire
Moria Thaurissan	3	LG{Dark Iron Dwarf} Spy
Dark Iron Dwarf	2	{Dark Iron Dwarf} Adjacent Unit gets A = 1
The Grim Guzzler	5	Hero{Dark Iron Dwarf Warrior} Summon 1 Grim Patron
Grim Patron	2	{Dark Iron Dwarf} Summon 1 Grim Patron
Grim Bouncer	3	{Dark Iron Dwarf} A = 1
Grim Spectator	1	{Dark Iron Dwarf} Martyr

### High Elf Minion List

Minion:	Hits:	Special Ability:
High Elven Swordsman	2	{High Elf Soldier} A = 1 with Dual
Dragonhawk Riders	3	{Dragon and High Elf} Flying M = 4 then Immobilize Range = 1
Arcanist	2	{High Elf Wizard} Uses the Arcanist Craft Table
Scout Captain	2	{High Elf} M = K and Scout
Farstrider Ranger	2	{High Elf} Detect or A = K or M = K
Elf Runner	1	{High Elf} M = 4 and Stealth
Kelen the Seeker	5	Hero{High Elf Mage} Summon 1 Water Elemental

Note: All High Elves have the skill of A = 1 with Dual

### Blood Elf Minion List

Minion:	Hits:	Special Ability:
Claemora Amberglare	5	Hero{Blood Elf Hunter} Immobilize Range = 3
Firewarden Wyland	6	Hero{Blood Elf Mage} A = 2
Tyrennius Scathelade	7	Hero{Blood Elf Paladin} Protect
Talaan Solaras	3	Hero{Blood Elf Warrior} A = 1
Spellbreaker	2	{Blood Elf Wizard} Spell Immunity
Blood Mage	2	{Blood Elf Wizard} Uses Blood Elf Wizard Craft Table
Spellreaver	1	{Blood Elf Wizard} Whirl or Immobilize Range = 1
Spellbinder	1	{Blood Elf Wizard} A = 4
Overseer	3	{Blood Elf Knight} Summon 1 Blood Elf



Minion:	Hits:	Special Ability:
Blood Lord	4	{Blood Elf Knight} Inspire
Bowman	1	{Blood Elf Soldier} A = 3
Guardisman	1	{Blood Elf Soldier} Martyr or Detect
Bloodwarder	2	{Blood Elf Knight} A = 1

Note: All Blood Elves (Sunseeker, Sunfury and Shattered Sun also) have the skill of Enrage

### Silvermoon Blood Elf Minion List

Minion:	Hits:	Special Ability:
Lor'themar Theron	10	Hero{Blood Elf Hunter} A = 1 and A = 3
Halduron Brightwing	8	Hero{Blood Elf Hunter} Scout or Protect
Magister Rommath	8	Hero{Blood Elf Mage} Drain Range = 3
Valeera Sanguinar	9	Hero{Blood Elf Rogue} A = 2 or Kill Range = 1
Shaera Strikewing	4	Hero{Blood Elf Rogue} Stealth or Ambush
Voren'thal the Seer	6	Hero{Blood Elf Mage} Scry or Immobilize Range = 2
Aethas Sunreaver	8	Hero{Blood Elf Mage} Defend or A = 1
Arcane Guardian	2	{Golem} Immobilize Range = 1
Wretched	1	{Corrupted Blood Elf} Drain Range = 1

### Sunfury Blood Elf Minion List

Minion:	Hits:	Special Ability:
Kael'thas Sunstrider	10	Hero{Blood Elf Mage} Summon 1 Blood Elf or A = 1
Protector	2	{Blood Elf Knight} Protect
Flamekeeper	2	{Blood Elf Wizard} Uses the Fire Craft Table
Geologist	2	{Blood Elf Wizard} Uses the Earth Craft Table
Magister	1	{Blood Elf Wizard} (Bloodcrystal Surge) Inspire
Warp-Master	1	{Blood Elf Wizard} Teleport
Summoner	2	{Blood Elf Wizard} Summon 1 Elemental
Eradicator	3	{Blood Elf Knight} Kill Range = 1
Technician	1	{Blood Elf} M = 1 and Draw 1 Card
Centurion	3	{Blood Elf Knight} A = 1 or Defend
Arcanist	1	{Blood Elf Wizard} Uses the Arcanist Craft Table
Warlock	1	{Blood Elf Wizard} Uses the Demon Craft Table

### Sunseeker Blood Elf Minion List

Minion:	Hits:	Special Ability:
Chemist	1	{Blood Elf Wizard} Uses the Alchemy Craft Table
Astromage	1	{Blood Elf Wizard} Uses the Star Craft Table
Botanist	1	{Blood Elf Wizard} Uses the Nature Craft Table
Geomancer	2	{Blood Elf Wizard} Uses the Earth Craft Table
Researcher	1	{Blood Elf Wizard} Draw 2 Cards
Netherbinder	3	{Blood Elf Wizard} Uses the Darkness Craft Table
Engineer	2	{Blood Elf Wizard} Uses the Engineer Craft Table
Channeler	1	{Blood Elf Wizard} Uses the Shadow Craft Table

### Shattered Sun Blood Elf Minion List

Minion:	Hits:	Special Ability:
Lady Liadrin	8	Hero{Blood Elf Paladin} Heal or Summon 1 Blood Knight
Caera Sunforge	4	Hero{Blood Elf Paladin} Protect
Katsin Bloodoath	4	Hero{Blood Elf Paladin} Martyr
Cleric	2	{Blood Elf Priest} Adjacent Unit gets a Pump Token
Warrior	2	{Blood Elf Warrior} A = 1 with Dual
Soldier	1	{Blood Elf Soldier} Defend
Marksman	1	{Blood Elf Archer} Uses the Marksman Craft Table
Blood Knight	3	{Blood Elf Paladin} Steal a Shield Token from any Minion

## Horde Blood Elf Minion List

Minion:	Hits:	Special Ability:
Kyroth Steelspite	5	Hero{Blood Elf Warrior} Whirl
Indauma Bloodfire	4	Hero{Blood Elf Warlock} Can use Fire Table
Malistra	4	Hero{Blood Elf Warlock} Can use Husbandry Table
Kalia	5	Hero{Blood Elf Warlock} Can use Shadow Table

## Goblin Minion List

Minion:	Hits:	Special Ability:
Doctor Boom	6	LG{Goblin} OTO Summon 2 Boom Bots
Gilblin Stalker	1	{Goblin} Stealth
Bruiser Mob	3	{Goblin} Immobilize Range = 1
Goblin Peon	1	{Goblin} M = 1 and Draw 1 Card
Mad Bomber	1	{Goblin} A = 2 Stupid
Goblin Tinker	2	{Goblin} Uses craft Cards on the Goblin Table
Goblin Sapper	2	{Goblin} Raze or Damage +1
Goblin Blastmage	2	{Goblin Wizard} A = 4
Hobgoblin	3	{Goblin} A = 1 with Damage +1 Stupid
Bomb Lobber	2	{Goblin} Raze or A = 3
Alchemist on Ogre	3	{Goblin} Uses craft Cards on the Alchemy Table
Madder Bomber	3	{Goblin} A = K and A = 3 Stupid
Goblin Zeppelin	3	{Goblin Mech} Move = 4 and Summon 1 Goblin
Explosive Sheep	1	{Sheep} Whirl and Kill Self
Goblin Mine Layer	1	{Goblin} A = K
Shredder	4	{Mech} Mount. Uses Craft Cards on Mech Table
Sneed's Old Shredder	6	LG{Goblin Mech} Mount. Uses Craft Cards on Mech Table
Yazli Earthspark	3	Hero{Goblin Shaman} A = 2
Nika Blastbor	4	Hero{Goblin Hunter} A = 3
Falixa Frizzleblast	3	Hero{Goblin Mage} A = 2
Zumix of Kezan	7	Hero{Goblin Mage} Can use Fire Table
Drax Felfuse	8	Hero{Goblin Warlock and Dragon} Summon 1 Dragonkin
Zimzi the Trickster	4	Hero{Goblin Rogue} Stealth
Mindtwister Quimtrix	5	Hero{Goblin Shadow Priest} A = 2
Korlix Grimvik	4	Hero{Goblin Death Knight} Protect
Kistix Shockvat	4	Hero{Goblin Shaman} Stealth

Note: All Goblins have the skill of Pillage

## Bilgewater Cartel Minion List

Minion:	Hits:	Special Ability:
Jastor Gallywix	7	Hero{Goblin Trade Prince} Defend or Steal 1 Card from Opponent
Boss Mida	5	Hero{Goblin Rogue} Draw 2 Cards
Bruiser Janx	4	LG{Goblin Thug} A = 1
Pozzik	2	LG{Goblin Mechanic} (Rocket Car) M = 5

## Steamwheedle Cartel Minion List

Minion:	Hits:	Special Ability:
Baron Revilgaz	5	Hero{Goblin Trade Prince} Defend or Summon 1 Goblin Pirate
Gazlowe	6	Hero{Goblin} Summon 1 Mech. Can use Engineer Table
Fleet Master Seahorn	7	Hero{Tauren Pirate Captain} A = 1 or Protect
Steamwheedle Sniper	1	{Goblin Mercenary} Uses the Marksman Card List
Gadgetzan Auctioneer	2	{Goblin} OTO Procure 3 Major Goblin Items

## Orc Minion List

Minion:	Hits:	Special Ability:
Peon	1	{Orc} Summon 1 Horde Structure or M = 3 and Gain 1 Gold
Eitrigg	7	Hero{Orc Warrior} Inspire or Defend
Varok Saurfang	8	Hero{Orc Warrior} Defend or Summon 1 Kor'Kron
Broxigar	9	Hero{Orc Warrior} Destroy Weapon Range = 1
Zugna Windseer	3	Hero{Orc Shaman} Spy
Rexxar	9	Hero{Half-Ogre Ranger} A = 3 or Track
Thrall	10	Hero{Orc Shaman} Inspire or Protect
Aggra	7	Hero{Orc Shaman} Heal or Pump adj Unit
Burom Bladeseer	5	Hero{Orc Shaman} Whirl
Gurzug	4	Hero{Orc Shaman} Charge
Karkas Deathhowl	6	Hero{Orc Warlock} Doom
Onnekra Bloodfang	3	Hero{Orc Warlock} Charge
Tarn Darkwalker	4	Hero{Orc Warlock} Summon 1 Void Walker
Kark Baneblood	5	Hero{Orc Death Knight} A = 1
Huzrula	3	Hero{Orc Shaman} Flying. Heal
Blade Master	3	{Orc} Whirl or Defend or Damage +1
Orc Warlord	5	{Orc} Can use Commander Table
Wind Rider	3	{Orc and Wyvern} M = 4 or A = 1 or Poison
Kodo	4	{Beast} Trample Mount
Great Kodo	6	LG{Beast} Trample Mount
Cruel Taskmaster	1	{Orc} Adjacent Friendly Minion gets A = 1
Raid Leader	2	{Orc} Inspire
Raider	1	{Orc} Snare Range = 2
Razorfen Hunter	2	{Orc} Summon 1 Pig
Kor'kron Elite	2	{Orc} Charge
Demolisher	2	{Orc Siege Engine} (Burning Oil) A = 2
Far Seer	2	{Orc Shaman} Scry or A = 4

Note: All Orcs can use the Barbarian Table

## Old Horde Minion List

Minion:	Hits:	Special Ability:
Blackhand the Destroyer	8	Hero{Orc Warrior} Inspire
Grom Hellscream	9	Hero{Orc Warrior} Kill Demon Range = 1
Orgrim Doomhammer	9	Hero{Orc Warrior} Damage +1
Ner'zhul	8	Hero{Corrupted Orc Shaman} Summon 1 Orc
Kilrogg Deadeye	6	Hero{Orc Warrior} M = 3 and Draw 1 Card
Gul'dan Death Knights	3	{Undead Warlocks} Can use Necromancy Table

## New Horde Minion List

Minion:	Hits:	Special Ability:
Garrosh Hellscream	10	Hero{Orc Warrior} Charge with Damage +1
Greatmother Geyah	5	LG{Orc Shaman} Draw 2 Cards
Malkorok	5	LG{Orc Warrior} Spy and Stupid
Dranosh Saurfang	7	Hero{Orc Warrior} Charge or Defend

## Frostwolf Clan Minion List

Minion:	Hits:	Special Ability:
Draka	5	Hero{Orc Warrior} A = 1 or Pump
Durotan	7	Hero{Orc Warrior} Defend or A = 1
Drek'Thar	6	Hero{Orc Shaman} Scry or A = 1
Frostwolf Grunt	1	{Orc} Defend
Wolfrider	2	{Orc and Wolf} Charge

Note: All Frostwolf Orcs have the skill of Cold Resistance

## Shadow Council Minion List

Minion:	Hits:	Special Ability:
Gul'Dan	10	Hero{Corrupted Orc Warlock} Spy or Kill Range = 1
Garona Halforcen	6	Hero{Half-Orc Assassin} Stealth or Spy
Azamoth Deathfang	4	Hero{Orc Warlock} Ambush
Cho'gall	6	Hero{Ogre Mage} A = 2
Shadowy Enforcer	2	{Orc Assassin} Kill Range = 1

## Horde Structure List

Minion:	Hits:	Special Ability:
Watch Tower	2	{Structure} Units inside get Scout and A = 2
Burrow	1	{Structure} Units inside get Defend
Great Hall	3*	{Structure} Summon 1 Peon. Units inside get Defend
Grog House	1	{Structure} Summon 1 Hero
Barracks	2	{Structure} Summon 1 Orc
Bestiary	1	{Structure} Summon 1 Kodo or Wolf or Mounted Unit
War Mill	1	{Structure} Summon 1 Siege Engine
Spirit Lodge	2	{Structure} Heal or Summon 1 Shaman
Tauren Totem	1	{Structure} Summon 1 Tauren
Altar of Storms	2	{Structure} Summon 1 Ogre or Ogre Magi
Voodoo Lounge	1	{Structure} Summon 1 Troll
Weapon Maker	1	{Structure} Adjacent Unit gets 1 Pump or Armor Token

\* 4 Hits for a Stronghold and 5 Hits for a Fortress

## Troll Minion List

Minion:	Hits:	Special Ability:
Vol'jin	10	Hero{Troll Shaman} Spy or Charge
Zul'jin	9	Hero{Troll Warrior} Can use the Death Table
Sen'jin	8	Hero{Troll Witch Doctor} Spy
Zen'Tabra	5	Hero{Troll Druid} Stealth or Summon 1 Animal
Gara'Jal	6	Hero{Troll Shaman} Summon 1 Mogu
Zanzil	3	Hero{Troll Witch Doctor} Summon 1 Unit just Killed
Mar'Li	10	Hero{Troll Druid} Summon 1 Spider
Zul	2	LG{Troll Prophet} Spy or Inspire
Zalazane	9	Hero{Troll Witch Doctor} Control Range = 2
Kuz'vun	6	Hero{Troll Hunter} A = 4
Vesh'ral	5	Hero{Troll Mage} Enrage
Waz'luk	5	Hero{Troll Mage} Can use Fire Table
Kanga	4	Hero{Troll Druid} Enrage
Zulbraka	4	Hero{Troll Warrior} Protect
Raztu'jor	3	Hero{Troll Warrior} Defend
Shadow Hunter	3	Hero{Troll Shaman} Heal or Inspire or Transform Range = 2
Ra'chee	2	Hero{Troll Shadow Priest} Heal
Tez Tez	5	Hero{Troll Shadow Priest} Immobilize Range = 2
Ka'tali Stonetusk	4	Hero{Troll Shaman} Protect
Huro'shal Gutwrench	6	Hero{Troll Shaman} Negate Target SA
Yoza'tsu	3	Hero{Troll Warlock} Weaken Range = 2
Lu'ka de Wall	6	Hero{Troll Warrior} Protect
Ta'zo	5	Hero{Troll Mage} A = 3
Amani Berserker	2	{Troll} Enrage
Gumbashi Berserker	4	{Troll} Enrage
Troll Batrider	2	{Troll and Bat} Flying Scout
Raptor Rider	3	{Troll and Raptor} Charge
Troll Headhunter	2	{Troll} (Thrown Spear) A = 3
Witch Doctor	1	{Troll Witch Doctor} Uses Witch Doctor Table
Sen'jin Shieldmasta	3	{Troll} Protect
Troll Trapper	1	{Troll} Uses the Trapper Table
Troll Hideskiner	2	{Troll} Damage +1
Voodoo Doctor	1	{Troll Shaman} Heal or Poison or Summon 1 Loa
Loa	1	{Troll Spirit} Weak. Pump or Cause Weakness Range = 1

Note: All Trolls have the skill of Regenerate

## Ice Troll Minion List

Minion:	Hits:	Special Ability:
Warrior	2	{Ice Troll} Can Use the Barbarian Table
Priest	2	{Ice Troll} Heal
Trapper	1	{Ice Troll} Uses the Trapper Table
Berserker	3	{Ice Troll} Enrage
Warlord	4	{Ice Troll} Inspire

Note: All Trolls have the skill of Cold Resistance

## Tauren Minion List

Minion:	Hits:	Special Ability:
Cairne Bloodhoof	9	Hero{Tauren Warrior} Damage +1 or Inspire
Baine Bloodhoof	8	Hero{Tauren Warrior} A = 1
Xarantaur	10	Hero{Tauren Witness} Spy or M = 3 and Draw 2 Cards
Magatha Grimtotem	4	Hero{Tauren Shaman} Poison
Hamuul Runetotem	9	Hero{Tauren Druid} Inspire or Summon 1 Totem
Tahu Sagewind	6	Hero{Tauren Priest} Heal or Scry
Rumu Moonhaze	3	Hero{Tauren Priest} Uses Star Table
Jevan Grimtotem	5	Hero{Tauren Shaman} Can use Water and Air Tables
Oruk Starstorm	7	Hero{Tauren Shaman} Storm
Nala Stalks-the-Night	4	Hero{Tauren Shaman} Enrage or Stealth
Aponi Brightmane	5	Hero{Tauren Paladin} Damage +1 or Summon 1 Sunwalker
Kuatha Mornhoof	6	Hero{Tauren Paladin} Charge
Haranto Deathstrider	5	Hero{Tauren Death Knight} Protect
Hanu Skyhorn	4	Hero{Tauren Druid} Spell Immunity
Besora Galefeather	4	Hero{Tauren Druid} A = 1
Forager Cloudbloom	4	Hero{Tauren Druid} Draw 2 Cards
Kirga Earthguard	4	Hero{Tauren Shaman} Protect
Kamu	6	Hero{Tauren Druid} A = 3 with Damage +1
Voss Treebender	3	Hero{Tauren Druid} Immobilize Range = 1
Vanda Skydaughter	3	Hero{Tauren Druid} Can use Air Table
Spirit Walker	3	{Tauren Shaman} Stealth or Protect
Tauren Chieftain	4	{Tauren} Charge with Damage +1 or Immobilize all adj Units
Tauren Warrior	2	{Tauren} (Axe) Damage +1
Tauren Runemaster	2	{Tauren Monk} M = 2 or A = 1 or Defend
Holy Strider	1	{Tauren} M = 3 with Spy
Sunwalker	3	{Tauren Paladin} Protect or Gain 1 Shield Token
Tauren Seer	2	{Tauren} Heal or Scry
Lifemender	1	{Tauren Druid} Heal

Note: All Tauren have the skill of Protect

## Murloc Minion List

Minion:	Hits:	Special Ability:
Murloc Raider	1	{Murloc} M = 3
Bluegill Murloc	1	{Murloc} Charge
Murloc Scout	1	{Murloc} Scout
Grimscale Oracle	1	{Murloc Shaman} Scry or Give Another Murloc A = 1
Tidehunter	1	{Murloc} Track or Summon 1 Murloc Scout
Puddlestomper	1	{Murloc} Damage +1
Flesheater	1	{Corrupt Murloc} Feast
Plaguebearer	1	{Corrupt Murloc} Plague
Coldlight Oracle	2	{Murloc Priest} Draw 2 Cards
Coldlight Seer	2	{Murloc Wizard} Spy or Protect a Murloc
Murloc Warleader	2	{Murloc} Inspire Murlocs
Old Murk Eye	3	LG{Murloc} A = 1 with Damage +1
Siltfin Spiritwalker	3	{Spirit Murloc} Draw 2 Cards
Nightcrawler	1	{Murloc} Track with Stealth

Note: All Murlocs have the skill of Charge

## Ogre Minion List

Minion:	Hits:	Special Ability:
Morgor the Ogre	8	Hero{Ogre Warrior} Damage +2
Boulderfist Ogre	4	{Ogre} Damage +1
Two Headed Ogre	3	{Ogre} A = 1 with Dual
Ogre Magi	2	{Ogre Wizard} A = 4
Ogre Brute	3	{Ogre} (Club) A = 1 with Damage +1
Ogre Mauler	4	{Ogre} Charge

Note: All Ogres are Stupid and have the skill of Damage +1

### Gronn Minion List

Minion:	Hits:	Special Ability:
Gronn Taskmaster	4	{Gronn} Inspire
Gronn Slayer	4	{Gronn} Kill Range = 1
Groll	6	LG{Gronn} Pump

Note: All Gronn have the skill of Summon 1 Ogre

### Trogg Minion List

Minion:	Hits:	Special Ability:
Troggzor	6	LG{Trogg} TE(OPP plays Craft Card) Summon 1 Trogg
Burly Trogg	2	{Trogg} Negate a Craft Card
Mana Absorbing Trogg	1	{Trogg} TE: A = 1 when Opponent plays a Craft Card
Murkstone Trogg	3	{Trogg} Defend or Stealth
Morloch	2	{Trogg} Feast
Skullthumper	3	{Trogg} A = 1 with Immobilize
Raging Trogg	2	{Trogg} Enrage
Berserk Trogg	1	{Trogg} Charge
Stone Trogg Digger	2	{Trogg} Teleport Self
Trogg Fungalmancer	1	{Trogg Shaman} Summon 1 Fungus
Salamander Rider	3	{Trogg and Salamander} M = 4 and A = 1

Note: All Troggs are Stupid and have the skill of Defend

### Kobold Minion List

Minion:	Hits:	Special Ability:
Kobolds	1	{Kobold} Ambush
Kobold Geomancer	1	{Kobold} Uses the Earth Table

Note: All Kobolds have the skill of Teleport self

### Gnoll Minion List

Minion:	Hits:	Special Ability:
Hogger	6	Hero{Gnoll Chieftain} Summon 1 Gnoll or Protect
Alpha	3	{Gnoll} Defend
Brute	4	{Gnoll} Damage +1
Hunter	2	{Gnoll} Track or A = 3
Poacher	2	{Gnoll} Steal 1 Random Card from Opponent
Warden	2	{Gnoll} Inspire
Shaman	1	{Gnoll} (Lightning) A = K
Assassin	1	{Gnoll} Poison
Scavenger	1	{Gnoll} M = 3 and Draw 1 Card
Runt	1	{Gnoll} Spy or Scout



Minion:	Hits:	Special Ability:
Miner	1	{Gnoll} Draw 2 Cards
Warrior	2	{Gnoll} A = 1
Trapper	1	{Gnoll} Uses the Trapper Table
Thrasher	3	{Gnoll} Charge
Bonepaw	1	{Hyena} Feast

Note: All Gnolls have the skill of Ambush

## Worgen Minion List

Minion:	Hits:	Special Ability:
Alpha	4	{Worgen} Damage +1
Raging Worgen	3	{Worgen} Enrage
Lieutenant	3	{Worgen} Inspire
Shaman	2	{Worgen Shaman} Uses the Spirit Craft Table
Wild Worgen	2	{Worgen Druid} Uses the Wild Craft Table
Feral Worgen	2	{Worgen} A = 1
Pouncer	2	{Worgen} Ambush
Rusher	2	{Worgen} Charge
Infiltrator	1	{Worgen} M = 4 and Stealth
Genn Greymane	10	Hero{Worgen Warrior} A = 1 Uses the Discipline Table
Darius Crowley	9	Hero{Worgen Warrior} Defend or Inspire
Goldrinn	12	LG{Demi-God Wolf} Charge or Regenerate
Ralaar Fangfire	9	Hero{Worgen Druid} Enrage
Marl Wormthorn	5	Hero{Worgen Druid} Summon 1 Plant
Ivar Bloodfang	8	Hero{Worgen Warrior} Feast
Admiral Ripsnarl	7	Hero{Worgen Pirate Captain} A = 1 or Damage +1
Tobias Mistmantle	4	LG{Worgen Rogue} Stealth or Ambush
Roger Ulric	5	Hero{Worgen Hunter} A = 3 or Summon 1 Wolf
Jeniva Prescott	3	Hero{Worgen Priest} Heal
Dominic Kandor	6	Hero{Worgen Death Knight} Protect
Kane the Arcanist	5	Hero{Worgen Mage} Stealth or Defend
Bella Wilder	3	Hero{Worgen Druid} Enrage
Kelsa Wildfire	4	Hero{Worgen Mage} Can use Fire Table
Nathar Wilderson	4	Hero{Worgen Druid} Defend
Grayson Steelworth	4	Hero{Worgen Warrior} A = 1 with Dual
Jerrick Valder	4	Hero{Worgen Rogue} A = 1 with Immobilize

Note: All Worgen have the skill of Regenerate

## Elemental Minion List

Minion:	Hits:	Special Ability:
Al'Akur	11	LG{Elemental Windlord} M = 4 or Defend or A = 1
Ragnaros	19	LG{Elemental Firelord} A = 4 with Damage +1
Neptulon	13	LG{Elemental Waterlord} OTO Summon 4 Small Murlocs
Therazane	17	LG{Elemental Earthlord Stone Mother} Defend or A = 3
Majordomo Executus	6	LG{Fire Elemental} Inspire
Core Hound	4	{Fire Elemental Dog} M = 3 or Damage +1
Phoenix	4	{Fire Elemental Bird} M = 4 or Regenerate
Fire Elemental	3	{Fire Elemental} (Fire Strike) A = 3

Minion:	Hits:	Special Ability:
Magma Rager	2	{Fire Elemental} Damage +1
Salamander Lord	4	{Fire Elemental} Whirl or A = 2
Flame of Azzinoth	1	{Fire Elemental} A = 1
Water Elemental	2	{Water Elemental} M = 2
Tidal Elemental	4	{Water Elemental} Immobilize Range = 2
Wind Elemental	1	{Air Elemental} M = K or A = 1
Dust Devil	1	{Air Elemental} Damage +1
Frost Elemental	3	{Ice Elemental} Immobilize Range = 1
Earth Elemental	4	{Earth Elemental} Raze or Defend
Bound Rumbler	2	{Earth Elemental} A = 1

Note: All Elementals have the skill of Damage +1

## Night Elf Racial Minion List

Minion:	Hits:	Special Ability:
Wisp	1	{Spirit} Weak. M = 3 and Draw 2 Cards
Malfurion Stormrage	10	Hero{Night Elf Druid} Defend or A = 1
Tyrande Whisperwind	9	Hero{Night Elf Priestess} Heal or Pump adj FM
Jarod Shadowsong	8	Hero{Night Elf Warrior} Inspire or Stealth
Ash'alah	4	LG{Nightsaber Cat} Charge or Martyr
Shandris Feathermoon	7	Hero{Night Elf Hunter} A = 3 or Protect
Elven Archer	1	{Night Elf} (Bow) A = 3
Dryad	1	{Elf Faun} Teleport or Poison. Spell Immunity
Silvermoon Guardian	2	{Night Elf Knight} Can Use Knight Table
Huntress	2	{Night Elf and Panther} Stealth or Scout
Glaive Thrower	2	{Night Elf Siege Engine} A = 4 with Damage +1
Spirit of Vengeance	2	{Night Elf Spirit} Spell Immunity
Priestess of Elune	3	{Night Elf Priest} Spy or A = K
Demon Hunter	3	{Night Elf Demon} A = 4 or Defend or Whirl
Warden	3	{Night Elf Assassin} Teleport or Stealth or A = 2 with Poison
Keeper of the Grove	3	{Elf Stag} Heal or Protect or Immobilize Range = 3
Avatar of Vengeance	4	{Spirit Assassin} Summon 1 Spirit of Vengeance
Secret Keeper	1	{Night Elf Wizard} Search Deck for 1 Card and keep it
Mystic	1	{Night Elf Priest} TE: Spy when opponent plays a Craft Card
Maiev Shadowsong	6	Hero{Night Elf Hunter} Defend or A = 1
Kur'talos Ravencrest	7	Hero{Night Elf Warrior} Defend or Inspire
Fandral Staghelm	9	Hero{Corrupted Night Elf Druid} Can use the Fire Table
Broll Bearmantle	8	Hero{Night Elf Druid} A = 1 or Defend
Wyndarr Shadefist	4	Hero{Night Elf Rogue} Stealth or Spy
Laenthor Shademoon	4	Hero{Night Elf Mage} Stealth or Teleport
Shanis Blade-fall	5	Hero{Night Elf Death Knight} Protect
Danyssa Stillheart	6	Hero{Night Elf Death Knight} Damage +1
Latro Abiectus	6	Hero{Night Elf Rogue} Damage +1
Wynnd the Spry	4	Hero{Night Elf Druid} Stealth or Ambush
Mooncaller Jynalla	3	Hero{Night Elf Warrior} Charge
Almia Moonwhisper	5	Hero{Night Elf Mage} Draw 2 Cards
Shaytha Lumenira	5	Hero{Night Elf Druid} Spell Resistance
Nessera Gildenrose	2	Hero{Night Elf Warrior} Adj FU gets A = 1

Note: All Night Elves have the skill of A = 2

## **Night Elf Ancient And Tree Minions**

Minion:	Hits:	Special Ability:
Ancient of Lore	5	{Ancient} Draw 2 cards or Heal or Summon 1 Dryad
Ancient of War	6	{Ancient} A = 1 or Protect or Summon 1 Night Elf
Ancient Protector	4	{Ancient} A = 3 with Damage +1
Ancient of Wind	3	{Ancient} Summon 1 Hippogryph. Can use Air Table
Ancient of Wonders	2	{Ancient} Procure 1 Natural Item. Uses Druid Tables
Tree of Life	3	{Plant} Heal or Summon 1 Wisp
Tree of Ages	4	{Plant} Heal and Draw 1 Card
Tree of Eternity	5	{Plant} Heal and Inspire all Adjacent Friendly Units

Note: All Ancients and Trees have the skill of Re- generate

## Night Elf Structure List

Minion:	Hits:	Special Ability:
Moonwell	2	{Structure} Heal or Pump adjacent Unit
Hunter's Hall	1	{Structure} Adjacent Unit gets 1 Pump or Armor Token
Altar of Elders	1	{Structure} Resurrect
Chimaera Roost	2	{Structure} Summon 1 Chimaera

## Animal Minion List

Minion:	Hits:	Special Ability:
Warhorse	2	{Horse} Mount (Kick) A = 1 or M = 4
Hippogryph	2	{Bird Stag} Flying Mount M = 4 and A = 1
Jungle Panther	2	{Cat} Stealth or Ambush
Oasis Snapjaw	2	{Turtle} Defend Mount
Houndmaster	2	{Ape} Summon 1 Hound
Silverback Patriarch	2	{Ape} Protect or Martyr
Stranglethorn Tiger	3	{Cat} Stealth or Ambush
Highmane	3	{Cat} Summon Hyena
Rhino	3	{Rhino} Trample
King Krush	6	LG{Dinosaur} Charge
The Red Bearon	4	LG{Bear} A = 1
Hungry Crab	1	{Crab} Defend or Kill Murloc Range = 1
Ironfur Grizzly	2	{Bear} Martyr or A = 1
Timber Wolf	1	{Wolf} M = 3 then Adj Unit gets A = 1
Dire Wolf	2	{Wolf} Mount Feast
Frost Wolf	2	{Wolf} Cold Resistance Mount
Warg	3	{Wolf} Mount A = 1
Bloodfen Raptor	2	{Dinosaur} Damage +1 Mount
Agamaggan	12	{Pig Demi-God} Charge or Summon 1 Pig
River Crocolisk	2	{Croc} Ambush or Snare
Hyena	1	{Hyena} Flying Feast
Buzzard	1	{Bird} M = K and Spy or Feast
Owl	1	{Bird} Flying Negate a SA card used by a Minion within Range = 3
Snake	1	{Snake} Stealth or Poison
Stonetusk Boar	1	{Pig} Charge or Martyr
Angry Chicken	1	{Bird} Gain 1 Rage Token
Tailstrider	3	{Bird} Damage +1 Mount
Whelp	1	{Dog} Protect or M = 2
Huffer	2	{Pig} Charge Mount

Minion:	Hits:	Special Ability:
Emperor Cobra	2	{Snake} Ambush with Poison
Hounds	1	{Dogs} Track then A = 1

Note: All Animals have the skill of M = 2

## Plant Minion List

Minion:	Hits:	Special Ability:
Ironbark Protector	4	{Plant} Damage +1 or Martyr
Treant	3	{Plant} A = 1
Fen Creeper	3	{Plant} Protect

Note: All Plants have the skill of Defend

## Fungal Monstrosity Minion List

Minion:	Hits:	Special Ability:
Fungal Behemoth	5	{Fungal Giant} Plague
Fungal Giant	4	{Fungal Giant} Raze or Regenerate
Fungal Terror	3	{Fungus} A = 1
Agitated Tunneler	2	{Fungus} Teleport Self
Fungal Abomination	3	{Undead Fungus} Feast
Creeping Fungus	1	{Fungus} M = 1

Note: All Fungi have the skill of Summon 1 Fungus

## Wild Minion List

Minion:	Hits:	Special Ability:
The Beast	4	LG{Beast} Charge
King Mukla	4	LG{Ape} A = 2 or Regenerate
Chimaera	4	{Dragon} Flying Mount A = 3 or A = 2 and A = K
Gahz'rilla	8	LG{Hydra} Regenerate or A = 1 and A = 2
Cenarius	12	LG{Centaur Demigod} Uses the Nature Craft Table
Wildkin	5	{Giant}(Go Wild) A = 1 or M = 2
Druid of the Fang	3	{Snake Druid} Poison
Druid of the Claw	3	{Cat Bear Druid} Charge or Martyr
Druid of the Flame	2	{Night Elf Druid} Can use Fire Table
Chillwind Yeti	2	{Ape} Ambush. Cold Resistance
Wendigo	3	{Ape} Stealth. Cold Resistance
Lightning Lizard	2	{Lizard} A = 2
Thunder Lizard	2	{Lizard} Immobilize Range = 2
Owlbear	3	{Bird Bear} Enrage

Note: All Wild Minions have the skill of Pump

## Fey Minion List

Minion:	Hits:	Special Ability:
Faerie Dragon	1	{Dragon} Spell Immunity
Malorne	12	LG{Unicorn Demigod} Teleport Self and A = 1

Note: All Fey Minions have the skill of Spell Immunity

## Furbolg Minion List

Minion:	Hits:	Special Ability:
Common Furbolg	2	{Furbolg} Defend
Furbolg Tracker	2	{Furbolg Hunter} Track
Furbolg Shaman	2	{Furbolg Shaman} Can use Shaman Tables
Furbolg Elder Shaman	3	{Furbolg Shaman} Heal. Can use Shaman Tables
Furbolg Champion	4	{Furbolg Warrior} Damage +1
Furbolg Chieftain	4	{Furbolg} Inspire
Fierce Furbolg	3	{Furbolg} A = 1
Ursa Warrior	3	{Furbolg Warrior} Charge

Note: All Furbolg Minions have the skill of Enrage

## Centaur Minion List

Minion:	Hits:	Special Ability:
Marauder	3	{Centaur} Enrage and Damage +1
Windchaser	1	{Centaur} Heal or (Lightning Bolt) A = K
Mauler	2	{Centaur} A = 1 and A = 1
Earthcaller	2	{Centaur} Uses the Earth Table
Outrunner	2	{Centaur} M = 4
Scout	1	{Centaur} Scout or (Bow) A = 3
Wrangler	2	{Centaur} (Net) Immobilize Range = 2
Stamper	3	{Centaur} Whirl
Stormer	1	{Centaur Wizard} Storm or (Lightning Shield) Protect
Pack Runner	2	{Centaur} Summon 1 Hyena

Note: All Centaurs have the skill of Charge and Mount

## Undead Minion List

Minion:	Hits:	Special Ability:
Unstable Ghoul	1	{Undead} Martyr
Skeleton Warriors	1	{Undead} (Scimitar) A = 1
Skeletal Archers	1	{Undead} A = 3
Wraith	2	(Spirit) Drain Range = 1
Flesheating Ghoul	2	{Undead} Feast
Zombie	2	{Undead} Regenerate
Shade of Naxxramas	2	{Spirit} Stealth or Pump
Abomination	3	{Flesh Golem} Whirl
Garell Strout	3	Hero{Undead Warlock} Can use Fire Table

Note: All Undead Minions have the skill of Regenerate

## Scourge Minion List

Minion:	Hits:	Special Ability:
Acolyte	1	{Human Evil Priest} Martyr or Summon 1 Scourge Structure
Fair Widow Faerlina	6	Hero{Human Mage} Summon 1 Acolyte or A = 2
Noth	7	Hero{Human Necromancer} Summon 1 Skeleton
Heigan the Unclean	6	Hero{Human Rogue} Ambush
Loatheb	6	LG{Corrupted Fen Creeper} Plague or Poison
Razuvious	7	Hero{Human Death Knight} Inspire or Summon 1 Death Knight
Gothik the Harvester	6	Hero{Human Necromancer} Draw 2 Cards

Minion:	Hits:	Special Ability:
Lich King Arthas	10	Hero{Lich Lord} Raise Dead or Kill Range = 1
Kel'Tuzad	8	Hero{Lich Lord} Raise Dead. Can use Undeath Table
Blood Queen Lana'thel	7	LG{Blood Elf Vampire} Control or Drain Range = 1
Prince Valanar	6	Hero{Undead Elf Warrior} Negate 1 Craft Card Play
Prince Keleseth	6	Hero{Undead Elf Warrior} Negate 1 Item Card Play
Prince Taldaram	6	Hero{Undead Elf Warrior} Negate 1 SA Card Play
Baron Rivendare	6	Hero{Death Knight} Charge or M = 4
Amnennar Coldbringer	6	Hero{Undead Mage} Summon 1 Undead Quilboar
Undead Quilboar	2	{Undead Quilboar} A = 1
Deathbringer Saurfang	7	Hero{Undead Orc Warrior} Enrage or A = 1
Frost Wurm	4	{Undead Dragon} M = 3 or A = 2 with Immobilize
Sidragosa	10	LG{Undead Dragon} Flying A = 2 with Damage +1 and Immobilize
Sapphiron	8	LG{Undead Dragon} Flying Whirl with Immobilize
Anub'arak	9	LG{Undead Nerubian} Defend or A = 1
Underking Talonox	7	LG{Crypt Lord} Defend
Crypt Fiend	3	{Undead Nerubian} (Burrow) Regenerate and Stealth
Crypt Lord	4	{Undead Nerubian} Defend or A = 1 or Summon 1 Insect
Meat Wagon	2	(Undead Siege Engine) A = 4 or Summon 1 Undead
Rotface	6	LG{Mutant Abomination} Whirl or Plague
Festergut	5	LG{Mutant Abomination} Whirl or Poison
Patchwerk	8	LG{Mutant Abomination} Whirl or Kill Range = 1
Grobbulus	7	LG{Mutant Giant} Poison or Summon 1 Ooze
Gluth	5	LG{Undead Dog} Plague or Feast
Thaddius	9	LG{Flesh Golem} Damage +1
Lord Marrowgar	7	LG{Bone Wraith} (Bone) Storm
Professor Putricide	5	Hero{Undead Alchemist} Poison or Plague
Lady Deathwhisper	7	Hero{Lich Lord} Immobilize Range = 3 or (Ice) Storm
Benethor Draigo	4	Hero{Undead Mage} Feast
Marauding Geist	2	{Spirit} Teleport Self

Note: All Undead Scourge Minions have the skill of Regenerate

## Scourge Structure List

Minion:	Hits:	Special Ability:
Spirit Tower	2	{Structure} Drain Range = 2
Boneyard	2	{Structure} Summon 1 Frost Wurm
Necropolis	3*	{Structure} Summon 1 Evil Priest. Units inside get Defend
Crypt	2	(Structure) Summon 1 Ghoul or Gargoyle or Crypt Fiend
Sacrificial Pit	1	(Structure) Summon 1 Spirit
Ziggurat	3	(Structure) Summon 1 Hero
Temple of the Damned	1	(Structure) Summon 1 Necromancer or Banshee
Altar of Darkness	2	(Structure) Raise Dead
Graveyard	2	(Structure) Summon 1 Skeleton or Zombie
Tomb of Relics	1	(Structure) Adjacent Unit gets 1 Pump or Armor Token

\* 4 Hits for Halls of the Undead and 5 Hits for a Black Citadel

## Vrykul Minion List

Minion:	Hits:	Special Ability:
Hyldnir	2	{Female Frost Vrykul} Immobilize Range = 1
Hunter	2	{Vrykul} A = 3
Warlock	2	{Vrykul} Uses the Death Table
Warrior	2	{Vrykul} Damage +1
Mage	2	{Vrykul} Uses the Ice Table
Iron Vrykul	3	{Elemental Vrykul} Defend

Note: All Vrykul Minions have the skill of Cold Resistance

## Vrykul Companion Minion List

Minion:	Hits:	Special Ability:
Proto-Dragon	3	{Dragon} Flying Mount Uses the Dragon Table
Mammoth	3	{Mammoth} Mount Trample or M = 2
Polar Bear	2	{Bear} Mount Enrage

## Scourge Vrykul Minion List

Minion:	Hits:	Special Ability:
King Ymiron	10	Hero{Undead Warrior} Defend or Summon 1 Vrykul
Ymirjar	3	{Male Frost Vrykul} A = 1
Vigdis the War Maiden	5	Hero{Warrior} A = 1 with Dual
Vegard the Unforgiven	5	LG{Vargul} Enrage
Vargul	2	{Undead Vrykul} Martyr
Val'kyr Shadowguard	2	{Undead Vrykul} Kill 1 Minion (of 1 Hit) Range = 1
Vile Spirit	2	{Spirit Vrykul} Stealth

## Knights Of The Ebon Blade

Minion:	Hits:	Special Ability:
Darion Mograine	8	Hero{Undead Human Death Knight} Martyr or Inspire
Thassarian	8	Hero{Undead Human Death Knight} Defend or A = 1
Ebon Blade Knight	3	{Undead Death Knight} A = 1 and Uses the Death Rune Table
Rebel Knights	2	{Undead Death Knight} M = 3 or A = 1

Note: All Ebon Blade Minions have the skill of Defend

## Demon Minion List

Minion:	Hits:	Special Ability:
Baron Geddon	8	Hero{Demon Lord} Whirl or Storm
Illidan Stormrage	9	Hero{Elf Demon Lord} Flying Summon 1 Flame of Azzinoth
Lord Jaraxxus	10	Hero{Demon Lord} A = 2 or Summon 1 Infernal
Mal'Ganis	10	Hero{Demon Lord} Plague
Hakkar the Houndmaster	12	Hero{Demon Lord} Summon 1 Dog
Mannoroth Destructor	16	Hero{Demon Lord} Defend or Damage +1 with Raze
Tichondrius	7	Hero{Demon Lord} Flying A = 1 Can Use Fire Table
Azgalor	8	LG{Pit Lord} Whirl or Storm
Antheron	9	Hero{Dread Lord} Summon 1 Insect or Infernal
Winterchill	9	Hero{Lich Lord} Kill Range = 1 Cold Resistance
Archimonde the Defiler	20	Hero{Demon Warlock} Damage +2



Minion:	Hits:	Special Ability:
Kil'Jaden the Deciever	15	Hero{Demon Lord} Spy or Teleport
Imp	1	{Demon} Martyr
Summoning Portal	2	{Demon} Teleport
Felguard	2	{Demon} Charge
Felhunter	3	{Demon} Teleport Self
Wrathguard (Eredar)	3	{Demon} Protect
Shivarra (Shivan)	2	{Demon} Whirl or Inspire
Flame Imp	2	{Demon} A = 2
Sayaad (Succubus)	2	{Demon} Flying Drain Range = 1
Pit Lord (Annihilan)	3	{Demon} Ambush
Tothrezim	2	{Demon} Summon 1 Infernal or M = 3 or A = 1
Daemon	3	{Demon} A = 1 Can use Fel Table
Abyssal Flamebringer	1	{Elemental Demon} Storm or A = 1
Floating Watcher	3	{Demon} Flying M = 3 and Spy
Imp Gang Boss	2	{Demon} Summon 1 Imp
Infernal	4	{Elemental Demon} (Immolation) Whirl or Defend
Doom Guard	4	{Demon} (Sword and Whip) A = 1 and A = 2
Haaroon	6	LG{Felguard} Protect. Can use Demon Table
Selora	4	LG{Succubus} Stealth

Note: All Demons with 7+ Hits can use the Greater

Fiend Table Note: All Demons have the skill of A = 1

### Void Demon Minion List

Minion:	Hits:	Special Ability:
Dimensius	17	LG{Void God} Whirl or Doom or Summon 1 Void Demon
Skra'gath	5	LG{Voidcaller} Summon 1 Void Demon
Sarmoth	3	LG{Void Walker} Martyr
Void Walker	2	{Void Demon} Immobilize Range = 1
Void Terror	5	{Void Demon} Feast
Void Wraith	1	{Void Demon} Drain Range = 2
Void Sentinel	3	{Void Demon} Protect
Voidcaller	2	{Void Demon} Summon 1 Void Demon
Voidshrieker	1	{Void Demon} Charge
Negaton Screamer	4	{Void Demon} Whirl
Dark Vortex	4	{Void Demon} Immobilize all adjacent Units
Void Spawn	1	{Void Demon} Martyr

Note: All Void Demons have the skill of A = 1

### Fel (demonic Corruption) Minion List

Minion:	Hits:	Special Ability:
FelSteed	1	{Undead Horse} Mount M = 3
Felblood Elf	2	{Felsworn} Can use Fel Table
Corrupted Furbolg	3	{Felsworn} Damage +1
Helboar	2	{Demon Pig} Charge
Darkhound	1	{Demon Dog} Track
Fel Beast	3	{Demon Beast} Enrage
Fel Stalker	2	{Demon Dog} Track
Fel Ravager	3	{Demon} Can use Fel Table
Fel Cannon	1	{Demon Mech} A = 3 with Raze
Fel Reaver	4	{Giant Demon Mech} Raze or M = 4 or Dam +1 or Defend

Note: All Fel have the skill of Enrage

## Fel Orc Minion List

Minion:	Hits:	Special Ability:
Bonechewer Warrior	1	{Fel Orc} A = 1 or Defend
Fel Orc Archer	1	{Fel Orc} A = 3
Shattered Hand Caster	1	{Fel Orc Wizard} Can use Fel Table
Nether Drake Rider	4	{Fel Orc and Dragon} A = 2 or M = 4 or Defend
Laughing Skull	1	{Fel Orc} Ambush
Fel Orc Enforcer	2	{Fel Orc} Immobilize Range = 1
Shadowmoon Warlock	2	{Fel Orc} Summon 1 Demon
Slave Master	3	{Fel Orc} Summon 1 Goblin or Orc
Overlord Mor'ghor	6	Hero{Fel Orc Warrior} Sumon 1 Fel Orc or Inspire

Note: All Fel Orcs have the skill of A = 1

## Satyr Minion List

Minion:	Hits:	Special Ability:
Rogue	1	{Satyr} Ambush or Stealth
Gimp	1	{Satyr} Stealth and Draw 1 Card
Trickster	2	{Satyr} Ambush or Switch
Soulstealer	2	{Satyr} Drain Range = 2
Hellcaller	2	{Satyr} Whirl or Storm
Pyromancer	1	{Satyr} Uses the Fire Craft Table
Warlock	1	{Satyr} Summon 1 Demon
Necromancer	1	{Satyr} Summon 1 Undead
Shadowdancer	2	{Satyr} Stealth or Whirl

Note: All Satyr have the skill of Ambush

## Corrupted Plant Minion List

Minion:	Hits:	Special Ability:
Corrupted Treant	3	{Demon Treant} A = 1
Corrupted Ancient	5	{Demon Ancient} A = 1 with Damage +1
Poison Treant	3	{Demon Treant} Poison
Plague Treant	2	{Demon Treant} Plague

## Cultist Minion List

Minion:	Hits:	Special Ability:
Scaramanga	5	Hero{Human Warlock} Draw 2 Cards
Nethermaven	6	Hero{Human Warlock} Storm. Can use Undeath Table
Undertaker	1	{Human Evil Priest} TE: Draw 2 cards when a FM is killed
Cult Master	2	{Human Evil Priest} Draw 2 Cards
Deathlord	2	{Human Knight} Uses the Death Table
Imp Master	2	{Human Wizard} Summon 1 Imp
Cabal Shadow Priest	2	{Human Shadow Priest} Can use Shadow Table
Bloodmage Thainos	5	Hero{Human Mage} Can use the Necromancy Craft Table
The Black Knight	4	LG{Human Knight} Kill Range = 1 Minion with SA of Protect or Defend
Acolyte of Pain	1	{Human Evil Priest} A = 1 and Draw 1 Card
Doomsayer	1	{Human Evil Priest} Storm and Doom then Kill this Minion

Note: All Cultists have the skill of Martyr and Draw 1 Card

## Nerubian Minion List

Minion:	Hits:	Special Ability:
Anub'Rekan	7	Hero{Spiderlord} Immobilize Range = 2
Nerub'ar Weblord	4	{Nerubian} Immobilize Range = K or Summon 1 Nerubian
Nerubian Vizier	3	{Nerubian Wizard} Uses the Darkness Craft Table
Nerubian Warrior	2	{Nerubian} A = 1 with Poison
Nerubian Worker	1	{Nerubian} M = 1 and Draw 2 Cards
Nerubian Queen	4	(Nerubian) Summon 2 Spiderlings
Spiderling	1	{Spider} Martyr
Nerubian Assassin	2	{Nerubian} Kill Range = 1
Anu'bar Ambusher	3	(Nerubian) Ambush or Switch
Webspinner	1	{Spider} Stealth
Giant Spider	2	{Spider} M = 3 or Poison
Spitting Spider	1	{Spider} A = 2 with Poison
Creeper	1	{Spider} DR: Summon Creeper
Nerubian Seer	3	{Nerubian} Scout. Uses the Arcanist Table
Maexxna	8	{Spider} Kill Range = 1

Note: All Spiders have the skill of Snare Range = 1

## Forsaken Racial Minion List

Minion:	Hits:	Special Ability:
Sylvanas Windrunner	10	Hero{Undead Elf Rogue} (Shriek) Whirl or A = 3
Forsaken Champion	4	{Undead Knight} Defend or Damage +1
Dark Apothecary	1	{Undead} Uses Alchemy Table
Banshee	2	{Undead Elf} Immobilize all Adjacent Units
Abomination	3	{Undead} Whirl
Dark Ranger	3	{Undead Elf} A = 3 or M = 3
Val'kyr Battlemaiden	3	{Undead Vrykul} M = 4 or Summon 1 Undead
Forsaken Priest	2	{Undead Priest} Heal
Forsaken Mage	2	{Undead Wizard} Uses Necromancy Table
Executors	2	{Undead Assassin} Kill Range = 1
Undead Warriors	1	{Undead Soldiers} M = 1 or A = 1
Spymaster	2	{Undead Agent} Can use Agent Table
Alexi Barov	3	Hero{Undead Warrior} A = 1
Master Farnell	5	Hero{Undead Alchemist} Poison or Plague
Galen Trollbane	6	Hero{Undead Warrior} A = 1 or Defend
Lillian Voss	6	Hero{Undead Warrior} Enrage. Can use Undeath Table
Nathanos Blightcaller	7	Hero{Undead Ranger} A = 3 or Scout
Johnny Rotten	5	Hero{Undead Rogue} Plague or Defend
Teretha	5	Hero{Undead Priest} Control Range = 3
Alecia Hall	3	Hero{Undead Priest} Heal. Can use Undeath Table
Vala Carville	4	Hero{Undead Mage} Draw 2 cards
Valytha Colton	4	Hero{Undead Hunter} A = 3

Note: All Forsaken have the skill of Stealth

## Adversarial Forsaken Minion List

Minion:	Hits:	Special Ability:
Lord Godfrey	3	Hero{Undead Warrior} Damage +2 Can use Undeath Table
Apothecary Putress	6	Hero{Undead Alchemist} Poison or Plague
Varimathras	7	Hero{Undead Dreadlord} Can use Demon Table

## Draenei Minion List

Minion:	Hits:	Special Ability:
Aldor Peacekeeper	2	{Draenei Knight} Immobilize Range = 2
Vindicator	3	{Draenei Paladin} Uses the Wrath Craft Table
Exarch	4	{Draenei Paladin} Inspire
Anchorite	1	{Draenei Priest} Uses the Light Craft Table
Mage	1	{Draenei Wizard} Uses the Arcanist Craft Table
Defender of Argus	2	{Draenei Soldier} Protect
Prophet Velen	10	Hero{Draenei Priest} Heal all adj Units or Spy
Iridi	4	Hero{Draenei Priest} Kill Range = 1 Dragon and Self
Ishanah	8	Hero{Draenei Priest} Spy or Summon 1 Aldor Peacekeeper
Vindicator Maraad	7	Hero{Draenei Paladin} Heal or Inspire
Hulstom	5	Hero{Draenei Paladin} Heal or Defend
Elder Achilla	6	Hero{Draenei Mage} Inspire
Hira	4	Hero{Draenei Shaman} Can use the Fire Table
Windspeaker Nuvu	5	Hero{Draenei Shaman} Whirl
Edaan of the Exodar	7	Hero{Draenei Shaman} Heal
Zuur	6	Hero{Draenei Shaman} Defend
Erama	4	Hero{Draenei Paladin} Defend
Xeris	5	Hero{Draenei Death Knight} Charge
Armorer Nakistis	2	LG{Draenei} Friendly Unit gets 1 Armor Token

Note: All Draenei have the skill of Protect

## Broken Minion List

Minion:	Hits:	Special Ability:
Shaman	1	{Broken Shaman} Uses the Spirit Craft Table
Warrior	2	{Broken Soldier} Defend
Farseer Nobundo	9	Hero{Broken Shaman} Scry
Akama	8	Hero{Broken Warrior} Inspire or Summon 1 Broken
Lost One Hunter	1	{Lost One Ranger} A = 3

Note: All Broken have the skill of A = 1

## Mercenary Minion List

Minion:	Hits:	Special Ability:
Questing Adventurer	1	{Human Soldier} M = 4 and Pump
Armorsmith	1	{Craftsman} Adjacent Unit gets 1 Armor Token
Lord of the Arena	4	{Warrior} Martyr
Venture Mercenary	3	{Goblin Soldier} Defend

Note: All Mercenaries have the skill of Defend

## Lost Souls Minion List

Minion:	Hits:	Special Ability:
Ghost	2	{Spirit} Immobilize Range = 1
Shade	1	{Spirit} Scout
Mana Wraith	1	{Spirit} Summon 1 Wisp for Enemy Hero
Wailing Soul	2	{Spirit} Immobilize all Adjacent Units
Spirit Wolf	2	{Spirit Wolf} Defend
Spectral Tiger	3	{Spirit Cat} Stealth or Ambush
Frost Revenant	3	{Spirit} Immune to Cold
Death Revenant	3	{Spirit} Track. Can use the Death Table

Note: All Spirits have the skill of Stealth

### Foul Insect Minion List

Minion:	Hits:	Special Ability:
Locust Swarm	2	{Insect} Flying M = 3
Carrion Beetles	1	{Insect} Feast
Scorpion	1	{Insect} Poison

Note: All Insects have the skill of Ambush

### Silithid Minion List

Minion:	Hits:	Special Ability:
Quiraji Master	5	{Quiraji} Summon 1 Silithid
Queen	4	{Silithid} Use any Craft card to Summon 2 Larva
Colossus	6	{Silithid} Damage +1
Reaver	3	{Silithid} A = 1
Wasp	1	{Silithid} Flying M = 4 and Scout
Worm	2	{Silithid} (Burrow) Teleport
Scarab	2	{Silithid} Defend
Creeper	1	{Silithid} M = 1
Worker	1	{Silithid} Draw 2 Cards
Swarmer	1	{Silithid} Charge
Protector	3	{Silithid} Protect
Larva	1	{Silithid} Martyr or Transform into a different Silithid

Note: All Silithids have the skill of Ambush

### Corrupt Wizard List

Minion:	Hits:	Special Ability:
Mad Scientist	1	{Human Wizard} Search Discard for 1 card and keep it
Wild Pyromancer	1	{Human Wizard} Uses the Fire Craft Table
Crazed Alchemist	1	{Human Wizard} Uses the Alchemy Craft Table
Sorceress	2	{Human Wizard} Immobilize Range = 3

Note: All Corrupt Wizards have the skill of Draw 2 Cards

### Evil Statue Minion List

Minion:	Hits:	Special Ability:
Obsidian Statue	2	{Statue} Heal or Immobilize Range = 3
Destroyer	3	{Statue} M = 4 or Steal 1 Random Card from Opponent
Stoneskin Gargoyle	2	{Gargoyle} Flying Spy or Regenerate

Note: All Statues have the skill of Defend

## **Giant Minion List**

Minion:	Hits:	Special Ability:
Sea Giant	5	{Giant} Immobilize all Adj Units. Can Use Water Table
Mountain Giant	6	{Giant} A = 4. Can use Earth Table
Storm Giant	6	{Giant} Storm or Summon 1 Crystal Golem
Molten Giant	7	{Giant} (Lava Splash) Raze or A = 2
Fire Giant	5	{Giant} A = 3. Fire Resistant. Can use Fire Table
Ice Giant	5	{Giant} A = 2. Cold Resistant. Can use Ice Table
Frost Giant	4	{Giant} Cold Resistant

Note: All Giants have the skill of A = 1 with Damage +1 and Raze

## Dragon Aspect Minion List

Minion:	Hits:	Special Ability:
Alexstrasza	20	LG{Red Dragon} Raze or OTO Change Target Hero Hits to 3
Malygos	20	LG{Blue Dragon} Can Use the Mage Craft Tables
Deathwing	20	LG{Black Dragon} Raze or M = 4 or Storm
Ysera	20	LG{Green Dragon} Summon 1 Dragon or Storm or FM gets A = 1
Nozdormu	20	LG{Bronze Dragon} Draw 3 Cards

## Dragon Minion List

Minion:	Hits:	Special Ability:
Onyxia	17	LG{Black Dragon} Raze or OTO Summon 4 Dragon Whelps
Nefarian	15	LG{Black Dragon} Summon 1 Orc or Ogre
Elder Dragon	7	{Dragon} (Breath) Raze or A = 2 and A = K
Storm Wyrn	5	{Dragon} A = 1 or Storm
Adult Dragon	4	{Dragon} (Breath) Raze or A = 2
Skryazor	3	{Dragon} M = 2 and A = 1
Adolescent Drake	2	{Dragon} A = 1 or Defend
Dragon Whelp	1	{Dragon} A = 1 or M = 2

Note: All Dragons have Flying and can use the Dragon Craft Table Note: All Red Dragons have the skill of A = 2 (Fire Breath) Note: All Blue Dragons have the skill of A = 3 (Lightning Breath) Note: All Green

Dragons have the skill of A = 1 with Poison (Poison Gas Breath) Note: All Black Dragons have the skill of A = 1 with Damage +1 (Acid Breath) Note: All Bronze Dragons have the skill of Defend (Metal Scales)

## Dragonkin Minion List

Minion:	Hits:	Special Ability:
Drakonid	2	{Draknoid} Draw 2 Cards
Dragonspawn	3	{Dragonspawn} Charge
Guardian Dragonkin	2	{Dragonkin} Protect
Magus Dragonkin	2	{Dragonkin} Can use Mage Tables
Emissary Dragonkin	2	{Dragonkin} Spy
Warden Dragonkin	2	{Dragonkin} Detect

Note: All Dragonkin have the skill of Defend

## Mech Minion List

Minion:	Hits:	Special Ability:
Flame Leviathan	8	LG{Mech} M = 4 or A = 2 or Total Storm
Foe Reaper 4000	4	LG{Mech} Whirl
Force Tank	5	{Mech} Gain 1 Shield Token or A = 5 with Raze
Clockwork Giant	6	{Mech Giant} A = 1 or Regenerate
Iron Juggernaut	7	{Mech} Carry. Trample with Raze
Dragonling	1	{Mech Dragon} M = 4
Snowchugger	1	{Mech} Immobilize Range = 2
Antique Healbot	2	{Mech} Heal
Micro-Machine	1	{Mech} Pump
Boom Bot	1	{Mech} Weak. Whirl and then Die
Mechwarper	1	{Mech} Summon 1 Mech
Soot Spewer	2	{Mech} Uses Mech Table
Cobalt Guardian	3	{Mech} Gain 1 Shield Token or Protect
Warbot	2	{Mech} Enrage
Shadowboxer	2	{Mech} Ambush
Repair Bot	2	{Mech} Heal Mech or Construct
Enhance-o Mechano	2	{Mech} Adj Friendly Mech gets Martyr or A = 1 or 1 Shield Token
Jeeves	2	LG{Mech} Draw 2 Cards

Note: All Mechs have the skill of Defend

## Golem Minion List

Minion:	Hits:	Special Ability:
War Golem	4	{Golem} Protect
Iron Golem	3	{Golem} Defend
Harvest Golem	2	{Golem} Whirl
Arcane Golem	2	{Golem} Charge
Mud Golem	2	{Golem} Regenerate
Stone Golem	3	{Golem} A = 1
Granite Golem	3	{Golem} Damage +1
Siege Golem	4	{Golem} Raze
Crystal Golem	1	{Golem} Procure 1 Crystal
Junk Golem	1	{Goblin Golem} Draw 2 Cards
Panzor the Invincible	8	LG{Golem} Defend or Damage +1
Phalanx	4	LG{Golem} A = 2 or Immobilize all Adj Units
Manufactory	3	{Golem Structure} Summon 1 Golem

Note: All Golems have the skill of Regenerate



## Neferset Minion Table

Minion:	Hits:	Special Ability:
Dark Pharaoh Tekahn	10	Hero{Neferset Mage} Summon 1 Neferset
Scorpion Lord Namkhare	7	Hero{Neferset Mage} Summon 1 Scorpion
High Priest Sekhmet	7	Hero{Neferset Shadow Priest} A = 1
Caimas the Pit Master	5	Hero{Neferset Warrior} Summon 1 Crocolisk
Kavem the Callous	6	Hero{Neferset Warrior} Regenerate
Immortal Colossus	8	{Golem} Defend or Trample
Dreadstalker	2	{Scorpion} Poison
Neferset Armorer	2	{Neferset} Give Adj FU 1 Armor Token
Neferset Ritualist	1	{Neferset} Draw 2 Cards
Neferset Guard	1	{Neferset} Martyr
Neferset High Guard	2	{Neferset} Defend
Neferset Sentinel	3	{Neferset} Protect
Neferset Overlord	4	{Neferset} Inspire or Damage +1
Neferset Sentry	1	{Neferset} Detect
Neferset Enforcer	1	{Neferset} A = 1
Neferset Scalehunter	2	{Neferset} A = 2

Note: All Neferset have the skill of Defend

## Ooze Minion List

Minion:	Hits:	Special Ability:
Echoing Ooze	1	{Ooze} OTO: Summon 1 Echoing Ooze
Acidic Swamp Ooze	2	{Ooze} Ambush
Sludge Minion	2	{Ooze} Martyr
Sludge Belcher	3	{Ooze} A = 2
Sludge Monstrosity	4	{Ooze} Regenerate

Note: All Ooze have the skill of M = 1

## Rogue Minion List

Minion:	Hits:	Special Ability:
Nightblade	3	{Human Assassin} Damage +2 vs Hero
Master of Disguise	1	{Human Agent} Stealth
Secret Agent	1	{Human Agent} Uses the Agent Craft List
Patient Assassin	1	{Gnome Assassin} Kill = 1
Bandit	1	{Human Rogue} Steal 1 Card from Opponent
Brigand	1	{Human Rogue} Ambush and Pillage
Henchman	1	{Human Warrior} A = 1
Huntsman	2	{Human Hunter} A = 3
Terina Calin	4	Hero{Human Rogue} A = 1 with Dual

Note: All Rogues have the skill of Stealth

## Syndicate Minion List

Minion:	Hits:	Special Ability:
Aristocrat	2	{Human Warrior} Summon 1 Rogue or Assassin
Courtier	1	{Human Rogue} Spy
Thugs	1	{Human Warrior} Immobilize Range = 1

Minion:	Hits:	Special Ability:
Prowler	1	{Human Rogue} Stealth
Mercenary	2	{Human Warrior} Defend
Highwayman	1	{Human Rogue} M = 4 or Steal 1 Card from Opponent

Note: All Syndicate Minions have the skill of A = 1

## Ravenholdt Minion List

Minion:	Hits:	Special Ability:
Assassin	4	{Human Assassin} Uses the Assassin Craft Table
Guard	2	{Human Warrior} Protect

Note: All Ravenholdt Minions have the skill of Am- bush

## Defias Minion List

Minion:	Hits:	Special Ability:
Edwin VanCleaf	X	Hero{Human Rebel Rogue} Ambush with Kill Range = 1
Defias Ringleader	M	{Human Agent} Summon 1 Defias Bandit
Defias Bodyguard	M	{Human Warrior} Protect
Defias Blackguard	M	{Human Agent} Stealth
Defias Enforcer	M	{Human Rebel} Uses the Rebel Craft Table
Defias Ambusher	S	{Human Rogue} Ambush
Defias Bandit	S	{Human Rogue} M = 2

Note: All Defias Minions have the skill of A = 1

## Pirate Minion List

Minion:	Hits:	Special Ability:
One-eyed Cheat	1	{Goblin Pirate} Ambush
Ship's Cannon	1	{Human Pirate} A = 3 with Raze
Captains Parrot	1	{Pirate Bird} M = 3 and Scout
Dread Corsair	2	{Human Pirate} Defend
Squallshaper	1	{Human Pirate Wizard} Uses the Water Craft Table
Dread Reaper	4	{Undead Pirate} Whirl
Salty Dog	3	{Dwarf Pirate} Damage +1
Ghost Pirate	2	{Spirit Pirate} Stealth
Orc Pirate	2	{Orc Pirate} A = 1
Worgen Pirate	3	{Worgen Pirate} Regenerate
Pirate Ship	10	{Pirate Construct} (Broadsides) Carry. A = 4 with Damage +1

Note: All Pirates (Southsea, Bloodsail and Booty Bay also) have the skill of Pillage

## Southsea Minion List

Minion:	Hits:	Special Ability:
Southsea Deckhand	1	{Human Pirate} Charge
Southsea Captain	2	{Human Pirate} Inspire

## Bloodsail Minion List

Minion:	Hits:	Special Ability:
Bloodsail Corsair	1	{Human Pirate} Uses the Mariner Craft Table
Bloodsail Raider	2	{Human Pirate} Uses the Marine Craft Table

## Blackwater Raider Minion List

Minion:	Hits:	Special Ability:
Booty Bay Bodyguard	3	{Goblin Pirate} Protect
Greenskin Captain	3	{Goblin Pirate} A = 1

## Naga Minion List

Minion:	Hits:	Special Ability:
Darkscale Healer	2	{Naga} Heal
Myrmidon	3	{Naga} A = 1 or Defend
Siren	1	{Naga} Protect or Control Range = 2 or Immobilize Range = 3
Sea Witch	2	{Naga} Storm or A = K and A = 4
Royal Guard	4	{Naga} Defend or Whirl
Summoner	2	{Naga} Summon 1 Unit from Naga Servant Minion List
Hydromancer	2	{Naga} Uses the Water Craft Table

Note: All Naga have the skill of M = 2 and Draw 1 Card

## Naga Servant Minion List

Minion:	Hits:	Special Ability:
Snap Dragon	3	{Dragon Beast} A = 2 with Poison
Couatl	4	{Bird Snake} Poison or Negate Craft Card just played
Dragon Turtle	4	{Dragon Turtle} Defend or A = 4
Mur'gul Slave	1	{Murloc} M = 1 and Draw 1 Card
Mur'gul Reaver	1	{Murloc} Damage +1
Watery Minion	1	{Murloc} Martyr

Note: All Naga Servants have the skill of A = 1

## Leper Gnome Minion List

Minion:	Hits:	Special Ability:
Noxious Leper Gnome	1	{Leper Gnome} Poison
Deranged Leper Gnome	1	{Leper Gnome} Martyr and Stupid
Violent Leper Gnome	2	{Leper Gnome} A = 1
Mutated Leper Gnome	3	{Leper Gnome} Defend
Mekgineer Thermaplugg	6	Hero{Leper Gnome Mech Tinker} Defend or Summon 1 Leper Gnome

Note: All Leper Gnomes have the skill of Ambush

## Quilboar Minion List

Minion:	Hits:	Special Ability:
Brute	3	{Quilboar} A = 1
Young Spear	1	{Quilboar} A = 2
Death Walker	1	{Quilboar} Kill Range = 1 then this unit Dies
Warrior	2	{Quilboar} Enrage

Minion:	Hits:	Special Ability:
Water Seeker	1	{Quilboar} M = 2 and Draw 1 Card
Battleboars	2	{Pig} Charge
Interloper	2	{Quilboar} Stealth
Gun Thief	1	{Quilboar} A = 3
Medicine Man	1	{Quilboar} Heal
Pathfinder	1	{Quilboar} M = 4 and Scout
Battleguard	2	{Quilboar} Protect
Geomancer	2	{Quilboar} Use Cards on the Earth Craft Table

Note: All Quilboar have the skill of Martyr

## Harpy Minion Table

Minion:	Hits:	Special Ability:
Great Dame	3	{Harpy} (Cyclone) Storm
Harpy Scout	1	{Harpy} Scout
Wicked Harpy	1	{Harpy} (Faerie Fire) A = 2
Harpy Crone	1	{Harpy} (Curse) Transform Range = 3
Harpy Crooner	2	{Harpy} (Sleep) Immobilize Range = 3
Harpy Screecher	2	{Harpy} Whirl
Harpy Siren	2	{Harpy} (Seduce) Control Male Range = 2
Harpy Nest	1	{Harpy Structure} Summon 1 Harpy

Note: All Harpies have the skill of Flying

## Pandaren Minion List

Minion:	Hits:	Special Ability:
Chen Stormstout	10	Hero{Panda Monk} A = 1 or Whirl
Li Li Stormstout	4	Hero{Panda Monk} M = 4
Aysa Cloudsinger	8	Hero{Panda Monk} Can use the Discipline Table
Ji Firepaw	8	Hero{Panda Monk} Protect or Pump self or Adjacent Unit
Taran Zhu	9	Hero{Panda Monk} Summon 1 Shado-pan
Brewmaster	2	{Panda} (Deception) Switch or M = K and Draw 1 Card
Wardancer	2	{Panda} (Sword) A = 1 or Defend
Shado-pan	2	{Panda Monk} Uses Monk Table
Pandaren Geomancer	2	{Panda Wizard} Uses the Earth Table
Pandaren Cavalry	3	{Panda and Horse} M = 2 and Charge
Bambus Bows	1	{Panda} A = 4
Pandaren Infantry	1	{Panda} (Spears) A = 2
Lorewalker Cho	4	LG{Panda Monk} M = 2 and Draw 2 Cards
Cloud Serpent	3	{Snake} Mount. Flying. M = K

Note: All Pandaren have the skill of M = 1 and Draw 1 Card

**Mantid Minion Table**

Minion:	Hits:	Special Ability:
Kunchong	20	{Insect God} Carry. Trample with Damage +1
Klaxxi'va Kor	8	Hero{Mantid Mage} Defend
Ner'onok	4	Hero{Mantid Monk} Inspire
Mantid Elder	2	{Mantid} Draw 2 Cards
Wing Leader	3	{Mantid} Inspire
Warcaller	3	{Mantid} Summon 1 Mantid
Wingblade	1	{Mantid} A = 1
Swiftclaw	2	{Mantid} A = 1 with Dual
Ambersmith	1	{Mantid} Gain 1 Gold
Swarmer	1	{Mantid} Feast
Poisoncrafter	1	{Mantid} Can use Alchemy table
Hive	2	{Mantid Structure} Summon 1 Mantid

Note: All Mantids have the skill of Flying

**Saurok Minion Table**

Minion:	Hits:	Special Ability:
Chief Salyis	5	Hero{Saurok Pirate Captain} A = 1
Galleon	12	LG{Mushan} Carry. A = 4 or Immobilize all Adj Units
Warmonger	2	{Saurok} A = 2 with Immobilize
Lizardman	1	{Saurok} Defend
Skirmishers	1	{Saurok} (Flaming Crossbow Bolts) A = 3
Hunter	2	{Saurok} A = 2
Poacher	1	{Saurok} Immobilize Range = 2
Thief	1	{Saurok} Uses Thief Table
Raider	2	{Saurok} Charge
Herbalist	1	{Saurok} Heal
Encampment	1	{Saurok Structure} Summon 1 Saurok

Note: All Saurok have the Skill of Pillage

**Pandaria Minion List**

Minion:	Hits:	Special Ability:
Sha	3	{Spirit} Enrage or Pump or Control Range = 2
Jinyu	3	{Jinyu} Can use the Monk Table
Hozen	1	{Hozen} M = 2 or Defend
Mogu	3	{Mogu} Damage +1
Deep Sea Tormentor	2	{Saurok} A = 1
Ogre Ninja	3	{Ogre Assassin} Stealth
Iron Sensei	1	{Mech} Friendly adj Minion gets 1 Pump Token

**Draenor Minion List**

Minion:	Hits:	Special Ability:
Pale Orc	1	{Orc} Ambush
Arakkoa	2	{Arakkoa} Flying M = 4
Ogron	3	{Ogron} A = 1
Mok'Nathal	3	{Half Ogres} Charge

**Ethereal Minion List**

Minion:	Hits:	Special Ability:
Wind Trader	1	{Ethereal} Draw 2 Cards
Smuggler	2	{Ethereal} Procure 1 Ethereal Item
Raider	3	{Ethereal Warrior} Ambush
Thief	1	{Ethereal Rogue} Steal 1 Card from Opponent
Warden	3	{Ethereal Soldier} Protect
Nether Stalker	3	{Ethereal Assassin} Stealth
Arcanist	3	{Ethereal Wizard} Can use the Arcanist Table

Note: All Ethereals have the skill of Teleport

## Independent Structures

Minion:	Hits:	Special Ability:
Mercenary Camp	2	Unit may Hire 1 Mercenary (Pay in Gold)
Ice Troll Camp	2	Unit may Hire 1 Ice Troll (Pay in Gold)
Gold Mine	2	Unit Gains 1 Gold
Way Gate	3	Unit may Teleport to another Way Gate
Fountain of Health	2	Unit gets Regenerate
Goblin Laboratory	1	Unit may Hire 1 Shredder (Pay in Gold)
Goblin Merchant	1	Unit may buy Minor and Major Goblin Items
Centaur Camp	1	Unit may Recruit 1 Centaur

## Gnome Tinker Craft Table

Craft:	Effect:	Notes:
1	X-Ray Specs	Spy
1	Power Goggles	Detect
2	Reversing Switch	Switch
3	Chickenator	Transform Range = 2

Craft:	Effect:	Notes:
4	Time Rewinder	Protect
5	Shrink Ray	Transform Range = 3
6	Rusty Horn	Martyr

## Goblin Tinker Craft Table

Craft:	Effect:	Notes:
1	Bomb Dispenser	A = 2
1	Dimensional Ripper	Teleport
2	Rocket Launcher	A = 5
2	Pile of Junk	Summon 1 Junk Golem
3	Land Mine	Ambush
4	Mechanical Claws	Immobilize Range = 1
5	Rocket Pack	Move = 3 then Move = 2 then Move = 1
6	Army Knife	Draw 2 Cards
6	Sapper Charge	Raze and Damage +1

## Mecha Craft Table

Craft:	Effect:	Notes:
1	Whirling Blades	Whirl
2	Flamecannon	A = 1 and adj A = 2 and adj A = K
3	Force Field	Defense
4	Super Coolant	Immobilize Range = 1
5	Spare Parts	Regenerate
6	Nullifier	Spell Immunity

## Engineer Craft Table

1	Steam Blast	A = 1
2	Scope	Scout
3	Welding Beam	A = 2
3	Build	Summon 1 Mech
4	Demolition Charge	Raze and Damage +1

1	Steam Blast	A = 1
5	Frost Grenade	Immobilize Range = 2
6	Tazik Shocker	Immobilize Range = 1
6	Construction	Summon 1 Siege Engine

## Alchemy Craft Table (alchemist Or Apothacary)

Craft:	Effect:	Notes:
1	Potion of Strength	Give self or adj unit 1 Pump Token
2	Poison Vial	Give self or adj unit A = 2 with Poison
2	Essence of Emnity	Give self or adj unit 1 Rage Token
3	Healing Potion	Heal or Regenerate
4	Invisibility Draught	Give self or adj unit Stealth or Ambush
5	Charm Talisman	Control Range = 2
5	Ichor of Undeath	Raise Dead
6	Sleep Dust	Give self or adj unit Immobilize Range = 1
6	Mystery Goo	Give self or adj unit 1 Random Type of Token

## Arcanist Craft Table (mage)

1	Counterspell	Negate target Craft card
1	Mirror Images	Summon 2 Mirror Image Minions
2	Arcane Missiles	A = 2 and A = 3
2	Spellbender	Choose another target for Craft card if possible
3	Arcane Explosion	Whirl
3	Unstable Portal	Teleport
4	Duplicate	Summon a copy of any Minion in Play
5	Arcane Intellect	Draw 2 cards
5	Mana Shield	Defend
6	Polymorph	Transform Range = 4
6	Sorcerer's Apprentice	Summon 1 Wizard with 1 or 2 Hits

## Earth Craft Table (elemental)

Craft:	Effect:	Notes:
1	Earthquake	Whirl and Immobilize all adj Units
1	Devastation	Raze and Raze
2	Burrow	Teleport Self
2	Stone Shield	Protect
3	Swallow Up	Kill Range = 3
3	Rock Form	Defend
4	Divination	Scry
4	Petrify	Immobilize Range = 2 for 2 Turns
5	Call Earth	Summon 1 Earth Elemental
5	Stone Rain	Storm
6	Call Magma	Summon 1 Magma Rager
6	Stone Shards	A = 2 and A = K

## Ice Craft Table (elemental And Mage)

1	Ice Barrier	Immobilize any 1 Minion
1	Frost Bolt	A = 2
2	Frost Nova	Immobilize all adjacent Minions
3	Cone of Cold	Immobilize 3 adj Units at range up to 3
4	Ice Block	Protect
4	Ring of Frost	Whirl
5	Blizzard	Storm plus all enemies may not move next turn
6	Ice Lance	A = 4 and target is Immobilized
6	Frost Armor	Defend

## Fire Craft Table (elemental)

1	Pyroblast	A = 5 Damage +1
2	Vaporize	Defend vs Range = 1 Attack then Kill Attacking Minion
3	Flame Strike	A = 3
4	Ring of Fire	Whirl
4	Fireball	A = 4
5	Flame Summons	Summon 1 Fire Elemental
5	Sear	A = 2
6	Firestorm	Storm
6	Scorch	A = 1

## Water Craft Table (elemental)

1	Hurricane	Storm
2	Flood	Immobilize all Units
3	Drown	Kill Range = 3
4	Wall of Water	Defend

1	Hurricane	Storm
5	Healing Waters	Heal
6	Water Guardian	Summon 1 Water Elemental

## Air Craft Table (elemental)

1	Gust	Immobilize Range = 3
2	Wall of Wind	Defend
3	Lift	Flying M = 3
4	Tornado	Storm

1	Gust	Immobilize Range = 3
5	Wind Guardian	Summon 1 Wind Elemental
6	Whirlwind	Whirl
6	Impenetrable Fog	All your Units get Stealth

## Witch Doctor Craft Table

Craft:	Effect:	Notes:
1	Death Rattle	Kill Range = 2
1	Ganja Smoke	Immobilize Range = 1
2	Shaka Brew	Heal
2	Cauldron	Poison
3	Bambe Brew	Give Friendly Unit a Pump Token
4	Zuvembi Brew	Control Range = 1
4	Voodoo Spirits	Spy



Craft:	Effect:	Notes:
5	Voodoo Doll	A = 3
6	Juju	Draw 2 Cards
6	Shrunken Head	Summon 1 Totem

### Marksman Craft Table (hunter)

1	Deadly Shot	A = 3 with Damage +1
1	Quick Shot	A = 2 with Dual
2	Multi-Shot	A = 3 and A = K
2	Hunters Mark	Kill = 2
3	Explosive Shot	A = 4 with Damage +1
3	Steady Shot	A = 2 and Draw 1 Card

1	Deadly Shot	A = 3 with Damage +1
4	Cobra Shot	A = 3 with Poison
4	Turn the Blade	Defend vs adjacent Attack
5	Arcane Shot	A = K
6	Wing Clip	A = 2 with Immobilize

### Trapper Craft Table (hunter)

1	Snake Trap	Defense and then Summon 2 Snakes
2	Freezing Trap	Immobilize Range = K
3	Misdirection	Move Enemy Unit = 4
3	Ensnare	Snare Range = 2
4	Flare	Draw 1 Card then Scout
5	Feign Death	FM gets Defense then Draw 1 Card
6	Snipe	Kill Minion Just Summoned
6	Tracking	Track

### Husbandry Craft Table (hunter)

1	Animal Companion	Summon 1 Pig or Bear
2	Unleash the Hounds	Summon 2 Hounds
3	Kill Command	Friendly Minion gets Kill Range = 1
4	Call Pet	Summon 1 Wolf
4	Aspect of the Pack	All Adjacent FU get M = 3
5	Bestial Wrath	Give Friendly Animal 1 Pump and 1 Armor Token
6	King of Beasts	Summon 1 Cat
6	Eyes in the Sky	Scout and Summon 1 Owl

## Necromancy Craft Table

Craft:	Effect:	Notes:
1	Dark Ritual	Regenerate. One FM loses 1 Hit
1	Quake	Immobilize all adj Units
1	Justice of the Grave	Kill 1 FM. Draw 3 Cards
2	Death and Decay	Whirl
2	Pain and Suffering	Doom
3	Servants of Undeath	Summon 2 Skeletons
3	Raging Spirit	Control Range = 2
4	Raise Corpse	Summon 1 Zombie
4	Necrotic Plague	Plague
5	Finger of Death	Kill Range = 1
5	Remorseless Winter	Storm
6	Cause Fear	Immobilize Range = 2
6	Defile	Raze
6	Fallen Champions	Raise Dead

## Star Craft Table (druid)

1	Starfire	A = 5 and draw 1 card
2	Moonfire	A = 4
3	Innervate	FM gets M = 3
4	Starfall	A = 6 or Storm
5	Dark Whispers	Summon 2 Wisps

1	Starfire	A = 5 and draw 1 card
5	Faerie Fire	A = 2
6	Ancient Wisdom	Summon 1 Ancient
6	Earth and Moon	Draw 2 Cards

## Nature Craft Table (druid)

1	Nourish	Regenerate and Heal and draw 1 card
2	Wild Growth	Draw 2 Cards
2	Entangling Roots	Immobilize Range = 2
3	Recycle	Take 1 Card from the Discard
4	Soul of the Forest	Summon 1 Treant
4	Rebirth	Resurrect
5	Poison Seeds	Poison
5	Thorns Aura	FU gets Counter Attack
6	Naturalize	Kill = 3 Opponent draws 2 cards
6	Earth Mother Blessing	FM gets 2 Pump Tokens

## Wild Craft Table (druid)

1	Mark of the Wild	FM gets 2 Pump Tokens
2	Mark of Nature	FM gets 1 Pump Token
3	Healing Touch	Heal
3	Cat Form	Stealth or Ambush
4	Druid of the Claw	Summon 1 Bear or Cat

1	Mark of the Wild	FM gets 2 Pump Tokens
4	Bear Form	A = 1 or Martyr
5	Centaur Pact	Summon 1 Centaur
6	Power of the Wild	Inspire

## Savage Craft Table (druid)

1	Force of Nature	A = 3 and Adjacent A = 3
2	Swipe	Whirl
3	Savage Roar	Inspire
4	Bite	Feast

1	Force of Nature	A = 3 and Adjacent A = 3
4	Natural Selection	A = 1 or Heal
5	Claw	A = 1
6	Wrath	A = 2 and Draw 1 Card

### Blood Elf Mage Craft Table

Craft:	Effect:	Notes:
1	Frost Nova	Whirl and Immobilize all adj Units
2	Banish	Immobilize any 1 Minion
3	Coldflame	A = 1 with Immobilize
4	Summon Fire Bird	Summon 1 Phoenix
5	Siphon Mana	Steal 1 Random Card from Opponent
5	Arcane Tempest	Storm
6	Pyroblast	A = 4 with Damage +1

### Shadow Craft Table (shadow Priest)

1	Mind Control	Control Range = 4 Minion with 4+ Hits
2	Mind Blast	A = 5 with Damage +1
3	Shadow Madness	Control Range = 2 Minion with 1 or 2 Hits
4	Shadow Word: Death	Kill Range = 2 Minion with 4+ Hits
5	Mind Melt	Stupify Range = 2
6	Mind Spike	Opponent Discards 2 Random Cards
6	Shadow Word: Pain	Kill Range = 2 Minion with 1 or 2 Hits

### Light Craft Table (priest)

1	Light of the Naaru	Summon 1 Lightwarden
2	Lightwell	Heal any 1 Unit
3	Mind Vision	Steal 1 Random Card from Opponents Hand
3	Light of Reckoning	Immobilize Range = 3
4	Lightbomb	A = K
5	Inner Fire	FM gets Damage +1 for 2 turns
6	Mass Dispell	Opponent cannot play Craft cards next Turn

### Prayer Craft Table (priest)

1	Prayer of Fortitude	Protect
1	Prayer of Spirit	Inspire
2	Expel	Kill Range = 2 Undead or Spirit Minion
3	Chasten	Immobilize Range = 2
3	Power Word: Endure	FU gets 1 Armor Token
4	Power Word: Shield	Protect and Draw 1 Card
5	Power Word: Vigor	FU gets 1 Pump Token
6	Silence	Opponent cannot play SA cards next Turn

### Holy Craft Table (priest)

<b>1</b>	<b>Holy Smite</b>	<b>A = 2</b>
2	Cleric	Summon Cleric
2	Divine Shield	Defend
3	Holy Nova	Whirl and Regenerate
4	Circle of Healing	Heal all adjacent Minions
4	Holy Vengeance	Counter Attack
5	Valen's Chosen	Draw 1 card and FM gets A = 1
6	Holy Fire	Drain Range = 3
6	Miracle	Resurrect

### Thief Craft Table (rogue)

<b>1</b>	<b>Headcrack</b>	<b>A = 1 and Opponent Discards 1 random card</b>
1	Gang Up	Inspire
2	Hide	Stealth
3	Steal	Steal 1 Random Card from Opponent's Hand
4	Trickster's Gambit	Switch
5	The Key to Freedom	Teleport
6	Sprint	M = 4 and Draw 2 Cards
6	Gouge	A = 1 with Immobilize

### Agent Craft Table (rogue)

<b>1</b>	<b>Preparation</b>	<b>Draw 2 Cards</b>
2	Spy	Spy
3	Sap	Immobilize Range = 1
3	Infiltrate	Stealth
4	Kidnap	FM gets to Teleport and Immobilize 1 enemy Minion
5	Sabotage	Opponent Discards 1 Random Card
6	Fan of Knives	A = 2 and adj A = K

### Assassin Craft Table (rogue)

<b>1</b>	<b>Backstab</b>	<b>A = 1 with Damage +1</b>
2	Cold Blood	FM gets A = 1
3	Sinister Strike	Ambush
4	Assassinate	M = 4 then Kill = 1

<b>1</b>	<b>Backstab</b>	<b>A = 1 with Damage +1</b>
5	Deadly Poison	Poison
6	Shadowstep	M = 3 and Stealth

### Rebel Craft Table (rogue)

<b>1</b>	<b>Blade Flurry</b>	<b>Whirl</b>
2	Vanish	All your Minions get Stealth
3	Conceal	FM gets Stealth
4	Scout	Scout
5	Perdition's Blade	A = 1 and Draw 1 Card
6	Betrayal	Control Range = 5

### Demon Craft Table (warlock)

<b>1</b>	<b>Implosion</b>	<b>A = 4 and Summon 1 Imp</b>
1	Slay the Feeble	Kill Range = 1 a Unit of 2 or less Hits
2	Sense Demons	Summon 1 Demon
3	Demon Heart	Friendly Demon gets A = 1 with Damage +1
4	Bane Doom	A = 2 if Target Killed Summon 1 Demon of same size
5	Blood Imps	Summon 2 Imps
6	Demonfire	FM gets A = 1
6	Ashes to Ashes	Kill Range = 2

### Darkness Craft Table (warlock)

<b>1</b>	<b>Soulfire</b>	<b>A = 4 with Dam +1. You must Discard 1 random card</b>
2	Corruption	Kill = 3 (Minion dies at end of opponents next turn)
3	Shadow Bolt	A = K
4	Twisting Nether	OTO Total Storm. all Minions Damaged are Killed.
5	Shadowflame	FM gets Whirl and then dies at end of turn
5	Dark Extortion	Steal 1 Random Card from Opponent
6	Darkbomb	A = 3
6	Soul Reaper	Drain Range = 1

### Death Craft Table (warlock)

<b>1</b>	<b>Mortal Coil</b>	<b>A = 2 and Draw 1 Card</b>
1	Death's Gaze	Scry
2	Sacrificial Pact	Kill adj FM. Regenerate twice
2	Blight	Raze Range = 2
3	Drain Life	Drain Range = 3
4	Hellfire	Total Storm
4	Animate Dead	Summon 1 Skeleton
5	Power Overwhelming	FM gets Kill = 1 and then dies at end of turn
5	Life Tap	Draw 3 Cards. Shaman Loses 1 Hit
6	Siphon Soul	Drain Range = 5 vs Minion only
6	Curse of Weakness	Weaken Range = 2

### Storm Craft Table (shaman)

<b>1</b>	<b>Forked Lightning</b>	<b>A = K and A = K to different targets</b>
2	Crackle	A = 4
3	Windfury	FM gets A = 1 and A = 1
3	Chain Lightning	A = 1 and A = 2 and A = 3
4	Lightning Storm	Storm and Storm. Discard your Hand
4	Dust Devil	Summon 1 Dust Devil
5	Stormforged Axe	A = 1
6	Frost Shock	Immobilize Range = 2
6	Lightning Shield	Defend with Counter Attack

### Spirit Craft Table (shaman)

1	Ancestral Healing	Heal adj unit Twice
1	Flametongue	A = 1
2	Totemic Might	Summon 1 Totem or All Totems gain 1 Armor Token
3	Ancestral Spirit	Summon 1 Lost Soul Spirit
3	Trueshot Aura	FM gets A = 4
4	Feral Spirit	Summon 1 Spirit Wolf
5	Bloodlust	Inspire
6	Reincarnate	Summon 1 FM killed this or last turn
6	Far Sight	Spy or Scry

### Overload Craft Table (shaman)

1	Chain Heal	Heal 3 Units adj to each other within 4 spaces
1	Rockbiter Weapon	A = 1 and Draw 1 Card
2	Hex	Transform Range = 3
2	Elements Fury	Total Storm
3	Unbound Elemental	Summon 1 Elemental
3	Energized	Pump
4	Earth Shock	A = 2 Unit cannot use SA next turn
5	Lava Burst	A = 3 with Damage +1
6	Primal Strike	Damage +1

### Totem Craft Table (shaman Minion)

Craft:	Effect:	Notes:
1	Stone	Protect
2	Wind	Adjacent friendly Unit gets M = 3
3	Fire	A = 1
4	Healing	Heal Minion
5	Vitality	Heal Hero
6	Mana	Draw 2 Cards

### Blessed Craft Table (paladin)

1	Blessing of Wisdom	Draw 2 Cards
2	Blessing of Might	FM gets A = 1
3	Lights Justice	A = 1 and next Turn A = 1
3	Aura of Devotion	Adjacent Unit gets 1 Shield Token
4	Lay on Hands	Heal and Draw 1 Card
4	Blessing of Kings	FM gets Damage +1
5	Holy Light	Regenerate and Heal all adjacent Units
5	Blessed Champion	FM gets 2 Pump and 1 Rage Token
6	Seal of Light	A = 1 and Regenerate
6	Divine Favor	Give 1 Unit 1 Pump, 1 Armor, and 1 Shield Token

### Wrath Craft Table (paladin)

1	Avenge	FM just Damaged gets A = 1
1	Vindictive Strike	A = 1 with Damage +1
2	Holy Wrath	Whirl and Storm
2	Seal of Fury	Martyr
3	Avenging Wrath	A = 1 and A = 2 and A = 3 and A = 4
4	Eye for an Eye	If your Hero takes a Hit the enemy Hero does also
5	Muster for Battle	Summon 2 Small Knights or Soldiers
6	Hammer of Wrath	A = 3 and Draw 1 Card

### Discipline Craft Table (paladin)

1	Humility	Immobilize Range = 2
2	Consecration	Whirl
3	Noble Sacrifice	FM gets Martyr
4	Redemption	Summon a FM just Killed
5	Equality	All Adjacent Minions are reduced to 1 Hit
6	Hand of Protection	Protect
6	Repentance	Transform Range = 3

### Strike Craft Table (warrior)

1	Cleave	A = 1 and Adjacent A = 1
2	Slam	A = 1 and Opponent discards 1 Card
2	Rend	Damage +1
3	Crush	A = 1 and opponent Discards 1 Random card
4	Mortal Strike	Kill Range = 1 if you have 2 or less Hits
4	Stance Mastery	Defend
5	Execute	Kill = 1 already damaged Minion
5	Hamstring	A = 1 with Immobilize
6	Charge	M = 4 then A = 1

### Arms Craft Table (warrior)

1	Bouncing Blade	A = 2 then A = 2 from last target then A = 2 from last target
2	Slay	Kill Range = 1
3	Lunge	A = 1
3	Disarm	Immobilize Range = 1 and Draw 1 Card
4	Armed to the Teeth	Gain 1 Pump or 1 Armor Token
4	Twirl	Whirl
5	Armorsmith	Gain 1 Armor Token
6	Shield Block	Defense and Draw 1 Card

### Battle Craft Table (warrior)

1	Inner Rage	FM takes 1 Hit and gets A = 1 with Damage +1
2	Commanding Shout	Any 3 Friendly Minions get M = 2
3	Brawl	All Units in play get A = 1
4	Battle Rage	Draw 2 Cards
4	Heroic Leap	M = 1 and A = 1
5	Warsong	Inspire
5	Taunt	Martyr
6	Rampage	Friendly Unit gets M = 2 then A = 1 then M = 2 then A = 1

**Mariner Craft Table (pirate Captain)**

1	Stong Ale	Inspire
1	Supply Crates	Draw 2 Cards
2	Mainland Outpost	2 Friendly Units heal 1 Hit each
3	Intercept Supplies	Steal 1 random card from Opponent
4	Sail the Seven Seas	Teleport
4	Spy Glass	Scout
5	Buccaneer Raid	All friendly Units adj to target Unit get Ambush
6	Parley	Opponents Units may not Attack next turn

**Marine Craft Table (pirate Captain)**

1	Crackshot	A = 3
2	Swashbuckling	Whirl
2	Warning Shot	Immobilize Range = 3
3	Ricochet	Friendly Unit gets A = K

1	Crackshot	A = 3
4	Cannon Shot	Friendly Unit gets A = 4
5	Naval Rifle	A = 2
6	Master Cannon	A = 5 with Damage +1 and Raze

**Dwarf Craft Table (mountain King)**

1	Storm Bolt	A = 3 and target Immobilized
2	Thunder Clap	All adjacent Units Immobilized
3	Bash	Damage +1
4	Avatar	A = 1 and King gets SA Defend until your next turn
5	Battle Axe	Whirl
6	Mithril Armor	Defend

**Death Rune Craft Table (death Knight)**

1	Blood Rune	Regenerate
1	Dark Command	Martyr
2	Frost Rune	Immobilize Range = 2
2	Death and Decay	Whirl
3	Unholy Rune	Poison
3	On a Pale Horse	M = 4

1	Blood Rune	Regenerate
4	Summon Guardian	Summon 1 Gargoyle
5	Army of the Dead	Summon 1 Ghoul
6	Dark Succor	Drain Range = 2
6	Death Strike	Kill Range = 1

**Unholy Craft Table (shadow Priest)**

1	Shadow Smite	A = 2
2	Power Word: Shield	Friendly Minion gets Defense. Draw 1 Card
3	Raise Dead	Summon 1 small or medium Undead
4	Shadow Nova	Whirl and Regenerate
5	Circle of Pain	Whirl
6	Shadow Word: Death	Kill = 2 Small Minion

**Dread Craft Table (dread Lord)**



1	Swarm	Summon 1 Insect
1	Demonic Strength	Heal and Draw 1 Card
2	Humiliate	Immobilize Range = 2
2	Desecration	Whirl
3	Demonic Might	Friendly Minion gets A = 1
3	Sacrifice	Friendly Minion gets Martyr
4	Sleep	Immobilize Range = 3
4	Vampiric Aura	Drain Range = 2
5	Unholy Strength	Regenerate and Heal all adjacent Units
5	Inferno	Summon 1 Infernal for 3 turns
6	Avenging Wrath	A = 1 and A = 2 and A = 3 and A = 4

### Monk Craft Table (monk)

1	Dragon Punch	A = 1
2	Brewed Beer	Pump Self or Adjacent Unit
3	Dodge	Defend
4	Whirlwind Attack	Whirl

1	Dragon Punch	A = 1
5	Hold	Immobilize Range = 1
6	Axe Kick	Damage +1

### Commander Craft Table

1	Bolster Defenses	Target Unit gets Defend
1	Send Patrols	Scout
2	Old Enemies	Spy
3	Proving Grounds	Give 2 Friendly Units Pump Tokens
4	Supply Lines	Draw 2 Cards
5	Establish New Outpost	Teleport
6	Leadership	Inspire

### Soldier Craft Table

1	Peerless Guard	Protect
1	Entrenched	Defense
2	Your Fortune Awaits	Draw 2 Cards
3	Secure the Ramparts	M = 2 and gain 1 Armor Token
4	Rise and be Recognized	Pump
5	A Tale of Valor	Search Discard for a Card and put it in your hand
6	Intercept	On Opponents Turn M = 2 and Ambush

### Knight Craft Table

1	Charge	Charge
2	Armor	Defense
3	Mighty Blow	Damage +1
4	Defender	Protect

1	Charge	Charge
5	Banner	Inspire
6	Honor	Martyr

### Barbarian Craft Table

1	Crusher of Bonds	A = 1 or Resistance to Immobilize
2	Shattering Throw	A = 2
3	Wild Fervor	Pump
4	Maim	Damage +1 and Immobilize
5	Merciless Strikes	A = 1 with Dual
6	Recklessness	M = 3 and then Whirl. Discard Hand

## Dragon Craft Table (dragons)

1	Dragon Breath	A = 2
2	Dragon Claws	A = 1
3	Dragon Rage	Gain 1 Rage Token
4	Dragon Flight	M = 4

1	Dragon Breath	A = 2
5	Dragon Scales	Defend
6	Dragon Bite	Damage +1

## Greater Fiend Craft Table (demons)

1	Mana Burn	A = 1
2	War Stomp	Immobilize all Adjacent Units
3	Rain of Fire	Storm
3	Immolate	A = 3
4	Dispell	Spell Immunity

1	Mana Burn	A = 1
5	Rain of Chaos	Summon 1 Infernal
5	Cripple	Immobilize Range = 3
6	Dark Portal	Summon 1 Doom Guard or Felhound

## Fel Craft Table

1	Fel Blaze	Damage +1
2	Fear	Immobilize Range = 2
2	Fel Flame	A = 3
3	Invoke the Nether	Whirl
4	Fel Covenant	Kill Range = 3. Caster loses 1 Hit
5	Siphon Life	Drain Range = 2
6	Blistering Fire	A = 2

## Undeath Craft Table

1	Drain Essence	Drain Range = 1
2	Death Eater	Feast
3	Dread Touch	A = 1 with Immobilize
4	Death Strike	Kill Range = 1

1	Drain Essence	Drain Range = 1
5	Frozen Blight	Immobilize all adj Units
6	Undeath	Regenerate

## Generic Heroes

While many Legendary Heroes are included in the Minion Lists, players will often use generic Heroes from the following Primary and Alternate Hero Lists to Lead their Armies. Generic Heroes start with 5 Hits unless the players decide otherwise. Generic Heroes can be named, re-used, learn skills, gain Hits, and acquire items if players want to develop them in an RPG style experience.

## Primary Hero List

### Paladin Hero

SA: (Hammer) A = 1 or Summon small or medium Knight Alliance and Scarlet Crusade Uses the Blessed, Wrath, and Discipline Craft Tables

### Shaman Hero

SA: (Lightning) A = 3 or Summon Totem Horde only Use the Storm, Spirit, and Overload Craft Tables

## Druid Hero

SA: (Nature Walk) M = K or (Tangle) Immobilize Range = 2 Alliance or Night Elf Use the Nature, Wild, Star, and Savage Craft Tables

## Hunter Hero

SA: (Bow) A = K or (Hunt) Ambush Any Faction Uses the Marksman, Trapper, and Husbandry Craft Tables

## Mage Hero

SA: (Magic Missile) A = 2 or (Magic Bolt) A = 4 Any Faction Uses the Arcanist and Cold Craft Tables

## Priest Hero

SA: (Mend) Heal or (Mend Self) Regenerate Alliance or Scarlet Crusade Uses the Holy, Light, and Prayer Craft Tables

## Rogue Hero

SA: (Daggers) A = 1 or (Sneak) M = 2 and Stealth Any Faction Uses the Agent, Assassin, Thief, and Rebel Craft Tables

## Warlock Hero

SA: (Conjure) Draw 2 Cards Burning Legion, Scourge, Forsaken, and Horde Uses the Demon, Darkness, and Death Craft Tables

## Warrior Hero

SA: (Armor) Gain 1 Armor Token or (Axe) Damage +1 Any Faction Uses the Strike, Arms, and Battle Craft Table

## Alternate Hero List

Nonstandard Variant Heroes for the more adventurous...

## Pirate Captain Hero

SA: (Cutlass) A = 1 or Summon 1 Pirate Any Faction Uses the Mariner and Marine Craft Tables

## Gnome Tinker Hero

SA: Summon 1 Gnome or 1 Mech or (Wrench) A = 1 Must be Alliance Craft: Uses the Gnome and Engineer Craft Tables

## Orc Chieftain Hero

SA: Summon 1 Orc or (Tough) Defend Must be Horde Craft: Uses the Warrior Craft Tables

## Goblin Trade Prince

SA: Summon 1 Goblin and Draw 1 Card Must be Horde or Steamwheedle or Bilgewater Cartel Craft: Uses the Goblin Craft Table

## Tauren Shaman Hero

SA: Summon 1 Tauren or A = 1 Must be Horde Craft: Uses the Shaman Craft Tables

## Murloc Master Hero

SA: Summon 1 Murloc or Charge Must be Horde or Independent Craft: Uses the Rogue Craft Tables

## Troll Witch Doctor Hero

SA: Summon 1 Troll or Give 1 FM 1 Rage Token Must be Horde Uses the Witch Doctor Craft Table

## Beast Master Hero

SA: Summon 1 Animal or Heal Horde or Night Elf Craft: Uses the Husbandry Craft Table

## Elementalist Hero

SA: Summon 1 Elemental or A = 3 Any Faction Craft: Uses the Fire, Air, Water, and Earth Craft Tables

## Necromancer Hero

SA: Summon 1 Undead or Drain Range = 2 Must be Scourge Craft: Uses the Necromancy Craft Table

## Worgen Pack Leader Hero

SA: Summon 1 Wolf or Inspire Must be Horde Craft: Uses the Shaman Craft Tables

## Dwarf Hunter Hero

SA: Summon 1 Dwarf or A = 3 Must be Alliance or Argent Dawn or Independent Uses the Marksman Craft Table

## Dwarf Mountain King Hero

SA: Summon 1 Dwarf or Siege Engine or Defend Must be Alliance or Argent Dawn or Independent Uses the Dwarf Craft Table

## Night Elf Druid Hero

SA: Summon 1 Elf or A = 4 Must be Night Elf Use the Nature, Wild, and Savage Craft Tables

## Demon Hunter Hero

SA: A = 4 or Defend or Whirl Must be Night Elf Uses the Marksman and Trapper Craft Tables

### **Warden Hero**

SA: Teleport or Stealth or A = 2 with Poison Must be Night Elf Craft: Uses Rogue Craft Tables

### **Blood Mage Elf Hero**

SA: A = 2 or Summon 1 Blood Elf Must be Alliance or Horde Can use the Arcane and Fire and Blood Elf Wizard Craft Tables

### **Shadow Priest Hero**

SA: Drain Range = 3 Must be Scourge or Forsaken Uses the Shadow and Unholy Craft Tables

### **Dreadlord (nathrezim) Hero**

SA: Defend or Feast Must be Scourge or Burning Legion Uses the Dread Craft Table

### **Lich Lord Hero**

SA: Regenerate or Drain Range = 1 Must be Scourge Can use the Ice and Arcanist and Necromancy Craft Tables

### **Forsken Ranger Captain Hero**

SA: Regenerate or A = 4 Must be Forsaken Uses the Marksman, Trapper, and Undeath Craft Tables

### **Scarlet Crusader Hero**

SA: Summon 1 (Human) Soldier or FM gets A = 1 Must be Scarlet Brotherhood Craft: Uses the Paladin Craft Tables

### **Spiderlord Hero**

SA: Summon 1 Nerubian or Poison Usually Independent Tribal Craft: Uses the Mage Craft Tables

### **Demon Lord Hero**

SA: Summon 1 Demon or Whirl Must be Burning Legion Craft: Uses the Warlock Craft Tables

### **Defias Commander Hero**

SA: Summon 1 Assassin or FM gets Stealth Must be Defias Brotherhood Craft: Uses the Rogue Craft Tables

### **Trogg Geomancer Hero**

SA: Summon 1 Trogg or (Stone Skin) Defend Usually Independent Tribal Craft: Use the Earth Craft Table

### **Gnoll Chieftain Hero**

SA: Summon 1 Gnoll or Adjacent Minion gets Ambush Must be Horde or Independent Craft: Uses the Warrior Craft Tables

### **Doomlord (daemon) Hero**

SA: Summon 1 Demon or Doom Must be Burning Legion Craft: Uses the Demon Craft Table

### **Void Lord Hero**

SA: Summon 1 Void Demon or Whirl Must be Burning Legion or Independent Craft: Uses the Darkness Craft Table

### **Fel Orc Chieftain Hero**

SA: Summon 1 Fel Orc or A = 1 Must be Burning Legion or Independent Craft: Uses the Warrior and Fel Craft Tables

### **Satyr Incenerator Hero**

SA: Summon 1 Satyr or Whirl Must be Burning Legion or Independent Craft: Uses the Warlock Craft Tables

### **Centaur Khan Hero**

SA: Summon 1 Centaur or Charge Usually Independent Tribal Craft: Use the Warrior Craft Tables

### **Quillboar Thornweaver Hero**

SA: Inspire or Summon 1 Quillboar or Pig Usually Independent Tribal Craft: Use the Shaman Craft Tables

### **Fathom Lord Naga Hero**

SA: Inspire or Summon 1 Naga Usually Independent Tribal Craft: Use the Warrior Craft Tables

### **Undead Alchemist Hero**

SA: Poison or Plague Craft: Use the Alchemist and Undeath Craft Table

### **Death Knight Hero**

SA: Defend or Charge Must be Scourge or Forsaken Uses the Death Rune Craft Table

### **Pandaren Monk Hero**

SA: Pump or A = 1 Uses the Monk Craft Table

### **Ethereal Nexus Prince Hero**

SA: Summon 1 Ethereal or Teleport Etherium, Consortium, or Protectorate Uses the Rogue Craft Tables

### **Vrykul Berserker Hero**

SA: Cold Resistance. Summon 1 Vrykul or Charge Scourge or Independent Uses the Warrior Craft Tables

## Items

Items come in 4 types of increasing power and rarity: Minor, Major, Epic, and Legendary. They can be activated by Jack, Queen, and King cards respectively.

Heroes will often have many items.

Most Minions will typically have few or no items. The Items owned by each unit are simply recorded with pen and paper. Some items can only be used once or a few times before they are used up.

## Sample Minor Items

Item:	Effect:
Bomb	A = 2 with Damage +1 (One Use)
Schematics	Search Deck for 1 card and put it in your hand (One Use Goblin)
Nitro Boots	M = 3 (Two Uses Goblin)
Potion of Strength	Give self or adj unit 1 Pump Token (One Use)
Poison Vial	Give self or adj unit Poison (Two Uses)
Healing Potion	Heal or Regenerate (Two Uses)
Scroll of Healing	Heal and Draw 1 Card (One Use)
Invisibility Draught	Give self or adj unit Stealth or Ambush (One Use)
Charm Talisman	Control Range = 2 (One Use)
Sleep Dust	Give self or adj unit Immobilize Range = 1 (One Use)
Oil of Sharpness	Damage +1 (One Use)
Net-o-Matic Projector	Immobilize Range = 3 (Gnomish One Use)
Ethereal Mutagen	Transform Range = 1 (One Use)
Ethereal Oil	Stealth for 2 consecutive turns (One Use)
Ethereal Liqueur	Pump (Two Uses)
Goblin Land Mine	Ambush Range = 3 (One Use)
Blueleaf Tubers	Draw 1 Card (Herbalist Two Uses)
Portal Scroll	Teleport (One Use)
Scroll of Regeneration	Regenerate (One Use: Lasts 3 Turns)
Potion of Mana	Power Up (One Use)
Orb of Fire	A = 4 (Natural One Use)
Orb of Poison	Give self or adj unit A = 2 with Poison (Natural One Use)
Anti-Magic Potion	Spell Immunity (Natural One Use)
Moonstone	Doom (Natural One Use)
Clarity Potion	Scout (Natural One Use)
Dust of Appearance	Negate Stealth or Ambush or Scout or Spy (Natural Two Uses)
Lightning Orb	A = 4 (Natural One Use)
Scroll of Protection	Protect (One Use)
Crystal	Can Substitute for a Card for Summoning Costs
Scroll of the Beast	Summon 1 Beast (One Use)
Healing Ward	Heal all Adjacent Units (One Use)
Stone Token	Summon 1 Rock Golem (One Use)
Mantle of Intelligence	Draw 1 Card
Periappt of Vitality	Draw 3 Cards that can only be used by this Unit this turn (One Use)

## Sample Major Items

Item:	Effect:
Rune Weapon	Damage +1 (Death Knight Weapon)
Horn of Winter	Inspire (Death Knight Item)
Assassins Blade	Poison (Rogue Weapon)
Ultrasafe Transporter	Teleport (Gnomish)

Item:	Effect:
Gravity Well	Immobilize all Adjacent Units (Gnomish)
Weather Control Device	Storm (Goblin)
Cloaking Device	Stealth (Goblin)
Steam Armor	Defend (Goblin)
Crimson Shocker	A = 2
Death Ray	Kill Range = 3 (Gnomish)
Scarlet Kris	Kill Range = 1 (Wavy Dagger)
Invulnerability Belt	Defend (Gnomish)
Battle Goggles	A = 1 or Scout (Gnomish)
Mind Control Cap	Control Range = 2 (Gnomish)
Imperial Plate	Defend (Dwarf Forged)
Dark Iron Reaver	A = 1 (Dwarf Forged)
Blackfury Glaive	Gain 1 Rage Token (Dwarf Forged)
Sulfuron Hammer	Whirl (Dwarf Forged)
Ebon Hand Mace	Drain Range = 1 (Dwarf Forged)
Nightfall Axe	Damage +1 (Dwarf Forged)
Flying Machine	M = 4 (Gnomish)
Chicken Spitter	Summon 1 Angry Chicken (Gnomish)
Ethereal Talisman	Gain 1 Shield Token
Ethereal Hood	Stealth or Ambush
Golem Skull Helm	Defend
Staff of Preservation	Teleport Self only if Damaged to Safe Space (Natural)
Tome of Intelligence	Draw 2 Cards (Once per Battle)
Tome of Strength	Damage +1 (Once per Battle)
Ring of Protection	Defend (Uses an Attack Card)
Maul of Strength	Charge with Damage +1
Medallion of Courage	Pump
Ogre Gauntlets	Damage +1 and Draw 1 Card
Gloves of Haste	Ongoing Dual
Health Stone	Heal
Book of the Dead	Summon 1 Undead (Once per Battle)
Tome of Agility	Defend (Once per Battle)
Tome of Knowledge	Spy (Once per Battle)
Claws of Attack	A = 1 with Dual
Manual of Health	Gain 1 Hit (Can be above normal Max - Once per Battle)
Goblin Nightscope	A = 5
Spider Ring	Summon 1 Spider
Hood of Cunning	Ambush
Pipe of Insight	Scry (Once per Battle)
Boots of Speed	M = 3
Soul Stone	Resurrect (One Use)
Giant's Belt	Damage +1 with Raze
Cloak of Flames	Resistance to Fire
Jade Ring	Mastery on Monk Table (Once per Battle)
Ironwood Branch	Summon 1 Ironbark Protector (One Use)
Pendant of Mana	Power Up (Once per Battle)
Pendant of Energy	Resistance to Weakness, Snare, or Immobilize
Horn of Winter	Storm with Immobilize (Once per Battle)

## Sample Epic Items

<b>Eaglehorn Bow</b>	<b>A = 4 or A = 3 (Ranger Weapon)</b>
Gladiator Bow	A = 5 and Draw 1 Card (Ranger Weapon)
Death's Bite	A = 1 and next turn Whirl (Warrior Weapon)
Arcanite Reaper	Whirl twice (Warrior Weapon)
Golden Axe	A = 1 with Damage +1 (Pirate Weapon)
Sword of Justice	A = 1 and give 1 FM 1 Pump Token (Paladin Weapon)
Truesilver Champion	A = 1 and Regenerate (Paladin Weapon)
Coghammer	A = 1 and FM gets 1 Shield Token (Engineer Weapon)
Ogre Warmaul	A = 1 with Damage +1 vs random adj enemy (Ogre Weapon)
Powermace	A = 1 with Immobilize (Weapon)
Ethereal Warp Bow	A = 3 then Stealth (Weapon)
Ethereal Blade	A = 1 then Stealth (Weapon)
Claws of Torment	A = 1 and A = 1
Abomination Knuckles	A = 1 or Defend
Spire of Sunset	Hero can use Fire Table
Ankh of Reincarnation	Resurrect (Once per Month)
Talisman of the Wild	Hero Can Use the Wild Table
Book of Summoning	Summon 1 Minion (Once per Battle)
Ancient Figurine	Summon 1 Hero (One Use)
Sobi Mask	Mastery (Once per Battle)
Wand of Negation	Spell Immunity
Black Amnesty	A = 1 with Dual (Dagger)
Netherbreath Spellblade	A = 1 or Put 1 card from the discard into your hand (Dagger)
Sword of Life and Death	Heal or A = 1
Scepter of Mastery	Control Range = 3
Lordbane Scepter	Damage +2 vs Hero
Lightningflash	A = 3 and Dual (Gun)
Avenger's Shield	Defend or Whirl

## Sample Legendary Items

<b>Item:</b>	<b>Effect:</b>
Gorehowl Axe	Kill Range = 1 Demons (Owned by Grom and then Garrosh Hellscream)
Doomhammer	A = 1 and A = 1 (Owned by Thrall)
Shalamayne Sword	Damage +2 (Owned by Varian Wrynn)
Ashbringer Sword	Kill Range = 1 Undead (Owned by Tirion Fordring)
Frostmourne Sword	Drain Range = 1 (Owned by the Lich King)
Royal Scepter	A = 1 or Heal (Owned by Terenas)
Helm of Domination	Control Range = 2 (Owned by the Lich King)
Wrenchcalibur	A = 1 and Draw 2 Cards (Owned by Gelbin Mekkatorque)
Horn of Cenarius	OTO Summon 4 Wisps (Owned by Malfurion Stormrage)
The Red Axe	Kill Demon Range = 1 (Owned by Broxigar)
Deathwhisper	A = 4 with Damage +1 (Bow Owned by Sylvanas Windrunner)
Hersir's Greatspear	A = 2 with Damage +1 (Tauren)

## Gold

Gold can be used to buy Items and Units: Minor Items cost 5 Gold Each Major Items cost 10 Gold Each Units with 1 Hit cost 10 Gold Units with 2 Hits cost 20 Gold Legendary Items are never for sale Many Heroes and Minions have no interest in Gold and cannot be

hired. If players agree, Gold can be spent during a battle.

## Hero Skill Lists

For every Hit a Hero has above 5 he may gain 1 Skill of his choice:



Skill:	Effect:
Prowess	A = 1
Strength	Damage +1 (Cumulative)
Berserker	Enrage
Concealment	Stealth
Tactics	M = K
Allies	Summon 1 type of Minion
Deftness	Whirl
Strategy	Draw 2 Cards
Battle Cry	Inspire
Learn Craft	Pick one New Craft Table player is now able to use
Defense	Defend
Heroism	Martyr
Dual Wielder	Dual
Guardian	Protect
Swift	M = 2
Rider	M = 3
Far Rider	M = 4
Counter Blow	Counter Attack
Scout	Scout
Spy	Spy
Archery	A = 3
Thrown Weapon	A = 2
Siegecraft	Raze
Herbalism	Heal
Lance	Charge
Hold	Immobilize Range = 1
Slayer	Kill 1 type of Minion Range = 1

### Adventure Scenarios Variant

One player uses an army composed of 2-4 Heroes (and allies) to be used against several different enemy armies in succession played by a game master who designs the Scenario.

### Hero Leveling

A Hero will gain 1 Experience (XP) for each Hit worth of Units he defeats. Note that Generic Heroes start at Level 5

Level	XP Required	Hits	SA	Skills	Notes:
1	10	1	1	0	Aspirant
2	25	2	1	0	Hero in Training
3	50	3	1	0	Lesser Hero
4	75	4	1	0	Minor Hero
5	100	5	2	0	Generic Hero
6	200	6	2	1	Veteran Hero
7	400	7	2	2	Elite Hero
8	800	8	2	3	Major Hero
9	1600	9	2	4	Greater Hero
10	3200	10	2	5	Arch Hero

Others:

11-20	Arch Demons, Demi-Gods, Dragon Aspects, Elemental Lords
21-99	Old Gods, Titans
100+	Titans of the Pantheon





# Warmeister

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A fantasy warfare card game for 2-6 players

## The Deck

All players share a common deck of 130 cards

## You Will Need:

5 Territory tokens for each player  
Damage counters for battles  
Gold counters may be used, or players may write down their totals, whichever is mutually agreeable  
A six sided dice

## Object

To win a player must be the only remaining participant with territories. Once a player loses their last territory counter, they are out of the game.

## Setup

Each player starts with 5 Territory tokens. Shuffle the deck, and each player draws 5 cards

## Turns

The turn is divided into phases:

- Priority
- Draw
- Revenue
- Warfare
- Supply
- End

## Priority

Roll a dice to determine player priority. The highest roll gets priority (reroll ties). This means that in the phases where priority is important, the player with priority goes first, with play progressing in a clockwise direction. This must be rolled for at the start of each turn.

## Draw

Each player may draw a number of cards equal to their number of territories in priority order.

## Revenue

Each player gains 1d6 gold for each territory they control. This gold may be spent to play army cards, holdings, or fortifications, which are put into play when purchased.

## Warfare

This is the phase in which battles are fought, players taking turns in priority order. A player may play 1 attack card and declare 1 battle, choosing one opponent as their target. No battles may be declared in the first turn.

Once a battle is declared, both the attacker and defender assign any or all of their army cards in play to the battle. They must assign at least one. The defender may also assign one fortification to the battle.

Players then take turns playing Battle Event cards or passing, starting with the defender. Only the defender may play Terrain cards. When both players pass in succession, then they move on to the battle.

Each player rolls for each army card. Each Army card has a bonus of +1 to +5. Add the bonus to the roll, plus any other modifiers. If the total is 7 or more, then a hit is scored. Players then assign a number of damage counters to their units equal to the number of hits scored by their opponent in any combination they like. If a card has damage counters equal to their number of wounds, they are discarded. Damage counters remain on a card until the End phase.

Once this has been done, both players must check for routing, starting with the attacker. The attacker must roll the dice and add the number of remaining units in their force. If they score 5+, they stay and may fight another round of combat. If not, then the attacker loses and the battle is over, their remaining units stay in play.

If the attacker passes, then the defender must do the same, but they only require a 4+. Success and failure are the same as for the attacker. The Defender CANNOT flee if they are defending their last Territory.

If both sides stay and fight, then roll again for each army card, assign damage and check for routing until one side flees or is destroyed. If the defender loses the battle, then they lose 1 Territory token. Also, roll for each holding regardless of who won. If a 1 is scored then the holding was destroyed in the battle. Any castles used in the battle are destroyed if the defender lost on a dice roll of 2 or less. If there were besiegers in the attacking army, then it is destroyed on a roll of 4 or less. Each player undertakes this sequence in turn.

## Supply

Players are able to supply 1 army card per territory. Any cards unable to be supplied are discarded.

## End

All damage counters are removed from army cards and all players MUST discard down to 5 cards in their hand.

## Cards

### Attack Cards

Card	#	Notes
Attack	15	Allows for 1 attack.
Pillage	3	Allows for 1 attack. Attacker gets +1d6 gold next revenue phase if they win.
Raze	2	Allows for 1 attack. Destroy all defender's holdings if the Attacker wins.
Ambush	3	Allows for 1 attack. Attacker gets first battle event. Attacker may play a - Terrain card, with ill effects applying to the Defender and vice versa.
Conquest	2	Allows for 1 attack. Attacker adds defender's lost territory to their own.

### Castles

Card	#	Cost	Modifiers
Pallisaide	2	4	Attackers -1
Keep	2	7	Attackers -2
Fortress	1	10	Attackers -2, Defenders +1

### Holdings

Card	#	Cost	Notes
Farm	3	2	+1 to Supply total
Armoury	2	3	+1 to Hand Size
Barracks	1	4	Reduce cost of Basic Army Cards by 1 (min 1)
Workshop	1	4	Reduce cost of Besieger Army Cards by 1 (min 1)
Mead Hall	1	4	Reduce cost of Assault Army Cards by 1 (min 1)
Archery Range	1	4	Reduce cost of Missile Army Cards by 1 (min 1)
Horse Breeder	1	4	Reduce cost of Cavalry Army Cards by 1 (min 1)
Hunting Lodge	1	4	Reduce cost of Skirmisher Army Cards by 1 (min 1)
Mines	2	4	+2 gold per turn
Tavern	2	4	+1 gold per turn, +1 to Supply total
Market	1	6	+3 gold per turn
Wizard Tower	2	3	Increase Draw by 1

### Army Cards

Army Cards have a number of different Types or Traits that can affect battles.

Unit	Types:
Assault	Unit gets +1 if in an attacking army
Missile	Unit gets +1 if in an defending army
Cavalry	If this unit causes a casualty, then its owner may decide which of the opponent's units suffers the damage
Besieger	Unit unaffected by Castle modifiers
Skirmisher	Unit unaffected by Terrain Modifiers
General	All friendly units in an Army receive +1 if this unit is part of the army

If a unit has none of the above Types, it counts as a basic unit.

Unit	Traits:
Deadly	Unit causes 2 damage on a successful hit

Unit	Traits:
Tough	Discard first damage counter assigned to this unit in a battle
Raider	+1 gold to next turn's revenue if this unit's side wins an attack

**A** Assault  
**B** Besieger  
**C** Cavalry  
**D** Deadly  
**G** General

**M** Missile  
**R** Raider  
**S** Skirmisher  
**T** Tough

Cards	#	Cost	Bonus	Wounds	Notes
Peasants	2	1	+1	1	Draw 1 card when this unit is recruited
Goblin Stabbers	1	1	+1	1	
Old Hob	1	2	+1	1	D T, Discard 1 card to play
Skellington Troopers	1	2	+1	1	T
Swordsmen	1	2	+2	1	
Pikemen	1	3	+2	2	
Roamin' Ronin	1	3	+2	1	D
Dwarf Axemen	1	3	+3	1	
Troll Warriors	1	4	+3	2	
Ogre Bullies	1	6	+4	2	R
Giant	1	7	+4	2	T, Automatically destroys 1 opponent's
	-	-	-	-	Holdings in battle,
	-	-	-	-	Counts as 2 units for Supply
Gnoll Chicken-Thieves	1	2	+1	1	M
Bowmen	1	3	+2	1	M
Elven Rangers	1	4	+3	1	M D
Dwarf Engineers	1	6	+4	2	M T, Discard 1 card to play
Fanatics	1	2	+1	1	A
Hairy Barbarians	1	4	+2	1	A R
Troll Berserkers	1	6	+3	2	A T
Theo the Minotaur	1	6	+4	2	A
Wardogs	1	2	+1	1	C, Discard wardogs to destroy any force 1 card
Elven Weasel Riders	1	3	+2	1	C
Knights of the Golden Rooster	1	6	+3	2	C D
War Mammoths	1	8	+4	3	C T
Captain Tim	1	5	+2	2	G, Draw 2 cards when this card is recruited
Prince Treehugger	1	5	+2	2	G M
Snorri Axethrowersson	1	6	+3	2	G T
Sir Bertrand of Baloney	1	6	+3	2	G C
Nanoc the Barbarian	1	7	+4	2	G A
Goblin Slingshooters	1	4	+2	1	S, Opponent must discard 1 card
	-	-	-	-	when this card is recruited
Gnoll Huntsmen	1	4	+2	1	S R
Elf Battle-Prancers	1	5	+3	2	S
Catapult	1	3	+2	1	B
Dwarf Sappers	1	4	+2	2	B
Ol' Bessie	1	5	+3	2	B
Fernando the Dragon	1	10	+5	3	A C D T, Counts as 3 cards for supply
Siege Golem	1	8	+4	2	B A T, Discard 2 cards to play
Centaur Javelineers	1	6	+3	2	S M
Donkey Raiders	1	4	+2	1	C R
Shaolin Monkeys	1	5	+2	2	A S

## Event Cards

after use.

Event cards designated Battle Events may only be played during a battle. All event cards are discarded

Cards	#	Notes
Gutsy	2	Battle. Army does not have to roll for Rout this round
Run Them Down	1	Battle. When the opposing army routs, roll 1d6 for each unit.
	-	They are destroyed on a 5+
Ran Too Far	1	Battle. Target loses 2 Territories if they lose the battle.
Scaredy Cats	1	Battle. -1 to target's next rout roll
Good Harvest	2	+4 gold to revenue this turn
Luck	2	Re-roll any 1 dice roll
Denied!	2	Cancel any 1 event card
Forest	4	Battle. Terrain. Attackers are at -1 force this battle
Ruins	2	Battle. Terrain. Attackers are at -2 force this battle
Swamp	2	Battle. Terrain. Attackers are at -2 force and Defenders -1 force this battle
High Ground	2	Battle. Terrain. Attackers are at -1 force and Defenders +1 force this battle
Defensive Traps	2	Battle. Terrain. Roll 1d6 for each Attacking unit each
	-	round of the battle. Units suffer 1 hit on a 6+
Bottleneck	2	Battle. Terrain. Attacker may only use 1/2 their assigned
	-	units in this battle (round down).
	-	The others return home.
Fury	2	Battle. Target army gains +1 to their attack rolls for this round
Fatigued	2	Battle. Target army gains -1 to their attack rolls for this round
Asleep on the Job	2	Battle. Target card no longer fights in this battle,
	-	but still counts towards rout
	-	checks and may be assigned hits as normal
Raid	2	Destroy target Holding
Earthquake	1	Roll 1d6 for all of target player's Holdings. Holdings
	-	are discarded on a roll of 6+
Goblins With Dynamite	1	Destroy target Castle on a d6 roll of 4+
Recruitment Drive	2	Halve the recruitment cost of target army card
Pizza & Beer	1	Supply all your army units this turn
You're Fired	2	Discard target army card
Busy as Beavers	1	Halve the cost of target Castle or Holding
Hid in a Ditch	1	Regain 1 army card that was lost in a battle this turn.
	-	May NOT be played during a battle
Reinforcements	2	Drzw 2 cards





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Cards	#	Cost	Bonus	Wounds	Notes
Big Dumb Lizard	1	6	+3	3	U T
Farmers	3	2	+1	1	Produces 1 gold during the revenue phase
Potato People	1	5	+2	3	After damage counters are assigned,
	-	-	-	-	remove 1 from potato people
Tool Golem	2	4	+2	2	Reduce the cost of holdings by 1.
Poisonous Toadmen	2	4	+1	1	M D s
Ennui Demon	1	4	+3	2	D, Does not take part in the first round of combat
Frenzied Lemming Warriors	2	2	+2	1	D A, discard this card after the battle
Battering Ram	1	6	+3	2	T B, Destroy any one force 1 army card at
	-	-	-	-	the start of battle
Noxious Fungoids	1	3	+2	1	Assign 1 wound to an army card at the
	-	-	-	-	start of a battle.
Rampaging Slug	1	7	+3	4	Gains +1 to its rolls for each wound
	-	-	-	-	it has suffered.

## Holdings

Card	#	Cost	Notes
Farm	2	2	+1 to Supply total
Mines	1	4	+2 gold per turn
Tavern	1	4	+1 gold per turn, +1 to Supply total
Guildhall	2	4	+1 gold per turn, Increase Draw by 1
Noble Estates	2	6	Increase draw by 2
Great Big Statue	1	4	All friendly army cards fight at +1. If they
	-	-	lose a battle, this card is destroyed.
Spooky House	1	4	Reduce cost of Fearsome Army Cards by 1 (min 1)
Shrine of Goodness	1	4	Reduce cost of Heroic Army Cards by 1 (min 1)
Apothecary	2	4	once per battle, discard all damage tokens from
	-	-	a selected army card.

## Event Cards

Cards	#	Notes
Schedule Conflict	2	Battle. Target army card is removed from an army.
Administration Error	1	Target opponent must swap D3 army cards of your
	-	choice for the same number of your own cards.
Shining Example	3	Battle. target army card gets +1 to their attack roll.
Underground Tunnels	1	Battle. Terrain. Roll 1d6 for attacker and 1d6 for defender.
	-	Remove that many army cards from
	-	their respective armies.
City Streets	1	Battle. Terrain. Attackers are at -2 force this battle.
	-	Defenders will lose 1D6 Holdings if they
	-	lose the battle. Fortifications may not be used in this battle.
Change of Plan	2	Cancel any one attack card.
Rally	2	Cancel a rout.
Spiked Drinks	1	Battle. 1D6 opposing army cards do not take part in this round of combat
Sabotage	2	Target player must discard a card from their hand
Plague of Monkeys	1	Target player must discard 1D6 cards from their hand.
Sword of Maybe	1	Pay 3 gold to play. Attach to target General army card.



Cards	#	Notes
	-	Card gains a permanent +1 to their attack
	-	rolls. Discard this card if the army card is destroyed
Creepy...	1	Makes an army card Fearsome. Discard this card if the
	-	army card is destroyed
... Of Niceness	1	Makes an army card Heroic. Discard this card if the
	-	army card is destroyed
Sword-Swinging...	1	Makes an army card Assault. Discard this card if the
	-	army card is destroyed
... with dynamite	1	Makes an army card Besiegers. Discard this card if the
	-	army card is destroyed
Gun-Toting...	1	Makes an army card Missile. Discard this card if the
	-	army card is destroyed
... On Horsies	1	Makes an army card Cavalry. Discard this card if the
	-	army card is destroyed
Armour-Plated...	1	Makes an army card Tough. Discard this card if the
	-	army card is destroyed
Sneaky...	1	Makes an army card Skirmishers. Discard this card if the
	-	army card is destroyed
Venomous...	1	Makes an army card Deadly. Discard this card if the
	-	army card is destroyed
Larcenous...	1	Makes an army card Raiders. Discard this card if the
	-	army card is destroyed
Delusional...	1	Makes an army card Unbreakable. Discard this card if the
	-	army card is destroyed

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# Warp Hammer

## Introduction

Two player Card Game based on the Games Workshop Warhammer Fantasy Universe.

## Disclaimer

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## Deck Creation

Each player uses a separate individualized deck. Each deck must contain 40 cards. Note that every card has a Cost.

Each deck must have a total Cost of 100 points or less. (Or more points if players agree) A player must pick his units off of one Card List (2 or more if players agree) and the appropriate Spell Lists. Every Army must have a Command Group consisting of at least a Wizard and a 4+ Force Hero. A 40 card deck may have a maximum of 20 Item, Spell, Tactic, Mark, and Virtue cards.

A 40 card deck may have a maximum of 10 Wizards & Heroes.

## Card Types

Hero, Magic, Wizard, Archer, War Machine, Signal, Berserker, Ambush, Scout, Monster, Beast, Cavalry, Infantry, and Spear cards are all Unit cards. Item, Spell, Tactic, Mark, and Virtue cards are collectively called Enhancement cards. An enhancement card must be played with a certain type of unit card for it to have any effects.

Note that one effect of an enhancement card is to provide an additional unit type attribute (trait) in Battle and Blood Phase. For example: To have a Rune Hammer (Item from Dwarf List) have any effect, you must have a Hero unit in play. The Hammer then adds 3 Force and has the attribute of Magic (Equivalent to having an extra unit of the Magic Type). Note that most of the attacks in Battle phase target unit cards, not enhancement cards.

## Victory

The first player to win 5 hands is the winner.

## Turn Sequence

Each turn has 5 phases: Logistics Phase March Phase Orders Phase Battle Phase Blood Phase

## Logistics Phase

Players draw a hand of 15 cards from your deck. If a deck runs out, shuffle the reserve pile & draw from it.

## March Phase

Players discard down to 10 cards. The discarded cards go to a players reserve pile.

## Orders Phase

Write down on a scrap piece of paper whether you want your army to: Charge, Advance, or Defend. Players reveal their written orders simultaneously. If you wrote Charge Orders, all of your Monster, Beast, Cavalry, and Flying units get +1 force.

If you wrote Advance Orders, all of your Infantry, Spears, Hero, and Signal units get +1 force. If you wrote Defend Orders, all of your Magic, Scout, Archer, and War Machine units get +1 force. If you wrote Charge and your opponent wrote Defend you get +3 force to your battle total.

If you wrote Defend and your opponent wrote Advance you get +3 force to your battle total. If you wrote Advance and your opponent wrote Charge you get +3 force to your battle total.

## Battle Phase

Players reveal their hands by placing them face down in front of them. Killed cards are sent to the players casualty pile. Note that attributes provided by Item, Spell, Tactic, Mark, Ability, and Virtue cards may only be counted if a card that can use it is also in play.

For example only Wizards can use Spells. A card may only apply one of its traits per turn to produce an affect. For example: A unit with the scout trait and the Archer trait must use only one.

Conduct the following contests/attacks in order:  
\*The Player with the most Signal units gets to draw the top card of his deck and put it into play.  
\*Each Armor, Swarm, Courage, & Regenerating unit gets to negate one kill caused by his opponent this phase on a roll of 1-3 on 1D6.  
\*Each Cowardly unit gets to send one killed unit to the reserve pile instead of the casualty pile on a roll of 1-4 on 1D6.

\*Each Beast unit gets to kill one enemy Scout or one Ambush unit this turn on a roll of 1-3 on 1D6.  
\*The Player with the most Scout units gets to look at the next 10 cards in his opponents deck.  
\*Each Ambush unit gets to kill any one opposing unit on a roll of 1-2 on 1D6.

If the Ambush unit rolls a 6, the ambusher is killed. \*Each Disaster & War Machine unit gets to reveal the top card of his opponents deck: If it is a unit kill it, if it is an enhancement, send it to the Reserve pile. \*Each Archer unit gets to kill one Infantry, Spear, or Flyer unit on a roll of 1-2 on 1D6.

\*Each Flying & Teleport unit gets to kill any one enemy Archer or War Machine unit on a roll of 1-2 on 1D6 or Neutralize any one unit on a roll of 1-3 on 1D6. A Neutralized unit cannot roll for its attribute for the rest of Battle Phase. \*Each Wizard or Magic Resistance unit gets to kill one enemy Spell or Item on a roll of 1-3 on 1D6.

\*Each Fear or Magic unit gets to rout one Non-hero opposing unit to its owners reserve pile on a roll of 1-4 on 1D6. \*Each Immobilizer unit causes any one opposing unit to be immobilized on a roll of 1-3 on 1D6. An Immobilized unit is neutralized and has a Force = 0. \*Each Hero unit gets to kill one opposing Hero, Monster, or Magic unit on a roll of 1-3 on 1D6.

\*Each Spear unit gets to kill one opposing Monster or Cavalry on a roll of 1-3 on 1D6. \*Each Cavalry unit kills an opposing Non-hero Archer unit or War Machine on a roll of 1-3 on 1D6. \*Each Berserker, Slay, and Monster unit gets to kill any one unit on a roll of 1-3 on 1D6.

\*Each Poison, Drain, or Disease unit gets to effect one enemy unit. Roll 1D6: On 1-2 the unit is killed, on 3-4 it is immobilized, on 5-6 nothing. \*The Player

with the most Infantry and Death units gets a +5 Force bonus in Blood Phase. Normally the attacker chooses the target to be killed.

Units with the Martyr ability may be killed instead at the option of the targets controller. A Unit may attempt, once per turn, to martyr for one other unit on a roll of 1-3 on 1D6.

## Blood Phase

Determine a Battle Total for each player. Each card remaining from Battle Phase contributes its force rating to the Battle Total. If you play a Leader card with a Mount card get a +1 force bonus.

If a unit has a "Versus" attribute (Such as +2 vs Orcs) the Unit only gets the bonus if the opponent plays a unit of the appropriate type. Items, Spells, Tactics, Marks, Abilities, and Virtues may only be counted if a card that can use it is also in play. For example only Wizards can use Spells. The Player with the highest Battle Total wins the Melee.

The loser puts 1D6 random cards in play into his casualty pile. Remaining cards go into each players reserve pile.

## List Notations

**U** Unique Unit: only 1 per Army

**L2** Rare Unit: Limit 2 per Army

## Dwarf Card List

Card Name	Cost	Force	Notes
Gotrek Gurnisson	4U	3	Hero, +2 if played with Felix
Felix Jaegar	3U	3	Hero
Anvil of Doom	7U	6	Magic, Signal, Wizard
Thorim Grudgebearer	7U	6	Hero, Armor
Dwarf Lord	6U	5	Hero, Armor
Dwarf Runesmith	3	3	Magic, Wizard
Hero	4	3	Hero, Armor
Champion	5	4	Hero, Armor
Standard Bearer	1	1	Signal
Hornblower	1	1	Signal
Clansmen	3	2	Infantry, Armor
Longbeards	2L2	2	Infantry
Dwarf Pikes	1	1	Spears
Norse Dwarves	3	3	Berserk
Troll Slayers	3	2	Infantry, +2 vs Monsters
Giant Slayers	4	3	Infantry, +2 vs Monsters
Iron Breakers	4	3	Infantry, Armor
Tunnel Fighters	3L2	3	Scouts
Hammerers	2	2	Infantry
Organ Gun	4	4	War Machine
Bolt Thrower	3	3	War Machine
Thunderers	3	3	Archers

Card Name	Cost	Force	Notes
Crossbows	2	2	Archers
Mortar	4	1D6	War Machine
Fire Thrower	2	2	War Machine
Rangers	3	2	Scouts, Ambush
Runners	1	1	Scouts
Gyrocopter	3	2	Scout, Flyer
Runestaff	2U	3	Wizard Item, Hero
Rune Hammer	2U	3	Hero Item, Magic
Rune of Cleaving	2U	3	Spell, Death
Rune of Courage	2U	3	Spell, Courage
Iron Rune	3U	4	Spell, Armor
Rune of Might	4U	5	Spell, Hero
Rune of Banishment	5U	6	Spell, +2 vs Monsters
Stalwart	1	1	Dwarf Virtue, Armor
Stubborn	2	2	Dwarf Virtue, Armor

Racial Rules: When writing orders add one attribute of Armor or Martyr. Spells: Use spells from the Metal List.

## Wood Elf Card List

Card Name	Cost	Force	Notes
Arch Druid	5	5	Magic, Wizard
Druid	3	3	Magic, Wizard
Forest Lord	5U	5	Hero
Sylvan Chieftan	4	4	Hero
Guardian	3	3	Hero
Master Archer	6U	5	Hero, Archer
Archers	4	4	Archers
Hunters	3	2	Scouts, +2 vs Beasts
Falconer	2	1	Scouts, +2 vs Heroes
Scouts	1	1	Scouts
Master Scout	3U	2	Hero, Scout
Shapechangers	3	2	Scouts, Beasts
Wood Elf Spears	2	2	Spears
Glade Guards	2	2	Infantry
Warrior Kinband	3	3	Infantry
War Dancers	4	3	Infantry, Magic
Dance Master	5U	4	Hero, Magic
Dryad	4	3	Magic, Scouts
Waywatchers	3U	2	Scouts, Ambush
Treeman	6	5	Armor, Monster
Grizzly Bear	3	3	Beasts
Wain Lord Chariot	3	3	Cavalry, Mount
Great Cat	2	2	Beasts
Timber Wolves	2	2	Beasts
Warhawks	4	3	Flying, Scouts
Unicorn	3	3	Mount, Magic
Great Eagle	5	5	Mount, Flying
Forest Dragon	7	6	Mount, Flying, Monster
Glade Riders	3	3	Cavalry

Card Name	Cost	Force	Notes
Warhawk Riders	4	4	Flying
Magic Herbs	1U	1	Hero & Wizard Item, Magic
Green Blade (Sword)	2U	3	Hero Item, Magic
Hawk Bow	1U	2	Hero Item, Archer
Cloak of the Woods	1U	2	Hero Item, Scouts
Sword of Ages	3U	4	Hero Item, Signal
Bear Banner	1U	2	Infantry Item, Beast
Flail of Claws	1U	2	Hero Item, Berserk
Arrows of Slaying	1U	2	Archer Item, +2 vs Monsters
Shield of Ptolos	1U	2	Hero Item, Armor
Shapeshift	1U	2	Spell, Beasts
Plant Control	2U	3	Spell, Immobilize
Call Animals	2U	3	Spell, Swarm
Natures Visitation	3U	4	Spell, Signal
Natures Wrath	4U	5	Spell, Disaster

Racial Rules: When writing orders add one attribute of either Scout or Archer. Spells: Use spells from any

lists except Fire, Shadow, Death, and Metal.

## Skaven Card List

Card Name	Cost	Force	Notes
General T'Skot	5U	5	Hero
Verminlord	7U	6	Hero, Wizard, Magic
Skaven Champion	3	3	Hero
Skaven Beastmaster	3	2	Hero, Beasts
Plague Priest	3	2	Hero, Magic
Plague Monks	3	2	Infantry, Magic
Doom Wheel	6U	5	Magic, War Machine
Screaming Bell	7U	6	Magic, Signal
Plague Censer	4	1D6	Berserk
Warlock Engineer	3U	3	Magic, Wizard
Grey Seer	5	5	Magic, Wizard
Clan Skryre Sorcerer	4	4	Magic, Wizard
Clan Rats	2	2	Infantry
Skaven Spears	1	1	Spears
Skaven Slavemaster	2	2	Hero
Rat Slaves	1	1	Infantry
Rat Slingers	1	1	Archers
Clan Assassin	3L2	2	Scout, Ambush
Netters	2	1	Troops, Ambush
Warpfire Thrower	3	3	War Machine
Warplock Pistols	2	2	Archers
Jezzail Rifles	3	3	Archers
Gutter Runners	1	1	Scout
Ogre-Rat	5	5	Monster
Poison Wind Globadiers	4	1D6	Archers
Storm Vermin	3	3	Infantry
Battle Standard	1	1	Signal
Packmaster & Giant Rats	2	2	Beasts
Rat Swarm	3	3	Swarm

Card Name	Cost	Force	Notes
Doom Glaive	4U	5	Hero Item, Spears
Crown of Command	2U	3	Hero Item, Signal
Heart of Woe	3U	4	Hero & Wizard Item, Magic
Talisman of Ravensdark	1U	2	Hero & Wizard Item, Magic
Warpstone Armour	2U	3	Hero Item, Armor
Golden Crown of Atrazar	4U	5	Hero & Wizard Item, Signal
Cloak of Mists and Shadow	2U	3	Hero & Wizard Item, Armor
Book of Secrets	2U	3	Wizard Item, Scout
Staff of Flaming Death	3U	4	Wizard Item, Archer
Warpstone Charm	1U	2	Hero & Wizard Item, Magic
Skavenbrew	1U	1	Hero & Infantry Item, Berserk
Gouger	1U	2	Hero Item, Spears
Weeping Blade	3U	4	Hero Item, Fear
Warp Scroll	2U	3	Wizard Item, Archer
Storm Banner	2U	3	Infantry Item, Magic
Skitterleap	2U	3	Spell, Cavalry
Poison Wind	2U	3	Spell, Flying
Warp Lightning	3U	4	Spell, Archers
Vermintide	2U	3	Spell, Swarm
Curse of the Horned One	4U	5	Spell, Magic
Death Frenzy	5U	6	Spell, Berserk

Racial Rules: When writing orders add one attribute of Cowardly or Infantry.

## Ork Card List

Card Name	Cost	Force	Notes
Azhag the Slaughterer	7U	6	Hero, Armor
Gorfang Rotgut	6	6	Hero
Orc War Boss	5	5	Hero
Orc Shaman	4	4	Magic, Wizard
Arrer Boyz	2	2	Archers
Orc Boyz	2	2	Infantry
Gretchen Mob	1	1	Infantry
Harpy	3	3	Flying
Giant Black Orcs	5	5	Infantry
Big'uns	4	4	Infantry
Savage Orcs	3	3	Infantry
Wyvern	5L2	5	Mount, Flying
Snakebite Orks	3	2	Spears, Scouts
War Altar	5	4	Signal, Magic
Orc Man Mangler	4	4	War Machine
Scythed Battle Chariot	3	3	Cavalry
Boar Boys (Snortas)	2	2	Cavalry
Rock Lobber	4	1D6	War Machine
Stone Troll	5	4	Monster, Regenerates
Snotlings	1	1	Infantry
Snotling Pump Wagon	3	2	Cavalry, Armor
Ogre	4	4	Monster
Slagga's Sword of Slashin	3U	4	Hero Item, Hero
The Red Fang	2U	3	Hero Item, Infantry

Card Name	Cost	Force	Notes
Evil Sun Armour	2U	3	Hero Item, Armor
Daemon Staff	1U	2	Hero Item, Magic
The Crown of Sorcery	1U	2	Hero Item, Wizard
Horn of Urgok	1U	2	Hero Item, Signal
Book of Ashur	2U	3	Shaman Item, Magic
Standard of Might	1U	2	Infantry Item, Magic
Banner of Gork	2U	3	Infantry Item, Signal
Mork Save Us	2U	3	Spell, Armor
Fists of Gork	2U	3	Spell, Slay
Hand of Gork	3U	4	Spell, Flying
Ere We Go	2U	3	Spell, Cavalry
Mork wants Ya!	2U	3	Spell, Martyr
Gaze of Mork	3U	4	Spell, Death
Da Krunch	4U	5	Spell, Disaster
Waaagh!	5U	6	Spell, Signal
Frenzy	3	3	Greenskin Ability, Berserk
Hatred	2	2	Greenskin Ability, Berserk
Animosity	1	1	Greenskin Ability, Berserk

Note: You can also use the Goblin list. Racial Rules: When writing orders add one attribute of Berserk.

### Goblin (gobos) Card List

Card Name	Cost	Force	Notes
General Grom	6U	5	Hero, Regenerate
Skarsnik	5U	4	Hero, Ambush
Goblin War Boss	4	4	Hero
Goblin Champion	3	3	Hero
Goblin Shaman	3	3	Magic
Goblin Spider Riders	3	3	Cavalry
Gigantic Spider	4	4	Monster, Mount
Forest Goblins	2	1	Archers, Scouts
Night Goblins	2	2	Infantry
Cockatrice	5	3	Monster, Magic, Flying
Stickas	2	2	Archers
Doom Driver Catapult	4L2	1D6	War Machine
Ball & Chain Fanatics	4	1D6	Berserk
Squig Herders	3	2	Monsters, Infantry
Squig Hoppers	3	2	Monsters, Cavalry
Squig Catapult	3L2	2	Monsters, War Machine
Giant Squig	3U	3	Monster
Gobo Spearchuckkas	1	1	Spears
Net Chukkas	2	1	Scout, Ambush
Wolf Riders	2	2	Cavalry
Wolf Chariot	3L2	3	Cavalry, Mount
War Gong	3	3	Signal
War Drums	2	2	Signal
River Troll	5	4	Monster, Regenerates
Giant	6	6	Monster
Jabberwock	5U	4	Monster, Flying, Mount
Standard Bearer	1	1	Signal
Globber	3	3	War Machine



Card Name	Cost	Force	Notes
Standard of Defiance	2U	3	Infantry Item, Armor
Fellblade	2U	3	Hero Item, Death
Elfbiter Axe	3U	4	Hero Item, Slay
Lucky Banner	2U	3	Hero Item, Signal

Note: You can also use the Ork list. Racial Rules: Ambush.  
When writing orders add one attribute of Cowardly or

## Undead Card List

Card Name	Cost	Force	Notes
Lichemaster	6U	6	Magic, Wizard
Doom Lord	6U	5	Magic, Wizard, Signal
Liche	5U	5	Magic, Wizard
Necromancer	4	4	Magic, Wizard
Vampire Lord	6U	5	Hero, Magic, Flying
Vampire Count	5	4	Hero, Magic, Flying
Vampire Thrall	4	3	Hero, Magic, Flying
Wraith Champion	5	5	Hero
Banshee	4	4	Fear
Wight Lord	4U	4	Hero
Undead Champion	3	3	Hero
Skeleton Champion	2	2	Hero
Spirit Host	5	5	Magic
Grave Guard	4	3	Infantry, Magic
Nightmare	1	1	Cavalry, Mount
Winged Nightmare	1U	1	Mount, Flying
Skeleton Warriors	1	1	Infantry
Skeleton Phalanx	1	1	Spears
Zombies	3	2	Infantry, Regenerate
Skeleton Archers	2	2	Archers
Grim Reapers	3L2	3	Infantry
Bat Swarm	2	1	Flying, Swarm
Ghouls	3L2	3	Ambush
Storm Rider Chariot	3	3	Cavalry, Mount
Skull Catapult	3	3	War Machine
Wight Cavalry	2	2	Cavalry
Dire Wolves	3	3	Beasts
Doom Wolf	4	4	Beast
Zombie Dragon	7	6	Monster, Flying, Mount
Carrion	4	3	Monster, Flying
Staff of Flaming Death	3U	4	Wizard Item, Archer
Black Amulet	1U	2	Wizard & Hero Item, Regenerate
Power Scroll	1U	2	Wizard Item, Wizard
Skull Staff	2U	3	Wizard Item, Magic
Staff of Damnation	3U	4	Wizard Item, Slay
Doomraider Banner	2U	3	Infantry Item, Signal
Banemaster	2U	3	Hero Item, Slay
Unholy Chalice	2U	3	Hero Item, Regenerate
Black Axe of Krell	2U	3	Hero Item, Monster
Asp Bow	2U	3	Hero Item, Archer
Sword of the Kings	4U	5	Hero Item, Signal



Card Name	Cost	Force	Notes
Armour of Bone	2U	3	Hero Item, Armor
Gem of Blood	2U	3	Wizard & Hero Item, Regenerate
Talon of Death	2U	3	Wizard & Hero Item, Monster
Aura of Dark Majesty	3U	4	Vampire Power or Spell, Signal
Curse of Years	2U	3	Vampire Power or Spell, Magic
Summon Undead Horde	3U	4	Spell, Signal
Vanhels Danse Macabre	4U	5	Spell, Cavalry
The Dark Mist	2U	3	Spell, Armor
Fear	1	1	Undead & Monster Ability, Fear
Terror	2	3	Monster Ability, Fear

Racial Ability: When writing orders add one attribute of Regenerate or Fear. Spells: Use spells from

the Shadows and Death List.

### Tomb Kings Of Khemri Card List

Card Name	Cost	Force	Notes
Tomb King	5U	5	Hero
Tomb Lord	4	4	Hero
Lich High Priest	5U	5	Wizard, Magic
Lich Priest	4	4	Wizard, Magic
Skeleton Charioteer	3	3	Cavalry, Mount
Skeleton Steed	1	1	Cavalry, Mount
Skeleton Cavalry	2	2	Cavalry
Book of Mighty Incarnations	2	3	Wizard Item, Wizard
Tomb Guard	2	2	Martyr
Mummy	4	4	Monster
Undead Scorpion Swarm	3	3	Swarm
Screaming Skeleton Catapult	3	2	War Machine, Fear
Serpent Staff	1U	2	Wizard Item, Monster
Flail of Skulls	2U	3	Hero Item, Berserk
Tomb King's Crown	4U	5	Hero Item, Signal
The Blazing Chariot	4U	4	Cavalry, Mount
Scroll of the Vengeful Dead	2U	3	Spell, Signal
Scroll of Righteous Smiting	2U	3	Spell, Death
Scroll of Urgency	2U	3	Spell, Cavalry
Asp Arrows	2L2	3	Hero Item, Archers

Racial Ability: When writing orders add one attribute of Monster or Fear. Notes: If you pick the Tomb

Kings List, you may also use the Undead List. Spells: Use spells from the Death List.

### Von Carstein Vampire Card List

Card Name	Cost	Force	Notes
Count Vlad Von Carstein	8U	7	Hero, Magic, Wizard (Vampire)
Isabella Von Carstein	4U	3	Hero, +2 with Vlad (Vampire)
Black Coach	4U	4	Cavalry, Mount
Wailing Blade	3U	4	Hero Item, Magic
Carstein Ring	3U	5	Von Carstein Item, Regenerate
Undying Love	3U	5	Von Carstein Virtue, Berserk
Pure Blood	1U	2	Vampire Power, Magic
Wolf Form	2U	3	Vampire Power, Beast

Card Name	Cost	Force	Notes
Honor or Death	2U	3	Vampire Power, Hero
Unbending Willpower	4U	5	Vampire Power, Courage
Transfix	2U	3	Vampire Power, Immobilize
Summon Wolves	3U	4	Vampire Power, Beasts
Bat Form	1U	2	Vampire Power, Swarm

Racial Ability: When writing orders add one attribute of Hero or Fear. Notes: If you pick the Von Carstein List, you may also use the Undead List.

### Order Of The Blood Dragon Vampire Card List

Card Name	Cost	Force	Notes
Grand Master Wallach	8U	7	Hero, Magic, Wizard (Vampire)
Crimson Blade	1U	2	Hero Item, Monster
Blood Chalice	2U	3	Hero & Wizard Item, Magic
Blood Dragon Standard	3U	4	Infantry Item, Signal
Undead Knights	4	3	Cavalry, Armor
Doomrider	1U	2	Vampire Power, Cavalry
Honor or Death	2U	3	Vampire Power, Hero
Might of Arms	2U	3	Vampire Power, Death
The Strength of Steel	2U	3	Vampire Power, Armor
Blademaster	3U	4	Vampire Power, Armor
Warrior Pride	2U	3	Vampire Power, Signal
Red Fury	3U	4	Vampire Power, Berserk
Killing Blow	4U	5	Vampire Power, Death
Heart Piercing	5U	6	Vampire Power, Slay

Racial Ability: When writing orders add one attribute of Hero or Berserk. Notes: If you pick the Blood Dragon List, you may also use the Undead List.

### Necrarch Vampire Card List

Card Name	Cost	Force	Notes
Melkhior the Ancient	8U	7	Hero, Magic, Wizard (Vampire)
Painbringer	3U	4	Hero Item, Magic
Grimoire Necronium	3U	4	Wizard Item, Wizard
Dark Acolyte	1U	2	Vampire Power, Wizard
Unbending Willpower	4U	5	Vampire Power, Courage
The Awakening	2U	3	Vampire Power, Death
Master of the Black Arts	3U	4	Vampire Power, Wizard
Supernatural Horror	2U	3	Vampire Power, Fear
Forbidden Lore	2U	3	Vampire Power, Magic
Curse of the Revenant	2U	3	Vampire Power, Armor
Death Incarnate	3U	4	Vampire Power, Monster
Nehekharas's Noble Blood	2U	3	Vampire Power, Hero

Racial Ability: When writing orders add one attribute of Wizard or Fear. Notes: If you pick the Necrarch List, you may also use the Undead List.

### Lahmia Vampire Card List

Card Name	Cost	Force	Notes
Neferata, Queen of Mysteries	8U	7	Hero, Magic, Wizard (Vampire)
Blood Kiss	4U	5	Vampire Power, Magic
Shadowblood	4U	5	Spell, Infantry
Dagger of Jet	2U	3	Hero Item, Slay
Ruby of Lahmia	2U	3	Vampire Item, Regenerate
Black Cloak of Lahmia	3U	4	Hero Item, Armor
Bastet the Familiar	1U	2	Wizard Item, Scout
Lightning Reflexes	2U	3	Vampire Power, Berserk
The Dead Walk Fast	1U	2	Vampire Power, Cavalry
Swiftness	2U	3	Vampire Power, Cavalry
Transfix	3U	4	Vampire Power, Immobilize
Quickblood	2U	3	Vampire Power, Armor
Innocence Lost	3U	4	Vampire Power, Slay
Mist Form	1U	2	Vampire Power, Beast
Seduction	2U	3	Vampire Power, Immobilize
Night Creature	3U	4	Vampire Power, Armor

Racial Ability: When writing orders add one attribute of Signal or Magic. Notes: If you pick the

Lahmia List, you may also use the Undead List.

## Chaos Dwarf Card List

Card Name	Cost	Force	Notes
Chaos Dwarf Lord	5U	5	Hero
Chaos Dwarf Champion	4	4	Hero
Chaos Dwarf Sorcerer	4	4	Magic, Wizard
Chaos Dwarf Blunderbusses	3	3	Archers
Chaos Dwarves	2	2	Infantry
Earth Shaker Cannon	5L2	5	War Machine
Death Rocket	4L2	1D6	War Machine
Great Taurus	6	5	Mount, Flying, Monster
Chimera	5	4	Mount, Flying, Monster
Lammasu	4	3	Mount, Flying, Monster
Gorgon	5	4	Monster, Magic
Bull Centaurs	3	3	Cavalry
Bull Centaur Lord	5U	4	Hero, Cavalry
Hobgoblin Archers	2	2	Archers
Hobgoblin Wolfriders	2	2	Cavalry
Hobgoblins	2	2	Infantry
Hobgoblin Spears	2	2	Spears
Hobgoblin Bolt Thrower	3	3	War Machine
Minotaurs	4	4	Berserk
Minotaur Champion	5	5	Hero
Minotaur Lord	6U	6	Hero
Standard Bearer	1	1	Signal
Musician	1	1	Signal
Doomfire Ring	2U	3	Hero & Wizard Item, Magic
The Blade of Molten Lava	3U	4	Hero Item, Magic
The Armour of Uzkul	2U	3	Hero Item, Armor
Armor of the Furnace	3U	4	Hero Item, Armor
Dark Mace of Death	2U	3	Hero Item, Fear
Gauntlets of Bahzrak the Cruel	2U	3	Hero Item, Berserk

Card Name	Cost	Force	Notes
Banner of Slavery	2U	3	Infantry Item, Signal
Black Gem of Gnar	2U	3	Hero & Wizard Item, Scout
Chalice of Darkness	1U	2	Hero & Wizard Item, Regenerate
Obsidian Blade	2U	3	Hero Item, Spears
Black Hammer of Hashut	2U	3	Hero Item, Infantry
Talisman of Obsidian	1U	2	Hero & Wizard Item, Magic
Doomroar	4U	5	Spell, Fear
Shadows of Hashut	5U	6	Spell, Monster
Magma Pool	2U	3	Spell, Teleport
Eruption	3U	4	Spell, Death
Flaming Hide	2U	3	Spell, Armor
Ash Cloud	2U	3	Spell, Disaster
Sorcerer's Curse	2U	3	Spell, Hero
Flames of Azgorh	2U	3	Spell, Archer
Lava Storm	3U	4	Spell, Disaster
Fist of Fire	1U	2	Spell, Hero

Racial Ability: When writing orders add one attribute of Signal or War Machine. Spells: Use spells from the Metal or Fire lists.

## Dark Elf Card List

Card Name	Cost	Force	Notes
Witch King of Naggaroth	7U	6	Hero, Wizard, Magic
Captain of the Black Guard	6U	6	Hero
Master Executioner	6U	5	Hero, Berserk
Master of Assassins	5U	4	Hero, Ambush
The Hag Queen	5U	5	Magic, Wizard
Beastlord	5U	4	Hero, Beast
Darklord General	5U	5	Hero
Deathdealer	3	3	Hero
Deathshade Champion	2	2	Hero
Witch-Helm Champion	4	3	Hero, Magic
Dread Knight	4	4	Hero
Dark Elf Wizard	4	4	Magic, Wizard
Dark Elf Sorceress	3	3	Magic, Wizard
Dark Elf Assassins	3L2	2	Scouts, Ambush
Doomdrakes	4	4	Cavalry
Cold One Knights	3	3	Cavalry
Cold One	1	1	Mount, Cavalry
Cold One Chariot	3	3	Mount, Cavalry
Manticore	6U	5	Mount, Monster Flying
Black Dragon	7U	6	Mount, Monster Flying
Dark Riders	2	2	Cavalry
Whelp Master & Warhounds	2L2	2	Beasts
Dark Elf Crossbows	2	2	Archers
Repeating Crossbows	3	3	Archers
Witch Elves	4L2	3	Infantry, Magic
Dark Elf Warriors	2	2	Infantry
Dark Elf Corsiars	3	3	Infantry
Executioners	4L2	4	Berserk
Black Guard	3L2	3	Martyr

Card Name	Cost	Force	Notes
Dark Elf Spearmen	2	2	Spears
Dark Elf Shades	2L2	2	Scouts
Reaper Bolt Throwers	2	2	War Machine
Standard Bearer	1	1	Signal
Cauldron of Blood	5U	3	Magic, Regenerate, Signal
War Hydra	6U	5	Monster, Regenerate
Parasitic Blade	2U	3	Hero Item, Drain
Arcane Arrow	1U	2	Hero Item, Archer
Frostblade	2U	3	Hero Item, Magic
Executioners Axe	2U	3	Hero Item, Berserk
Deathsword	3U	4	Hero Item, Slay
Amulet of Fire	1U	2	Wizard Item, Archer
Parrying Blade	2U	3	Hero Item, Armor
Hydra Sword	2U	3	Hero Item, Infantry
Whip of Agony	2U	3	Hero Item, Fear
Galvorn Armor	2U	3	Hero Item, Armor
Sea Dragon Cloak	1U	2	Hero Item, Armor
Darkstar Cloak	1U	2	Wizard Item, Armor
Blade of Ensorcelled Iron	2U	3	Hero Item, Hero
Armour of Meteoric Iron	3U	4	Hero Item, Armor

Racial Ability: When writing orders add one attribute of Wizard or Cavalry. Spells: Use spells from the Shadow or Death lists.

## High Elf Card List

Card Name	Cost	Force	Notes
Prince Tyrion	5U	5	Hero
Elf Lord	4	4	Hero
Mage Lord Teclis	6U	6	Magic, Wizard
Archmage	5	5	Magic, Wizard
Pegasus	1	1	Mount, Flying
Elven Steed	1	1	Mount, Cavalry
Griffon	4	4	Mount, Flying
Unicorn	4	3	Mount, Magic, Cavalry
Great Eagle	5	5	Mount, Flying
Dragon	7	6	Mount, Flying, Monster
Commander	3	3	Hero
Mage	4	4	Magic, Wizard
Priest of Isha	2	2	Magic
Sea Elf Spears	2	2	Spears
Sea Elf Archers	2	2	Archers
Light Elf Spears	1	1	Spears
Light Elf Archers	3	3	Archers
Guards of the Gates	4L2	3	Infantry, Archers
White Lion Axers	4	4	Infantry
Gales of Blades	3	3	Scouts
Shadow Worriers	3L2	2	Scouts, +2 vs Dark Elves
Lothorn Seaguard	3L4	2	Infantry, Archers
Repeater Bolt Thrower	3	2	War Machine
Phoenix Guard	4	3	Armor, Spears
Sword Master	5	5	Hero

Card Name	Cost	Force	Notes
Tiranoc Chariot	4	4	Cavalry
Silver Helms	3	3	Cavalry
Ellyrian Reavers	3	2	Cavalry, Scouts
Dragon Princes	5	5	Cavalry
Dragon Kin	8	7	Flying, Monster
Earth Elemental	8U	7	Magic, Monster
Water Elemental	6U	5	Magic, Monster
Fire Elemental	7U	6	Magic, Monster
Air Elemental	6U	4	Magic, Flying, Monster
Handmaiden Guard	2L2	1	Spears, Archers
Banner of Hoeth	2U	2	Signal
High Elf Warhorn	1U	1	Signal
Staff of Power	3U	4	Wizard Item, Magic
Banisher Sword	2U	3	Hero Item, +2 vs Undead
Potion of Might	1L2	2	Hero Item, Magic
Dragonbade Lance	3U	4	Hero Item, +2 vs Monsters
Drain Magic	2U	3	Spell, +4 vs Wizard
Vaults Unmaking	3U	4	Spell, Magic Resistance
Fury of Khaine	4U	5	Spell, Infantry
Flames of the Phoenix	5U	6	Spell, Flying

Racial Ability: When writing orders add one attribute of Wizard or Hero. Spells: Use spells from any list.

## Empire Card List

Card Name	Cost	Force	Notes
Emperor Karl Franz	7U	6	Hero, Armor
The Grand Theogonist	5U	5	Magic
Battle Wizard	4	4	Magic, Wizard
Champion of the Empire	6	6	Hero
Imperial Hero	5	5	Hero
Elector Counts	4	3	Hero, Cavalry
Captain	3	3	Hero
Imperial Herald	2	2	Signal
Imperial Outriders	3L2	1	Cavalry, Scouts, Archers
Knights of the Blazing Sun	3	3	Cavalry
Knights Panther	4	4	Cavalry
White Wolf Knights	5	5	Cavalry
Reiksguard	4	3	Infantry, Armor
Greatswords	3	3	Infantry
Footsoldiers	1	1	Infantry
Swordsmen	2	2	Infantry
Flagellants	2	2	Berserker
Halberdiers	3	3	Spears
Halflings	1	1	Scouts
Pistoliers	2	1	Archers, Cavalry
Crossbowmen	2	2	Archers
Handgunners	3	3	Archers
Bowmen	2	2	Archers
Imperial War Wagon	4L2	3	Armor, Cavalry
Helblaster Volley Gun	3	3	War Machine

Card Name	Cost	Force	Notes
Imperial Great Cannon	5	5	War Machine
Imperial Steam Tank	6U	5	Armor, War Machine
Halfling Hotpot	2	2	War Machine
Pegasus	2L2	2	Mount, Flying
Hippogriff	3L2	3	Mount, Flying
Armor of Brilliance	2U	3	Hero Item, Armor
Blessed Sword	1U	2	Hero Item, +2 vs Undead
Hammer of Sigmar	3U	4	Hero Item, Infantry
Banner of Wrath	2U	3	Infantry Item, Signal
Standard of Sorcery	1U	2	Infantry Item, Magic
Sword of Might	3U	4	Hero Item, Magic
Orb of Thunder	2U	3	Wizard Item, Archers
Ring of Volans	1U	2	Hero & Wizard Item, Magic

Racial Ability: When writing orders add one attribute of Infantry or Cavalry. Spells: Use spells from any 2 lists.

### Bretonnian Card List

Card Name	Cost	Force	Notes
Duke	5	5	Hero
The Green Knight	5U	4	Hero, Magic
Champion	4	4	Hero
Paladin	4	3	Hero, Magic
Squire	1	1	Hero
Gamekeeper	2L2	1	Hero, Scout
Fey Enchantress	5U	5	Magic, Wizard
Damsel of the Lady	3	3	Magic, Wizard
Barded Warhorse	1	1	Mount, Cavalry
Pegasus	2L2	2	Mount, Flying
Hippogriff	3L2	3	Mount, Flying
Ribaud Organ Gun	3	3	War Machine
Table Mounted Cannon	4	4	War Machine
Ballista	2	2	War Machine
Bretonnian Lords	5	4	Cavalry, Armor
Grail Knights	4	4	Cavalry
Knights of the Realm	3	3	Cavalry
Knights Errant	2	2	Cavalry
Bowmen of Bergerac	3	3	Archers
Bretonnian Archers	2	2	Archers
Foot Knights	3	3	Infantry
Retainers	2	2	Infantry
Bretonnian Pikes	2	2	Spears
Men-at-arms with Halberds	3	3	Spears
Sergeant	2	1	Hero, Signal
Standard Bearer	1	1	Signal
Musician	1	1	Signal
Amber Amulet	1U	2	Hero & Wizard Item, Magic
Blade of Couronne	2U	3	Hero Item, +2 vs Undead
Morning Star of Fracasse	2U	3	Hero Item, +2 vs Items
Armor of Brilliance	2U	3	Hero Item, Armor
Lance of the Quest	2U	3	Hero Item, Cavalry

Card Name	Cost	Force	Notes
Mithril Great Helm	1U	2	Hero Item, Armor
Ruby Goblet	2U	3	Hero & Wizard Item, Magic
Holy Icon	3U	4	Hero & Wizard Item, Magic
Tress of Isoulde	3U	4	Hero Item, +2 vs Heroes
Crown of Bretonnia	4U	5	Hero Item, Signal
Banner of Righteous Retribution	2U	3	Infantry Item, +2 vs Archers
Valorous Standard	2U	3	Infantry Item, Signal
The Silver Mirror	1U	2	Wizard Item, +2 vs Wizards
Errantry Banner	1U	2	Cavalry Item, Signal
Lance Formation	1U	2	Cavalry Tactic, Signal
Knight's Virtue	1U	2	Hero Virtue, Cavalry
Questing Virtue	2U	3	Hero Virtue, Scout
Grail Virtue	3U	4	Hero Virtue, Signal
Lady of the Lake Blessing	4U	5	Hero Virtue, Hero
Plate-Mail	1U	2	Hero or Knight Virtue, Armor

Racial Ability: When writing orders add one attribute of Hero or Armor. Spells: Use spells from any 2

lists except Shadows & Death.

## Kislev Card List

Card Name	Cost	Force	Notes
The Ice Queen of Kislev	7U	7	Magic, Wizard
Frost Mage	4	4	Magic, Wizard
Kislev Horse Archers	3	2	Cavalry, Archers
Kislev Winged Lancers	3	3	Cavalry
Kislev Youths	2	2	Infantry
Kislev Veterans	3	3	Infantry
Kislev Crossbows	2	2	Archers
Kislev Spears	2	2	Spears
Kislev Scouts	1	1	Scouts
Polar Bears & Trainer	3	3	Beast
Crystal Cloak	2U	3	Spell, Ambush
Freeze	2U	3	Spell, Infantry
Death Freeze	3U	4	Spell, Death
Ice Shards	4U	5	Spell, Archers
Fear Frost	5U	6	Spell, Fear
Chill Wind	5U	6	Spell, Immobilize

Racial Ability: When writing orders add one at-

tribute of Berserk or Cavalry.

## Lizardman Card List

Card Name	Cost	Force	Notes
Slann Mage-Priest	5U	5	Magic, Wizard
Palanquin	3U	3	Mount, Signal
Cold Blooded	1	1	Lizardman Virtue, Hero
Saurus Hero	3	3	Hero
Cold One	1	1	Mount, Cavalry
Skink Hero	2	2	Hero
Shield of the Old Ones	3	3	Lizardman Virtue, Armor



Card Name	Cost	Force	Notes
Thick Skinned	2	2	Lizardman Virtue, Armor
Scaly Skinned	1	1	Lizardman Virtue, Armor
Skink Shaman	1	1	Magic, Wizard
Stegadon with Giant Bow	5	4	Monster, War Machine
Stegadon	4	4	Mount, Monster
Saurus Warriors	3	3	Infantry
Skink Skirmishers	2	2	Archers, Scout
Poisoned Arrows	1	2	Archers & Scout Item, Poison
Poisoned Javelins	2	3	Archers & Scout Item, Poison
Aquatic	1	1	Skink Virtue, Ambush
Jungle Swarm	3	3	Swarm
Temple Guards	2	2	Infantry, Martyr
Saurus Cavalry	3	3	Cavalry
Kroxigors	4	4	Berserkers
Salamander	4L2	3	Cavalry, Monster
Skink Runners	1	1	Cavalry
Terradon Riders	3	2	Flying, Archers
Chameleon Skinks	3L2	2	Ambush, Scouts
Chameleon	2	2	Lizardman Virtue, Ambush
Piranha Blade	2U	3	Hero Item, Infantry
Dagger of Sotek	1U	2	Hero & Wizard Item, Poison
Sword of the Hornet	3U	4	Hero Item, Hero
Bitametl	2U	3	Hero Item, Armor
Stegadon Helm	3U	4	Hero Item, Armor
Glyph Necklace	2U	3	Hero & Wizard Item, Regenerate
Amulet of Itzl	1U	2	Hero & Wizard Item, Armor
Amulet of Xapati	1U	2	Hero & Wizard Item, Magic
Cloak of Feathers	1U	2	Hero & Wizard Item, Flying
Bane Head	2U	3	Hero Item, +2 vs Heroes
Plaque of Dominion	3U	4	Wizard Item, Wizard
Totem of Prophecy	1U	2	Infantry Item, Fear
Sun Standard of Chotec	2U	3	Infantry Item, Armor
Totem of the Crested Ones	1U	2	Infantry Item, Armor
Jaguar Standard	1U	2	Infantry Item, Cavalry
Mark of the Old One	2U	3	Hero & Wizard Mark, Armor
Mark of Tlaxcotl	2U	3	Hero & Wizard Mark, Signal
Mark of Chotec	2U	3	Hero & Wizard Mark, Infantry
Mark of Sotek	2U	3	Hero & Wizard Mark, Berserk
Mark of Topec	2U	3	Wizard Mark, Wizard
Mark of Huanchi	2U	3	Hero & Wizard Mark, Cavalry
Mark of Tzunki	2U	3	Hero & Wizard Mark, Spears

Racial Ability: When writing orders add one attribute of Scout or Armor. Spells: Use spells from any list.

### Khorne Demons Card List

Card Name	Cost	Force	Notes
Bloodthirster	9U	7	Monster, Berserk, Flying
Bloodletters	3	3	Berserk

Card Name	Cost	Force	Notes
Khorne Juggernaut Riders	4	4	Cavalry
Khorngor Beastmen	2	2	Infantry
Khorne's Favor	1	1	Demonic Gift, Berserk
Spellbreaker	1U	1	Demonic Gift, Wizard
Blood Greed of Khorne	2U	2	Demonic Gift, Berserk
Armor of Khorne	2U	2	Demonic Gift, Armor
Mark of Khorne	2	2	Chaos Mark, Berserk

Notes: If you pick a Demon List, you may also use the Chaos List. Racial Ability: When writing orders add one attribute of Infantry or Berserk.

### Nurgle Demons Card List

Card Name	Cost	Force	Notes
Great Unclean One	9U	7	Monster, Regenerate, Wizard
Plaguebearers	3	3	Regenerate
Beast of Nurgle Riders	4	3	Cavalry, Monster
Beast of Nurgle	3	3	Monster
Pestigor Beastmen	2	2	Infantry
Nurglings	1	1	Martyr
Nurgle's Cloud of Flies	1	1	Demonic Gift, Swarm
Pillar of Putrefaction	3U	4	Spell, Flying
Rancid Visitation	3U	4	Spell, Poison
Plague Wind	4U	5	Spell, Disease
Shrivelling Pox	4U	5	Spell, Death
Stench of Nurgle	5U	6	Spell, Immobilize
Plague Flail	3U	4	Hero Item, Death
Death Head of Nurgle	1	2	Hero or Wizard Item, Archer
Stream of Corruption	2	2	Chaos Gift, Poison
Miasma of Pestilence	3	3	Chaos Gift, Disease
Immensity	2	2	Chaos Gift, Armor
Biting Tongue	1	1	Chaos Gift, Spears
Face of Nurgle	2	2	Chaos Gift, Fear
Nurgling Infestation	2	2	Chaos Gift, Berserk
Nurgle's Rot	1	1	Chaos Gift, Disease
Mark of Nurgle	1	1	Chaos Mark, Fear

Notes: If you pick a Demon List, you may also use the Chaos List. Racial Ability: When writing orders add one attribute of Fear or Magic. Spells: Use spells from any list.

### Tzeentch Demons Card List

Card Name	Cost	Force	Notes
Lord of Change	9U	6	Monster, Magic, Wizard, Flying
Horrors	3	3	Magic
Flamers of Tzeentch	3	2	Flying, Archers
Tzaangor Beastmen	2	2	Infantry
Disc of Tzeentch	1	0	Flying, Mount, Magic
Tzeentch's Will	2U	2	Demonic Gift, Magic
Blue Fire of Tzeentch	2U	3	Spell, Archer
Shield of Fire	3U	4	Spell, Armor

Card Name	Cost	Force	Notes
Pink Fire of Tzeentch	3U	4	Spell, War Machine
Boon of Tzeentch	4U	5	Spell, Magic
Touch of Tzeentch	4U	5	Spell, Death
Glean Magic	5U	6	Spell, Wizard
Mark of Tzeentch	2	2	Chaos Mark, Wizard

Notes: If you pick a Demon List, you may also use the Chaos List. Racial Ability: When writing orders add

one attribute of Wizard or Magic. Spells: Use spells from any list.

### Slaanesh Demons Card List

Card Name	Cost	Force	Notes
Keeper of Secrets	9U	7	Monster, Magic, Wizard
Daemonettes	3	3	Spears
Fiends of Slaanesh	3	3	Infantry
Steed of Slaanesh Riders	3	3	Cavalry
Slangor Beastmen	2	2	Infantry
Soporific Musk	2	2	Demonic Gift, Infantry
Aura of Slaanesh	2U	2	Demonic Gift, Signal
Pain of Slaanesh	2U	3	Spell, Immobilize
Cacophonic Choir	3U	4	Spell, Signal
Bondage of Slaanesh	3U	4	Spell, Immobilize
Acquiescence	4U	5	Spell, Fear
Cursed Caress	4U	5	Spell, Slay
Succour of Chaos	5U	6	Spell, Signal
Mark of Slaanesh	2	2	Chaos Mark, Magic

Notes: If you pick a Demon List, you may also use the Chaos List. Racial Ability: When writing orders

add one attribute of Signal or Magic. Spells: Use spells from any list.

### Chaos Card List

Card Name	Cost	Force	Notes
Demon Prince	7U	5	Hero, Flying, Wizard
Exalted Demon	5	5	Hero
Chaos Lord	5U	5	Hero
Chaos Sorcerer Lord	6U	5	Hero, Magic, Wizard
Exalted Champion	4L2	4	Hero
Chaos Champion	3	3	Hero
Chaos Sorcerer	3	3	Magic, Wizard
Chaos Warriors	4	3	Infantry, Armor
Chaos Knights	4	3	Cavalry, Armor
Chaos Bowmen	2	2	Archers
Familiar	1	1	Wizard "Item", Wizard
Chaos Cultists	1	1	Infantry
Chaos Thugs	2	2	Infantry
Chaos Marauders	2	2	Ambush
Marauder Chieftan	2	2	Hero
Aspiring Champion	1	1	Hero
Chaos Steed	1	1	Cavalry, Mount
Chaos Chariot	3	3	Cavalry, Mount
Marauder Cavalry	2	2	Cavalry

Card Name	Cost	Force	Notes
Chaos Tomb Blade	2	3	Hero Item, Fear
Demon Sword	2	3	Hero Item, Infantry
Crimson Armor of Dargan	3	4	Hero Item, Armor
Chaos Runeshield	2	3	Hero Item, Armor
Banner of Wrath	2	3	Infantry Item, Archer
Skull of Katam	1	2	Wizard Item, Archer
Blade of the Ether	2U	3	Hero Item, Hero
Spellcaster	1	2	Hero Gift, Wizard
Magic Resistance	1	1	Demonic Gift, Magic Resistance
Soul Hunger	1U	1	Demonic Gift, Infantry
Chaos Disruption	1U	1	Demonic Gift, Armor
Radiance of Dark Glory	2U	2	Demonic Gift, Armor
Diabolic Splendor	1U	1	Demonic Gift, Magic
Cause Fear	1	1	Demonic Gift, Fear

Racial Ability: When writing orders add one attribute of Fear or Berserk. Notes: You may also use

the Beastmen List. Spells: Use spells from Beast, Metal, Shadows, Fire, Heavens, and Death Lists.

## Beastmen Card List

Card Name	Cost	Force	Notes
Beastlord	5	5	Hero
Beastman Chieftan	4	4	Hero
Beastman Champion	4	3	Hero, Berserk
Beastman Shaman	3U	3	Magic, Wizard
Ungor Beastmen	1	1	Scout
Gor Beastmen	2	2	Infantry
Beastmen Spears	2	2	Spears
Bestigor Beastmen	3	3	Berserk
Standard Bearer	1	1	Signal
Musicians	2	2	Signal
Flesh Hounds	2	2	Beasts
Chaos Spawn	4	4	Monster
Chimera	6	5	Monster, Flying, Mount
Minotaurs	4	4	Berserk
Centaurs	4	3	Cavalry, Archers
Harpies	2	2	Flying
Chaos Trolls	5	4	Monster, Regenerate
Chaos Ogres	4	4	Monster
Dragon Ogre	5U	5	Monster
Chaos Dragon	7	6	Monster, Flying, Mount
Beastmen Chariot	2	2	Cavalry, Mount
Scimitar of Skultar	2U	3	Hero Item, Hero
Great Fang	2U	3	Hero Item, Spears
Axes of Khorgor	2U	3	Hero Item, Infantry
Black Maul	1U	2	Hero Item, Monster
Armor of Bones	2U	3	Hero Item, Armor
Shield of Korag	1U	2	Hero Item, Armor
Helm of the Minotaur	1U	2	Hero Item, Fear
Blood Drinker Armour	2U	3	Hero Item, Berserk
Horn of Gungrak	3U	4	Hero Item, Signal
Cursing Bones	1U	2	Wizard or Hero Item, Magic

Card Name	Cost	Force	Notes
Spell Totem	2U	3	Wizard Item, Wizard
Iron Collar	1U	2	Hero Item, Armor
Heart of Chaos	2U	3	Hero Item, Berserk
Shaman Staff	1U	2	Wizard Item, Wizard
Beast Banner	1U	2	Infantry Item, Signal

Racial Ability: When writing orders add one attribute of Beast or Berserk. Spells: Use spells from Beast, Shadows, and Death Lists.

## Spell Lists

### The Lore Of Fire

Card Name	Cost	Force	Notes
Fireball	2U	3	Spell, Archers
Flaming Sword of Rhuin	2U	3	Spell, Death
Fiery Blast	3U	4	Spell, Slay
Burning Head	4U	5	Spell, Fear
Conflagration of Doom	5U	6	Spell, Disaster
Wall of Fire	5U	6	Spell, Armor

### The Lore Of The Heavens

Card Name	Cost	Force	Notes
Second Sign of Amul	2U	3	Spell, Magic
Portent of Far	2U	3	Spell, Scout
Forked Lightning	3U	4	Spell, Spears
Uranons's Thunderbolt	4U	5	Spell, Slay
Storm of Cronos	4U	5	Spell, Death
The Comet Casandora	5U	6	Spell, Disaster

### The Lore Of Metal

Card Name	Cost	Force	Notes
Rule of Burning Iron	1U	2	Spell, Slay
Commandment of Brass	2U	3	Spell, Immobilize
Transmutation of Lead	3U	4	Spell, Cavalry
Distillation of Molten Silver	3U	4	Spell, Archers
Law of Gold	4U	5	Spell, Magic Resistance
Bane of Forged Metal	5U	6	Spell, Magic Resistance

### The Lore Of Light

Card Name	Cost	Force	Notes
Pha's Illumination	2U	3	Spell, Scout
Shem's Burning Gaze	2U	3	Spell, Archers
Urru's Dazzling Brightness	2U	3	Spell, Spears
Ulzah's Healing Hand	3U	4	Spell, Regenerate
Karu's Guardian Light	3U	4	Spell, Courage
Amshu's Blinding Light	4U	5	Spell, Immobilize

### The Lore Of Shadow

Card Name	Cost	Force	Notes
Steed of Shadows	1U	2	Spell, Mount, Cavalry
Creeping Death	2U	3	Spell, Swarm
Pelt of Midnight	3U	4	Spell, Armor
Shades of Death	3U	4	Spell, Hero
Unseen Lurker	4U	5	Spell, Ambush
Pit of Shades	5U	6	Spell, Death

## The Lore Of Life

Card Name	Cost	Force	Notes
Father of the Thorn	3U	4	Spell, Immobilize
The Howling Wind	3U	4	Spell, Fear
Master of the Wood	3U	4	Spell, Ambush
Master of Stone	3U	4	Spell, Death
The Rain Lord	4U	5	Spell, Armor
Mistress of the Marsh	1U	2	Spell, Immobilize

## The Lore Of Beasts

Card Name	Cost	Force	Notes
The Oxen Stands	2U	3	Spell, Immobilize
The Eagle's Cry	2U	3	Spell, Scout
The Bear's Anger	2U	3	Spell, Beast

Card Name	Cost	Force	Notes
The Crow's Feast	3U	4	Spell, Flying
The Beast Cowers	3U	4	Spell, Fear
The Wolf Hunts	4U	5	Spell, Cavalry

## The Lore Of Death

Card Name	Cost	Force	Notes
Dark Hand of Death	2U	3	Spell, Death
Death Dealer	2U	3	Spell, Ambush
Steal Soul	3U	4	Spell, Drain

Card Name	Cost	Force	Notes
Wind of Death	3U	4	Spell, Poison
Drain Life	4U	5	Spell, Drain
Doom & Darkness	5U	6	Spell, Fear

## The Lore Of Jade

Card Name	Cost	Force	Notes
The Green Eye	1U	2	Spell, Scout
The Jade Shroud	1U	2	Spell, Regenerate
The Emerald Fountain	2U	3	Spell, Archer
Hand of Decay	2U	3	Spell, Drain
The Cloak of Dainne	2U	3	Spell, Armor
The Pool of Many Places	3U	4	Spell, Flying
The Jade Casket	3U	4	Spell, Regenerate
The Thousand Cuts	3U	4	Spell, Spears
Mist of Speed	3U	4	Spell, Cavalry
The Emerald Waterfall	4U	5	Spell, Disaster

## Variants

## Designers Notes

50 card decks would have a cost limit of 125.

Doing Research... Will add more: Spells, Magic Items, Units, Army Lists Possible rules revisions.

## **\*first Edition Basic Rules Variant**

### **\*turn Sequence**

Each turn has 4 phases: Orders Phase March Phase  
Battle Phase Blood Phase

### **\*orders Phase**

Players draw a hand of 10 cards. If a deck runs out, shuffle the reserve pile & draw from it.

### **\*march Phase**

Players may discard up to 5 cards to their reserve piles and draw replacement cards.

### **\*battle Phase**

Players reveal their hands. Determine a Battle Total for each player. Each card contributes its force rating to the Battle Total.

The Player with the most Archer units gets a +2 bonus. The Player with the most Infantry units gets a +2 bonus. The Player with the most Spears units gets a +2 bonus.

The Player with the most War Machine units gets a +2 bonus. The Player with the most Cavalry units gets

a +2 bonus. The Player with the most Flying units gets a +2 bonus.

The Player with the most Leader units gets a +2 bonus. The Player with the most Hero units gets a +2 bonus. The Player with the most Magic units gets a +2 bonus.

The Player with the most Scout units gets a +2 bonus. The Player with the most Monster units gets a +2 bonus. The Player with the most Beast units gets a +2 bonus.

The Player with the most Spears units gets a +2 bonus. If you play a Leader card with a Mount card get a +1 bonus. If a unit has the Ambush trait roll 1D6: On 1-3 the units Force is +2. On 4-6 there is no bonus.

If a unit has a "Versus" attribute (Such as +2 vs Orcs) the Unit only gets the bonus if the opponent plays a unit of the appropriate type. Items may only be played if a card that can use it is also played.

### **\*blood Phase**

The Player with the highest Battle Total wins the hand. The loser puts his 1D6 random cards into his casualty pile. Remaining cards go into each players reserve pile.





# Warrior Lands

## Introduction

Basic Fantasy Tactical Skirmish Combat game for 2+ players.

## Victory

Crush your enemies into small piles of plastic and pewter.

## Warriors

Use plastic warriors from Kid's toy-sets. Ruleset appropriate for Fantasy, Ancient, and Medieval. Warriors are also referred to as Units.

## The Board

Large Hexes. Big enough for mounted units. Max one Unit per space.

## Dice

Six sided dice are needed.

## Cards

Use Cards from Candyland: 6 Colors: Equal numbers of. . . Red, Orange, Yellow, Green, Blue, and Purple. If the deck ever runs out, shuffle the discard and draw from it.

## Card Actions

Card Color:	Action:
Red	Move 1 Space
Orange	Move 1 or 2 Spaces
Yellow	Attack into Adjacent Space (Range = 1) and Hit on 1-3
Green	Defend against an attack on 1-3
Blue	First Special
Purple	Second Special

## Movement

Use Red and Orange Cards. Facing does not matter. No stacking.  
You cannot Move through other Units.

## Attacking

Use Yellow Cards. When you attack roll 1D6 to see if you hit If you roll a 1, 2, or 3, you hit and the target Unit takes 1 Damage.

## Action Tokens

Use glass stones or pebbles. These are used to keep track of which units have had their turn.

## Damage Tokens

Use Poker Chips. This keeps track of how much Damage the unit has taken.

## Setup

Place Warriors onto the map according to the scenario.

## Turn Sequence

Place an Action Token next to each unit. Players roll high on 1D6 to see who goes first. Players take turns activating one unit at a time.  
When you activate one of your Units, remove its Action Token. Then draw 2 Cards for the current Unit. Use these cards to have the Unit Move and Attack.  
A Unit may make a max of 1 Move and 1 Attack per turn. Discard cards when used or if they are un-useable. Continue to the next unit until no units have any Action Tokens.

## Defending

When a Unit is hit, it may immediately draw 1 card to try to defend. If it is a Green card, roll 1D6. On a roll of 1, 2, or 3, the attack is negated and no Damage is taken.

## Passive Defenses And Abilities

These effects happen automatically without needing a card to be played: > Light Armor or Thick Skin: If a Unit with light Armor is Hit roll 1D6. On a roll of 1 the Damage is absorbed.  
> Heavy Armor or Tough Hide: If a Unit with Heavy



Armor is hit roll 1D6. On a roll of 1 or 2 the Damage is absorbed.

> Mithril Armor or Hard Shell: If a Unit with Force Field is hit roll 1D6. On a roll of 1, 2, or 3 the Damage is absorbed.

> Skeletal Form: If a Skeleton Unit is hit by a sword, spear, or arrow, roll 1D6. On a roll of 1, 2, or 2 the Damage is absorbed.

> Force Field: If a Unit with Force Field is hit roll 1D6. On a roll of 1, 2, 3, or 4 the Damage is absorbed.

> Invulnerable: If a Unit with Force Field is hit roll 1D6. On a roll of 1, 2, 3, 4, or 5 the Damage is absorbed.

> Spirit Form: Immune to normal physical Attacks. Can only be harmed by Spells, Magical and Enchanted Weapons and Units.

> Poison: If a Poisoned Attack fails to Hit roll again: On a roll of 1-2 on 1D6 the Attack causes 1 Damage.

> Martyr: If an adjacent friendly unit is attacked, this unit may switch places with it and take the attack instead.

> Drain: If the attack causes damage, the Attacker draws 1 extra card next turn.

> Slay X: Where X is a specific unit type such as Dragon or Goblin. The affected target type is always automatically hit and green cards cannot be used in defense.

Note: Some units will have several layers of Passive Defenses. When hit, they will get to roll for each.

## Special Cards

Depending on the identity of the Unit and its Equipment layout Special cards will have a variety of Effects including Attacks, Defenses, Movement, and More.

## Damage

Most Units have only 1 Hit, that is, 1 point of Damage is Enough to destroy them. Important Heroes and Large Monsters will have extra Hits.

## Unit Type X Special Card List Notation

> Attack 1 (1-4) = Attack of Range 1 and Hits on roll of 1, 2, 3, or 4

> Indirect 2 (1-3) = Attack of Range 1 or 2 and Hits on roll of 1, 2, or 3 Indirect Attacks can be made over other Units in the way

> Defend (1-2) = Negate an Attack on a roll of 1 or 2

> Move 3 = Unit can move 1, 2, or 3 spaces

> Receive (1-2) = Negate an Attack on a roll of 1 or 2 made by an adj enemy and do 1 Damage to them. Opponent may defend against this attack.

> Second 1 (1-2) = If the unit already attacked this turn, use this card to Make a second Attack of Range 1 that hits on a roll of 1 or 2

> Stun 1 (1-4) = An Attack of range 1 that does no damage. If unit is Hit on a roll of 1, 2, 3, or 4 it loses its Action Token and does not get Another Action Token next turn.

> Parry (1-3) = Negate an Attack on a roll of 1 or 2. Use only against Non-flexible Hand Held Weapons.

> Flex 1 (1-3) = Attack of Range 1 and Hits on roll of 1, 2, or 3. A crushing Attack cannot be defended against by Shields or Parrying.

> Pierce 2 (1-4) = Attack of Range 1 or 2 and Hits on roll of 1, 2, 3 or 4. Light and Heavy Armor do not protect against Pierce Attacks.

> Crush 1 (1-3) = Attack of Range 1 and Hits on roll of 1, 2, or 3. A crushing Attack cannot be defended against by anything.

> Push 1 (1-3) = An Attack of Range 1 that does no Damage. If unit is Hit on a roll of 1, 2, or 3 It must move away from the attacker 1 Space. If it cannot, it then automatically takes 1 Damage. Cavalry that is pushed is Unhorsed, and may spend its next action getting back on.

> Swipe 1 (1-3) = 2 Attacks of Range 1 against 2 enemy units that are adjacent To both this Warrior and each other. Attacks hit on a roll of 1, 2, or 3.

> Inspire 3 (1-4) = Target Friendly Unit up to 3 spaces away is inspired on a Roll of 1, 2, 3, or 4. An Inspired Unit draws 1 extra card on its turn. A Unit can be Inspired a max of once per turn.

> Rally 3 (1-3) = Target Friendly Unit up to 3 spaces away is Rallied on a Roll of 1, 2, or 3. A Rallied Unit draws 1 extra Action Token on its turn. A Unit can be Inspired a max of once per turn.

> Flying 3 = Unit can move 1, 2, or 3 spaces. It can move over other Units.

> Trap 1 (1-3) = Attack of Range 1 that hits on a roll of 1, 2, or 3. A Trapped Unit takes no Damage, but must use its next turn to try to escape on a roll of 1-4 on 1D6. If it fails, it must try again the following turn.

> Revive 1 (1-2) = Bring Back Friendly Dead Unit on a roll of 1 or 2 on 1D6

> Stun All 2 (1-3) = Effects all Enemy Units in Range

> Inspire 2 (1-3) = All Friendly Units up to 2 spaces away are inspired on a Roll of 1, 2, or 3. An Inspired Unit draws 1 extra card on its turn.

> Lure 2 (1-4) = Target must move 1 Space towards Luring Unit.

> Slow = Orange Cards can only be used to move 1 Space

> Berserk = Green Cards can also be used for Attack 1 (1-3)

> Burst X (1-3/1) = Attack of Range X (X as Defined by Unit) and Hits on a roll of 1, 2, or 3. It also hits Adjacent Units on a roll of 1 on 1D6.

> Switch: Cause 2 friendly adjacent units to switch spaces.

> Deploy: A friendly unit (within 5 Spaces) gets to take its turn immediately (out of turn). It also gets to move an extra 1 or 2 Spaces.

## Unit Type X Special Card Activation List

Unit Type:	Blue Card:	Purple Card:
Horse or Fast	Move 3	Move 4
Bow and Arrow	Indirect 2 (1-3)	Indirect 3 (1-2)
Crossbow	Pierce 2 (1-3)	Attack 3 (1-2)
Sling	Indirect 3 (1-2)	Indirect 3 (1-2)
Harquebus	Pierce 2 (1-4)	Pierce 3 (1)
Blunderbuss	Attack 2 (1-3)	Attack 2 (1-2)
Shield	Defend (1-3)	Defend (1-2)
Empty Hand	Move = 1	Defend (1-2)
Dagger	Attack 1 (1-3)	None
Spear or Lance	Push 1 (1-3)	Attack 1 or Receive (1-2)
Pike 2H	Receive 1 (1-3)	Push 1 or Receive (1-3)
Javelin	Indirect 2 (1-2)	Indirect 2 (1-3)
Mace or Club	Attack 1 (1-3)	Stun 1 (1-4)
Sword or Scimitar	Attack 1 (1-3)	Parry (1-3)
Main Gauche	Parry (1-4)	Parry (1-3)
Staff	Stun 1 (1-3)	Parry (1-4)
Dual Wielding	Defend (1-2)	Second 1 (1-3)
Great Sword 2H	Swipe 1 (1-2)	Attack 1 (1-3)
Small Axe	Attack 1 (1-3)	Attack 1 (1-2)
Thrown Hand Weapon	Attack 2 (1-2)	None
Battle Axe 2H	None	Swipe 1 (1-3)
Flail	Flex 1 (1-3)	None
War Hammer or Pick	Pierce 1 (1-3)	None
Halberd or Polearm	Attack 1 (1-4)	Receive (1-3)
Fork	Attack 1 (1-3)	Pierce 1 (1-2)
Whip	Stun 1 (1-3)	Rally 1 (1-3)
Horn, Flag, Leader	Inspire 3 (1-4)	Rally 3 (1-3)
Fangs	None	Attack 1 (1-3)
Claws	Attack 1 (1-3)	None
Horns or Tusks	None	Pierce 1 (1-3)
Wings or Flyer	Flying 3	Flying 4
Net or Lasso or Web	None	Trap 1 (1-3)
Bola	Trap 2 (1-3)	None
Elemental Form	Crush 1 (1-3)	Defend (1-3)
Fire Attack, Breath Attack 1 (1-4)	Attack 2 (1-3)	
Freeze Attack, Breath	Trap 1 (1-4)	Stun 2 (1-3)
Air Attack	Push 2 (1-3)	None
Water Attack	None	Flex 2 (1-3)
Poison Gas	Attack 1 (1-2)	Attack 1 (1-2)
Lightning Attack	Attack 1 (1-4)	Stun 2 (1-3)
Tail Swipe	None	Stun 1 (1-4)
Giant Stomp/Strength	Crush 1 (1-3)	None
Trample	Push 1 (1-3)	Push 1 (1-2)
Kick	Attack 1 (1-3)	None
Catapult or Boulder	None	Crush/Indirect 4 (1-2)
Ballista	None	Pierce 4 (1-3)
Cannon Ball	Crush 4 (1-3)	None
Grenade, Bomb, Shell	Burst X (1-3/1)	None
Tentacle	Flex 1 (1-2)	Trap 1 (1-2)
Death Touch or Lethal	None	Attack 1 (1-5)
Regeneration	Defend (1-3)	Regain 1 Lost Hit
Multi-Attack	Swipe 1 (1-3)	Second 1 (1-3)

Unit Type:	Blue Card:	Purple Card:
Swarm	Defend (1-5)	Flex 1 (1-3)
Invisibility	Defend (1-5)	Attack 1 (1-4)
Angelic, Demi-God	Attack (1-4)	Defend (1-4)
Elite, Veteran	Defend (1-3)	Attack (1-3)
Petrify	Crush 2 (1-3)	Crush 2 (1-2)
Mage	Blue Mage Spell	Purple Mage Spell
Priest	Blue Priest Spell	Purple Priest Spell
Necromancer	Blue Necro Spell	Purple Necro Spell
Heal	Revive 1 (1-2)	None
Charm	Lure 2 (1-4)	Trap 1 (1-3) or Defend (1-3)
Taunt	Lure 2 (1-4)	None
Cause Fear	Push 2 (1-3)	None
Stealth	Flex 1 (1-4)	Defend (1-4)
Trickery or Wit	Stun 1 (1-4)	Trap 1 (1-3)
Hide	Defend (1-4)	None
Small	Small (1-3)	None
Ambush or Pounce	Receive 1 (1-3)	None
Surprise or Stalk	Attack 1 (1-4)	None
Music	Inspire All 2 (1-3)	Stun All 2 (1-2)
Screech	None	Stun All 2 (1-4)
Master Archer	Attack 4 (1-5)	Second 3 (1-3)
Tracker	Move 2	Move 2
Tactics	Switch	Deploy

## Unit Notes

A Unit can have multiple Types. For Example A Single Unit might have a Sword, Horse, and a Shield, so A special Card could be used by it for any of those effects.

## Magic

For a Unit to cast a spell, It must first play a Blue or Purple card, then It must play a second card. The combination of the 2 cards will Determine what spell is cast. Each type of Magic User will have his Own spell list of 12 possible Spells. For lists with more than 12 cards there will be additional 2 color card combinations(Such as R/R = Red/Red)

## Mage Spell List

Spell:	Cards	Notes
Magic Missile	B/R	Pierce 2 (1-5)
Fire Ball	B/O	Attack 3 (1-4) Adj Units Hit on roll of 1
Lightning Bolt	B/Y	Attack 4 (1-3) Adj Units Stunned on Roll of 1-2
Cone of Cold	B/G	Trap 2 (1-4) Adj Units Trapped on Roll of 1-2
Paralyze	B/B	Stun 2 (1-5)
Mesmer	B/P	Trap 1 (1-3) Adj Foes Trapped on Roll of 1-3
Prismatic Spray	P/R	Mage gets Force Field for next 4 turns
Teleport	P/O	Mage or Adj Unit gets Flying 7
Haste	P/Y	Rally 2 (1-6)
Polymorph	P/G	Transform 2 (1-3) Unit into another of up to 1D6 Hits
Summon Elemental	P/B	Summon (1-3) 1 Elemental
Earthquake	P/P	Stun 3 (1-3) Adj Units Stunned on Roll of 1-3
Flash	R/R	Stun 1 (1-4) Adj Units Stunned on Roll of 1-2
Enchant	R/O	Create a Magic Item that lasts for 2D6 Turns
Phantasmal Forces	R/Y	Summon (1-4) 1 Phantasm
Invisibility	R/G	Self or Target 1(1-4) Gets Invisibility for 1D6 Turns

## Priest Spell List

Spell:	Cards	Notes
Resurrect	B/R	Bring Back Friendly Dead Unit on a roll of 1-3 on 1D6
Cure	B/O	Negate (1-4) Poison, Polymorph, Curse, Weakness, Petrify
Circle of Protection	B/Y	Priest and Adj Friendly Units get Force Field this turn
Turn Undead	B/G	Attack 1 (1-5) Adj Units hit on 1-3. Vs Undead Only
Bless	B/B	Inspire 2 (1-5) Adj Friendly Units Inspired on Roll of 1-3
Holy Word	B/P	Rally 3 (1-4) Adj Friendly Units Rallied on Roll of 1-2
Smite	P/R	Crush 1 (1-6)
Wrath	P/O	Attack 4 (1-3) Adj Units Hit on roll of 1-3
Holy Armor	P/Y	Range 2 Target gets Force Field for 3 Turns
Awe	P/G	Stun 1 (1-6) and Adjacent Foes Stunned on Roll of 1-4
Control Mind	P/B	Control Unit 2 (1-5) For 1D6 Turns
Summon Angel	P/P	Summon (1-3) 1 Guardian Angel

## Necromancer Spell List

Spell:	Cards	Notes
Animate Dead	B/R	Summon (1-4) 1 Zombie or Skeleton
Summon Undead	B/O	Summon (1-3) 1 Ghost or Vampire
Touch of Death	B/Y	Attack 1 (1-5)
Raise Dead	B/G	Bring Back Friendly Dead Unit on a roll of 1-3 on 1D6
Curse	B/B	Range 4 (1-4) Unit Draws 1 less card each turn
Weakness	B/P	Trap 2 (1-5) and Adjacent Foes Trapped on Roll of 1-3
Drain Energy	P/R	Stun 1 (1-6) and Caster draws 1 extra card next turn
Fear	P/O	Push 2 (1-5) and Adjacent Enemy Units Pushed on roll of 1-3
Summon Swarm	P/Y	Summon (1-3) 1 Rat or Bat Swarm
Dark Ritual	P/G	Caster Draws 3 extra cards next turn
Dominate	P/B	Control Unit 2 (1-5) For 1D6 Turns
Cursed Ground	P/P	Target Hex 3 All Units entering this Hex are Attacked (1-3)
Misdirection	R/R	Move Foe 3 (1-5) up to 2 spaces in any direction
Darkness	R/O	All Units within 3 Hexes draw 1 less card their next turn

## Shaman Spell List

Spell:	Cards	Notes
Summon Warrior	B/R	Summon (1-4) 1 Orc, Lizardman, Goblin, etc.
Flame Strike	B/O	Attack 4 (1-4) Adj Units Hit on roll of 1
Lightning Storm	B/Y	Attack 3 (1-3) Adj Units Stunned on Roll of 1-2
Freeze	B/G	Trap 2 (1-3) Adj Units Trapped on Roll of 1-3
Reincarnate	B/B	Bring Back Friendly Dead Unit on a roll of 1-3 on 1D6
Blood Ritual	B/P	Caster Draws 3 extra cards next turn
Blood Fury	P/R	Rally 2 (1-4) Adj Friendly Units Rallied on Roll of 1-2
Wind Walk	P/O	Shaman and 1 Adj Unit gets Flying 5
Blood Rage	P/Y	Inspire 3 (1-5) Adj Friendly Units Inspired on Roll of 1-3
Telekinesis	P/G	Push 3 (1-4)
Spirit Call	P/B	Summon (1-3) 1 Elemental or Ghost
Tornado	P/P	Attack 3 (1-3) Adj Units Hit on Roll of 1-2
Shout	R/R	Stun 2 (1-5) and Adjacent Foes Stunned on Roll of 1-3

## Druid Spell List

Spell:	Cards	Notes
Call of the Wild	B/R	Summon Randomly 1 Bear, Warthog, or Dire Wolf
Force of Nature	B/O	Summon 1 Treant
Savage Swipe	B/Y	Swipe 1 (1-3)
Rejuvenate	B/G	Bring Back Friendly Dead Unit on a roll of 1-3 on 1D6
Bark Skin	B/B	Self or Range 1 Unit gains Heavy Armor and 1 Hit
Tangling Roots	B/P	Trap 2 (1-5) and Adjacent Foes Trapped on Roll of 1-3
Forest Walk	P/R	Move 6
Giant Size	P/O	Range 1 Unit gains 2 Hits, Giant Strength, and Boulder
Summon Swarm	P/Y	Summon 1 Insect Swarm
Energize	P/G	Inspire 1 (1-5) Adj Units Inspired on roll of 1-3
Bestial Fury	P/B	Rally 1 (1-4) Adj Units Rallied on roll of 1-3
Rust	P/P	Destroy (1-3) Target and Adj Metal Armor and Weapons
Wind Gust	R/R	Push 2 (1-5)

## Spell Notes

Resurrect, Reincarnate, Raise Dead, Rejuvenate  
 Spells: Dead Unit reappears in empty space next to Spell-caster. If the first spell does not work, neither will a second one of this type.

## Summoned Units

Summoned Units start adjacent to the Spell Caster that summoned them. They will remain for the duration of the Battle or until killed. They cannot be brought back to life if killed.

A Spell-caster can summon a max of 5 Hits worth of Units per battle.

## Sample Unit Descriptions

- Fire Drake: Fire Breath, Wings, Claws, Bite, Tough Hide, Tail Swipe, 5 Hits
- Ground Drake: Fast, Claws, Bite, Tough Hide, Tail Swipe, Trample, 4 Hits
- Ice Drake: Freeze Breath, Wings, Claws, Bite, Tough Hide, Tail Swipe, 3 Hits
- Swamp Drake: Poison Gas, Wings, Claws, Bite, Tough Hide, Tail Swipe, 3 Hits
- Sky Drake: Lightning Breath, Wings, Claws, Bite, Thick Skin, Tail Swipe, 2 Hits
- Dire Wolf: Claws, Bite, Fast, Tracker, Thick Skin, 2 Hits
- Ogre: Pole Arm, Thick Skin, 2 Hits
- War Troll: Claws, Thick Skin, Heavy Armor, War Hammer, Regeneration, 3 Hits
- Cave Troll: Claws, Club, Thick Skin, Hide, 2 Hits
- Hill Giant: Spear, Thick Skin, Giant Strength, Thrown Boulder, 3 Hits
- Stone Giant: Club, Tough Hide, Giant Stomp, Thrown Boulder, 3 Hits
- Frost Giant: Battle Axe, Tough Hide, Giant Stomp, Thrown Boulder, 4 Hits
- Fire Giant: Bow & Arrows, Tough Hide, Giant Stomp, 4 Hits
- Storm Giant: Mace, Tough Hide, Giant Stomp, Lightning Attack, 5 Hits

- Skeleton: Skeletal Form, Undead
- Ghost: Spirit Form, Undead, Death Touch
- Zombie: Regeneration, Undead, Bite
- Djinn: Elemental Form, Flying, Mage, Scimitar, 2 Hits
- Golem: Elemental Form, Hard Shell, 3 Hits
- Vampire: Flying, Claws, Bite, Drain, Regeneration, Undead, 2 Hits
- Hydra: Multi-Attack, Regeneration, Fire Breath, Bite, 3 Hits
- Minotaur: Horns, Battle Axe, 2 Hits
- Medusa: Petrify
- Naga: Light Armor, Bow & Arrows, Tail Swipe, Poison
- Chimera: Horns, Bite, Claws, Wings, 2 Hits
- Manticore: Claws, Bite, Poison, Wings, 2 Hits
- Unicorn: Horn, Fast, Kick, Cure and Bless Spells
- Pegasus: Wings, Kick
- Griffon: Wings, Claws, Bite, 2 Hits
- Cockatrice: Wings, Thick Skin, Petrify
- Siren: Music, Charm, Bite
- Harpy: Screech, Wings, Claws
- Sphinx: Trickery, Claws, Wings, 3 Hits
- Banshee: Spirit Form, Screech, Undead, Death Touch
- Earth Elemental: Elemental Form, Hard Shell, 2 Hits
- Fire Elemental: Elemental Form, Fire Attack, 2 Hits
- Air Elemental: Elemental Form, Air Attack, Flying, 2 Hits
- Water Elemental: Elemental Form, Water Attack, Regeneration, 2 Hits
- Phantasm: Charm, Flying
- Guardian Angel: Wings, Sword, Shield, Angelic, 2 Hits
- Lemures: Swarm, Bite, Martyr, Infernal
- Imps: Wings, Slings, Small, Taunt, Infernal
- Lesser Devil: Wings, Whip, Fork, Infernal
- Succubus: Wings, Whip, Charm, Infernal
- Greater Demon: Claws, Bite, Horns, Fire Attack, 2 Hits, Infernal
- Ice Demon: Claws, Freeze Attack, Thick Skin, 2

- Hits, Infernal
- Demon Lord: Claws, Wings, Leader, Sword, Fire Attack, 4 Hits, Infernal
- Lich: Undead, Regeneration, Claws, Necromancer, 2 Hits
- Insect Swarm: Swarm, Wings, Poison, 2 Hits
- Rat Swarm: Swarm, Bite, Claws, 2 Hits
- Bat Swarm: Swarm, Wings, Bite, 2 Hits
- Bear: Claws, Bite, Heavy Armor, 2 Hits
- Boar: Fast, Tusks
- Frog: Harmless, Small, Slow
- Giant Spider: Bite, Poison, Web
- War Elephant: Trample, Tusks, Thick Skin, 3 Hits
- Sprites: Fey, Wings, Small, Trickery
- Fairies: Fey, Wings, Small, Taunt
- Redcaps: Fey, Dagger, Small, Surprise
- Nymphs: Fey, Charm, Claws
- Dryads: Fey, Fast
- Fairy Queen: Fey, Leader, Druid, Wings
- Sylvan Elves: Fey, Bow & Arrows
- Wisp: Fey, Spirit Form, Charm
- Beholder: Flying, Mage, 2 Hits
- Mind Flayer: Drain, Mesmer, Mage
- Centaur: Fast, Kick, Bow & Arrows or Club, 2 Hits
- Phoenix: Wings, Fire Attack, Regeneration, 2 Hits
- Armored Warhorse: Kick, Fast, Heavy Armor
- Satyr: Music, Kick
- Amazons: Charm, Bows & Arrows or Spear
- Barbarian: Berserk, Axe or Battle Axe
- Ranger: Elite, Tracker, Bow & Arrows, Sword
- Gnome: Blunderbuss, Small, Light Armor
- Cyclops: Club, Bite, 3 Hits
- Lion: Claws, Bite, Leader, 2 Hits
- Tiger: Claws, Bite, Stalk, 2 Hits
- Panther: Claws, Bite, Pounce
- Gorilla: Claws, Bite, Thick Skin, 2 Hits
- Rhino: Horn, Tough Hide, Trample, 2 Hits
- Snake: Bite, Poison, Stealth, Slow
- Eagle: Claws, Wings
- Gargoyle: Claws, Wings, Taunt, Hard Shell, 2 Hits
- Iron Golem: Slow, Giant Strength, Hard Shell, 3 Hits
- Treant: Tough Hide, Claws, 3 Hits
- Pack of Hounds: Swarm, Fast, Bite
- Titan: Lightning Attack, Giant Stomp, Heavy Armor, 6 Hits
- Chaos Monster: Tentacles, Bite, Regeneration, 4 Hits
- Death Knight: Undead, Heavy Armor, Skeletal Form, Leader, Great Sword
- Paladin: Heavy Armor, Sword, Shield, Horse, Lance, Elite, Priest
- Bard: Music, Sword, Charm, Horse
- Halfling Burglar: Small, Stealth, Sword, Dagger, Light Armor
- Assassin: Dagger, Stealth, Poison, Lethal
- Bodyguard: Sword, Martyr, Elite, 1 Fate, Light Armor

- Duelist: Sword, Main Gauche, Elite, 1 Skill, Dual Wield
- Tactician: Tactics, Leadership, Sword
- Goblin Grenadier: Small, Grenade (Range = 2), Dagger
- Goblin Kite: Flying, Bomb (Straight Down: Range = 0)
- Dwarven Demolition Team: Bomb (Range = 1), Sword
- Dwarven Miner: Hammer and Pick
- Dwarven Mortar: Shell (Range = 3), Slow, Crew, 3 Hits
- Dwarf Giant Slayer: War Hammer, Slay Giant, Elite
- Imperial Cannon: Cannon, Slow, Crew, 3 Hits
- Long Neck: Slow, Trample, Tail Swipe, Tough Hide, 4 Hits
- Mini-Raptors: Swarm, Bite, Claws, Fast
- Raptor: Fast, Bite, Claws
- Carnosaur: Fast, Bite, Tough Skin, 2 Hits
- T-Rex: Fast, Tough Hide, Bite, 3 Hits
- Pterodactyl: Wings, Claws
- Triceratops: Horns, Tough Hide, 3 Hits
- Stegosaur: Slow, Tail Swipe, Thick Skin, 2 Hits

## Mounted Units

When attacking a Mounted Unit, there is a 50% the Mount will be targeted instead. This includes the Horse ability, which in this case, would mean the unit loses the Horse ability for the rest of the game unless somehow remounted.

## Crew

Concerning Cannons, Catapults, Siege Engines, War Machines, and the like. These Units include a Crew of Operators. These functionaries are abstracted into the Units Stats as a whole.

## Sample Magic Items

- Ring of Regeneration: Unit gets Regeneration
- Seven League Boots: Unit gets Fast
- Flying Disk: Unit gets Flying
- Vorpal Blade: (Sword) Unit gets Lethal
- Eldritch Blade: (Sword) Unit gets Mage
- Ancient Grimore: Unit gets Necromancer
- Flame Brand: (Sword) Unit gets Fire Attack
- Venom Dagger: Weapon has Poison
- Sword of Sharpness: May Use Red Card for Attack 1 (1-4)
- Rune Sword: (Great Sword) Unit gets Drain
- Cloak of Invisibility: Unit gets Invisibility
- Wand Of Fireballs: Cast Fireball Spell for just 1 Purple card
- Lightning Staff: Cast Lightning Bolt Spell for just 1 Purple card
- Dragon Slayer Spear: Unit gets Slay Dragons
- Goblin Bane: Unit gets Slay Goblins
- Ring of Power: Invisibility and Wielder draws 1 extra card per turn

- **Potion of Strength:** Unit can use Boulder and Stomp attacks for 4 Turns
- **Potion of Healing:** Single use Cure Spell
- **Horn of Blasting:** Unit can cast Earthquake Spell for just 1 Purple card
- **Shield of Blocking:** Unit immune to Non-Spell Ranged Attacks
- **Hammer of Crushing:** All its Attacks are Crush
- **Scroll of Protection:** Single Use Circle of Protection Spell
- **Magic Armor:** Unit gets +1 Hit
- **Crown of Command:** Unit can cast Control Mind Spell for just 1 Purple card
- **Rod of Ruin:** Unit can cast Earthquake Spell for just 1 Purple card
- **Mace of Disrupting:** Wielder gets -1 to Rolls to Attack and Stun with Mace
- **Yew Bow:** Increase Range of all Attacks by one
- **Arrows of Slaying:** 3 Uses: Slay All

Notes: Items can be handed off from 1 unit to another adjacent unit at either the beginning or end of the turn. Killed units can be looted at the end of the turn and Items retrieved.

- **HUMAN ARMIES**
- Humans are the only race with Priests.
- Humans have Horses. Other Armies rarely have them.
- Human Armies benefit from a high level of diversity, ingenuity, industriousness, cooperation, and aggressiveness.

This manifests as an extra 20% Gold when recruiting.

## Dwarf Armies

Long lived Dwarves are very Tough. They can use Red Cards to Defend (1-3) All Dwarves will have Mithril Armor (Passive Defense). Dwarf Armies usually contain several Hero Warriors.

Very rarely they will have a Mage called a Rune Master. Dwarves have short Legs. Orange cards only provide a Move = 1.

## High Elf Armies

Very long lived Elves are very skilled. Every High Elf Unit draws an extra card on their turn. Mages are common.

## Forest Elf Armies

Every Forest Elf Unit has the traits Stealth and Hide. They favor Bows and Swords. Forest Elves rarely use siege engines, guns, or mechanical weapons.

They will have Druids and a few Mages.

## Dark Elf Armies

These Degenerate Elves rely heavily on Mages and Magic Items. They will have whole Squads equipped with Flying Discs and Fireball Wands.

## Orc Armies

Orcs are Ferocious and have a ton of Endurance.

- Red cards allow a Move of 1 or 2.
- Green cards defend on a roll of 1-4.
- Yellow cards hit on a roll of 1-4.

Orcs employ Shamans and occasionally Necromancers but are always led by a Heroic War Chief. Orc Armies will often include Ogres, Trolls, and other Monsters.

## Goblin Armies

Goblins are Small and Weak.

- Green cards only defend on a roll of 1-2.
- Yellow cards only hit on a roll of 1-2.

They are numerous. Every Unit actually represents several Goblins. They cannot lift Pikes, Battle Axes, or Great Swords. Some Tribes ride Boars or Dire wolves into battle.

Goblins will have Shamans and Mages Every Unit will have either the Swarm, Poison, Ambush, or Trickery Trait.

## Undead Armies

Led by a Necromancer or Lich. These will usually be an eclectic mix of undead including skeletal versions of other Monster types such as Dragons and Giants.

## Lizard Man Armies

Lizard Men use primitive weapons: Clubs, Spears, Javelins, Bolas, Nets. Their Scaly Hide lets them use Orange cards to Defend (1-3). Lizard Men have Shamans.

They have domesticated Dinosaurs and use them as Mounts.

## Dragon Men Armies

Dragon Men prefer Swords and Great Swords They will wear Heavy armor in addition to their Scaly Hides. Their Scaly Hide lets them use Orange cards to Defend (1-3). They have supporting Mages.

They worship Dragon Gods and will often have Drakes in their Ranks and will use Ground Drakes as Mounts.

## Magical Armies

These will be led by a very powerful Mage. They will often have a very odd mix of Monsters.

## Nature Armies

These will be led by a Druid. They will contain Forest dwelling Plant Creatures and Beasts such as Bears, Boars, Wolves, Centaurs, and Treants. They will occasionally have Fey as well.



## Fey Armies

These will be commanded by a Fairy Queen. All Fey units have the Hide Ability. Their Arracks are weak, so they only hit on a roll of 1-2 with Yellow cards.

In addition to Fey units, there may be Gnomes, Goblins and Trolls as well.

## Infernal Armies

These will be led by a Demon Lord and consist of all Infernal Units. Infernal Units when destroyed return to their plane of Origin. Because of this they have no sense of self Preservation.

Green cards provide no Defense. Instead use them for Attack 1 (1-3).

## Giant Armies

Giants love a good Raid. They think its great Fun to terrorize the Countryside. There will be a mix of Giant

types with a Storm Giant as Chief.

## Recruiting Armies

Armies are created with gold. In general, a Unit costs 1 Gold per Hit it has. Armies are also limited by the number of Spell-casters they can have.

Typically, an Army can have 1 Spell-caster per 20 or less Gold.

## Heroes

Heroes are exceptional Warriors or Spell-casters. They are often the Leaders of Armies. A Hero will have 1 or More Levels.

Hero Levels cost 1 Gold each when building Armies. Most Heroes max out at level 10 or less. For every Level a Hero has, roll once on the Hero Ability Table:

## Hero Ability Table

1D6:	Ability:	Notes:
1	Durability	Hits +1
2	Skill	Draw +1 Card when Drawing
3	Fate	Reroll +1 Die-roll per Turn

1D6:	Ability:	Notes:
4	Relic	Gain 1 Magic Item
5	Special	Unique to this Hero
6	Reroll	

## Special Hero Abilities

These can add a lot of personality to your Heroes. Some examples: > Special Mount: Drake, Unicorn, Pegasus

> Special Companions: Animals, Familiars, Bodyguards, Friends

> Special Skill: Leader, Dual Wield, Poison, Heal, Stealth, Trickery, Tactics

> Spell Like Ability useable by playing a single Purple card: Awe, Fear, etc.

> Improved Basic Card Effects: Red Cards can be used for Move 1 or 2,

Orange Cards can be Used to Defend (1-2), Blue cards can be used as Purple cards

- Robin Hood: 2 Hits, 4 Skill, Master Archer, Bow & Arrows, Leader, Ambush, Sword

## Sample Scenario: Greeks

Greek Heroes vs Greek Monsters

## Greek Hero Army

- Hercules: 5 Hits, 2 Skill, 2 Fate, Giant Strength, Demi-God, Bow & Arrows, Club
- Perseus: 2 Hits, 2 Skill, 2 Fate, Leader, Sword, Shield
- Icarus: 1 Skill, Wings, Dagger, Sling
- Theseus: 2 Hits, 2 Skill, 1 Fate, Stealth, Wit, Sword, Tactics, Bow & Arrows
- Bellerophon: 2 Skill, 1 Fate, Pegasus, Spear, Wit
- 6 Hoplites: Shield, Heavy Armor, Spear
- 4 Archers: Bow & Arrows, Dagger
- 2 Slingers: Sling, Sword

## Greek Monster Army

- Medea: Mage, Charm, Dagger, 1 Skill, 1 Fate, Leader
- 1 Chimera, 1 Medusa, 1 Hydra, 1 Cyclops,
- 2 Centaurs with Bows & Arrows
- 8 Myrmidons: Sword, Shield, Light Armor

## Sample Scenario: Japan

Japanese Army vs Japanese Monsters

## Sample Hero Conversions

- Conan the Barbarian: 4 Hits, 3 Skill, 2 Fate, Stealth, Sword, Battle Axe
- Gandalf the Grey: 3 Hits, 2 Skill, 3 Fate, Mage, Priest, Druid, Staff, Sword
- Wizard of Earthsea: 2 Fate, Mage, Druid, Staff
- Elric of Melibone: 2 Hits, 2 Skill, 3 Fate, Mage, Runesword, Archer Companion
- Beast Master: 3 Hits, 2 Skill, 1 Fate, Sword, Panther and Eagle Companions, Trickery
- Master of the Hunt: 3 Hits, 1 Skill, 1 Fate, Tactics, Spear, Tracker, 3 Packs of Hounds
- Achilles: 2 Hits, 3 Skill, 2 Fate, Invulnerable, Sword, Shield, Spear
- Lancelot: 3 Hits, 3 Skill, 1 Fate, Heavy Armor, Sword, Shield, Horse, Lance

## Japanese Army

- 1 Shogun: 2 Hits, 2 Skill, 1 Fate, Heavy Armor, Leader, Tactics, Elite, Sword
- 1 Wu Jen Sorcerer: Mage, Staff
- 1 Shukenja: Priest
- 4 Samurai: Heavy Armor, Elite, Horse, Bow & Arrows, Martyr, Sword
- 2 Warrior Monks: 1 Skill, Staff
- 1 Ninja: Stealth, Surprise, 1 Skill, Lethal, Sword, Trickery, Ambush
- 4 Bushi: Spear, Light Armor
- 4 Gunners: Harquebus, Light Armor
- 2 Signalers: Flag, Light Armor

## Japanese Monster Army

- 1 Dark Lord: Necromancer, Staff
- 1 Ogre Magi: Mage, Pole-Arm, Giant Strength, 2 Hits
- 1 Typhoon Dragon: Wings, Claws, Bite, Wind Attack, Water Attack, 3 Hits
- 1 Oni: Infernal, Horns, Claws, Great Sword, Invisible, Flying, 3 Hits
- 2 Gaki: Spirit Form, Fire Attack
- 2 Kappa: Hard Shell, Claws, Bite
- 2 Ghouls: Undead, Bite, Berserk, Fast
- 2 Hopping Vampires: Undead, Regenerate, Slow
- 6 Goblin-Rats: Swarm, Bite, Spears
- 1 Tengu: Wings, Sword, Mage, Elite





# Wizard Skirmish

## Introduction

Board & card game for 2 players. Battle between two rival Wizards. Each figure represents a Wizard or a Summoned Creature.

## Victory

Reduce the opposing Wizard to zero Hit Points.

## The Map

Use an 8x8 chessboard.

## Unit Table

Name:	Move	Hits	Dam	Notes
Wizard	1-2	12	1	Casts Spells; Not a Creature
Skeletons	1-2	1	1	
Zombies	1	2	1	Regenerate
Dwarves	1	2	1	
Kobolds	1	1	1	
Wolf	1-3	2	1	
Troll	1-2	3	1	Regenerate
Giant	1-4	3	2	
Iron Golem	1-2	4	2	
Dragon	1-5	4	2	Fly
Hydra	1	3	2	Regenerate
Vampire	1-4	2	2	Regenerate, Fly
Balrog	1-3	5	2	

## Setup

Each Player starts with one Wizard unit. Players place their Wizards in opposite corners. Units may not stack.

## The Cards

Players share a common Spell deck. The deck has 1 copy of each spell in the Spell List.

## Casting Spells

There is no limit to the number of Spells you can cast per Turn or Phase. You can only summon creatures on your own Turn. You can only attack on your own Turn.

## Turn Sequence

Players take turns. Each turn has 5 phases: Power Phase Move Phase Summon Phase Battle Phase Spell Attack Phase

## The Men

Use chits or miniatures to represent units.

## Units Table Notation

# Number of that type of unit each player has in setup.

**Move** The types of Move Cards the unit can use.

**Range** = The types of Attack Cards the unit can use.

## Power Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 7 cards.

Discard excess cards.

## Move Phase

Every unit you control may move once on your turn. A unit may move up to a number of spaces equal to its move rating. Unit move ratings are listed in the Unit Table.

Units cannot move through other units except for Flyers. Moves are diagonal or orthogonal. Instead of a normal move, you may cast a Move Spell on any unit you control.

## Summon Phase

Cast (discard) a Summon card to summon the creature indicated on the card. The summoned unit appears in a space orthogonally adjacent to your Wizard.

Units with the regenerate ability regain one lost Hit Point in this phase.

### Battle Phase

Units you control may automatically make one 'free' attack against an Enemy unit that is orthogonally adjacent. The attack does damage equal to the units damage rating. Unit damage and hit point ratings are listed in the Unit Table.

If the target unit is reduced to zero hit points it is destroyed. Your opponent may play a Defense Spell to negate an Attack.

### Spell Attack Phase

Play (discard) a Spell Attack card to have your Wizard attack. The attack card has a range rating: This is the range of the attack. Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack takes damage according to the Spell description. You cannot cast spells through units. Your opponent may play a Defense Spell to negate an Attack.

### Spell Types

Attack Spells may target any opposing unit. Counterspells when cast negate the effects of a spell just cast by your opponent. Control Spells cannot target enemy Wizards.

Control Spells give you permanent control over the target creature. A target hit by an Immobilization Spell cannot move, attack, or cast spells until the end of that players next turn.

### Card List Notation

**M** Movement

**A** Attack

**D** Defense

**S** Summon (Summons 1 Unit)

**X** Special

**Z** Counterspell

**C** Control Spell

**I** Immobilization

**Type** Purpose of card

**Dam** The amount of damage the spell inflicts

### Spell Deck Card List

Card Name:	Range	Type	Dam	Notes
Magic Missiles	1-3	A	1	
Shock	1-2	A	2	
Fireball	3-4	A	2	
Touch of Death	1	A	3	
Lightning Bolt	5-6	A	2	
Disintegrate	3	A	3	
Cone of Cold	2-3	A	2	
Ice Storm	3-5	A	1	
Petrification	2	A	3	
Stone Bolt	4-5	A	2	
Earthquake	4-6	A	1	Flyers Immune
Dispell	-	Z	-	
Spellshield	-	Z	-	
Negate	-	Z	-	
Abjuration	-	Z	-	
Charm	1	C	-	
Posses	2	C	-	
Dominate	3	C	-	
Command	4	C	-	
Teleport	5	M	-	
Gate	6	M	-	
Fly	4	M	-	
Haste	3	M	-	
Portal	7	M	-	
Phase	K	M	-	
Call	2-6	M	-	Move Enemy unit 3 spaces
Banish	3	A	-	Target Creature Destroyed
Shield	-	D	-	

Card Name:	Range	Type	Dam	Notes
Protection	-	D	-	
Wall of Ice	-	D	-	
Invisibility	-	D	-	
Illusion	-	D	-	
Flash	1	I	-	
Paralyze	3	I	-	
Hold	5	I	-	
Sleep	4	I	-	
Web	2	I	-	
Demon Strength	1-4	X	-	Target gets Damage +1 Permanently
Heal	0-4	X	-	Target regains 1 lost Hit
Cure	0-1	X	-	Target regains 2 lost Hits
Lore	-	X	-	Draw 2 cards
Forget	-	X	-	Opponent discards 2 random cards
Scry	-	X	-	Look at opponents hand
Divination	-	X	-	Look at next 10 cards in deck
Summon Skeletons	-	S	-	
Summon Zombies	-	S	-	
Summon Dwarves	-	S	-	
Summon Kobolds	-	S	-	
Summon Wolf	-	S	-	
Summon Troll	-	S	-	
Summon Giant	-	S	-	
Summon Iron Golem	-	S	-	
Summon Dragon	-	S	-	
Summon Hydra	-	S	-	
Summon Vampire	-	S	-	
Summon Balrog	-	S	-	





# Wizarding Duels

## Introduction

Card game depicting a Wizard Duel in the Harry Potter Universe Game for 2+ players. Each Player & Deck represents a single Character.

## Battles

A Battle consists of two groups of Wizards fighting each other.

## Disclaimer

Harry Potter is a copyrighted, licensed property. This is merely a Fan site.

## Victory

Defeat the Opposing Wizards (Combatants). A Wizard is Defeated under the Following Circumstances:

1. Killed
2. Immobilized
3. Memory Lost
4. Heavily Wounded or Knocked Out (Reduced to zero Hits)

## Dice

Six and Ten sided Dice are used.

## Wizard Deck Design

Each player will have to make a deck for his Wizard (Character). A Wizard can be one from the stories or one you make up. The card list contains a list of every possible card.

Choose cards appropriate to your Character (According to his Stats). A Deck should have a minimum

of 40 cards. A Deck may contain no more than 1 copy of any single card.

## Characters

Each Character has 12 Stats:

- Alignment
- House
- Age
- Race
- Knowledge
- Courage
- Endurance (Hits)
- Speed (To Dodge)
- Aim (To Hit)
- Experience (Draw)
- Intellect (Hand Size)
- Power

All Characters are Unique.

## Alignment

Wizards are either Good or Evil.

## House

Gryffindor, Slytherin, Ravenclaw, or Hufflepuff.

## Age

Wizards are either Students or Adults.

## Race

Human, House Elf, Goblin, Half-Giant, Centaur, etc.

## Knowledge

Level:	Notes:
1	Basic Magic
2	OWL Magic
3	NEWT Magic

Level:	Notes:
4	Advanced Magic
5	Arcane Magic
6	Legendary Magic

## Courage

Level	Notes:
3	Cowardly

Level	Notes:
4	Normal Bravery
5	Courageous, Determined
6	Heroic, Mad, Obsessed, Fearless, Stupid, Fanatic, Undaunted

## Endurance

Hits	Notes:	Hits	Notes:
10	Child, Frail Adult, House Elf, Goblin	30	Vampire
15	Teenager, Weak Adult	35	Centaur
20	Adult	40	Werewolf
25	Strong Adult	50	Half Giant

## Speed

Level	Notes:	Modifier:
-1	Big and Slow	-1 to Dodge Rolls
0	Normal Adult	No change to dodge Rolls
+1	Teenager, Quick Adult	+1 to Dodge Rolls
+2	Small and Fast	+2 to Dodge Rolls

## Aim

Level	Notes:	Modifier:
-1	Clumsy	-1 to Hit Rolls
0	Normal Dexterity	No change to Hit Rolls
+1	Good Shot	+1 to Hit Rolls
+2	Highly Accurate	+2 to Hit Rolls

## Experience

Level	Notes:	Modifier:
1	Inexperienced, Inept	Draw 1 Card in Draw Phase
2	Slow, Shakey, Hesitant	Draw 2 Cards in Draw Phase
3	Normal Reaction Time	Draw 3 Cards in Draw Phase
4	Fast Acting	Draw 4 Cards in Draw Phase
5	Cool Thinking	Draw 5 Cards in Draw Phase
6	Great Experience	Draw 6 Cards in Draw Phase
7	Master Wizard	Draw 7 Cards in Draw Phase

## Intellect

Level	Notes:	Modifier
4	Weak Mind	Max hand Size = 4 Cards
5	Average Mind	Max hand Size = 5 Cards
6	Clever Mind	Max hand Size = 6 Cards

Level	Notes:	Modifier
7	Brilliant Mind	Max hand Size = 7 Cards
8	Visionary Mind	Max hand Size = 8 Cards

## Power

Level	Notes:
0	Muggles
1	Squib
2	Minor Magics

Level	Notes:
3	Able Focus
4	Strong Concentration
5	Great Will, Mighty Magics

## Setup

Roll high on 1D10 to see who goes first.

## Turn Sequence

Players take turns Each turn has 3 phases:

- Draw Phase
- Action Phase
- End Phase

## Draw Phase

Draw X cards. X = your Experience Level. If your deck runs out, shuffle the discard and draw from it.

## Action Phase

Play cards from your hand. To play a Card you must discard other cards = to the effort cost of the card you are playing.

## Attacks

An Attack requires that an Attack card be discarded and a target chosen. The Attacker rolls to Hit and adds his Aim Stat Modifier.

1D10	Result:
1-5	Miss
6+	Hit

## Stun Table

1D10	Result:	Notes:
1	Hurt	-1 Aim for 1D6 turns
2	Winded	1D6 Hits Damage
3	Dazed	Discard Hand
4	Disarmed	See Disarmed Rules
5	Confused	Cannot attack next turn
6	Limping	-1 Speed for 1D6 turns
7	Stupefied	Draw no cards next turn
8	Discouraged	Save vs Courage or Flee
9	Shaken	-1 to all Stats until end of next turn
10	Knocked Out	Immobilized for 1D6 Turns

## Disarmed Rules

A Wizard that is disarmed cannot cast spells. Instead he must try to retrieve his lost Wand:

1D10	Result:
1-5	Wand not Retrieved
6+	Wand Retrieved

An Attacked Character or Creature may attempt to Dodge. The Defender rolls to Dodge and adds his Speed Stat Modifier.

1D10	Result:
1-5	Fail to Dodge
6+	Dodge Succeeds

Certain cards can be played to further Modify the Rolls.

## Discard Phase

Max hand size = your Intellect. Discard excess cards

## Attack Cards

Attacks are generally made in your own Action Phase.

## Defensive Cards

Many defense cards can be cast at any time to counter a card just played.

## Enchantments

An Enchantment lasts until it is removed by another spell, or The Wizard who cast the Enchantment is defeated.

## Items

Items can be Single Use or Multiple Use. Each Item is described individually in detail.



## Summoning Creatures

Creatures can make a special attack once on your turn. Each Creature is described individually in detail. Creatures cannot cast spells but are otherwise treated like Wizards.

A Creature is a Blocker. Opponents must defeat your Creatures before they can attack you.

## Starting Cards

Some Characters have Starting cards in their description. Such a Character may always include those cards in their Starting Hand.

## Card List Notation

**G** Good  
**V** Evil  
**Ad** Adult  
**St** Student  
**K** Knowledge  
**C** Courage  
**H** Endurance (Hits)  
**S** Spell

**X** Experience (Draw)  
**I** Intellect (Hand Size)  
**P** Power  
**A** Attack  
**U** Unique (Only one in play at a time)  
**D** Defense  
**NSA** Non-Spell Attack  
**NSD** Non-Spell Defense  
**DR** Dodge Roll  
**SDF** Search Deck for  
**SDCF** Search Discard for  
**APIIYH** = And put it in your Hand  
**VSO** vs Spells only  
**E** Enchantment  
**HS** Healing Spell  
**OMD** Opponent must Discard  
**RC** Random Card  
**DTI** Discard Target Item  
**EFASIB1FO** = Effort for all Spells increases by 1 for Opponent  
**ROST** Roll on Stun Table  
**FD6T** for 1D6 turns  
**OCA** Opponent cannot Attack  
**NEFST** = Negate effects from Stun Table

## Card List

Card Name:	Type	Requires	Effort	Effect:
Apparate	D	Ad/K3/P3	3	+5 to DR
Wand Jab	NSA	St/C5	1	1D6 Hits Damage
Stunning Spell	A	K2	1	ROST once
Stunner	A	K2	1	ROST once
Ennervate	HS	-	1	NEFST
Restoring Charm	HS	-	2	SDCF Item APIIYH or NEFST
Dodge	NSD	-	-	+1 to DR
Duck	NSD	-	1	+2 to DR
Hide	NSD	St	2	+3 to DR
Accio	S	K2	2	SDF Item APIIYH or Steal Item
Conjuration	S	K2	3	SDF or SDCF Item APIIYH
Stupefy	A	K2	1	ROST once
Petrificus Totalus	AE	K3	3	Immobilized for FD6T
Body Bind	AE	K3	3	Immobilized for FD6T
Incarcerous	AE	K3	3	Immobilized for FD6T
Magical Ropes	AE	K5	4	Immobilized for 2D6 Turns
Bewitched Sleep	AE	K5	4	Immobilized for 2D6 Turns
Concentration	S	-	-	Counts as 2 Cards for Effort Costs
Protego	D	K2	1	+3 to DR VSO
Shield Charm	D	K2	1	+3 to DR VSO
Defensive Charm	D	K3	2	+4 to DR VSO
Counter Spell	D	K2	1	+3 to DR VSO
Repelling Charm	D	K3	2	+3 to DR or OCA you next turn
Avada Kedavra	A	Ad/V/P4/C5	5	Target Killed
Killing Curse	A	Ad/V/P4/C5	5	Target Killed
Heroics	NS	G	1	Reroll Target Dieroll
Crucio	AE	V/P4/C5/K3	4	All Stats -3 FD6T

Card Name:	Type	Requires	Effort	Effect:
Pain Charm	AE	V/P4/C5/K3	4	All Stats -3 FD6T
Imperious Curse	AE	Ad/V/P4/C5	5	Control Character
Imperio	AE	Ad/V/P4/C5	5	Control Character
Possession	AE	V/P5/X4	5	Control Character
Transmogrifian Torture	A	V/K4/C5	5	7D6 Hits Damage
Invisibility Cloak	I	-	5	See Item Rules
Counter Curse	HS	K4/P3	3	Negate Enchantment
Counter Charm	HS	K4/P3	3	Negate Enchantment
Finite	HS	K4/P3	3	Negate Enchantment
Deletrius	HS	K4/P3	3	Negate Enchantment
Reparo	S	K2	2	SDCF Item APIIYH
Prior Incantato	S	K3	3	SDCF Spell APIIYH
Animate Statue	S	K6/P4	5	See Summoning Rules
Distraction	NSD	-	-	OMD 1 RC
Reducto	A	K3	2	ROST twice
Diffindo	S	K3	3	2D6 Hits Damage or DTI
Escape	NSD	-	3	+4 to DR
Leg-Locker Curse	A	K2	2	Speed -2 FD6T
Oblivate	AE	Ad/K4	4	Character's Memory Lost
Memory Charm	AE	Ad/K4	4	Character's Memory Lost
Conjunctivitis Curse	A	K3	2	Aim -2 FD6T
Summon Fawkes	S	G	5	See Summoning Rules
Summon Fang	S	G	2	See Summoning Rules
Unforgivable Curse	S	V	1	SDF Evil Spell APIIYH
Expelliramus	A	K2	1	See Disarmed Rules
Entrail-Expelling Curse	A	V/K3/P4	2	4D6 Hits Damage
Disarming Charm	A	K2	1	See Disarmed Rules
Disillusionment Charm	S	K3	2	Speed +1 FD6T
Hex-Deflection	D	C5/P4	3	Reflect Spell back on Caster
Crossbow	I	-	3	See Item Rules
Silencio	AE	-	1	EFASIB1FO
Entrancement	A	K3	3	Opposite Sex OCA you FD6T
Evanescio	D	K3	3	+4 to DR or DTI
Vanishing Spell	D	K3	3	+4 to DR or DTI
Colloportus	D	K2	1	+3 to DR
Sorting Hat	I	G	3	See Item Rules
Marauders Map	I	Stu/G	3	See Item Rules
Buckbeak	S	G/C4	4	See Summoning Rules
Episky	HS	K3	1	Heal 2D6 Hits Damage
Legilimens	S	K3/I7	1	Look at Opponents Hand
Alohomora	S	K2	1	+2 to DR or Negate D
Switching Spell	S	K3	1	Draw 3 cards
Impedimenta	S	K3	2	ROST once or +2 to DR
Broom Stick	I	-	3	See Item Rules
Blasting Curse	A	K3	2	Roll twice on Stun Table
Incendio	A	K2	2	1D6 Hits Damage & OCA next turn
Confundus Charm	A	K3/P3	3	Opponent cannot attack FD6T
Delirium	AE	K4	3	Intellect & Experience -1 FD6T
Tarantallegra	AE	K3	1	Aim & Speed -1 for 1D6 turns
Great Stun	A	P5	3	Roll three times on Stun Table
Sword of Gryffindor	I	G/C6	4	See Item Rules
Wingardium Leviosa	A	K1	1	Steal Item or OMD 1 RC
Sectumsepra	A	K3/P3	1	3D6 Hits Damage

Card Name:	Type	Requires	Effort	Effect:
Wand Sparks	A	K1	1	Friendly Wizards may draw 1 card
Jinx	AE	K1	1	Aim or Speed -1 for 1D6 turns
Hex	AE	K2	2	Intellect or Experience -1 FD6T
Interrupt Curse	NSD	St	3	Negate Target Spell
Banishing Charm	A	K3	1	OCA you next turn
Felix Felicis	I	-	3	See Item Rules
Bat-Bogey Hex	A	St/K3/P3	2	OCA next turn & OMD 1 RC
Engorgio	A	St/K3	2	Speed -3 FD6T
Summon Dementor	S	V/K4	3	See Summoning Rules
Summon Serpent	S	V/K2	2	See Summoning Rules
Levicorpus	A	K2	2	Aim & Speed -2 FD6T
Summon Basilisk	A	V/K5	5	See Summoning Rules

## Item Rules

A list of Items and their Stats:

### Invisibility Cloak

Opponent's are Aim -2 vs this Character.

### Crossbow

Discard 2 Cards to attack. Max 1 Attack per turn. If the Attack hits, it does 2D6 Damage.

### Felix Felicis

Single use. Remove from game after being used. Character get +1 to all his Dice Rolls.

### Broom Stick

Speed +2

### Sword Of Gryffindor

Unique. Discard 2 Cards to attack. Max 1 Attack per turn. If the Attack hits, it will Kill a Creature.

### Sorting Hat

Unique. While in your possession gain: +1 Experience and Intellect and Courage and Knowledge.

### Marauders Map

Unique. While in your possession: Aim +1 & Dodge +1 (You always know where your opponents are)

## Creature Rules

A list of Creatures and their Stats:

### Dementor

20 Hits. Kiss of Death Attack does 2D6 damage and target must discard 1 card. Any Spell Attack card with a Knowledge or Power of 3 or greater can be used as a Expecto Patronum Attack Spell. If the Attack Hits, the Dementor is Discarded.

### Fawkes

Unique. 10 Hits. If killed put him back in your hand. Successful Attack blinds Target: Target is Aim -3 Any Healing Spell will restore Sight.

Instead of Attacking Fawkes may Heal 1D6 Hits or cure any Poison

### Serpent

5 Hits. Attack Poisons Victim: Victim loses 1D6 Hits at the end of each of his turns. Any Healing Spell will neutralize poison.

### Animated Statue

25 Hits. Defender: Statue must be attacked before a target of your choice. Attacks by Statue do 1D10 damage.

### Basilisk

Unique. 40 Hits. Gaze Attacks by un-blinded Basilisk cause Petrification (permanent Immobilization) Bite Attacks by a blinded Basilisk cause Poisoning like the Serpent.

### Buck Beak

Unique Gryphon. 30 Hits. Ride him and receive Speed +1. Beak attack does 2D6 Hits Damage.

### Fang

Unique Giant Mastiff. 25 Hits. Bite attack does 2D6 Hits Damage.

## Character List

A list of Wizards and their Stats:

**Harry Potter**

Stat:	Level/Notes:
Alignment	Good
House	Gryffindor
Age	Student
Race	Human
Knowledge	3
Courage	6

Starting Cards: Invisibility Cloak, Marauders Map  
Due to a Blood Binding Enchantment, Harry automat-

Stat:	Level/Notes:
Endurance (Hits)	15
Speed (To Dodge)	+1
Aim (To Hit)	+2 (Seeker)
Experience (Draw)	5
Intellect (Hand Size)	6
Power	5

ically deflects back on the Caster any spell that would  
Kill him.

**Draco Malfoy**

Stat:	Level/Notes:
Alignment	Evil
House	Slytherin
Age	Student
Race	Human
Knowledge	3
Courage	3

Stat:	Level/Notes:
Endurance (Hits)	15
Speed (To Dodge)	+1
Aim (To Hit)	+1
Experience (Draw)	3
Intellect (Hand Size)	5
Power	3

**Albus Dumbledore**

Stat:	Level/Notes:
Alignment	Good
House	Gryffindor
Age	Adult
Race	Human
Knowledge	6
Courage	6

Stat:	Level/Notes:
Endurance (Hits)	15
Speed (To Dodge)	-
Aim (To Hit)	-
Experience (Draw)	7
Intellect (Hand Size)	8
Power	5

**Lord Voldemort**

Stat:	Level/Notes:
Alignment	Evil
House	Slytherin
Age	Adult
Race	Inhuman
Knowledge	5
Courage	6

Stat:	Level/Notes:
Endurance (Hits)	25
Speed (To Dodge)	-
Aim (To Hit)	-
Experience (Draw)	7
Intellect (Hand Size)	7
Power	5

**Severus Snape**

Stat:	Level/Notes:
Alignment	Evil
House	Slytherin
Age	Adult
Race	Human
Knowledge	5
Courage	5

Stat:	Level/Notes:
Endurance (Hits)	20
Speed (To Dodge)	-
Aim (To Hit)	-
Experience (Draw)	6
Intellect (Hand Size)	7
Power	4

Notes: Master of Legillamacy: Snape can at any time (Effort cost = 1) look at the Hand of another player.

## Rubeus Hagrid

Stat:	Level/Notes:
Alignment	Good
House	Gryffindor
Age	Adult
Race	Half-Giant
Knowledge	2
Courage	6

Notes: Giant Resistance: If hit by a Spell roll 1D10: On a Roll of 6+ the Spell bounces off Harmlessly. Hagrid can (Effort Cost = 4) on a Roll of 6+ on 1D10 take

Stat:	Level/Notes:
Endurance (Hits)	50
Speed (To Dodge)	-1
Aim (To Hit)	-
Experience (Draw)	4
Intellect (Hand Size)	5
Power	2

control of a target Creature (not including: Dementors, Basilisks or Serpents) Starting Cards: Fang, Crossbow, Buck Beak

## Hermonie Granger

Stat:	Level/Notes:
Alignment	Good
House	Gryffindor
Age	Student
Race	Human
Knowledge	4
Courage	5

Notes: The Cleverest Witch her age: Once on her turn Hermonie can discard 2 cards to search her deck

Stat:	Level/Notes:
Endurance (Hits)	10
Speed (To Dodge)	+1
Aim (To Hit)	-
Experience (Draw)	5
Intellect (Hand Size)	7
Power	3

for any 1 card and put it in her hand.

## Ron Weasley

Stat:	Level/Notes:
Alignment	Good
House	Gryffindor
Age	Student
Race	Human
Knowledge	2
Courage	5

Stat:	Level/Notes:
Endurance (Hits)	15
Speed (To Dodge)	+1
Aim (To Hit)	+1
Experience (Draw)	2
Intellect (Hand Size)	5
Power	3

## Notes

More Characters coming soon.





# Wizards And Warlords

## <body>

### Introduction

Requires D6, D10, a map, and tokens of different colors to represent the troops of different players. The objective is to destroy your opponents Warlord token and capture all of your opponents strongholds.

### The Map

The map is divided into spaces, or territories. Designate which spaces are land and which are water. Designate some land territories to be barren.

Designate some spaces to contain strongholds. Choose the identity of each stronghold. (Orc, Elf, Ice, etc.)

### Tokens

Tokens represent an abstract combination of military, tactical, and magical strength at your disposal. The identity of a stronghold determines what type of token it produces. For example, a Dwarf stronghold produces dwarf tokens.

In battle a dwarf token allows one roll on the dwarf warlord table.

### Setup

Players each pick one of the warlords they want to play. Players pick one space on the map that they want to be their Homeland stronghold. Players start with 25 tokens of that warlord.

All 25 tokens of that player start the game placed on the homeland space. Roll high on 1D10 to determine player turn order

### Stacking

A territory cannot at the end of a turn have more than 10 tokens in it. The exception to this is the Homeland spaces which can hold up to 25 tokens. A stack is also called an army. An army may consist of tokens from any number of Warlord tables.

### Warlord Battle Tables

The Battle Tables are used during battle phase. To get a result on a Battle Table roll a D10. Some numbers are repeated more than once.

In this case, the player can pick which result he wants.

### Stats

Rolls on battle tables will contribute to the totals of seven stats: Numbers, Movement, Melee, Ranged, Armor, Tactics, and Morale.

### Turn Sequence

Players take turns. Each turn has 3 phases:

1. Production Phase
2. Movement Phase
3. Battle Phase

### Production Phase

A players starting homeland stronghold generates 2 tokens per turn. These are called homeland tokens. Other strongholds controlled by the player generate 1 token.

The other stronghold's tokens will use other battle tables. A player can only recruit from a hold that has the same, or a neutral alignment battle table. A player must have a homeland token on a hold to recruit from it.

Example- The Dwarf Warlord has a dwarf token on an Elf hold and so may recruit 1 Elf token per turn as long as the Dwarf token remains on the elf stronghold.

### Movement Phase

A token can move one space per turn. Tokens cannot move into water territories.

### Battle Phase

A stack may either move one space or attack an adjacent enemy stack. Stacks may combine their attacks. A stack may only attack once per turn.

A stack may be attacked more than once per turn. During battle each side rolls a number of Battle rolls equal to the number of tokens they have in the battle up to 5 tokens. For example: Player A has 2 Dwarf tokens and 2 Elf tokens.

He rolls twice on the Dwarf Warlord Table and Twice on the Elf Warlord Table. Players take turns making battle rolls, one at a time, the Attacker starting first. Add up the stat totals for each side. The winner for each stat inflicts one casualty. Tied stats result in no casualties.

Example- Greyden wins in 5 stats and so his opponent loses 5 tokens. His opponent won in two stats so Greyden loses 2 tokens. Repeat this procedure until one side is destroyed or the attacker decides to stop attacking.

Each repetition is called a round.

## Extra Battle Rolls

If both sides have more than 5 tokens, the side with more tokens gets an extra battle roll. Defenders of a Homeland stronghold get an extra battle roll.

## Strongholds

Defenders in a stronghold automatically get a stat bonus of Armor = 5 & Range = 1 every round unless the stronghold was breached.

## Last Man Standing Rule

There will always be at least one surviving token at the end of a round. If the casualties result in both sides being wiped out, then the side that won more stats will keep 1 survivor. If the stats are tied then roll high to determine the winner.

## Free Advance

If the attackers destroy all the defenders, then some or all of the attackers may move into the defenders territory.

## Terminology

- Breach Stronghold- Stronghold bonuses are negated.
- End Battle- Resolve casualties now. No further rounds of battle between these stacks.
- Regenerate- Negate one casualty.
- Living- Any tokens that are not Constructs, Elemental, Undead, or Illusions.
- Humanoids- Orcs, Kobolds, Lizard Men, Goblins, Hobgoblins.
- Demihumans- Dwarves, Elves, Halflings, Gnomes.
- Monsters- Giants, Elementals, Dragons.

Nmbrs = Numbers

**Mov** Move

**Mle** Melee

**Rng** Range

**Arm** Armor

**Tcs** Tactics

**Mrl** Morale

## Dwarf Battle Table

WARLORD- Greyden DwarfLord of the Silver Mountains  
ALIGNMENT- Good STRONGHOLD- Dwarven Mountain Fortress  
TOKENS- Dwarf

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Engineers	10	-	-	-	-	-	-	Breach Stronghold
1	Mule Riders	10	2	-	2	-	-	-	
2	Steam Cannon	1	-	-	5	-	-	-	Construct
2	Toughness	-	-	-	-	2	-	2	Negate one poison or spell effect
3	Mithril Armor	-	-	-	-	6	-	-	
3	Martyr	1	-	-	-	-	-	5	
4	War Hammer Clan	100	-	3	-	1	-	-	
4	Tunnel Fighters	10	1	-	-	-	-	-	Destroy 1 Humanoid Token
5	Berserkers	10	-	5	-	-	-	1	
5	Elders	-	-	-	-	-	3	2	
6	Shield Wall	100	-	-	-	4	-	2	
6	Giant Slayer	-	-	-	-	-	-	-	Negate 1 'Giant' Roll
7	Dwarven Hero	1	1	-	-	-	2	3	
8	BattleAxe Clan	100	-	4	-	-	-	-	
8	War Machine	1	1	-	2	4	-	-	Construct
9	Shield Bearers	10	-	-	-	5	-	-	
9	Runner	1	2	-	-	-	-	-	
10	Miner Lore	-	-	-	-	-	3	-	
10	Crossbows	10	-	-	3	-	-	-	

## Kobold Battle Table

WARLORD- Gurrock Kobold Lord of the Grey Caves  
ALIGNMENT- Evil STRONGHOLD- Kobold Caves

TOKENS- Kobolds

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Mob	200	1	3	-	2	-	1	
2	Wardogs	10	3	2	-	-	-	1	
2	Kobold Chieftan	1	1	2	-	-	2	3	



D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
3	Ambush	100	-	3	-	-	4	2	
4	Bushwhack	100	1	4	-	-	3	3	
4	Diggers	-	-	-	-	-	-	-	Breach Stronghold
5	Nets and Ropes	-	-	-	-	-	-	-	Neutralize 1 Token
5	Poison Blowdarts	-	-	-	4	-	2	-	
6	Shaman	1	-	-	-	-	-	3	Roll on Shaman table
7	Spearchuckers	100	-	-	2	1	1	-	
7	Scaly hides	-	-	-	-	2	-	-	Negate one poison or spell effect
8	Kobold Commandos	10	2	2	-	2	3	2	
9	Scatter	-	-	-	-	-	-	-	End Battle
9	Kobold Kites	10	4	-	2	-	2	-	Flying
10	Hit & Run	-	3	2	1	-	3	-	

**Goblin Battle Table**

TOKENS- Goblins

WARLORD- Nagash Goblin Chief of the Blood Fang  
 Tribe ALIGNMENT- Evil STRONGHOLD- Hill Caves

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Poison Arrows	-	-	-	4	-	-	-	
1	Goblin Surgeon	-	-	-	-	-	-	-	Regenerate
2	Witchdoctor	1	-	-	-	-	-	2	Roll on Shaman Table
3	Skirmish	-	-	-	-	-	-	-	
4	Wolf Riders	100	4	3	-	-	2	2	
5	Foxhole	-	-	-	-	3	1	-	
6	Grenadiers	10	-	-	4	-	-	-	Breach Stronghold
7	Fanatics	100	-	3	-	-	-	3	
8	Regulars	100	2	3	-	2	2	-	
8	Tinker	-	-	-	-	-	-	-	Destroy Artifact
9	Irregulars	100	1	2	-	1	-	-	
9	The Goblin Switch	-	-	-	-	-	5	-	
10	Archers	100	-	-	3	-	-	-	
10	Terrain Obstacles	-	3	-	-	-	3	-	

**Hobgoblin Battle Table**

Plainsfort TOKENS- Hobgoblins

WARLORD- Vrackull Hobgoblin Overlord of the  
 Steppe Horse Tribes ALIGNMENT- Evil STRONGHOLD-

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Horse Archers	100	4	-	4	-	-	-	
2	Goblin Laborers	100	-	-	-	-	-	-	Breach Stronghold
2	Cavalry Charge	-	3	5	-	-	-	-	
3	Heavy Cavalry	100	3	4	-	3	-	-	
4	Infantry Cohort	100	1	4	-	4	-	-	
5	Bugbear Ambushers	10	-	4	-	-	3	-	
6	War Priest	1	-	-	-	-	-	-	Roll on Shaman Table
7	Plains Riders	100	5	-	-	-	2	-	
8	Outflank	-	3	-	-	-	4	-	
8	Signal Corps	-	-	-	-	-	2	2	
9	Elite Vanguard	100	-	-	-	-	-	4	
10	Slave fodder	100	-	-	-	-	-	-	
10	Spoils of War	-	-	-	-	-	-	5	
10	Battle Plans	-	-	-	-	-	5	-	



**Orc Battle Table**

TOKENS- Orcs

WARLORD- Mog the Orc Lord of the Hurati Bad-lands  
ALIGNMENT- Evil STRONGHOLD- Warcamp

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Cannibalism	-	1	2	-	-	-	3	
1	Forced March	-	4	-	-	-	-	-	
2	Assassin	-	-	-	-	-	-	-	Negate roll with Number stat = 1
2	Half Orc Mercenaries	100	-	3	3	-	3	-	
3	Ogre	1	-	6	-	3	-	-	
3	Black Orcs	100	-	4	-	2	-	-	
4	Battering Ram	-	-	-	-	-	-	-	Breach Stronghold
4	Looting	-	-	-	-	-	-	5	
5	Warband	100	-	4	-	2	-	-	
6	Warboss	-	-	-	-	-	2	4	
6	Catapults	-	-	-	4	-	-	-	Construct
7	Taskmaster	-	1	-	-	-	-	4	
7	Shocktroops on Warpigs	100	3	4	-	2	-	-	
8	Shaman	1	-	-	-	-	-	2	Roll on Shaman Table
9	Scouts	-	2	-	-	-	3	-	
9	Pig Iron	-	-	2	-	3	-	-	
10	Raiders	100	3	2	2	-	2	-	

**Shaman Battle Table**

WARLORD- Shaman Subtable ALIGNMENT- Neutral  
STRONGHOLD- None

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Battle Fetish	-	-	3	-	3	-	4	
2	Healing Powers	-	-	-	-	-	-	-	Regenerate
3	Blood Bond	1000	-	-	-	-	5	3	
4	Curse Enemies	-	-	-	-	-	-	-	Neutralize 1 Token
5	War Chant	-	-	-	-	-	-	3	
6	War Deity Incarnation	1	-	8	-	7	-	-	
7	Summon Spirit	-	-	-	-	-	3	-	
8	Totem Guide	-	4	-	-	-	4	-	
9	Cast out Evil Spirits	-	-	-	-	-	-	-	Negate 1 Magical attack
10	Send the Dead Home	-	-	-	-	-	-	-	Destroy a Demon or Undead token
10	Banish Monster	-	-	-	-	-	-	-	

Negate a monster roll

**Elf Battle Table**

WARLORD- Legolas, Lord of the Wood Elves  
ALIGNMENT- Good STRONGHOLD- Tree of Life

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Archers	100	-	-	5	-	-	-	
2	Woodlore	-	-	-	-	-	4	-	
2	Faerielore	-	-	-	-	-	-	-	Roll on Fey Battle Table
3	War Maiden & Unicorn	1	4	3	-	3	-	5	
4	Magic Resistance	-	-	-	-	-	-	-	Negate 1 Magic Attack
4	Longevity	-	-	-	-	-	-	-	Negate 1 Disease Attack
4	Never Sleep	-	-	-	-	-	3	-	
5	Forest Hiding Places	-	-	-	-	-	-	-	End Battle
5	Aim for the Leader	-	-	-	-	-	-	-	Negate roll having number stat = 1

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
6	Healing Magic	-	-	-	-	-	-	-	Regenerate
7	Befriend Animals	-	-	-	-	-	-	-	Steal an animal token
7	Warriors	100	2	4	-	3	-	2	
8	Elven Hunters	10	2	2	3	-	3	-	
9	Flight of Arrows	-	-	-	6	-	-	-	
9	Elven Bard	1	-	-	-	-	-	5	
10	Stealthy Movements	-	2	-	-	-	4	-	

**Halfling Battle Table**

TOKENS- Halflings

WARLORD- Finneas Furfoot the Halfling Sheriff  
 ALIGNMENT- Good STRONGHOLD- The Shire

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Scouts	10	2	1	2	-	-	-	
2	Concealment	-	-	-	-	4	4	-	
3	Slingers	100	-	-	3	-	-	-	
4	Cook Artillerists	10	-	-	4	-	-	-	Constructs
4	Big Feast	-	-	-	-	-	-	4	
5	Trick the Big Folk	-	-	-	-	-	-	-	Neutralize 1 Token
5	Tavern	-	-	-	-	-	-	-	Roll on Adventurers Table
5	Safekeeping	-	-	-	-	-	-	-	Roll on Magic Items Table
6	Militia	100	-	2	-	1	-	-	
7	Shortbows	100	-	-	3	-	-	-	
8	Pipeweed	-	-	-	-	-	-	-4	
9	Pony Express	10	4	-	-	-	3	-	
10	Stout of heart	-	-	2	-	-	-	3	

**Illusionist Battle Table**

sions

WARLORD- Phantor the Illusionist  
 ALIGNMENT- Neutral STRONGHOLD- Hall of Mirrors  
 TOKENS- Illu-

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Phantom Monster	1	5	5	-	-	-	-	
2	Invisibility	-	-	-	-	5	7	-	
3	Illusionary Forces	100	4	4	-	-	-	-	
4	Darkness	-	-	-	-	-	-	-	End Battle
4	Flash	-	-	-	4	-	4	-	
5	Spectral Assassin	1	-	-	-	-	-	-	Negate roll having number stat = 1
6	False Courage	-	-	-	-	-	-	4	
6	Dancing Lights	-	-	-	-	-	3	-	
7	Phantasmal Terrain	-	-	-	-	3	5	-	
8	Mirror Image	-	-	-	-	4	4	-	
9	Prismatic Shield	-	-	5	-	5	-	-	
9	Prismatic Spray	-	-	-	6	-	-	-	
10	Confusion	-	-	-	-	-	6	-	
10	Illusions	-	-	-	-	-	-	-	Neutralize 1 Token

**Fey Battle Table**

WARLORD- Flitterwing the Faerie Queen  
 ALIGNMENT- Good STRONGHOLD- Faerie Circle Ring

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Nymphs	-	-	-	-	-	-	-	Neutralize 1 Token

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
2	Sprites	100	4	-	2	-	3	-	Flying
3	Sylphs	100	6	-	-	-	2	-	Flying
4	Pixies	100	4	1	1	-	3	-	Flying
5	Dryads	10	4	3	-	3	4	-	
6	Brownies	100	3	-	-	-	4	-	
6	Gremlins	100	-	-	-	-	3	2	Negate one construct roll
7	Ents	10	-	7	-	4	2	3	
8	Yarthkins	100	2	-	-	-	5	2	
9	Unicorn	1	5	5	-	-	3	5	
10	Satyr	1	-	-	-	-	-	3	Negate one female roll

### Gnome Battle Table

TOKENS- Gnomes

WARLORD- Rumpulump King of the Gnomes  
ALIGNMENT- Good STRONGHOLD- Underkingdom

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Forest Friends	100	-	-	-	-	3	-	
2	Lookout	-	2	-	-	-	3	-	
3	Artillerists	10	-	-	4	-	-	-	
4	Merry Pranksters	-	-	-	-	-	-	-	Neutralize 1 Token
5	Blunderbussars	100	-	-	3	-	-	-	
6	Hot Air Balloon	-	2	-	2	-	-	-	Flying
7	Miner Sappers	100	-	-	-	-	-	-	Breach Stronghold
7	Teamwork	100	-	-	-	-	3	2	
8	Deep Gnomes	-	-	-	-	-	-	-	Roll on Earth Elemental Table
8	Gnome Illusionist	-	-	-	-	-	-	-	Roll on Illusionist Table
8	Gnome Druid	-	-	-	-	-	-	-	Roll on Druid Table
8	Tinker	-	-	-	-	-	-	-	Roll on Artificer Table
9	Giant Moles	-	2	-	-	-	4	1	
10	Spike Armor	100	-	3	-	4	-	-	

### Artificer Battle Table

WARLORD- Azumon the Artificer ALIGNMENT- Neutral  
STRONGHOLD- Workshops TOKENS- Constructs

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Hollow Armor	100	-	3	-	2	-	2	
2	Iron Golem	1	-	5	-	5	-	3	
3	Juggernaut	1	4	6	-	5	-	4	Breach Stronghold
4	Blasting Rod	-	-	-	6	-	-	-	
5	Void Stone	-	-	-	-	-	-	-	Both sides lose 1D6 tokens
5	Minor Creations	-	-	-	-	-	-	-	Roll on magic item table.
6	Amulet of Azumon	-	-	-	-	-	-	-	
7	Admantium Cage	-	-	-	-	-	-	-	Neutralize 1 Token
7	Mechanical Eye	-	-	-	-	-	4	-	
8	Time Machine	-	-	-	-	-	-	-	Reroll any of your rolls so far
9	Teleportation Disk	-	7	-	-	-	-	-	
10	Crystal Ship	-	4	-	-	4	-	-	

### Necromancer Battle Table

WARLORD- Varak the Necromancer ALIGNMENT- Evil  
STRONGHOLD- Graveyard TOKENS- Undead

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Terror	-	-	-	-	-	-	6	
2	Touch of Death	-	-	-	-	-	-	-	Negate roll having number stat = 1
3	Animate Dead	100	1	3	-	2	-	-	
4	Simulacrum	-	-	-	-	-	4	-	
4	Drain Life	-	-	-	-	-	-	-	Steal Living token
5	Crypt Champion	1	-	4	-	3	-	-	
6	Zombies	100	-	3	-	4	-	-	
7	Death Bolt	-	-	-	6	-	-	-	
8	Weakness	-	-	-	-	-	-	-	Neutralize 1 token
9	Pestilence	-	-	-	-	-	-	-	Each side loses 1D6 Tokens
10	Raise the Dead	-	-	-	-	-	-	-	Regenerate

**Vampire Battle Table**

TOKENS- Undead

WARLORD- Novistoc the Vampire Lord  
 ALIGNMENT- Evil STRONGHOLD- Gothic Castle

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Vampire Lord	1	4	4	-	-	-	4	
2	Gaseous Form	-	-	-	-	-	-	-	End Battle
3	Vampire bats	-	4	-	-	-	-	-	
4	Drink blood	-	-	-	-	-	-	-	Regenerate
5	Hypnotizing Gaze	-	-	-	-	-	-	-	Neutralize 1 Token
6	Lesser Vampires	10	2	3	-	-	-	-	
7	Vampiric Fortitude	-	-	-	-	5	-	-	
8	Shadows	-	-	-	-	-	4	-	
9	Dark Gift	-	-	-	-	-	-	-	Steal Living Token
10	Blood Lust	-	-	4	-	-	-	-	

**Knight Battle Table**

WARLORD- Belthor King of Meddia  
 ALIGNMENT- Good STRONGHOLD- Castle  
 TOKENS- Men

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Mounted Knights	100	3	4	-	3	-	3	
2	Longbow men	100	-	-	5	-	-	-	
3	Pikemen	100	-	6	-	3	-	-	
4	Swordsmen	100	-	5	-	4	-	-	
4	Crossbowmen	100	-	-	3	-	-	-	
5	Siege craft	-	-	-	3	-	-	-	Breach Stronghold
5	Charge	-	-	4	-	-	-	4	
6	Call to Arms	100	-	-	-	-	-	3	
7	Woodsmen	10	2	-	2	-	2	-	
8	Royal Wizard	1	-	-	-	-	-	-	Negate a magical attack
8	Arch Bishop	1	-	-	-	-	-	-	Destroy an undead token
8	Captain of the Guard	1	1	-	-	-	3	-	
9	Pitched Battle	-	-	-	-	-	3	-	
9	Peasant Rabble	100	-	1	-	-	-	-	
10	Court Favorite	-	-	-	-	-	-	-	Roll on Adventurers Table

**Adventurers Battle Table**

Heros

WARLORD- The Adventurers of Findell  
 ALIGNMENT- Good STRONGHOLD- Citadel  
 TOKENS-

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Wizard	-	-	-	4	-	-	2	Negate 1 magic roll
2	Thief	-	2	-	-	-	5	-	
3	Warrior	1	-	6	-	3	3	3	
4	Cleric	1	-	-	-	6	-	3	Destroy 1 undead or demon token
5	Elf	1	2	2	5	-	-	-	
6	Dwarf	1	-	3	-	4	-	2	
7	Halfling	1	-	-	-	-	3	-	
8	Rngr	1	4	2	3	-	3	-	
9	Companions	10	-	1	-	1	2	-	
10	Find Hidden Passage	-	-	-	-	-	4	-	Breach Stronghold
10	Monty Haul	-	-	-	-	-	-	5	
10	Secret Weapon	-	-	-	-	-	-	-	Roll on magic item table

### Magic Items Battle Table

WARLORD- Magic Items Subtable ALIGNMENT- Neutral STRONGHOLD- None TOKENS- Constructs

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Vorpal Blade	-	-	7	-	-	-	-	
2	Potion of Healing	-	-	-	-	-	-	-	Regenerate
3	Ring of Invisibility	-	-	-	-	-	-	5	
4	Staff of Power	-	-	3	5	-	-	-	
5	Wand of Stoning	-	-	-	-	-	-	-	Neutralize 1 Token
6	Scroll of Protection	-	-	-	-	-	-	-	Neutralize 1 Magical attack
7	Venomous Dagger	-	-	-	-	-	-	-	Negate roll having number stat = 1
7	Horn of Blasting	-	-	-	4	-	-	-	Breach Stronghold
8	Pixie Dust	-	4	-	-	-	-	-	Flying
9	Tome of Summoning	-	-	-	-	-	-	-	Roll on any table
10	Magic Shield	-	-	-	-	5	-	-	

### Assassins Battle Table

Assassins

WARLORD- Xavier the Assassin Guildmaster  
ALIGNMENT- Evil STRONGHOLD- Hideout TOKENS-

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Poison coated weapons	-	-	4	-	-	-	-	
2	Thrown Dagger	-	-	-	3	-	-	-	
2	Climb Walls	-	-	-	-	-	-	-	Breach Stronghold
3	Bounty Hunter	1	3	3	3	-	-	-	
3	Trap	-	-	-	-	-	3	-	
4	Hired Thugs	10	-	3	-	-	-	-	
5	Stealth	-	2	-	-	-	4	-	
6	Disguise	-	-	-	-	-	5	-	
7	Spy	-	-	-	-	-	-	-	Neutralize 1 Token
8	Traitor	-	-	-	-	-	-	-	Steal one of opponents battle rolls
9	Assassination	-	-	-	-	-	-	-	Negate roll having number stat = 1
10	Plot carefully	-	-	-	-	-	3	4	
10	Bide your time	-	-	-	-	-	-	-	

End Battle

### Ice Battle Table

WARLORD- Wintress the Ice Queen of Frozaria  
ALIGNMENT- Neutral STRONGHOLD- Ice Castle  
TOKENS- Ice; Elemental

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Wall of Ice	-	-	-	-	5	-	-	
2	Ice Storm	-	-	-	-	-	-	-	Each side loses 1D6 Tokens
3	Freeze in Ice	-	-	-	-	-	-	-	Neutralize 1 Token
3	Cold Blast	-	-	-	-	-	-	-	Neutralize 1 Elemental roll
4	Cone of Cold	-	-	-	4	-	-	-	
4	Chill touch	-	-	3	-	-	-	-	
5	Ice Elemental	1	-	3	-	3	-	-	
6	Blizzard	-	-	-	-	-	-	-	End Battle
7	Frost wolves	10	3	3	-	-	2	1	
8	Snow Barbarians	100	-	5	-	-	1	3	
9	Ice Shards	-	-	-	5	-	-	-	
10	Ice Drake	1	4	4	3	4	-	2	Flying

### Fire Battle Table

mental

WARLORD- Horace the Fire Wizard ALIGNMENT-  
Neutral STRONGHOLD- Volcano TOKENS- Fire; Ele-

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Fireball	-	-	-	6	-	-	-	
1	Magma Men	100	-	5	-	-	-	3	
2	Wall of Fire	-	-	-	-	-	-	-	Neutralize 1 Token
2	Inferno	-	-	-	-	-	-	-	Each side loses 1D6 Tokens
3	Fire Salamander	1	-	4	-	-	-	-	
4	Pyrotechnics	-	-	-	-	-	4	-	
5	Fireblast	-	-	3	3	-	-	-	
6	Fire Elemental	1	-	-	-	-	-	4	
7	Immolation	-	-	3	-	3	-	-	
8	Hottentots	100	1	2	-	-	-	-	
9	Smoke	-	-	-	-	3	3	-	
10	Fire Drake	1	4	3	-	-	-	-	Flying

### Wind Battle Table

TOKENS- Air; Elemental

WARLORD- Freyalin Lord of the Winds  
ALIGNMENT- Neutral STRONGHOLD- Sky Castle

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Windwalk	-	4	-	-	-	-	-	Flying
2	Gust of wind	-	-	-	-	-	-	-	Neutralize 1 Token
3	Hurricane	-	-	-	-	-	-	-	End Battle
4	Hawkmen	100	4	1	3	-	3	-	Flying
5	Roc	1	4	3	-	-	-	3	Flying
6	Air Elemental	1	5	4	-	4	-	4	Flying
7	Wind Blast	-	-	-	-	-	-	-	Negate target magical attack
8	Whispering winds	-	-	-	-	-	5	-	
9	Cyclone	-	-	-	-	-	-	-	Each side loses 1D6 Tokens
10	Wall of Air	-	-	-	-	5	-	-	

### Earth Battle Table

TOKENS- Earth; Elemental

WARLORD- Geohoser Master of the Earth  
ALIGNMENT- Neutral STRONGHOLD- Granite Fortress

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Earth Elemental	1	-	4	-	5	-	4	
2	Wall of Stone	-	-	-	-	6	-	-	
2	Earth Blast	-	-	-	-	-	-	-	Negate a magical attack
3	Stone Giant	1	-	5	4	4	-	-	
4	Tunnel	-	-	-	-	-	-	-	Negate a stronghold roll
4	Rock Lobsters	10	-	3	-	5	-	-	
5	Earthquake	-	-	-	-	-	-	-	Each side loses 1D6 Tokens
6	Stone Bolt	-	-	-	4	-	-	-	
7	Stone skin	-	-	-	-	4	-	-	
8	Bury Alive	-	-	-	5	-	-	-	
8	Gravity Bind	-	-	-	-	-	-	-	Negate one flying roll
9	Earth Meld	-	3	-	-	-	4	-	
10	Turn to Stone	-	-	-	-	-	-	-	Neutralize 1 Token

**Druid Battle Table**

ture

WARLORD- Gaeon the Grand Druid ALIGNMENT-  
Neutral STRONGHOLD- Druids Grove TOKENS- Na-

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Insect Swarm	1000	-	-	-	-	-	-	
2	Storm	-	-	-	-	-	-	-	End Battle
2	Wood Lore	-	-	-	-	-	4	-	
3	Call Animals	100	-	2	-	-	-	-	
4	Wall of Branches	-	-	-	-	4	-	-	
5	Tangle vines	-	-	-	-	-	-	-	Neutralize 1 Token
6	Tree Meld	-	3	-	-	4	-	-	
7	Stone to mud	-	-	-	-	-	-	-	Breach Stronghold
7	Faerie Lore	-	-	-	-	-	-	-	Roll on Fey Table or negate any fey roll
8	Calm Nature	-	-	-	-	-	-	-	Negate a magical attack
8	Elemental Mastery	-	-	-	-	-	-	-	Roll on any elemental table
8	Harvest Moon	-	-	-	-	-	-	4	
8	Biomystic Energy	-	-	-	-	-	-	-	Destroy an Undead Token
9	Lightning Bolt	-	-	-	7	-	-	-	
10	Herbal Remedy	-	-	-	-	-	-	-	Regenerate or Negate a disease attack

**Doppelganger Battle Table**

WARLORD- Doppelgangers ALIGNMENT- Neutral  
STRONGHOLD- Ruins TOKENS- Clones

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Steal Power	-	-	-	-	-	-	-	Steal one of opponents battle rolls
2	Copy Power	-	-	-	-	-	-	-	Duplicate 1 of your opponents battle rolls.
3	Clone	100	-	-	-	-	-	-	
4	Switch Forms	-	4	-	-	-	-	-	
5	Mimic	-	-	-	-	-	-	-	Roll on opponents Battle Table.
6	Multitude	1000	-	-	-	-	-	-	
6	Symbiotes	-	-	-	-	-	-	-	
7	Mutation	-	3	4	-	-	-	-	
8	Viscous Strain	-	-	4	-	3	-	4	
8	Friendly Visage	-	-	-	-	-	4	-	
9	Ancestral memory	-	-	-	-	-	-	-	Roll on any Battle table
9	Group Think	-	-	-	-	-	5	3	

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
10	Reform	-	-	-	-	-	-	-	Regenerate

## Lizard Battle Table

Dens TOKENS- Lizards

WARLORD- Surak King of the Lizard Men  
ALIGNMENT- Neutral STRONGHOLD- Marshland

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Anklosaurus	10	-	3	-	4	-	-	
2	Spear Hurlers	100	-	-	4	-	-	-	
3	Raptor Riders	10	4	5	-	-	4	-	
4	Shaman	-	-	-	-	-	-	-	Roll on Shaman Table
5	Tough Hides	-	-	-	-	4	-	-	
6	Stegosaurus	10	-	4	-	3	-	-	
7	Peradactyl Rider	10	5	-	2	-	-	-	
8	Stone Axe Warriors	100	-	-	-	-	2	2	
9	Tyrannosaurus Rex	1	2	6	-	4	-	3	
10	Rite of Sacrifice	-	-	-	-	-	-	4	
10	Stone Hurlers	100	-	-	3	-	-	-	





# Warpspawn Cast

**Lloyd Krassner** Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

**Gottardo Zancani (Zak)**

**Janne Thorne**

**Jason Newell** Official Warpspawn Cartoonist. Has made card-sets for numerous games. Author of Troll Treasures & Hunt the Wumpus

**Peter Cobcroft (Curufea)**

**Markus Salo** Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the

Skies, Regular contributor to the *Personal Factoids*: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.

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Warpspawn Rules

**Rabbidgerbal**

**David Ashton**

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**Brian Train**

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**Ronald Pehr**

**Jörg Hansen**

**Mike Murgatroyd**

**Emmanuel Delva**

**Geo Gibson**

**Dragyn**

**Jon Parshall**

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**Joe Nixon**

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**Aaron Dalton**

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**Steven Cranmer**

**Tryvor J. Phillips**

**Dave Stattler**

**Patrick Bunch**

**C Gerard Luft**

**Alexander Herklotz**

**Patrick H. Lewis**

Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.

WarpSpawn