

The WarpSpawn Second Big Book O'Games

Tome 8

Empires, Placement, Sea and Pirates

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.

Oh, and by the way, Comrades, these games are copyrighted © 1997+ by Lloyd Krassner, however, you may use the games for your own personal entertainment, not for sale, republishing, et hoc genus omne (Yada, yada, yada). All games from other autors are © of their holders. All protected cited trademarks and games's names are © of their holders.

First edition, Sep 2004, compiled by P. Cobcroft
Second edition Dec 2020, compiled by C. Rocchini.

This book was ccreated by an automatic parser from the original Warpspawn site, and compiled with \LaTeX ; it may contain errors and omissions. Send comments and reports to claudio@rockini.name. Most unnecessary images have been deleted, due to copyright concerns. The \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.

Contents

I Intro	4
Introduction to Warpspawn Games	5
1997	5
Warp Spawn Games by Genre	9
Warp Empires	9
Warp Placement Games	9
Games Of The Sea	9
Pirate Games	10
II Games	11
Age Of Antiquity	12
Alphabet Pirates: Kids Game.	22
Babylon 5 Empires	24
Battle Of The Atlantic: Tactics, Tonnage, & Technology.	28
Blown Away: War At Sea.	30
Buccaneers: Boarding Action.	32
Carriers: Skirmish Rules. Cardset Available!	34
Commodore: Micro-deck Card Game.	36
Culture & Conquest	38
Dark Sun Empires	43
Doctor Who Empires	46
Doom Trooper Empires: Mutant Chronicles	50
Duel Of Iron: Civil War Era Ironclads Duke It Out.	55
Empires Of Mystara	57
Europe At War: 18th & 19th Centuries	60
Federation: Star Trek	70
Greek Fire: Fleets Of Biremes And Triremes In Action.	73
High Seas Fleet: Simple Wwi Naval Combat Rules.	77
Indian Territory	81
Jutland: The Great Sea Battle Of Wwi.	86
Land War In Asia: Ancients	88
Lepanto: Great Galley Naval Battle Of 1571.	91
Lord Of The Abyss: Infernal Fun By Jason Newell.	93

Magery	96
Malta Convoy: Operation Pedestal. Solo.	99
Master & Commander: By Brian Peterson.	101
Medieval Manor	108
Middle Earth Empires	113
Midway: Set Piece Dice Game; Wwii Carrier Battle Simulation; Counter Set & Flowcharts Included!	116
Moskito Coast: Drug Trafficking.	119
Naval Duel: Old Navy Tactical Action.	121
Naval Engagement: Micro-deck Game	124
New World Empires	126
Pearl Harbor: A Day That Will Live In Infamy. Solo.	130
Periplus: Greek Naval Warfare.	132
Phoenician Sea Trader: Ply The Ancient Mediterranean.	134
Pirate Fleets: Ply The Sea Lanes.	136
Pirate Island: Buried Treasure...	141
Pirate War: By Ian Milnes. Cross Between Piratical, Man O' War, & Buccaneer!	144
Pirates Backgammon: Loot Or Be Looted.	148
Pirates Own Game: Card Game.	150
Piratical: Circular Board; Plunder, Fight, & Navigate.	155
Privateers: 17th Century Mayhem.	157
Quest For The Pirates Chest: Pirates & Magic.	160
Rifle & Axe	164
Scotch	174
Warp Empires Ruleset	178
Sea Battles: Abstract Set Piece. Counter Set Included!	180
Sea Intercept: Alpha Bravo We Have Bogies...	182
Ships Of The Line: Sail Your Fleet To Victory!	185
Space 1889 Empires	186
Star Wars Campaign	189
Swiss Family Robinson: Fight Off The Pirates.	192
Union & Confederacy	194
.	198
War Hammer Space Empires	200
War Of Independence	205

Warcraft Empires: By Jason Newell.	208
Warp Empires: Basic Rules System And Campains.	213
Warp Hammer Empires	215
Wolf Pack: U-boat Attacks On Allied Convoys In Wwii; Published In The Sgs Strategist!	229
Warpspawn Cast	230

Warp Spawn Games by Genre

Warp Empires

Warp Empires

- Warp Empires: Basic Rules System And Campains 213

Historical Scenarios

- Land War In Asia: Ancients 88
- Europe At War: 18th & 19th Centuries 60
- War Of Independence 205
- Union & Confederacy 194

Science Fiction Scenarios

- Space 1889 Empires 186
- Doom Trooper Empires: Mutant Chronicles 50
- Doctor Who Empires 46
- Babylon 5 Empires 24
- Star Wars Campaign 189
- Federation: Star Trek 70
- War Hammer Space Empires 200

Fantasy Scenarios

- Warcraft Empires: By Jason Newell 208
- Dark Sun Empires 43
- Middle Earth Empires 113
- Warp Hammer Empires 215
- Scotch 174
- Empires Of Mystara 57
- Lord Of The Abyss: Infernal Fun By Jason Newell 93

Warp Placement Games

Introduction

- Culture & Conquest 38
- Age Of Antiquity 12
- Medieval Manor 108
- New World Empires 126
- Rifle & Axe 164
- Indian Territory 81
- Magery 96

Games Of The Sea

- Phoenician Sea Trader: Ply The Ancient Mediterranean 134
- Greek Fire: Fleets Of Biremes And Triremes In Action 73
- Periplus: Greek Naval Warfare 132
- Lepanto: Great Galley Naval Battle Of 1571 91
- Master & Commander: By Brian Peterson 101
- Commodore: Micro-deck Card Game 36
- Blown Away: War At Sea 30
- Ships Of The Line: Sail Your Fleet To Victory! 185
- Naval Duel: Old Navy Tactical Action 121
- Duel Of Iron: Civil War Era Ironclads Duke It Out 55
- Jutland: The Great Sea Battle Of Wwi 86
- High Seas Fleet: Simple Wwi Naval Combat Rules 77

• Naval Engagement: Micro-deck Game	124
• Battle Of The Atlantic: Tactics, Tonnage, & Technology	28
• Pearl Harbor: A Day That Will Live In Infamy. Solo	130
• Sea Battles: Abstract Set Piece. Counter Set Included!	180
• Midway: Set Piece Dice Game; Wwii Carrier Battle Simulation; Counter Set & Flowcharts Included!	116
• Wolf Pack: U-boat Attacks On Allied Convoys In Wwii; Published In The Sgs Strategist!	229
• Carriers: Skirmish Rules. Cardset Available!	34
• Malta Convoy: Operation Pedestal. Solo	99
• Moskito Coast: Drug Trafficking	119
• Sea Intercept: Alpha Bravo We Have Bogies..	182

Pirate Games

• Pirate Fleets: Ply The Sea Lanes	136
• Pirates Backgammon: Loot Or Be Looted	148
• Piratical: Circular Board; Plunder, Fight, & Navigate	155
• Alphabet Pirates: Kids Game	22
• Buccaneers: Boarding Action	32
• Pirate War: By Ian Milnes. Cross Between Piratical, Man O' War, & Buccaneer!	144
• Pirate Island: Buried Treasure..	141
• Swiss Family Robinson: Fight Off The Pirates	192
• Privateers: 17th Century Mayhem	157
• Quest For The Pirates Chest: Pirates & Magic	160
• Pirates Own Game: Card Game	150

Part II
Games



Age Of Antiquity

Introduction

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

Game End

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

Victory

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

Components

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

Culture Card Deck

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

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

The above numbered grid corresponds to the follow-

ID	Action
01	Trade
02	Monument
03	Shipbuilding
04	Initiative

Civ Card Deck

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

Event Card Deck

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

Leader Deck

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

Monument Deck

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

Monuments provide a VP bonus when built.

The Action Board

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

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

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

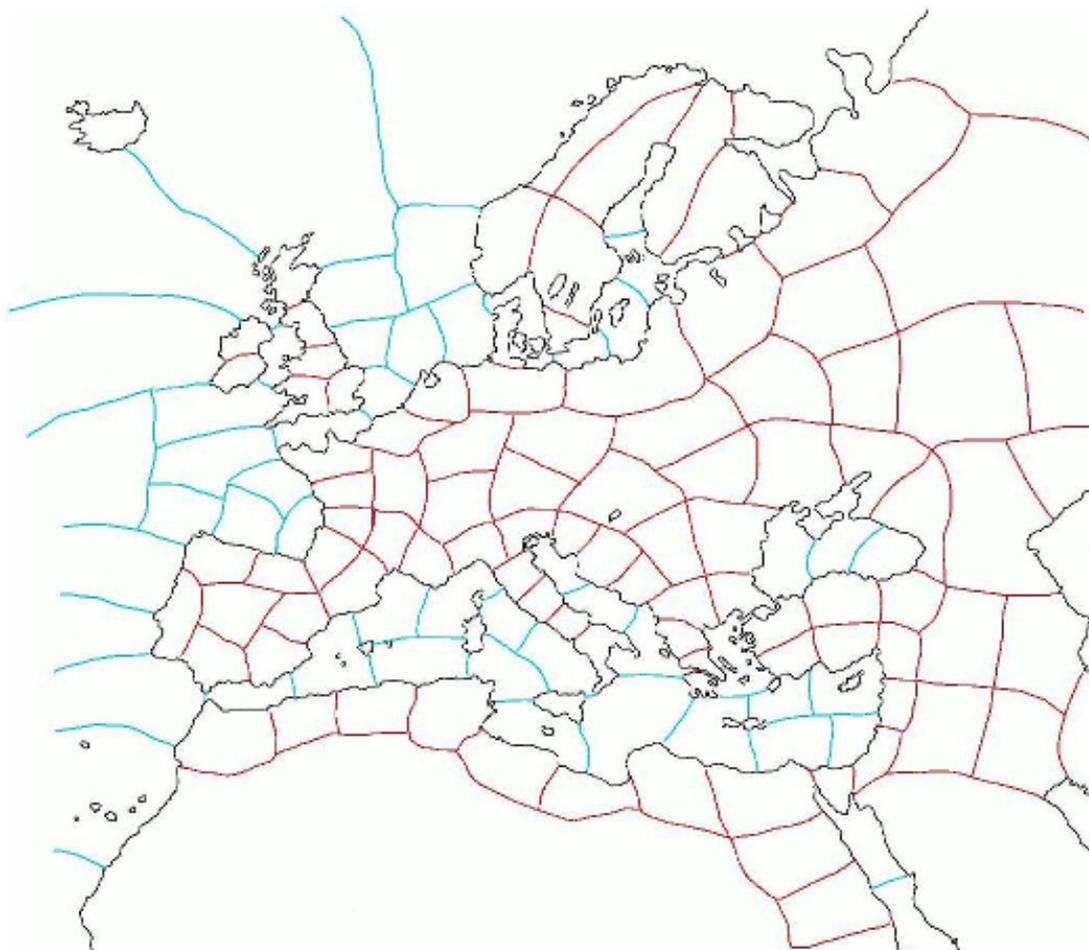
ing Action Squares:

ID	Action
19	Sea Raid
20	Civilization
21	Event
22	Production

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

The Map

There are Land Territories and Sea Territories.



Pre Game Map Setup

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

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

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

Land Territory Goods Table

1D6	Good	1D6	Good
1	Metal	4	Animals
2	Rock	5	Exotic
3	Plants	6	Forest

Metals

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

Rock

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

Plants

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

Animals

1D10	Name	Type	1D10	Name	Type
1-2	Cattle	Food	6	Cheese	Food
3	Oxen	Food	7	Pigs	Food
4	Hides	Fabric	8	Birds	Food
5	Wool	Fabric	9+	Horses	Luxury

Exotic

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

Forest

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

Water

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

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

City

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

1D6	Name	Type
5	Linen	Fabric
6	Bricks	Materials

Player Mats

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

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

The above numbered grid corresponds to the following Stockpile Squares:

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

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

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

Player Counter Sets

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

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

Five Count Counters

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

Dice

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

Turn Track And Counter

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

The Leader Token

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

Setup

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

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

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

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

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

Rounding

Always round up.

Turn Sequence

Each Turn has 3 Phases:

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

1. ACTION PHASE

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

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

2. UPKEEP PHASE

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

3. END PHASE

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

I. Territory Stockpile

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

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

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

ii. Population Stockpile

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

iii. Food Stockpile

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

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

iv. Resource Stockpiles

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

They are also needed to build Armies and Fleets.

v. Gold Stockpiles

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

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

vi. Army Stockpiles

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

vii. Fleet Stockpiles

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

Armies can be used to satisfy requirements for War Actions.

viii. City Stockpiles

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

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

Ix. Idea Stockpile

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

X. Government Level Stockpile

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

Xi. Agriculture Level Stockpile

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

Xii. Industry Level Stockpile

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

Xiii. Culture Level Stockpile

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

Ivx. Military Stockpile

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

Vx. Actions Stockpile

You get Actions = 2 + Your Level in Government.

Vix. Victory Point Stockpile

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

Advances

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

1. THE TRADE ACTION

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

2. MONUMENT ACTION

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

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

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

3. COLONIZE ACTION

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

4. SHIPBUILDING ACTION

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

5. FISHING ACTION

Gain 1 Food per Coastal Territory you control.

6. INITIATIVE ACTION

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

7. DIPLOMACY ACTION

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

8. ADVANCEMENT ACTION

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

9. IMMIGRATION ACTION

Gain 2 Population.

10. EUREKA ACTION

Gain 1 Idea and 1 VP.

11. EXPANSION ACTION

Gain 1 adjacent unclaimed Territory. Costs 3 Population.

12. RAISE ARMIES ACTION

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

13. CONQUEST ACTION

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

14. WAR ACTION

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

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

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

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

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

15. MARKET ACTION

You may spend Gold to buy the following:

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

16. TAXATION ACTION

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

17. DISSEMINATION ACTION

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

18. CULTURAL REVOLUTION ACTION

Gain VP = 1 + Your Culture Level + The Number of Cities & Monuments you control.

19. URBANIZATION ACTION

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

20. HARVEST ACTION

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

21. LAND USE ACTION

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

Or...

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

Or...

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

The Culture Deck

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

22. INVENTION ACTION

Gain 2 Ideas.

23. PROGRESS ACTION

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

24. SEA RAID ACTION

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

25. CATTLE RAID ACTION

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

26. LABOR ACTION

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

27. CIVILIZATION ACTION

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

28. EVENT ACTION

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

29. PRODUCTION ACTION

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

30. POPULATION EXPLOSION ACTION

Gain X Population. Costs 2X Food. Limit = 2 + the number of different Food types you control.

31. POPULATION GROWTH ACTION

Gain 2 Population. Costs 3 Food.

32. PLUNDER ACTION

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

33. ASSIMILATION ACTION

Steal X Population from target player.

X 1 + Your Culture Level

34. LEADER ACTION

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

35. BREAD & CIRCUSES ACTION

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

36. EXPORT ACTION

Gain Gold = 1 + Your Industry Level + Your Agriculture Level.

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

Civ Card Deck

Great Work of Art Gain 5 VP

Bonus: Notes:

Coinage Whenever you earn Gold get +1 Gold

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

Event Deck Notation

ROL Random Opponent Loses

Event Deck

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

Leader Deck

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

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

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

Monument Deck Notation

ETT Every Time You Take The

Cost Cost in Resources to build the Monument

VP VP gained by building the Monument

Monument Deck

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





Alphabet Pirates

Introduction

Educational spelling kids board dice and card game. For 2-4+ players. Pirate Theme.

Victory

The first player to get 17 Ducats (Coins) is the winner. Coins are earned by making words with letter cards.

Decks & Hands

There are 3 Shared decks:

1. Vowel Deck (letter cards)
2. Consonant Deck (letter cards)
3. Fortune Deck

The decks are kept separate and have their own discard piles. Players will have a hand of letter cards from both the Vowel & Consonant decks. Maximum hand size is 7 card. Discard excess cards.

The Vowel Deck

This deck has 5 cards:

A, E, I, O, U

There are 5 copies of each card. Total 25 cards.

The Consonant Deck

Common Cards:

B, C, D, F, G, H, J, K, L, M, N, P, R, S, T

Rare Cards:

Q, V, W, X, Y, Z

There are 2 copies of each common card. There is only one copy of each rare card. Total 36 cards.

Fortune Deck

The card list is at the end of the rules. Fortune cards are always played immediately and then discarded. They never go into your hand.

The Board

The board is a square track. Each side has 9 spaces. Total of 32 spaces

1. Pirates Cove (Starting Space: Right Bottom Corner)
2. Sargasso sea

3. Town
4. Caribbean Sea
5. Skull & Crossbones
6. Atlantic Ocean
7. Merchant Ship
8. North Sea
9. Man O' War (Left Bottom Corner)
10. Mediterranean Sea
11. Town
12. Black Sea
13. Skull & Crossbones
14. Red Sea
15. Merchant Ship
16. Arabian Sea
17. Buried Treasure (Left Top Corner)
18. Indian Ocean
19. Town
20. South China Sea
21. Skull & Crossbones
22. Sea of Japan
23. Merchant Ship
24. Bering Sea
25. Treasure Ship (Right Top Corner)
26. Arctic Ocean
27. Town
28. Pacific Ocean
29. Skull & Crossbones
30. Southern Ocean
31. Merchant ship
32. The Equator

Board Notes

If you land on a Town, draw the top card from the Consonant deck and put it in your hand. If you land on a Merchant Ship, draw the top card from the Vowel deck and put it in your hand. If you land on a Skull & Crossbones draw the top card from the Fortune deck.

If you land on the Treasure Ship, draw the top card from both the consonant and The Vowel deck and put them in your hand. If you land on the Man O' War bury one card from your hand. If you land on the Buried Treasure space, put all Buried cards into your hand.

Sea, Oceans, and the Equator are "Safe" spaces where nothing happens. Every time you pass the Pirates cove, draw the top card from either the consonant or The Vowel deck and put it in your hand.

Burying Cards

When a Fortune card tells you to bury a card or you land on the Man O' War, you must take one Vowel or Consonant card from your hand, and put it the Buried

Treasure space.

Bits & Pieces

Six sided dice are needed. Use coins to represent "Ducats". Each player has a "Ship". Use tokens or pawns to represent ships.

Setup

Shuffle each of the 3 decks. Each player's Ship starts on the Start space. Each player draws 1 consonant and 1 vowel.

Roll high to see who goes first. (Players take turns) Start with 1 consonant and 1 vowel on the Buried

The Fortune Deck

Card Name:	Effect:
Storm	Skip next turn
Trade Winds	Move Again
Doldrums	Skip next turn
Off Course	Skip next turn
English Warship	Bury 1 Card
Pirates Map	Go to Buried Treasure
Pillage & Plunder	Gain 2 Consonant cards
Monty Haul	Go to Treasure Ship
Sea Robbers	Steal 1 card from Opponent
Buccaneers	Steal 1 card from Opponent
Typhoon	Skip next turn
Hideout	Go to Pirates Cove

Treasure space.

Movement

On your turn roll 1 die and move your ship clockwise the indicated number of spaces. If you land on an opponent, you may steal 1 card from his hand.

Making Words

Use the letter cards to make words & gain Ducats (coins). A 3 letter word is worth 1 Ducat. A 4 letter word is worth 2 Ducats.

A 5 letter word is worth 3 Ducats and so on. Discard the used letter cards and keep the Ducats.

Card Name:	Effect:
Run Aground	Skip next turn
Shipwreck	Skip next turn
Scurvy	Discard 1 card
Albatross	Move Again
Spanish Armada	Bury 1 Card
French Fleet	Bury 1 Card
A Pirates Life for Me	Everyone Sings
Rum, Wine, & Grog	Everyone Drinks
Sail the 7 Seas	Go to any Sea Space
Hurricane	Skip next turn
Sextant & Compass	Move Again
Latitude & Longitude	Move Again





Babylon 5 Empires

Introduction

Babylon V Theme. Module for the Warp Empires system. You must use the Warp Empires system to play this game.

Dice

Six-sided dice are needed in this scenario.

Map

Spaces are also called Territories or Zones. Over half the territories are empty space. Revenue generating spaces are planetary systems.

Other territory types include: Supernovas & Black-holes: No entry possible
Nebulas: Ships must stop upon entering Babylon V:
Neutral Zone Some systems may begin with Jumpgates.

Victory

You win if you control over 60% of the systems on the map.

Races

Each player picks a race: The Centauri Empire The Earthforce Alliance The Minbari Federation The Narn Regime

Setup

Each player starts with a Homeworld with 10 random units and a hand of 5 cards. Each Homeworld has a Jumpgate.

Units & Action Deck

Players share a common Action deck and unit chit pile.

Draw Phase

First discard any cards you don't want. Each player draws 3 action cards. Draw an extra card for each Diplomat you have that is located on an enemy system or Babylon 5.

You cannot have more than one Diplomat on a system. Max hand size = 7. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

Unit Deck

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. Leaders must travel with other units. Units can move into but not through opposing stacks.

Colonies & Shipyards & Stargates cannot move (Move = 0). Your opponent can only look at the top unit of your stacks You can move your units at a Jumpgate you control to any other Jumpgate you control as a move of 1 space.

Exploration Phase

Include an exploration phase after movement phase. When entering an unexplored system for the first time roll three six sided dice to determine The presence of Resources.

1D6	Resources:	Revenue:
1-2	Poor	1
3-4	Moderate	2
5-6	Rich	3

Revenue Phase

Each system with a colony generates revenue equal to its Resource level. Homeworlds generate 10 Revenue points per turn.

Recruit Phase

Units must start at your Homeworld or a planet with a Shipyard. You may build a colony on a system you control. A system can have a maximum of 1 colony and 1 shipyard.

A system must first have a colony before a shipyard can be built. A system must first have a colony before a Jumpgate can be built.

Battle Rules

Opposing stacks in the same space do not have to attack each other if they both declare that they are on Diplomatic missions. Treat Leaders like other units with respect to casualties. When attacking a Homeworld controlled by an enemy the defender will get +20 Force.

Diplomats cannot attack or be attacked.

Name	#	Move	F	Notes:
Capitol Ship	8	S	10	Ship
Cruiser	12	M	6	Ship
Fighter Complement	16	F	2	Fighters
Capable Commander 8	-	10	Leader	
Seasoned Diplomat 8	F	-	Costs 10	

Other Markers

Name	#	Move	F	Notes:
Colony	x	-	5	Costs 5
Shipyards	x	-	5	Costs 5
Jumpgate	x	-	1	Costs 10
Control Marker	x	-	-	

You can only build a Jumpgate if you play a Quantum 40 card.

X as needed

Race Notes

The Earthforce Alliance: Special Card: Use as a Peace treaty, Heavy Trade, or Research card Earth

Force Fighters have +6 Force

The Narn Regime: Special Card: Use as a Steal, Espionage, or Sabotage card All Narn Ships & Fighters have +2 Force

The Minbari Federation: Special Card: Use as a Strategic Move, Increase Production, or Security card Minbari Capitol Ships have +4 Force Minbari do not have Cruisers, they treat Cruiser Counters as Capitol Ship counters

The Centauri Empire: Special Card: Use as a Diplomacy, Intelligence, or Intrigue card Centauri Capitol & Cruiser Ships have +3 Force

Action Deck Card List

Card Name	#	Notes
Tactical Move Order	15	Move 1 Stack
Strategic Move Order	6	Move 2 or 3 Stacks
Long Range Barrage	2	Battle: Each ship Gains Force +2
Surround Foe	2	Battle: Each Ftr & ship Gains Force +1
Ambush	2	Battle: Gain Force +2D6
Dogfighting	2	Battle: Each Fighter Gains Force +2
Deception 2		Battle: Gain Force +7
Heavy Weapons	2	Battle: Each Capitol ship gets Force +4
Armored Hull	2	Battle: Gain Force +6 or negate one casualty
Intrigue	2	Take 1 random card from opponent
Sabotage	2	Opponent must discard 2 Cards
Raiding	2	Opponent generates 5 less Revenue points this turn
Espionage	2	Look at opponents hand
Assassination	2	Kill Target Commander or Diplomat
Reconnaissance	2	Look at target stack
Special Card	6	Specific to Race
The Shadows Emerge	1	Destroy target stack not on Homeworld or B5
Intelligence	2	Look at next 7 cards in deck
Security	2	Negate an Espionage, Sabotage, Steal, or Recon card
Peace Treaty	2	Opponent cannot attack you this turn
Diplomacy	2	Negate Target Move
Steal	1	Take 2 revenue points from target player
Critical Hit	1	Battle: Destroy 1 Ship
Point Defense	1	Battle: Destroy 1 Fighter
Increase Production	2	Gain 5 extra Revenue points this turn
Heavy Trade	2	Gain 1 extra Revenue this turn per system you control
Research	2	Draw 2 cards
Quantium 40	2	Needed to build a Stargate

Card Name	#	Notes
Revolt	1	Target Non-Homeworld System no revenue 1D6 turns
Intercept	2	Move 1 Stack any time during opponents Move Phase
Retreat	2	Battle: Neither side suffers casualties

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.





Battle Of The Atlantic

Introduction

War at Sea 1939 - 1943. 2 Player Card Game. German High Seas Fleet vs the British Royal Navy.

Victory

Be the first to win 3 hands.

The Decks

Each player has their own unique deck. Each deck contains 2 copies of each card in its card list.

The Cards

There are 3 card types: Tactics, Tonnage, and Technology Each card has an individual point value.

Turn Sequence

There are 5 turns corresponding to the years 1939 - 1943. Each turn (year) has 4 Phases:

1. Logistics Phase
2. Strategy Phase
3. Deployment Phase
4. Victory Phase

Logistics Phase

Each player draws 7 cards. If your deck runs out, shuffle your discard & draw from it.

The British Deck Card List

Card Name:	Type	Points
Patrols	A	3
Stormy Weather	A	4
Arctic Winter	A	5
Escorts	A	6
Large Convoys	A	7
Depth Charges	E	3
Destroyers	E	4
Code Breakers	E	5

Strategy Phase

Each player may discard up to 3 cards & draw replacements.

Deployment Phase

Players reveal their hands. Each player calculates the Grand Strategy Total (GST) for his hand: Add up the Point Values of all Tactics cards and add 1. This is the Tactics Total (A).

Add up the Point Values of all Tonnage cards and add 1. This is the Weapon Total (O). Add up the Point Values of all Technology cards and add 1.

This is the Tactics Total (E).

GST A x O x E

Victory Phase

The side with the higher GST wins the turn. The side with the highest Tactics Total gets +1 to all future Tactics Totals. The side with the highest Tonnage Total gets +1 to all future Tonnage Totals.

The side with the highest Technology Total gets +1 to all future Technology Totals. These bonuses are cumulative. The British begin the game with a +1 in Tonnage.

The Germans begin the game with +1 in Tactics.

Card List Notation

Tactics = A Tonnage = O Technology = E

Card Name:	Type	Points
Radar	E	6
Sonar	E	7
Merchant Marine	O	3
US Atlantic Squadron	O	4
Royal Navy	O	5
Naval Supremacy	O	6
British Empire	O	7

The German Deck Card List

Card Name:	Type	Points
Disguised Commerce Raiders	A	3
Cut the Atlantic Sealanes	A	4
Spread Allied Forces	A	5
Scatter Convoy	A	6
Wolf Packs	A	7
Mines	E	3
Torpedoes	E	4
Pocket Battleships	E	5

Card Name:	Type	Points
U-Boats	E	6
Modernization	E	7
Italian Fleet	O	3
Luftwaffe Air Power	O	4
French & Scandinavian Ports	O	5
Kriegsmarine	O	6
Aggressive Ship Building	O	7





Blown Away

Introduction

Board & card game for 2 players. 18th Century Naval Combat Abstract skirmish level Ship combat. Each figure represents a single Ship (unit).

Victory

You win if you Sink the opposing Flagship.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. Each Player has 4 types of Ships.

Fleet Unit Table

#	Type	Hits
1	Flagship	4
2	Ship of the Line	3
2	Frigate	2
3	Sloop	1

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

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:

1. Orders Phase
2. Maneuver Phase

3. Fire Phase

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. 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. Every attack does 1 point of damage. Use Chits or coins to record damage.

A ship reduced to zero Hits sinks 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 List

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Surrender	2	1	A	Only vs Ships with 1 Hit left

Card Name:	#	Range	Type	Notes
Canister	2	1	A	
Grapeshot	2	2	A	
Bow Rake	2	2	A	Only by ship that moved this turn
Broadsides	2	3	A	
Roundshot	2	4	A	
Chainshot: Dismasted	1	2	X	Target can no longer move
Barshot: Dismasted	1	3	X	Target can no longer move
Hot Shot: Fire	2	-	X	Attack does 1 extra damage
Breeze	5	1	M	
Winds	4	2	M	
Sail	3	3	M	
Break the Line	2	K	M	
Gust	2	4	M	
Reload	2	-	X	Draw 2 Cards
Rally	2	-	D	
Refuse Battle	2	-	D	





Buccaneers

Introduction

Board & card game for 2 players. Boarding Action between two Pirate ships. Abstract skirmish level combat.

Each figure represents a single man (unit).

Victory

You win if you kill the opposing Captain.

Unit Stat Table

#	Type:	Hits	Rank
1	Captain	3	Officer
2	Officer	2	Officer
4	Bullyboy	2	Crew

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

Hits Number of Hits that type of unit has.

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. Luck Phase
2. Move Phase
3. Fight Phase

Luck 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 Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men. There are 5 types of men: Captains, First Mates, Bullyboys, Sailors, and Sharpshoots.

#	Type:	Hits	Rank
8	Sailor	1	Crew
1	Sharpshot	1	Crew

the indicated number of spaces using a single move card.

Fight 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. Captains may make 2 attacks per turn (using two different cards) Only the Sharpshot may use the Musket card.

Officers may only use Officer Attack cards. Crew may only use Crew Attack cards. Each attack does one point of damage.

Use Chits or coins to record damage. A man reduced to 0 Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Card List Notation

- M** Movement
- A** Attack
- D** Defense
- X** Special card
- C** Crew
- O** Officer
- S** Sharpshot
- E** Either Crew or Officer
- K** as a Knight would move in Chess
- Type** Purpose of card
- User** What type of units may use the card
- #** Number of that card in the Deck

Card List

Card Name:	Range	Type	User	#	Notes
Duck	-	D	E	1	Negate attack
Jump	-	D	E	1	Negate attack
Parry	-	D	E	1	Negate non-gun attack
Climb Rigging	-	D	E	1	Negate attack
Run Away	-	D	E	1	Negate attack
Hide	-	D	E	1	Negate attack
Knife	1	A	C	1	
Cutthroat	1	A	C	1	
Backstab	1	A	C	1	
Hook	1	A	E	1	
Cutlass	1	A	E	2	
Rapier	1	A	O	1	
Thrown Overboard	1	A	E	2	
Bludgeoned	1	A	C	1	
Lunge	2	A	E	1	
Axe	2	A	C	1	
Oar	2	A	C	1	
Gaff	2	A	C	1	
Boarding Pike	2	A	C	1	
Ramrod	2	A	C	1	
Thrown Knife	3	A	C	1	
Musketoons	3	A	C	1	
Flintlock Pistol	K	A	O	2	
Brace of Pistols	3	A	O	2	
Blunderbuss	4	A	C	1	
Musket	5	A	S	1	
Swivel Gun	6	A	C	1	
Peg Leg	1	M	E	4	
Sea Legs	2	M	E	4	
Rush In	3	M	E	4	
Swing on Rope	4	M	E	4	
Mad Dash	5	M	E	4	
Swashbuckling	-	X	-	2	Discard to draw 3 cards





Carriers

Introduction

Board & card game for 2 players. World War Naval/Air II theme. Abstract Fleet & Squadron level combat.

Each figure represents a group of Ships or Planes.

Victory

You win if you destroy your opponent's carriers.

Board, Card & Counter Set Available

Thanks to the talented Janne Thörne: for Gameset

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent units. There are 4 types of units: Carriers, Warships, Subs, and Planes. Each player starts with: 2 Carriers 4 Warships 2 Subs 8 Planes

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. The deck contains 2 of each card listed.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Search Phase Engage 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.

Card List

Card Name:	Range	Type	User	Target	Notes
Bomber	1	A	P	V	
Dive Bomber	1	A	P	V	
Torpedo Plane	2	A	P	V	

Search Phase

Play (discard) a Move card to move one of your units. The Move card must be useable by the unit. For Example: Only Planes can use the patrol card.

The move card has a number. This is the number of spaces the unit moves. Moves can be diagonal or orthogonal.

Boats cannot move through other boat units. "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.

Engage Phase

Play (discard) an Attack card to have a unit attack. The Attack card must be useable by the unit. For Example: Only Warships can use the destroyer card.

The attack card has a number. This is the range of the attack. Attacks can be diagonal or orthogonal.

The enemy unit that is the target of the attack is automatically destroyed and removed from the map. Your opponent may play certain Defense cards to negate your attack.

Card List Notation

M Movement

A Attack

D Defense

V Vessels (Warships & Carriers)

N Naval unit (Vessels & Subs)

P Planes

S Submarine

W Warship

U Any type of Unit

X Special Card

K as a Knight would move in Chess

Type Purpose of card

Target = What units are targeted by the attack

User What type of unit can use the card

Card Name:	Range	Type	User	Target	Notes
Depth Charge	1	A	W	S	
Torpedo	3	A	S	V	
AA Guns	1	A	V	P	
Flak	2	A	W	P	
Destroyers	2	A	W	S	
Naval Guns	3	A	W	V	
Battleship	4	A	W	V	
Fighters	1	A	P	P	
Fighter Ace	2	A	P	P	
Sailing	1	M	N	-	
Change Course	1	M	N	-	
Navigate	2	M	N	-	
Underway	2	M	N	-	
Full Steam	3	M	N	-	
Climb	1	M	P	-	
Patrol	2	M	P	-	
Fly	3	M	P	-	
Soar	4	M	P	-	
Recon	5	M	P	-	
Search	6	M	P	-	
Drop Tanks	7	M	P	-	
Intercept	K	M	P	-	
Sonar	-	D	-	-	Negate Attack by Sub
Radar	-	X	-	-	Look at Opponents Hand
Cloud Cover	-	D	-	-	Negate Attack by Plane
Rough Seas	-	-	-	-	Negate Move by Vessel
Damage Control	-	D	V	-	Negate Attack on Vessel
Silence	-	D	S	-	Negate Attack on Sub

Terrain

Islands: Naval units cannot move into or through Islands.





Commodore

Introduction

Card game for 2 players. Simplistic Napoleonic era sea battle simulation. Micro-Deck Concept: Easily made minimalist deck.

Card Set Available

Cheers! A Cardset by Janne Thörne: for Cardset

Victory

Reduce your opponent to zero Morale Points.

Morale Points

Each player begins with 7 Morale Points. Use coins, dice, or tokens to keep track of MP's.

The Deck

Players share a common deck. There are 11 card types. The deck contains a total of 46 cards.

Dice

Six sided dice are needed to play

Tokens

Tokens are needed to keep track of damage. Tokens are placed on the ship card that is damaged.

Setup

Each player is dealt a hand of 7 cards. Roll high to determine who goes first. Players cannot attack on their first turn.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Maneuver Phase
2. Deploy Phase
3. Attack Phase
4. End Phase

Maneuver Phase

Draw 1 card. If the deck runs out, shuffle the discard and draw from it.

Deploy Phase

Put one or more Ship cards into play. Ship cards are placed face up in front of you.

Attack Phase

Use Attack cards to cause one or more of your ships to attack. When Attacking, a ship rolls a number of dice equal to its current Strength. Every roll of 1 causes 1 Damage Token to be put on the enemy ship. A ship with zero Strength is out of action.

(ships weren't usually sunk, just reduced to drifting hulks) If no enemy ships remain, each successful attack causes your opponent to lose one Morale Point.

End Phase

Max hand size is 7 cards. Discard excess cards.

Current Strength Definition

A Ship's Current Strength = Hull size rating - Number of Damage Tokens on the Ship.

Broadsides Card

The Broadsides attack card allows one of your target ships, and One of your opponents target ships to attack each other.

Rake The Bow Card

Rake the Bow allows one of your ships to attack a target Opposing Ship without being fired back upon.

General Melee Card

The General Melee card allows all ships in play to attack. In Melee you pick how the ships are paired up. The player with Excess ships may assign them to attack target ships of his choice or Opponents Morale.

Boarding Action Card

For Boarding Action a pair of ships is selected. Both Roll 1D6 (Boarding Rolls) and add their current strength. The higher total wins. Attacker wins ties.

The losing ship is captured by your Marines. A Captured ship fights on your side. Grapeshot rule: A player may play (discard) a Broadsides card to 'sweep the decks' and get +1 to his Boarding roll.

Outmaneuver Card

Can be used 2 ways:

1. Keep ones Distance:

Negate an Attack card just played and draw a card from the deck.

2. Superior Seamanship:

Cause opponent to discard 2 random cards in Maneuver Phase.

Special Damage Card

Target a ship upon which you just inflicted damage. Panic: Enemy ship with Strength = 2 & intact Rigging flees the Battle. Surrender: Capture Enemy ship with Strength = 1.

If neither of the above apply roll 1D6: 1-3: Rigging Destroyed: This ship attacks as if it had one less Strength Ship cannot Board, Rake, or make Broad-sides, however it may be the target of such. 4: Sniper Kills Captain: The ship attacks as if it had one less Strength. 5: Hot Shot: The Ship becomes engulfed in fire & sinks.

6: Blown Away: The Main Magazine explodes. The Ship sinks. If a ship gets hit with a second (or more) special damage card producing a duplicate result the ship instead gets 1 extra damage token.

Card List

Card Name:	#	Notes:
First Class Flagship	2	Hull = 6
Second Class Ship of the Line	4	Hull = 5
Third Class Ship of the Line	6	Hull = 4
Broad-sides	8	
Rake the Bow	2	
General Melee	4	

Number of copies of that card in the deck.

Optional Rules

Some additional ship classes: Fourth Class Ship of the Line (Hull = 3) Frigate (Hull = 2) Sloop (Hull = 1)

Rarities Card

Can be used in 4 different ways:

1. Repairs: Remove 1 Damage Token from target ship.
2. Fireship: Make a Strength = 6 attack vs target ship.
3. Signal Flags: Discard X cards to draw X+1 cards.
4. Strategist: Look at opponent's hand & draw one card from the deck.

Superior Assets

When played put a special token on a ship you just deployed this turn. This Ship gets Strength +1. This represents one of several possibilities: A New Ship, A well drilled Crew, A superb Captain, Carronades, etc.

Alternatively, you can use this card to Rally: Gain back one lost Morale point.

Card Name:	#	Notes:
Boarding Action	4	
Outmaneuver	4	
Special Damage	4	
Rarities	4	
Superior Assets	4	

Cardset Available

Much Thanks to Alcespi





Culture & Conquest

Culture & Conquest

Simulation of ancient civilizations. This dice game does not require a map or counters. Solo or any number can play.

Victory Conditions

The game ends after 50 turns. The player with the most Victory Points wins. Advances you have score 5 points.

Cities you control score 10 points. Wonders you build score 15 points. Wonders you control score 5 points.

For every Natural resource you have the most of, gain 5 points. For every Manufactured resource you have the most of, gain 10 points. Gain 5 points if you have the biggest population.

Set Up

Each player starts with 10 populations and 1 city. Randomly determine your culture on the culture table. Determine Turn order by rolling high.

1D10	Result:
1-3	Nothing
4-5	Gain 1 Manufactured Resource of your choice
6-10+	Gain 1 Random Natural Resource (Roll on the Natural Resource Table)

Note: if you have none of the requirements for any manufactured resource, you get nothing.

Population Distribution Phase

Assign populations to one of the 7 specialty categories: Army, Navy, Agriculture, Trade, Labor, Scholars (Army & Navy are collectively called Military units) A single category cannot be increased or decreased by more than 5 populations. It costs 2 Gold to raise an army or navy. It only costs 1 Gold to raise a Navy if you have Wood & Cloth.

It only costs 1 Gold to raise an Army if you have Weapons & Horses.

Gain Leader Phase

Roll 1D6: On a roll of 1-2 gain 1 random leader.

Turn Sequence

Players take turns. A player will complete all of the following phases in their turn.

1. population phase
2. resource phase
3. distribution phase
4. leader phase
5. harvest phase
6. disaster phase
7. upkeep phase
8. war phase
9. trade phase
10. build phase
11. research phase
12. income phase

One round is completed when all cultures have had one turn.

Population Phase

Gain 1D6-2 population. Minimum = 0. These populations start as Agriculture specialists.

Resource Phase

Roll 1D10 on the Resource Table:

Harvest Phase

Produce 3 food per Agriculture population and 2 for each level of Food Resources you control. Food is not stored unless you have the pottery advance.

Disaster Check Phase

On a roll of 1 on D6 suffer from one random disaster. Resolve 'War' disasters first thing in War Phase.

Upkeep Phase

Each population consumes 1 Food. Armies are paid 1 Gold each. If upkeep is not met, those populations are lost. Roll 1D6 for each leader, on a roll of 5+, the leader dies of old age.

War Phase

A player may attack one target opponent on a roll of 5+ on 1D6. (get +1 to this roll if you have a General) If

the roll fails, he may attempt to attack another player. Other players may send armies, navies, and Generals to serve on either side.

Each player gets 1 die for every Army, Navy, and General on their side. If you have more armies than opponent, you get 1 extra die. If you have more navies than opponent, you get 1 extra die.

If you have a General and your opponent doesn't, you get 1 extra die. If you have Military Doctrine, and your opponent doesn't, you get 1 extra die. If you have Iron, and your opponent doesn't, you get 1 extra die.

If you have Equestrian, and your opponent doesn't, you get 1 extra die. If you have Siegecraft, and you are attacking, you get 1 extra die. If you have Fortifications and are defending, you get 1 extra die.

If you have Shipbuilding, and your opponent doesn't, you get 1 extra die. If you have the Great Wall and are defending, you get 1 extra die. The player with the higher total roll is the winner.

Defender wins ties. The winner gains 1D6 Victory points. Each roll of 1 causes your opponent to lose 1 army or 1 navy. If the defender loses all his armies the Attacker gets to take one form of tribute: All of the losers gold, or One City (which may contain a Wonder), or 2D6 Population (enslaved), or 1 target Resource.

Trade Phase

The active Player may trade Gold, food, labor, populations, cities, advances, leaders, resources, and promises with other players. (If 'trading' an Advance

the giver & the recipient both get it.)

Build Phase

Each Labor specialist produces 1 Labor point per turn. Assign Labor points to a city or Wonder under construction. These points are saved from turn to turn until the project is completed.

Labor points not assigned are lost. Build 1 city for 50 Labor and 25 Gold. Name the city. Gain 1 roll on the Natural Resource Table for 20 Labor.

Gain 1 Manufactured Resource of your choice for 25 Labor. Build 1 Wonder of your choice for 100 Labor and 50 Gold. Only 1 Wonder per city is allowed.

For each level of Build Resources you have the labor and gold costs of Cities and Wonders are reduced by 2.

Research Phase

Roll 1D12 per scholar, thinker, or research generator you have. On a roll of 1 gain one random advance. Pay 20 Gold to copy an Advance known by another player.

When determining a "Random" Advance, roll on the Advance Table. If you roll one you already have, pick one instead.

Income Phase

Collect Gold: 1 per Trade population, 1 per City, and 1 per level of Luxury Resources.

Population Distribution

TYPE:	Upkeep:	Production:
Military	1 Food + 1 Gold	None
Agriculture	1 Food	3 Food
Trade	1 Food	1 Gold

TYPE:	Upkeep:	Production:
Labor	1 Food	1 Labor
Scholars	1 Food	1 Research Roll

Note: There is a max of 1 Scholar per city.

Culture Table

D20:	Culture:	Starting Advance:
1	Egyptian	Engineering
2	Mesopotamian	Mathematics
3	Athenian	Philosophy
4	Roman	Law
5	Minoan	Music
6	Persian	Coinage
7	Assyrian	Metal Working
8	Babylonian	Astronomy

D20:	Culture:	Starting Advance:
9	Mycenaean	Pottery
10	Phoenician	Navigation
11	Spartan	Military Doctrine
12	Scythian	Equestrian
13	Summerian	Irrigation
14	Celtic	Art
15	Hebrews	Monotheism
16+	Pick One	

Culture & Conquest has been published in the on-line Winter 2000 issue of the ACADEMIC GAMING

REVIEW

Natural Resource Table

1D20	Resource:	Notes:	1D20	Resource:	Notes:
1	Grain	Food	11	Fibers	Clothing
2	Fish	Food	12	Salt	Food
3	Iron	Military; Requires Bronze	13	Shellfish	Food
4	Horses	Military	14	Incense	Luxury
5	Precious Metals	Luxury	15	Vegetables	Food
6	Fruits	Food	16	Bronze	Military
7	Livestock	Food	17	Furs	Clothing
8	Wood	Build	18	Clay	Build
9	Stone	Build	19	Brick	Build
10	Spices	Luxury	20	Gems	Luxury

Manufactured Resources List

Resource:	Notes:
Earthenware	Requires Pottery & Clay (Luxury)
Cloth	Requires Fibers & Textiles (Clothing)
Weapons	Requires Bronze or Iron & Metal Working (Military)
Wine	Requires Fruits & Brewing (Luxury)
Jewelry	Requires Precious Metals & Art (Luxury)
Sculpture	Requires Stone & Art (Luxury)
Glass	Requires Brick & Glassblowing (Luxury)
Dyes	Requires Shellfish or Spices & Dye Making (Luxury)
Medicinals	Requires Spices and Medicine (Luxury)
Leather	Requires Livestock & Textiles (Clothing)
Parchment	Requires Fibers & Literacy (Luxury)

Advance Table

D100:	Advance:	Notes:
1-2	Pottery	Food can be stored & Mitigates Famine
3-4	Monotheism	Population Phase: add 1 to roll (Religion)
5-6	Astronomy	Research: One additional roll per turn
7-8	Writing	Research: One additional roll per turn
9-10	Medicine	Mitigates Epidemic
11-12	Coinage	Gold: +1 per city per turn (Facilitates Trade)
13-14	Masonry	Cities & Wonders cost 5 less in Labor
15-16	Mathematics	Research: One additional roll per turn
17-18	Architecture	Cities & Wonders cost 5 less in Gold
19-20	Law	Mitigates Anarchy
21-22	Music	Mitigates Unrest (Music soothes the soul)
23-24	Democracy	Extra 5 points for Victory (Government)
25-26	Philosophy	Mitigates Heresy (Public Debate is acceptable)
27-28	Metal Working	Battle: One additional roll; Requires Bronze or Iron
29-30	Drama	Extra 5 points for Victory
31-32	Art	Extra 5 points for Victory
33-34	Military Doctrine	Battle: One additional roll (Strategy & Tactics)
35-36	Irrigation	Mitigates Drought
37-38	Navigation	Gold: +1 per city per turn (Expands Trade)
39-40	Equestrian	Battle: One additional roll; Requires Horses

D100:	Advance:	Notes:
41-42	Literature	Extra 10 points for Victory; Requires Writing
43-44	Ancestor Worship	Gain 2 VP for each City you control (Religion)
45-46	Siegecraft	Battle: Attacker gets one additional roll
47-48	Shipbuilding	Battle: One additional roll
49-50	Dynasty	Mitigates Civil War (Government)
51-52	Engineering	Labor: +1 per Labor population per turn
53-54	Selective Breeding	Food: +1 per agriculture population per turn
55-56	Polytheism	Gain 3 VP for each Wonder you control (Religion)
57-58	Brewing	Extra 5 points for Victory (Beer!)
59-60	Textiles	Extra 5 points for Victory
61-62	Glass Blowing	Extra 5 points for Victory
63-64	Dye Making	Extra 5 points for Victory
65-66	Fortifications	Battle: Defender gets one additional roll
67-68	Cartography	Gain +1 to resource table rolls
69-70	Mysticism	Extra 5 points for Victory (Religion)
71-72	Republic	Mitigates Mutiny (Government)
73-74	Oligarchy	Mitigates Mad King (Government)
75-00	Pick One	

Note: You can only have 1 Religion Advance and 1 Government Advance. If you roll an extra one, it replaces the older one.

Disasters

If a culture has a mitigating attribute the disaster causes half as much population loss. Round fractions down. If a culture experiences a disaster it skips its build phase and war phase.

Disaster Table

D20:	Type:	Notes:
1	Flood	Lose 1 Random Resource
2	Earthquake	1D6 or 2D6 if you have Architecture
3	Volcano	Lose 1 random City
4	Pirates	Lose half of your gold reserve
5	Unrest	1D6
6	Civil War	War: Attacked by 1D6 Armies: They take a random city if they win
7	Heresy	1D6 or 2D6 if you have Monotheism
8	Anarchy	1D6
9	Epidemic	3D6
10	Famine	Lose half of your food reserve
11	Uprising	War: Attacked by 1D6 Armies: They take 2D6 populations if they win
12	Corruption	Lose all gold
13	Drought	Lose half of your food reserve
14	Storms	1D6 (Navies first)
15	Sands of Time	Lose 1 random Wonder
16	Mad King	2D6
17	Pestilence	Lose half of your food reserve
18	Mutiny	2D6 (Military Units first)
19-20	Barbarians	War: Attacked by 1D6 Armies: They take all your gold if they win

Wonder List

Wonder:	Required:	Notes:
Sphinx	Sculpture	Costs same as city
Colossus	Metal Working	Gold +1D6 per turn in Income Phase
Oracle	Polytheism	Mitigates Corruption
Hanging Gardens	Irrigation	Mitigates Unrest
Parthenon	Architecture	Mitigates Heresy
Stonehenge	Astronomy	Costs same as city
Lighthouse	Navigation	Mitigates Storms
Pyramids	Engineering	Mitigates Anarchy
Great Wall	Masonry	One Additional Battle roll when defending
Great Library	Literacy	One Additional Research roll per turn

Note: Wonders are Unique. They can only be built once.

Leaders Table

1D6:	Type:	Effect:
1	Ruler	Gold: +1D6 per turn
2	General	Battle: +1 Battle roll
3	Thinker	Research: +1 Research roll per turn
4	Builder	Labor: +1D6 per turn
5	Religious	Population: +1D6 per turn
6	Diplomat	Negate attack against you on a roll of 5+ on 1D6

City Names

Antioch, Babylon, Knossos, Alexandria, Troy, Jerusalem, Sparta, Rome, Damascus, Delphi, Athens, Ur, Carthage, Jericho, Giza, Thebes, Byzantium, Cadiz, Ch'ang-an, Lo-yang, Canton...

Solo Version

If playing Solo the 'opponent' in War phase will have 4D6 armies and if defeated has 6D6 Gold and no Wonders.

Map Version

Players will need to make or acquire a map of the Mediterranean divided up into small territories. Put initial populations and city into one territory. Tokens

representing cities, leaders, wonders, and population specialties are required.

Place new populations into any territory you control. Spread new populations out as much as possible. Populations destroyed by disaster are removed from as few spaces as possible.

One city per territory. One Wonder per city. Add a Move Phase after War Phase. Populations can move one space per turn.

Armies can attack armies in adjacent spaces. An army can move into an opponents territory that does not contain an army. Take control of all tokens in that territory. Captured leaders are destroyed.

Barbarians and Civil war rebels will attack a border territory. Players with navigation can move populations 4 territories by sea per turn. They must end the turn in a coastal space.





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.

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

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.

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	

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:

Recruit Phase

Units must start in City States.

Unit List Notation

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

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
Divination	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.





Doctor Who Empires

Introduction

Dr Who Theme. Module for the Warp Empires system. You must use the Warp Empires system to play this game.

Various races fight for control of the Galaxy

Map

Map of the Galaxy divided into Spaces (aka Quadrants, Sectors, Zones) Each Sector is 100,000 Light Years across. (The Galaxy is roughly 2 Million LY across) When creating a random Map roll on the Zone Type Table:

Zone Type Table

1D6	Type	Notes
1	Hazard Zone	Black Holes, Quasars, Super Novas
2	Void Zone	Deep Space, Empty, Poor Energy
3	Poor Zone	Energy Revenue = 1 Energy Points (EP)
4	Average Zone	Energy Revenue = 2 EP
5	Rich Zone	Energy Revenue = 3 EP
6	Nexus Point	Earth & Other Important Locations

Note: Units may not Enter Hazard Zones. Temporal Nexus Points have Energy Revenue = 3 EP.

Races

Each player picks a race:

Victory

You win if you control all the Nexus Points on the Map

Race:	Notes:	Special Ability:
Earth Empire	Humans	Draw 1 extra card per turn
Cybermen	Cyborgs	All Units get Force +2 when Attacking
Daleks	Cyborgs	All Units get Force +1
Movellans	Androids	All Units get Speed +1
Sontarans	Clones	Draw 3 extra Units per turn
Rutans	Amoeboid	All units cost 1 EP less
Ice Warriors	Reptilians	All Units get Force +2 when Defending
Gallifreyans	Time Lords	Hand Size = 10
Great Vampires	Vampires	Stacks get Force +5
Vardans	Energy Beings	Can Enter Hazard Zones

Common Unit List

Unit Name	#	Cost	Force	Speed	Notes
Scouts	6	1	1	F	
Patrols	6	2	2	M	+2 if Defending
Auxiliary Fleet	5	1	2	M	
Raiding Force	5	3	2	F	+2 if Attacking
Monitors	5	3	4	S	+2 if Defending
Punitive Force	5	4	4	M	+2 if Attacking

Unit Name	#	Cost	Force	Speed	Notes
Expeditionary Fleet	5	5	4	F	
War Fleet	5	5	6	M	
Invasion Force	5	7	6	M	+4 if Attacking
Defense Force	5	6	6	S	+4 if Defending
Battle Fleet	4	7	8	M	
Armada	4	8	10	S	

Setup

Each player starts in a Rich Zone with 5 random units and a hand of 5 cards. Earthlings start in control of Earth of Course.

Units & Action Deck

Players share a common Action deck and Unit chit pile.

Draw Phase

First discard any cards you don't want. Each player draws 3 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.

Action Deck Card List

Card Name	#	Notes
Space Travel	15	Move 1 Stack
Galactic Invasion	6	Move 2 or 3 Stacks
Surrounded	2	Battle: Each Unit gets Force +1
Surprise Attack	2	Battle: Gain Force +10
Intrigue	2	Take 1 random card from opponent
Sabotage	2	Opponent must discard 2 Cards
Destroy Planet	2	Opponent must discard 4 Cards
Raiding	2	Opponent generates 5 less EP this turn
Energy Drain	2	Steal 3 EP from opponent
Minor Race Allies	2	Draw 2 Units
Biological Warfare	2	Destroy Target Stack
Spies	2	Look at opponents hand
Graviton Weapon	2	Battle: Destroy Target Unit
Mind Control	2	Battle: Take Control of Target Unit
Time Lord Meddling	4	Negate card just played
Temporal Microjump	2	Reroll Target Die roll
Expedition	2	Move Scout Unit up to 6 Spaces
Antimatter Bomb	2	Battle: Destroy Target Unit
Insidious Plot	2	Move Enemy Stack
Scouts	2	Look at target stack
Time Travel	2	Look at next 7 cards in deck
Peace Treaty	2	Opponent cannot attack you this turn
Time Loop	2	Negate Target Move
Increase Production	2	Gain 5 extra EP this turn
Regeneration	2	Put Destroyed Unit back into play
Research Experiments	2	Draw 2 cards
Great Leader	2	Draw 4 cards
Revolt	2	Target Sector generates no EP for 1D6 turns
Intercept	2	Move 1 Stack any time during opponents Move Phase

Card Name	#	Notes
Retreat	2	Battle: Neither side takes any casualties
Temporal Disruption	2	All players discard their hands & draw 5 cards
Exterminate	2	Battle: Losing side completely destroyed
Doomsday Weapon	2	Target adjacent space* becomes a Hazard Zone

* Adjacent to one of your stacks

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.





Doom Trooper Empires

Introduction

Doom Trooper Theme. Module for the Warp Empires system. You must use the Warp Empires system to play this game.

Various races fight for control of the planet Mars.

Zone Type Table

ID10	Type: Notes
1-2	City: Generate Income
3	Desert
4	Jungle
5-6	Plains
7	Mountain: Units except Flyers must stop upon entering
8	Ravine: No unit may enter except Flyers
9	Water: No unit may enter except Flyers & Water Units
10	Polar

Factions

Each player picks one Faction: Capitol Imperial Bauhaus Mishima Cybertronic Brotherhood Dark Legion Each Faction has a unique Unit Set. Each Set has 50 chits.

Unit Lists Notation

Copies of this Chit in the Set

Air Flying Unit

Assault = Short Range Combat Specialist Barrage =

Disclaimer

Doom Trooper, Warzone, and Mutant Chronicles are copyrighted, licensed properties. This is merely a Fan site.

Map

Map of Terraformed Mars. When creating a random Map roll on the Terrain Type Table:

Long Range Firepower Specialist Water = Amphibious Unit: Force +2 in or Adjacent to Water Spaces Desert = Desert Unit: Force +2 in or Adjacent to Desert Spaces Jungle = Jungle Unit: Force +2 in or Adjacent to Jungle Spaces Armor = Heavy Body Armor or Armored Vehicles

Core Basic Soldiers

Infiltration = Stealth Units Defense = These Units get Force +2 when Defending Leader = Veteran Personality Fortification = These Units cannot Move Poison = Unit specializes in Biological/Chemical Warfare

Capitol Unit List

Unit Name	#	Force	Speed	Notes
Purple Sharks	5	3	FF	Air
Free Marines	5	4	S	Barrage
Sunset Strikers	5	3	M	Infiltration
Banshees	5	3	FF	Air, Barrage
Sea Lions	5	4	M	Water
Scorpions	5	2	M	Desert
Infantry	5	2	S	Core
Orcas	5	4	M	Armor
Captain	5	4	F	Leader
Citadel	5	5	-	Fortification

Imperial Unit List

Unit Name	#	Force	Speed	Notes
Rams Air Cavalry	5	1	FF	Air, Barrage
Trenchers	5	2	S	Defense
Blood Berets	5	4	F	Infiltration
Young Guard	5	2	M	Assault
Clansman	5	3	S	Assault
Golden Lions	5	3	M	Infiltration
Berserkers	5	3	M	Assault
Warhounds	5	3	S	Core
Chieftain	5	4	F	Leader
Citadel	5	5	-	Fortification

Bauhaus Unit List

Unit Name	#	Force	Speed	Notes
Venusian Rangers	5	4	M	Assault
Kommandos	5	2	M	Jungle
Hussars	5	2	M	Core
Dragoon	5	3	F	Armor
Jaegers	5	2	M	Infiltration
Blitzers	5	3	FF	Air, Infiltration
Etoiles Mortant	5	4	S	Assault
Vulkans	5	4	S	Armor
Kommandant	5	4	F	Leader
Citadel	5	5	-	Fortification

Mishima Unit List

Unit Name	#	Force	Speed	Notes
Samurai	5	3	M	Defense
Crimson Devils	5	2	F	Infiltration
Bushido	5	2	S	Assault
Tiger Dragons	5	3	M	Assault
Ronin	5	2	M	Infiltration

Unit Name	#	Force	Speed	Notes
Ashigaru	5	2	S	Core
Meka	5	4	M	Armor
Warheads	5	4	FF	Air, Barrage
Hero	5	4	F	Leader
Citadel	5	5	-	Fortification

Cybertronic Unit List

Unit Name	#	Force	Speed	Notes
Deathdroids	5	3	M	Armor
Machinators	5	3	FF	Air, Barrage
Shock Troopers	5	3	S	Assault
Cuirassiers	5	4	M	Assault
Chasseurs	5	4	F	Barrage

Unit Name	#	Force	Speed	Notes
Cybercurity	5	3	M	Infiltration
Volunteers	5	2	S	Core
Chemimen	5	2	S	Poison
Specialist	5	4	F	Leader
Citadel	5	5	-	Fortification

Brothehood Unit List

Unit Name	#	Force	Speed	Notes
Death Angels	5	3	FF	Air, Barrage
Mortificators	5	3	F	Infiltration
Archangels	5	2	S	Core
Sacred Warriors	5	3	S	Defense
Valkyries	5	2	F	Assault
Mystics	5	4	M	Assault
Inquisitors	5	4	M	Armor
Assassins	5	3	M	Infiltration
Keeper of the Art	5	4	F	Leader
Citadel	5	5	-	Fortification

Dark Legion Unit List

Unit Name	#	Force	Speed	Notes
Nazgaroth	5	3	FF	Air
Legionnaires	5	2	S	Poison
Heretics	5	2	M	Infiltration
Necromutants	5	3	M	Core
Unholy Carronade	5	4	S	Barrage
Horde Troopers	5	3	S	Assault
Behemoth	5	4	M	Armor
Karnophages	5	3	M	Assault
Nepharite	5	4	F	Leader
Citadel	5	5	-	Fortification

Victory

You win if you control all the Cities on the Map

Setup

Each player starts with a City with 5 random units and a hand of 5 cards.

Action Deck

Players share a common Action deck

Draw Phase

First discard any cards you don't want. Each player draws 3 action cards. Max hand size = 7. Discard excess cards.

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

Action Deck Card List

Card Name	#	Type	Notes
Tactical Maneuver	15	E	Move 1 Stack
Operational Maneuver	10	E	Move 2 Stacks
Strategic Maneuver	5	E	Move 3 Stacks
Scanners	2	E	Look at target Stack

Revenue Phase

Income is in "Credits" Every City produces 5 Credits per turn.

Move Phase

Use Action cards to move stacks or units in stacks.

FF A Flying unit can move 1-4 spaces & may jump over opposing stacks.

F A Fast unit can move 1-3 spaces.

M A Medium speed unit can move 1-2 spaces.

S A Slow unit can move 1 space.

Non-flying Units can move into but not through opposing stacks.

Action Deck Card Notation

E Event

B Battle Event

Card Name	#	Type	Notes
Hand-To-Hand	2	B	All your Assault Units get Force +3
High Morale	2	B	All Units in Stack get Force +1
Surprise Attack	2	B	Attacking Stack gets Force +8
Ambush	2	B	Defending Stack gets Force +8
Retreat	2	B	Negate Target Casualty
Botched Orders	2	E	Negate an Event Card Just played
Initiative	2	E	Draw 3 cards
Manifest Destiny	2	E	Look at next 7 cards in deck
Spy	2	E	Look at opponents Hand
Forced March	2	E	Move target Stack a Second time this turn
Assassination	2	E	Discard target Leader
Freelancers	2	E	Hire a Force = 3 Slow Core Unit Cost = 3
Strafe	2	B	All your Flying Units get Force +3
Missiles	2	B	All your Barrage Units get Force +3
Insertion	2	E	Move Infiltration Unit
Sortie	2	E	Move Flying Unit
Raiding Party	2	B	All your Infiltration Units get Force +3
Deadly Gasses	2	B	All your Poison Units get Force +3
Absorb Punishment	2	B	All your Armor Units get Force +3
Combat Tactics	2	B	All your Core Units get Force +3
Kill Zones	2	B	All your Fortification Units get Force +3
Leadership	2	B	Leader Unit gets Force +5
Mystic Arts	2	B	Brotherhood Unit gets Force +5
Dark Symmetry	2	B	Dark Legion Unit gets Force +5
Quality	2	B	Bauhaus Unit gets Force +5
Loyalty	2	B	Mishima Unit gets Force +5
Efficiency	2	B	Cybertronic Unit gets Force +5
Opportunity	2	B	Capital Unit gets Force +5
Discipline	2	B	Imperial Unit gets Force +5

Links

Mutant Chronicles Warzone Doom Trooper

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.





Duel Of Iron

Introduction

Civil War era tactical combat simulation. Players each control one or more Ironclads. The rules are for the basic scenario, in which one player controls the Confederate Merrimac, and one player controls the Union Monitor.

The Map

Use a hex map. Indicate which spaces are land and which are water. Indicate whether water spaces are shallow or deep.

Pieces

Six, eight, and ten sided dice are needed. Use cardboard counters (chits) to represent the ships. Draw an arrow on the chits to indicate the forward facing.

Setup

The ships are placed at opposite ends of the map.

Turn Sequence

Initiative Phase Move Phase Attack Phase Penetration Phase Damage Phase Ramming Phase End Phase

Initiative Phase

The Monitor rolls 1D8. The Merrimac rolls 1D6. Reroll ties.

The ship with the lower Initiative roll moves first in move phase. All to-hit and damage rolls are simultaneous.

Move Phase

Each ship makes a "move" roll. The Monitor gets 1D6+1 move points. The Merrimac gets 1D8-3 move points.

A move point can be used to move forward 1 space. A move point can be used to change the ships facing by one hex face. Shallow water hexes can be moved into by expending 2 move points.

Ships cannot enter land spaces. The Monitor could do 7 knots compared to the Merrimacs 5 knots. The Merrimac drew 22 feet compared to the Monitors 10 feet.

The Merrimac would more often get stuck in shallow water. Neither ship was Seaworthy. Both would sink in a bad storm.

Attack Phase

Short range is within 2 hexes. Medium range is 4 hexes. Long range is a maximum of 8 hexes.

Each ship has four 90 degree arcs: Bow, Stern, Port, and Starboard. The Monitor can attack with its 2 cannons out of its Stern, Port, or Starboard arcs. The Monitor cannot attack out of its Bow arc. (It would hit its own pilothouse) The Merrimac can fire one cannon from its Bow and Stern arcs.

The Merrimac can fire a broadside of four cannons from its Port or Starboard arcs. Attacking cannons must make a "To-hit" roll. Roll 1D100 using 2 ten sided dice. This gives a number between 1 and 100.

The Monitor has an 80% to hit at the Merrimac short range. The Monitor has an 40% to hit the Merrimac at medium range. The Monitor has an 20% to hit the Merrimac at long range.

The Merrimac has an 40% to hit the Monitor at short range. The Merrimac has an 20% to hit the Monitor at medium range. The Merrimac has an 10% to hit the Monitor at long range.

The Monitor was a much smaller target.

Penetration Phase

The Monitor had two 11 inch Dahlgren guns. (also called the soda-water bottle) The Merrimac had 10 guns, the largest of which were 9 inch. Cannons that made a successful to-hit roll now make a "Penetration" roll. This is also a percentage roll.

Short range shots from the Monitor have a base 21% to damage the Merrimac. Medium range shots from the Monitor have a base 14% to damage the Merrimac. Long range shots from the Monitor have a base 7% to damage the Merrimac.

Short range shots from the Merrimac have a base 15% to damage the Monitor. Medium range shots from the Merrimac have a base 10% to damage the Monitor. Long range shots from the Merrimac have a base 5% to damage the Monitor.

Historically, the Merrimac left its solid steel ammo on the dock in Norfolk in favor of explosive shells which were more effective against wooden ships. Optionally, you may allow the Merrimac to have its solid shot. This doubles the Merrimacs base chance to damage the Monitor at all ranges.

Historically, the Monitor used only half the powder it could have because the guns were experimentally new and untested. Optionally, you may allow the Monitor to use double charges. This doubles the Monitors base chance to damage the Merrimac at all ranges.

Damage Phase

If a shot from the Monitor damages the Merrimac roll 1D6 on the following table:

1D6	Location	Effect
1	Rudder	Move roll -2
2	Crack Hull	All future penetration rolls at +5%
3	Cannon	Lose 1 cannon; The Merrimac has 10 cannon
4	Casualties	Lose 1 crew; The Merrimac has 5 crew
5	Leak	Move roll -1
6	Smokestack	Move roll -1

If the Merrimac accumulates -5 damage to its Move roll it becomes disabled. The placement of guns on the Merrimac can be switched. Crack Hull: One cracked hull result would give the Monitor a 12% chance to damage the Merrimac on its penetration roll at long

range, instead of 7%.

All damage is cumulative. Two cracked hull results would bring it up to 17%. If a shot from the Merrimac damages the Monitor roll 1D6 on the following table:

1D6	Location	Effect
1	Pilot House	Move roll -2
2	Crack Hull	All future penetration rolls at +5%
3	Cannon	Lose 1 cannon; The Monitor has 2 cannon
4	Casualties	Lose 1 crew; The Monitor has 2 crew
5	Leak	Move roll -1
6	Turret Jams	

If the Monitor accumulates -7 damage to its Move roll it becomes disabled. If the turret jams, the Monitor can only attack out of the arc it is currently facing for the rest of the game. Optionally, the gunners are no longer disorientated by the merry-go-round turret and their base chance to hit is increased by 5% at all

ranges.

Ramming Phase

If the Merrimac is adjacent to the Monitor and facing it, the Merrimac may attempt to ram. Roll 1D8 on the Following table:

1D8	Result	Effect
1-4	Monitor swerves away	None
5	Glancing blow	The Merrimac receives a Leak damage result
6-7	Solid blow	The Monitor gets 1D3 Leak damage results
8	Drive her under	The Monitor sinks

The Merrimac also had a fifteen-hundred pound, plow shaped iron ram that broke off in the belly of the Union war sloop, the Cumberland. Optionally, you may allow the Merrimac to retain its ram. This gives the Merrimac +1 to rolls on this table.

scenarios with multiple ships, the Merrimacs can fire a maximum of four guns per turn. Quantity of Ammo is not a consideration. The Monitor did not have to reload until after 3 hours of fighting.

In the real battle, neither ship was disabled. The Monitor wandered off after her captain was hurt. (the only casualty) The Merrimac retreated shortly after because the tide was going out. The Monitor was also known as "Ericsson's Folly" and was described as a "tin can on a shingle" or a "cheesebox on a raft." The Civil war saw many more Ironclads, and battles between them, by the wars end.

End Phase

Also called Victory Determination Phase. If a ship is disabled, the other ship wins. A ship is disabled if it cannot move, or it loses all of its crew or cannon.

Game Designers Notes

The sinking of the Minnesota is not included as a victory condition for the South because it would be too easy, even though it didn't happen in real life. In

Links

Ironclad Models





Empires Of Mystara

Introduction

D&D Theme. Module for the [Warp Empires: Basic Rules System And Campains](#) Warp Empires system. You must use the Warp Empires system to play this game.

2-4+ Players.

Units & Action Deck

Players share a common Unit chit pile. Players share a common Action deck.

Map

Nation:	T:	Notes:
Principalities Glantri	10	Northwest; One Wizard unit costs 1 less per turn
Ethengar Khante	9	North; One Archer unit costs 1 less per turn
Kingdom of Vestland	4	Northeast; One Siege Engine unit costs 1 less per turn
Kingdom of Ostland	4	Northeast Islands; One Undead unit costs 1 less per turn
The Republic Darokin	10	West; One Fighters unit costs 1 less per turn
Alfheim	3	Lawful; Central West; One Elf unit costs 1 less per turn
Rockhome	7	Central East; One Dwarf unit costs 1 less per turn
Emirate of Ylaruam	7	East; One Cavalry unit costs 1 less per turn
The Five Shires	2	Lawful; West; One Halfling unit costs 1 less per turn
Grand Duchy Karamaikos	6	Central; One Shadow Elf unit costs 1 less per turn
Empire of Thyatis	15	Southeast Islands; One Cleric unit costs 1 less per turn
Minrothad Guilds	6	South Islands; One Ship unit costs 1 less per turn
Kingdom of Irendi	8	Southwest Islands; One Hero unit costs 1 less per turn
Thar & Broken Lands	4	Chaotic; Northwest; One Orc unit costs 1 less per turn

T Number of Territories in this Nation (Country).

Victory

Either side wins automatically if all opposing units are destroyed.

Setup

Each player picks one territory in one country to be his or her starting space. Each player starts with 10 random units.

Action Deck

Players share a common Action deck (at bottom of page).

Alignment

Choose your Alignment: Lawful, Neutral, or Chaotic.

- If you are Lawful, all your Lawful Units get +1 Force.
- If you are Lawful you cannot recruit Chaotic Units.
- If you are Chaotic, all your Chaotic Units get +1 Force.
- If you are Chaotic you cannot recruit Lawful Units.
- Lawful players cannot attack each other.

Revenue Phase

Revenue (income) points are called Gold. Each territory generates one Gold per turn. If you control all the territories in an entire country, the territories generate 2 Gold each.

Recruit Phase

Leader units include Heroes, Wizards, and Clerics. Magic Items can be attached to any stack with an appropriate type of Leader unit. Limit One item per Leader.

Ships must start in a Coastal settlement. Each territory can recruit one unit per turn. Lawful Nations cannot recruit Chaotic units and visa versa.

Move Phase

Ships can only move into coastal spaces or deep sea spaces. Each Ship can carry up to 3 other units.

You cannot have Lawful and Chaotic units in the same stack.

Battle Phase

If defeated, Heroes are simply sent back to the unit chit pile. Spell cards played from the hand only generate effects if there is an appropriate spell-caster in the stack. Magic Items only generate effects if the indicated unit type is in the stack.

Unit List

Unit Name:	#/Speed	Force	Notes
Fighters	20M	2	Human Infantry
Archers	5M	2	
Cavalry	5F	3	
Dwarves	10S	3	Lawful
Elves	10F	4	Lawful
Shadow Elves	5F	4	Chaotic
Halflings	5S	1	Lawful
Orcs	10M	2	Chaotic
Undead	10S	4	Chaotic
Hero	10F	6	
Wizard	5F	5	
Cleric	5F	5	
Keep	20	6	Cannot Move (one per territory limit)
Siege Engines	10S	5	(Catapults, Ballistas, Towers, Rams)
Ship	20F	3	
Vorpal Blade	1	+4	Hero Item
Rune Sword	1	+5	Hero Item
Girdle Giant Strength	1	+3	Hero Item
Rod of Dominion	1	(5)	Hero Item: Gain 2 Gold per turn
Rod of Necromancy	1	(3)	Chaotic Wizard Item: Undead cost 1 less to recruit
Staff of Holiness	1	+5	Lawful Cleric Item
Crystal Ball	1	(4)	Wizard Item: Look at opponents hand once per turn

(X) Cost of item: This item generates no Force in Battles.

Action Deck

Card Name:	#	Effects:
March	10	Move 1 stack
Grand March	6	Move 2 stacks
Great March	3	Move 3 Stacks
Quest	1	Discard target Leader
Earthquake	1	Battle: Cleric Spell: Force = 10
True Sight	1	Cleric Spell: Look at Target Stack or opponents Hand
Turn Undead	1	Battle: Lawful Cleric Spell: Destroy 1-2 Undead units
Call Lightning	1	Battle: Cleric Spell: Force = 8
Cure Wounds	1	Battle: Cleric Spell: Your Stack suffers no casualties
Blessing	1	Battle: Cleric Spell: All your units get +1 Force
Creeping Doom	1	Battle: Cleric Spell: Force = 12
Death Spell	1	Battle: Wizard Spell: Kill target Hero
Firestorm	1	Battle: Wizard Spell: Force = 10
Summon Monsters	1	Battle: Wizard Spell: Force = 12

Card Name:	#	Effects:
Meteor Swarm	1	Wizard Spell: Destroy non-leader unit in adjacent space
Animate Dead	1	Chaotic Wizard Spell: Target Undead units cost 0 to recruit
Teleportation	1	Wizard Spell: Move Wizard & any Leaders w/him to any Space
Slay	1	Battle: Hero Action: Kill target Leader
Thieves	1	Steal target Magic Item
Spies	1	Look at Opponents hand
Scouts	1	Look at target stack
Outflank	1	Battle: Cavalry & Ships get Force +1
Rain of Arrows	1	Battle: Archers, Elves, and Shadow Elves get Force +1
Swords	1	Battle: Orcs and Fighters get Force +1
Stout Hearts	1	Battle: Dwarves & Halflings get Force +1
Cause Fear	1	Battle: Undead & Spellcasters get Force +1





Europe At War

Introduction

War in Europe in the 18th & 19th Centuries. Module for the [Warp Empires: Basic Rules System And Campaigns](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

Depicts Europe circa 1700-1800+. Each country is divided into 10+ territories.

Country:	Connected to:
France	Spain, Holland, Rhineland, Switzerland, Italy
England	Controls the Seas. Access to all except Warsaw and Switzerland
Russia	Prussia, Warsaw, Sweden, Austria, Ottoman Empire
Austria	Rhineland, Prussia, Russia, Warsaw, Ottoman Empire
Prussia	Rhineland, Austria, Russia, Warsaw,
Holland	Denmark, Rhineland, France
Sweden	Denmark, Russia
Denmark	Holland, Rhineland
Spain	France, Portugal
Portugal	Spain
Rhineland	Switzerland, Italy, France, Holland, Denmark, Prussia, Austria
Italy	Rhineland, Switzerland, Naples, Austria
Naples	Italy, Egypt
Switzerland	Rhineland, Italy, France
Warsaw	Prussia, Russia, Austria
Egypt	Naples, Ottoman Empire
Ottoman Empire	Russia, Egypt

Territory Types

Type:	Revenue Points generated per turn:
Wilderness	1
Small City	2
Medium City	3

Type:	Revenue Points generated per turn:
Major City	4
Capitol City	5

Defensive Positions

Units defending inside Major Cities & Capitol Cities get +2 Force.

Victory

The side that controls the most territories at the end of the game wins. Either side wins automatically if all opposing units are destroyed.

Setup

Each player starts with: Control of all territories in 1 Country 1 General & 1 Admiral 10 Random units

Action Deck

Players share a common Action deck.

Movement Rules

Stacks (except for ships) without Generals cannot move. All Stacks (with Generals) get 1 free move per turn!!!! By use of cards, a Unit can move a maximum of twice per turn.

Ships

Ships can move in open Sea spaces. A Ship can 'carry' 4 Land Units.

Revenue

Revenue can be saved from turn to turn. Saved Revenue is located in Capitols & Major Cities.

Upkeep Rules

Units do not receive free upkeep. Pay 1 Revenue Point for each unit. Discard units that do not receive upkeep.

Units cannot receive any upkeep from territories they are cut off from or From territories that are 5+ territories distant. Revenue generated by cards can be used for upkeep anywhere.

Recruitment Rules

Units must start in Major Cities or Capitol Spaces.

Raiders

A Stack containing light troops will reduce the revenue of each opposing adjacent Territory by 1.

Casualties

The Loser of a battle suffers a base loss of 20% (rounding up) of his units. The Winner of a Battle suffers a base loss of half the number of Units lost by the Loser (Rounding down). Example: French have 13 units and British have 12 The British win the Battle. . . The French lose 3 Units (20% of 13 rounding up) and the British lose 1 Unit (half of 3 rounding down)

Basic Set Unit List

Name	#	Type	Force	Move	Notes
General	5	G	10	F	
Admiral	5	D	10	FF	
Ships of the Line	10	S	8	F	
Frigates	10	S	4	FF	
Fortifications	10	F	10	-	
Guard Infantry	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Troopers	20	H	4	S	
Reserves	10	H	2	S	
Rangers	5	L	6	M	
Flankers	5	L	5	M	
Skirmishers	5	L	4	M	
Foot Artillery	10	A	6	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Dragoons	5	C/H	5	F	
Lancers	5	CL	4	FF	
Hussars	10	CL	3	FF	

Cavalry & Artillery

In Battles Cavalry is +1 Force & Artillery is -1 Force
In Sieges Cavalry is -1 Force & Artillery is +1 Force

Units

Each player gets a set of unit chits of a unique color. Use the Basic set or create sets unique to each nationality (Each Infantry Unit roughly represents a Division of 5,000 Men)

Reputation

Leaders get a permanent +1 Force for each Battle they win. Such Leaders are said to be experienced.

Unit List Abbreviations

S Ships
H Heavy (Line) Infantry
C Cavalry
CH Heavy Cavalry
CL Light Cavalry
C/H Mounted Infantry
L Light Infantry
A Artillery
G General (Leader)
F Fortifications
D Admiral (Leader)

French Unit List

Name	#	Type	Force	Move	Notes
General	6	G	10	F	
Admiral	4	D	10	FF	
Ships of the Line	10	S	8	F	
Frigates	10	S	4	FF	
Fortifications	10	F	10	-	
Old Guard	5	H	7	S	
Middle Guard	5	H	6	S	
Young Guard	5	H	5	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Line Battalion	20	H	4	S	
Reserves	10	H	2	S	
Chasseurs	5	L	6	M	
Voltigeurs	5	L	4	M	
Foot Artillery	10	A	6	S	
Horse Artillery	10	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Carabiniers	5	CH	6	F	
Dragoons	5	C/H	5	F	
Lancers	5	CL	4	FF	
Hussars	10	CL	3	FF	
Mounted Chasseurs	5	CL	4	FF	

British Unit List

Name	#	Type	Force	Move	Notes
General	4	G	10	F	
Admiral	6	D	10	FF	
Ships of the Line	15	S	8	F	
Frigates	15	S	4	FF	
Fortifications	5	F	10	-	
Foot Guards	5	H	7	S	
Highlanders	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Line Battalion	20	H	4	S	
Sappers	5	H	2	S	+2 vs Forts
Reserves	10	H	2	S	
Riflemen	10	L	6	M	
Cacadores	5	L	4	M	
Foot Artillery	10	A	6	S	
Congreve Rockets	5	A	2	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Horse Guards	10	CH	6	F	
Dragoons	10	C/H	5	F	
Hussars	5	CL	3	FF	

Prussian Unit List

Name	#	Type	Force	Move	Notes
General	6	G	10	F	
Admiral	3	D	10	FF	
Ships of the Line	5	S	8	F	
Frigates	5	S	4	FF	
Fortifications	10	F	10	-	
Foot Guards	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Landwher	20	H	4	S	
Musketeers	10	H	2	S	
Jagers	20	L	5	M	
Foot Artillery	10	A	6	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Dragoons	5	C/H	5	F	
Uhlans	5	CL	4	FF	
Hussars	10	CL	3	FF	

Austrian Unit List

Name	#	Type	Force	Move	Notes
General	7	G	10	F	
Admiral	3	D	10	FF	
Ships of the Line	5	S	8	F	
Frigates	5	S	4	FF	
Fortifications	10	F	10	-	
Guard Infantry	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Line Battalion	20	H	4	S	
Reserves	10	H	2	S	
Chasseurs	15	L	5	M	
Foot Artillery	10	A	6	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Dragoons	5	C/H	5	F	
Uhlans	5	CL	4	FF	
Hussars	10	CL	3	FF	

Russian Unit List

Name	#	Type	Force	Move	Notes
General	5	G	10	F	
Admiral	2	D	10	FF	
Ships of the Line	5	S	8	F	
Frigates	5	S	4	FF	

Name	#	Type	Force	Move	Notes
Fortifications	10	F	10	-	
Guard Infantry	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Troopers		20	H	4	S
Reserves	20	H	2	S	
Chasseurs	15	L	5	M	
Foot Artillery	10	A	6	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Dragoons		5	C/H	5	F
Lancers	5	CL	4	FF	
Hussars	5	CL	3	FF	
Cossacks		15	CL	4	FF

Historical Units

For more historical units see the lists in the game Eagles of Glory also on this website.

Action Deck Notation

Battle: Any battle not involving Fortifications
Sea: Any battle between Ships or Movement by Ships
Siege: Any battle involving Fortifications

Action Card Deck

Card Name	Notes
Tactical Move	Move 1 stack
Operational Move	Move 2 stacks
Grand Strategy	Move 3 stacks
Garrison	Siege: Fortification gets +5 Force
Siege	Siege: Destroy target Fort
Bayonet Charge	Battle: Heavy Infantry get +3 Force each
Wheel About	Battle: Cavalry get +2 Force each
Outflank	Battle: Light Units get +2 Force each
Bombardment	Battle or Siege: Artillery get +2 Force each
Encirclement	Battle: Stack gets x2 Force
Counterattack	Battle: Defender gets x1.5 Force
Rearguard Action	Battle: Loser takes half Casualties
Forced March	Move 1 Stack
Columns	Move 1 Stack
Surprise	Battle & Sea: Attacking Stack gets Force x2
Enlistments	Recruit 2 random units
Shock Action	Battle: Lancers & Heavy units get +2 Force each
Skirmishing	Battle: Light Units get +2 Force each
Target Artillery	Battle: Destroy target Artillery Unit
Lead Column	Battle: Leader gets +10 Force
Column Attack	Battle: Heavy Infantry get +3 Force each
Lance Charge	Battle: Lancers get +5 Force each
Light Cavalry Pursuit	Battle: Losers take 1 extra casualty
Successive Volleys	Battle: Heavy Infantry get +3 Force each
Rear Attack	Battle: Cavalry get +4 Force each
Flank Attack	Battle: Cavalry get +3 Force each
Defensive Formation	Battle: Heavy Infantry get +3 Force each

Card Name	Notes
Square Formation	Battle: Heavy Infantry get +3 Force each
Rapid Attack	Battle: Cavalry get +2 Force each
Blunder	Battle: Stack Force reduced by $\frac{1}{2}$
Disordered Infantry	Battle: Heavy Infantry get -2 Force each
Fire by Rank	Battle: Heavy Infantry get +3 Force each
Broken Ground	Battle: Heavy Infantry get -1 Force each
Form into Line	Battle: Heavy Infantry get +3 Force each
Good Roads	Move 1 Stack
Telescope	Look at opponent's hand
Disciplined Fire	Battle: Heavy Infantry get +3 Force each
Canals	Move 1 Stack
Forage	Gain 1D6 Revenue Points
Dysentery	Discard 2 random units from target Stack
Logistical Problems	Negate Target Move
Live off the Land	Gain 1D6 Revenue Points
Food & Fodder	Opponent loses 1D6 Revenue Points
Desertions	Target Stack loses 1 Random unit
Light Cavalry Raiders	Opponent loses 1D6 Revenue Points
Attack Supply Convoy	Opponent loses 1D6 Revenue Points
Light Infantry Raiders	Opponent loses 1D6 Revenue Points
Protect Baggage Trains	Negate Target Move
Strategic Defense	Siege: Fortifications get +10 Force each
Careful Planning	Battle: Leader gets +10 Force
Tactical Skill	Battle: Leader gets +10 Force
Diplomacy	Opponent may not attack this turn
Treaty	Opponent may not attack this turn
Armistice	Opponent may not attack this turn
Confusion	Opponent must discard 2 random cards
Deception	Opponent must discard 2 random cards
River Crossing	Negate Target Move
Provisions from Locals	Gain 1D6 Revenue Points
Assault	Siege: Attacking Infantry get +2 Force each
Distraction	Battle/Siege: Attacking Stack gets +10 Force
Control Bridge	Move 1 Stack
Compel Action	Target Opponent's Stack must Move
Flanks Protected	Battle: Stack gets +10 Force
Master of Strategy	Draw 3 cards
Countercharge	Battle: Defending Cavalry get +2 Force each
Crowding	Battle: Stack suffers 1 additional casualty
Attrition	Battle: Both sides suffer 1 extra casualty
Retreat into River	Battle: Losing side loses 1 extra casualty
Take Prisoners	Battle: Losing side loses 1 extra casualty
Concentrate Force	Battle & Sea & Siege: Stack gets +10 Force
Interior Lines	Move 1 Stack
Detachments	Negate Target Move
Bugles	Battle: Light Units & Cavalry get +3 Force each
Drums	Battle: Heavy Infantry get +3 Force each
High Ground	Battle: Stack gets +10 Force
Depots	Gain 2D6 Revenue Points
Capture Supplies	Take 1D6 Revenue Points from opponent
Glorious Death	Battle: Enemy Leader Killed
Privateering	Take 1D6 Revenue Points from opponent
Genius	Battle: Leader gets +10 Force

Card Name	Notes
Carronades	Sea: Ships get Force +3 each
Fire by Platoon	Battle: Heavy Infantry get +3 Force each
Standardized Artillery	Battle: Artillery or Ships get +2 Force each
Observation Balloon	Look at opponents hand & draw 2 cards from deck
Naval Signal Flags	Sea: Stack gets +10 Force
Gunnery	Battle: Artillery or Ships get +2 Force each
Expedition	Move 1 Land or Sea Stack
Grand Battery	Battle: Artillery get +3 Force each
Defense in Depth	Siege: Defenders get +2 Force Each
Fortified Towns	Siege: Defenders get +2 Force Each
Probing Attacks	Battle: Light Units get +1 Force each
Revenge	Target Stack with Leader must move to Attack
Attack Weak Point	Battle: Stack gets +10 Force
Hidden Movements	Battle: Stack gets +10 Force
Long Siege	Siege: Attacking Stack gets +10 Force
Courage	Battle: Leader gets +10 Force
Imagination	Draw 3 cards
Mortar Bombs	Siege: Attacking Artillery gets +5 Force each
Redoubts	Siege: Forts get +5 Force each
Enfilade Fire	Battle or Siege: Artillery get +4 Force each
Trenches	Siege: Infantry get +2 Force each
Sorties	Siege: Defending Infantry & Cavalry get +1 Force each
Strong Position	Battle or Siege: Defending Stack gets +10 Force
Superb Fortifications	Siege: Forts get +5 Force each
Lines of Communication	Move 1 Stack
Diversions	Battle: Stack gets +10 Force
Repulse	Battle: Heavy Infantry get +3 Force each
Move Up & Deploy	Move 1 Stack
Hold Firm	Battle: Heavy Infantry get +3 Force each
Weaken the Center	Battle: Stack gets +10 Force
Concealed Battery	Battle: Artillery get +3 Force each
Bullet Wound	Battle: Leader gets -10 Force
Orderly Withdrawal	Battle: Loser takes 1 less casualty
Rout	Battle: Loser takes 1 extra casualty
Artillery Support	Battle: Artillery get +3 Force each
Costly Victory	Battle or Siege: Winner take 1 extra casualty
Reserves	Battle: Stack gets +10 Force
Final Main Attack	Battle: Heavy Cavalry get +4 Force each
Dispersed	Battle: Stack gets -10 Force
Base of Supplies	Gain 2D6 Revenue Points
Blockade	Siege: Attacking Stack gets +10 Force
Magazines	Gain 1D6 Revenue Points
Winter Quarters	Opponent may not move any stacks this turn
Reinforcements	Gain 2 Random units
Keen & Resourceful	Battle: Leader gets +10 Force
Concealed Troops	Battle: Stack gets +10 Force
Ambush	Battle: Defending Stack gets +10 Force
Volunteers	Gain 2 Random units
Invasion	Move 1 Stack
Secret March	Move 1 Stack
Swift March	Move 1 Stack
Vigorous Attack	Battle or Siege: Attacking Stack gets +10 Force
Reconnoiter	Look at Opponent's hand & draw 2 cards from deck

Card Name	Notes
Reconnaissance	Look at Opponent's hand & draw 2 cards from deck
Hide in Terrain	Battle: Light Infantry get +3 Force each
Cover & Concealment	Battle: Light Infantry get +3 Force each
Sabers & Pistols	Battle: Light Cavalry get +3 Force each
Open Order	Battle: Light Infantry get +3 Force each
Harrassment	Battle: Light Units get +3 Force each
Attack Column	Battle: Light Units & Cavalry get +3 Force each
Absorb Enemy Fire	Battle: Light Infantry get +3 Force each
Sharpshooters	Battle: Light Infantry get +3 Force each
Marksmen	Battle: Light Infantry get +3 Force each
Menaced	Negate Target Move
Good Morale	Battle or Siege: All Units get +1 Force
Demoralized	Battle or Siege: All Enemy Units get +1 Force
Night March	Move 1 Stack
Veteran Troops	Battle: All Units of Experienced Leader get +1 Force
Quick Deployment	Battle: Heavy Infantry get +3 Force each
March Formation	Move 1 Stack
Reverse Slope	Battle: Stack gets +10 Force
Rally	Battle: Stack gets +10 Force
Refuse Flank	Battle: Stack gets +10 Force
Blocking Terrain	Battle: Stack gets +10 Force
Lost Orders	Negate a card just played
Esprit de Corps	Battle: All Units get +1 Force each
Line of Battle	Battle: Heavy Infantry get +3 Force each
Hail of Canister	Battle: Artillery get +4 Force each
Howitzer Shells	Battle: Artillery get +2 Force each
Bouncing Round Shot	Battle: Artillery get +3 Force each
Roar of Cannon	Battle & Sea: Artillery & Ships get +2 Force each
Exploding Shrapnel	Battle: Artillery get +2 Force each
Expert Drill	Battle: Heavy Infantry get +3 Force each
Disorganized	Battle: Opposing Stack gets -10 Force
Lure by False Retreat	Battle: Stack gets +10 Force
Roll up the Flank	Battle: Stack gets x2 Force
Cavalry Charge	Battle: Cavalry get +3 Force each
Earthworks	Siege: Units with Forts get +2 Force each
Avoid Battle	Move Stack out of Battle at end of Opponents Move Phase
Ineptitude	Battle: Stack with Leader gets half Force
Bloody Fight	Battle: Both sides take 1 extra casualty
Staff Corps	Move 1 Stack
Experienced Officers	Battle: All Units of Experienced Leader get +1 Force
Interdiction	Move Stack into Battle at end of Opponents Move Phase
Local Contributions	Gain 2D6 Revenue Points
Coinage Debasement	Gain 2D6 Revenue Points
Increase Taxes	Gain 2D6 Revenue Points
Loans	Gain 2D6 Revenue Points
Allied Subsidies	Gain 2D6 Revenue Points
Grapeshot	Sea: Stack gets +10 Force
Boarding Actions	Sea: Stack gets +10 Force
Cross the T	Sea: Stack gets x2 Force
Chain Shot	Sea: Stack gets +10 Force
Bar Shot	Sea: Stack gets +10 Force
Break Enemies Line	Battle & Sea: Stack gets x2 Force
Hot Shot	Sea: Stack gets +10 Force

Card Name	Notes
Fire Ships	Sea: Stack gets +10 Force
Broadships	Sea: Ships get +2 Force each
Favorable Winds	Move Sea Stack
Favorable Currents	Move Sea Stack
Capture Ship	Sea: Winner gains control of 1 enemy ship
Commerce Raiders	Opponent loses 1D6 Revenue Points
Blockade Port	Opponent loses 1D6 Revenue Points
Squall	Target Sea Stack loses 1 random Ship
Mutiny	Target Sea Stack loses 1 random Ship
Storms at Sea	Negate Move of Target Sea Stack
Bypass Strongpoints	Move 1 Stack through territory containing Fort
New Recruits	Gain 2 random Units
Conquest	Move 1 Stack
Fight on Your Terms	Battle: Defender gets +10 Force
Campaign	Move 1 Stack
Replacements	Gain 2 random Units
Talent & Enterprise	Battle: Leader gets +10 Force
Procure Provisions	Gain 2D6 Revenue Points
Favorable Terrain	Battle: Stack gets +10 Force
Oblique Attack	Battle: Stack gets +10 Force
Advance in Echelon	Battle: Heavy Infantry get +3 Force each
Favorable Disposition	Battle: Stack gets +10 Force
Exploit Weakness	Battle: Stack gets +10 Force
Tactical Innovation	Battle: Stack gets +10 Force
Screen Movements	Battle: Light units get +3 Force each
March by Divisions	Move 1 Stack
Cover Gaps w Frpwr	Battle: Heavy Infantry get +3 Force each
Battlefield Mobility	Battle: Artillery get +3 Force each
Turn Enemies Flank	Battle: Stack gets +10 Force
Offensive Feint	Battle: Stack gets +10 Force
Force Battle	Move 1 Stack into Battle
Delay Adversary	Negate Target Move
Encounter Battle	Move 1 Stack into Battle
Chain of Command	Move 1 Stack
Grand Maneuver	Move 1 Stack
Drive Them Back	Battle: Stack gets +10 Force
Block Retreat	Battle: Losing stack take 1 extra casualty
Scorched Earth	Opponent loses 1D6 Revenue Points
Rank & File	Battle: Heavy Infantry get +3 Force each
Battle-Seasoned	Battle: Troops of Experienced Leader get +1 Force each
Thoroughly Trained	Battle: Troops of Experienced Leader get +1 Force each
Popular Cause	Battle: Troops get +1 Force each

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.





Federation

Introduction

Star Trek Theme. Module for the [Warp Empires: Basic Rules System And Campaigns](#) Warp Empires system. You must use the Warp Empires system to play this game.

Dice

Six-sided dice are needed in this scenario.

Map

Over half the territories are empty space. Revenue generating spaces are planetary systems. Other territory types include: Supernovas: No entry possible.

Nebulas: Ships must stop upon entering. Worm Holes: Allow instant transport to other Worm Holes.

Victory

You win if you control over 60% of the systems on the map.

Races

Each player picks a race: United Federation of Planets Klingon Empire Romulan Star Empire Ferengi Alliance Cardassian Union Borg Collective

Setup

Each player starts with a Homeworld with 10 random units.

1D6	Consequence:
1-3	The Exploring stack is destroyed.
4-5	The Exploring stack must retreat.
6	Roll again plus if there was a Minor Race Present, it is destroyed.

A system cannot be controlled by diplomacy or conquest if it has an unresolved Enigma. If the stack is destroyed the Enigma remains and must be faced again. If the Enigma is solved, it goes away forever.

Diplomacy Phase

Include a Diplomacy phase after Enigma phase. If the newly explored planet has a Minor Race roll 1D6. On a roll of 6 or better, the race willingly joins your

Units & Action Deck

Players share a common Action deck and unit chit pile.

Exploration Phase

Include an exploration phase after movement phase. When entering an unexplored system for the first time roll three six sided dice to determine the presence of Resources, Minor Races, and Enigmas.

1D6	Resources:	Revenue:
1-2	Poor	1
3-4	Moderate	2
5-6	Rich	3

1D6	Minor Race:	Revenue:
1-3	No Minor Race	-
4	Primitive Race	+1
5	Modern Race	+2
6	Advanced Race	+3

1D6	Enigmas:
1-4	No Enigma
5-6	Enigma

Enigma Phase

Include an Enigma phase after exploration phase. If the planet has an Enigma roll 1D6. Add +1 to the Enigma roll if the stack contains a Command ship or Science Vessel.

On a roll of 5 the Enigma is solved. On a roll of 1-4 the Enigma causes unintended consequences. Roll 1D6 to see what they are:

empire.

If you roll a 1-2 the race will never join your empire through diplomacy. The Federation and Ferengi players get +1 to the Diplomacy roll. The Federation cannot conquer newly discovered Minor races, they can only use diplomacy.

If a diplomacy attempt fails, you can try again next turn.

Revenue Phase

Each system generates revenue equal to its: Resource type + Minor Race Type. If the system has no minor race, you must first build a colony. Terraformed Systems generate +1 Income.

Homesystems generate 10 Revenue points per turn. Cardassians generate an extra point of revenue from Minor Races due to their oppressive rule of The subjugated race Borg generate an extra point of revenue from Minor Races due to their assimilation of manpower. Ferengi generate one less point of revenue from Minor Races because their control is based strictly on trade.

Recruit Phase

Units must start at your Homeworld, a Starbase, or a planet with a Shipyard. You may build colonies and shipyards and Terraform on systems other than your Homesystem at will. A system can have a maximum of 1 colony and 1 shipyard and 1 Terraform.

A Minor Race Planet cannot be Terraformed. A sys-

tem must first have a colony to have a functioning shipyard or to Terraform. A Starbase may be built in a non-system space adjacent to a system you control.

Battle Rules

Opposing stacks in the same space do not have to attack each other if they both declare that they are on Diplomatic missions. If the Borg win a battle (engagement) they get to keep and control (assimilate) half the enemy casualties. Treat Leaders like other units with respect to casualties.

Players may attempt to conquer minor races. The Minor Race will generate 1D6 x 1D6 Force in its defense. When attacking a colony or Minor Race controlled by an enemy the defender will get +10 Force. (Garrisons, Planetary Defenses) When attacking a Homesystem controlled by an enemy the defender will get +20 Force.

Klingons get +5 Force when battling at a system. Units in Battle adjacent to a friendly Starbase get +5 Force.

Unit Deck

Name	#	Move	F	Notes
Command Ship	8	F	10	
Strike Cruiser	10	M	8	
Warship	12	M	6	
Raider	12	F	4	

Name	#	Move	F	Notes
Scout	12	FF	2	
Science Ship	6	M	1	Costs 2
Legendary Commander	8	-	10	Leader
Starbase	10	No	20	Costs 10

Other Units

Type	Cost
Control Markers	0
Colony Markers	6
Shipyard Markers	5
Terraform Markers	10

Race Notes

Federation: Shield Cards generate +5 Force Scanner Cards generate +5 Force Heavy Weapons Cards generate +5 Force (Photon Torpedoes) Special Card: Use as a Diplomacy, Peace treaty, Research, or Science Officer card Federation Leaders have +5 Force

Klingons: Surprise cards generate +5 Force (Some Cloaking) Evasion Cards generate +5 Force (Fast Ships) Boarding Party Cards generate +5 Force (Hand-to-Hand Ferocity) Special Card: Use as a Warp card

Klingon Warships have +1 Force

Romulans: Surprise Cards generate +10 Force (due to espionage & Cloaking) Special Card: Use as an Espionage, Revolt, or Sabotage card Romulan Raiders have +1 Force

Ferengi: Heavy Weapons Cards generate +5 Force (Federation Torpedoes) Shield Cards generate +5 Force Special Card: Use as an Increase Production, Steal, or Heavy Trade card Ferengi Strike Cruisers have +2 Force

Cardassians: Phaser Cards generate +5 Force Strong Hull Cards generate +5 Force Special Card: Use as an Increase Production or Security card Cardassian Scouts have +1 Force

Borg: Shield Cards generate +10 Force (Subspace Shields) Strong Hull Cards generate +5 Force (Quick Repairs) Special Card: Use as a Security or Boarding Parties card Borg Command Ships have +3 Force (Cubes)

Action Deck Card List

Card Name	#	Notes
Warp	15	Move 1 Stack
Warp Fleet	6	Move 2 or 3 Stacks
Phasers	2	Battle: Each ship Gains Force +2

Card Name	#	Notes
Shields	2	Battle: Each ship Gains Force +2
Surprise	2	Battle: Gain Force +10
Scanners	2	Get +1 on Enigma Roll or Battle: Gain Force +3
Heavy Weapons	2	Battle: Gain Force +5 (Torpedoes & Disruptors)
Boarding Parties	2	Battle: Gain Force +5
Strong Hull	2	Battle: Gain Force +5 or negate one casualty
Diplomacy	2	Get +1 on Diplomacy Roll
Science Officer	2	Get +1 on Enigma Roll
Sabotage	2	Opponent must discard 2 Cards
Raiding	2	Opponent generates 5 less Revenue points this turn
Espionage	2	Look at opponents hand
Reconnaissance	2	Look at target stack
Special Card	4	Specific to Race
Intelligence	2	Steal one random card from opponent
Security	2	Negate an Espionage, Sabotage, Steal, or Recon card
Peace Treaty	2	Opponent cannot attack you this turn
Decoys	2	Negate Target Move
Steal	1	Take 2 revenue points from target player
Warp Core Breach	1	Battle: Opponent loses an extra casualty
Increase Production	2	Gain 5 extra Revenue points this turn
Heavy Trade	2	Gain 2 extra Revenue this turn per Minor Race you control
Research	2	Draw 2 cards
Revolt	1	Target System with Minor Race becomes neutral
Intercept	2	Move 1 Stack any time during opponents Move Phase
Retreat	2	Battle: Neither side suffers casualties





Greek Fire

Introduction

Ramming Speed!!!

Crew, Ammo Ship Size, Modified Base Rowing Speed Number & Types of Advantages Victories

Equipment

Hex map. Models or counters. Paper & pencils. 6 & 10 sided dice.

Victory

Rout, capture, or sink your opponent's fleet.

Ship Log

Keep records of each ship for: Ship Name, Captains name Captain skills, Crew Skills Current number of

Scenarios

Have one person design the scenario. The other player chooses which side he wants to play.

Ship Types

Deck	Ram	Crew	Move	Name
3	1	30	4	Triaconter
5	2	50	4	Penteconter
5	3	100	5	Bireme
4	4	100	5	Bireme (Modified Trireme)
6	5	170	6	Trireme
8	5	170	6	Trireme (Full Deck)
10	6	220	5	Quadrireme
12	7	300	4	Quinquereme
16	8	400	3	Large Quinquereme
20	9	500	2	Huge Quinquereme

Deck Size = Determines number of Advantages.
 Ram Bonus = Determines damage done by ramming.
Crew Rowers

Advantages

Each ship has a number of Advantages equal to its deck size.

Crew Quality

Crews can be poor, good, or elite.

1D10	Advantage:	Notes
1	Prongs	+1 to Ram bonus
2	Sails	+1 to Sail Roll
3	Reinforced Hull	+1 to defend vs Ram attacks
4	Reinforced Ram	+1 to Ram bonus
5	Hoplites	Crew +20
6	Hoplites	Crew +20
7	Archers	Missile Attack
8-10	Missile	Roll on Missile Subtable

Missile Subtable

1D10	Advantage:
1	Archers
2	Greek Fire
3	Ballistae
4	Catapult
5	Onagers

1D10	Advantage:
6	Trebuchet
7	Harpax (Catapult Launched Grapnel)
8	Corvus (Swing Bridge)
9	Tower and Archers
10	Parablemata (Leather Screens)

Turn Sequence

A round is when every ship has moved. Players take turns moving their ships, one ship at a time. The player with the larger fleet moves first.

For example: Joe has ships A, B, C Andy has ships D, E, F, G, H, I Andy moves D, Joe moves A, Andy moves E, Joe moves B, followed by: F, C, G, H, I When a ship moves it has the following phases:

1. Fire Phase
2. Sail Phase
3. Row Phase
4. Missile Attacks
5. Ramming Attacks
6. Boarding Phase
7. Morale Phase

Ship Counters

All ships have a forward facing. Ships should be marked for easy identification.

D6	Result
1	Floundering: -1D6 Move points
2-3	Against the Wind: -1 Move Point this turn
4-7	No effect

Add 1 to your roll per Sails Advantage the ship has. Add 1 for an elite crew. Subtract 2 for a poor crew.

Subtract 2 if ship is on Fire. Subtract 4 if you rammed or were rammed last turn.

Row Phase

Only one ship per hex. Each ship has a base number of Move points. Subtract 3 if you rammed or were rammed last turn.

Add the modifier determined in Sail Phase. Ship speed is decreased equal to the percentage of rowers lost (Killed) rounding down. If you were at a complete stop last turn you can move a maximum of half speed.

A ship may go at ramming speed and get +2 Move points. A ship may only go at ramming speed if it will end up ramming. Grappled ships may not move.

Weapon	Range	ToHit	Dam	Fire	Minimum Range
Rowers	1	-1	1D10	-	1
Archers	2	+2	1D10	1	1
Greek Fire	1	0	2D10	1-4*	1
Ballistae	4	+1	1D6	1	1
Catapults	6	-1	2D10	1-2	2

Fire Phase

Ships on fire lose 1D10 crew per fire counter. Roll 1D6 for each fire counter:

D6	Result
1	The fire is put.
2-5	-
6	Put an additional fire counter on the ship.

If you are adjacent to a ship on fire, you will catch on fire on a roll of 5-6 on 1D6. Any ship with 6 or more fires is automatically destroyed.

Sail Phase

Roll 1D6 for the ship:

D6	Result
8-9	Catch the wind: +1 Move Point
10	+2 Move Points
11+	+3 Move Points

If you are grappled you may attempt to ungrapple: Roll 1D6. on a roll of 4-6 you may move. A ship may use some, none or all of its move points. A move point can be used to turn one hex face.

A move point can be used to move forward or backwards one space.

Missile Attacks

A ship may make Missile attacks at any point, or points during its move. Archers, Greek fire, Ballistae, and Catapults are all Missile attacks. An Advantage may only make one attack per turn.

Weapons hit on a roll of 6-10 on 1D10. Subtract 1 if the target has parablemata. Missile Advantages have enough ammo for 10 shots each.

Weapon	Range	ToHit	Dam	Fire	Minimum Range
Onagers	4	0	1D10	1	1
Trebuchet	10	-2	3D10	1-3	3
Tower Archers	3	+3	1D10	1	1

Note: Rowers throw javelins from a sitting position. This represents the combined attack of all rowers.

Fire The chance the enemy ship catches on fire on a roll of 1D6.

Put 1 Fire counter on the ship. Inflicts 1D3 Fire counters.

Dam Number of enemy crew killed if attack hits.

1D10	Damage Result
1-2	No effect
3-6	Oars sheared: Opposing ship has -1D6 Move points
7-8	Opposing ship sinks in 2D6 turns and has -1D6 Move points
9	Opposing ship sinks in 1D6 turns and has -1D6 Move points
10+	Opposing ship sinks (is immediately destroyed)

Subtract 5 if the rammer moved less than 3 spaces in a row to reach its target. If both ships are facing each other subtract 2. The attacking ship adds its Ram bonus to the roll.

The defending ship subtracts its Ram bonus from the roll. The defending ship subtracts its Hull advantage from the roll. A ship cannot move any more on the same turn after ramming.

Boarding Attacks

If an opposing ship is adjacent you may board it on a roll of 6-10 on 1D10. The ships are considered to be grappled. Add 1 if you have a Harpax.

1D10	Result
0	Rout or Surrender (or Abandon Ship) if enemy ship adjacent
1-2	Rout: Try to escape
3-10	Keep fighting

Add +2 if no crew have been killed yet this battle. -3 if sinking. -2 if half of crew are dead.

-1 if adjacent to enemy ship with larger crew. -1 if enemy has more Size points worth of ships. -2 if any friendly ships in 20 hexes are routing.

1D6	Skill	Notes	Nationality
1	Melee	+1 to all rolls in Boarding Phase	Spartan
2	Sailing	+1 to Sailing roll	Phoenician
3	Rowing	+1 Move point	Egyptian
4	Rally	+2 to Morale roll	Roman
5	Ramming	+1 to Ram bonus	Athenian
6	Missiles	+1 to hit with all Missile attacks	Persian

Terrain

Hex Type: Notes:

ToHit = Modifier to the "to hit" roll. Range = in Hexes

Ramming Attacks

If a ship moves forward 1 or more spaces in a row, and is facing an opposing ship in its forward adjacent hex, it may ram it. Roll on the Ramming table:

Add 1 if you have a Corvus. Add 1 if you are the larger ship. Add 1 if you rammed the ship this turn.

Add 1 if the ships are rammed together. For each 10 crew you have (rounding up) roll 1D6. This is the number of enemy crew lost.

The opposing ship simultaneously rolls and inflicts casualties. A ship with no crew cannot move or attack. An empty ship may be captured by an adjacent ship.

The capturer may split its crew between the 2 boats.

Morale Phase

Roll on the following table.

Legendary Captains & Crews

Each ship has 1 Captain. The basic Captain has 0-1 skill. Heroic Captains have 2 or more skills.

Elite crews will also have 1 or more skills. Nationality indicates skills exemplified by certain cultures.

Open water

Shallows	Run aground
Rocky Shallows	Roll on Ramming Table
Gulf Stream	+1 to Sailing Roll
Rough Waters	-1 to Sailing Roll

Shallows	Run aground
Sargasso	Cost 2 Move points to enter
Land	Ships Cannot enter

Greek Naval Tactics Glossary

Periplus- Outflanking maneuver. Diekplus- Attacking in column formation to break enemies line. Kyklos- Defensive circle with all ships facing outwards.

Optional Rule: Free For All Firing

Any ship may make missile attacks during another ships move. A Missile Advantage may only make one attack per turn.

Links

CounterMoves Format





High Seas Fleet

Introduction

Simple World War I Naval Combat rules. Map, counters, and dice game.

Ship Stats

Cost Cost in Build points for balancing scenarios and creating custom forces.

Speed = Maximum number of spaces the ship can move per turn. **Armor** = Based on Thickest Armor (usually amidships belt).

Hull Equivalent to displacement in tons (rounding up).

If Hull is reduced to 0 the ship is sunk.

HG Heavy Gun Batteries (Gun size in inches)

LG Light Gun Batteries (Gun size in inches)

General Notes

Number of guns is based on broadside maximum. Guns do not include Machine guns and AA guns. Depot ships sometimes have one or more light guns.

All Warships except Gun and Mine boats have Torpedoes (1 Attack/turn). U-boat speeds are for above/below surface. Shore batteries are located on land.

A Mine Field contains about 30 mines.

Sample German Ship Stats

Ship Type:	Cost	Speed	Armor	Hull	HG	LG
Bayern Class(1915): Bayden	-	-	-	-	-	-
Dreadnaught	30	4	5	28	8(15)	8(6)
Lutzow Class(1913):	-	-	-	-	-	-
Derfflinger, Hindenburg	-	-	-	-	-	-
Battle Cruiser	20	5	3	25	8(12)	6(6)
Blucher Class(1908)	-	-	-	-	-	-
Armored Cruiser	12	5	2	16	8(8)	4(6)
Deutschland Class(1904):	-	-	-	-	-	-
Pommern, Schlesien, Hannover	-	-	-	-	-	-
Old Battleship	10	3	4	13	4(11)	7(7)
Konigsberg Class(1915):	-	-	-	-	-	-
Nurnberg, Emden	-	-	-	-	-	-
Light Cruiser	5	6	1	5	0	6(6)
Vulkan Class(1915)	-	-	-	-	-	-
Destroyer	2	7	1	1	0	4(4)
A 1-95 Class(1915)	-	-	-	-	-	-
Torpedo Boat	1	5	0	1	0	2(3)
Delphin(1906)	-	-	-	-	-	-
Gun Boat	0.5	2	0	1	0	2(4)
Nautilus(1906)	-	-	-	-	-	-
Mine Layer	1	4	0	1	0	8(3)
M28-30 Class(1915)	-	-	-	-	-	-
Mine Sweeper	1	3	0	1	0	2(4)
93 & U96 Classes(1917)	-	-	-	-	-	-
U-Boat(Patrol Sub)	3	4/2	0	1	0	1(4)
Depot Ship	X	3	0	5+	0	0
Shore Battery	7	0	5	1	1	0
Mine Field	1	0	0	-	0	0

Notes: The Nautilus carries 200 mines. M28-30 Class ships carry 30 mines.

Sample British Ship Stats

Ship Type:	Cost	Speed	Armor	Hull	HG	LG
Royal Sovereign Class(1913):	-	-	-	-	-	-
Resolution, Revenge	-	-	-	-	-	-
Dreadnaught	30	5	4	26	8(15)	7(6)
Renown Class(1915):	-	-	-	-	-	-
Repulse	-	-	-	-	-	-
Battle Cruiser	25	6	2	27	6(15)	8(4)
Lord Nelson Class(1904):	-	-	-	-	-	-
Agamemnon	-	-	-	-	-	-
Old Battleship	15	4	4	17	4(12)	5(9)
Courageous Clas(1916):	-	-	-	-	-	-
Glorious	-	-	-	-	-	-
Cruiser	20	7	2	19	4(15)	9(4)
Vindictive(1918)	-	-	-	-	-	-
Aircraft Carrier	10	6	1	10	4(8)	0
Carlisle Class(1917):	-	-	-	-	-	-
Cairo, Calcutta, Capetown	-	-	-	-	-	-
Light Cruiser	5	6	1	5	5(6)	2(3)
Erebus, Terror(1916)	-	-	-	-	-	-
Monitor	10	3	2	8	2(15)	8(4)
Admiralty Class(1918):	-	-	-	-	-	-
Bruce, Cambell, Stuart	-	-	-	-	-	-
Flotilla Leader	3	8	0	2	0	5(5)
Yarrow Class(1918):	-	-	-	-	-	-
Tomahawk, Torch, Tumult	-	-	-	-	-	-
Destroyer	2	7	0	1	0	3(4)
Torpedo Boat	1	5	0	1	0	2(3)
Gun Boat	0.5	2	0	1	0	2(4)
Mine Layer	1	3	0	1	0	2(4)
Mine Sweeper(Sloops)	1	3	0	1	0	2(4)
Submarine	3	4/2	0	1	0	1(3)
Depot Ship	X	3	0	5+	0	0
Shore Battery	7	0	5	1	1	0
Mine Field	1	0	0	-	0	0

Notes: The Vindictive can carry 6 Aeroplanes.

The Map

Use a hex Map. Scale: Each hex = 600 feet. 1 Nautical mile = 10 hexes.

The 2 basic terrain types are land and sea.

Dice

Six, ten, and twenty sided dice are needed.

Counters

One counter per ship. Indicate ship facing on counter.

Turn Sequence

Players take turns moving one ship at a time. The player with more ships goes first. A player may have any of his ships fire some or all of its guns at any time.

A Gun battery can only be fired once per turn. Record which guns have fired. When all players have moved once this is called a round.

One round is equal to 1 minute of game time.

Moving

Ships cannot stack (1 Submerged U-Boat and 1 Surface ship is allowable). A ship may move some, none, or all of its movement allowance. A ship can rotate 1 hex face for free before each move of 1 space forward.

A ship can rotate additional hex faces at a cost of 1

point per face. Ships may move in reverse during the turn at speed -1. U-Boat movement is hidden: write moves on a piece of paper.

A ship detects a U-Boat within 4 spaces on a roll of 5-6 on 1D6. (+2 if the U-Boat attacks)

Range Table

Battery Type:	Long	Medium	Short
Heavy	15-11	10-5	5-1
Light	-	-	5-1
Torpedo	-	-	2-1

-1	Long Range
+1	Short Range
-1	Indirect Fire
-1	Rough Seas
-2	Moonless Night
-1	Night
-2	Storm
-1	U-Boat attacking
-2	Attacking Submerged U-Boat

-1	Long Range
-1	Attacking small boat (Destroyer or Smaller)
-2	Smoke Screen
-1	Green Crew
+1	Veteran Crew
-1	Ship has been hit
-1	Ship at half speed or less
-2	Ship is sinking

A Heavy Gun has a maximum range of 15 spaces. A Light Gun has a maximum range of 5 spaces.

Gunnery

A gun will hit on a roll of 17-20+ on 1D20. Modifiers to this roll:

If a Gun attack hits roll on the Gun Damage Table. If a Torpedo attack hits roll on the Torpedo & Mine

Damage Table. A natural roll of 20 always hits.

Heavy Gun Table

Size	Damage	ROF
15"	+4	1
14"	+3	1
13"	+2	1
12"	+1	2

Size	Damage	ROF
11"	+0	2
10"	-1	3
9"	-2	4
8"	-3	5

Light Gun Table

Size	Damage	ROF
7"	+1	6
6"	+0	7
5"	-1	8

Size	Damage	ROF
4"	-2	12
3"	-3	15

Damage = Modifier to roll on Gun Damage Table.

ROF Shots per turn: For playability every gun only shoots once per turn.

The higher ROF is already factored into the Damage modifier.

Gun Damage Table

1DX	Result:
0-1	No effect
2-5	Minor Damage: A Destroyer or smaller is 'damaged'
6-10	Reduce Hull score by 1 points
11-14	Reduce Hull score by 2 points
15-16	Reduce Hull score by 3 points

1D6	Result:
17	Reduce Hull score by 4 points
18	Reduce Hull score by 5 points
19	Reduce Hull score by 6 points
20+	Reduce Hull score by 2D6 points

Roll 1D20 for a Heavy Gun. Roll 1D10 for a Light Gun. Medium Range gets -2 Long Range gets -5 Subtract targets armor value from above roll.

Hit Location

Every time a ship takes damage roll 1D20:

1-4	Turret is destroyed: 2 HG or 2 LGs.
5-6	Funnel damaged: Speed reduced by 1 point permanently
7-8	Tower damaged: All attacks at -1
9-20	Hull damaged only

If a turret is destroyed there is a 1 in 6 chance the Magazine Blows (Lose 2D6 Hull points) A ship at 0 or less Hull points will sink in 1D3 turns. If crippled or

at one-quarter hull points a ships' Speed is reduced by half.

Torpedo & Mine Damage Table

1D6	Result:
1	Reduce Hull score by 1 point
2	Speed reduced by half current total permanently
3	Speed reduced by 1 point permanently
4-5	Sink in 1D6 turns
6	Explode: Sink Immediately

Anti-submarine Warfare

Only Light Gun batteries can attack U-Boats. The U-Boat must be detected first. The U-Boat must be within 4 spaces.

Mines

Mine locations are secretly written down in setup or by the controller of Mine Layers during play. A ship moving into a mined hex will hit a mine on a roll of 6 on 1D6. A Destroyer or Gunboat may sweep a hex of mines before entering it.

Sweeping costs 4 Move Points.

Aeroplanes

These fly at a speed of about 50 hexes per minute. They can carry one bomb. To make a bomb attack they must be over the target.

The bomb hits on a roll of 17+ on 1D20. Roll 1D20 on the Gun Damage table. A warship can destroy an enemy plane within 2 hexes with AA fire on a roll of 17+ on 1D20.

Links

Old Photos & Specs





Indian Territory

Introduction

Each player controls one North American Indian Tribe. Players use their people to gather food and to raid each other and the white men.

Victory

The game ends after 6 Turns. The player with the Most Victory Points (VP) at the end of the game wins. If you ever lose all your PT or LT you automatically lose.

Nations

Each player picks one of the Nations listed in the Nation List as their identity.

Population Tokens (red)

These are used to conduct actions such as raiding and hunting. Each Population Token (PT) represents about 50 People.

Land Tokens (blue)

Extra Land Tokens (LT) give more access to food and resources.

Food Tokens (brown)

Food Tokens (FT) are used to feed your people. They are gained by claiming certain cards.

Horse Tokens (white)

Horse Tokens (HT) give advantages to Raids.

Weapon Tokens (black)

Weapon Tokens (WT) give advantages to Raids.

Spirit Tokens (yellow)

Spirit Tokens (ST) have a variety of uses.

Trade Tokens (orange)

Trade Tokens (TT) represent things like Furs and skins or crafted items that are Used to trade with whites for things like Guns and Horses.

Craft Tokens (green)

Craft Tokens (CT) represent an accumulation of skilled labor.

Player Mats

Each player should have his own Mat with spaces for:

1. Unactivated PT
2. Activated PT
3. PT reserved for Raiding
4. PT reserved for Trading
5. All other Tokens

Spirit Deck

Players share a common deck. Cards are of 2 basic types: Resource Cards and Bonus Cards. Resource cards provide Tokens and are then Discarded.

Bonus Cards are placed face-up in front of the owner and Provide either a continuous benefit or are discarded for a one-time benefit.

Dice

Six sided Dice are needed. Dice are used to resolve Raids and Events.

Eagle Feather

Possessor of the Eagle Feather goes first in the Hunt and Raid Phases. Play then proceeds clockwise.

Setup

Each player gets 10 PT and 10 LT and 10 ST. Players roll high on 1D6 to see who gets the Eagle Feather.

Turn Sequence

Each turn has 9 Phases:

1. Season Phase
2. Braves Phase
3. Hunt Phase
4. Territory Phase
5. Food Phase
6. Raid Phase
7. Trade Phase
8. Encroachment Phase
9. Spirit Phase

Season Phase

Place 7X cards from the top of the spirit deck face up.

X the number of players.

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

Hunt Phase

Players take turns activating Population Tokens one at a time starting with The Eagle Feather holder and then going clockwise. An activated PT can claim a face up spirit card or go on a raid or go Trading. Resolve Spirit card purchases and conversions as soon as they are claimed.

Some Spirit Cards have a purchase cost in Tokens. This must be paid immediately. If the purchase cost cannot be paid, the card cannot be claimed. If the Spirit card is a resource card, immediately gain the indicated type of Tokens and then discard the card.

Raids are resolved in Raid Phase. Trades are resolved in Trade Phase. Use the Player Mats to keep track of status of PT. Gathering Option: Activate a PT to gain 1 FT (Plant variety).

Prayer Option: Activate a PT to gain 1 ST. Work Option: Activate a PT to gain 1 CT.

Territory Phase

If you have more LT than PT, gain FT equal to the difference. If you have less LT than PT, lose FT equal to the difference.

Raid Opponent Table

2D6	Result
2-3	Ambushed: lose 1 PT
4	Battle: Both Sides lose 1 PT
5	Standoff: Nothing
6	Thievery: Steal 1D6 FT
7	Counting Coup: Gain 1D6 ST

2D6	Result
8	Horse Raid: Steal 1D6 HT
9	Scalps: Opponent loses 1PT. You gain 1D6 ST
10	Captives: Steal 1 PT
11+	Overrun: Steal 1 LT

Raid Non Player Indian Table

2D6	Result
2-3	Fighting: lose 1 PT
4-5	Standoff: Nothing
6	Thievery: Gain 1D6 FT
7	Counting Coup: Gain 1D6 ST

2D6	Result
8	Horse Raid: Steal 1D6 HT
9	Scalps: Gain 1D6 ST
10	Captives: Gain 1 PT
11+	Overrun: Gain 1 LT

Raid White Men Table

2D6	Result
2-3	Soldiers: lose 1 PT
5	Standoff: Nothing
6	Thievery: Gain 1D6 FT
7	Counting Coup: Gain 1D6 ST

2D6	Result
8	Horse Raid: Gain 1D6 HT
9	Scalps: Gain 1D6 ST
10	Kidnapping: Gain 1 PT
11+	Gun Stash: Gain 1D6 WT

Trade Phase

Players may trade Tokens with each other. Players may trade with white men at the following Conversion Rates: 4 TT for 1 HT 7 TT for 1 WT 2 TT for 1 FT A

Food Phase

Each player discards FT equal to their PT. If they are short roll once on the Starvation Table for each FT they are short.

Starvation Table

1D6	Result:
1-2	Lose 1 PT
3-4	Lose 1D6 HT or 1 PT
5-6	Lose 1D6 ST or 1PT

Raid Phase

Players take turns conducting Raids. Start with the Eagle Feather holder and then go clockwise. Each PT held in reserve conducts its own raid.

When making a Raid, declare the target of the Raid: Target Opponent, Non-player Tribe, or White Men. The max number of Raids you can conduct against a single opponent in a turn is two. Roll once on the Indicated Table for each raiding party: When raiding an opponent, add 1 if you have more weapons.

When raiding an opponent, add 1 if you have more horses. Every time you go on a Raid, lose 1 WT after the raid is resolved.

player may buy (from the whites) up to 3 Tokens per PT they put in reserve for Trading.

Encroachment Phase

Each player rolls once on the Encroachment Table. Add one to the roll if you raided the white men this

turn. If you did not raid the white men and you did trade with them this turn, get -1 to the roll.

Encroachment Table

2D6	Result:
1-3	Peace: Gain 1 WT or 2 HT or 3 FT
4	Government Treaty: Nothing
5	Small Pox: Lose 1 PT
6	Lose the Old Ways: Lose 1 random Bonus Card
7	Whiskey: lose 1D6 TT

2D6	Result:
8	Settlers: Lose 1 LT
9	Railroads: Lose 1 LT
10	Sent to Reservations: Lose 1 PT and 1 LT
11	Army Fort: Lose LT
12+	Massacre: Lose 1 PT

Spirit Phase

Discard all Unclaimed Face-Up Spirit Cards. The Eagle Feather is passed one player clockwise.

- X** Bonus Card
- P** Plants
- H** Hide Animals
- F** Fish
- RR** Raid Roll
- TO** Target Opponent

Spirit Deck Card List Notation

R Resource Card

Spirit Deck Card List

Name:	Type	Cost	Notes:
Buffalo	RH	-	4 FT and 3 TT
Bison	RH	-	4 FT and 3 TT
Corn	RP	-	5 FT
Maize	RP	-	5 FT
Squash	RP	-	3 FT
Berries	RP	-	2 FT
Salmon	RF	-	5 FT
Melons	RP	-	2 FT
Crops	RP	-	3 FT
Tools	R	-	2 CT
Skilled Work	R	-	3 CT
Woodcraft	R	-	4 CT
Group Activity	R	-	5 CT
Craftsman	X	-	Gain 1 CT in TP
Harvest	RP	-	3 FT
Pemmican	RA	1 CT	4 FT
Rain Dance	RP	-	2 FT and 2 ST
Spear Fishing	RF	-	3 FT
Net Fishing	RF	2 CT	4 FT
Jewelry	R	2 CT	2 TT and 3 ST
Moccasins	R	1 CT	2 TT and 2 ST
Shell Fish	RF	-	3 FT and 1 TT
Elk	RH	-	3 FT and 2 TT
Antelope	RH	-	3 FT and 2 TT
Deer	RH	-	2 FT and 2 TT
Beavers	RH	-	1 FT and 2 TT
Bear	RH	-	2 FT and 3 ST and 3 TT
Wolves	RH	-	1 FT and 1 ST and 2 TT
Hunting Dogs	X	-	Gain 1 FT in TP
Irrigation Trenches	X	1 CT	Plant cards earn +1 FT

Name:	Type	Cost	Notes:
Weddings	R	9 FT	1 PT
Feast	R	2 FT	6 ST
Pottery	X	5 CT	Gain 1 ST or TT in TP
Horse Herds	R	-	3 HT
Hand Made	R	-	2 CT
Artistry	R	-	3 CT
Horse Breeding	X	5 CT	Gain 1 HT in TP
Wild Stallions	R	-	1 HT
Fowl	R	-	2 FT
Mares & Foals	R	-	2 HT
War Bonnet	R	1 CT	1 WT and 2 ST
Mustangs	R	-	2 HT
Trappers	R	3 TT	2 WT
Trading Post	R	4 TT	2 WT
Gifts	R	-	2 FT or 2 ST or 2 TT
Trade Rifles	R	5 TT	3 WT
Knives	R	-	1 WT and 1 CT
Carvings	R	4 CT	7 TT and 3 ST
Ghost Dance	R	-	5 ST
Sweat Lodge	X	3 CT	Gain 1 ST in TP
Mound Building	X	4 CT	Gain 1 ST in TP
Shaman	R	-	3 ST
War Chief	X	7 ST	Get +1 to RR
War Party	X	-	Discard to get +3 to RR
Revenge Raid	X	-	Discard to get +3 to RR
Surprise Attack	X	-	Discard for +2 or -2 RR
Trap	X	-	Discard to give -3 to RR
Palisade	X	4 CT	Opponents -1 to RR against you
Alliance	X	2 ST	Discard to get 2 extra Raids this turn
Federation	R	9 ST	1 PT
Peace Pipe	X	1 ST	Discard: You and TO may not raid each other this turn
Weaving	X	4 CT	Gain 1 TT in TP
Families	R	9 FT	1 PT
Tipis	R	9 FT	1 PT
Eagle Trapping	R	1 CT	Get control of Eagle Feather
Tracker	X	-	Gain 1 FT in TP
Scouts	X	3 FT	Get +1 to RR
Warriors	X	3 ST	Get +1 to RR
Totem Poles	X	3 CT	Gain 1 ST in TP
Medicine Bag	R	-	2 ST
Canoes	X	4 CT	Fish cards earn +1 FT
Tomahawks	R	2 CT	1 WT
Prairie	R	-	2 FT and 1 HT
Forest	R	-	1 FT and 1 CT and 1 TT
Mountains	R	-	1 CT and 1 ST and 1 TT
Plains	R	-	1 HT and 1 FT and 1 TT
Rivers	RF	-	2 FT and 1 TT
Desert	R	-	1 CT and 2 ST
Great Spirit	R	-	4 ST
Beans	RP	-	4 FT
Migration	R	9 FT	1 LT
Cotton Textiles	X	3 CT	Gain 1 TT or 1 ST in TP
War Clubs	R	2 CT	1 WT

Name:	Type	Cost	Notes:
Bows & Arrows	X	4 CT	Animal Hide Cards earn +1 FT
Religious Ceremony	R	-	4 ST
Purification Ritual	R	-	3 ST
Vision Quest	X	1 ST	Discard to cause die roll to be rerolled
Dream Catcher	R	-	1 ST and Look at next 7 cards in deck
Animal Spirit Guides	R	-	2 ST and 1 FT

End Game Scoring

Player with most LT gets 10 VT Player with most PT gets 9 VT Player with most HT gets 8 VT Player with most WT gets 7 VT Player with most ST gets 6

VT Player with most CT gets 5 VT Player with most TT gets 3 VT Player with most FT gets 2 VT Player with the most Bonus Cards get 4 VT If tied in a category, all tied players get the points -1.

Nations List

Tribe:	Notes:
Pueblo	Plant Cards earn +1 FT
Shoshoni	May use Bonus cards as Resource cards instead: Zero Cost: Gain 2 Food
Chinook	Gain +1 CT in TP
Sioux	Hide Animal Cards earn +1 FT
Delaware	Raid Rolls against them are at -1
Iroquois	Get +1 to Raid Rolls
Natchez	Gain +1 ST in TP
Creeks	Start with +1 PT
Apache	Start with +1 LT
Fox	Steal 1 TT from 1 Target player in TP
Commanche	Start game with 5 HT

Extra Scoring Optional Rules

Have a scoring round after the third turn. OR play 7 turns and score after the 3rd, 5th, and 7th.





Jutland

Introduction

WWI card game for 2 players. The indecisive battle of Jutland, May 31-Jun 1, 1916 (called Skagerrak by the Germans) involved more than 250 ships, and was the last great battle to be fought exclusively by surface ships.

The Deck

The common deck contains 52 cards. Both the British and German card lists are shuffled together. Cards must include the card name, fleet identification, and Force value.

Victory

Historically, both sides had reason to claim victory. The British lost 117,025 tons of ships. The Germans lost 61,180 tons of ships. The smaller German fleet proved superior in guns and armor.

However, the German fleet never set out to sea again to seek open battle. The player that sinks the greatest number of enemy big and small ships is the winner.

Turn Sequence

The game is played in 6 turns. Each turn is divided into 4 phases:

1. Sight Phase
2. Sail Phase
3. Strike Phase
4. Sink Phase

Sight Phase

Both players may discard some, none or all of their cards. Both players may draw replacement cards to fill their hands to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Sail Phase

Both players may discard some, none or all of their cards. Both players may draw replacement cards to fill their hands to 7 cards.

Strike Phase

Both players simultaneously reveal the cards they are deploying this turn. Deployed cards are placed on the table face up. Players may deploy some, none, or all of their cards.

The turn number will determine which cards each player can deploy. The German player adds up the total force value of all the cards he deploys. The British player adds up the total force value of all the cards he deploys.

Players compare their force values. The higher force value wins. The British win ties.

All cards deployed are discarded into the discard pile.

Sink Phase

The turn number will determine the casualties suffered by each side. Record casualties. Big ships include Battleships and Battle Cruisers.

Small ships include Light Cruisers and Destroyers. Ship losses do not affect the composition of the deck, or players hands.

Turn 1: First Blood

Hipper, traveling north along the coast of Jutland, encounters Beatty, traveling south. The German player can only deploy Hipper or Fleet cards. The British player can only deploy Beatty cards.

The winner loses one small ship. The loser loses one big ship and 3 small ships. Historically, the Germans won this part of the battle.

Turn 2: Pursuit

Hipper is reinforced by Scheer. Beatty retreats to the north, pursued by the Germans. Only play the sight phase this turn.

Skip all the other phases.

Turn 3: Main Engagement

Beatty is reinforced by Jellicoe, traveling east. The British fleets cross the German van. The main engagement involves all 4 fleets.

The German player can deploy any German card. The British player can deploy any British card. The winner loses one big ship and two small ships.

The loser loses two big ships and 3 small ships. Historically, the British won this part of the battle.

Turn 4: Smoke

Under cover of smoke screens and destroyer torpedo attacks, the German Fleet moves southwest. The Germans are cut off from their ports. The German player can deploy any German card.

The British player can deploy any British card. The winner suffers no casualties. The loser loses 3 small ships.

Historically, the British won this part of the battle.

Turn 5: Darkness

The Germans force their way through the light forces at the rear of Jellicoe's line during a confused 4 hour night battle. The German player can deploy any German card. The British player can only deploy Jellicoe cards.

The winner loses one small ship. The loser loses one big ship and 4 small ships. Historically, the Germans won this part of the battle.

Turn 6: Escape

The Germans break through and head for home. Neither side can play Admirals or Battleships. The winner loses one small ship.

The loser loses 2 small ships. Historically, the Germans won this part of the battle.

German High Seas Fleet Card List

#	Card Name	Force	Fleet	Real	Sunk
1	Admiral Von Hipper	5	Hipper	-	-
2	Battle Cruisers	3	Hipper	5	1
1	Light Cruisers	2	Hipper	6	0
4	Destroyers	1	Hipper	33	0
1	Admiral Reinhard Scheer	5	Scheer	-	-
4	New Battleships	4	Scheer	16	0
2	Old Battleships	4	Scheer	8	1
1	Light Cruisers	2	Scheer	5	4
3	Destroyers	1	Scheer	30	5
4	German Gunnery	2	Fleet	-	-
3	German Armor	1	Fleet	-	-

Number of that type of card in the deck.

Real The actual number of these ships in the real battle.

Sunk The actual number of these ships sunk in the real battle.

British Grand Fleet Card List

#	Card Name	Force	Fleet	Real	Sunk
1	Admiral Sir David Beatty	5	Beatty	-	-
2	Battle Cruisers	3	Beatty	6	2
1	Battleships	4	Beatty	4	0
3	Light Cruisers	2	Beatty	17	0
4	Destroyers	1	Beatty	40	0
1	Admiral Sir John Jellicoe	5	Jellicoe	-	-
1	Battle Cruisers	3	Jellicoe	3	1
6	Battleships	4	Jellicoe	24	0
1	Armored Cruisers	2	Jellicoe	8	0
2	Light Cruisers	2	Jellicoe	9	3
4	Destroyers	1	Jellicoe	40	8

Cardset

Janne Thorne's Site Thoth Module





Land War In Asia

Introduction

War in Ancient China Module for the [Warp Empires: Basic Rules System And Campaigns](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

Map of China. Territory types:

- Mountain- No income. Units must stop upon entering Mountain spaces.
- Defending units in Mountain spaces get +1 Force each.
- Forest- No income
- Infantry in Forest spaces get +1 Force each.
- Plains- No income
- Cavalry in Plains spaces get +1 Force each.
- Hills- No income
- Archers & Artillery in Hill spaces get +1 Force each.
- Farmland- Generate 1 income
- Rich Farmland- Generate 2 income
- City- Generate 3 income
- Fortress- Generates 1 income. Has a Force = 10 in battle.
- Defending units in Fortress spaces get +1 Force each.
- Rivers & Walls- It takes a units entire move to cross one of these barriers.
- Units that just crossed a river or wall generate -1 Force each.

Chou Unit Deck

Name	Move	#	F(C)	Type	Notes
General	5	10	5	L	
Heavy Chariots	3	10	5	C	4-Horse
Light Chariots	4	10	2(4)	CA	
Armored Infantry	2	10	2	I	Swords or Battle Axes
Infantry of Wei	1	5	3	I	Pikes & Rhino Hide Armor
Elite Guards	2	5	3(4)	IA	Swords & Crossbows
Unarmored Infantry	2	30	1	I	Halberds, Spears & Javelins
Archers	2	30	2	A	Bows or Crossbows

Ch'in Unit Deck

Victory

Capture all territories and eliminate all opposing units to found the next dynasty.

Setup

Each player picks one Unit List. Each player starts in his own territory with: 3 Generals (Leaders) and 12 other random units. Starting territories should be near their historical counterparts.

Action Deck

Players share a common Action deck.

Unit List Abbreviations

- L** Leaders (Generals)
- I** Infantry
- C** Cavalry (& Chariots)
- A** Archers (& Artillery)
- F(C)** Force and (Cost) if not equal to Force

Movement Rules

Stacks without leaders cannot move.

Battle Rules

Leaders generate no Force unless matched with troops of equal or greater force value.

Historical Note

All of the Armies listed below existed before 100 BC.

Name	Move	#	F(C)	Type	Notes
General	5	10	5	L	
Charioteers	3	5	4	C	
Horse Archers	5	60	2(4)	CA	
Crossbowmen	2	15	2	A	
Armored Infantry	2	10	2	I	Battle Axes
Unarmored Infantry	2	10	1	I	

Han Unit Deck

Name	Move	#	F(C)	Type	Notes
General	5	10	5	L	
Elite Troops	2	10	4	I	"Gallants from the Three Rivers"
Yung-kan Archers	2	5	3	A	Volunteer Expert Marksmen
Noble Cavalry	4	5	4(5)	C	Armored
Orphan Infantry	2	5	3	I	Ringmail & 2-handed Swords
Convict Troops	2	5	2	I	Amnestied. Spears
Crossbowmen	2	20	2	A	
Charioteers	3	5	4	C	
Artillerists	1	5	4	A	Large Crossbows
Armored Infantry	2	10	2	I	Shields & Ringmail
Unarmored Infantry	2	10	1	I	Swords or Spears
Armored Cavalry	4	10	3(4)	C	
Unarmored Cavalry	5	10	2(4)	CA	Auxiliary

Central Asian Unit Deck (bactria, Ferghana, Sogdiana)

Name	Move	#	F(C)	Type	Notes
General	5	10	5	L	
Charioteers	3	5	4	C	
Horse Archers	5	70	2(4)	CA	
Cameleers	4	25	1(3)	CA	

Hsiung-nu Unit Deck (tartars, Huns)

Name	Move	#	F(C)	Type	Notes
General	5	10	5	L	
Light Cavalry	5	70	2(4)	CA	
Light Infantry	2	20	1	I	
Picked Units	5	10	3(5)	CA	

Korean Unit Deck

Name	Move	#	F(C)	Type	Notes
General	5	10	5	L	
Horse Archers	5	10	2(4)	CA	
Bowmen	2	40	1	A	
Armored Infantry	2	20	2	I	Spears
Unarmored Infantry	2	30	1	I	Spears

Action Card Deck

Card Name	#	Notes:
Direct March	8	Move 1 stack
Combined March	6	Move 2 stacks
Planned March	4	Move 3 stacks
Gongs & Drums	2	Battle: All your units get Force +1
Banners & Flags	2	Battle: All your units get Force +1
Concentrate your Forces	2	Battle: All your units get Force +1

Card Name	#	Notes:
Cornered Tiger	2	Battle: Defending units get +2 Force each
Overrun his Flank	2	Battle: Stack gets Force +5
Strike Suddenly into his Rear	2	Battle: Stack gets Force +10
Feigned Rout	2	Battle: All enemy units get Force -1
Determine his Dispositions	2	Look at target stack
Mobilize the People	2	Gain 5 Income
Know your Enemy	2	Look at opponents hand
Close Quarters	2	Battle: All your Infantry get Force +2
Pursuit Force	2	Battle: Opponents Archers get Force -1
Shock Assault	2	Battle: All your Cavalry get Force +1
Long Range Attacks	2	Battle: All your Archers get Force +1
Art of War	2	Battle: Draw 3 cards
Unexpected Attack	2	Battle: Opponent discards 3 cards
Avoid his Strength	2	Battle: Your stack takes one less casualty
Speed is the Essence of War	2	Move 1 stack twice
Divide his Forces	2	Battle: Stack gets Force +9
Take Key position	2	Battle: Stack gets Force +7
Attach where he is Unprepared	2	Battle: Stack gets Force +8
Confuse & Decieve Opponent	2	Battle: Stack gets Force +6
Hit & Run Tactics	2	Battle: Your stack takes one less casualty
Divert with Bait	2	Move opposing Stack
Art of Maneuver	2	Move 2 or 3 stacks
Devious Route	2	Move 1 Stack & Draw 1 card
March Quickly on Lax Enemy	2	Move 1 Stack into battle
Lost Baggage	2	Opponent loses 5 income
Stragglers	2	Negate target Move
Opponents Forces Dispersed	2	Battle: All enemy units get Force -1
March at Double Time	2	Move 1 stack twice
Assemble the Troops	2	Gain 5 Income
Difficult Terrain	2	Negate target Move
Cut Lines of Communication	2	Negate target Move
Local Guides	2	Move 1 or 2 Stacks
Conceal your Forces	2	Battle: All your units get Force +1
Raiding & Plundering	2	Opponent loses 5 income
Instill Fear in the Enemy	2	Battle: All enemy units get Force -1
Enemy Exhausted	2	Battle: All enemy units get Force -1
Counter Attack	2	Move 1 Stack into battle
Quick Tempered General	1	Move opposing Stack
Reckless General	1	Move opposing Stack
Cowardly General	1	Negate target Move
Compassionate General	1	Negate target Move
Honor Bound General	1	Move opposing Stack
Fortified Camp	2	Battle: Defending units get +1 Force each





Lepanto

Introduction

Card game for 2 players. Simulation of the Naval Battle of Lepanto 1571. Ottoman Turks vs The Holy League.

The Deck

Players share a common deck.

Strength

Each player starts with 100 Strength Points.

Victory

You win if at the end of a turn you have twice as many Strength points as your opponent.

Setup

Each player is dealt a hand of 9 cards.

Turn Sequence

Players take turns. Each turn is divided into 4 Phases: Sailing Phase Strategy Phase Battle Phase End Phase

Sailing Phase

Fill hand to 9 cards. Use Scout cards in this phase.

Strategy Phase

Discard up to 5 cards and draw replacements.

Common Deck List

Unit Type	#	Type	Force	Use	Notes
Real Don John	1	L	6	C	Allied
Capitana Don Alvaro	1	L	6	C	Spaniard
Capitana Bragadino	1	L	5	C	Venetian
Capitana Doria	1	L	6	C	Allied
Venetian Galleass	2	S	8	C	
Christian Lantern Galleys	2	S	7	C	
Spanish Galleys	2	S	6	C	
Allied Galleys	2	S	6	C	
Venetian Galleys	4	S	5	C	
Sultana Ali Pasha	1	L	6	I	
Sultana Mehmet Suluk	1	L	6	I	
Sultana Uluch Ali	1	L	5	I	

Battle Phase

Players reveal their hands (those cards they wish to use). A players hand may contain up to: 1 Leader Card 4 Ship Cards 2 Attack Cards 2 Movement Cards Each card has a Force value. Total the Force value of your hand The player with the highest Force value wins the hand.

Each player loses Strength Points equal to the Total Force of the Opponents hand. The loser of the hand also loses Strength points equal to the difference of the Force Total of both players.

End Phase

Discard any unwanted cards from your hand. Discard cards in excess of 7.

Card List Notation

- # Number of cards of that type
- L Leader
- S Ship
- A Attack
- M Movement
- A/M Use for Attack or Movement
- R Scout: Discard to Look at Opponents Hand
- X Discard to draw 2 cards
- Use Which units can use this card
- I Muslim
- C Christian
- B Both Muslim and Christian

Unit Type	#	Type	Force	Use	Notes
Muslim Lantern Galleys	3	S	7	I	
Muslim Galleys	9	S	5	I	
Muslim Galiots	4	S	4	I	
Center Line Bow Guns	2	A	6	B	
Flanking Pieces	2	A	4	B	
Cast Iron Cannon Balls	2	A	5	B	
Cut Stone Cannon Balls	2	A	4	B	
Head on Boarding Fight	4	A	5	B	
Heavy Guns	2	A	6	C	Galleass
Turret Guns	2	A	5	C	Galleass
Swivel Guns	1	A	2	B	
Ships Low in the Water	2	A	4	C	Muslim Weakness
Archers	2	A	3	I	
Composite Recurved Bows	2	A	3	I	
Janissaries	2	A	3	I	
Melee	2	A	3	I	
Spurs	1	A	3	I	
Crossbowmen	1	A	2	C	
Arquebusiers	1	A	3	C	
Spanish Infantry	2	A	4	C	Spanish & Allied
Fighting Platforms	1	A	3	C	Spanish & Allied
Size Advantage	2	A	4	B	Larger vs Smaller Ships
Tactical Advantage	2	X	-	B	
Outflank	2	A	5	B	
Venetian Artillery	2	A	4	C	Venetian
Fighting Oarsmen	1	A	3	C	Venetian
Free Oarsmen	2	M	3	B	Muslims & Venetians
Light Ships	3	M	2	I	
Muslim Sails	2	M	4	I	
Maneuverability	2	M	3	I	
Shallow Draft	2	M	2	I	
Turn the Flanks	2	A/M	4	I	
Fast Galiots	2	M	2	I	
Oarsmen	3	M	3	B	
Dash Speed	2	M	4	B	
Rowing Crew	3	M	3	B	
Retrograde Movement	1	M	3	B	Move Backwards
Slow Ships	2	M	2	I	Christian Weakness
Slave Oarsmen	1	M	2	I	Christian Weakness
Large Hull	2	A	5	C	
Ramparts	1	A	4	C	
Hold Formation	1	A/M	2	C	
Well Ordered Line	1	A/M	2	C	
Bergantin Scouts	2	R	-	B	
Disrupt Formation	2	A/M	3	B	





Lord Of The Abyss

A module for the Warp Empires system For 2-9 players.

The players take the role of a Demon Lord, vying for control of the infernal realm of Hell. They marshal their forces and march forth to conquer and subjugate all opposition.

Units & Action Deck

There are 10 unit chit piles, 1 general unit pile and 1 for each level of hell. Players share a common action deck

Map

The map depicts the nine layers of hell:

- The Domain of Fire
- The Domain of Ice
- The Domain of Blood
- The Domain of Bone
- The Domain of Hate
- The Domain of Pain
- The Domain of Steel
- The Domain of Rot

- The Domain of Void Each Domain has 10 Territories, set up in a circular formation (6 on the outside, 4 on the inside). Also, 4 of the outer territories have Portals, which allow Units to move into another Domain. The Domain portals are as follows:

Fire: Pain, Blood, Steel, Void

Ice: Hate, Bone, Steel, Rot

Blood: Fire, Bone, Pain, Hate

Bone: Ice, Blood, Rot, Void

Hate: Ice, Blood, Steel, Void

Pain: Fire, Blood, Rot, Void Steel: Fire, Ice, Hate,

Rot

Victory

A player wins if all enemies are vanquished (ie: have no units in their Home Domain), or they control 5 Domains (ie: control every territory in 5 domains)

Setup

Each player chooses a Demon Lord. Each Demon Lord is attached to a particular Domain, as follows:

The Domain of Fire:	Mephiston, the Burning Lord
The Domain of Ice:	Asmodan, He of the Frozen Heart
The Domain of Blood:	Lilliath, Countess of the Flesh
The Domain of Bone:	Orcus, the Dead Lord
The Domain of Hate:	Diabolus, the Spiteful one
The Domain of Pain:	Tiamat, the Queen of Agony
The Domain of Steel:	Bhaal, the Cleaver
The Domain of Rot:	Beezabul, Lord of Entrpoy
The Domain of Void:	Luciphon, the Faceless One

All Demon Lords are Force 6, move Fast, are attuned to their particular Domain, and possess the special attributes of Leader, Flying and Magic (3).

Each player sets up their Demon Lord, 5 random general units and 5 random Domain units, in the Domain of their particular Demon Lord.

Action Deck

Players share a common Action deck (at bottom of page).

Movement Phase

Stacks move at the speed of the slowest unit in the stack When moving through a Portal, any units that do so forego their normal movement. They just move

from one Portal territory to the connecting one.

Revenue Phase

Revenue is counted in units called Souls. Each territory generates 1 Souls per turn. If a player controls all the territories in a Domain, then those territories produce 2 Souls per turn.

Recruitment Phase

A player may draw 5 random unit chits in their phase from the general pile, or any Domain pile that they control a territory in. Units of a particular Domain can only be recruited into a territory in that Domain. If a Demon Lord is killed, then he may be recruited again as a normal unit. If a player does this, however,

they do not draw any unit chits that turn.

Battle Phase

Units of a particular Domain receive -1 to their force if they are battling in an opposing Domain. This also affects Demon Lords. The opposing Domains are as follows:

- Fire-Ice
- Blood-Rot
- Bone-Steel
- Hate-Pain

Void has no opposing Domain.

Special Attributes Unit chits may have the following special attributes that may effect their Force in battle, or have other effects:

Force	Effect
Missile:	Unit has +1 Force if they are Defending
Brute:	Unit has +1 Force if they are Attacking
Horde:	For each unit more than one in the stack, add +1 to the stack's Force total for that battle (Maximum: +5)
Flying:	Unit may move through territories occupied by enemy units
Magic (x):	A unit with this ability may cast a number of spells per combat equal to (x).

Units

Name	#	F	M	Realm	Attributes
Lost Ones	30	2	M	General	
Damned Mystics	10	3	M	General	Magic (1)
Terrors	10	2	F	General	Flying
Bastion	20	6	-	General	Must remain in the territory it is recruited in.
	-	-	-	-	Only 1 Bastion per territory
Burning Ones	10	3	M	Fire	Missile
Hellhounds	15	2	F	Fire	Horde
Magmagoth	5	4	M	Fire	
Ice Demons	10	3	M	Ice	Flying
Chill Hearts	15	2	M	Ice	Missile
Frost Lord	5	5	M	Ice	Magic (1)
Skull Keepers	10	3	M	Bone	
Reapers	10	4	M	Bone	Magic (1)
Bone Imps	10	2	F	Bone	Horde
Flayed Ones	15	3	F	Blood	
Disciple of	10	3	M	Blood	Missile, Magic (1), Flesh
Blood Wyrms	5	5	M	Blood	Brute
Blights	15	3	M	Hate	
Succubi	10	3	F	Hate	Flying
Fiends	5	4	M	Hate	Flying, Magic (1)
Sword Devils	10	3	M	Steel	
Bladelings	15	2	M	Steel	Horde
Juggernaut	5	5	S	Steel	Brute
Barbed Demons	10	3	M	Pain	
Ravagers	10	3	M	Pain	Missile
Violators	10	4	M	Pain	Magic (1)
Corpse Eaters	10	3	M	Rot	
Shamblers	10	4	S	Rot	Brute
Corruptors	10	4	S	Rot	Magic (1)
Soul Wraiths	10	2	F	Void	Flying
Banes	10	3	M	Void	Flying
Empty Ones	10	4	M	Void	Flying

Action Deck

Card	#	Effect
March	10	Move 1 stack or 3 Units
Advance	6	Move 2 stacks or 6 units
Onslaught	3	Move 3 stacks or 9 units
Ruination	1	Target enemy must discard 1 Bastion of your choice
Scout	2	Look at target stack
Spying	1	Look at target opponent's hand
Enslavement	2	Recruit 1 non-leader unit for free.
Soul Harvest	1	All friendly territories produce +1 Souls this turn
Abyssal Ravages	1	Target enemy stack must discard 1 unit of their choice
Hell Storms	2	Target stack cannot move in its controller's next move phase
Merciless	1	Battle: Losing stack loses 1 extra unit this battle
Bombard	1	Battle: +1 Force to all your Missile units this battle
Assail	1	Battle: +1 Force to all your Flying units this battle
Sorcery	1	Battle: +1 Force to all your Magic units this battle
Crush	1	Battle: +1 Force to all your Brute units this battle
Overwhelm	1	Battle: +1 Force to all your Horde units this battle
Dominate	1	Battle: +1 Force to all your Leader units this battle
Blaze	1	Battle: +1 Force to all your Fire units this battle
Freeze	1	Battle: +1 Force to all your Ice units this battle
Carnage	1	Battle: +1 Force to all your Blood units this battle
Corrupt	1	Battle: +1 Force to all your Rot units this battle
Spite	1	Battle: +1 Force to all your Hate units this battle
Agonize	1	Battle: +1 Force to all your Pain units this battle
Relentless	1	Battle: +1 Force to all your Bone units this battle
Forged	1	Battle: +1 Force to all your Steel units this battle
Emptyness	1	Battle: +1 Force to all your Void units this battle
Doom	1	Spell: Battle: Destroy 1 non-leader, non-Bastion unit in opposing stack
Immobilize	2	Spell: Battle: Target non-leader unit does not add to the force total this battle
Hellfire	2	Spell: Battle: +3 force to stack this battle
Desecration	1	Spell: Battle: +4 force to stack this battle
Violation	1	Spell: Battle: +5 force to stack this battle
Enrapture	1	Spell: Battle: Take 1 unit from enemy stack and add it to your own for this battle
Empower	1	Spell: Battle: +1 force to all friendly units in this battle
Havok	1	Spell: Demon Lord Only: Battle: +6 force to stack this battle
Scry	2	Spell: Look at target player's hand
Blight	2	Spell: Target adjacent territory produces no Souls in its controller's next Revenue phase
Destruction	1	Spell: Destroy 1 target non-leader unit in an adjacent territory
Minor Portal	2	Spell: Stack can move to any territory in the same Domain that is not controlled by an opponent
Rift	1	Spell: Demon Lord Only: Move 1 enemy stack out of your Demon Lord's home Domain
	-	into thier controller's home Domain. Place stack in a territory controlled by that opponent.

Copyright Jason Newell, 2004.





Magery

Introduction

Chess Variant. Fantasy Theme. 2-Player. Worker Placement. Minion Pieces can be used as Workers or Chessmen.

Victory

Eliminate all of your opponent's Minions from the chessboard or capture 5 Greater Minions (any combination of types) or capture 3 Greater Minions of 1 type.

The Boards

There are 2 Boards:

1. A regular 8 x 8 Chessboard. The Chessboard is also called the Arena.
2. A special Mage Tower board.

The Chaos Mage Deck

This is a deck of 12 Cards.

Minion Recognition Table

Type	Rank	Movement
Dragon	Greater	Queen
Myrmidon	Minor	Two Space King
Undead	Pawn	Orthogonal King
Fey	Minor	Knight

Dragon Minions

On the chessboard the Dragon moves like a Queen.

Myrmidon

On the chessboard the Myrmidon jumps in any direction exactly 2 spaces.

Undead

On the chessboard the Undead can move orthogonally 1 space. It can move backwards.

Fey

On the chessboard the Fey jumps exactly like a knight in regular Chess.

Elemental

On the chessboard the Elemental moves like a Bishop.

The Orb

Use a small trinket or piece of jewelry to represent the Orb. Possession of the Orb determines turn order during the Round.

Minions

There are 8 types of minions. Each player has a set of 24 Minions, 3 of each type. Sets should be differentiated by color.

Minion Usage

At any given time, a minion can be in one of three places:

- In the Arena (in play on the Chessboard).
- In the players Reserve Area. Minions in the Reserve can be played onto Chambers of the Mage Tower or be Summoned to the Arena.
- Destroyed (Captured, out of play): Keep these in a separate Dead Pile. Dead Minions do nothing and cannot be returned to play.

Type	Rank	Movement
Elemental	Greater	Bishop
Beast	Pawn	Diagonal King
Construct	Greater	Rook
Spirit	Minor	Far Knight

Beast

On the chessboard the Beast can move diagonally 1 space. It can move backwards.

Construct

On the chessboard the Construct moves like a Rook.

Spirit

On the chessboard the Spirit jumps like a modified Knight: Instead of moving two spaces and over one like a regular Knight, it moves three spaces and then over one.

The All Important Backrow Rule

A Greater Minion on its own Backrow cannot in a single move enter a Space on his opponents Backrow!

The Mage Tower Board

This represents a tower with 16 floors. Each floor has 1 Chamber occupied by 1 Mage. When designing

a Mage tower Board, each space has to be big enough to hold 1 Minion and 1 Card.

Mage Tower

Floor	Mage:	Power:
16	Fourth Chaos Mage	Per Card
15	Third Chaos Mage	Per Card
14	Second Chaos Mage	Per Card
13	First Chaos Mage	Per Card
12	Magician	Remove a Minion from the Mage Tower
11	Oracle	Gain Possession of the Orb
10	Mystic	Move 1 of your Minions to any Empty space in the Arena
9	Animist	Move any 1 of your Minions in the Arena
8	Dragon Lord	Move or Summon one of your Dragon Minions
7	Elemental Master	Move or Summon one of your Elemental Minions
6	Artificer	Move or Summon one of your Construct Minions
5	Druid	Move or Summon one of your Fey Minions
4	Warlock	Move or Summon one of your Spirit Minions
3	Wizard	Move or Summon one of your Myrmidon Minions
2	Sorcerer	Move or Summon one of your Beast Minions
1	Necromancer	Move or Summon one of your Undead Minions

Setup

Shuffle the Chaos Mage Deck. Decide who is white and who is black. Each player gets a set of 24 Minions.

Place 1 Minion of each type on your backrow in any configuration. White starts in possession of the Orb. White sets up first. White goes first in the first Round.

Randomly place 1 Chaos Mage card in each of the top 4 chambers of the tower.

Round Sequence

The Round is divided into 2 Phases:

1. Decision Phase
2. Action Phase

Decision Phase

Starting with the Orb holder, players take turns placing one Minion from their reserve on one Chamber of the Tower. A Chamber may contain a max of 1 Minion. Continue until all Chambers are occupied, or both players pass. (Players usually pass because of a shortage of remaining Minions) Note that any minion from your reserve can be placed in a Chamber.

No chamber requires a specific type of Minion to occupy it.

Action Phase

Starting with the Orb Holder, players take turns removing their Minions from the Tower... one minion at a time. As a Minion is Removed, the special power of the Mage the minion was occupying is Activated. Resolve these actions immediately. Some Mages give you a choice of Actions.

Important Note: Minions in the Arena do not move unless you activate a Mage Action that allows them to! Note: sometimes you cannot or don't want to take the a Mage action when you Remove the Minion. In this case no action occurs (you still remove the Minion) and Then it goes on to your opponents turn. In general when you remove a Minion from a Tower Chamber it goes back to your Reserve. However some Chaos Mages cause the particular Minion that was on them to go to elsewhere, instead of the Reserve.

Summoning Rules

When you summon a Minion you take the appropriate minion type from your reserve and place it onto a space in the Arena. When you summon a Greater Minion, it must be placed on an empty space in your back row. When you summon a Minor Minion, it must be placed on an empty space on your side of the board.

When you summon a Pawn Minion it must be placed on an empty space.

Chaos Mage Deck Card List

Mage: Power

- Seer: You or your Opponent (your choice) must take the next 2 turns in a row.
- Magus: Place this Minion on any empty Mage Chamber.
- Alchemist: Replace 1 of your Minions in the Arena with one from your Reserve.
- Mentalist: Move an Opponent's Minion (It may not Capture).
- Enchanter: Replace an opponent's Minion in the Arena with one of yours from your reserve of the

same type.

- Dream Lord: Use the power of any Chaos Mage not in the Tower.
- Force Mage: Target Minion in arena cannot move or be captured for the rest of the round.
- Illusionist: Switch the Location of any 2 Minions in the Arena.
- Shadow Mage: Target Minion Adjacent (Sharing a side) to one of your Minions is sent to its reserve.
- Rune Master: All your Minions may move like Knights for the rest of this round.
- Conjuror: Summon this Minion.

Optional Rules

Rotating Chaos Lords Option

In the regular game, the 4 Chaos Mages you get are fixed. In this Variant, remove the fourth Chaos Mage

and move the other 3 up one Floor. Then draw a new card and place it on the First Chaos Mage Chamber. If the Deck runs out, shuffle the discard And draw from it.

Archmage Option

Each player draws 1 Chaos Mage at the beginning of the game. This card acts as a private Mage Chamber. Only that player may Place a Minion on it. floor 16 of the Tower is empty.

Ultimate Archmage Option

Like Archmage, but you get 3 Chaos Mage cards, and floors 14-16 of the Tower are left empty.





Malta Convoy

Introduction

Solo dice game. WWII Simulation of the Allied relief convoy to the British Island Stronghold of Malta August 3rd, 1942. Also known as Operation Pedestal.

Convoy Composition

Ship Type:	Number of Ships:	Notes:
Cargo Ships	3D6	Merchant Men
Oil Tankers	1D6	-
Aircraft Carriers	1D3	-
Cruisers	1D6 + 6	Warship
Destroyers	3D6 + 20	Warship

Record how many of each type of ship you have.

Length Of Journey

The game will last 20 + 1D6 Turns Make a column of that many boxes on a piece of paper. Number the boxes.

Friendly Waters

The convoy will not be attacked for the first 1D6 turns.

1D6	Contact:	Notes:
1	Dumb Luck	-1 to this roll next turn
2-3	No Contact	Turn Ends
4	Reconnaissance Plane	+2 to this roll next turn
5	Surprise Contact	Force Size -1
6	Contact	Force Size No Change
7	Sortie	Force Size +1
8	Attack Force	Force Size +2

Enemy Force

If contact is made roll to see what type:

1D6	Type:	Notes:
1	U-boats	Force Size -1
2-3	Italian Air force	Attack Rolls -1
4-5	German Air Force	Attack Rolls +1
6	Combined Air Force	Force Size +1

Force Size

Roll 1D6. The result of this roll is the Force Size of the enemy force. The Force size is a minimum of 1 with Modifications.

Materials

Paper, pencil, 1-2 six sided dice, nobody to play with.

Covering Force Returns

When you are halfway through the trip roll 1D6 for each of your remaining Aircraft Carriers. On a roll of 4-6 they return to their bases with 3 +1D6 warships each.

Contact

Every turn make one contact roll.

Interception

Make 3 Interception Rolls. Make one additional roll for every Aircraft Carrier you have. Make one less roll if all of your cruisers are destroyed.

Make one less roll if all of your destroyers are destroyed. For every roll of 1 on 1D6 the size of the attacking enemy force is reduced by one.

Enemy Attacks

(Attack Rolls) Roll a number of times equal to the enemy force size:

1D6	Damage:
1-2	Miss
3-4	Ship Damaged
5-6	Ship Destroyed

1D6	Type:
1	Tanker
2	Cargo Ship
3-4	Aircraft Carrier

Targets

(Target Rolls) If a ship is damaged or destroyed make a Target roll to see which type:

1D6	Type:
5	Cruiser
6	Destroyer

If there are no Aircraft carriers left treat the result as a Cargo Ship. If you already have a damaged ship of a certain type and you get another 'Ship damaged or destroyed' result for that type there is a 1-3 in 1D6 chance that the damaged ship is hit again and sunk.

Options

You may take an option at the very beginning of your turn. You cannot take another option if you are currently using one.

Decoy Option

Once during the trip you may send out a dummy convoy. Target rolls +2 for 1D6 turns. Get 1 less intercept roll.

Split Option

Once during the trip you may split up the fleet (Every ship for himself). Force Size -1 for 1D6 turns. Contact rolls are at +1.

Evade Option

Once during the trip you may take an evasive route. Contact rolls at -2 for 1D6 turns. Game length increases by 1D3 turns.

Screen Option

Once during the trip you may set up a screen of warships to face the enemy routes of advance. Get two additional Intercept rolls for 1D6 turns. Attack rolls are at +1.

Scoring

Start with 100 points. Lose 2 points for every cargo ship lost. Lose 1 point for every cruiser lost.

Lose 3 points for every tanker lost. Lose 5 points for every aircraft carrier lost. Gain 1 point for every Interception.

Lose 10 points if all of your Tankers are destroyed. Lose 10 points if all of your Cargo ships are destroyed.

Support Page





Master & Commander

Far Side of the World

Introduction

A strategic 2-player simulation of naval combat in the Napoleonic era.

Victory

The player with the most captured ships at the end of the game wins. If tied the player who sunk the most ships wins.

End Of Game

The game ends when there are no ships left to capture or sink.

Components

- 16 Ship Tiles* (2 sets of colored tiles indexed from 1 to 8)
- 4 Quarters
- 8 Dimes
- 12 Nickles
- 1 Roll of Pennies or 50 double-sided tokens
- 1 Ship Position & Engagement Log*
- 2 Ship Skill & Damage Logs*
- 2 Pending Damage Logs*
- 1 8x8 Chess Board (or 8x8.doc)**
- 1 Red 6-sided die
- 1 White 6-sided die (more is better) GAME BOARD SETUP Ships are represented by a numbered Ship Tile with a coin on top.

1q 2q 3d 4d 5n 6n 7p 8p

.....

1q 2q 3d 4d 5n 6n 7n 8n

The numbers 1 to 8 are Ship Tiles.

Q Quarter

D Dime

N Nickle

P Penny

Capital letters indicate heads (British) Lower-case letters indicate tails (French)

Ship Class

Ships are divided into (4) classes numbered 1 to 4. Ship Class determines how far the cannons fire. Ship Class determines the strength of the hull.

Ship Class determines the number of masts (limited to 3 per ship). Ship Class is represented by the color of the underlying Ship Tile.

RED 4

GRN 3

BLU 2

YEL 1

Hull Strength

Hull Strength is a ship's primary attribute. Hull Strength can never be greater than the ship class. Hull Strength is represented by the type of the coin on top of the ship's tile.

Quarter = 4

Nickle = 3

Dime = 2

Penny = 1

When Hull Strength is reduced replace the coin with one that represents the new value. Hull Strength is reduced by hull damage. Hull Strength never goes negative, excess hull damage is ignored.

Hull Strength of zero (0) indicates that a ship is taking on water.

Rigging (rig)

RIG tokens (pennies) represent broken masts. The RIG boxes on the damage log sheets are used to record broken masts. Broken masts can not exceed the number of masts, excess RIG damage is ignored.

Broken masts reduce the ship's movement. When broken masts equals the number of masts the ship can not sail.

Skill Table

Each ship has six (6) skill types. Use tokens (pennies) & ship log sheets to record changes in skill level. Heads = positive level, Tails = negative level.

1. (S)EA: Seamanship

2. (G)UN: Gunnery

3. (C)MD: Command Authority/Discipline

4. (M)OR: Morale/Courage/Health/Stamina

5. (A)IM: Marksmanship/Snipers/Muskets

6. (B)RD: Boarding/Swashbuckling/Hand-to-Hand Combat/Marines/Crew Size

All skills start at zero (0), skill boxes on log sheets are empty. Add or remove tokens as required so that

tokens in a square are all heads or all tails. No Skill Level may go above 3 (excess levels are lost).

No Skill Level may go below -3 (further reductions are ignored).

Initiative

The youngest player goes first.

Turn Sequence

Players take turns.

1. Drift & Tides
2. Wind
3. Event
 - * Skill Roll
 - * Gusts & Shifting Winds
 - * Repairs & Storm Damage
4. Movement
 - * Anchor
 - * Kedge
 - * Sail
 - * Tow
 - * Ram
 - * Dock
5. Range in All Guns
6. Windward Position
7. Repairs & Damage Control
 - * Man the Pumps
 - * Unfoul Spars & Rigging
 - * Transfer Command

Red	DIRECTION
1,2	Up
3,4	No Change
5,6	Down
White	DIRECTION

Direction is determined from the perspective of the person rolling the die. If the adjacent square in the direction of drift is unoccupied the ship moves there. If the square in the direction of drift is off the map or occupied ignore the roll.

2 Wind

Roll a white die, the enemy rolls a red die. MOVE starts at zero (0)

Wind	MOVE
1,2	0
3,4	+1
5,6	+2

Add the resulting MOVE from each wind die (red & white).

3 Event

If the numbers on both wind dice (red & white) are even (2,4,6) goto step 4 Wind Event

1. Skill Roll

- * Extinguis Fires
 - 8. Burn Damage
 - 9. Sinking Ships
 - 10. Sunk Ships
 - * Rescue Operations
 - 11. Raise the Ensign (rules of engagement)
 - 12. Weather Gage
 - 13. Simultaneous Attacks
 - 14. Tactical Advantage
 - 15. Bow Chasers
 - 16. Combat Charts
 - 17. Heavy Broadships
 - 18. Fire! Chasers, Long Guns, and Carronades
 - 19. Accuracy
 - 20. Muskets on the Fighting Top
 - 21. Inexperienced/Inept Gun Crews
 - 22. Blunders
 - 23. Damage Distribution
 - 24. Heated Shot
 - 25. Grapeshot & Cannister
 - 26. Grapple
 - 27. Repel Attack
 - 28. Board
- Goto step 1. Begin a new turn.

1 Drift & Tides

Drift only applies while engagement tokens are in play. The enemy may elect to ignore drift, goto step 2. The enemy may instead select one of your ships.

Roll a white die, the enemy rolls a red die.

Red	DIRECTION
1,2	Left
3,4	No Change
5,6	Right

3. Gusts & Shifting Winds
5. Repairs/Storm Damage

Skill Roll

Wind	Result
White=1	+1 Skill Level
Red=1	-1 Skill Level

Roll a die to determine which skill is affected (see SKILL TABLE)

Gusts & Shifting Winds

Repeat the following roll for every MOVE you expend during this turn. GUST starts at zero (0)

Wind	GUST
Wht=3	+1
Red=3	+1

Roll a die for every GUST and add or subtract SEAMANSHIP.

Gust	MOVE
< 0:	-2
1,2:	-1
3,4:	0

Gust	MOVE
5,6:	+1
6+:	+2

Determine the result of each Gust roll and modify MOVE accordingly.

Repairs & Storm Damage

Wind	Result
Wh=5	+1 Hull Strength (limited to ship class)
Red=5	+1 DAMAGE (see DAMAGE DISTRIBUTION)

Kedge	Result
1-3	Failed
4+	Move to any unoccupied adjacent square (docking is not permitted)

Sail

You select any one (and only one) ship to sail. The MOVE determined by the wind dice indicates how many squares a ship must sail. Subtract 1 MOVE for every broken mast.

Add 1 MOVE for every positive level of SEAMANSHIP. Roll for Gusts & Shifting winds (if applicable) and adjust MOVE accordingly. The ship can not return to the last square from which it just sailed.

The ship can sail into any other unoccupied adjacent square (including diagonal).

Tow

If another of your ships is adjacent to your sailing ship you may elect to tow. Each time the ship sails the ship being towed follows. TOW equals the lead ship's class minus the towed ship's class.

Consult the table below and modify MOVE accordingly.

TOW	MOVE
-3,-2	-3
-1, 0	-2
1+	-1

If another of your ships is adjacent to the last ship in line being towed you may tow it. 1) Provided you have movement remaining. 2) Provided the ship's class is less than the class of the ship in front of it.

Consult the table again with the last ship being the towed ship.

Ram

If there is an adjacent enemy ship and you have movement left you may ram it. Ramming will absorb all remaining movement (remain in your current square). Ramming is treated like regular combat (simultaneous attacks).

See COMBAT CHARTS for Attack Dice & Damage.Allocation.

4 Movement

Anchor

You may elect not to move any ships this turn.

Kedge/warp

You may forfeit the wind roll and elect to kedge. Roll a die and add any positive SEAMANSHIP & MORALE skill levels to the roll.

Dock

Once a ship docks it is out of the game and may not return (remove the ship tile from play) Docking requires that you have enough movement to sail off your side of the game board. You can NOT kedge into a dock. You can NOT dock while your ship is engaged.

5 Range In All Guns

Determine all targets within range of your guns. Range is the number of squares between a ship and its target (including diagonal). Short range is a range of zero (0) Long range is a range greater than zero, but less than or equal to the ship's class.

For multiple targets at multiple ranges decide whether to attack at short or long range. Once you commit to a range you can not alter it until next turn. If there are no targets within range of your sailing ship goto step 7.

6 Windward Position

If you did not sail this turn or there are engagement tokens currently in play goto step 7. Select a target even if you don't intend to attack. Windward Position equals White MOVE (wind table) minus Red MOVE (wind table) Subtract 1 point for each BROKEN MAST.

Add one point for each positive level of COMMAND AUTHORITY Add one point for each of the target ship's negative levels of SEAMANSHIP & COMMAND AUTHORITY. If Windward Position is greater than plus four (+4) the sailing ship has the weather gage. A ship with the weather gage gains 1 optional MOVE.

7 Repairs & Damage Control

Repair tokens are any coin except pennies in the skills section of the pending damage log. Repair tokens left over from the previous turn are removed. You may temporarily reduce one or more skills & allocate them to repair & damage control.

The only skills that can not be allocated are COMMAND AUTHORITY & MORALE. Record the temporary reduction in skill level(s) with the repair tokens. For each new repair token select one of the four (4) categories below:

Man The Pumps

For every repair & damage control point you designate for manning the pumps roll:

D6	Result
1,2	Ship is kept afloat.
3-6	Keep pumping, ship is still sinking.

Unfoul Spars & Rigging

For every repair & damage control point you designate to rigging roll:

D6	Result
1,2	Remove 1 broken mast.
3-6	Keep working at it, rigging is a mess.

D6	Result
1,2	Fire is extinguished, remove fire token.
2-4	Controlled fire is extinguished, uncontrolled fires is controlled (flip fire token)
5,6	Fire rages on, No Change.

8 Burn Damage

Controlled fires do not do any damage as long as you made an attempt to extinguish each one. Any con-

D6	Result
1	Fire spreads, add a token (penny) to the fire box on the pending damage log sheet.
2,3	Fire ignites powder keg or magazine, +1 DAMAGE (see DAMAGE DISTRIBUTION)
4-6	No fire damage sustained this turn.

9 Sinking Ships

Sinking ship tokens are pennies in the sinking boxes of the pending damage log. All ships with hull

D6	Result
1-3	Ship remains afloat (add a sinking ship token if it doesn't already have one)
4-6	Ship Sinks

10 Sunk Ships

Remove all of the ship's pending damage tokens from play. Remove all of the ship's negative skill level tokens from play. Remove all of the ship's broken mast tokens from play.

Place a token heads-up in the sunk/captured box on the position & engagement log. If no ships are adja-

D6	Result
1,2	Crew member rescued, transfer the skill level token to your ship.
3-6	Crew member drowned or captured, skill level token is removed from play

Transfer Command

Transfer tokens are any coins other than pennies in the CMD boxes of the damage log. If you have transfer tokens from the previous turn you may transfer command at this time. You may only transfer command authority skill levels to a single adjacent ship.

To transfer neither ship can have moved this turn & neither will be able to move next turn. One repair token is required for every level of command authority transferred. To indicate a pending transfer replace the CMD level tokens with transfer tokens.

The transfer will take place next turn.

Extinguish Fires

Fires are represented by fire tokens (pennies) in the fire box on the pending damage log. Heads-up fire tokens are uncontrolled fires and tails-up tokens are controlled fires. For every repair & damage control point you allocate to extinguishing fires roll:

trolled fires that were not allocated a damage control point become uncontrolled. Uncontrolled fires require a burn roll:

strength of zero (0) that did not successfully pump water:

cent (including diagonal) to the sunk ship remove the ship tile.

Rescue Operations

Each ship adjacent to the sunk ship may roll a rescue die for each remaining skill level.

11 Raise The Ensign (rules Of Engagement)

Engagement tokens are pennies in the LONG, SHORT, or GRAPPLE boxes of the engagement log. Turn all engagement tokens heads-up to indicate that the ships have not fired this round. After a ship fires on a target the engagement token is flipped over to the tails side.

Any ship with an engagement token is fair game for any other ship in range (engaged or not). Any non-engaged ship that attacks becomes engaged (place a token on long or short) If an engaged ship begins turn out of range of all engaged enemy ships remove engagement token. No ship may ever attack more than one target in a single combat round.

12. WEATHER GAGE

A ship can only have the weather gage when there are no engagement tokens in play. Only a ship with weather gage can attack a ship that does not have an engagement token. A ship with weather gage attacks 1st & damage is assessed before the target returns fire.

After a ship with weather gage attacks, both attacker and target become engaged. Weather gage is only in effect in the 1st round of combat.

13. SIMULTANEOUS ATTACK

Other than weather gage all attacks are simultaneous. Each ship can only attack one target. Damage for simultaneous attacks is recorded on the pending damage log.

Damage on the pending damage log does not take

POSITION	Result
Bows-On	You & the enemy can only fire bow-chasers
Rake the Bow	The enemy can only fire bow-chasers

Bows-On You & the enemy can only fire bow-chasers

Rake the Bow The enemy can only fire bow-chasers To fire bow-chasers ignore all skill levels and roll a single attack die (see COMBAT CHARTS)

16. COMBAT CHARTS

skill:	s	g	c	m	a	b	-	a	g	c	m	a	b
RANGE:	+S	+G	+C	+M	.	.	-	-S	.	-C	.	.	.
CLOSE:	.	+G	+C	+M	+A	.	-	.	-C	-M	-A	.	.
BOARD:	.	.	.	+M	+A	+B	-	.	.	.	-M	-A	-B
RAM:	-

Skills:

- s** SEA
- g** GUN
- c** CMD
- m** MOR
- a** AIM
- b** BRD

- +** Add attacker's positive skill level
- Add target's negative skill level
- .** Ignore this skill level

If the number of attack dice results in zero (0) then use 1 attack die.

17. HEAVY BROADSIDE

Same as a broadside except add 1 additional attack die.

effect until all ships have attacked. Start from top to bottom and work from left to right on the engagement log conducting attacks. After a ship attacks flip the engagement token over tails-up to indicate that it has fired.

After all attacks are completed transfer the damage from the pending log to the damage log.

14 Tactical Advantage

Roll a white die, the enemy rolls a red die. Adjust the roll either positive or negative by adding the following skill levels: Add or subtract your SEAMANSHIP & COMMAND AUTHORITY levels to the white die. Add or subtract the enemy's SEAMANSHIP & COMMAND AUTHORITY levels to the red die.

Subtract 1 for every broken mast from the white die. Subtract 1 for every enemy broken mast from the red die. To determine TACT subtract the resulting red die total from the resulting white die total.

TACT	POSITION
-	Broadside
0	Bows-On
1-4	Heavy Broadside
5+	Rake the Bow

15. BOW-CHASERS

Applies only when POSITION is Bows-On or Rake the Bow.

Number Of Attack Dice

Starting Number of Attack Dice = Ship Class Modify Number of Attack Dice According to the Chart below: Attacker vs Target

18. FIRE! Chasers, Long Guns & Carronades

HIT starts out at zero (0) Roll the number of attack dice.

Attack	Result
1	+1 HIT
2-6	Miss

Add the results of all attack rolls, and modify HIT accordingly.

19. ACCURACY

Applies to long range attacks only. The number of accuracy dice is determined by the range. Reduce the number of accuracy dice required by the attacker's GUNNERY skill level.

If the number of accuracy dice is less than one (1) then use a single accuracy die. Accuracy Result

D6	Result
1,2	Missed Target (-1 HIT)
4-6	Accuracy OK, No Change.

20. MUSKETS ON THE FIGHTING TOP (poor aim) Applies to short range attacks only and when AIM is less than zero (0) For every negative AIM level on your ship your enemy rolls a die for you:

D6	Result
1	Missed Target (-1 HIT)
5-6	Aim OK, No Change.

D6	Result
1,2	Went as Planned , No Change
3,4	-1 GUN skill level
5,6	-1 Skill level, roll for skill (see SKILL TABLE)

23. DAMAGE DISTRIBUTION All remaining HIT points are converted to DAMAGE.

	1	2	3	4	5	6
LONG:	H	H	S	S	R	x
SHORT:	H	H	S	S	R	R
BOARD:	S	S	S	S	R	R (defender)

H HULL DAMAGE, **S**=SKILL ROLL (-1 LEVEL), **R**=RIG (BROKEN MASTS), **x** = MISSED (NO DAMAGE)

24. HEATED SHOT

D6	Result
1	Ignites Fire (place a fire token on the target ship)
2-6	No fire started, No Change.

25. GRAPESHOT & CANNISTER For every point of DAMAGE that reduced one of your

D6	Result
1	Lose another skill level
2-6	Grapeshot & Cannister had no secondary effects.

26. GRAPPLING (boarding nets & pikes) If you are already grappled goto step 27. Grapple tokens are pennies in the grapple boxes on the engagement & position log. Neither ship can have moved this

D6	Result
1-4	Successful (add a grapple token to the target ship)
5,6	Failed to Grapple, No Change.

27. REPEL ATTACK/UN-GRAPPLE (muskets, axes & grapeshot)

D6	Result
1,2	Successful (remove the grapple token)
3-6	Failed

21. INEXPERIENCED & INEPT GUN CREWS (mis-loaded guns, overloaded grapeshot) For every negative GUN level on your ship your enemy rolls a die for you: 1,2 Crew manages to render its own gun ineffective (-1 HIT) 4-6 Gun Crew Performed Adequately, No Change.

22. BLUNDERS (locks fail, naval bolt breaks, canon bursts) Roll a single die for each ship that fires a shot.

D6	Result
1	Blunder (-1 HIT & roll a blunder die)
5-6	No Blunders, No Change

Blunder Result

Damage Die

	1	2	3	4	5	6
BOARD:	S	S	S	S	S	S (attacker)
RAM:	H	H	S	S	S	S
BURN:	H	H	S	S	S	R

When either side's ship #1 cannons fire roll a fire die per DAMAGE point.

skill levels roll:

turn.

Your ship must be engaged with the target at short range.

28. BOARD (pistols, cutlasses & knives)

Boarding occurs if a ship that was grappled at the start of the turn fails to ungrapple. Players continue to attack each other simultaneously using boarding COMBAT CHARTS. Fight until a ship's BOARDING skill is as negative as its ship class is positive (limit 3).

If the target ship lost it is captured. If the attacker lost, hand-to-hand combat is now over. Remove all grapple tokens.

29. CAPTURED SHIPS

If any ships were captured: Remove all tokens & the ship tile. Add a token (penny) tails-up in

Sunk/Captured box on the position & engagement log.

End Of Turn Sequence

Goto step 1... begin a new turn.





Medieval Manor

Introduction

Board game for 2-4+ players. Players are the inhabitants of a small European fiefdom in the middle ages. Players use their Peasants to gather goods and score Victory Tokens.

Victory

The game ends the end of the turn in which any player accumulates 15 or more Victory Tokens (VT). The winner is the player with the most VT at the end of the game. Note: Some cards do not score until the game ends.

If tied at the end, the player with the most Upgrades wins. If still tied, the player with the most Gold wins.

The Decks

There are 2 common decks: The Land Deck and the Play deck.

The Map

Use the Land cards to make a Map. As part of the Map, these cards are also referred to as Spaces. For a 2-3 player game use the 12 basic lands to make a 3x4 grid.

For 4+ players also use the extra lands to make a 4x4 grid. The Basic Lands: River, Fertile Fields, Good Fields, Poor Fields, Woods, Pasture, Hills, Road, Village, Market, Church, Castle The Extra Lands: Irrigated Fields, Hunting Grounds, Mountains, Forest. For purposes of play card placement treat the Irrigated Fields like other Fields, Treat the Mountains as Hills, and the Forest and Hunting Grounds as Woods.

The Road and River must be placed on a Map edge.

Setting Up The Map

The owner of the game decides how the map is set up.

The Play Deck

There are 3 types of cards: Bounty Cards, Upgrade Cards, and Hardship Cards.

Goods & Peasant Tokens

There are 6 Types of Tokens: Peasants = White = P
Victory = Purple = V (also VT or VP) Crops = Green = C
Animals = Red = A

Gold Yellow = G

Resources = Blue = R Manor = 1 Pawn held by the current Lord Crops and Animals are collectively called Food. Gold and Resources are collectively called Money. Food and Money are collectively called Goods.

Setup

Shuffle the deck. Each player starts with: 2 Peasants, 4 Crops, and 3 randomly dealt Non-Hardship Cards. Pick one player to be the starting Lord of the Manor.

Turn Sequence

Each turn has 6 Phases:

1. Draw Phase
2. Trade Phase
3. Work Phase
4. Upgrade Phase
5. Feeding Phase
6. End Phase

Draw Phase

- Each player is dealt X+1 cards from the top of the deck. X = Number of Peasants they have. - Players may next pay 3 Goods to draw 3 cards AND immediately discard 2 (including Hardship cards) — Lastly, players may discard 2 cards to draw 1 replacement card. If the deck ever runs out, shuffle the discard and draw from it.

Hardship Cards

Hardship cards take effect immediately in Draw Phase as soon as they are dealt (except when discarded as a result of paying 3 goods) and are then REMOVED from the game.

Trade Phase

Players always keep their hands face up visible to all. Players may inspect each others hands. Players may freely make deals and trade Tokens and Cards with each other.

Work Phase

Each player gets a number of actions equal to the number of Peasants they control. Players take turns using 1 action at a time starting with the lord of the Manor and going clockwise. There are 2 things you can do with an action:

1. Take 1 of your hand cards and place it on the map on a Land card allowed by the card text. You cannot place a play card in a space that is already occupied by a card.
2. Discard 2 cards from your hand to gain 1 Good of any type.

Bounty Cards

As soon as you play a Bounty card in Work phase you reap its benefits: Gain the tokens described in its card text. Certain spaces will provide additional tokens if you are gaining tokens of the same type. For example: The Wheat card gives you 4 Crops.

If the wheat card was placed on a Fertile Field (+1C), you would gain a total of 5 Crops. If placed on a Poor Field (-1) you would get 3 Crops. Played Bounty cards are discarded at the end of Work Phase.

Some Bounty cards allow you to do a conversion where you may turn any Number of one kind of token into another type of token. This conversion can only be done exactly when the card is played. Any time a card is played on the Castle, that player becomes the New Lord of the Manor.

Upgrade Cards

To play an Upgrade card you must pay 3+X Money Tokens.

X The number of Upgrade cards you already own. At the End of Work phase remove upgrade cards you just purchased from the board and place them Face-up next to you in their own separate section where they remain in play. Upgrade cards provide a bonus every turn they are in play in Upgrade Phase.

Upgrade Phase

Each of you upgrade cards in play produces a Token (or card) and may be used to make a conversion

Land Deck Card List

Card Name:	Type:	Notes:
River	B	G+1
Fertile Fields	B	C+1
Good Fields	B	-
Poor Fields	B	C-1
Pasture	B	A+1
Woods	B	-
Hills	B	-
Road	B	-

Play Deck Card List Notation

- B** Bounty
- U** Upgrade
- Rv** River
- F1** Fields
- Pa** Pasture

according to its text. For Example: The Cathedral Upgrade would give you 1 Victory Token. The Mine Upgrade would give you a simple gain of 1 Gold Token and would allow you to (multiple times if you want to and can) discard 1 card from your hand to gain 1 Gold Token.

When gaining a card as a result of a Conversion, draw the top card of the deck and add it to your hand. Note: The simple gain of an upgrade is automatic and occurs only once per turn, whereas Conversions are optional and can be done multiple times.

Feeding Phase

Discard one Food token for each Peasant you control minus 1. If you cannot feed all your peasants fully, discard one of them and lose 2 VT. You cannot lose your last remaining Peasant.

If all of your Peasants are fed, you may discard 5 Food Tokens to Gain 1 Peasant Token.

End Phase

Max hand size is 3 cards. Discard excess cards.

Manure & Fodder

Bounty Crop cards placed orthogonally adjacent to a Compost, Cultivar, Manure or Pollination card get +1C. Bounty Animal cards orthogonally adjacent to a Fodder card get +1A. These bonuses are not retroactive.

Land Deck Card List Notation

- B** Basic Land
- E** Extra Land
- G** Gold
- C** Crops
- A** Animals
- R** Resources

Card Name:	Type:	Notes:
Village	B	-
Market	B	-
Church	B	-
Castle	B	-
Irrigated Fields	E	C+2
Hunting Grounds	E	A+1
Mountains	E	R+1
Forest	E	R+1

- Wo** Woods
- Hi** Hills
- Ro** Road
- Vi** Village
- Mk** Market
- Ch** Church

Ca Castle
P Peasant
VP Victory Point
R Resources
G Gold
C Crops
A Animals
H Hardship
HS Hand Size

D2X Draw 2 extra cards next turn
C2L This Upgrade costs 2 less to build
C2M This Upgrade costs 2 more to build
FO From Opponent
End At the End of the Game this card is worth . . .
NPM No Player may. . .
TT The Rest of This Turn
TP This Player
AP All Players

Play Deck Card List

Card Name:	Type:	Locations	Effect
Pilgrimage	B	Church	1VP also Convert P -> 2VP
Levy Troops	B	Castle	1VP also Convert P -> 2VP
Crafts Fair	B	ViCaMk	1R also Convert R -> VP
Feast Day	B	ViMkCaCh	1A also Convert A -> VP
Harvest	B	ViMkFl	1C also Convert C -> VP
Caravan	B	RoMk	1G also Convert G -> VP
Tournament	B	Castle	2VP
Feudal Dues	B	Castle	1VP & Steal 1 Card FO
Feudal Obligations	B	Castle	1 VP & Steal 1 Good FO
Minstrel Troupe	B	ViMkRo	1G & 1VP
Cloth Trade	B	RoMkRv	2G & 1R
Slaughter Livestock	B	FlPa	4A
Fallow Field	B	Fields	D2X
Clover & Rape	B	Fields	D2X & Compost, Fodder
Turnips	B	Fields	2C & Fodder
Pigs	B	WoFl	3A & Manure
Stone	B	Hills	3R
Honey & Wax	B	WoFl	1A & 1R & Pollination
Corn	B	Fields	4C & Compost, Fodder
Beans	B	Fields	3C
Herbs	B	FIViWo	1C & 1G
Small Game	B	Woods	1A & Draw 1 Card
Rye	B	Fields	3C
Resin, Tar, Pitch	B	Woods	2R
Apples	B	Fields	2C & Compost, Fodder
Millet	B	Fields	2C
Taxes	B	MkVi	2G
Stag Hunt	B	Woods	2A
Iron Ore	B	Hills	3R
Wheat	B	Fields	4C & Compost, Fodder
Flax	B	Fields	1C & 1R
Oysters & Crabs	B	River	2A
Plow Team	B	Fields	3C & Cultivar
Banditry	B	RoRvHi	Steal 2 Goods from Opponent
Berries, Acorns, Nuts	B	Woods	1C & Draw 1 Card
Barley	B	Fields	3C & Fodder
Goats	B	FlHiPa	2A
Settlers	B	RvRo	1P
Poultry	B	MkVi	2A
Marriage	B	ChViCa	1P
Sheep	B	FlPa	2A & Manure

Card Name:	Type:	Locations	Effect
Spice Trade	B	RoMkRv	2G & 1C
Cob, Straw, Reeds	B	Fields	2R & Fodder
Indulgences	B	Church	2G
Collect Tolls	B	Road	2G
Midwife	B	Village	1P
Fur Trapper	B	Woods	1A & 1R
Wild Boar	B	Woods	2A
Cabbage	B	ViFl	2C & Compost
Money Lender	B	Market	4G & lose 1 VP
Tithe	B	ChVi	2G
Horticulture	B	ViMkFl	1C & 1G
Wool	B	FlPa	2R
Oats	B	Fields	2C & Fodder
Gold & Silver	B	Hills	3G
Timber	B	Woods	3R
Potatoes	B	Fields	3C
Herring & Cod	B	River	3A & Compost
Salt Trade	B	RoMkRv	2G & 1A
Orchard	U	Fields	1C. C2L
Woodcutters	U	Woods	1R. C2L
Tavern	U	Village	1G. C2L
Stables	U	ViMkCa	1A. C2L
Watermill	U	River	1C also Convert 1 Card -> 1C
Quarry	U	Hills	1R also Convert 1 Card -> 1R
Royal Hunting Grounds	U	Woods	1A also Convert 1 Card -> 1A
Mine	U	Hills	1G also Convert 1 Card -> 1G
Warehouse	U	MkVi	HS +1 also Convert G -> R
Weaver	U	Village	1G also Convert C -> R
Tannery	U	MkVi	1R also Convert A -> R
Bazaar	U	Market	1G also Convert G -> C
Cattle Enclosures	U	Pasture	1A also Convert C -> A
Docks	U	River	1G also Convert G -> A
Fishing Boats	U	River	1A also Convert A -> G
Vineyard	U	Fields	1C also Convert C -> G
Cheese Maker	U	ViMk	1G also Convert 2A -> 1 Card
Brewery	U	ViMk	1C also Convert 2G -> 1 Card
Carpenter Workshop	U	MkViCa	1R also Convert 2R -> 1 Card
Printing Press	U	ViMk	HS +1 also Convert 2C -> 1 Card
Brick Maker	U	FlHi	End 1VP. Upgrades cost 3 Less
Wind Mill	U	Fields	1C & End 2VP
University	U	Village	End 1VP per Upgrade you own
Bakery	U	ViMk	Convert 2C -> 1VP
Inn	U	MkViRo	Convert 2G -> 1VP
Smithy	U	ViCaMk	Convert 2R -> 1VP
Butcher	U	MkVi	Convert 2A -> 1VP
Guild Hall	U	Market	Convert 1R + 1G -> 1VP
Abbey	U	Hills	Convert 1A + 1C -> 1VP
Renaissance Master	U	ViMkCaCh	Convert 2 Cards -> 1VP
Fortress	U	Castle	1VP. C2M
Cathedral	U	Church	1VP. C2M
Blight	H	-	NPM gain Crops TT
Peasant Rebellion	H	-	NPM play cards TT
Fire	H	-	TP loses 1 Random Upgrade

Card Name:	Type:	Locations	Effect
Thieves	H	-	TP loses all Resource Tokens
Scandal	H	-	TP loses 2VP
Heresy	H	-	AP discard their Hands
Plague	H	-	AP lose 1 Peasant
Foraging Army	H	-	AP lose all Food Tokens
Kings Tax Collector	H	-	AP lose all Gold Tokens
Pestilence	H	-	AP lose all Animal Tokens

Land Tiles, Tokens, Cards Available

Thanks Peter. These Look Great!!! Click Here

Faq

Q> Marriage/midwife - does the new peasant become available for placement once acquired? A – Peasants are not placed per say, rather they increase the number of cards you draw and the number of cards you can play per turn. The new peasant immediately improves your abilities in these areas.

Q> Brickmaker - Is he an automatic 3 subsidy to all future upgrades, or do you have to play the brickmaker to get the 3 subsidy to another upgrade that phase? Same with Printing Press/Warehouse. Once bought, do you have to play them to get the benefit of the increased hand size for just that phase? A – Brickmaker is 3 off for all upgrades you play for the rest of the game. The hand size increase of the PP & WH is also for the rest of the game. Note that all your upgrades are permanent acquisitions that provide you benefits every turn.

Q> Feudal Dues - Steal 1 card from another player. We assume this means a card from the hand, not an already purchased upgrade? A – Yes, from the hand.

Q> Peasant Rebellion - We assume this means there is a feeding phase but otherwise just an empty round? A – Actually there is still a Work Phase. You cannot place cards, but you can still take the option where

you discard 2 cards from your hand to gain 1 Good of any type.

Q> Fortress - Though expensive, it seems unfair that one player could buy this upgrade, then place it on the castle every turn first thing and lock up the Lord of the Manor for the whole game (an an easy VP per turn). A – Upgrades are only placed once when they are first played, then they are kept next to their owner off board where they still have their effects but no longer interact directly with the map.

Links

Bgg

Variants

1. Remove some or all of the Hardship cards from the deck.
 2. Increase/decrease the number of VP needed to win.
 3. Players get more/less goodies in setup.
 4. Increase/decrease max hand size.
 5. Play without the map (all cards are always playable).
 6. Players share a common hand (draw = number of peasants in play)
 7. Keep out the Hardship cards as a seperate deck.
- At the beginning of each Draw phase roll 2D6: On a roll of 11 a random player draws 1 Hardship card.





Middle Earth Empires

Introduction

Lord of the Rings Theme. Module for the [Warp Empires: Basic Rules System And Campains](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

Middle Earth

Victory

Either side wins automatically if all opposing units are destroyed. At the end of 20 turns see who controls the most territories: If the Sauron player controls more, the ringbearer has been captured and Sauron regains the ring and wins automatically. If the Free Peoples player controls more of the map, the ringbearer has Made it to Mount Doom and has thrown the ring into the Crack, automatically Defeating Sauron.

Setup

The Good side starts with Gandalf in play and 10 random units. The Evil side starts with Sauron in play and 15 random units.

Action Deck

Players share a common Action deck.

Unit Deck Abbreviations

H Hero (Leader)

A Army

M Monster

FF Flyer

Revenue Phase

Each side draws 5 random units to recruit each turn. When recruited, units must start in the appropriate map space, which you must control. If you cannot recruit a unit because you do not control its space, discard it.

Heroes may be recruited in any space you control.

Upkeep Phase Rules

All units automatically receive upkeep.

Move Phase

Flyers can move up to 4 spaces. Flyers may jump over other units. Ships & Sea units can only move into coastal spaces or spaces with lakes or rivers. Ship units may carry one ground unit each.

Sauron never moves from his Lair in Mordor. Stacks must stop upon entering mountain spaces.

Battle Phase

Minor Fortifications give defending units +1 Force each. Major Fortifications give defending units +2 Force each. If defeated, Heroes are simply sent back to the unit chit pile.

Middle Earth - War Of The Ring - Dark Powers - Unit List

Unit Name:	#	Move	F	Type	Notes
Sauron the Dark Lord	1	0	20	H	Mage (Maiar)
Saruman the White	1	F	10	H	Mage (Istari, Maiar)
Witch King of Morgul	1	F	8	H	Mage (High Nazgul)
Nazgul Ring Wraiths	1	F	7	H	(Black Riders)
Barrow-Wights	1	S	7	A	(Undead)
Mouth of Sauron	1	F	7	H	Mage
Orcs	10	M	2	A	(Goblins)
Uruk-hai	4	M	3	A	(Hobgoblins)
Half Orcs	2	M	3	A	
Trolls	4	M	5	M	(Giants)
Olog-hai	2	M	6	M	(Great Trolls)
Balrog Demon	1	F	12	M	

Unit Name:	#	Move	F	Type	Notes
Shelob the Great	1	S	7	M	(Spider)
Great Spiders	2	S	5	M	(Spiders)
Cold-Drake	1	FF	9	M	(Dragon)
Winged Fire-Drake	1	FF	10	A	(Dragon)
Black Numenoreans	2	M	3	A	(Men)
Umbar Corsairs	4	F	3	A	(Men) Ships
Easterlings of Rhun	2	M	3	A	(Men)
Men of Harad	2	M	3	A	(Men, Southrons)
Balchoth Barbarians	2	M	3	A	(Men)
Wargs	1	F	5	M	(Great Wolves)
Wolf Riders	1	F	6	A	(Orcs & Wargs)
Great Bats	1	FF	3	A	
Vampires	1	FF	5	A	(Undead)
Gaurhoth Werewolves	1	F	6	A	(Shapeshifters)
Wainriders	2	F	3	A	(Men, War Chariots)
Flies of Mordor	1	M	4	M	(Swarms)
Dunlendings	2	M	3	A	(Men)
Haradrim Mumakils	1	F	5	A	(Men, War Elephants)
Hillmen	1	M	3	A	(Men)
Kraken	1	F	7	M	Sea
Variags of Khand	2	M	3	A	(Men)
Siege Towers	2	S	2	A	+5 vs Fortifications
Catapults	2	S	3	A	+5 vs Fortifications
Battering Rams	2	S	1	A	+5 vs Fortifications

Middle Earth - War Of The Ring - Forces Of Light - Unit List

Unit Name:	#	Move	F	Type	Notes
Gandalf the Grey	1	F	9	H	Mage (Istari, Maiar)
Radagast the Brown	1	F	6	H	Mage (Istari, Maiar)
Aragorn	1	F	8	H	(Strider)
Legolas the Elf Lord	1	F	6	H	
Glimli the Dwarf Lord	1	F	6	H	
Eomer	1	F	7	H	Mage
Boromir	1	F	5	H	
Eowyn	1	F	4	H	+3 vs Nazgul
King Theoden	1	F	3	H	
Gwaihir the Windlord	1	FF	5	M	
Eagles	2	FF	5	A	
Treebeard	1	F	6	M	(Treefolk)
Ents	2	F	6	M	(Treefolk)
Huorns	1	F	5	M	(Treefolk)
Grey Mountain Dwarves	2	S	4	A	(Khazad)
Iron Hill Dwarves	2	S	4	A	(Khazad)
Rivendell Grey Elves	2	F	4	A	(Sindar)
Lothlorien High Elves	2	F	4	A	(Noldor)
Mirkwood Silvan Elves	2	F	4	A	(Laiquendi)
Teleri Sea Elves	2	F	4	A	Ships
Half Elves	1	F	4	A	
Shire Hobbits	1	S	2	A	

Unit Name:	#	Move	F	Type	Notes
Men of Gondor	2	M	4	A	(Dunedain Men)
Men of Arnor	2	M	4	A	(Dunedain Men)
Lakemen of Esgaroth	2	M	3	A	Ships (Northmen)
Horsemen of Rohan	2	F	4	A	(Rohirrim)
Bardings of Dale	2	M	4	A	(Northmen)
Beorning Bear Men	1	M	5	A	(Northmen)
Rangers of the North	1	M	5	A	(Northmen)
Woses of Druadan	1	M	4	A	(Pukel Men)
Woodmen of Mirkwood	1	M	3	A	(Northmen)
Dead Men of Dunharrow	1	S	6	A	(Undead)

Action Deck

Card Name:	#	Notes:
March	6	Move 1 Stack
Great Host	4	Move 2 Stacks
Grand March	3	Move 3 Stacks
Fear	3	Battle: Monster unit gets +5 Force
Terror	3	Battle: Undead unit gets +5 Force
Scouts	3	Look at target stack
Palantir	3	Look at opponents hand
Corruption	2	Battle: Force of Opposing Hero is negated
Fell Beasts	2	Evil: Move 1 Hero unit
The Lidless Eye	2	Evil: Look at opponents hand
Search for the Ring	3	Negate a move made by an Evil Stack
Battle Magic	4	Battle: Mage gets +5 Force
Heroism	3	Battle: Good Hero gets +5 Force
Magic Sword	3	Battle: Hero gets +5 Force
Chase Gollum	1	Target Good Hero is discarded
Join the Fellowship	1	Target Good Hero is discarded
Bravery	1	Battle: Good Armies gets +1 Force
Elven Arrows	1	Battle: Elf Armies gets +2 Force
Dwarven Iron	1	Battle: Dwarf Armies gets +2 Force
Overwhelming Numbers	2	Battle: Orc/Goblin Armies gets +2 Force
Cowards	1	Battle: Evil Armies get -1 Force
Magespeed	1	Move 1 Stack that contains a Mage





Midway

Introduction

Historical simulation of the WWII battle of Midway. Two player set piece Dice game. One player is the Japanese, the other is the Americans.

Flowcharts are used instead of Maps.

Materials

Paper & writing implements. Six sided dice are required. Each player must have: 1 copy of the Flowchart 4 copies of the Carrier Box 1 set of chits representing his squads Chits & Charts are provided at the bottom of the page.

Turn Sequence

There are 2 Phases:

1. Move Phase
2. Attack Phase

Move Phase

The Americans go first, followed by the Japanese. A squad represents about 10 planes. Squads are represented by cardboard counters or chits.

Both Players have one copy of the Strike force flow chart in front of them. Players also have a drawing of the "Carrier Box" for each of their Carriers. Chits representing squads are placed in the boxes of the flowchart and can move to adjacent boxes connected by arrows.

Every squad can move once on the flowchart during his players turn. A squad must move to the next Box if it is not on a carrier or on patrol. A fighter squad can spend up to 4 turns on Patrol before having to refuel.

Turn squads upside down to indicate that they have moved. Turn all of your squads right side up at the beginning of your turn. Squads On Deck can be moved below decks to rearm and refuel.

A carrier can have a maximum of 4 squads in the "On Deck" Box at one time. A Japanese carrier can have a maximum of 3 squads in its "Rearm/Refuel" Box at one time. An American carrier can have a maximum of 4 squads in its "Rearm/Refuel" Box at one time.

Treat Midway Island like a carrier. Midway can have a maximum of 10 squads in its "Rearm/Refuel" Box at one time. Squads landing on the Carrier Box from the Return I, Takeoff, or Patrol Boxes must chose which carrier they are landing on. They are then moved to the On Deck box of that carrier.

Squads landing on the On Deck Box from the Return I, Takeoff, or Patrol Boxes are flipped face down to

indicate that they are out of fuel and/or ammo. Face down squads can only be moved to the Rearm/Refuel Box. Squads that start their turn in the Rearm/Refuel Box are flipped face up.

Only Fighters may move into the Patrol Box. Squads in the Takeoff Box may form into stacks called strike groups. Squads in a Strike group move and search together.

You may have two or more strike groups in a Box. In order for a Strike Force to move into the Attack Box it must make a successful search roll. The Americans succeed on a roll of 1-4 on 1D6.

The Japanese succeed on a roll of 1-3 on 1D6. No search roll is necessary to locate Midway. If the Search roll is unsuccessful the Strike force may move to the Return I Box, or the 2nd Search Box. Fighters cannot enter the 2nd Search Box. They run low on fuel and must return.

You may allow fighters to proceed to the 2nd Search Box, but they must ditch after the attack. Squads moving from the Attack Box to the Return II Box are destroyed on a roll of 1 on 1D6. If a squad is moving out of the Patrol or Return I Boxes, and cannot land because all the carrier decks are full or gone, than that squad must "pancake" into the ocean, and is destroyed.

A squad may land on any friendly carrier.

Attack Phase

This occurs if you have any Strike Forces in the Attack Box. American squads may attack any combination of enemy carriers. A Japanese Strike force must attack either Midway Island, Task Force 16, or Task Force 17.

Task Force 16 was the Yorktown. Task Force 17 included the Enterprise and Hornet. The Americans go first, followed by the Japanese. This is divided into 4 Segments:

1. Interception Segment
2. Anti-aircraft Segment
3. Bombing Segment
4. Damage Segment

Interception Segment

All Fighters in the Attackers Attack box may make 1 Attack roll. All Fighters in the Defenders On Deck, Takeoff, and Patrol boxes may make 1 Attack roll. A Zero squad will destroy 1 enemy squad on a roll of 1-3 on 1D6.

A Wildcat squad will destroy 1 enemy squad on a roll of 1-3 on 1D6. A Buffalo squad will destroy 1

enemy squad on a roll of 1-2 on 1D6. All attack rolls are simultaneous.

A player decides which of his squads are destroyed. Destroyed squads are placed in a pile known as "The Drink."

Anti-aircraft Segment

The Japanese Fleet if attacked may make 4 AA Attack rolls. An AA attack will destroy 1 enemy squad on a roll of 1 on 1D6. The American Carriers (& Midway) if attacked may make 3 AA Attack rolls.

The Japanese carriers were accompanied by 2 Battleships, 3 cruisers, and 30 destroyers. The American

carriers were escorted by 6 cruisers, and 9 destroyers.

Bombing Segment

All bombers and Torpedo squads surviving may attack the carriers. Attacks will hit a carrier on a roll of 1-X on 1D6, where X is equal to the AS(Anti-ship) value of the squad as given in the Squad Lists. A carrier can dodge a Torpedo attack on a roll of 1-2 on 1D6.

Damage Segment

Roll 1D6 on the Following table to determine the extent of the Damage by a Torpedo or Bomb hit.

D6	Result
1-4	Out of Action: Hull Breach, Fuel Fires, Munitions Explode
5-6	Immobilized: No search roll necessary, Cannot dodge torpedos

If a carrier is immobilized by a bomb attack, there will also be a Deck Fire: Reduce On Deck Box capacity by 2 Squads & Destroy 2 Squads on Carrier. An Out of Action (destroyed) carrier may take hours to sink or may even be salvagable. If a carrier is destroyed so are all squads onboard.

Midway Island is impervious to Torpedoes, however, every bomb hit will destroy one of its 4 Runways on a roll of 1-4 on 1D6. Like carriers, Midway has an On Deck capacity of 4 squads.

American Setup

The Americans have 3 carriers with the following squads:

Carrier	Wildcats	Devastators	Dauntlesses
Yorktown	2	2	2
Enterprise	1	1	4
Hornet	2	2	2

Japanese Setup

The Japanese have 4 carriers with the following squads:

Carrier	Zeros	Kates	Vals	Judys
Soryu	2	2	2	1
Hiryu	2	2	1	1
Kaga	2	2	2	1
Akagi	2	2	2	1

On Midway Island there is 1 squad of each of the following: Catalinas Avengers, Brewster Buffaloes, Marauders, Vindicators, and Flying Fortresses. There are also 2 Wildcat squads and 2 Dauntless squads.

Strike Force Flow Chart

One per player.

BOXES:	DRAW ONE-WAY ARROW TO THESE BOXES:
ATTACK	RETURN II
2nd SEARCH	ATTACK; RETURN II
SEARCH	ATTACK; 2nd SEARCH; RETURN I
RETURN II	RETURN I

BOXES:	DRAW ONE-WAY ARROW TO THESE BOXES:
TAKEOFF	SEARCH; CARRIER; PATROL
RETURN I	CARRIER
PATROL	CARRIER
CARRIER	TAKEOFF

Carrier Box Flowchart

One per carrier.

BOXES:	DRAW ONE-WAY ARROW TO THESE BOXES:
ON DECK	TAKEOFF; REFUEL/REARM
REFUEL/REARM	ON DECK

American Squad List

#	Squad	AA	AS	Type
7	Grumman F4F Wildcat	3	-	Fighter
5	Douglas TBD Devastator	-	2	Slow Torpedo Plane

#	Squad	AA	AS	Type
10	Douglas SBD Dauntless	-	3	Dive Bomber
1	Avenger	-	1	Torpedo Strike Planes
1	Brewster Buffalo	2	-	Obsolete Fighters
1	B26 Marauder	-	1	Twin Engine Bombers
1	Marine Vindicator	-	1	Scout Bomber
1	Flying Fortress	-	1	High Altitude Bombers

1 Catalina - 1 Flying Boat

Japanese Squad List

#	Squad	AA	AS	Type
8	Mitsubishi A6M Zero	3	-	Fighter
7	Nakajima B5n Kate	-	2	Torpedo Plane
7	Aichi D3ai Val	-	3	Dive Bomber
4	Yokosuka D4Y Judy	-	3	Dive Bomber

Optional Historical Constraints

The Japanese must attack Midway immediately with at least 9 bombers & 4 Zeros. Midway must attack the Japanese immediately with everything except fighters. This must be followed by a second attack on the Island.

The American carriers must coincide the attacks of 4 Strike forces with the return of the second wave of planes to attack Midway. The Japanese may only send

attackers after being attacked by carrier planes. Their first counter-attack must be against the Yorktown.

The Americans get a free torpedo attack on turn 17, made by the submarine USS Nautilus. The sub hits on a roll of 1-3 on 1D6.

Victory

Destroy all of your opponents carriers.

Counter Set

The following counter set and boards were created by Janne Thörne: <jan.thorne@mail.bip.net> Janne has also made counters for Cannonade.

Download Midway Counters Download Midway Strikeforce Flowchart Download Midway Carrier Flowchart

??Midway Review by jon parshall at the Imperial Japanese Navy Homepage





Moskito Coast

Introduction

Players are Drug Traffickers smuggling cocaine shipments from Columbia into the US.

Victory

The first player to accumulate \$50,000,000 wins.

The Board

The Board is a single track 30 spaces long (Central America). The Start space is Columbia. The End space is USA.

Every other space is a "Safe Zone".

Pieces

Each player gets a set of pawns of a unique color. Each set has 2 of the following 3 types of Pawns: Trucks (Ground) Planes (Air) Boats (Sea)

Government Forces

There is also 2 sets of Government pawns: USA Pawns (Blue): 1 Ground, 1 Air, and 1 Sea. Central American (CA) Government Pawns (Red): 1 Ground, 1 Air, and 1 Sea. CA Pawns start on space #5 USA Pawns start on space #25 Government pawns cannot enter the start or end spaces.

Money

Use change Change. 1 Cent = \$1,000,000.

Dice

Six sided dice are needed.

Setup

Each player picks 1 of their pieces & puts it on the start space. Players roll high on 1D6 to see who goes first. Players start with \$10,000,000

Turn Sequence

Players take turns. Each turn has 5 Phases:

- Transport Phase
- Smugglers Phase
- Activity Phase
- Production Phase
- Interception Phase

Transport Phase

You move each of your pawns in play forward (towards US) 1D6 spaces. If a Pawn reaches the end space remove it from the board & get 3D6 x \$1,000,000. Capture: If you move a smuggler pawn onto a Government pawn, the smuggler is captured and removed from the board.

Smugglers Phase

You may discard a Transport card to cause a pawn to move forward an additional 1D6 spaces. The Transport cards type (Land/Air/Sea) must match that of the Pawn. If you land on an opponent's Pawn, remove it from the board, and gain 1,000,000.

Activity Phase

Draw 1 card from the deck & put it in your hand. If the deck runs out, shuffle the discard & draw from it. Max hand size is 7 cards. Discard excess cards.

Production Phase

You may pay \$1,000,000 to put one of your pawns into play on the start space. You may discard a Narcotics Production card from your hand to play an additional pawn.

Interception Phase

You may play (discard) a Law Enforcement card to move a Government pawn of the indicated type. The Government pawn moves 1D6 spaces in either direction. A Government pawn that lands on a smuggler pawn captures it: the smuggler is captured and removed from the board.

Your opponent may play (discard) a Corruption card to negate a Law card.

Card Type Notation

- N** Narcotics Production
- T** Transport
- L** Law Enforcement
- C** Corruption
- G** Ground
- A** Air
- S** Sea
- X** Ground, Air, or Sea
- Z** Opponent must discard his hand
- Y** Draw 3 cards
- P** Capture Target pawn at Start Space
- U** Capture Target pawn at End Space

cent Central American Government only

usa USA Government only

Card List

Card Name:	Type:
Cocaine Republics	N
Lawless Jungle	TG
Border Tunnels	TG
Fast Boats	LS
Speed Boats	TS
Drug traffickers	TX
Pacific coast	TS
Caribbean coast	TS
Drug Kingpin	Y
Arrests	LX
Guatemalan Navy	LScent
Coast Guard	LS
Clandestine landing strip	TA
U.S. counter-drug operations	LXusa
Smuggler's paradise	TS
Central American Corridor	TG
Drug Culture	Y
Compliant population	Y
Banana republics	N
Police in Mexico	LGcent
Trucks	TG
Cali Cartel	N
Medellin Cartel	N
Juarez Cartel	N
Tijuana Cartel	N
Tamaulipas Cartel	N
Violence	C
Crop-dusting program	P
Coca crop	N
Narcotics crops	N
Threats	C
Look the Other Way	C
Drug money	C
Pay-offs	C

Card Name:	Type:
Illegal drug market	C
Bumper Crop	N
INS	LG
Customs Service	LS
Border Patrol	LG
Bribery	C
U.S. Port of Entry	U
Inspector	LG
Columbian Exports	N
Good Growing Season	N
Drug War	Z
Smuggling game	Y
Shark Boats	TS
Contraband	N
Lottery of the Sea	TS
Transportation Fee	TX
Counterdrug Police	LX
Helicopters	LA
Turboprops	TA
Old jets	TA
Cocaine express	TA
Crash-land old planes	TA
Nuns	TG
Maritime anti-drug operation	LS
Fishing Boats	TS
Nicaragua's Miskito Coast	TS
Airport Search	LA
Nicaragua's National Police	LGcent
Crack down	LX
Narco-traffickers	TX
Drug Bust	LX
Search & Seizure	LX
DEA Agents discover Airfield	LAusa
Radar	LA





Naval Duel

Introduction

Tactical Sea Combat for Ships of the line, circa 1700-1800's

The Map

Use a large grid Map. Indicate land and sea spaces.

Models & Counters

Use a counter or model to represent each individual ship. Indicate ship facing on counters. Six, eight, and ten sided dice are needed.

Cards

Players share a common action deck. The deck contains 2 copies of each card on the list.

Cardset Available

Most Excellent set available at Alcrespi

Ship Attributes

(For First class Ships of the Line)

- Each ship has a base Sails Rating = 6
- Each ship has a base Skill Rating = 0
- Each ship has a base Swiftiness Rating = -4
- Each ship has a base Hull rating = 6
- Each ship has a base Cannon Rating = 6
- Each ship has a base Gunnery Rating = 0
- Each ship has a base Crew Rating = 6
- Each Ship has a base Boarding Rating = 0
- Each Ship has a base Courage Rating = 0

Designing Fleets & Ships

In the Basic Scenario, each player starts with a fleet of 8 ships. Roll on the Admiral, National and Fleet Character Tables once. Every ship in your fleet gets the same National and Fleet bonuses.

Roll on the Ship, Captain, and Crew Tables for each ship individually. Pick one ship in your fleet to be the Flagship. The Flagship gets an extra roll on the Ship, Captain, and Crew Tables.

Broadside Table

Setup

Fleets start at opposite ends of the map.

Turn Sequence

Each turn has 5 Phases:

- Draw Phase
- Move Phase
- Broadside Phase
- Boarding Action Phase
- Morale Phase

Draw Phase

Each player draws 2 cards. If the deck runs out shuffle the discard and draw from it. Maximum hand size is 5 cards.

Discard excess cards.

Move Phase

Players take turns moving one ship at a time. The player with the ship with the highest movement rating chooses whether to go first or second. If tied in this respect, roll high on 1D6.

For each ship make a Movement roll: The Base Movement roll is $2D6 - 4$. To this, add the ships Sails, Skill & Swiftiness ratings. The final result is the maximum number of spaces the ship may move.

Moving Diagonally counts as 1.5 spaces. Any ship with a Sails rating of zero or less may not move unless pulled. Each face change counts as one-half space moved.

No stacking. Only one ship per space.

Broadsides Phase

Each ship can make one broadside attack per turn from each side. All attacks are considered to be simultaneous. Base attack Range for a Ship is $4 + \text{Gunnery Bonus}$.

When attacking first declare ammo type:

- Grapeshot has a range -2.
- Chainshot has no modification to range.
- Roundshot has a range +2.

Attacks are from the sides of the ship in a 45 degree angle cone. To determine the effect of the Broadside, roll on the Broadside table:

1D10	Result:
1-5	No Damage
6-9	The target loses one rating point in one random attribute
10-13	The target loses one rating point in two random attributes
14+	The target loses one rating point in three random attributes

Subtract one from the roll for each space over 2 the target is distant. Add the attacking ships Cannon and Gunnery Ratings to the roll. All loses due to Grapeshot are to Men.

All Hull loses due to Chainshot are ignored. Roundshot gets -1 to this roll.

- A ship reduced to zero hull cannot move and will sink in 1D6 turns.
- A ship reduced to zero crew cannot move or repel boarders.
- A ship reduced to zero cannon blows its hold and immediately sinks.
- A ship reduced to zero sails cannot move.

Random Damage Attribute Table

1D8	Attribute:
1-2	Sails Rating
3-4	Hull Rating
5-6	Crew Rating
7-8	Cannon Rating

Boarding Action Phase

If two enemy ships are adjacent, side by side, and either party cares to, they will have a boarding action. Each player rolls 1D6 (the boarding action roll) and adds their Crew and Boarding ratings. The higher score wins the boarding action. Reroll ties.

Admiral Character

1D8	Attribute:	Bonus
1-2	Charismatic	All Ships get +1 to Courage Rating
3-4	Diplomat	Start game with 50% extra Ships: Half of Ships are Allies
5-6	Brilliant	Draw an Extra Card in Draw phase
7-8	Tactician	Max hand size is +2 cards

Ship Specifications

1D6	Attribute:	Bonus
1-2	Seaworthy	+1 to Swiftness Rating
3-4	Carronades	+1 to Cannon Rating
5-6	Royal Marines	+1 to Crew Rating

Captains Preoccupation

1D8	Attribute:	Bonus
1-2	Salty Dog	+1 to Skill Rating
3-4	Artillerist	+1 to Gunnery Rating
5-6	Swashbuckler	+1 to Boarding Rating
7-8	Initiative	+1 to Courage Rating

The winner captures the losers Ship. The winner may sink it, or transfer a crew point to it to gain control of it.

Morale Phase

Roll 1D6 for every Ship Damaged this turn: On a roll of 2 or less, that ship flees the battle. Modifiers: Flagship = +2 Per Bonus Point of Courage = +1 Small Ship = -1 (4th class or less) Ship has lost (from damage) 2 or more points in any 1 rating = -1 Ship is an Ally = -1 One or more ships of that fleet have already fled = -1 Flagship of that Fleet has fled = -1 If one Allied ship Flees, they all Flee. Any Fleet that loses over 75% of its ships is automatically defeated.

National Character

1D6	Attribute:	Bonus
1-2	Sea Power	+1 to Skill Rating
3-4	Industrial Giant	+1 to Cannon Rating
5-6	Land Power	+1 to Crew Rating

Fleet Character

1D8	Attribute:	Bonus
1-2	Privateers/Raiders	+1 to Swiftness Rating
3-4	Warships	+1 to Cannon Rating
5-6	Invasion Fleet	+1 to Crew Rating
5-6	Escort/Patrol	+1 to Courage Rating

Crew Quality

1D8	Attribute:	Bonus
1-2	Able Seamen	+1 to Skill Rating
3-4	Gunners Mates	+1 to Gunnery Rating
5-6	Bully Boys	+1 to Boarding Rating
7-8	Disciplined	+1 to Courage Rating

Deck Card List

Card Name:	Notes
Gust of Wind	+2 to the Movement Roll
Unfurl the Sails	+2 to the Movement Roll
Catch the Wind	+2 to the Movement Roll
Fierce Hand to Hand	+2 to the Boarding Action Roll
Swords and Pistols	+2 to the Boarding Action Roll
Rally the Men	+2 to the Boarding Action Roll
Sweep the Decks	Grapeshot gets +2 to Broadside Table Roll
Splintering Wood	Roundshot gets +2 to Broadside Table Roll
Damaged Rigging	Chainshot gets +2 to Broadside Table Roll
Quick Reload	Ship gets an extra Broadside attack this turn
Crows nest Lookout	Look at opponents hand
Maneuver	Opponent gets -2 to Broadside Table Roll
Calm Waters	Opponent gets -2 to the Movement Roll
Rake the Bow	+1 to Broadside Table Roll if attacking the bow or stern

Wind Direction

Roll at the beginning of the game to Determine Wind Direction:

1D10	Direction:	1D10	Direction:
1-2	Calm	7	South
3	North	8	SW
4	NE	9	West
5	East	10	NW
6	SE		

Ships going in the direction of the wind get move +2. Ships going diagonally with the wind get move +1. Ships going parallel to the wind get no modification.

Ships going diagonally against the wind get Move -1. Ships may not go directly against the wind. Roll

1D6 at the beginning of each turn: On a roll of 1-5 the wind stays the same.

On a roll of 6 the wind changes: Roll on the above Table.

Base Ship Ratings By Type

Ship Type	Sails	Hull	Crew	Swift
1st Class	6	6	6	-3
2nd Class	5	5	5	-2
3rd Class	4	4	4	-1

Ship Type	Sails	Hull	Crew	Swift
Large Frigate	3	3	3	-
Frigate	2	2	2	+1
Small Frigate	1	1	1	+2

Note: Skill, Boarding, Gunnery, and Courage are

base = 0 for all types.





Naval Engagement

Introduction

Card game for 2 players. Simplistic WWII era Pacific sea battle simulation. Micro-Deck Concept: Easily made minimalist deck.

Card Set Available

Awesome cardset by Janne Thörne: for Cardset

Victory

Reduce your opponent to zero Fleet Points.

Fleet Points

Each player begins with 10 Fleet Points. Use coins, dice, or tokens to keep track of FP's.

The Deck

Players share a common deck. There are 15 card types. The deck contains 4 copies of each card for a total of 60 cards.

Setup

Each player is dealt a hand of 7 cards. Flip a coin to determine who goes first.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Maneuver Phase
2. Deploy Phase
3. Attack Phase
4. Logistics Phase

Maneuver Phase

Draw 1 card. If the deck runs out, shuffle the discard and draw from it. Ariel Reconnaissance cards are played in this phase.

Card List

Card Name:	Type	Notes:
Submarine	U	Sub; Uses Torpedoes
Destroyer	U	Ship; Uses Torps, Guns, & Depth Charges
Battleship	U	Ship; Uses Guns, & Depth Charges
Carrier	U	Ship; Uses Bombs
Fighters	U	Planes; Uses Guns

Play (discard) the Air Recon card to look at your opponent's hand and Then draw one card from the deck.

Deploy Phase

Unit cards include Planes, Ships, and Subs Put one or more unit cards into play. Unit cards are placed face up in front of you.

Attack Phase

Use Attack cards to attack. In order to use an attack card you must have a unit capable of using that attack card. Attack card have specific target types (that are destroyed).

If your opponent does not have a suitable target the attack causes your foe to lose 1 FP. Your opponent may play certain Defense cards to neutralize certain types of attack.

Big Ship Rule

Carriers & Battleships must be successfully attacked twice before they are destroyed. Use a Token to mark the first attack.

Logistics Phase

Max hand size is 7 cards. Discard excess cards. You may discard a Smoke card for the following effect: Foul Weather: Opponent may only attack next turn if they play Air Recon.

Card List Notation

- U** Unit Card
- A** Attack Card
- D** Defense Card
- X** Special Card

Card Name:	Type	Notes:
Bombers	U	Planes; Uses Torps, Bombs
Torpedo Attack	A	Destroys Ships
Bomb Attack	A	Destroys Ships
Gun Attack	A	Destroys Ships & Planes
Depth Charge Attack	A	Destroys Subs
Radar/Sonar	A	Destroys Subs & Planes
Anti-Aircraft Guns	A/D	Destroys Planes & Negates Bomb Attacks
Smoke	D	Negates Gun Attacks
Evasion	D	Negate Torpedo & Depth Charge Attacks
Air Recon	X	Look at opponent's hand & Draw 1 card from deck

Optional Rules

Add an extra Card: National Traits It has 2 copies in the deck. One player is the Americans who can use

it for: Industrial Might: Draw 2 cards The other player is the Japanese who can use it for: Kamikaze: Discard a Plane to destroy a target ship.





New World Empires

Introduction

Card & Record Keeping Game for 2-4+ players. Each player is a European Imperial Power circa 1500-1750.

Victory

The player with the most Culture points at the end of the game wins. At the end of the game get 1 Culture point for each Territory you Control, plus 1 for each level in the Law and Humanities Technologies. If a player loses 7 or more of his European Territories, he Automatically loses.

Game End

The game ends at the end of the turn in which all of the Colonial Territories have been claimed.

Dice

Six and ten sided dice are needed.

Decks

There are 2 Decks:

- The Exploration Deck
- The Research Deck

The Research Deck contains 2 copies of each card for each Technology listed in the Technology Stats Table.

Stats

Each player has a set of Stats. These Stats fall into 5 Categories:

- Military Units
- Technologies
- Resources
- European Territories
- Colonial Territories

Stat Record Keeping

Have a page for each Non-territory stat category. On each page draw a box for each stat in that category. Use Tokens placed in the boxes to keep track of stats.

Simply write down your 10 European Territories. Colonial Territories are in the form of cards.

Military Unit Stats

There are 7 Unit Stats:

1. Fleets
2. Armies in Europe
3. Armies in the Caribbean
4. Armies in South America
5. Armies in Central America
6. Armies in North America
7. Armies in Canada

Resource Stats

There are 7 Resource Stats:

1. Workers
2. Gold
3. Food
4. Cloth
5. Wood
6. Metal
7. Horses

Technology Stats Table

There are 20 Technology Stats:

1. Science
2. Exploration
3. Farming
4. Livestock
5. Fishing
6. Forestry
7. Textiles
8. Mining
9. Transportation
10. Finance
11. Sea Power
12. Infantry
13. Cavalry
14. Artillery
15. Fortifications
16. Industry
17. Urbanization
18. Law
19. Humanities
20. Equestrian

European Territories

Each player has 10 Territories. Each Territory has a Terrain Type. There are 10 European Terrain Types:

1. Grain
2. Wool
3. Cattle
4. Ore

5. Forest
6. Herds
7. Fish
8. Grapes
9. Coal
10. Stone

Each player starts with 4 set Territories: 1 Grain, 1 Wool, 1 Ore, and 1 Woods. For each player roll 1D10 six times to determine the Terrain types for their remaining 6 European Territories.

Colonial Empires

Colonial Territories are represented by cards in a deck called the Exploration Deck. Colonial Territories are of 5 Regions:

1. Caribbean
2. South America
3. Central America
4. North America
5. Canada

The Deck has 40 cards described in the Exploration Deck Card List.

Setup

- Each player starts with 2 Fleets and 3 Armies in Europe.
- Each player starts with 10 Gold & 10 Food.
- Each player starts with an Exploration Technology of 1.

- Each player starts with a Transport Technology of 1.
- Each player starts with a Science Technology of 1.
- Each player starts with a Humanities Technology of 1.
- Each player starts with an Equestrian Technology of 1.
- Players select Nationalities under Optional rules.

Turn Sequence

Players take turns. Each turn has 12 Phases:

- Event Phase
- Upkeep Phase
- Production Phase
- Trade Phase
- Research Phase
- Worker Phase
- Ship Building Phase
- Raise Armies Phase
- Exploration Phase
- Colonization Phase
- Transport Phase
- War Phase

Event Phase

Roll 1D6: On a roll of 4+ roll 1D10:

1D10	Event:	Notes:
1	Piracy	Lose 1D6 Gold
2	Privateers	Steal 1D6 Gold form Opponent
3	Prosperity	Gain 1D6 Gold
4	Storms	Loose 1 Fleet
5	Disease	Lose 1 Army
6	Famine	Lose 1D6 Food
7	Pestilence	Lose 1 Worker
8	Discovery	Get an Extra Exploration & Colonization Phase this turn
9	Invention	Get an Extra Research Phase this turn
10	Revolution	See Revolution Rules...

Revolution Rules

1 Random Colonial Territory of yours gains 1D6 Revolutionary Armies. These Armies are not controlled by any player. They will only defend that Territory if it is attacked.

You may not collect resources from this Territory. Any player who defeats the last of these Armies takes control of the Territory.

Upkeep Phase

You may not have more Workers in play than you have Food. Excess Workers are discarded. You may not have more Fleets or Armies in play than you have Food or Gold.

Excess Military units are discarded.

Production Phase

For each Grain Territory gain 1 Food Resource. For each Cattle Territory gain 1 Food Resource. For each Wool Territory gain 1 Cloth Resource.

For each Ore Territory gain 1 Metal Resource. For each Forest Territory gain 1 Wood Resource. For each Herds Territory gain 1 Horse Resource.

For each Grapes Territory gain 1 Gold Resource. For each Stone Territory gain 1 Gold Resource. For each Fish Territory gain 1 Food Resource.

For each Level of Farming Technology gain 1 Food Resource. For each Level of Fishing Technology gain 1 Food Resource. For each Level of Livestock Technology gain 1 Food Resource.

For each Level of Forestry Technology gain 1 Wood

Resource. For each Level of Mining Technology gain 1 Metal Resource. For each Level of Textiles Technology gain 1 Cloth Resource.

For each Level of Finance Technology gain 1 Gold Resource. For each Level of Industry Technology gain 1 Gold Resource. For each Level of Equestrian Technology gain 1 Horse Resource.

Colonial Territories produce resources according to the card text.

Trade Phase

Spend 5 Gold to buy 1 unit of any of the following 5 resources: Food, Cloth, Wood, Metal, Horses. Players may also trade, buy, and sell resources from each other.

Research Phase

For each level of Science and Urbanization Technology, draw 1 card from the Technology Research Deck. Discard a card and pay 3 +2X Gold to gain an advance of 1 level in the Technology indicated on the card.

X is equal to the level of the Technology.

For Example: Tech 1 costs 5 Gold; Tech 2 costs 7 Gold, etc. Any Technology card not purchased is discarded.

Worker Phase

Buy 1 Worker for 2 Food and 1 Cloth. You may buy Multiple Workers.

Shipbuilding Phase

Buy 1 Fleet for 1 Worker, 1 Metal, 2 Cloth, and 4 Wood. All Fleets start in the Atlantic. You may buy Multiple Fleets.

Raise Armies Phase

Buy 1 Army for 1 Worker, 1 Cloth, 2 Metal, and 2 Horses. All Armies start in Europe. You may buy Multiple Armies.

Exploration Phase

For each level of Exploration Tech you have draw 1 card from the Exploration Deck. Place them face up in the middle of the table. These cards are unclaimed Colonial resources.

Exploration Deck Card List

Territory:	#	Reg	Notes:
Sugar	2	C	P = 1 Food
Tobacco	2	C	P = 3 Gold
Indigo	2	C	P = 2 Gold
Coffee	2	C	P = 4 Gold
Lumber	2	K	P = 1 Wood

Colonization Phase

For each level of Transport tech you have, you may discard 1 Worker Token to colonize 1 target unclaimed Colonial Territory. Colonized Territories actively produce resources in Production phase. Place Colonized Territories face up in front of you.

Discard all unclaimed Colonial resources that were not Colonized.

Transport Phase

You may move Armies from 1 Region to another. The number of Armies you move cannot be greater than your Transport Tech level or the number of Fleets you own.

War Phase

If you have Armies in a Region, you may attack a Territory controlled by an opponent that is also in that Region. If your opponent has no Armies there, your attack automatically succeeds. Each Army & Fleet gets 1 Attack roll.

- If you have superiority in Infantry Technology get 1 extra Attack roll.
- If you have superiority in Cavalry Technology get 1 extra Attack roll.
- If you have superiority in Artillery Technology get 1 extra Attack roll.
- If you have superiority in Sea Power Technology (& at least 1 Fleet) get 1 extra Attack roll.
- If you have superiority in Fortification Technology get 1 extra Attack roll.

The Defender gets 2 extra Attack Rolls. For every roll of 6, one opposing army or Fleet is destroyed. If your opponent is reduced to zero Armies, and you have at Least 1 Army remaining, you may take 1 Territory from him.

Exploration Deck Card List Notation

C Caribbean

S South America

M Central America

N North America

K Canada

Reg Region

Number of copies of that card in the deck.

P Produces this Resource in Production Phase.

Territory:	#	Reg	Notes:
Rice	2	N	P = 1 Food
Gold	2	M	P = 6 Gold
Fish	2	M	P = 1 Food
Gems	2	M	P = 7 Gold
Cotton	2	M	P = 1 Cloth

Territory:	#	Reg	Notes:
Furs	4	K	P = 1 Cloth
Syrup	2	K	P = 1 Food
Tobacco	2	N	P = 3 Gold
Fish	2	N	P = 1 Food
Cotton	2	N	P = 1 Cloth

Territory:	#	Reg	Notes:
Coffee	2	S	P = 4 Gold
Cocoa	2	S	P = 3 Gold
Silver	2	S	P = 5 Gold
Indigo	2	S	P = 2 Gold

Optional Rules

Specific Countries

Players may pick from 1 of 5 specific Countries:

England

Starts with Industry and Sea Power +1 (Treat Grape Rolls as Wool)

Spain

Starts with Exploration +1 Starts with 5 extra Gold.

France

Starts with Infantry +1 Starts with 1 extra Army

Holland

Holland only gets 8 European Territories. Starts with 2 extra Fleets Starts with Transport & Textiles +1

Portugal

Portugal only gets 8 European Territories. Starts with 10 extra Gold. Starts with Fishing & Finance +1

Faq

***This game has a number of Abstractions as a result of not having a Map and in order to reduce record keeping. 1a) Each player has 10 territories in Europe, and starts with 2 fleets and 3 armies. How do they take territories away from each other? ***Battles are fought in 6 Regions. There are the 5 Colonial Regions. Each

Colonial Region has 8 Territories (per the deck). Europe is considered a Region by itself with 10 Territories per player.

1b) Is any and every territory in Europe adjacent to every other; Europe is one "Region"? *** Europe is 1 Region. When attacking in Europe, you can pick any Territory in Europe to attack. 1c) If you want to attack another player's European territory do you have to have armies in a territory of the same type of terrain? ***Armies do not occupy individual Territories. They are present in The Region as a whole. Multiple players can have Armies in the same Region at the same time, and they don't have to fight. 1d) Do you use fleets the same as you do to attack territories in the colonies? *** Yes 2a) Does a player go through all 12 phases before the next player? *** Yes 2b) or does each player do each phase, then we all go on to the next and Each player does each phase, etc? *** No 3a) Can you be in a colonial Region without having claimed a colony? *** Yes, you may have armies in the Region.

3b)That is, if someone has acquired, say, the "Sugar Canadian" Territory, and you want to attack him: can you just use fleets to transport armies to "Canada" (presumably a box on your stat sheet) during Transport Phase then attack on War Phase? *** Yes 3c) or do you have to have one of the "Canada" territory cards already in place in front of you from having acquired it in a Colonization Phase? *** No 4a) Fleets and Armies always start in Europe? *** Fleets are everywhere all the time. Armies start in Europe. 4b)All other resources are "everywhere"; they're just "spent" to buy fleets, armies, and Colony cards? *** Yes, resources are considered to automatically be transported back to Your Old World Home Country.





Pearl Harbor

Introduction

Solo Card Game. December 7, 1941. The player takes the role of the Japanese Imperial Navy First Air Fleet.

Objective

Destroy as many US targets as possible.

End Of Game

The game ends at the end of the turn in which there are no cards left in the deck.

The Deck

There is one of each card in the card list.

The Cards

There are 4 types of cards: Strategy Cards Target Cards Weapon Cards Defense Cards

Turn Sequence

Each turn has 5 phases:

1. Scout Phase
2. Reserve Phase
3. Attack Phase
4. Target Phase
5. Regroup Phase

Card List

Type	Name
S	Japanese Imperial Navy First Air Fleet
S	Vice Admiral Chuichi Nagamo
S	A Day that Will Live in Infamy
D	The Carriers are Missing
S	Empire of Japan
S	Massed Surprise Attack
D	Franklin D Roosevelt
D	Admiral Husband E Kimmel
T	US Navy Pacific Fleet
S	Pre-Emptive Strike
S	Admiral Isoroku Yamamoto
T	Oahu Island
W	Val Dive Bombers
W	Kate Level Bombers

Scout Phase

Draw 6 cards.

Reserve Phase

Draw an additional 0, 1, 2, 3, or 4 cards.

Attack Phase

Discard 0, 1, or 2 cards and draw replacements. Defense cards cannot be discarded.

Target Phase

From your hand, make as many 3-card-combos as you can. A combo must have one Weapon card, one Strategy card, and one Target card. Place the Target cards into your Success Pile.

Place the Weapon and Strategy cards into your discard.

Regroup Phase

Discard all cards remaining in your hand.

Card List Notation

- T** Target
- S** Strategy
- W** Weapon
- D** Defense

Type	Name
T	Battleship USS California
T	Battleship USS Maryland
T	Battleship USS Nevada
T	Battleship USS Oklahoma
T	Battleship USS Pennsylvania
T	Battleship USS Tennessee
T	Battleship USS West Virginia
W	Armor Piercing Bombs
W	Shallow Water Torpedoes
T	Pearl Harbor
T	Heavy Cruisers
T	Destroyers
T	Submarines
T	US B-17 Bombers

Type	Name
W	Kate Torpedo Bombers
W	Zero Fighters
W	Nakajima B5N2 97s
W	Aichi D3A1 99s
W	Midget Submarines
W	Fleet Submarines
W	Aircraft Carrier Akagi
W	Aircraft Carrier Hiryu
W	Aircraft Carrier Kaga
W	Aircraft Carrier Shokaku
W	Aircraft Carrier Soryu
W	Aircraft Carrier Zuikaku
W	Fighter Escort
S	US Lack of Communication
S	First Wave
S	Second Wave
S	Sitting Ducks
S	Intense Pilot Training
S	Daylight Raid
S	Complete Surprise
T	Battleship USS Arizona

Type	Name
D	Army Mobile Radar
T	Battleship Row
S	Tora Tora Tora
S	Attack Run
T	Army Airfields
T	Ewa Airfield
T	Grounded Planes
W	Strike Planes
D	Ship AA Guns
D	Shore AA Guns
D	AA Gun Barrage
T	Support Ships
S	Heavy Bombing
S	Sunk or Capsized
S	Major Damage
T	Fuel Reserves
T	Ammunition Reserves
T	Repair Shops
T	Dry Docks
D	Fearful of Counterattack





Periplus

Introduction

Board & card game for 2 players. Battle between two Fleets of Greek Warships. Abstract skirmish level combat.

Each figure represents a single Ship (unit).

Victory

You win if you Destroy the opposing Quinquereme.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. There are 4 types of Ships: Biremes, Triremes, Quadriremes & Quinqueremes

Ship Table

#	Type	Hits
2	Bireme	2
3	Trireme	3
2	Quadrireme	4
1	Quinquereme	5

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back rows. 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

Card List

Card Name:	#	Range	Type	Notes:
Row	5	1	M	

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 allow a Ship to move 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. Each attack inflicts one 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.

In order to ram, a ship must move first in the same turn. A Shear Oars does no damage but the target ship can no longer ram or move.

Card List Notation

- M** Movement
- S** Shooting Attack
- R** Ramming Attack
- B** Boarding Attack
- D** Defense
- X** Special
- K** as a Knight would move in Chess
- Type** Purpose of card
- #** Number of that card in the Deck.

Card Name:	#	Range	Type	Notes:
Row Row	5	2	M	
Row Row Row	5	3	M	
Ramming Speed	5	4	M	
Periplus	5	K	M	Outflank
Prongs	2	1	R	
Reinforced Ram	2	1	R	
Ram	2	1	R	Special Damage
Shear Oars	2	1	R	
Hoplites	2	1	B	
Harpax	1	1	B	Catapult Launched Grapnel
Corvus	1	1	B	Swing Bridge
Marines	2	1	B	
Full Deck	2	1	B	
Archers	1	3	S	
Javelins	1	2	S	
Slings	1	2	S	
Greek Fire	1	2	S	
Ballistae	1	4	S	
Catapult	1	5	S	
Trebuchet	1	6	S	
Tower Archers	1	K	S	
Parablemata	2	-	D	Negate Shooting Attack
Reinforced Hull	2	-	D	Negate Ram Attack
Disengage	2	-	D	Negate Boarding Attack

Cardset Available

Cards, Counters & Board! Thanks Alessandro!
[Click Here](#)

Terrain

Add Islands or an irregular shaped board to make things a little more complicated.





Phoenician Sea Trader

Introduction

Card & Board game for 2+ players. Ancient Mediterranean Sea Trade Theme. Each player controls a trading vessel.

Victory

Be the first to have 25 gold.

Trade Center:	Commodity:	Most Desires:
Rome	Wine	Silk
Egypt	Grain	Obsidian
Greece	Oil	Grain

Ships may enter trade center spaces (they must stop upon entering). Try to separate Trade centers by at least 1 or 2 spaces. Do not completely block trade centers in by land spaces.

In 2 randomly scattered spaces put Pirate ships. Land & Trade centers cannot move, however Pirate ships can. Indicate the directions of North, South, East, and West on the Board.

Setup

Use pawns to represent player's ships. Each player is dealt 5 cards. Randomly determine turn order.

Each player's ship starts on any one Trade center of their choice. (Players must start on different Trade centers) Each player starts with 10 Gold Use coins to represent gold.

Turn Sequence

Players take turns. Each turn has 5 phases Wind Phase Sail Phase Trade Phase Piracy Phase Storm Phase

Wind Phase

Draw 3 cards. If the deck runs out, shuffle the discard & draw from it.

Sail Phase

Play Wind & Row cards from your hand to move your ship. You may play more than one such card in succession (no limit). A Row card allows you to move in any direction one space.

Wind cards allow you to move 1 or 2 spaces, but only in the direction indicated. You cannot enter spaces containing land, storms, or pirates.

The Board

Use an 8x8 square grid. Empty spaces are sea spaces. Use markers for Land, Trade centers, and Pirate ships.

In 10 randomly scattered spaces put land. Land spaces are obstacles, you cannot move into or through them. In 6 randomly scattered spaces put trade centers.

Trade Center:	Commodity:	Most Desires:
Persia	Silk	Oil
Carthage	Spices	Wine
Crete	Obsidian	Spices

Trade Phase

If your ship is adjacent to another players ship, you may freely trade commodity cards from your hands & your holds. If you are in a trade center you may buy and sell commodity cards. Each trade center sells only one commodity.

To buy a commodity card from that trade center you must have that type of Commodity card in your hand, and you must pay 1 gold for each such card. Commodity cards you buy go into your ships hold. To represent this, place these cards face up in front of you (This is your hold) You may have a maximum of 6 commodity cards in your hold.

When at a trade center you may sell cards in your hold. A trade center will not buy back the commodity it produces, however it will Buy all other commodities at 2 gold each (per card). A trade center will purchase the commodity it most desires for 3 gold per card.

Sold cards are shuffled into the discard pile.

Piracy Phase

You may use Wind cards to move Pirate ships. Pirate ships cannot enter spaces containing trade centers, land, or other Pirate ships If you move a pirate into a space occupied by an opponents ship, your opponent is Robbed and must discard all the cards in his hold.

Storm Phase

You may discard a Storm card to place a storm counter onto any empty space on the board. Remove from play any Storm counters you played on previous turns. Ships cannot enter spaces containing storms.

(Use storms to block pirates & other players ships.)

Trade & Sail Rule

You may combine the Sail & Trade phases together. This allows players to move, trade & then continue

moving (and other combinations of such).

Card List

Card Name:	Number of that card in the Deck:
Silk	4
Obsidian	4
Grain	4
Oil	4
Wine	4
Spices	4
Row	6
Sail North	3

Card Name:	Number of that card in the Deck:
Sail South	3
Sail East	3
Sail West	3
Sail NE	3
Sail SE	3
Sail NW	3
Sail SW	3
Storm	4

Cardset Available

Alecrespi An Italian Warpspawn fansite





Pirate Fleets

Introduction

Pirate Themed Boardgame for 2-7 Players

Victory

The Game ends after each player has had 10 Turns. The player with the most Gold wins. If tied the player with the most Captains wins.

If still tied the player with the most ships wins.

Dice

Six sided Dice are needed.

Gold

Use Tokens or Poker Chips to represent Gold.

Captains Pawns

Each player gets a set of 5 pawns of a unique color. Players start with 1 Ready Pawn. The max number of Ready Pawns you can use is 5.

You cannot have more pawns than the number of Ships you control.

Danger Disks

Each player gets a set of 5 disks of a unique color. (Same color as their pawns) Players start with 1 Ready

Disk. For every Ready Pawn you have, you get 1 Ready Disk.

Ships

Players share a common set of figures (or cubes or counters) If you lose your last ship, discard all your Pawns, Disks, Cards, and Gold. Start over next turn with 1 Ship. A player can have a number of ships in his Fleet. (Historically some Pirate fleets got very large) Note that the main way to gain Ships is by capturing ships in the Merchant and Fleet Actions.

Supply Deck

Players share a common deck of Supply cards. Most Supply cards are used to modify Dice rolls. Discard them when they are played.

They can be played at any (appropriate) time.

The Board

The Board is a 6 x 6 Grid. There are 36 Spaces. Spaces are also referred to as Action Spaces.

There are 2 Types of Action Spaces:

P Pirate Spaces

D Danger Spaces

Each action has a Target Number (TN) in its Description.

Action Space List

#	Action	TN	Type	Title
1.	Merchant	2	P	Spanish Convoy
2.	Merchant	3	P	Portuguese Galleon
3.	Merchant	4	P	English Cargo Ship
4.	Merchant	5	P	French Trader
5.	Mutiny	4	D	Officer Mutiny
6.	Mutiny	2	D	Crew Mutiny
7.	Storm	5	D	Gale Winds
8.	Storm	4	D	Water Spout
9.	Sickness	3	D	Scurvy
10.	Lost	3	D	Sargasso Sea
11.	Fleet	4	D	Spanish Squadron
12.	Fleet	3	D	Frigate on Patrol
13.	Haven	2	P	Harbor
14.	Haven	1	P	Docks
15.	Raid	3	P	Fishing Village
16.	Gambling	1	P	Gambling House

#	Action	TN	Type	Title
19.	Haven	3	P	Port
20.	Crew	3	P	Castaways
21.	Mutiny	6	D	Fleet Mutiny
22.	Storm	6	D	Hurricane
23.	Sickness	4	D	Beriberi
24.	Island	1	P	Pirates Cove
25.	Raid	4	P	Town
26.	Fleet	6	D	English Warships
27.	Duel	1	D	Pirates Honor
28.	Lost	5	D	Lost at Sea
29.	Fleet	3	D	Buccaneers
30.	Merchant	4	P	Dutch Shipping
31.	Wenches	1	D	Brothel
32.	Raid	5	P	City
33.	Crew	4	P	Escaped Slaves
34.	Skirmish	1	D	Sea Battle

#	Action TN	Type	Title
17.	Fleet 5	D	French Flotilla
18.	Merchant 1	P	Treasure Fleet

Scaling

When playing with 2-3 players use only the first 16 Spaces. When playing with 4-5 players use only the first 25 Spaces. When playing with 6-7 players use all 36 Spaces.

Optional Rule: 2-3 players can also use the Island(#24).

Setup

Shuffle the Deck. Each player draws 2 Supply cards. If the deck ever runs out, shuffle the discard and draw from it.

Players roll high to determine who goes first. Play proceeds clockwise. Each player starts with 1 Pawn, 1 Disk, and 1 Ship.

Turn Sequence

Players take turns placing one 1 Ready Pawn or Disk on one Action Space. When you place a Pawn or Disk resolve the effects of the space immediately. Pawns are placed in P type spaces.

Disks are placed in D type spaces. A space may contain a max of 1 pawn or disk. (If someone else has a pawn or disk there you are shut out) When all players have placed all their pawns and disks and all effects are resolved, players take back their pawns and disks and the turn ends. Max hand size is 7 cards. At the end of the turn discard excess cards.

IMPORTANT: The Turn ends when no one has any pawns or disks left OR there are no available spaces left on the board.

Action Space Effects

Merchant Spaces

You attack treasure laden Merchant ships. Roll 1D6. This counts as a Spot & Speed Roll.

If the roll is higher than the Target number gain XD6 Gold and X Ships where X is equal to 6 minus the Target number. If the roll is equal to or less than the Target number nothing happens. Note that Treasure

Haven Table

1D6	Result:	Notes:
1	Stores	Draw 1 Supply Card
2	Market	Draw 2 Supply Cards
3	Shipyard	Draw 3 Supply Cards

Raid Spaces

You attack a Settlement. This counts as a Fighting Action. Roll 1D6.

#	Action TN	Type	Title
35.	Trade 1	P	Parley
36.	Treachery 1	P	Betrayal

Fleets & Spanish Convoys have Escorts: When attacking one of these first lose 6 minus 1D6 Ships (Fighting Action).

Mutiny Spaces

Your crews rebel. Roll 1D6. This counts as a Fighting Action.

If it is equal to or higher than the Target number nothing happens. If it is less lose a number of ships equal to the number rolled.

Storm Spaces

Your ships encounter severe weather. Roll 1D6. If it is equal to or higher than the Target number nothing happens.

If it is less lose a number of ships equal to the number rolled.

Sickness Spaces

Your crews suffer from disease or malnutrition. Roll 1D6. If it is equal to or higher than the Target number nothing happens.

If it is less lose a number of ships equal to the number rolled.

Fleets Spaces

You attack or are attacked by Navy Ships. First you may try to escape: Roll 1D6. This is a spot and speed Action.

On a roll of 6 or higher you escape without a fight. If you do not escape Roll 1D6: This counts as a Fighting Action. If it is equal to or higher than the Target number gain a number of ships equal to the Target Number -2.

If it is less lose a number of ships equal to the number rolled.

Haven Spaces

Your fleet finds safe Harbor. Roll on the Haven Table a number of times equal to the Target Number of the Harbor.

1D6	Result:	Notes:
4	Pirate Crew	Gain 1 Ship
5	First Mate	Gain 1 Pawn or 2 Ships
6+	Captain	Gain 1 Pawn or 1D6 Gold

If it is equal to or higher than the Target number gain X Gold where X is equal to the Target Number. If it is less, lose a number of ships equal to the number

rolled.

Gambling Space

Gain 1D6 -3 Gold (If negative lose Gold)

Wench's Space

Spend some of that hard earned Gold. Lose 1D6 Gold.

Island Space

You go first next turn. Draw 1 Supply Card.

Duel Space

Players Captains Fight a Hand to Hand Duel. Pick an opposing Player. Each of you rolls 1D6.

High roll by 2 or more wins. No effect if Tied or the difference is 1. Winner steals 1D6 Gold from Loser. Loser loses 1 Pawn.

If that was his only pawn, he must start over as if he had lost his last ship. The targeted player may first attempt to escape if he wants: Roll 1D6: This is a spot and speed Action. On a roll of 5 or higher you escape without a fight.

If you do not escape the Duel must continue as above.

Lost Spaces

Your ships are lost or becalmed. Roll 1D6. If it is equal to or higher than the Target number nothing happens.

Treachery Table

2D6	Result:
2-6	No Effect
7	Steal 1 Random Supply card from Opponent
8	Steal 1D6 Gold from Opponent
9	Sink 1 Ship of Opponent (Not his last) or #7
10	Steal 1 Ship from Opponent (Not his last) or #7
11	Kill 1 Captain (Pawn) of Opponent (Not his Last) or #7
12	Steal 1 Captain (Pawn) from Opponent (Not his Last) or #7

Supply Deck Card List

Name	Notes
Rousing Speech	Mutiny Roll +1 or Crew Roll +1
Promises of Booty	Mutiny Roll +1 or Crew Roll +1
Inspire Fear	Mutiny Roll +1 or Fight Roll +1
Pirates Code	Mutiny Roll +1
Walk the Plank	Mutiny Roll +1
Keelhauled	Mutiny Roll +1

If it is less lose a random number of Supply cards equal to the number rolled. If you have a Pawn on a Lost space, you cannot be the target of a Duel or Skirmish or Treachery.

Crew Spaces

You discover potential recruits. Roll 1D6. If it is equal to or higher than the Target number gain 1 Ship. If it is less nothing happens.

Skirmish Space

Players Fleets engage in direct conflict. Pick an opposing Player. Each of you rolls 1D6 -3.

Your opponent loses that many Ships. This counts as a Fighting Action. The player with the larger fleet get +1 to the Roll.

The targeted player may first attempt to escape if he wants: Roll 1D6: This is a spot and speed Action. On a roll of 5 or higher you escape without a fight. If you do not escape the Fight must continue as above.

Trade Space

Players Wheel and Deal. Gain 2 Gold Pick an opposing Player. You may both trade with each other.

Things that can be traded include: Supply Cards, Gold, Ships, Pawns (and Captain Cards), Seating Position (Turn Order)

Treachery Space

Roll once on the Treachery Table:

Name	Notes
Rum	Mutiny Roll +1
Shore Leave	Sickness Roll +1 or Mutiny Roll +1
Harsh Discipline	Opponents Mutiny Roll -1
Maps & Charts	Lost Roll +1 or Storm Roll +1
Sextant	Lost Roll +1 or Storm Roll +1
Navigation	Lost Roll +1 or Storm Roll +1
Sea Worthy	Storm Roll +1
Weather the Storm	Storm Roll +1
Land Ho!	Lost Roll +1 or Sickness Roll +1
Fruits & Vegetables	Sickness Roll +1
Spoiled Food	Opponents Sickness Roll -1
Coral Reefs	Opponents Storm Roll -1
Repairs	Gain back 1 Ship after its lost in Storm or Fight
Grapeshot	Fight Roll +1
Cannons	Fight Roll +1
Broadside	Fight Roll +1
Swivel Guns	Fight Roll +1
Boarding Action	Fight Roll +1
Sweep the Decks	Fight Roll +1
Hot Shot	Fight Roll +1
Hook & Rapier	Duel Roll +1 or Fight Roll +1
Cutlass & Pistol	Duel Roll +1 or Fight Roll +1
Pike & Musket	Fight Roll +1
Axe & Blunderbuss	Fight Roll +1
Man-o-War	Opponents Fleet Roll -1
Ships of the Line	Opponents Fleet Roll -1
Scatter	Opponents Merchant Roll -1
Surrender on Sight	Merchant or Raid Roll +1
Marauders	Merchant or Raid Roll +1
Chain Shot	Spot & Speed Roll +1 or Fight Roll +1
Surprise	Merchant Roll +1 or Fight Roll +1
Ambush	Merchant Roll +1 or Fight Roll +1
Night Raid	Merchant Roll +1 or Fight Roll +1
Catch as Catch Can	Spot & Speed Roll +1
Wind at your Back	Spot & Speed Roll +1
Corsairs	Spot & Speed Roll +1 or Fight Roll +1
Seamanship	Spot & Speed Roll +1 or Storm Roll +1
Spyglass	Spot & Speed Roll +1
Crows Nest	Spot & Speed Roll +1
Catch the Wind	Spot & Speed Roll +1
Buried Treasure	Gain 2D6 Gold on Island
Treasure Map	Steal 1D6 Gold from Opponent on Island
Ransom Captives	Gain 1D6 Gold after successful Merchant
Pillage & Plunder	Gain 1D6 Gold after successful Raid
Letter of Marque	Negate a Fleet Action
Bribery	Crew Roll +1 or Raid Roll +1
Bombardment	Raid Roll +1
Carib Natives	Player with Pawn at Island loses 1 Ship
Cutthroat	Treachery Roll +1
Fortifications	Opponents Raid Roll -1
Good Omen	Reroll one of your Target Rolls
Hand of Fate	Remove Target Pawn: You may go There
Fortune Smiles	Remove Target Disc: You may go There

Optional Captains Deck

Draw 1 Captain card for each Ready Pawn you have.
There are 2 copies of each card in the deck.

Optional Captains Deck Card List

Name:	Notes:
Old Sea Dog	All Storm Rolls +1
Charismatic Leader	All Crew & Mutiny Rolls +1
Navigator	All Lost Rolls +1
Swashbuckler	All Fight Rolls +1
Eagle Eye	All Spot & Sea Rolls +1
Duelist	All Duel & Mutiny Rolls +1
Strategist	All Fleet & Raid Rolls +1
Logistician	All Sickness Rolls +1 & Hand Size +1
Gambler	All Gambler & Haven Table Rolls +1
Treacherous Cur	All Treachery Table Rolls +1
Privateer	All Merchant Rolls +1
Gentleman Pirate	When you gain ships gain 1 extra
Lucky	You have 1 less Disk
Scavenger	When you gain supply cards gain 1 extra
Coward	All Escape Rolls +1
Shrewd Bargainer	When you gain gold gain 1 extra
Lady Pirate	All Duel Rolls +1 & Immune to Wench Space
Legendary	You may place 1 pawn/turn on an occupied space

Links

[Pirate Tactics](#)





Pirate Island

Introduction

Module for Artifact. Click [??here](#) for the Core Rules. Each player controls a Pirate expedition (Ship, Captain, and Crew).

Skill List Table

1D6	Skill:
1	Crew +2
2	Cannons +1
3	Navigation +1

Pirate Expedition

The Expedition has 10 Crew points and 6 skills. Roll on the Skill List Table to see what skills you get:

1D6	Skill:
4	Discipline +1
5	Sailing +1
6	Swashbuckling +1

Difficulty Modifier

New Rule. Abbreviated DM. This is a property of individual Challenge cards.

The DM is added to the Challenge roll.

test will be Swashbuckling. If a player loses a Challenge he loses one Crew point unless the Challenge card says different.

Encounters

If player pawns meet at sea the Skill test will be Cannons. If player pawns meet on the Island the Skill

Introduction

Module 1 represents the trip by sea to and from Pirate Island. Module 2 represents Pirate Island itself. The 'Artifact' is a buried treasure.

Module 1 Sailing The Seven Seas Card List

Card Name:	Notes:
Spanish Galleon	Cannons & Sailing
Portugese Man-o-War	Cannons x2
French Frigate	Cannons x2
English Clipper	Cannons x2: DM +1
Flying Dutchman	Cannons x2
Barbary Coast Corsairs	Cannons & Swashbuckling
Ivory Coast Pirates	Cannons & Swashbuckling
Scurvy	Loose one crew
Mutiny	Discipline x2: DM +1
Murder	Discipline x2
Mayhem	Discipline & Swashbuckling
Mermaid	Discipline x2
Jamaican Rum	Discipline x2
Albatross	Navigation x2: If successful move forward 1D6 spaces
Blown off Course	Navigation & Sailing: If Failed Miss 1 Turn
Uncharted Waters	Navigation x2: If Failed Miss 1 Turn
Sargasso Sea	Navigation x2: If Failed Miss 1 Turn
Doldrums	Navigation x2: If Failed Miss 1 Turn
Hurricane	Sailing x2: DM +1
Typhoon	Sailing x2
Tropical Storm	Sailing x2
Sharp Rocks	Sailing x2

Card Name:	Notes:
Run aground	Sailing x2
Whirlpool	Sailing x2
Foul Water	Miss one Turn
Boarding Action	Swashbuckling x2
Broadsides	Aid: Cannons +1
Grapeshot	Aid: Cannons +1
Chainshot	Aid: Cannons +1
Cannon Balls	Aid: Cannons +1
Swivel Guns	Aid: Cannons +1
Weather Storm	Aid: Sailing +1
Sea Dogs	Aid: Sailing +1
Salty Sailors	Aid: Sailing +1
Dolphins	Aid: Sailing +1
Crows Nest	Aid: Sailing +1
Compass	Aid: Navigation +1
Spyglass	Aid: Navigation +1
Sextant	Aid: Navigation +1. This Module only.
Charts	Aid: Navigation +1. This Module only.
Skull & Crossbones	Aid: Discipline +1
40 Lashes	Aid: Discipline +1
Walk the Plank	Aid: Discipline +1
Thrown in the Brig	Aid: Discipline +1
Stowaway	Gain one crew

Module 2 Pirate Island Card List

Card Name:	Notes:
Island Girls	Discipline x2: If Failed Miss 1 Turn.
Tropical Paradise	Discipline x2: If Failed Miss 1 Turn.
Mutiny	Discipline x2: DM +1
Murder	Discipline x2
Traitors	Discipline & Swashbuckling
Mayhem	Discipline & Swashbuckling
Cutthroat	Discipline & Swashbuckling
Skeletons on the Beach	Discipline x2: DM -1
Volcanic Eruption	Discipline x2
X marks the Spot	Navigation x2: If successful move forward 1D6 spaces.
Dig in Wrong Spot	Navigation x2: If Failed Miss 1 Turn
Cave Network	Navigation x2: If Failed Miss 1 Turn
Walking in Circles	Navigation x2: If Failed Miss 1 Turn
Castaways	Gain one crew
Captives	Gain one crew
Hostile Beach Natives	Swashbuckling & Cannons
Swiss Family Robinson	Swashbuckling & Cannons: DM +1
Buccaneers	Swashbuckling x2
Poisonous Snake	Swashbuckling x2
Inland Natives	Swashbuckling x2
Cannibal Stew	Swashbuckling x2
Escape Head Hunters	Swashbuckling x2
Pygmy Ambush	Swashbuckling x2

Card Name:	Notes:
Matchlock Pistols	Aid: Swashbuckling +1
Cutlass	Aid: Swashbuckling +1
Peg Leg & Eye Patch	Aid: Discipline +1
Treasure Map	Aid: Navigation +1 This Module only.





Pirate War

Introduction

Players control Pirate ships in search of plunder & adventure.

Victory

The first player to accumulate 7 Treasures and have them stored in their home port is the winner.

Pirate Ships

Pirate ships have a hull rating of 12 and a cargo space of 12 (unless noted). A player can only control one ship at a time. A new ship costs 20 Gold. This includes one crew & one cannon

Empire Ship Move either 4 or 6 hexes (oars or sail) Start with 3 crew and one cannon facing forward Cannon can be placed forward or midships (broadside) Can perform a ramming move.

Brettonian ship Move 9 hexes (sail). Start with 3 crew and one cannon Cannon can only be place midships (broadside)

Elves Move 9 hexes (sail) and ignore turning into wind restriction Start 2 crew and one bolt thrower Bolt thrower can fire in a 1800 arc to forward Only 10 hull points (extra sail)

Dwarves Move 5 hexes (steam) ignore wind restrictions Start 2 crew and one cannon Cannon can fire in a 1800 arc to forward Can perform ramming move Only 10 hull points (extra armour), no movement restrictions

Orcs Move 4 or 6 hexes (oars or sail) Start 4 crew, one catapult facing forward Catapults can be placed either forward or midships (broadside) Orc ships have grappling hooks for boarding

Chaos Move 4 or 6 hexes (oars or sail) Start 3 crew and one cannon to forward Cannon can be placed forward or midships (broadside) Can perform ramming move

1D6	Event
1	Lose 1 crew, D6 gold, and miss next turn
2	Lose D6 gold and miss next turn
3	Gain D6 gold and miss next turn

Treasure

Each treasure occupies one cargo space. Each home port and Treasure Island holds 5 specific trea-

Setup

Players start with one ship All ships start in their home port. Determine turn order by rolling dice. High roll goes first and so on down.

Hull Rating

Ships start out with a hull rating of 12. If a ships hull rating is reduced to 0, it sinks and the player will have to buy a new ship. If a ship sinks or is lost all cargo is also lost.

If a ships hull rating is reduced to half or less, all movement is halved Elven and Dwarf ships have a hull rating of 10

Cargo Space

Ships have cargo space equaling the number of hull points they currently have Each crew, cannon/bolt thrower/catapult or treasure takes up one cargo space

Crew

If the number of crew is reduced to 0, the ship is lost, and the player will have to buy a new ship. Additional crew can be hired at Port for 2 Gold each.

Cannons

See Battles section. Additional cannons can be purchased at Port for 2 Gold each. You can't use more cannons then you have crew.

Free Ports

Ships automatically stop on the port space. The port is a safe harbor: Players cannot attack each other here. Treasure can be traded for an equal number of gold at port.

Damaged hulls can be repaired for two gold per point of damage. Crew can be hired for 4 gold per counter Cannons can be bought for 4 gold per cannon Trading can be undertaken at the Free Port by rolling on the following table:

1D6	Event
4	Gain D6 gold and miss next turn
5	Gain D6 gold
6	Gain D6 gold

sures as follows:

Empire	rum and tobacco
Brettonian	wine and spices
Elves	gems
Dwarves	mithral

Empire	rum and tobacco
Orcs	artifacts
Chaos	hostages
Treasure island	treasure chests

Once the 5 treasures have gone, the home port no longer has treasure to plunder. It can still be traded with. Treasures are acquired by plundering home ports or visiting Treasure Island. When plundering home ports, roll on the plunder table. You cannot plunder or trade with your home port.

Gold

Gold does not occupy cargo space.

The Board

The map board is attached. The 3 grey hexes on each long side of the board are Free Ports. Ships are at a Free Port if they are anchored in a hex that touches any hex side of the grey hexes.

The Home ports are two grey hexes together by a three hex harbour protected by two further grey hexes (the shore forts). Ships are considered in the harbour in any of the three sea hexes, and are anchored at the home port for trading, plundering or repairs if they occupy the one hex that touches the two joined grey hexes.

The Cards

- Change wind direction to any direction you choose
- Change wind direction 2 hexes clockwise
- Change wind direction 2 hexes counter-clockwise
- Change wind direction 1 hexes counter-clockwise
- Change wind direction 1 hexes clockwise
- Scurvey- Loose one crew
- BeriBeri- Loose one crew
- Mutiny- One of your crew attacks the rest (Boarding Action)
- Treasure Map- Hold this card. Discard on the deserted island dig up 4D6 Gold
- Albatross- Go again
- Uncharted Waters- Miss next turn.
- Hurricane- Take 1D6 hull damage. Storm
- Tropical Storm- Miss next turn. Storm
- Blown off course- move D6 hexes in direction of wind
- Weather Storm- Hold Card. Negate Storm card.
- Run aground- Take 1D6 hull damage
- Sextant- Hold this card. Discard to Ignore any result of: Miss next turn.
- Charts- Hold this card. Discard to Ignore any result of: Miss next turn.
- Spyglass- Hold this card. Discard to Ignore any result of: Miss next turn.
- Ivory Coast- Hold this card. Play to automatically gain 2 treasures from a
- home port (do not roll on plunder table)

- Saint Augustine- Hold this card. Play to automatically gain 2 treasures from a
- home port (do not roll on plunder table)
- Treasure Ship- Loot 3D6 Gold
- Stowaway- Gain one crew
- Wine, Women & Song- Play face up immediately. Miss next turn & lose 1D6
- Gold when you next visit any port
- Kings Ransom- Gain 3D6 Gold
- Repairs at sea- Repair 1D6 Hits for free
- Shipwreck Survivors- Gain one crew
- Captives- Gain one crew or 1D6 Gold
- Narrow Escape- Hold this card. Discard: End battle or avoid it before it begins
- Whirlpool- Take 1D6 hull damage
- Mermaid- Go again
- Skull & Crossbones- Go again
- Buccaneers- Attacked by two crew (Boarding Action)
- Hostile Natives- Attacked by one crew (Boarding Action)
- Blown Away- Hold this card. Battle Card +1 to hit, 2 hull point damage if no
- save, max 2 hex range. For all weapons in attack
- Broadships- Hold this card. Battle Card +1 to hit, 2 hull point damage if no
- save, max 2 hex range. For all weapons in attack
- Grapeshot- Hold this card. Battle Card +1 to hit, 2 hull point damage if no
- save, max 1 hex range. For all weapons in attack
- Chainshot- Hold this card. Battle Card +1 to hit, 2 hull point damage if no
- save, max 1 hex range. For all weapons in attack
- Swashbuckling- Hold this card. Boarding Card +1
- Matchlock Pistols- Hold this card. Boarding Card +2
- Cutlass- Hold this card. Boarding Card +1
- Medicinals- Hold this card. Discard to prevent a Crew from being killed

Turn Sequence

Players take turns. Roll initiative and wind direction each round. Each turn has 3 phases:

1. raw Card
2. ovement Phase
3. attle Phase

Determine Wind Direction

Roll one dice for the initial wind direction at the start of the game and place arrow facing the number of the hex side rolled. For subsequent rounds, roll two dice. The wind direction changes if a double is rolled.

It moves one hex side clockwise if an even double is rolled, and one hex side counter-clockwise if an off double is rolled.

Draw Phase

Draw 1 card. Play that card face up unless otherwise stated. The card immediately takes effect.

Movement Phase

Movement rates are noted under ships Cannot combine oars and sail in one movement turn Can turn one hex side for free, subsequent sides reduce the movement total by one Note, can turn max 2 hex sides Must

1D6	Event
1	Take 2 hull points of damage
2	Inflict 1 hull point and take 1 hull points of damage
3	Inflict 2 hull points and take 1 hull point of damage
4	Inflict 2 hull points and take 1 hull point of damage
5	Inflict 2 hull points of damage
6	Inflict 3 hull points of damage

Battle Phase

Cannon have 2 hex range Bolt throwers and dwarf cannon have 3 hex range Catapults have 3 hex range, but cannot target the first hex Roll one dice for each cannon firing Hits on 4,5 or 6 Defender "saves" against damage by rolling a 6 If the defender doesn't "save", the ship takes one hull point of damage Anything in the hull space is immediately lost If the attacker rolls "doubles" to hit (eg two 4s, or three 5s) the defender can only "save" if the previous "save" did not fail. Otherwise, an automatic loss of a hull point Play any battle cards before rolling the dice Dwarves save at +1 due to heavy armour on the ships

Boarding Actions

Adjacent ships can board each other Roll a dice, add the number of crew counters, highest number

Trading Table

1D6	Event
1	Lose one crew, one treasure (or 10 gold), and miss next turn
2	Lose D6 gold and miss next turn
3	Gain D6 gold and miss next turn
4	Gain D6 gold
5	Gain D6+2 gold
6	Gain 1 treasure

Plundering

Plundering ships are immediately attacked by the shore forts when the player announces he/she will

Plunder Table

move forward one hex before turning Must stop immediately if turn directly into wind if using sail movement. Get free one side move next turn without having to move forward first. Gain an extra 2 hex movement if moving straight down wind for entire move Can turn freely in port hex (ie do not have to move forward first) Can move backwards up to 2 hexes under oars Can spin on spot under oars, but each hex side costs one movement

Ramming

Ships that can ram do so in the movement phase They must move at least 2 hexes in a straight line to ram Roll on the following table

wins Winner takes one treasure, or 10 gold Loser loses a crew counter Use any boarding cards before the dice are rolled Orc grappling hooks The non-orc player must roll 4,5 or 6 at the end of the boarding phase, or suffer another round of boarding from the orc player

Home Ports

Ships can be attacked in their home port Home ports are defended by two shore forts at the entrance of the harbour These forts are armed with 2 cannon each, and will attack any plundering or attacking ship within range. This attack happens immediately the ship decides to plunder or attack, and before any roll on the plunder table. Players can either trade with or plunder other players Home ports Ships can be repaired at 1 gold per hull point Crew can be hired at 2 gold per crew Cannon/bolt throwers/catapults can be bought for 2 gold each

plunder. The outcome of these attacks are determined before any roll on the plunder table. The shore forts will continue to attack while the plundering ship remains in range.

1D6	Event
1	Lose 1 crew, 1 treasure (or 10 gold) and miss next turn
2	Lose 1 crew and miss next turn
3	Lose 1 crew
4	Gain 1 treasure
5	Gain 2 treasures
6	Gain 3 treasures

Attacking ships in home ports. The shore forts will attack any ship attacking another ship in the harbour hexes, and will continue to do so until the attacking ship is out of range.

Treasure Island

The island in the middle of the map is Treasure Island. If your ship is anchored next to Treasure Island, you can search for buried treasure by rolling on the Treasure Island table:

1D6	Event
1	Lose 1 crew and miss next turn
2	Miss next turn
3	Gain D6 gold and miss next turn

1D6	Event
4	Gain D6+2 gold and miss next turn
5	Gain one treasure and miss next turn
6	Gain one treasure

Final Notes

"Avast ye scurvey mates, prepare to be boarded!"
Be sure to play in character.





Pirates Backgammon

Introduction

Backgammon variant with Pirate Theme.

Victory

The first player to accumulate 25 Gold Coins in his Treasure Chest is the winner.

Pieces

There are 3 types of Pieces: Pirates, Merchants and Man-o-Wars. Each player has a Unique Pirate Ship Figure. Merchant Ships are represented by a Stack of Coins.

Man-o-War Ships should be represented by figures.

Dice

Each player should have 2 six-sided dice.

Gold

Use Coins to Represent Gold Treasures

Holds & Chests

Gold aboard your Pirate Ship is said to be in your hold and is Subject to being lost or plundered. When you bear off your gold is put into your Treasure Chest where it is safe.

The Board

Use a regular Backgammon Board. The 4 quadrants of the Board are referred to as:

- Outer Sea (points 1-6)
- Great Sea (points 7-12)
- Middle Sea (points 13 -18)
- Inner Sea (points 19-24)

Setup

Each player rolls 1D6 and places their ship on that point in the Outer Sea.

Turn Sequence

Each turn has 3 Phases:

- Travel Phase
- Luck Phase
- Wind Phase

Travel Phase

Roll 1D6 individually for each Man-o-War and Merchant ship. Those ships move forward that many spaces. Man-o-War and Merchants move from the Inner to the Outer Sea.

Any roll that moves them past the Outer Sea causes them to be removed from the board. If a Man-o-War lands on a Pirate, that Pirate is sunk and goes to the Sand Bar. A Pirate Sunk by a Man-o-War loses all the Gold in its Hold.

If a Merchant lands on a Pirate, that Pirate captures it and all its gold. The Gold is put in the Pirate Ships Hold. Captured Merchants are removed from the board.

Luck Phase

One player rolls 1D6: If he rolls a 1 a Man-o-War appears on the Board. If he rolls a 2-6 a Merchant ship appears with that many gold pieces aboard. That player rolls a second 1D6: The new ship is placed on a point on the Inner Sea corresponding to the second roll.

Wind Phase

Each Player rolls 1D6 to determine turn order: High roll goes first. Each player (not on the Sand Bar) in turn rolls 2D6 and Moves his ship. Ships must move using both dice.

Moves can be in either direction. Pirates may not move onto Man-o-Wars. If a Pirate lands on a Merchant, that Pirate captures it and all its gold.

The Gold is put in the Pirate Ships Hold. Captured Merchants are removed from the board. If there are 2 or more merchants on a point, and a Pirate lands on it, he captures them all.

If a Pirate lands on a Pirate, that Pirate is sunk and goes to the Sand Bar and the Pirate that did the sinking gets all the gold in the other players hold. Pirates cannot sink each other in the Outer Sea; they simply stack there instead. If a Pirate started his turn on the Sand Bar, he only rolls 1D6 and then Places his ship on that point in the Outer Sea.

A Pirate may Bear-off from the Inner or Outer Sea. When a Pirate bears-off, all the Gold in his Hold goes to his Treasure Chest and the Ship is then placed on the Sand Bar.

Question & Answer Section

> 1) The gold coins representing "treasure" are the same as the merchant ships? That is, each merchant ship is that stack of two-six coins which a pirate will get if he captures the ship?

YES, unless you have little merchant ship models you can stack coins on.

> 2) At the set-up, there are no merchants or men-o'-war on the board yet? If that is correct, then there's no Travel Phase first turn?

yes on both accounts

> 3) The sandbar is the division where the backgammon board folds up?

this is called the bar in backgammon i call it the "sandbar" to give it a nautical flavor.

> 4) When a new ship appears in the Luck Phase, the second D6 roll indicates what point on the Inner Sea it starts on. But, those points are numbered 19-24. Does 1=19 or 1=24?

go with 1=24

> 5) What does "bear-off" mean in terms of the board? The pirate's die roll is sufficient to move it past the last point on that end of the board? « YES »> You then automatically go to the sandbar, coins in the "hold" pile go to the "treasure chest" pile to count toward victory, and the next turn that pirate ship is placed on one of the points in the Outer Sea?

Yes to all

> 6) I move the ship at once for the sum which

has dropped on dices, or I do two moves for each dice separately (as in usual backgammons)? I.e.

Two Moves As In Regular Backgammon

> 7) Can I capture two merchant ships on two different lines in one turn?

Yes

> 8) If a merchant and men-o-war on the same line, I can't capture that merchant?

no, the mow protects the merchant

> 9) If the player does not have other choice, it should go to line with man-o-war?

Yes, If You Can't Move, Go To The Sandbar (& Discard The Gold In Your Hold)

Rules Variant

In Luck Phase roll 1D10:

#	=	Result
1-2	=	Man-O-War
3-9	=	Merchants
10	=	Typhoon

The Typhoon behaves just like a Man-O-War except that it destroys any and all ships it lands on.





Pirates Own Game

Introduction

Card game for 2+ players.

Victory

The first player to accumulate 20 Gold in his Buried Treasure pile wins.

The Decks

There are 3 Common Decks:

- Pirates Own Deck
- Event Deck
- Plunder Deck

Pirates Own Deck

There are 3 types of cards:

- Captains
- Ships
- Crew

Event Deck

These cards give one-time benefits.

Plunder Deck

There are 2 types of cards:

- Treasure (Has Gold Value)
- Objects (Give Advantage to a Ship it is carried on)

The Three Seas

The 3 Seas:

1. The Spanish Main
2. The Barbary Coast
3. The Seven Seas

Use cards to represent the 3 Seas. Place these cards in the Center of the Table.

Dice

Six-sided Dice are needed.

Damage Tokens

Use Tokens to keep track of Damage

Stats

There are 5 main Stats (Ratings) used in the Game:

1. Sailing
2. Gunnery
3. Boarding
4. Toughness
5. Wits

Setup

Each player draws 4 cards from the Pirates Own Deck.

Turn Sequence

Each turn has 9 Phases:

1. Fate Phase
2. Treasure Phase
3. Recruit Phase
4. Event Phase
5. Sailing Phase
6. Spanish Main Battle Phase
7. Barbary Coast Battle Phase
8. Seven Seas Battle Phase
9. Captains Phase

Fate Phase

Each player draws 3 cards from the Pirates Own Deck and 2 from the Event Deck. If a deck runs out, shuffle the discard and draw from it.

Treasure Phase

For each of the Three Seas, draw the top card from the Plunder deck and place it face-up on top of that Sea. If a Sea already has a Plunder card still there from the previous turn, do not Add another Plunder card.

Recruit Phase

Players may put Ships into play in front of them. Each Ship put into play must have 1 Crew and 1 Captain card attached. (A ship may have a maximum of 1 Captain and 1 Crew attached)

Event Phase

Certain Event cards are played in this Phase. A Ship with the Undead Trait automatically removes 1 Damage counter. Roll once on the Magic Table if you control any Undamaged Magical Ships:

Magic Table

1D6	Effect:	Notes:
1	Curses	Target Ship is Lost
2	Storm	Target Ship is affected by a Storm
3	Destiny	Draw 1 Event Card
4	Visions	Look at Opponents Hand
5	Heal	Remove all Damage Counters from 1 Ship
6	Call Aid	Draw 1 Pirates Own Card

Sailing Phase

Players pick which of the 3 Seas they want their Ships to sail to this turn. Determine the Sailing Rating of each Ship in play. The Ship with the lowest rating is moved first.

The Ship with the highest rating is moved last. In case of ties players roll high on 1D6 to determine turn order. You may send each of your Ships to any of the Three Seas.

You may Choose not to send a Ship and leave it at Port.

Battle Phase

There is a Battle Phase for each of the Three Seas. Only ships assigned to a Sea in Sailing Phase may partake in a Battle. Each Battle has 3 Segments:

- Gunnery Segment
- Boarding Segment
- Trickery Segment

Gunnery Segment

For every level of Gunnery a Ship has, it may roll 1 six sided die. For every roll of 6 put a Damage Counter on 1 opposing Ship. Any ship with damage tokens equal to or greater than its Toughness is Sunk.

A Sunk ship and all attached cards are discarded. The ship with the highest Sailing rating attacks first, and so on.

Boarding Segment

For every level of Boarding a Ship has, it may roll 1 six sided die. For every roll of 6 put a Damage Counter

on 1 opposing Ship. Any ship with damage tokens equal to or greater than its Toughness is Sunk.

A Sunk ship and all attached cards are discarded. All attacks are simultaneous.

Trickery Segment

Of those remaining, the Ship with the highest Wit Rating gets the Plunder card. If it is Treasure, place it in your Buried Treasure Pile. If it is an Object attach it to one of your Ships at the Battle.

If Wits are tied, highest Sailing Stat wins. If still tied, Roll high on 1D6.

Captains Phase

A Ship that spent the Turn in Port may remove all Damage Tokens.

Pirates Own Deck Card Notation

K Captain

V Ship

C Crew

S Sailing

G Gunnery

B Boarding

T Toughness

W Wit

UD Undead

Luck Pirate may Reroll 1 Die roll during Battle

Magical = Can use Magical Cards

Pirates Own Deck

Card Name	Type	Notes
Jack Sparrow	K	Luck W+3 S+2 B+2
The Black Pearl	S	S+3 T+2 G+1
Rogues	C	T+2 B+1 W+1
Captain Kidd	K	T+1 G+1
Adventure Galley	S	T+1 S+2 G+1
Scallywags	C	T+1 B+1
Davy Jones	K	Magical T+3 G+1 B+1
Flying Dutchman	S	T+3 G+3 S+3
Crusty Crew	C	T+3 B+1 G+1

Card Name	Type	Notes
Admiral Horatio	K	W+4 S+2 G+1 B+2
HMS Endeavor	S	T+2 G+3 S+2
Bully Brits	C	T+2 B+2 G+2 S+1
The Dragon Lady	K	Magical W+2 G+2 B+2
Pirate Junk	S	T+1 S+1
Chinamen	C	T+1 G+1 B+1
Captain Morgan	K	W+3 S+1 B+2 G+1
Pirate Fleet	S	T+3 B+2 G+3
Buccaneers	C	T+2 B+2 G+1
Ghost of Redbeard	K	UD Magical T+2 B+2 S+1
Ghost Ship	S	UD T+3 S+3
Ghostly Crew	C	UD T+3 B+2
Black Bart	K	W+3 G+2 S+1
Royal Fortune	S	T+2 S+1 G+2
Salty Dogs	C	T+2 S+3 W+1
Dread Pirate Roberts	K	W+2 B+2 S+2
The Revenge	S	T+2 S+2
Cutthroats	C	T+1 B+2
Captain Barbosa	K	UD Magical W+1 B+2 S+1 T+2
Skeleton Ship	S	UD T+2 B+1
Skeleton Crew	C	UD T+3 B+2
Blackbeard	K	W+1 T+3 B+3 G+1
Queen Anne's Revenge	S	T+1 G+1
Sea Curs	C	T+3 B+2
Calico Jack	K	T+1 S+1
The Neptune	S	T+1 S+1
Female Crew	C	T+2 B+1
Long John Silver	K	W+2 S+1 T+1
Hispaniola	S	T+1 S+2
Mutineers	C	T+2 B+2 W+1
Captain Hook	K	W+1 S+1 B+1 G+1
Jolly Roger	S	T+1 S+3
Ship of Fools	C	T+1
Captain Blood	K	W+2 G+1 B+2 T+1
Arabella	S	T+1 S+2
Freebooters	C	T+1 G+1 B+1 W+1
Sinbad the Sailor	K	Luck W+4 S+3 B+1 T+1
Stolen Ship	S	T+1
Corsairs	C	T+2 B+2 W+1
Mama Lola	K	W+2 Magical
Voodoo Queen	S	T+1
Zombies	C	UD T+3 B+1
Yellowbeard	K	S+1
The Lady Edith	S	T+1
Misfits	C	T+1

Plunder Deck Notation

T Treasure

O Object

X Special

Plunder Deck

Card Name	Type	Notes
Magic Compass	O	S+3
Magic Sextant	O	S+2
Pirate Flag	O	B+2
Voodoo Doll	O	Captain Gains Special Ability: Magical
Buried Treasure	X	Discard & Take Treasure card from opponents Pile
Ill Gotten Loot	T	Gold = 2
Merchant Ship	T	Gold = 3
Spanish Doubloons	T	Gold = 4
Treasure Chest	T	Gold = 5
Treasure Ship	T	Gold = 6
Pillage Town	T	Gold = 7
Aztec Gold	T	Gold = 8

Note: There are 2 copies of each Treasure card in the deck

Event Deck Notation

PEP Play in Event Phase

Lost PEP Target Ship cannot be used in any Battle Phase this Turn

Storm = PEP Target Ship takes 1D6-3 Hits

Event Deck

Card Name	Notes:
Broadsides	Gunnery +6
Swashbuckling	Boarding +6
Kraken	Magical: Sink Target Ship
Treasure Map	Wit+3
Rum	Lost
Game of Chance	Wit+3
Charts	Sailing+3
Scurvy	Lost
Trade Winds	Sailing+3
Voodoo Magic	Magical: PEP Roll on the Magic Table
Voodoo Talisman	Magical: Negate Event card just played
Call the Wind	Magical: Sailing +5
Typhoon	Storm
Hurricane	Storm
Whirl Pool	Storm
Tidal Wave	Storm
Hit Reef	Storm
Doldrums	Lost
Gulfstream	Sailing+3
Westerlies	Sailing+3
Sargasso	Lost
Pursuit	Sailing+3
Flee	Wit+3
Ruse	Wit+3
Navigate	Sailing+1 or Wit+1
Set Sail	Sailing+3
Becalmed	Lost
Sandbar	Lost
Rumors	Look at next 10 cards in deck
Spy Glass	Look at opponents Hand

Card Name	Notes:
Crows Nest	Look at opponents Hand
Thief	Wit+3
Scoundrel	Wit+3
Landing Party	Boarding+3 or Wit+1
Imprisoned	Lost
Captured	Lost
Trickery	Wit+3
Stowaway	Boarding+3 or Wit+1
Betrayal	PEP Take Control of Target Ship
Treachery	PEP Take Control of Target Ship
Mutiny	Storm
Sea Monster	Storm
Shipwrecked	Storm
Catch the Wind	Sailing +1 or Wit+1
Settle a Debt	PEP Steal 2 Event cards from Opponent
Knives	Boarding+6
Axes	Boarding+6
Pikes	Boarding+6
Harpoons	Boarding+6
Cutlasses	Boarding+6
Pistols	Boarding+6
Muskets	Boarding+6
Grenades	Boarding+6
Darkness	Boarding+6
Swivel Guns	Boarding+4 or Gunnery+3
Grapeshot	Boarding+4 or Gunnery+3
Rally the Men	Boarding+4 or Gunnery+3
Surprise	Boarding+4 or Gunnery+3
Cannonballs	Gunnery+6
Run out the Guns!	Gunnery+6
Chain Shot	Gunnery+6
Bar Shot	Gunnery+6
Hot Shot	Gunnery+6
Triple Cannons	Gunnery+6
Rake the Stern	Gunnery+6
Blown Away!	Gunnery+6





Piratical

Piratical

Players control Pirate ships in search of plunder & adventure.

Victory

The first player to accumulate 100 Gold is the winner.

Pirate Ships

Pirate ships have a hull rating of 12 and a cargo space of 12. A player can only control one ship at a time. A new ship costs 20 Gold. This includes one crew & one cannon

Setup

Players start with one Pirate ship, three crew, and one cannon. All ships start in the Port Royal space. Determine turn order by rolling dice. High roll goes first.

Hull Rating

Ships start out with a hull rating of 12. If a ships hull rating is reduced to 0, it sinks and the player will have to buy a new ship. If a ship sinks or is lost all cargo is also lost.

Cargo Space

This is how many goods the ship can carry. Ships have a cargo capacity of 12 spaces. Each crew occupies one cargo space.

Each gun occupies one cargo space.

Crew

If the number of crew is reduced to 0, the ship is lost, and the player will have to buy a new ship. Additional crew can be hired at Port for 2 Gold each.

Cannons

See Battles section. Additional cannons can be purchased at Port for 2 Gold each. You can't use more cannons then you have crew.

Port Royal

Ships automatically stop on the port space. The port is a safe harbor: Players cannot attack each other here. Goods can be traded for an equal number of gold at port.

Damaged hulls can be repaired for one gold per point of damage.

Goods

Each good occupies one cargo space. Goods represent tobacco, rum, artwork, furniture, and other valuables. Goods are acquired by plundering merchant ships and towns.

Gold

Gold does not occupy cargo space.

The Board

The board is a circular ring of 48 connected spaces. Pick one space to be Port Royal. (Space 1) The space to the clockwise of that is space 2, and so on. The other spaces include:

- Sargasso Sea (Space 7)- Miss Next turn
- Gulf Stream (Space 13) Lower Left corner- Go again
- Doldrums (Space 19)- Miss Next turn
- Deserted Island (Space 25) Upper Left corner- Dig up 1D6 Gold
- Horse Latitudes (Space 31)- Miss Next turn
- Trade Winds (Space 37) Upper Right corner- Go again
- Coral Reef (Space 43)- Take 1D6 Damage to hull
- Skull & Crossbones (Spaces 10, 22, 34, 46)- Draw a card
- Merchant Ship (Spaces 4, 16, 28, 40)- Plunder 1D6 Goods

Board Available

Download a copy of the Board here Thank you Terry Graham for the great graphics!

The Cards

- Attacked by Spanish Galleon (Hull=5 Guns=2 Crew=2)
- Attacked by Portugese Man-o-War (Hull=5 Guns=2 Crew=2)
- Attacked by French Frigate (Hull=5 Guns=2 Crew=2)
- Attacked by English Clipper (Hull=5 Guns=2 Crew=2)
- Attacked by Flying Dutchman (Hull=5 Guns=2 Crew=2)
- Scurvey- Loose one crew
- BeriBeri- Loose one crew

- Mutiny- One of your crew attacks the rest (Boarding Action)
- Treasure Map- Hold this card. Discard on the deserted island dig up 4D6 Gold
- Albatross- Go again
- Uncharted Waters- Miss next turn.
- Hurricane- Take 1D6 hull damage. Storm
- Tropical Storm- Miss next turn. Storm
- Blown off course- Go back 1D6 spaces. Storm
- Weather Storm- Hold Card. Negate Storm card.
- Run aground- Take 1D6 hull damage
- Sextant- Hold this card. Discard to Ignore any result of: Miss next turn.
- Charts- Hold this card. Discard to Ignore any result of: Miss next turn.
- Spyglass- Hold this card. Discard to Ignore any result of: Miss next turn.
- Ivory Coast- Plunder 1D6 Goods
- Saint Augustine- Plunder 1D6 Goods
- Treasure Ship- Loot 3D6 Gold
- Stowaway- Gain one crew
- Wine, Women & Song- Miss next turn & lose 1D6 Gold
- Kings Ransom- Gain 3D6 Gold
- Repairs at sea- Repair 1D6 Hits for free
- Shipwreck Survivors- Gain one crew
- Captives- Gain one crew
- Narrow Escape- Hold this card. Discard: End battle or avoid it before it begins
- Whirlpool- Take 1D6 hull damage
- Mermaid- Go again
- Skull & Crossbones- Go again
- Buccaneers- Attacked by two crew (Boarding Action)
- Hostile Natives- Attacked by one crew (Boarding Action)

- Blown Away- Hold this card. Cannon Card
- Broadships- Hold this card. Cannon Card
- Grapeshot- Hold this card. Cannon Card
- Chainshot- Hold this card. Cannon Card
- Swashbuckling- Hold this card. Boarding Card
- Matchlock Pistols- Hold this card. Boarding Card
- Cutlass- Hold this card. Boarding Card
- Medicinals- Hold this card. Discard to prevent a Crew from being killed

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Movement Phase
2. Draw Phase
3. Battle Phase

Movement Phase

Ships move clockwise. A player on his turn rolls 1D6 and moves his ship that many spaces.

Draw Phase

Skip this phase if you land on an opponents ship. Draw 1 card. Play that card face up. The card immediately takes effect.

Battle Phase

Battles occur between opponents ships in the same space. First, all ships roll one die for each cannon they have. Rolls of 4-5 on 1D6 inflict 1 hull damage.

Rolls of 6+ on 1D6 inflict 1 hull damage & kill 1 crew. Discard a Cannon Card before rolling to get +2 to one such roll. After this exchange roll on the following table:

1D6: Battle Action:

- | | |
|-----|---|
| 1-3 | Conduct another round of cannon fire. |
| 4 | Boarding action. |
| 5-6 | The battle ends and the current player moves back 1D6 spaces. |

Boarding Actions

Each player rolls one die for each Crew they have. Rolls of 5-6 on 1D6 result in an enemy Crew being killed. Discard a Boarding card before rolling to get a +2 to a roll.

Continue doing this until all but one side is elimi-

nated.

Final Notes

"Avast ye scurvey mates, prepare to be boarded!"
Be sure to play in character.





Privateers

Introduction

Card game for 2+ players. Latter half of the Seventeenth Century. Players are European Nations employing Privateers to attack each other's shipping.

Historical Note

In this era, only about 20% of a Nations Fleet would be Crown property, The remainder were privately owned ships, that when they were not augmenting the Battle Line, were permitted to do Commerce raiding on their own.

Nations

Each player must pick one: Spain, England, France, Holland

Victory

The first player to accumulate 100 Gold is the Winner.

The Deck

Players share a common deck. Card types include: Ships, Captains, Crews, Bases, Escorts Merchants, Treasures, Defenses, Events

Dice

6 sided dice are needed.

Setup

Each player is dealt a random hand of 7 cards. Players roll high on 1D6 to see who goes first.

Raid Table

2D6	Result:	Notes:
2-5	Disaster	The Privateer and all attached cards are discarded.
6-9	No Effect	The Merchant escapes or the Privateer is driven off.
10+	Success	The Merchant or Base is captured.

If the Privateer has a higher Strength get +1 to the Roll. If the Privateer's Strength is Double that of the Defender, get +2 to the Roll. If the Defender has a higher Strength get -1 to the Roll.

If the Defender's Strength is Double that of the Privateer, get -2 to the Roll. If a Merchant is captured, gain Gold equal to its Gold value. If a Base is captured, discard 1 Defense card, and gain control of the Base.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Fate Phase
2. Sailing Phase
3. Merchant Phase
4. Raid Phase
5. Privateer Phase
6. Taxes Phase
7. Settlement Phase

Fate Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Sailing Phase

Put a Travel Token on each of your Merchants. If a Merchant has 3 or more Tokens, discard it and gain Gold = Merchants Gold Value + the value of any attached Treasure cards.

Merchant Phase

You may put a Merchant card from your hand into play. You may attach Escort and Treasure cards to any Merchant. You may play up to one Ocean, Island, or Coast Event card per Merchant.

Raid Phase

Each of your Privateers (Attacker) may attack one enemy Merchant or Base (Defender). Each Privateer must attack a different target. Players may play event cards to increase the Strength of Target Privateers, Merchants, and Bases.

Roll 2D6 on the Raid Table.

Privateer Phase

You may put a Privateer card from your hand into play. You may attach one Captain card and one Crew card to the Privateer.

Taxes Phase

Gain Gold from each of your bases = to their Gold Level.

Settlement Phase

You may put a Base card from your hand into play. You may attach Defense cards to any of your Bases. A Base may have a max of 2 Defense cards attached.

Max hand size is 8 cards. At the end of this phase, discard excess cards.

Common Deck Card List

Card Name:	#	Type	Str	Gold
Galleon	2	P	7	-
Patache	2	P	3	-
Zabra	2	P	4	-
Fragata	2	P	5	-
Sloop	2	P	2	-
Brig	2	P	3	-
Brigantine	2	P	4	-
Schooner	2	P	2	-
Vlieboot	2	P	4	-
Galeoncetes	2	P	5	-
Frigate	2	P	6	-
Havana	1	B	9	5
Port Royal	1	B	9	5
Cartagena	1	B	9	5
Tortuga	1	B	9	5
Port	2	B	8	4
Bastion	2	B	7	4
Fort	2	B	6	3
Town	2	B	5	3
Colony	2	B	4	2
Settlement	2	B	3	2
Outpost	2	B	2	1
Village	2	B	1	1
Merchantman	4	M	2	5
Trade Ship	4	M	1	4
Smuggler	4	M	3	2
Caravel	4	M	1	3
Troop Ship	4	M	4	1
Fat Merchant	4	M	1	6
Treasure Ship	4	M	1	7
Corsairs	2	C	+3	-
Buccaneers	2	C	+3	-
Pirates	2	C	+3	-
Marines	2	C	+2	-
Marauders	2	C	+2	-
Sea Dogs	2	C	+2	-

Card List Notation

P Privateer Ship
M Merchant ship
B Base
C Crew
X Captain
E Escort
D Defense
Copies in Deck
Str Strength

Card Name:	#	Type	Str	Gold
Cutthroats	2	C	+2	-
Sea Curs	2	C	+2	-
Convicts	2	C	+1	-
Slaves	2	C	+1	-
Captives	2	C	+1	-
Duke of Alba	1	X	+2	-
Duke of Medina	1	X	+2	-
Admiral du Casse	1	X	+2	-
Baron de Pointis	1	X	+3	-
Don Alvaro	1	X	+3	-
Captain Blake	1	X	+4	-
Captain Cavendish	1	X	+3	-
Captain Morgan	1	X	+5	-
Captain Hawkins	1	X	+4	-
Captain Drake	1	X	+5	-
Captain Kidd	1	X	+5	-
Flota	2	T	-	+7
Convoy	2	T	-	+6
Peruvian Treasure	2	T	-	+4
Precious Cargo	2	T	-	+5
Treasure Laden	2	T	-	+3
Garrison	2	D	+5	-
Stone Fortifications	2	D	+6	-
Earthworks	2	D	+4	-
Hilltop	2	D	+2	-
Maritime Center	2	D	-	+2
Haven	2	D	+1	+1
Pirate Lair	2	D	+3	-
Militia	2	D	+2	-
Beach Patrols	2	D	+1	-
Artillery	2	D	+7	-
Capitana	2	E	+7	-
Escort Armada	2	E	+6	-
Patrol Ship	2	E	+3	-
Galley Squadron	2	E	+5	-
Pair of Galleys	2	E	+4	-

Event Cards

Card Name:	#	Notes:
Major Expedition	2	2 of your Privateers may combine to Attack
Mutiny	2	Discard target Captain and take control of Ship
Plunder	2	Gain 2D6 Gold after Plundering a Base
Boarding Action	2	Privateer gets Strength +3 vs Merchant
Broadsides	2	Privateer gets Strength +4 vs Merchant
Sneak Aboard	2	Privateer gets Strength +5 vs Merchant
Siege	2	Privateer gets Strength +5 vs Base
Shipbuilding	2	Play an extra Privateer or Merchant this turn
Coastal Waters	2	Privateer gets Strength +2 vs Merchant
Azores	2	Islands: Add 1 Travel Token to Merchant
Canary Islands	2	Islands: Add 1 Travel Token to Merchant
Transatlantic Route	2	Ocean: Add 1 Travel Token to Merchant
Shipping Route	2	Ocean: Add 1 Travel Token to Merchant
Terra Firme	2	Coast: Add 1 Travel Token to Merchant
Barbary Coast	2	Coast: Add 1 Travel Token to Merchant
Scurvy	2	Discard target Crew card
Letter of Marque	2	Draw 2 cards
Safe Conduct	2	Target Merchant cannot be attacked this turn
Hurricane	2	Destroy target Merchant, Privateer, or Base





Quest For The Pirates Chest

Introduction

Board Game for 2-6 players.

Victory

Be the first to bring the Pirate Chest back to your Port.

Pirate Vessels

Each player has 1 Pawn representing his Ship. The terms Ship and Pawn are interchangeable.

Roll The Bones

Six sided dice are needed.

Pieces Of Eight

4 Identical Coins are needed. To the back of each coin place a mark. Each of the 4 coins has its own special Mark:

1. Magic Compass
2. The Map

3. The Key

4. Dead Mans Chest

The Deck

Players share a common Deck.

The Board

The board is a circular Track divided into 24 spaces. Every third space is a Special Space:

3. Deserted Island
6. The Caribbean (Port)
9. Deserted Island
12. Pirate Island (Port)
15. Deserted Island
18. Ship Graveyard (Port)
21. Deserted Island
24. The Seven Seas (Port)

The other spaces are referred to as Open Sea Spaces.

The Ships

There are several Pirate Outfits vying for the Chest:

Captain:	Ship:	Crew:	Port:	Ability:
Jack Sparrow	Black Pearl	Rogues	Caribbean	Luck
Captain Kidd	Adventure	Scallywags	Pirate Island	Privateer
Davy Jones	Flying Dutchman	Crusty Crew	Graveyard	Kraken
Admiral Horatio	HMS Endeavor	Bully Brits	Caribbean	Blockade
The Dragon Lady	Pirate Junk	Chinamen	Seven Seas	Rockets
Captain Morgan	Pirate Fleet	Buccaneers	Caribbean	Raider
Ghost of Redbeard	Ghost Ship	Ghostly Crew	Graveyard	Ghostly
Black Bart	Royal Fortune	Salty Dogs	Seven Seas	Rampage
Dread Pirate Roberts	The Revenge	Cutthroats	Pirate Island	No Prisoners
Captain Barbossa	Skeleton Ship	Skeleton Crew	Graveyard	Undead
Blackbeard	Queen Anne	Sea Curs	Caribbean	Fearsome
Calico Jack	The Neptune	Female Crew	Seven Seas	Girl Power
Long John Silver	Hispaniola	Mutineers	Pirate Island	Mutiny
Captain Hook	Jolly Roger	Ship of Fools	Seven Seas	Never Land
Captain Blood	Arabella	Freebooters	Pirate Island	Swift
Sinbad the Sailor	Stolen Ship	Corsairs	Seven Seas	Steal
Mama Lola	Voodoo Queen	Zombies	Graveyard	Curses
Captain Nemo	Nautilus	Submariners	Seven Seas	Ram
Yellowbeard	The Lady Edith	Misfits	Pirate Island	Map

Luck

Whenever Jack Sparrow rolls a die, he instead rolls 2 dice and picks the one he wants. Whenever he draws 1 card, he instead draws 2 and discards 1.

Privateer

Whenever Captain Kidd moves, he may choose to move 1 space instead of rolling a die.

Kraken

Either immediately before or after moving Davy Jones may Summon the Kraken. Roll 1D6: An Opposing ship at that distance, not on a Special Space is destroyed. The Flying Dutchman is immune to Storms.

Swift

Captain Blood may move twice per turn.

Blockade

No ship may move through or past the HMS Victory. The Admirals max hand size is +2.

Rockets

The Pirate Junk is equipped with Rockets: It gets an extra +1D6 on Broadside Fights.

Girl Power

Calico Jack may discard 1 card to add 2 to any diceroll in a Fight.

Undead

Skeletons are immune to bullets and impaling thrusts: They get an extra +1D6 on Boarding Fights.

Raider

Whenever Captain Morgan rolls a die, he may add 1 to the result.

Ghostly

The Ghost Ship does not miss a turn when it is Sunk.

Rampage

Whenever Black Bart sinks an enemy ship in a fight, he gets an extra turn.

Curse Table

1D6	Curse:
1	Opponent cannot Move on his next Turn
2	Opponent gets -2 to all dice rolls until end of his next Turn.
3	Opponent must discard 1 Random Card.
4	Opponent must reveal his hand to all Players.
5	Opponent cannot use his Special Ability until end of his next Turn.
6	Opponent's Ship is Sunk

Setup

Each Player chooses which Pirate Captain he wants to be. Each player puts his Pawn on his Homeport. Each player draws 2 Cards.

Randomly place one of the 4 coins face-up on each

Fearsome

Blackbeard is one Rough Customer. He gets to draw 1 extra card at the beginning of his turn.

Never Land

Captian Hook as his move may go to any Port Space. Note that Never Land is somewhere in the Seven Seas.

Mutiny

Long John Silver may as his move go to any Deserted Island Space occupied by another Pirate.

Steal

If Sinbad lands on an Enemy Ship, instead of fighting it, he steals either a Coin or a random Card.

No Prisoners

If you are Sunk in a fight by the Dread Pirate Roberts, you must discard your hand plus you miss an extra turn: Miss 2 turns (not 1 turn as normal)

Map

If Yellowbeard is in play, he starts with the Hidden Map. Note that Yellowbeard's real Port is "St. Victim's Prison for the Extremely Naughty" which we have relocated to Pirates Island.

Ram

When attacking, Nemo may ram instead of Fighting. The rammed ship is automatically Sunk and any coins on it go to random Deserted Islands. The Nautilus gets +1 to Escape Rolls. The Nautilus is immune to Wind & Storm Event Cards.

Curses

Mama Lola can use her Voodoo Magic to Curse her Opponents. On her Turn she may pick one Opponent, and roll once on the Curse Table:

of the 4 Deserted Island Spaces. (The identity of the coins are hidden) Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. At the beginning of your turn, draw 1 Card from the deck and put it in your hand. If the deck runs out, shuffle the discard, and draw from it.

Roll 1 die and move the indicated number of spaces in either direction. If you land on a Face down coin, flip it over to reveal its identity. If you land on an Enemy ship you must fight it.

At the end of your turn discard down to 5 cards.

The Map

If you land on the Hidden Map (1 of the 4 Coins) you take possession of it. It is needed to find the Chest.

The Key

If you land on the Hidden Key (1 of the 4 Coins) you take possession of it. It is needed to find the Chest.

The Chest

If you land on the Hidden Chest (1 of the 4 Coins) you take possession of it only if You already have possession of the Key and the Map. If you have possession of the Chest and you make it to your Port, you win.

The Magic Compass

If you land on the Hidden Compass (1 of the 4 Coins) you take possession of it. The Ship with the Magic Compass gets 1 extra Move per turn.

The Deck

Card Name:	Notes:
Scurvy	Target Opponent cannot Move this turn
Trade Winds	Wind: Get an extra Move this Turn
Port of Call	You may as your Move return to your Home Port
Voodoo Magic	Pick a Target and roll on the Curse Table
Typhoon	Storm: Farthest Enemy Pawn is Sunk
Hurricane	Storm: Random Enemy Pawn is Sunk
Whirl Pool	Adjacent Enemy Pawn in Open Sea is Sunk
Tidal Wave	Target Enemy Pawn in Open Sea is Sunk
Hit Reef	Target on Special Space cannot Move this turn
Doldrums	Wind: Target Pawn in Open Sea cannot Move this turn
Gulfstream	Get 2 extra Moves this Turn
Westerlies	Wind: Move an extra 1D6 Spaces this Turn
Sargasso	Adj Enemy Pawns in Open Sea cannot Move on their next turn
Rum	Skip your Move and draw 2 extra Cards
Pursuit	As your Move go to same space as target enemy Pawn
Flee	Get +2 to Escape Roll
X Marks the Spot	As your Move go to any Deserted Island
Give Chase	As your Move go to space containing opponents Pawn
Set Sail	As your Move go to any empty Open Sea Space

Extra Moves

Note that extra Moves can also result in extra Fights.

Escape

If an opponents ship lands on you, you may attempt to avoid combat: Roll 1D6: On a roll of 5 or better, you escape and no Fight Takes place.

Fighting

If you land on a space containing 1 or more enemy Ships, you may pick one to Fight. You, the Attacker, may choose whether the Fight is BroadSides or Boarding or Both. BroadSides is at Long Range with Cannon.

Boarding is at Short Range with Gun & Sword. Each side rolls 1D6 and plays Fight Cards. The side with the highest Total wins. Attacker wins ties.

The Loser is Sunk, and must give his coins to the winner.

Ports Of Call

When you are at your Home Port, you cannot be Attacked or Destroyed.

On Being Sunk

When your ship is destroyed, your pawn returns to your Home Port, and You miss your next turn. If you had any coins, they go to the Ship that Sunk you, or if you were not Sunk in a Fight, they go back (Hidden) to random Deserted Islands.

Card Name:	Notes:
Becalmed	Opponent gets -3 to his Move Roll
Sandbar	Opponent gets -2 to his Move Roll
Rumors	Look at next 10 cards in deck
Spy Glass	Look at opponents Hand; Draw a card from the deck
Crows Nest	Look at opponents Hand; Draw a card from the deck
Thief	Steal 1 Coin from Adjacent Pawn
Scoundrel	Steal 1 Coin from Adjacent Pawn
Landing Party	Reveal & take (if Possible) Hidden Coin on Adjacent Space
Cannibals	Opponent on Deserted Island must have a Boarding Fight
Buccaneers	Opponent on Open Sea must have a Boarding Fight
Head Hunters	Opponent on Deserted Island must have a Boarding Fight
Imprisoned	Opponent at a Port Space cannot Move on their next turn
Captured	Opponent on Deserted Island cannot Move on their next turn
Stowaway	Discard to draw 2 cards
Betrayal	Opponent must discard 2 random cards
Treachery	Opponent must discard 3 cards
Mutiny	Opponent must have a Boarding Fight
Sea Monster	Opponent on Open Sea must have a Boarding Fight
Shipwrecked	Next Player to go is Sunk
Marooned	Opponent misses his next Turn
Catch the Wind	Wind: Get +1 to Move Roll or Escape Roll
Settle a Debt	Discard to Steal 1 Random Card from Adjacent Opponent
Lost	As his move, Move Enemy Ship 1D6 spaces in any direction
Knives	Get +2 to Boarding Fight
Axes	Get +3 to Boarding Fight
Pikes	Get +3 to Boarding Fight
Harpoons	Get +3 to Boarding Fight
Cutlasses	Get +3 to Boarding Fight
Pistols	Get +4 to Boarding Fight
Muskets	Get +4 to Boarding Fight
Grenades	Get +4 to Boarding Fight
Darkness	Get +5 to Boarding Fight
Swivel Guns	Get +1 to Boarding or Broadside Fight
Grapeshot	Get +2 to Boarding or Broadside Fight
Rally the Men	Get +3 to Boarding or Broadside Fight
Surprise	Get +4 to Boarding or Broadside Fight
Cannonballs	Get +2 to Broadside Fight
Run out the Guns!	Get +3 to Broadside Fight
Chain Shot	Get +3 to Broadside Fight
Bar Shot	Get +3 to Broadside Fight
Hot Shot	Get +3 to Broadside Fight
Triple Cannons	Get +4 to Broadside Fight
Rake the Stern	Get +4 to Broadside Fight
Blown Away!	Get +5 to Broadside Fight

Variant Rules Larger Board

For 5 or more players a larger board is recommended: Space #27. Deserted Island Space #30. Barbary Coast Include an Extra Coin: Voodoo Doll If you

possess the Voodoo Doll, At the End of your turn you may pick a Target and Roll on the Curse Table. The Voodoo Doll then is placed on a random Deserted Island. Pirates in excess of 4 may choose the Barbary Coast as their Home Port.





Rifle & Axe

Introduction

Type: Worker Placement Game. Theme: USA Kentucky 1780 Pioneer Settlement. Players: Recommended 1-4 players.

Notes: These Settlements simulate places such as: Harrods Fort, Logans Fort, and Boones Station.

Time Frame

Each turn is equal to 3 Months. The Game starts in Spring. Every Fourth Turn is a Winter Turn. The Game lasts 5 years (20 turns).

Victory

The Player with the most Awards at the end of the game wins. There are 5 Awards: Population Award: Most Folk Happiness Award: Most Happiness Builder Award: Most Structures + Plots Prosperity Award: Most Money Hoarder Award: Most Grain + Livestock + Food

#	Resource:	Starting Value:
1	Folk	10
2	Housing	10
3	Clothing	10
4	Happiness	10
5	Livestock	10
6	Horses	8
7	Tools	4
8	Planted Seed	0
9	Food	6
10	Grain	10
11	Rifles	4
12	Wood	4
13	Lumber	0

Values

You will have a value for each resource. These can also be referred to as units, points, scores, levels, or ranks.

Consumable Resources

Some Resources are used up regularly such as food and wood.

Dice

Six and Ten sided Dice are used.

Cubes And Tokens

Each player has a set of cubes and tokens of a unique color. Cubes have a value of one. Tokens have a value of five.

Boards

There are 3 types of Boards:

1. Resource Boards (Each player gets his own)
2. Action Board (One Shared by all players)
3. Structure Board (Each player gets his own)

A Board consists of a grid. Each Box in the grid will have writing and Must be large enough to hold 20 or more cubes or tokens.

Resource Boards

The Resource Boards are used to keep track of player's resources. A Resource Board is a 5x5 Grid of 25 spaces marked as follows:

#	Resource:	Starting Value:
14	Housewares	10
15	Salt	4
16	Lye	0
17	Hides	0
18	Peace	0
19	Containers	10
20	Looms	1
21	Plots	6
22	Gunpowder	4
23	Metal	4
24	Money	5
25	Implements	6

Reusable Resources

Some resources can be reused such as tools and rifles. They are occasionally used up during consumption phase or on the mishap table.

Score Keeping Resources

Happiness can be gained or lost but is not used for anything except determining the Happiness award at the end of the game.

Starting Resources

You do start the game with a fair number of Resources and Structures. Start the games with blocks and tokens placed on the Boards to match.

Folk Resource

Each Folk Resource represents 10 people: Men, Women, Children, and Slaves. Possibly the most important resource in the game because Folk provide the Labor necessary to do Actions on the Action Board. Each Folk Point you have allows you to conduct 1 Action on your turn.

Housing Resource

Cabins and Blockhouses provide Housing for your Folk. Your starting housing level of 10 is due to the 10 Cabins you start with. If you have less housing than Folk your happiness will suffer and You will have harder Winters.

Structures are built using the Build Action.

Clothing Resource

Deerskin, Burlap, Wool, Buffalo Hide, Flax. . . This includes Cloth as well as Clothes plus Bedding and Blankets. Clothing is a factor for happiness and a mitigator of Winter. Clothes come from the Trade, Homespun, and Tailor Actions.

Happiness Resource

Happiness gains are calculated in Happiness Phase. Basics such as housing, food, housewares, and clothing factor in Happiness Phase. Some Buildings give a one-time Happiness Boost.

The Cooking and Cleaning Actions directly add to Happiness.

Livestock Resource

Guinea Hens and Chickens are kept inside the Stockade. Cows and Pigs are left to forage amid bluegrass and clover in forest clearings. Livestock are a source of Food and Hides.

Livestock are gained by Trade and Husbandry actions, and in the Livestock Phase.

Horses Resource

These are kept in Horse Corrals. Horses allow for more Trade Actions. Horses limit Harvest actions because they are needed to haul the Grain from the fields.

Horses are gained by Trade and Husbandry actions, and in the Livestock Phase.

Tools Resource

Basic Hand Tools: Axes, Pick Axes, Hammers, Knives, etc. Limiting factor for numerous actions. Tools are gained by Trade or Blacksmith Action.

Planted Seed

Grain (Seed) is planted in Spring. It is Harvested in Fall.

Food Resource

Comes from numerous actions: Trade, Hunting, Milk & Butcher, Grind & Husk, Fishing, and Gathering. Your Folk must be Fed every Turn.

Grain Resource

Grain Crops such as Wheat, Corn, Barley, etc. Tools and Horses are needed to Harvest it. Grain also acts as Seed for later Harvests, so don't grind all of it.

Gained by Trade or the Plant and Harvest Action.

Rifles Resource

Kentucky Long Rifles. Very Accurate. Small bore used a small bullet, Economizing on scarce and costly lead and powder. Gained by Trade only. Each Rifle you have gives you Fight +1.

After a violent Indian encounter roll 1D6 for each Folk killed: On 3+ you also lose one Rifle (Looted by the Indians).

Wood Resource

Logs used for log cabins, fences, stockades, and most structures. Gained by the Clear Land action.

Lumber Resource

Cut and Shaped Wood: Planks, Shingles, Barrel Staves, etc. Lumber is needed for most Structures and for Storage. Lumber creation uses up wood and is a Carpenter Action.

Wood and Lumber are not available through Trade because they are too heavy.

Housewares Resource

Plates, Cooking Utensils, Furniture, Pottery, Candles, Brooms, etc. Housewares are gained by Trade, Blacksmith, Carpenter, and Home Industry Actions.

Salt Resource

Salt is a necessary part of the diet. Lack of Salt will result in Death. Salt is acquired from Trade and the Salt Lick Actions.

Lye Resource

Lye can be made from Charcoal and Urine. It is used up in the Soap-Making & Cleaning Action. It is also poured on attacking Indians from Blockhouse Trapdoors.

If you have both Lye and Blockhouses get Fight +1. Lye is acquired from Trade and owning the Leaching Vat Structure.

Hides Resource

Deerskin, Bearskin, Beaver Pelts, etc. Hides can be Traded for good Money. Sources of Hides are the Hunting, Trapping, and Butchering Actions.

Hides can be converted into Clothes through the Tailoring Action.

Peace Resource

The local native Indians are members of the Shawnee Tribe. Peace Points are gained by the Gift Giving Action. You can spend a Peace Point to reroll your result on the Indian Raid Table.

Container Resource

This refers to Baskets, Barrels, Kegs, Noggins, Piggins, Jugs, etc. Container Units are made in Carpenter, Weaving, and Home Industry Actions. Containers are needed to preserve extra Food, Salt, Grain, Lye, and Gunpowder from turn to turn.

Looms Resource

This includes various specialized tools for making cloth such as Flax Brakes, Swingling posts, Hatchels, Spindles, and very complicated Looms. Your Loom Score limits the number of Weave Actions you can take per turn.

Plots Resource

Plots are areas of cleared Land where crops can be grown. Crops along with Horses and Tools limit how many Harvest Actions you can take.

#	Structure	Start	Labor	Wood	Lmbr	Max	Benefit:
1	Cabins	10	1	2	1	None	+1 Housing
2	Corral Pens	2	1	2	0	None	Horse Limit +4
4	Stockade	0	6	10	4	1	+10 Fight
5	School House	0	2	2	2	1	+5 Happy
6	Blockhouse	0	2	4	2	4	+2 Fight +1 Housing
7	Tub Mill	0	2	1	2	1	+1 Grind Action
8	Church	0	4	4	4	1	+10 Happy
9	Road	0	10	0	0	1	+1 Trade Action
10	Smithy Shop	0	2	2	2	1	+1 Blacksmith Action
11	Carpenter Shop	0	2	2	2	1	+1 Carpenter Action
12	Hominy Block	0	1	2	0	1	+1 Grind Action
13	Courthouse	0	6	6	6	1	+15 Happy
14	Log Stations	0	4	6	2	None	+2 Fight +2 Housing
15	Leaching Vat	0	1	0	2	1	Gain 1 Lye per turn
16	Root Cellar	0	1	0	1	None	+1 Storage

Cabin Structures

Basic no-frills Log Cabin. Houses 1 Folk Unit.

Corral Pen Structures

Each pen holds up to 4 Horses.

Gunpowder Resource

Rifles require Gunpowder. Gunpowder is only acquired by Trade. Each Hunting Action uses up 1 Gunpowder Unit.

Each Violent Indian Encounter uses up 2 Gunpowder Units. If you have an Indian Encounter and have no Gunpowder, your rifles Produce no Fight bonuses.

Metal Resource

Iron, Tin, Cooper, Lead. Used by Blacksmith to make Tools and Housewares. Lead is used to make Musket Balls.

If you have an Indian Encounter and have no Metal, you will be Short on ammo and you get only half your Rifle Bonus rounding down. Metal is acquired through the Trade, Mining, and Smelting Actions.

Money Resource

During trade actions you can sell surplus Grain and Hides. The profits can be spent to acquire a wide variety of Resources.

Implements

Tools used specifically for Agriculture: Plows, Hoes, Scythes, etc.

Structure Boards

The Structures Boards are used to keep track of player's resources. A Structure Board is a 4x4 Grid of 16 spaces marked as follows:

Stockade Structure

Compound Wall complete with firewalks for riflemen and reinforced gates.

Schoolhouse Structure

The proverbial one room schoolhouse, complete with schoolmarm. One Time Happiness Bonus.

Blockhouse Structures

Set at the corners of the Stockade. Defensive Structures that also serve as Leaders' dwellings.

Tub Mill Structure

Water Powered by stream. Used to grind the Fort's Flour.

Church Structure

Probably Presbyterian. Preacher with Bible in one Hand and Axe in the other. One Time Happiness Bonus.

Road (structure)

Rough Trail Leading back to civilization. Get 1 Free Trade Action per Turn that does not require a Folk action.

Smithy Shop Structure

Get 1 Free Blacksmith Action per Turn that does not require a Folk action.

Carpenter Shop Structure

Get 1 Free Carpenter Action per Turn that does not require a Folk action.

Hominy Block Structure

Tree sized Mortar and Pestle used to smash corn.

Courthouse Structure

The first steps to Statehood. One Time Happiness Bonus.

Log Stations Structure

Mini-Forts. Two Cabins with a Stockade Wall. Built far from the main Fort.

Leaching Vat Structure

For Homemade Lye.

Root Cellar Structures

Cool Underground Storage Space.

Action Board

The Action Board is used in the Action Phase. A Resource Board is a 6x5 Grid of 30 spaces marked as follows:

#	Action:	Notes:
1	Recruit	Gain 1 Folk. Limit: Horses. Max 1 per 20 Folk
2	Clear Land	Gain 1 Plot and 2 Wood. Limit: Tools & Horses
3	Build	Gain 1 Structure (Costs per Rules). Limit: Tools & Horses
4	Animal Husbandry	Gain 1 Livestock. Limit: Once per 5 Livestock
5	Hunting	Cnvrt 1 Gunpdr to 1 Food & 1 Hides. Lmt: Rifles & Horses
6	Milk & Butcher	Convert 1 Livestock into 1 Food & 1 Hides. Limit: Tools
7	Plant	Spring. Convert Grain into Planted Seed. Limit: Implements
8	Harvest	Convert 1 Planted Seed into 8 Grain. Limit: Implements
9	Grind & Husk	Convert 4 Grain into 4 Food. Limit: Implements
10	Weaving	Gain 1 Clothes or 1 Container. Limit: Looms
11	Tailoring	Convert 1 Hides into 1 Clothes
12	Soap Making	Convert 1 Lye into 1 Happiness
13	Cooking	Convert 1 Wood into 1 Happiness. Limit: Food
14	Home Industries	Gain 1 Housewares
15	Gift Giving	Convert 1 Gift (See Rules) into 1 Peace. Limit: Horses
16	Visit Saltlicks	Gain 1 Salt. Limit: Horses. Max 4 times per turn
17	Mining	Gain 1 Metal. Limit: Tools
18	Fishing	Gain 2 Food. Max 6 times per turn
19	Trapping	Gain 2 Hides. Limit: Tools. Max 6 times per turn
20	Gathering	Gain 1 Food. Max 10 times per turn
21	Barrel Making	CP. Convert 1 Lumber into 5 Containers
22	Planks & Shingles	CP. Convert 4 Wood into 4 Lumber
23	Furniture Making	CP. Convert 2 Lumber into 2 Housewares
24	Tools & Handles	CP. Convert 1 Wood into 1 Tool
25	Loom & Spindle	CP. Convert 2 Lumber into 1 Loom

#	Action:	Notes:
26	Smelting	BS. Convert 1 Wood into 1 Metal
27	Metal Housewares	BS. Cnvrt 1 Metal into 1 Housewares & 1 Happiness
28	Shoe Horses	BS. Use up 1 Metal. Gain 1 Trade Action this turn
29	Make & Repair Tools	BS. Convert 1 Metal into 1 Tool or 1 Implement
30	Trade Convoy	See Trade Action Rules. Limit: Horses

Limit Rules

Most actions have limits. These are cumulative for the limiting factors. So for Instance: You have 8 Tools. . . You could take 8 Actions total based on this such as 4 Clear Land Actions and 4 Plant & Harvest Actions but not 8 of each. Hard Limits (example: Max 6) usually indicate all natural resources within range Are used up for the Season.

Specialist Actions

CP Carpenter

BS Blacksmith

You may get up to one Carpenter and one Blacksmith Action per turn. Specialist Actions do use up Folk Actions.

Recruit Action

Gain 1 Folk. Limit: Horses Limit: Max 1 per 20 Folk you have rounding down. This involves representatives traveling to far-off cities and towns to attract more settlers. Folk you recruit this turn may not take actions this turn.

(Not in Winter. No one will come)

Clear Land Action

Gain 1 Plot and 2 Wood. Limit: Tools and Horses. Cutting down trees also frees up land for agriculture. The Horses are used to drag the fallen Trees away.

Build Action

Gain 1 Structure on the Structure Board. Limit: Tools and Horses. Some structures you can only build one of such as the Church or Stockade. Others have no limit such as Cabins and Corral Pens.

Each Structure has its own Build Costs in Wood, Lumber, and Labor. Each point of Labor requires 1

Folk to work on, so to build the Stockade you would Need to commit 6 Folk that turn to build it. Each point of labor used also requires an equal number of Tools to be used.

Each build also requires 1 Horse to lug the Wood and lumber around.

Animal Husbandry Action

Gain 1 Livestock. Limit: Once per 5 Livestock (Not in Winter) This involves careful sheparding of domesticated animals.

Hunting Action

Convert 1 Gunpowder into 1 Food & 1 Hides. Limit: Rifles and Horses Geese, Ducks, Pigeons, Grouse, Wild Turkey, Elk, Bears, Deer, Buffalo, Panthers, etc. Max Hunting limit is 5 Actions (Everything within range).

Trade Convoy Action

Limit: Horses Each Trade action allows you to Sell one type of good (in any quantity) and Buy one type of Good (also in any quantity).

Goods (Resources) are bought and sold at the same price according to the Buy and Sell Table. . .

(Note: You cannot sell any Resources committed to an Action this turn)

(Note: If somehow you have no Horses left, you can still make 1 Trade Action)

(Note: Trade Housewares include rarer things like Books, Sausage Mills, Candle Molds, Mirrors, Glasses, Scissors, Vermilion, Combs, Ribbons, Razors, Brass Kettles, etc.)

(Note: Clothes include all manner of Cloth, Wool, Thread, Blankets, Linens, Handkerchiefs, Shirts, Beads, Belts, etc.)

Buy And Sell Table

Item:	Value:	Notes:
Grain	1	Usually to be Sold
Hides	2	Usually to be Sold
Food	2	Raw Sugar
Horses	6	Including Saddles, Bridles
Rifles	5	-
Tools	4	Hatchets, Knives, Awls

Item:	Value:	Notes:
Implements	4	-
Metal	2	Brass Wire, Copper Wire, Steels
Gunpowder	2	Flints, Gunlocks
Salt	2	-
Lye	2	Soap
Containers	2	-
Livestock	4	-
Clothes	3	Notes
Housewares	3	Notes

Milk & Butcher Action

Gain 1 Food. Limit: Half of Livestock rounding down (Milking) Or Convert 1 Livestock into 1 Food & 1 Hides. Limit: Tools (for Slaughtering)

Plant Action

Convert 1 Grain into 1 Planted Seed. Limit: Spring Only Limit: Plots: You cannot grow more crops than you have available farmland. Limit: Horses: Needed to drag (in Y-shaped sleds called Lizards) the grain from the fields.

Limit: Implements (Hoes, Plows, Tillers)

Harvest Action

Convert 1 Planted Seed into 8 Grain. Limit: Fall Only Limit: Horses: Needed to drag (in Y-shaped sleds called Lizards) the grain from the fields. Limit: Implements (Scythes)

Grind & Husk Action

Per Action Convert 4 Grain into 4 Food. Limit: Implements (Threshers) If you have less Grain than 4 the conversion will still occur at a 1 to 1 basis. For Wheat this involves grinding it into Flour (Food). For Corn this involves removing the Husks and pounding some of it into Hominy and Grits.

Weaving Action

Gain 1 Clothes or 1 Container. Limit: Looms Home-spun Cloth is made from Flax. The coarsest Thread becomes sacking. Buffalo or Sheep Wool are combined with linen to make warmer Linsey-woolsey.

Tailoring Action

Convert 1 Hides into 1 Clothes. Moccasins, Shirts, Trousers, Leggings, Breechclouts, Hats, etc.

Soapmaking Action

Convert 1 Lye into 1 Happiness This includes the actual cleaning done with the soap as well. If this action is not done at least once per turn, you will actually lose 2 Happiness instead.

Cooking Action

Convert 1 Wood into 1 Happiness. Limit: Food The wood is needed to fuel the cooking Hearths. If this action is not done at least once per turn, you will actually lose 2 Happiness instead. Some cooked and processed foods included: Cheese, Spicebush Tea, Cornmeal Bread, Johnny Cakes, Hominy, Corn Pone, Butter, Venison, Buffalo Hump Stew, Roasted Eggs, Baked Potatoes, Beans, Tarts, etc.

Home Industries Action

Gain 1 Housewares This includes a variety of home-made products (usually by the Women): Dyes, Candles, Pottery, Rugs, Brooms, etc.

Gift Giving Action

Convert 1 Gift into 1 Peace Point. Limit: Horses Gifts can include: Rifles, Horses, Tools, Clothes, and Housewares. This includes social activities as well such as Peace Talks, Smoking of the Peace Pipe, Feasting, Games, Sermons, and Religious Ceremonies, etc. The Shawnee were Allies of the British during the American Revolution and Not easily mollified.

Visit Saltlicks Action

- Gain 1 Salt.
- Limit: Horses.
- Limit: 4 times per Turn.
- Saltlicks are natural Brine Springs.
- There will be a limited number in Range of the Settlement.

Mining Action

- Gain 1 Metal.
- Limit: Tools (Sledge Hammers, Shovels, Picks)

Fishing Action

- Gain 2 Food. (1 Food in Winter)
- Limit: Max 6 times per turn (All the good fishing spots within range).

Trapping Action

- Gain 2 Hides.
- Limit: Tools (Traps)

- Limit: Max 6 times per turn (More and the animal populations in range are depleted).

Gathering Action

- Gain 1 Food (Not in Winter) (Gain 1 Food and 1 Happiness in Summer)
- Limit: Max 10 times per turn.
- Herbs, Nuts, Wild Grapes, Crab Apples, Persimmons, Berries, Maple Syrup

Barrel Making Action

- Carpenter. Convert 1 Lumber into 5 Containers

Planks And Shingles Action

- Carpenter. Convert 4 Wood into 4 Lumber

Furniture Making Action

- Carpenter. Convert 2 Lumber into 2 Housewares
This includes wooden plates (Trenchers), cups, utensils, and Toys as well.

Tools And Handles Action

- Carpenter. Convert 1 Wood into 1 Tool

Loom And Spindle Action

- Carpenter. Convert 2 Lumber into 1 Loom

Leader List

Name:	Notes:
1. James Harrod	Gain 1 extra Build, Trade, or Recruit Action per turn
2. Daniel Boone	Fight +2. Gain 1 extra Hunt Action per turn
3. George Rogers Clark	Fight +4
4. Benjamin Logan	Fight +2. Gain 1 extra Build Action per turn
5. Ann Lindsay	Gain 1 extra Home Industry, Cooking, or Weaving Action per turn

Note: Extra Actions do not count against Folk Actions.

Turn Sequence

Players can take their turns simultaneously. Each turn has 12 Phases:

1. Growth Phase
2. Livestock Phase
3. Boon Phase
4. Action Phase
5. Hardship Phase
6. Mishap Phase
7. Raid Phase
8. Consume Phase
9. Seasonal Phase
10. Storage Phase
11. Happiness Phase

Smelting Action

- Blacksmith. Convert 1 Wood into 1 Metal
- The Wood is used to heat the Furnace.

Metal Housewares Action

Blacksmith. Convert 1 Metal into 1 Housewares and 1 Happiness. Metal Housewares include Utensils, Pressing Irons, Tankards, Pewter Plates, Cooking Pots, Tin Ovens, Waffle Irons, etc. These are precious possessions to pioneer women.

Shoe Horses Action

Blacksmith. Use up 1 Metal. Gain 1 Trade Action this turn This is an extra action; It does not use up a Folk Action.

Make & Repair Tools Action

Blacksmith. Convert 1 Metal into 1 Tool or 1 Implement.

Setup

Every player gets 1 Resource & 1 Structure Board. The Action Board is in the center of the Table. Each player has their own set of cubes and Tokens.

Each player picks one of the 5 available Leaders to lead their Settlement.

12. End Phase

Growth Phase

Population growth due to births and immigration. Roll once on the Growth Table per 20 Folk (rounding down) you have Roll 1D6 on the Growth Table

Growth Table

1D6	New Folk	Type:
1	1	Births
2-4	1	Immigrants
5+	2	Immigrants

Each Immigrant arrives with 1 Clothes, 1 Rifles, 1 Tools, 1 Housewares, and 2 rolls on the Immigrant Extra Supplies Table:

Immigrant Extra Supplies Table

1D6	Supplies:
1	1 Horses
2	1 Food
3	1 Grain

1D6	Supplies:
4	1 Livestock
5	1 Salt
6	1 Gunpowder

Livestock Phase

Livestock Populations increase through Breeding. Gain 1 additional Livestock per 5 Livestock you own. Roll 1D6: On 4+ gain 1 Horse.

Boon Phase

Roll once on the Boon Table: Do not roll in Winter.

Boon Table

1D10	Boon:	Notes:
1	Scotch Irish	Gain 1 Immigrant
2	Germans	Gain 1 Immigrant (2 in Spring)
3	Craftsman	Gain 1 Carpenter or Blacksmith
4	Bountiful Harvest	Gain 4 Grain (8 in Fall)
5	Stone Cutter	Gain 1 extra Build Action this turn
6	Fertility	Gain 1 extra Livestock
7	Good Times	Gain 2 Happiness
8	Traders	Gain 1 extra Trade Action this turn
9	Bountiful Nature	Gain 1 extra Hunting Action this turn
10	Kentucky Militia	Fight +20 this and next turn

Action Phase

You get actions equal to your Folk Score. Place cubes (your color) onto the action squares of the Action Board. Very Important: Be sure not to exceed any Limits!!! (And keep track of Leader, extra, and specialist actions) Adjust your resource levels (Resources

used up and Resources gained).

At the end of the phase remove all cubes from the Action Board.

Hardship Phase

Roll once on the Hardship Table:

Hardship Table

1D10	Hardship:	Notes:
1	Wander Off	-1 Livestock
2	Predators	-2 Livestock
3	Thieves	-3 Livestock
4	Flood	-4 Grain or Food
5	Locusts	-4 Grain or Food

1D10	Hardship:	Notes:
6	Blight	-4 Grain or Food
7	Old Age	-1 Folk
8	Yellow Fever	-2 Folk
9	Influenza	-3 Folk
10	Cholera	-4 Folk

Mishap Phase

Roll twice on the Mishap Table:

Mishap Table

1D10	Mishap:	Notes:
1	Rust	-1 Rifles
2	Strife	-1 Happy or Peace
3	Broken	-1 Implements
4	Wear & Tear	-2 Clothes
5	Rot	-1 Wood or Lumber

1D10	Mishap:	Notes:
6	Spoilage	-2 Grain or Food
7	Fire	-1 Cabin
8	Breakage	-1 Tools
9	Wet	-1 Gunpowder
10	Wear Down	-1 Housewares

Raid Phase

Roll once on the Indian Raid Table: You can spend a Peace Point to reroll.

Indian Raid Table

1D10	Result:	Fight	Loses	Notes:
1	Trade	0	0	See Rules
2	Truce	0	0	-
3	Murder	5	1	-
4	Abduction	9	1	-
5	Scalpings	11	2	-
6	Horse Raid	13	-	Lose 1D6 Horses
7	Skirmish	15	2	-
8	Ambush	17	2	-
9	War Party	21	3	See Catastrophe Rules
10	Siege	25	3	See Catastrophe Rules

Indian Trade Result

The Indians will trade (Barter) with you. For each Rifle, Gunpowder, Horse, or Clothes you give them, they will Give you 2 Food or 2 Hides.

Indian Fighting

Losses are in terms of Folk killed. Roll 1D6: On a roll of 4+ the Settlers successfully defend themselves and suffer 2 Less loses. If the Settler Fight Level is greater than the Indian Fight Level get +1 to the roll. If it less then get -1 to the roll.

Catastrophic Military Failure

In the case of War Parties and Sieges. . . If the Settler Fight Level is less than the Indian Fight Level roll 1D6:

Winter Table

1D6	Severity:	Notes:
1	Mild	-
2	Mild	-1 Fuel
3	Moderate	-1 Livestock -1 Fuel

Fuel includes Wood and Lumber to keep the Fires going. In a Harsh Winter lose 1 extra Folk if there is a Housing Shortage. In a Harsh Winter lose 1 extra Folk if there is a Clothes Shortage.

In a Harsh Winter lose 1 extra Folk if there is a Fuel Shortage. In a Harsh Winter lose 1 extra Folk if there is Starvation.

Storage Phase

Add up the total number of Grain, Food, Lye, Salt, and Gunpowder units You have. If this number is more than the number of containers you have Then you must lose the difference.

on 5+ the Fort is overrun and you automatically lose the game.

Consume Phase

Each of your Folk consumes 1 Food. If you are short roll 1D6 for each unfed Folk: On 5+ they move away or die of Starvation. Every 10 Folk (rounding down) also consume 1 Salt.

If you are short roll 1D6 for each unfed Folk: On 4+ they move away or die of Salt Deficiency.

Seasonal Phase

Keep Track of the Seasons. Winter to Spring to Summer to Fall to Winter. If it is winter roll once on the Winter Table:

1D6	Severity:	Notes:
4	Moderate	-1 Livestock -2 Fuel
5	Harsh	-2 Livestock -3 Fuel
6	Harsh	-1 Folk -2 Livestock -4 Fuel

Happiness Phase

Gain 2D6 Happiness. Gain 1 Happiness for a Mild Winter. Lose 1 Happiness for a Harsh Winter.

Lose 1 Happiness if there is Starvation. Lose 1 Happiness for each Folk lost this Turn. Lose 1 Happiness if there is a Clothes Shortage.

Lose 1 Happiness if there is a Housing Shortage. Lose 1 Happiness if there is a Housewares Shortage.

End Phase

Take a moment to make sure all counters and tokens are Correctly placed, and no phases or players were skipped.

Links

Kentucky Pioneers





Scortch

Introduction

Module for the Warp Empires system. You must use the Warp Empires system to play this game. Based on the animated film WIZARDS by Ralph Bakshi.

Wizards is a trademarked, licensed property. This is merely a fan site. One player is the good Wizard Avatar. The other player is his evil brother Blackwolf.

Both battle for world domination. On Avatar's side is Magic, Elven Races, and Faerie Folk. Blackwolf's armies are filled with Mutants, Demons, and Ancient Technologies.

Scortch

Location	Type	Notes
Black World Mountains	H	North
Glass Wastes	H	South
Bogs	D	West
Steam Lake	X	West
Cnidair River	D	West
The Spine Mountains	H	Southeast
The Crypts of Doom	2	Scattered
The Greater Crater	X	Central
The Glass Wastes	H	Central
The Black River	H	West Central; Terrible Smell
The Hot Lands	H	East & Central
The Great Depression	H	North Central
Hellmouth	2	North; One Demon unit per turn costs -1
Scortch-1	3	Capital city; Blackwolf's starting Location
Skir	0	Fishing Village; Faerie sympathizers
Theca	0	Village; Hunters & Trappers; Faerie sympathizers
Queenston	1	City; One Technology unit per turn costs -1
Phyte	1	City; On the Black River
Accked	1	City; One Mutant unit per turn costs -1

Montagar

Location	Type	Notes
City of Montagar	2	Capital City
Breeding Wye	2	Mining Town; One Dwarf unit per turn costs -1
Rana Bottom	1	University Town
Seaport	2	Coastal Town
Summer Home	0	Town; Avatars Starting Location

Map

The land of Halcionia is divided into two main areas: Scortch and Montagar Scortch is southeast of Montagar. Note: Rivers may cross multiple spaces.

Location Types

- 0-3+** Revenue generated by the site
- H** Hostile terrain: Units must stop when entering this space
- D** Difficult terrain: Units must stop when entering this space
- X** Barrier: No units may enter this space

Location	Type	Notes
Perthswale	2	Trading Town
Wendl	1	Trading Post
Blossom	1	Faerie Town
Toothache Mountain	H	East: Runs North South
Footprint Lakes	D	North
Salamander River	D	Surrounds the city of Montagar
Novay Onwl River	D	Central
Lostwoods	D	Central
No Return	H	Cliffs; Borders Scortch
Whisper Falls	D	One Faerie unit per turn costs -1
Western Highlands	D	Southwest
Faun's Shoulder	0	Landmark for sailors
Fog Dragon Downs	D	North
Ariath River	D	Bridged in several places

Victory

Blackwolf must destroy all opposing units to win. The Avatar player automatically wins if Blackwolf is destroyed.

Setup

- The Evil player starts with Blackwolf and 15 random units.
- The Evil player distributes his units throughout Scortch.
- The Good player starts with Avatar and 7 random units.
- The Good player distributes his units throughout Montagar.

Action Deck

Players have separate action decks.

Revenue Phase

You cannot generate income from enemy cities. (You only deprive your opponent of the income.)

Blackwolf Unit List

Unit Name	#/Speed	Type	Force	Notes
BlackWolf	1F	L	15	Wizard
Lich General	2F	L	10	Demon
Demon Warlord	1F	L	8	Demon Armies get Force +1
Demon Technomage	2F	L	5	Technology units get Force +1
High Mutant Officers	4M	L	6	Mutants
Toadies	2M	A	3	Mutants
Low Mutants	4M	A	3	Mutants
Reich Henchmen	2M	A	4	Mutants

Recruit Phase

Montagar units may start in any non-hostile, non-difficult space in Montagar. (Their populations are spread out) Scortch units must start in Scortch-1 (the City)

Move Phase

Flyers can move up to 4 spaces. Flyers can jump over enemy units, hostile and difficult terrain.

Battle Phase

Towns & Cities give defending units +1 Force each.

Unit & Card Type Notation

- L** Leader
- K** Knowledge
- A** Armies
- P** Place
- E** Event
- T** Technology
- X** Magic
- S** Strategy
- R** Resources
- M** Morale

Unit Name	#/Speed	Type	Force	Notes
Reptilians	2M	A	6	Mutants
Dream Machine	1M	T	12	
Panzer Tanks	2F	T	12	
Howitzers	2S	T	10	
Luftwaffe planes	2FF	T	10	
Machine Guns	2M	T	8	
Salamander Riders	2F	A	5	Mutant Cavalry
Wolfmacht	2F	A	3	Mutant Cavalry
Max & Fritz	1M	A	2	Mutants
Demon Shock Troops	2M	A	7	Demons
Goblin Mob	2M	A	4	Mutants
Fascist Pig Mutants	2M	A	6	Mutants
Nazi Black Guard	2M	A	7	Demons
Reptilion Rex	1M	A	8	Mutant
Pit Roaches	2F	A	10	Cavalry
Robots	1M	T	9	Robots

Blackwolf Action Deck Card List

Card Name:	#	Notes
Quick Victories	10	Move 1 Stack
Operational Maneuvers	4	Move 2 Stacks
Full Scale Invasion	2	Move 3 Stacks
Robot Assassins	1	Opponent must discard 2 cards
Dictatorship	1	Gain 3 Revenue points this turn
Pistols & Rifles	1	Battle: Armies get Force +1
Propaganda	1	Recruit a Mutant Unit for Free
Mutants Rule!	1	Battle: Mutant Armies get Force +1
Messenger	1	Search chit pile for unit and put it in play
Technomancy	1	Recruit a Technology Unit for Free
Black Arts	1	Battle: Technology Units get Force +1
Plunder Ancient Ruins	1	Recruit a Technology Unit for Free
War Machine	1	Gain 3 Revenue points this turn
Wild Rumors	1	Battle: Opposing Armies get Force -1
Betrayal	1	Discard opposing Leader & Draw a card
Journey into Hell	1	Recruit a Demon Unit for Free
Spies	1	Look at opponents hand
Scortch Wildlife	1	Negate move of Target Stack in Scortch
Radiation	1	Kill target Army unit in Scortch Hazard Space

Avatar Unit List

Unit Name	#/Speed	Type	Force	Notes
Avatar	1F	L	17	Wizard
Necron 99 (Peace)	1F	L	10	Robot
Red Elves	4M	A	6	Elves
Yellow Elves	2M	A	5	Elves
Brown Elves	2M	A	7	Elves
Blue Elves	2M	A	5	Elves

Unit Name	#/Speed	Type	Force	Notes
Satyrs	2M	A	5	Satyrs
Dwarves	2M	A	6	Dwarves
Gnomes	2M	A	4	Gnomes
Mountain Faeries	2FF	A	2	Faeries
Meadow Faeries	1FF	A	1	Faeries
Sawmp Faeries	1FF	A	2	Faeries
Wood Faeries	2FF	A	2	Faeries
Knights of Stardust	2FF	A	3	Faeries
Heavy Infantry	2M	A	6	Elves
Ross Cavalry	2F	A	5	Elves
Centaur	2F	A	8	Centaur
Archers	2M	A	7	Elves
Royal Guard	2M	A	8	Elves
Genarian	1M	L	-	President of Montagar; Elf Armies get +1 Force
Bayard	1F	L	10	Prince of Montagar; Elf Armies get +1 Force
WeeHawk	1F	L	13	Elf Hero
Hartmoon	1F	L	9	Relative of WeeHawk
Jephyr	1F	L	6	Faun King; Satyr Armies get +2 Force
Elinore	1F	L	7	Half-breed; Mage
Reenah	1F	L	5	Gnome Mage
Sayriah	1FF	L	4	Archer; Faerie Armies get +2 Force
Swift-As-Sound	1F	L	11	Centaur Scout; Centaur Armies get +2 Force
Wind Catcher	1F	L	10	Cavalry & Centaur Armies get +1 Force

Avatar Action Deck Card List

Card Name:	#	Notes
March	20	Move 1 Stack
Grand March	8	Move 2 Stacks
Union of the Tribes	4	Move 3 Stacks
Fireballs	1	Battle: Spell; Force = 12
Gnome Tutors	1	Look at next 10 cards in your deck & put 1 in your hand
Lightning Bolts	1	Battle: Spell; Force = 10
Giant Pink Rat	1	Battle: Spell; Force = 5
Magic Arts	1	Mage, Faerie, and Elf Units get Force +1
Illusions	1	Battle: Spell; Enemy armies are -1
Healing Arts	1	Battle: Take one less Casualty
Wizards Wrath	1	Battle: Spell; Force = 15
Banish	1	Discard opposing Demon
Lost	1	Negate Move by target Stack
Cutting Sarcasm	1	Battle: Leader gets Force +3
Medieval Weapons	1	Battle: Armies get Force +1
Valiant Determination	1	Battle: Armies get Force +3
Fortifications	1	Battle: If Defending in Montagar, Armies get Force +2
Counterattack	1	Battle: If Defending, Armies get Force +2
Panic the Mutants	1	Battle: Mutants armies get Force -2
Mutants Desert	1	Discard target Mutant Army
Oil Shortage	1	Negate Move by target stack containing Technology Units
Ammo Shortage	1	Battle: Opposing armies get Force -2
Radiation Sickness	1	Mutant Units get Force -1

Card Name:	#	Notes
Break Mutant Ranks	1	Battle: Force +10
Elven Spies	1	Look at top 7 cards of opponent's deck
The Good Lands	1	Gain +5 revenue this turn
Charm	1	Battle: Spell; Gain control of Target non-leader unit
Bewilder	1	Battle: Spell; Opposing armies get Force -2
Scouts	1	Look at top 5 cards of opponents deck
Breakdown	1	Battle: Discard opposing Technology Card
Weather Dragon	1	Look at top 4 cards of opponents deck & discard 2
Rescue	1	Search Unit pile for a Leader and put it in play
East Elfland	1	Recruit an Elf unit for Free
Blue Elf Saboteurs	1	Opponent gets -3 Revenue this turn
Use Captured Weapons	1	Battle: Armies get Force +2
They've Killed Fritz!	1	Discard opposing Mutant Army
Fight the Good Fight	1	Recruit a unit for Free
Felsing the Wise	1	Look at Opponents hand
Scouts	2	Look at target Stack

Note: Only Wizards, Mages, Elf armies & Faerie armies can cast spells.

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.





Sea Battles

Abstract WWII Naval Strategy Game

Ship Types

#	SHIP	MAX	MAX	MAX	MAX	-	-
SHIPS	TYPE	HITS	MOVE	RANGE	DAMAGE	ATTACKS	NOTES
1	PT Boat	1	6(x2)	1	6	1	Torpedo
1	Submarine	2	3	2	6	1	Torpedo, Underwater
2	Destroyer	3	5	3	3	1	
1	Frigate	4	4	4	4	1	
1	Cruiser	5	4	4	5	2	
1	Battleship	6	3	5	6	2	
1	Carrier	6	3	4(x2)	6	3	

Battlefield Map

Use an 8 x 8 or larger square or hex map. All ships can move and shoot vertical and horizontal but not diagonal. Each side starts with 1 of each ship and 2 destroyers for a total of 8 ships.

Turn Sequence

1. INITIATIVE- Roll high to see who goes first
2. COMMAND ROLLS- Roll 6D6. These scores are the players command rolls for this turn. A roll cannot be used for less than its value
3. MOVE- Use up a command roll to move a ship that many spaces in one direction
4. ATTACK- Use up a dice roll to set the Range of the attack and another to determine the Damage in Hits Inflicted

Sample Move

A player rolls 1, 3, 3, 4, 6, 6. He moves a destroyer forward 1 space (He could have used a 3 or a 4, but not a 6; The maximum move of a destroyer is 5) He removes the die showing 1. He Fires to the right at a range of 3 (Maximum range for a destroyer is 3) and hits a battleship for 3 Damage. He removes both dice showing 3's. The Battleship is reduced to 3 Hits for the rest of the game (He would have liked to do 6 damage which would sink the battleship, but the maximum damage a destroyer can do is 3). He uses the roll of 4 to move his cruiser to the left. He is unable to use the two rolls of 6 for anything useful so they are wasted.

Terrain

On the Sea map mark several spaces as land obstacles. Ships cannot move over land but they can shoot over it. Torpedo attacks cannot be made over land.

Pt Boats

Fast and maneuverable, PT Boats can move twice in a turn. Example: A player uses a command roll of 6 to move the PT forward 6 spaces and a second roll of 2 to move it left 2 spaces.

Submarines

Since they are underwater and hard to detect, other boats can only attack subs if they right next to them, range = 1.

Carriers

Attacks (Up to 3 per turn) made by carriers are really made by their fighters and bombers which have much longer ranges than ship artillery. 2 command rolls can be used to determine the range of the attack. Example: A roll of 3 and a roll of 4 can be combined to hit a ship 3 to the left and 4 back. (4 is the max for either roll)

Objective

Completely destroy all enemy ships.

Variants

Increase the number of ships per side. Roll 4D6 instead of 6D6. Allow diagonal movement and attacks. Destroy opponents carrier to win. Rolls of 6 can be used to repair 1 point of damage.

Counter Set

The following amazing counter set was created by Janne Thorne: jan.thorne@mail.bip.net Janne has also

made counters and cards for Blitz, Midway, & Cannonade.

??[Download Sea Battle Counters](#)





Sea Intercept

Introduction

Card game for 2 players. Modern Naval Warfare Theme.

Game End

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

Victory Conditions

The player with the most deployed units at the end of the game wins. Bases & Carriers count as 2 units each.

The Deck

Players share a common deck. There are 4 types of cards mixed into the deck: Unit, Detect, Attack, Counter

Setup

Each player is dealt 9 cards. Determine who goes first.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Reserve Phase
2. Deployment Phase
3. Mission Phase
4. Detection Phase
5. Attack Phase
6. Counter Phase
7. Orientation Phase

Reserve Phase

The active player draws 3 cards. Max hand size is 9 cards. Discard excess cards.

Deployment Phase

The active player may put up to 2 unit cards from his hand into play. Units put into play are put face up in front of the player. A player may put Attack, Counter, and Detection cards in play face down, under units that can use them.

Unit Card List

Cards stacked under units are called Option cards. Note that deployed units stay in play from turn to turn for the rest of the game unless that unit is destroyed.

Mission Phase

If your opponent has no units in play, he must discard 1 random card and you may draw 1 extra card from the deck. The active player decides if he wants to attack a target unit of his opponent. If a unit is chosen, this unit is the defender.

The active player picks which of his units is attacking. This unit is the attacker.

Detection Phase

The active player must play a Detect card that can be used by the attacker, and that can target the defender. The Detect card can come from the players hand, or be one of the attackers option cards.

Attack Phase

The active player must play an Attack card that can be used by the attacker, and that can target the defender. The Attack card can come from the players hand, or be one of the attackers option cards.

Counter Phase

The opposing player may play a Counter card that can be used by the defender, and that can target the attacker, the attack card, or detect card. The Counter card can come from the opposing players hand, or be one of the defenders option cards. If no Counter card is played, the defender and all its options are destroyed (discarded).

If a counter card is played, the defender survives and remains in play. All Detect, Attack, and Counter cards played are discarded after being played.

Orientation Phase

The active player may attack with a second unit repeating the mission, detection, attack, and counter phases. The turn ends when the active player has no more units he can or wants to attack with.

Unit Type:	#	Type:
Submarine	8	Sub
Airplane	12	Air (Includes Helicopters)
Military Base	2	Ground

Unit Type:	#	Type:
Warship	6	Sea
Carrier	2	Sea

Number of that card in the deck

Detect Card List

Card Name:	#	User:	Target:
AEW: Advanced Early Warning*	1	All	All
Acquire Target	1	All	All
Bearing Only Attack	1	All	All
Aerial Refueling	1	Air	All
Strike Mission	1	Air/Sea/Sub	All
Reconnaissance Mission	1	Air/Sea/Sub	All
Counter Attack	1	All	All
Jumping Jacks	1	Air	All
ESM: Electronic Signal Measures	1	All	All
Racket: Unknown EM signals	1	All	All
Passive Detection	1	All	All
ECCM: Counter-Counter Measures	1	All	All
LRCAP: Long Range Combat Air Patrol	1	Air	Air/Sea/Ground
Visual Identification	1	All	Air/Sea/Ground
OTH: Over-the-Horizon*	1	Warship	Sea/Ground
AsuW: Anti-Surface Warfare	1	All	Sea/Ground
Outer Screen	1	Warship	Air/Sub
AAW: Anti-Air Warfare	1	All	Air
Air Defense Envelope	1	Sea/Ground	Air
AWAC: Airborne Warning and Control	1	Air	Air
Bogies: Unknown air contact	1	All	Air
ASW: Anti-Submarine Warfare	1	Air/Sea/Sub	Sub
Convergence Zone	1	Sea	Sub
Goblin: Unknown sub contact	1	All	Sub
SURTASS	1	Sea	Sub
Sonobuoys	1	Air	Sub
Dipping Sonar	1	Air	Sub
Hunter-Killer	1	Sea/Sub	Sub
Skunk: Unknown surface contact	1	All	Sea

* Attacker must have an Airplane in play to use this card.

(SURTASS = Surface Towed Array Sonar System)

Attack Card List

Card Name:	#	User:	Target
CG: Guided Missile Cruiser	1	Warship	All
DDG: Guided Missile Destroyer	2	Warship	All
FFG: Guided Missile Frigate	2	Warship	All
Guided Weapon	2	Air	All
ARM: Anti-Radiation Missile	2	Air/Sea	Air/Sea/Ground
Air Cannon	1	Air	Air/Sea/Ground

Card Name:	#	User:	Target
SSM: Surface-to-Surface Missile	2	Sea/Sub/Ground	Sea/Ground
Standoff Weapons	2	Air	Sea/Ground
Cruise Missile	2	Sea/Ground	Sea/Ground
Naval Gunfire	1	Warship	Air/Sea
Attack Sub	1	Sub	Sub/Sea
Boomer	1	Sub	Sea/Ground
Amphibious Assault Force	2	Sea	Ground
Torpedo	4	Air/Warship/Sub	Sub/Sea
SAM: Surface-to-Air Missile	2	Sea/Sub/Ground	Air
AAM: Air-to-Air Missile	2	Air	Air
AAA: Anti-Aircraft Artillery	1	Sea/Ground	Air
AGM: Air-to-Ground Missile	1	Air	Ground
ASM: Air-to-Surface Missile	2	Air	Sea
ASROC: Anti-Submarine Rocket	1	Air/Sea	Sub

Counter Card List

Card Name:	#	User:	Target Attacker/Attack/Detect
Poor Weather	2	All	Air/Sea
Civilian Contact	1	All	All
Mission Kill	1	All	Air
Anechoic Coating	1	Sub	All
Overestimate BDA	2	All	All
Blip Enhancement*	1	Sea	All
Chaff	1	Air/Sea	Missiles
CIWS: Close-In Weapon System	1	Sea/Ground	Missiles
ECM: Electronic Counter Measures	2	All	All
EMCON: Emissions Control	1	All	All
Flares*	1	All	Missiles
Hard Kill	1	All	Missiles/Air
Soft Kill	1	All	Missiles
IADS: Integrated Air Defense Systems	1	Ground	All
Inner Screen	1	Sea	Air/Sub
Jamming	1	All	All
CAP: Combat Air Patrol*	2	All	Missiles/Air
ROE: Rules of Engagement	2	All	All
Topography	1	All	All
Weapons Stores Expended	1	All	All
Zig-Zagging	2	Air/Sea/Sub	All
Thermocline	1	Sub	All
BINGO FUEL: Low on Fuel	1	Any	Air
Under Radar Horizon	1	Air	All

* Defender must have Air units in play to use this card. **(BDA Battle Damage Assessment)**





Ships Of The Line

Introduction

Card game for 2 players. Players are rival 15-18th century Warships trying to sink each other.

Object

Destroy your opponents ship by reducing any one of his stats to zero.

Ship Stats

Each ship has three stats:

1. Hull
2. Rigging
3. Crew

Each stat has a starting value of 7 points. Cannon attacks will reduce these starting values. If the Hull stat goes to zero the ship will sink.

If the Rigging stat goes to zero the ship can no longer move. If the Crew stat goes to zero, then all aboard have perished.

Deck

The Deck has 56 cards. Players share a common deck. There are 7 types of cards.

The deck contains 8 cards of each type.

Card Type List

North Wind South Wind East Wind West Wind Cannon Balls Chain Shot Grape Shot

Turn Sequence

Play is simultaneous. Each turn has 5 phases:

1. Load Phase
2. Reload Phase
3. Sail Phase
4. Fire Phase
5. Retire Phase

Load Phase

Each player is dealt enough cards to fill their hand up to 7 cards. If the deck runs out, shuffle the discard and deal from it..

Reload Phase

Each player may discard up to 4 of his cards. Players are dealt replacement cards.

Sail Phase

Players simultaneously reveal none, one, or more Wind cards. The wind cards revealed may not include opposites. North and South are opposites.

East and West are opposites. For example, you can play a South and a West card together. You may play more than one of the same Wind card.

For example, you can play 2 North cards and 3 East cards. The player with the most Wind cards is said to be the Advantaged player. The player with fewer Wind cards is said to be the Disadvantaged player.

If tied, both players are said to be Equals. Discard all played cards.

Fire Phase

The Advantaged player may attack. The Disadvantaged player may not attack. If Equals, both players may attack.

An attacker may reveal attack cards of only one type. For example, a player may reveal one or more Cannon Ball cards, but cannot also reveal Chain and Grape Shot. Each Cannon Ball card will reduce the opponents Hull Stat by one.

Each Chain Shot card will reduce the opponents Rigging Stat by one. Each Grape Shot card will reduce the opponents Crew Stat by one. Discard all played cards.

Retire Phase

Players may discard up to 3 cards.

Cardset Available

Much Thanks to Alcrespi [Click Here](#)





Space 1889 Empires

Introduction

Space 1889 Theme. Module for the Warp Empires system. You must use the Warp Empires system to play this game.

Various Victorian Powers fight for control of Mars.

Disclaimer

Space 1889 is a licensed, copyrighted property. This is merely a fan site.

Map

Map of Mars divided into Territories. When creating a random Map roll on the Territory Type Table:

Race:	Special Ability:
British	Air Supremacy: All Ships get Force +1
German	Ground Supremacy: Battalions & Forts get Force +1
Canal Martian	Established: Start the Game with 4 Cities
High Martian	Raiders: Gunboats get Force +1 & Speed +1
French	Traders: All Cities get Income +1
Russian	Cheap Goods: All Units cost 1 less
American	Fast Going: All Units get Speed +1
Belgians	Tricky: Draw +1 card per Turn
Japanese	Strategists: Max hand size = 10

Common Unit List

Unit Name	#	Force	Speed	Notes
Ground Battalion	20	2	S	Required to control a City
Fortifications	10	4	-	Cannot Move
Gunboats	15	2	VF	(Martian Screw Galley)
Aerial Cruiser	10	4	F	(Martian Cloudship)
Aether Battleship	5	8	M	May carry 1 Battalion

Setup

Each player starts with a City with 5 random units and a hand of 5 cards.

Units & Action Deck

Players share a common Action deck and Unit chit pile.

Territory Type Table

1D6	Type:
1	City
2-4	Flats
5	Ravines
6	Peaks

Note: No Units may Enter Peaks. Ground Battalions may not enter Ravines.

Victory

You win if you control 50% the Cities on the Map

Powers

Each player picks a Power:

Draw Phase

First discard any cards you don't want. Each player draws 3 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 Very Fast unit can move 1-4 spaces. 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.

Revenue Phase

Each City Generates 4 Income Units per Turn.

Action Deck Card List

Card Name:	#	Notes:
Minor Move	15	Move 1 Stack
Major Move	10	Move 2 Stacks
Grand Move	5	Move 3 Stacks
Wind & Steam	5	Move 1 Stack of all Ships
Surprise	2	Battle: Attacker gets Force +10
Trap	2	Battle: Defender gets Force +10
Out Maneuver	2	Battle: Stack gets Force +5
Machine Guns	2	Battle: Each Unit in Stack gets Force +1
Big Guns	2	Battle: Battleships & Cruisers in Stack get Force +3
Rams	2	Battle: Martian Ships in Stack get Force +2
Close Combat	2	Battle: Battalions in Stack get Force +3
Armor	2	Battle: Human Ships in Stack get Force +2
Swift Attack	2	Battle: Gunboats in Stack get Force +3
Guided Torpedo	1	Battle: Destroy Target Ship
Evasion	2	Battle: Negate Battle Card
Sandstorms	2	Negate Move
Adventurers	1	Steal 2 random cards from opponent
Treaty	2	Opponent may not attack this turn
Sabotage	1	Destroy Random Unit in target Stack
Spies	2	Look at opponents Hand
Scouts	2	Look at target Stack
Resupplied	2	Draw 3 cards
Martian Treasures	2	Gain 10 Income Units

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 unit's 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.





Star Wars Campaign

Introduction

Star Wars Theme. Module for the [Warp Empires: Basic Rules System And Campaigns](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

Over half the territories are empty space. Revenue generating spaces are planets. Coruscant is in the middle of the map.

Victory

The Rebels win if Coruscant and the Emperor, and Darth Vader are captured. The Empire wins if all Rebel

Leaders in play are captured.

Setup

The only leaders that automatically begin in play are Luke, Leia, the Emperor, and Darth Vader. The Empire player begins in control of Coruscant and starts with 5 random units. The rebel player starts on any planet on the edge of the map and goes first.

The rebel player starts with 4 random units.

Action Deck

Players share a common Action deck.

Planet List

Planet	Revenue
Tatooine	2
Alderaan Belt	1
Sullust	3
Kessel	3
Gamorr	2
Kashyyyk	2
Bespin	2
Bpfassh	2
Denab	3
Talus	2
Yaga Minor	2

Planet	Revenue
Ungul	2
Kothlis	2
Orto	2
Sluis Van	2
Hoth	1
Corellia	4
Yavin	1
Dagobah	1
Endor	1
Calimari	4
Coruscant	5

Unit Deck Abbreviations

- B** Bombardment units
- P** Point defense units
- T** Transport

Battle Rules

Units that are not Leaders or fighter squads are Capital Ships. The side with the most bombardment

units gets +2 Force. The side with the most Point defense units gets +2 Force.

You may only take control of a planet in control phase if The occupying unit has Bombardment, Transport, or Diplomacy traits. A Leader cannot be captured unless there is a leader in the opposing stack. Instead of being captured the Leader is put into the chit pile.

Leaders on the Winning side are never captured.

Imperial Unit Deck

Name	Move	#	F	Type	Notes
Star Galleon	S	1	2	T	
Carrack Light Cruiser	F	1	4	P	
Republic Dreadnaught	S	1	3	B	
Imperial Escort Cruiser	M	1	3	B	

Name	Move	#	F	Type	Notes
Galleon	M	1	1	T	
Super Star Destroyer	M	1	15	B	
Lancer Frigate	M	1	6	P	
Strike Cruiser	M	1	5	B	
Assault Transport	F	1	3	T	
Interdictor Cruiser	M	1	3	P	
Victory Destroyer	M	2	4	B	
Victory II Star Destroyer	M	1	6	B	
Imperial Star Destroyer	M	1	5	B	
Imperial II Star Destroyer	M	1	8	B	
Death Star	S	1	25	B	
Tie Fighter Squad	M	7	1	P	
Tie Interceptor Squad	F	4	2	P	
Tie Defender Squad	M	3	2	P	
Tie Bomber Squad	M	3	1	B	
Darth Vader	F	1	5	L	Force Aware, Diplomacy
Emperor Palpatine	F	1	5	L	Force Aware, Diplomacy
Grand Moff Tarken	F	1	3	L	Diplomacy
Boba Fett	F	1	4	L	
Veers	F	1	2	L	
Piet	F	1	2	L	
Jerjerrod	F	1	2	L	
Imperial Base	0	7	1	F	
Ion Cannon	0	3	5	F	
Shield Generator	0	5	3	F	

Rebel Deck

Name	Move	#	F	Type	Notes
Corellian Frigate	M	1	4	P	
Dauntless Cruiser	M	1	8	B	
Corellian Gunship	F	1	5	P	
Liberator Cruiser	F	1	5	B	
Bulwark Battlecruiser	M	1	15	B	
Nebulon-B Frigate	M	1	4	P	
Alliance Dreadnaught	M	1	3	B	
Mon Calamari Cruiser	M	2	6	B	
Bulk Cruiser	M	1	2	B	
Bulk Transport	S	1	1	T	
Medium Transport	M	1	1	T	
Alliance Escort Carrier	M	1	2	T	
Corellian Capitol Ship	M	1	5	B	
Corellian Corvette	M	1	5	P	
Assault Frigate	M	1	5	B	
Millennium Falcon	F	1	3	P	
A-Wing Squad	F	5	1	P	
B-Wing Squad	M	4	2	B	
X-Wing Squad	M	4	2	P	
Y-Wing Squad	M	4	1	P	
Luke Skywalker	F	1	5	L	Force Aware

Name	Move	#	F	Type	Notes
Han Solo	F	1	4	L	
Princess Leia	F	1	4	L	Diplomacy
Obi-Wan-Kenobi	F	1	4	L	Force Aware
Lando Calrissian	F	1	3	L	
Mon Mothma	F	1	4	L	Diplomacy
Jan Dodanna	F	1	3	L	Diplomacy
Rebel Base	0	7	1	F	
Ion Cannon	0	3	5	F	
Shield Generator	0	5	3	F	

Action Deck

Card Name	#	Notes
Tactical Move	8	Move 1 stack
Operational Move	6	Move 2 stacks
Strategic Move	4	Move 3 stacks
Turbolasers	2	Battle: Capital ships get +1 Force
Ion Cannons	2	Battle: Target Capital ship reduced to 0 Force
Laser Cannons	2	Battle: Destroy target Fighter Squad
Weak Spot	2	Battle: Destroy target Capitol Ship
Stand Off	2	Battle: Capital ships with Bombardment trait get +2 Force
Strafing Run	2	Battle: Fighter squads get +2 Force
Bothan Spies	2	Rebels: Look at opponents hand or chits in target stack
Daring Rescue	2	Rebels: Put captured Leader back into play
Probe Droid	2	Empire: Look at chits in target stack
Imperial Agents	2	Empire: Look at opponents hand
Sabotage	2	Destroy target Fortification
Incite Uprising	2	Remove control marker from target planet
Use the Force	2	Battle: Force Aware character gets +7 Force.
Surprise Attack	2	Battle: Your side gets +5 Force.





Swiss Family Robinson

Introduction

Solo Board, Dice, and Card Game. You control the Swiss Family Robinson. A Group of Pirates is attacking your Rocky Redoubt.

Disclaimer

Swiss Family Robinson is a licensed, copyrighted property. This is merely a fan site.

Victory

Drive off all of the Pirates and keep the Family Members from being captured.

The Board

Use a Chess Board.

The Pirates

There are 16 Pirates (use pawns to represent Pirates)

The Swiss Family Robinson

There are 6 Family Members. 3 are full grown Men (use Knights & King) 2 are Women (use Bishops) 1 is a Child (use Rook)

Setup

Place the Pirates in the back 2 Rows on one end of the Board. (One Piece per space) Place the Family Members in the back 2 Rows of the other side of the board.

The Dice

Use six sided dice.

Attack Deck Card List

Card Name:	#	Range	Notes:
Grapple	2	1	Men only
Fisticuffs	2	1	Men only

Turn Sequence

Each turn has 5 Phases:

1. Pirate Move Phase
2. Family Move Phase
3. Draw Phase
4. Attack Phase
5. End Phase

Pirate Move Phase

Roll 1D6 for Each Pirate:

1D6	Move
1-3	None
4-5	Move 1 Space
6	Move 2 Spaces

Pirates must Move Towards Family members and capture them if possible. (Pirates capture by moving into a space occupied by a Family Member) A Pirate cannot move into or thru another Pirate.

Family Move Phase

Each Family Member may move up to 1 space in any direction. The Child may move 2 spaces.

Draw Phase

Draw 2 cards from the Attack Deck. If the deck runs out, shuffle the discard and draw from it.

Attack Phase

Play (discard) Attack cards from your hand. Each attack card has a range in spaces. These attacks must originate from a Family Member and terminate on a Pirate.

The Attacked Pirate is removed from play. Family Moves and attacks may be diagonal or Orthogonal. Pirate Moves and attacks may only be Orthogonal.

End Phase

Max hand size is 5 cards. Discard excess cards.

Card Name:	#	Range	Notes:
Gun as Club	2	1	Men only
Point Blank Shot	2	1	Adults only
Rifle Shot	4	2	Adults only
Coconut Bombs	4*	K	Men & Child Only
Exploding Rock Trap	1*	3	Any
Gunpowder Traps	4*	3	Any
Falling Log Trap	1*	3	Men only
Collapsing Bridge Trap	1*	5	Men only
Tiger Pit Trap	1*	4	Any
Spiked Pit Traps	2*	4	Any
Steep Climb	4	A	Negate Target Pirate Move

Attack Deck Notation

Copies of this card in the deck

A Any Range

K As a Knight would move in Chess

* Remove this card from play after being used





Union & Confederacy

Introduction

American Civil War Theme. Module for the Warp Empires system. You must use the Warp Empires system to play this game.

Map

North America circa 1860-1865. Divide each State into several territories. Indicate Capitals & Major cities.

Turns

4 turns per year.

Victory

Either side wins automatically if all opposing units are destroyed. At the end of 1865: The North Wins if the North is completely unoccupied and union stacks occupy over 50% of Rebel states, otherwise the South wins.

Stacks & Units

Units are also called Divisions. Stacks are also called Armies. Leaders are also called Generals.

Setup

Each side starts with 10 Divisions in their Capital. The North starts with the leaders Robert Patterson and McDowell. The South starts with the leaders Joseph E. Johnson and Beauregard.

Action Deck

Players share a common Action deck.

Movement Rules

Stacks without leaders cannot move. Ships can move into coast spaces and spaces with rivers. Each Ship (Fleet) Unit can Transport one Division.

Any Move card can also be used for ships.

Union Unit Deck

Name	Move	#	F	Type
Infantry Division	M	40	2	I
Cavalry Division	F	20	2	C

Revenue Phase

There are no revenue points, instead: The North recruits 6 random units per turn. The South recruits 3 random units per turn. You cannot recruit more units than you have friendly Capitals under your control.

Recruited units start equally distributed in State Capitals.

Morale

After each battle the loser gets a "Demoralized" token and the victor removes a "Demoralized" token. If one side ever has 10 "Demoralized" tokens it gives up and the other side automatically wins the war. Having Washington or Richmond (re)captured is worth 3 tokens each time.

Upkeep Phase Rules

Ignore the revenue = units rule. Isolated (surrounded) stacks lose 10% of their force total in units per month.

Battle Phase

Leaders in excess of 2 in a Stack generate only 2 Force each. Leaders in excess of Divisions generate no Force. When determining casualties, Divisions are always lost before Leaders.

Historical War Rules Progression

1963+: Union improvements in weapons technology, industry, experience, and Leadership give all Union Divisions +1 Force. 1964+: Confederate manpower reserves are used up. All Confederate Divisions are -1 Force.

Unit Deck Abbreviations

- I** Infantry
- C** Cavalry
- A** Artillery
- F** Fortifications
- S** Ship

Name	Move	#	F	Type
Artillery Division	S	20	2	A
Fortifications	O	10	5	F
Ironclads	S	5	6	S
Gunboats	F	10	4	S
Irvin McDowell	F	1	3	L
George B. McClellan	F	1	3	L
John C. Fremont	F	1	3	L
Nathaniel P. Banks	F	1	3	L
Robert Patterson	F	1	3	L
Edwin "Bull" Sumner	F	1	4	L
John Pope	F	1	3	L
Henry W. Halleck	F	1	3	L
Don Carlos Buell	F	1	4	L
Samuel R. Curtis	F	1	4	L

Name	Move	#	F	Type
George Henry Thomas	F	1	5	L
Wild Bill Hickok	F	1	5	L
Ambrose E. Burnside	F	1	3	L
Fighting Joe Hooker	F	1	3	L
Ulysses S. Grant	F	1	9	L
William Tecumseh Sherman	F	1	8	L
Philip Henry Sheridan	F	1	6	L
George Gordon Meade	F	1	5	L
George A. Custer	F	1	5	L
William Starke Rosecrans	F	1	4	L
Benjamin Franklin Butler	F	1	3	L
Kearny	F	1	4	L
Buford	F	1	4	L

Confederacy Unit Deck

Name:	Move	#	F	Type
Infantry Division	M	20	3	I
Cavalry Division	F	15	4	C
Artillery Division	S	10	2	A
Fortifications	O	10	5	F
Commerce Raiders	F	3	4	S
Ironclads	S	2	6	S
Joe Johnson	F	1	4	L
Robert E. Lee	F	1	10	L
Stonewall Jackson	F	1	7	L
Jeb Stuart	F	1	6	L
John Bankhead Magruder	F	1	3	L
A. P. Hill	F	1	4	L
James Longstreet	F	1	5	L
Braxton Bragg	F	1	3	L
Earl Van Dorn	F	1	4	L

Name:	Move	#	F	Type
Sterling Price	F	1	4	L
Albert Sidney Johnson	F	1	4	L
Joseph E. Johnston	F	1	4	L
Little Napoleon Beauregard	F	1	4	L
Leonidas Polk	F	1	4	L
John Hunt Morgan	F	1	4	L
Edmund Kirby Smith	F	1	4	L
Earl Von Dorn	F	1	4	L
Nathan Bedford Forrest	F	1	5	L
Richard Stoddert Ewel	F	1	4	L
Ambrose Powell Hill	F	1	4	L
John Bell Hood	F	1	3	L
John C. Pemberton	F	1	3	L
Jubal Early	F	1	3	L
William Joseph Hardee	F	1	4	L

Action Card Deck

Card Name	#	Notes
Tactical Move	6	Move 1 stack
Campaign	4	Move 2 stacks
Strategic Move	2	Move 3 stacks
Stragglers	1	Negate Move
Mislaid Supplies	1	Negate Move
Lost Orders	1	Negate Move
Enemies Disorganized	1	Negate Move
Slow to Move	1	Negate Move
Fail to Engage	1	Negate Move into occupied space
Skirmish	1	Negate Move into occupied space
Ford Stream	1	Battle: Attacker Force +6
Concentrate Forces	1	Battle: Force +4

Card Name	#	Notes
Switch Direction of Attack	1	Battle: Attacker Force +4
Well Defended Position	1	Battle: Defender Force +8
Feint	1	Battle: Force +2
Delay Assault	1	Battle: Defender Force +2
Reinforcements Arrive	1	Battle: Defender Force +5
Rally Troops	1	Battle: Force +4
Exhaustion	1	Battle: All enemy Divisions get Force -1
Rebel Yell	1	Battle: All Confederate Divisions get Force +1
Naval Blockade	1	Confederacy recruits one less Division this turn
Lightning Raids	1	Negate Move
Split their Forces	1	Battle: Force +7
Push Enemy Back	1	Battle: Force +3
Cross River	1	Move 1 stack
Enemies Confused	1	Battle: Force +6
Masterly Retreat	1	Battle: Negate 1 casualty if you lost
Cautious General	1	Battle: Negate Force of opposing General
Scouts	2	Look at units in target Stack
Spies	2	Look at opponents hand
Nervous Public	1	Opposing Stack in home territory must attack
Flank Attack	1	Battle: Attacker gets Force +8
Cavalry Reconnaissance	1	Look at opposing Stack.
Disastrous Assault	1	Battle: Destroy one opposing Inf. or Cav. Division
Attack the Center	1	Battle: Both sides discard one Division
Retreat	1	Battle: Neither side suffers any casualties
False Intelligence	1	Negate Move
Heavy Casualties	1	Opposing stack loses an extra unit at end of Battle
Forced March	2	Move 1 Stack
Union Rails	2	Union: Move 1 Stack (Fast)
Union Fleet	2	Union: Move 1 Stack (Fast)
Infernal Machines	2	Destroy target Ship
Counterattack	1	Battle: Defender gets Force +6
Rear Attack	1	Battle: Force +9
Bayonet Charge	1	Battle: Infantry units get Force +2
Cavalry Charge	1	Battle: Cavalry units get Force +2
Bombardment	1	Battle: Artillery units get Force +2
Snipers	1	Battle: Kill opposing General
Killed in Action	1	Battle: Kill opposing General
Travel on Roads	2	Move 1 Stack
Entrenched	1	Battle: Defender gets Force +4
Low Ammo	1	Battle: All enemy Divisions get Force -1
Extra Ammunition	1	Battle: All your Divisions get Force +1
Attack with Everything	1	Battle: Attacker gets Force +7
Engineers	1	Move 1 stack
Concentrate Attacks	1	Battle: Destroy one opposing Division
Earthworks	1	Battle: Defender gets Force +5
Bombardment	1	Battle: Artillery units get Force +2
Fear of Exposing Flank	1	Negate Move
Humiliation	1	Move defeated stack towards Home Capital
Seize the Initiative	1	Move 1 Stack
Block Supply Lines	1	Negate Move
Find Marching Orders	1	Look at opponents hand & next 7 cards in deck
Diversion	1	Battle: Attacker gets Force +3
Badly Executed Plan	1	Battle: Opponent gets Force -8

Card Name	#	Notes
Prevent Reinforcements	1	Battle: Force +5
Pierce Enemy Line	1	Battle: Attacker gets Force +6
Attacking Waves	1	Battle: Attacker gets Force +5
Loved by his Men	1	Battle: General gets Force +5
Missed Opportunity	1	Battle: Attacker gets Force -7
Shocking Carnage	1	Battle: Both sides discard one Division
Cut off Escape	1	Battle: Attacker gets Force +9
Reinforcements	1	Battle: Move 1 Division (into the Battle)
Reinforce Weak Point	1	Battle: Defender gets Force +5
Reserves in Support	1	Battle: Force +4
Delayed at Bridge	1	Battle: Attacker gets Force -4
Pursue Retreating Army	1	Defeated stack loses 1 additional Division
Breakthrough	1	Battle: Attacker gets Force +5
Pontoon Bridges	1	Move 1 Stack
Foolhardy Assault	1	Battle: Attacker loses 2 Divisions
Deserters	1	Target Stack loses 1 Division
Volunteers	1	Recruit one extra Division
Telegraph	1	Battle: Draw 2 cards
Dysentary	1	Target stack loses one Division
Draft	1	Recruit one extra Division
Conscription	1	Recruit one extra Division
Partisan Rangers	1	Confederacy: Recruit one extra Division
Gunboat Support	1	Battle: Union gets Force +4
Siege	1	Battle: Negate Force of target Fortification
Separated by River	1	Battle: Force +5
Emancipation Proclamation	1	Union removes one Demoralized token
Strategic Victory	1	Draw 5 cards
Scurvy	1	Confederates lose one Division
Unconditional Surrender	1	Losing side of Battle loses all units
Invasion Force	1	Move 1 Stack
Incompetence	1	Battle: Battle: Negate Force of opposing General
Unprepared Defense	1	Battle: Defender gets Force -5
Patrols & Picket Posts	1	Battle: Defender gets Force +4
Momentum	1	Move 1 Stack
Got His Dander Up	1	Move 1 Stack
Defensive Trenches	1	Battle: Defender gets Force +5
Advance Guard	1	Battle: Attacker gets Force +2
Inexperienced Troops	1	Battle: Enemy gets Force -5
Battle Injury	1	Battle: Kill opposing Leader
Surprise Counterattack	1	Battle: Defender gets Force +5
Press Attack Hard	1	Battle: Attacker gets Force +4
March to the Sea	1	Move 1 Stack (to a coastal territory)
Push Back Flanks	1	Battle: Attacker gets Force +5
Consolidate Line	1	Battle: Defender gets Force +4
Commandeer Supplies	1	Move 1 Stack
Press Home Advantage	1	Battle: Force +6
Renew Assault	1	Battle: Attacker gets Force +4
Fight Another Day	1	Losing side of battle takes 1 less casualty
Swing the Balance	1	Battle: Force +8
Force Withdrawals	1	Battle: Force +5
Hopeless Position	1	Battle: Opponent has Force -7
Live Off the Land	1	Move 1 Stack
Inconclusive Battle	1	Both sides suffer equal casualties

Card Name	#	Notes
Marshal the Forces	1	Move 1 Stack
Determined Push	1	Battle: Attacker gets Force +4
Heavy Fighting	1	Both sides take one extra casualty
Shot by own Troops	1	Battle: Kill opposing Leader
Terrain Advantage	1	Battle: Force +6
Leader Sacked	1	Discard Target Leader that just lost a Battle
Tactical Blunder	1	Battle: Opponent has Force -6
Timid Leadership	1	Battle: Battle: Negate Force of opposing General
Pincer Movement	1	Battle: Attacker gets Force +6
Lethargic Pursuit	1	Losing side of battle takes 1 less casualty
Trap Retreating Forces	1	Losing side of battle takes 1 extra casualty
Repulse Assault	1	Battle: Defender gets Force +6
Dug-In	1	Battle: Defender gets Force +7
Two-Pronged Invasion	1	Move 2 Stacks
Cavalry Raids	1	Negate Move
Fall from Horse	1	Battle: Discard Target Leader
Disengage	1	Both sides take one less casualty
Bogged Down	1	Negate Move
Bold Plan	1	Move 1 Stack
Cross Country Thrust	1	Move 1 Stack
Gap in the Line	1	Battle: Force +6
Reserve Division	1	Battle: Force +6
Slash & Burn	1	Move 1 Union Stack in Southern Territory
Wheel the Line	1	Battle: Force +5
Renew Attack	1	Battle: Attacker gets Force +4
Sabotage Rail Lines	1	Negate Move
Take the Ridge	1	Battle: Attacker gets Force +8
Fail to Act	1	Negate Move
Call Opponent's Bluff	1	Battle: Force +5
Risky Maneuver	1	Battle: Force +5
Night Fighting	1	Battle: Force +2
Cavalry Battle	1	Battle: Destroy opposing Cavalry unit
Artillery Duel	1	Battle: Destroy opposing Artillery unit
Junior Commanders Shine	1	Battle: Force +6
Valor & Heroism	1	Battle: Force +6

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.

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.

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.





War Hammer Space Empires

Introduction

War Hammer 40K Theme. Module for the [Warp Empires: Basic Rules System And Campaigns](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

Deep Space with planets.

Victory

You win if you capture over 80% of the planets on the map.

Setup

Each side starts with a Homeworld with 8 random space units and 12 random ground units.

Unit Types

- L** Leaders
- S** Space (or Ships)
- G** Ground (All units except Space units)
- I** Infantry
- A** Artillery
- V** Vehicles
- R** Stealth (Scouts, Recon, Assassins, Diggers)
- F** Fast (Flyers, Skimmers, Bikes, Racers)
- T** Titans
- P** Psychic

Action Deck

Players share a common Action deck (at bottom of page).

Ork Unit List

Unit Name:	#/Speed	Type	Force	Notes
Bad Moonz Ork Boyz	2	I	2	
Death Skulls Ork Boyz	2	I	2	
Snakebites Ork Boyz	2	I	2	
Goffs Ork Boyz	2	I	2	
Blood Axes Ork Boyz	2	I	2	
Evil Sunz Ork Boyz	2	I	2	
Bikeboyz	1F	V	1	

Revenue Phase

Poor Planets produce a Revenue = 1 Rich Planets produce a Revenue = 3 Homeworlds produce a Revenue = 5

Recruit Phase

Poor Planets can recruit a maximum of 1 ground unit per turn. Rich Planets can recruit a maximum of 3 units (ground & space) per turn. Homeworlds can recruit a maximum of 5 units per turn.

Leaders only cost half their force.

Move Phase

Ground units may travel through space, they are considered to be on their own Space Transports. Transports and other space units, unless otherwise stated, move at medium speed (2 spaces per turn). A ground unit upon entering a planet space with no enemy ships automatically lands on its surface.

If there are enemy ships present, resolve the space battle. If the transport survives, it then lands on the planet.

Battle Phase

Resolve Space battles before planet based ground battles. Ground units in Space transports have a Force = zero and cannot get card bonuses. In a space battle, space units must be taken as casualties before transports.

Note: A Space unit vs all transports will always win the battle and will take no casualties. If a Planetary Invasion force includes Space units, they may partake in the battle by bombardment. Bombarding ships only apply half their Force, and are the last units to be lost as casualties.

The Leader bonus rule applies to space combat.

Unit Name:	#/Speed	Type	Force	Notes
Boarboyz	1	R	1	
Wildboyz	1	I	2	
Stormboyz	1	I	2	
Madboyz	1	I	2	
Nobz	1	L	3	
Warboss	1	L	4	
Warlord	1	L	5	
Ghazghkull Thraka	1	L	6	
Gretchin Mob	1	I	1	
Ork Freeboterz	1	I	2	
Battlewagons	1F	V	3	
War Buggys	1F	V	2	
Traktor Kannons	1	A	3	
Lungburstas	1	V	3	
Gutrippas	1	V	3	
Giblet Grinda BF	1	V	4	
Skullhamma BF	1	V	4	
Bonecrunchers	1	V	2	
Bonebreakers	1	V	3	
Braincrushas	1	V	3	
Evil Sunz Bowel Burnas	1F	V	3	
Evil Sunz Gobsmashas	1F	V	3	
Mekboy Speedstas	1F	V	2	
Mekboy Dragsters	1F	V	2	
Nobz Warbikes	1F	VL	2	
Evil Sunz Spleenrippas	1F	V	2	
Wartracks	1F	V	1	
Bubble Chukka Speedstas	1F	V	3	
Mekboy Tinbotz	1	I	3	
Evil Sunz Scorchers	1F	V	3	
Ork Dreadnaughts	1	I	4	
Squig Katapults	1	A	2	
Mekboy Pulsa Rokkits	1	A	5	
Snakebite Squiggoths	1	V	3	
Hop Splat Guns	1	A	3	
Shokk Attack Guns	1	A	4	
Stompers	1	I	5	
Weirdboy Battle Tower	1	VP	2	
Great Gargant	1	T	10	
Slasher Gargant	1	T	8	
Mekboy Gargant	1	T	6	
Boss Dreadnaught	2	S	10	
Nobz Hulk	4	S	8	
Mekboy Battle Barge	6	S	6	
Ork Warship	8	S	4	
Freeboterz Corsair	10	SR	2	

BF Battle Fortress

Imperial Deck Unit Card List

Unit Name:	#/Speed	Type	Force
Land Raiders	1	V	3
Rhinos	1F	V	1
Predator Tanks	1F	V	3
Vindicators	1	V	2
Whirlwinds	1	A	1
Land Speeders	1F	V	1
Leman Russ Tanks	1	V	3
Basilisks	1	A	1
Bombards	1	A	2
Manticores	1	A	3
Deathstrikes	1	A	4
Shadow Sword SHT	1	V	6
Bane Blade SHT	1	V	5
Storm Blade SHT	1	V	7
Termites	1	VR	1
Moles	1	VR	2
Hellbores	1	VR	3
Hellhound Firethrowers	1	V	3
Assault Landing Pods	1F	I	1
Support Landing Pods	1	A	2
Deathwind Pods	1	A	3
Gorgon SHT	1	V	5
Capitol Imperialis	1	LV	6
Tactical Marines	1	I	2
Assault Marines	1	I	3
Devastator Marines	1	I	4
Marine Scouts	1	R	2
Ultramarines	1	I	3
Space Wolf Marines	1	I	3
Blood Angel Marines	1	I	3

SHT Super Heavy Tank

Eldar Unit Card List

Unit Name:	#/Speed	Type	Force
Guardians	2	I	1
Ulthwe Black Guardians	1	I	1
Scouts	2	R	1
Alaitoc Scouts	1	R	1
Swooping Hawks	2F	I	1
Dire Avengers	2	I	2
Biel-Tan Avengers	1	I	2
Dark Reapers	2	I	3
Fire Dragons	2	I	3
Howling Banshees	2	I	4
Striking Scorpions	2	I	4
Warlock	1	LP	2
Exarch	1	LP	5
Avatar	1	LP	6
Harlequins	2	I	3

Unit Name:	#/Speed	Type	Force
Terminators	1	I	5
Space Marine HQ	1	L	1
Space Marine Chaplain	1	LP	2
Space Marine Librarian	1	LP	3
Imperial Troops	1	I	1
Imperial Assault Troops	1	I	2
Imperial Support Troops	1	I	3
Imperial Bike	1F	V	1
Imperial Assassin	1	R	3
Ogryns	1	I	3
Ratling Snipers	1	R	2
Rough Riders	1	R	1
Commissar	1	L	2
Commissar Yarrick	1	L	5
Dreadnaughts	1	I	5
Robots	1	I	2
Rapiers	1	A	2
Tarantulas	1	A	2
Mole Mortars	1	AR	1
Thudd Guns	1	A	1
Sentinels	1F	V	3
Warlord Titan	1	T	10
Reaver Titan	1	T	8
Warhound Scout Titan	1F	T	6
Emperor Capital Ship	2	S	10
Gothic Battleship	4	S	8
Firestorm Cruiser	6	S	6
Thunderbolt Cruiser	8	S	4
Cobra Destroyer	10F	S	2

Unit Name:	#/Speed	Type	Force
Eldar Jet Bikes	2F	VR	1
Saim-Hann Wild Riders	1F	V	1
Vyper Jet Bikes	2F	VR	2
Falcon Grav Tanks	2F	V	3

Unit Name:	#/Speed	Type	Force
Wraithship	4	S	8
Shadow Hunter	6	S	6
Eclipse Cruiser	8	S	4
Hellbore Escort	10F	S	2

Tyrannid Hive Unit List

Unit Name:	#/Speed	Type	Force	Notes
Genestealer Cultists	4	I	1	
Hybrid Genestealers	2	I	2	
Genestealers	4	I	3	
Genestealer Magus	2	LP	1	
Devourer Swarm	2	R	1	
Biovore	2	A	4	
Carniflex	2	I	5	
Dactylis	2	A	2	
Dominatrix	2	AP	6	
Exocrine	2	A	3	
Gargoyles	2F	I	1	
Harridan	1F	V	5	
Haruspex	2	V	4	
Hive Tyrant	1	LP	5	
Hormagaunts	4	I	1	
Lictors	2	I	3	
Zoats	2	I	2	
Malefactor	2	V	3	
Mycetic Spores	2	A	1	
Termagants	4	I	1	
Trygon	2	V	4	
Tyrannid Warriors	2	I	4	
Zoanthrope	2	V	2	
Hierophant Bio-Titan	1	T	10	
Hierodule Bio-Titan	1	T	8	
Hierozoan Bio-Titan	1	T	6	
Hive Ship	2	S	10	
Dark Prowler	4	S	8	
Void Fiend	6	S	6	
Kraken	8	S	4	
Wardrones	10F	S	2	

Action Deck Card List

Card Name:	#	Effect:
Tactical Move	12	Move 1 Stack
Operational Move	6	Move 2 Stacks
Strategic Move	3	Move 3 Stacks
Leadership	2	All your Leaders get Force +5
Space Combat	2	One of your Space Units gets Force +5
Fighter Escort	2	One of your Space Units & Transports gets Force +5
Hold Ground	2	All your Infantry get Force +5
Barrage	2	All your Artillery Units get Force +5

Card Name:	#	Effect:
Massed Armor	2	All your Vehicles get Force +5
Surprise	2	All your Stealth Units get Force +5
Titan Attack	2	All your Titans get Force +5
Psionic Storm	2	All your Psychic Units get Force +5
Outflank	2	All your Fast Units get Force +5
Recon	2	Look at target stack
Intelligence	2	Look at opponents hand
Terraform	1	Pay 10: Upgrade a poor world to a rich world
Industrialization	1	Pay 10: Upgrade a rich world to a Homeworld
Decoy Force	2	Negate Move by target stack





War Of Independence

Introduction

American Revolution Theme. Module for the [Warp Empires: Basic Rules System And Campaigns](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

- Depicts the original 13 colonies plus Canada.
- Each colony is divided into several territories.
- Each inland territory generates 1 revenue point.
- Each coastal territory generates 2 revenue points.
- The original 13 colonies include:
 - New Hampshire
 - Massachusetts
 - Rhode Island
 - Connecticut
 - New York
 - New Jersey
 - Pennsylvania
 - Delaware
 - Maryland
 - Virginia
 - North Carolina
 - South Carolina
 - Georgia

Turns

1775-1783. 4 turns per year (each season = 1 turn) Units cannot move/attack in winter turns. Revenue can't be saved from winter turns.

Units cannot be recruited in winter turns.

American Unit Deck

Name	Move	#	F	Type	Notes
General George Washington	F	1	5	L	
General Nathaniel Greene	F	1	4	L	
General Benedict Arnold	F	1	5	L	
General Lincoln Benjamin	F	1	4	L	
General Horatio Gates	F	1	4	L	
General Charles Lee	F	1	4	L	
General Daniel Morgan	F	1	4	L	
General William Moultrie	F	1	4	L	
Baron Von Stuben	F	1	4	L	German
Captain John Paul Jones	F	1	4	L	
Thomas Jefferson	F	1	4	L	
Francis Marion (the Swamp Fox)	F	1	4	L	

Victory

The side that controls the most territories at the end of the game wins. Either side wins automatically if all opposing units are destroyed.

Setup

The only leaders that automatically begin in play are George Washington, Greene, Carlton, and Howe. The British start with 6 Random units in Canada & Massachusetts. The Americans start with 6 Random units in Massachusetts, Pennsylvania, Rhode Island, and South Carolina.

Action Deck

Players share a common Action deck.

Unit Deck Abbreviations

- S** Ships
- T** Troops

Movement Rules

Ships can only move into coastal spaces. Stacks (except for ships) without leaders cannot move.

Battle Rules

Leaders generate no Force unless matched with troops of equal or greater force value.

Name	Move	#	F	Type	Notes
Sam Adams	F	1	4	L	
Marquis de Lafayette	F	1	4	L	French
Comte de Rochambeau	F	1	4	L	French
George Rogers Clarke	F	1	4	L	
Don Bernardo Galvez	F	1	4	L	Spanish
French Fleet	F	2	5	S	French
Continental	M	6	4	T	
Minute Men	F	5	2	T	
Militia	M	4	1	T	
French Troops	M	3	4	T	French
Patriot Irregulars	M	4	2	T	
Colonial Army	M	5	3	T	
Fortifications	0	8	4	F	

British Unit Deck

Name	Move	#	F	Type	Notes
General Carleton	F	1	4	L	
General Sir William Howe	F	1	4	L	
General John Burgoyne	F	1	4	L	
General Sir Henry Clinton	F	1	4	L	
General Lord Charles Cornwallis	F	1	5	L	
General Augustine Prevost	F	1	4	L	
General Gage	F	1	4	L	
Banastre Tarleton	F	1	4	L	
British Fleet	F	2	5	S	
British Regulars	M	4	4	T	
British Redcoats	M	4	4	T	
Tories	M	4	1	T	
Iroquois Indian Allies	F	2	2	T	
Royalists	M	4	2	T	
Mohawk Indian Allies	F	2	2	T	
Hessian Mercenaries	M	2	3	T	
Fortifications	0	8	4	F	

Action Card Deck

Card Name	#	Notes
Tactical Move	6	Move 1 stack
Operational Move	6	Move 2 stacks
Strategic Move	4	Move 3 stacks
French Alliance	3	American player may play Foreign units
Garrison	2	Battle: Defender gets +4 Force
Siege	2	Battle: Attacker gets +4 Force
Bayonet Attack	2	Battle: Troops get +1 Force each
Wheel About	2	Battle: +2 Force
Outflank	2	Battle: +6 Force
Bombardment	2	Battle: +8 Force
Encircle	2	Battle: +10 Force

Card Name	#	Notes
Counterattack	2	Battle: Winner casualties increased by $\frac{1}{2}$
Rearguard Action	2	Battle: Loser casualties reduced by $\frac{1}{2}$
Night March	2	Move 1 stack
Surprise	2	Battle: +12 Force
Enlistments	2	Recruit 2 random units
Spirit of Rebellion	2	Americans: Place 1 control marker
French Supplies	2	Americans: Gain 8 revenue
Tory Uprising	2	British: Place 1 control marker
Indian Raids	2	British: Place 1 control marker
Declaration of Independence	1	Americans Place 7 control markers
Winter Quarters	2	British: Americans must discard 2 troop units
Winter Offensive	2	Americans: Move 1 stack in Winter turn.
Continental Congress	1	Americans Place 3 control markers





Warcraft Empires

Module for the Warp Empires system. Warp Empires system must be used to play this module

2-8 players

You will need:

- An Action Deck (used by all players)
- A unit chit pile for each player
- A Leader chit pile for each player
- An Upgrade chit pile for each player
- A Mercenary Unit chit pile (used by all players)
- A Magic Item chit pile (used by all players)
- The map
- 40 control markers for each player
- Coins or some other marker for revenue

Map

The map consists of one large continent surrounded by sea. The continent is divided into territories, roughly 60.

Victory

Player will win if they have rulership over half the territories, or all other players have been eliminated.

Set Up

Each player rolls a dice; the highest score goes first, then clockwise around the table, picking a territory to be their starting territory. Each player in turn order takes 9 random unit chits and 1 random leader chit, and places them in their starting territory. No player may be within 3 territories of another.

Action Deck

Players share a common action deck.

ATTRIBUTE	Notes
Cavalry	Unit gains +1 force if they are attacking
Brute	Opponent loses 1 extra unit after battle for each Brute unit in stack. Max 3
Missile	Unit gains +1 force if they are defending
Raiders	Add 1 Gold to player's total for each unit killed if a stack containing raiders wins a battle
Water	Can only be recruited in coastal territories. Unit can only enter sea or coastal territories.
Transport (x)	Unit can carry (x) other units, moving at it's own speed.
Flying	Unit can move over sea territories or territories containing enemy units. Flying units cannot end their move in sea territories.
Protect	If a Protect unit is on the losing side in a battle, reduce the number of

Revenue Phase

Revenue points are called Gold. Each territory produces 1 Gold. If a player has a fortification in a territory, then it produces an additional Gold.

Recruit Phase

Leader chits may only be recruited if a player plays the appropriate action card. Leader units are Heroes. Each territory may produce 1 unit. Magic items can only be purchased if the player plays the appropriate action card, and they can only be attached to a leader unit. A leader unit can only have two magic items attached.

Upgrades can be purchased if the player plays the appropriate action card. They apply to all listed factors. Mercenaries are also purchased in this phase in the same way as troops, but the placement restrictions of 1 per territory do not apply.

Move Phase

Magic items can be swapped between leaders if they occupy the same territory at the beginning of the phase.

Battle Phase

Spell cards can be played only if there is a Magic unit in the stack. If a leader is slain, their magic items are also discarded.

Special Attributes These affect the way certain units function in battle. They are listed as follows:

ATTRIBUTE	Notes
	casualties suffered by 1, to a maximum reduction of 3. A minimum of 1 unit must be lost.
Besieger	+2 force if Fortifications are in the opposing stack.
Magic	Unit may cast 1 spell per turn.
Fortification	Remains in the territory it was recruited in. No more than 1 per territory.
Scout	Controlling player may look at 1 adjacent stack per turn. Only 1 scout unit in a stack may perform this function per turn.
Invisible	Unit may not be attacked, so long as all units in its stack are invisible. May move through enemy controlled territories without attacking. The scout ability negates this ability.

Human Units	#	Force	Move	Attributes
Footmen	15	2	M	Infantry
Dwarf Riflemen	15	2	M	Missile
Knights	10	3	F	Cavalry
Dwarf Mortar Team	10	3	S	Besiegers
Dwarf Flying Machine	10	3	F	Flying, scout
Elf Priest	10	2	M	Protect
Elf Sorceress	10	3	M	Magic
Steamtank	5	4	M	Brute, Missile
Dwarf Griffon Riders	5	3	M	Flying, Cavalry
Paladin	1	5	M	Hero
Archmage	1	5	M	Hero, Magic, Missile
Dwarf Mountain King	1	5	M	Hero
Town Hall	5	6	-	Fortification
Ship	5	0	F	Water, Transport (4)

Upgrades	Cost	Effect
Steel Forged Swords:	6	All Infantry and Cavalry +1 Force
Refined Gunpowder:	6	All Missile units are +1 Force
Improved Masonry:	6	Fortifications are +1 Force
Hero Advancement:	6	All Heros +1 Force
Improved Harvest:	6	Any territory with a Town Hall produces twice the normal amount of Gold
Militia:	6	Footmen cost 1 less Gold to recruit

Orc Units	#	Force	Move	Attributes
Orc Grunts	15	3	M	Infantry
Troll Headhunters	15	2	M	Missile, scout
Demolisher	10	3	S	Besiegers
Orc Raiders	10	3	F	Cavalry, Raiders
Kodo Beasts	5	3	M	Cavalry, Brute
Orc Shaman	10	3	M	Magic
Troll Witchdoctor	10	2	M	Protect
Tauren Warrior	5	4	S	Infantry, Brute
Orc Windriders	10	3	M	Flying, Cavalry, Missile
Orc Blademaster	1	5	M	Hero
Orc Farseer	1	5	M	Hero, Magic, Missile
Tauren Chieftain	1	5	M	Hero, Brute
Great Hall	5	6	-	Fortification
Ship	5	0	F	Water, Transport (4)

Upgrades	Cost	Effect
Berserker Strength:	6	Orc Grunts are +1 Force
Thorium Melee Weapons:	6	All Infantry and Raiders +1 Force
Thorium Missile Weapons:	6	All Missile units +1 Force
Wardrums:	6	Orc stacks receive an additional +1 force when attacking
Pulverize:	6	All Brute units are +1 force
Hero Advancement:	6	All Heros +1 Force

Night Elf Units	#	Force	Move	Attributes
Archers	15	3	M	Missile
Huntress	15	3	F	Cavalry, Missile
Dryad	10	3	F	Protect, Scout
Druid of the Talon	10	2	M	Flying, Magic
Druid of the Claw	10	3	M	Brute, Magic
Hippogryphs	10	3	F	Flying
Chimerae	5	4	M	Flying, Brute
Glaive Launcher	10	3	S	Besiegers
Demon Hunter	1	5	M	Hero
Priestess of the Moon	1	5	M	Hero, Cavalry, Missile
Keeper of the Grove	1	5	M	Hero, Magic
Tree of Life	5	6	-	Fortification
Ship	5	0	F	Water, Transport (4)

Upgrades	Cost	Effect
Uproot:	6	Tree of Life may now move at Slow movement
Marksmanship:	6	All missile units are +1 Force
Strength of the Wild:	6	All Brute units are +1 Force
Ancient Protectors:	6	Tree of Life gains Missile
Woodland Stealth:	6	player can pay 3 Gold at the start of the movement phase to make all archer units Invisible until end of turn.
Hero Advancement:	6	All Heros +1 Force

Undead Units	#	Force	Move	Attributes
Ghoul	15	2	F	Infantry
Gargoyle	10	2	M	Flying
Crypt Fiend	10	3	M	Brute
Shade	5	1	S	Scout, Invisible
Necromancer	15	3	M	Magic
Banshee	10	3	M	Missile
Abomination	10	4	S	Infantry, Brute
Meatwagon	10	3	S	Besiegers
Frost Drake	5	4	M	Flying, Brute
Death Knight	1	5	M	Hero, Cavalry
Dread Lord	1	5	M	Hero, Magic
Lich	1	5	M	Hero, Magic
Necropolis	5	6	-	Fortification
Ship	5	0	F	Water, Transport (4)

Upgrades	Cost	Effect
Unholy Strength:	6	All Infantry units are +1 Force
Necromancy Training:	6	All Magic units are +1 Force
Spirit Towers:	6	Necropolis gains +1 Force and Magic
Hero Advancement:	6	All Heros +1 Force
Frost Breath:	6	Give Frost Drakes Besieger
Cannibalize:	6	An undead stack will do 1 extra casualty on a defeated enemy

Mercenary Units	#	Force	Move	Attributes
Forest Troll Berserker	3	3	M	missile
Ogre Mauler	2	4	S	Brute
Ogre Magi	2	4	S	Brute, Magic
Gnoll Brute	5	2	M	Scout, Raider
Furbolg Warrior	2	4	M	Brute, Protect
Centaur Outrunner	3	3	F	Cavalry, Raider
Rock Golem	2	4	S	Brute
Razormane Medicineman	3	2	M	Magic
Harpy Rogue	3	2	F	Flying
Murloc Huntsman	5	2	M	Scout

Magic Items

Item	#	Cost	Effect
Scroll of town portal	2	3	move stack to any friendly fortification, Can be used to avoid
	-	-	a battle at any time before the battle is worked out. Discard after use
Cloak of Invisibility	2	4	Hero gains the invisibility trait
Boots of Speed	2	3	hero's speed becomes Fast
Belt of Giant Strength	2	4	Hero gains Brute
Claws of Attack	2	3	Hero has +2 Force in battle
Robe of the Magi	2	4	Hero gains Magic
Ankh of Reincarnation	2	5	If Hero is killed in a battle they are returned to the stack in the Control phase.
	-	-	If stack completely destroyed, place hero in any friendly territory. Discard after use
Horn of Plenty	2	5	Adds 5 gold every revenue phase.
Scroll of Summoning	2	3	Summons one summonable creature to fight for 1 battle, as per race. Discard after use
Crystal Ball	2	4	May look at an opponent's hand once per turn
Bow of Quel'Thalas	2	3	Hero gains Missile
Cloak of Wings	2	4	Hero gains Flying
Scroll of Protection	2	3	Hero's stack suffers no casualties in 1 battle. Discard after use
Staff of Negation	2	3	Hero can negate 1 spell affecting his stack per turn.

Action Deck

Cards	#	Effect
March	10	Move 1 stack, or 3 units
Grand March	6	Move 2 stacks, or 6 units
Great March	3	Move 3 stacks or 9 units
Hero	5	May recruit another Hero (max=3)
Assassin	1	Discard target Leader
Killing Blow	1	Battle: Hero Action: Discard target Leader
Thieves	1	Take target Magic Item and attach to one of your Leaders
Espionage	1	Look at target player's hand
Scouts	1	Look at target stack
Run Them Down	1	Battle: Target losing stack loses 1 extra unit

Cards	#	Effect
Storms	1	Target stack in a coastal or sea territory cannot move on their controller's next turn.
Ruin	1	Discard target enemy keep
Dragon Attack	1	Target player must discard 3 units or 1 hero
Battle Hardened	1	Battle: Your Infantry units gain +1 force
Eagle Eye	1	Battle: Your Missile units gain +1 force
Outflank	1	Battle: Your Cavalry units gain +1 force
Terror	1	Battle: Your Undead units gain +1 force
Rage	1	Battle: Your Orc units gain +1 force
Woodcraft	1	Battle: Your Night Elf units gain +1 force
Discipline	1	Battle: Your Human units gain +1 force
Ambush	1	Battle: Your Raiders units gain +1 force
Assail	1	Battle: Your Flying units gain +1 force
Overbear	1	Battle: Your Brute units gain +1 force
Maelstrom	1	Target stack in a sea or coastal territory must discard one unit. - If this unit is a transport, all transported units are lost as well. - Transported units cannot be chosen.
Magic Item	10	Play to take a random chit from the magic items pile
Upgrade	10	Play to take a random chit from your race's upgrades pile.
Mercenaries	5	Play to take 3 random chits from the mercenary units pile.
Windfall	1	Gain 15 Gold in the revenue phase
Earthquake	1	Spell: Battle: caster's stack gains +5 force
Divination	1	Spell: Look at target stack or opponent's hand
Invulnerability	1	Spell: Battle: caster's stack suffers no casualties this battle.
Infuse	1	Spell: Battle: All other units in caster's stack gain +1 force.
Fireball	1	Spell: Battle: caster's stack gains +6 force
summon	1	Spell: Battle: Place one of the caster's race's summonable units directly into play in the caster's stack. Discard summoned creature after battle
Finger of Death	1	Spell: Battle: Discard target Leader
Chain Lightning	1	Spell: Battle: caster's stack gains +7 force
Meteor Storm	1	Spell: Battle: caster's stack gains +9
Destruction	1	Spell: Destroy target non-leader unit in an adjacent territory
Haste	1	Spell: All units in caster's stack become fast
Immobilize	1	Spell: Battle: Target non-leader unit does not add to the force total this battle
Good Year	1	All territories you control produce 1 extra Gold this turn





Warp Empires

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

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.





Warp Hammer Empires

Introduction

War Hammer Theme. Module for the [Warp Empires: Basic Rules System And Campaigns](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

Fantasy Setting

Victory

Either side wins automatically if all opposing units are destroyed.

Setup

Each side starts with a City, 2 Heroes and 10 random units.

Action Deck

Players share a common Action deck (at bottom of page).

Revenue Phase

Villages produce a Revenue = 1 Towns & Mines produce a Revenue = 2 Cities produce a Revenue = 3

Dwarf Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Gotrek Gurnisson	1M	4	3	Hero, +2 if played with Felix
Felix Jaegar	1M	3	3	Hero
Anvil of Doom	1M	7	6	Magic, Signal, Wizard
Thorim Grudgebearer	1M	7	6	Hero, Armor
Dwarf Lord	1M	6	5	Hero, Armor
Dwarf Runesmith	2M	3	3	Magic, Wizard
Hero	2M	4	3	Hero, Armor
Champion	2M	5	4	Hero, Armor
Standard Bearer	2S	1	1	Signal
Hornblower	2S	1	1	Signal
Clansmen	2S	3	2	Infantry, Armor
Longbeards	2S	2	2	Infantry
Dwarf Pikes	2S	1	1	Spears
Norse Dwarves	2S	3	3	Berserk
Troll Slayers	2S	3	2	Infantry, +2 vs Monsters
Giant Slayers	2S	4	3	Infantry, +2 vs Monsters

Recruit Phase

Spells can be attached to any stack with a Wizard unit. Units must start in a settlement you control. Ships must start in a Coastal settlement.

Move Phase

Flyers can move up to 4 spaces. Flyers can jump over enemy units. Ships & Sea units can only move into coastal spaces or spaces with lakes or rivers.

Only Flyers, Ships & Sea units can enter deep sea spaces. Each Ship can carry one other unit. A nonflying stack must stop upon entering a mountain, swamp, or desert territory.

Battle Phase

Wizards & Heroes are considered to be Leaders. Towns & Forests give defending units +1 Force each. Cities, Castles and Mountains give defending units +2 Force each.

If defeated, Heroes are simply sent back to the unit chit pile. Spells only generate Force if there is a Wizard in the stack. Magic Items only generate Force if the indicated unit type is in the stack.

Mounts only generate Force if there is a Wizard or Hero that can ride them. Spell chits & Enhancement chits are automatically discarded after a battle before Casualties are determined.

Unit Name:	#/Speed	Cost	Force	Notes
Iron Breakers	2S	4	3	Infantry, Armor
Tunnel Fighters	2S	3	3	Scouts
Hammerers	2S	2	2	Infantry
Organ Gun	2S	4	4	War Machine
Bolt Thrower	2S	3	3	War Machine
Thunderers	2S	3	3	Archers
Crossbows	2S	2	2	Archers
Mortar	2S	4	4	War Machine
Fire Thrower	2S	2	2	War Machine
Rangers	2M	3	2	Scouts, Ambush
Runners	2F	1	1	Scouts
Gyrocopter	2FF	3	2	Scout, Flyer
Runestaff	1	2	3	Wizard Item, Hero
Rune Hammer	1	2	3	Hero Item, Magic
Nautilus	2M	6	3	Ship, Ambush, +6 vs Ships
Monitor	2M	7	7	Ship, War Machine
Ironclad	2M	8	8	Ship, Armor
Dreadnaught	1M	9	9	Ship, War Machine
Rune of Cleaving	1	-	3	Spell, Death
Rune of Courage	1	-	3	Spell, Courage
Iron Rune	1	-	4	Spell, Armor
Rune of Might	1	-	5	Spell, Hero
Rune of Banishment	1	-	6	Spell, +2 vs Monsters
Rule of Burning Iron	1	-	2	Spell, Slay
Commandment of Brass	1	-	3	Spell, Immobilize
Transmutation of Lead	1	-	4	Spell, Cavalry
Distill Molten Silver	1	-	4	Spell, Archers
Law of Gold	1	-	5	Spell, Magic Resistance
Bane of Forged Metal	1	-	6	Spell, Magic Resistance
Stalwart	2	-	1	Enhancement, Armor
Stubborn	2	-	2	Enhancement, Armor

Ork Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Azhag the Slaughterer	1M	7	6	Hero, Armor
Gorfang Rotgut	1M	6	6	Hero
Orc War Boss	1M	5	5	Hero
Orc Shaman	2M	4	4	Magic, Wizard
Arrer Boyz	2M	2	2	Archers
Orc Boyz	2M	2	2	Infantry
Gretchen Mob	2M	1	1	Infantry
Harpy	2FF	3	3	Flying
Giant Black Orcs	2M	5	5	Infantry
Big'uns	2M	4	4	Infantry
Savage Orcs	2M	3	3	Infantry
Wyvern	2FF	5	5	Mount, Flying
Snakebite Orks	2M	3	2	Spears, Scouts
War Altar	2S	6	4	Signal, Magic, Wizard

Unit Name:	#/Speed	Cost	Force	Notes
Orc Man Mangler	2S	4	4	War Machine
Scythed Battle Chariot	2M	3	3	Cavalry
Boar Boys (Snortas)	2F	2	2	Cavalry
Rock Lobber	2S	4	4	War Machine
Stone Troll	2M	5	4	Monster, Regenerates
Snotlings	2M	1	1	Infantry
Snotling Pump Wagon	2M	2	2	War Machine
Ogre	2M	4	4	Monster
Slagga's SwordofSlashin	1	3	4	Hero Item, Hero
The Red Fang	1	2	3	Hero Item, Infantry
Evil Sun Armour	1	2	3	Hero Item, Armor
Daemon Staff	1	1	2	Wizard Item, Magic
The Crown of Sorcery	1	1	2	Hero Item, Wizard
Horn of Urgok	1	1	2	Hero Item, Signal
Book of Ashur	1	2	3	Wizard Item, Magic
Standard of Might	1	1	2	Infantry Item, Magic
Banner of Gork	1	2	3	Infantry Item, Signal
Big Chukka	3	6	6	Ship, War Machine
Drilla Killa	3	7	7	Ship, Berserk
Hulk	1	9	9	Ship, Armor
Mork Save Us	1	-	3	Spell, Armor
Fists of Gork	1	-	3	Spell, Slay
Hand of Gork	1	-	4	Spell, Flying
Ere We Go	1	-	3	Spell, Cavalry
Mork wants Ya!	1	-	3	Spell, Martyr
Gaze of Mork	1	-	4	Spell, Death
Da Krunch	1	-	5	Spell, Disaster
Waaagh!	1	-	6	Spell, Signal
Frenzy	1	-	3	Enhancement, Berserk
Hatred	1	-	2	Enhancement, Berserk
Animosity	1	-	1	Enhancement, Berserk

Empire Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Emperor Karl Franz	1F	7	6	Hero, Armor
The Grand Theogonist	1M	6	5	Magic, Wizard
Battle Wizard	2M	4	4	Magic, Wizard
Champion of the Empire	2F	6	6	Hero
Imperial Hero	2F	5	5	Hero
Elector Counts	2F	4	3	Hero, Cavalry
Captain	2F	3	3	Hero
Imperial Herald	2M	2	2	Signal
Imperial Outriders	2F	3	1	Cavalry, Scouts, Archers
KnightsoftheBlazingSun	2F	3	3	Cavalry
Knights Panther	2F	4	4	Cavalry
White Wolf Knights	2F	5	5	Cavalry
Reiksguard	2M	4	3	Infantry, Armor
Greatswords	2M	3	3	Infantry

Unit Name:	#/Speed	Cost	Force	Notes
Foosoldiers	2M	1	1	Infantry
Swordsmen	2M	2	2	Infantry
Flagellants	2M	2	2	Berserker
Halberdiers	2M	3	3	Spears
Halflings	2M	1	1	Scouts
Pistoliers	2F	2	1	Archers, Cavalry
Crossbowmen	2M	2	2	Archers
Handgunners	2M	3	3	Archers
Bowmen	2M	2	2	Archers
Imperial War Wagon	1M	4	3	Armor, Cavalry
Helblaster Volley Gun	2S	3	3	War Machine
Imperial Great Cannon	2S	5	5	War Machine
Imperial Steam Tank	1M	6	5	Armor, War Machine
Halfling Hotpot	1S	2	2	War Machine
Pegasus	1FF	2	2	Mount, Flying
Hippogriff	1FF	3	3	Mount, Flying
Armor of Brilliance	1	2	3	Hero Item, Armor
Blessed Sword	1	1	2	Hero Item, +2 vs Undead
Hammer of Sigmar	1	3	4	Hero Item, Infantry
Banner of Wrath	1	2	3	Infantry Item, Signal
Standard of Sorcery	1	1	2	Infantry Item, Magic
Sword of Might	1	3	4	Hero Item, Magic
Orb of Thunder	1	2	3	Wizard Item, Archers
Ring of Volans	1	1	2	Hero & Wizard Item, Magic
Greatship	1M	9	9	Ship, Armor
Wargalley	1M	9	9	Ship, Berserk
Wolfship	1F	9	9	Ship, Scout
Hellhammer	1S	9	9	Ship, War Machine
Ironfist	1S	9	9	Ship, War Machine
Second Sign of Amul	1	-	3	Spell, Magic
Portent of Far	1	-	3	Spell, Scout
Forked Lightning	1	-	4	Spell, Spears
Uranons's Thunderbolt	1	-	5	Spell, Slay
Storm of Cronos	1	-	5	Spell, Death
The Comet Casandora	1	-	6	Spell, Disaster

Skaven Unit List

Unit Name:	#/Speed	Cost	Force	Notes
General T'Skot	1F	5	5	Hero
Verminlord	1F	7	6	Hero, Wizard, Magic
Skaven Champion	2F	3	3	Hero
Skaven Beastmaster	2F	3	2	Hero, Beasts
Plague Priest	2M	3	2	Hero, Magic
Plague Monks	2M	3	2	Infantry, Magic
Doom Wheel	1S	6	5	Magic, War Machine
Screaming Bell	1S	7	6	Magic, Signal
Plague Censer	2M	4	4	Berserk
Warlock Engineer	1M	3	3	Magic, Wizard

Unit Name:	#/Speed	Cost	Force	Notes
Grey Seer	2M	5	5	Magic, Wizard
Clan Skryre Sorcerer	2M	4	4	Magic, Wizard
Clan Rats	2M	2	2	Infantry
Skaven Spears	2M	1	1	Spears
Skaven Slavemaster	2M	2	2	Hero
Rat Slaves	2M	1	1	Infantry
Rat Slingers	2M	1	1	Archers
Clan Assassin	2M	3	2	Scout, Ambush
Netters	2M	2	1	Troops, Ambush
Warpfire Thrower	2M	3	3	War Machine
Warplock Pistols	2M	2	2	Archers
Jezzail Rifles	2M	3	3	Archers
Gutter Runners	2F	1	1	Scout
Ogre-Rat	2M	5	5	Monster
Poison Wind Globadiers	2M	4	4	Archers
Storm Vermin	2M	3	3	Infantry
Battle Standard	2M	1	1	Signal
Packmaster & GiantRats	2M	2	2	Beasts
Rat Swarm	2M	3	3	Swarm
Doom Glaive	1	4	5	Hero Item, Spears
Crown of Command	1	2	3	Hero Item, Signal
Heart of Woe	1	3	4	Hero & Wizard Item, Magic
Talisman of Ravensdark	1	1	2	Hero & Wizard Item, Magic
Warpstone Armour	1	2	3	Hero Item, Armor
Golden Crown of Atrazar 1	4	5	Hero & Wizard Item, Signal	
Cloak of Mists & Shadow 1	2	3	Hero & Wizard Item, Armor	
Book of Secrets	1	3	3	Wizard Item, Scout
Staff of Flaming Death 1	3	4	Wizard Item, Archer	
Warpstone Charm	1	1	2	Hero & Wizard Item, Magic
Skavenbrew	1	1	1	Hero & Infantry Item, Berserk
Gouger	1	1	2	Hero Item, Spears
Weeping Blade	1	3	4	Hero Item, Fear
Warp Scroll	1	2	3	Wizard Item, Archer
Storm Banner	1	2	3	Infantry Item, Magic
Doom Ship	1M	9	9	Ship, Magic
Plague Ship	2S	8	8	Ship, Disease
Swarm Ship	2M	7	7	Ship, Swarm
Flail Ship	2M	6	6	Ship, Berserk
Skitterleap	1	-	3	Spell, Cavalry
Poison Wind	1	-	3	Spell, Flying
Warp Lightning	1	-	4	Spell, Archers
Vermintide	1	-	3	Spell, Swarm
Curse of the Horned One	1	-	5	Spell, Magic
Death Frenzy	1	-	6	Spell, Berserk

Dark Elf Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Witch King of Naggaroth	1F	7	6	Hero, Wizard, Magic

Unit Name:	#/Speed	Cost	Force	Notes
Black Guard Captain	1F	6	6	Hero
Master Executioner	1F	6	5	Hero, Berserk
Master of Assassins	1F	5	4	Hero, Ambush
The Hag Queen	1F	5	5	Magic, Wizard
Beastlord	1F	5	4	Hero, Beast
Darklord General	1F	5	5	Hero
Deathdealer	2F	3	3	Hero
Deathshade Champion	2F	2	2	Hero
Witch-Helm Champion	2F	4	3	Hero, Magic
Dread Knight	2F	4	4	Hero
Dark Elf Wizard	2F	4	4	Magic, Wizard
Dark Elf Sorceress	2F	3	3	Magic, Wizard
Dark Elf Assassins	2F	3	2	Scouts, Ambush
Doomdrakes	2F	4	4	Cavalry
Cold One Knights	2F	3	3	Cavalry
Cold One	2F	1	1	Mount, Cavalry
Cold One Chariot	2F	3	3	Mount, Cavalry
Manticore	1FF	6	5	Mount, Monster Flying
Black Dragon	1FF	7	6	Mount, Monster Flying
Dark Riders	2F	2	2	Cavalry
WhelpMaster & Warhounds	1F	2	2	Beasts
Dark Elf Crossbows	2M	2	2	Archers
Repeating Crossbows	2M	3	3	Archers
Witch Elves	2M	4	3	Infantry, Magic
Dark Elf Warriors	2M	2	2	Infantry
Dark Elf Corsiars	2M	3	3	Infantry
Executioners	2M	4	4	Berserk
Black Guard	2M	3	3	Martyr
Dark Elf Spearmen	2M	2	2	Spears
Dark Elf Shades	2F	2	2	Scouts
Reaper Bolt Throwers	2S	2	2	War Machine
Standard Bearer	2M	1	1	Signal
Cauldron of Blood	1S	5	3	Magic, Regenerate, Signal
War Hydra	1S	6	5	Monster, Regenerate
Parasitic Blade	1	2	3	Hero Item, Drain
Arcane Arrow	1	1	2	Hero Item, Archer
Frostblade	1	2	3	Hero Item, Magic
Executioners Axe	1	2	3	Hero Item, Berserk
Deathsword	1	3	4	Hero Item, Slay
Amulet of Fire	1	1	2	Wizard Item, Archer
Parrying Blade	1	2	3	Hero Item, Armor
Hydra Sword	1	2	3	Hero Item, Infantry
Whip of Agony	1	2	3	Hero Item, Fear
Galvorn Armor	1	2	3	Hero Item, Armor
Sea Dragon Cloak	1	1	2	Hero Item, Armor
Darkstar Cloak	1	1	2	Wizard Item, Armor
Blade Ensorcelled Iron	1	2	3	Hero Item, Hero
Armour of Meteoric Iron	1	3	4	Hero Item, Armor
Black Tower Ship	1M	9	9	Ship, Magic
Kraken Ship	2F	8	8	Ship, Monster
Ship of Thousand Blades	2M	7	7	Ship, War Machine
Venom Dancer	2F	6	6	Ship, Poison
Steed of Shadows	1	-	2	Spell, Cavalry

Unit Name:	#/Speed	Cost	Force	Notes
Creeping Death	1	-	3	Spell, Swarm
Pelt of Midnight	1	-	4	Spell, Armor
Shades of Death	1	-	4	Spell, Hero
Unseen Lurker	1	-	5	Spell, Ambush
Pit of Shades	1	-	6	Spell, Death

High Elf Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Prince Tyrion	1F	5	5	Hero
Mage Lord Teclis	1F	6	6	Magic, Wizard
Elf Lord	2F	4	4	Hero
Archmage	2F	5	5	Magic, Wizard
Pegasus	1FF	1	1	Mount, Flying
Elven Steed	1F	1	1	Mount, Cavalry
Griffon	1FF	4	4	Mount, Flying
Unicorn	1F	4	3	Mount, Magic, Cavalry
Great Eagle	1FF	5	5	Mount, Flying
Dragon	1FF	7	6	Mount, Flying, Monster
Commander	2F	3	3	Hero
Mage	2F	4	4	Magic, Wizard
Priest of Isha	2M	2	2	Magic
Sea Elf Spears	2M	2	2	Spears
Sea Elf Archers	2M	2	2	Archers
Light Elf Spears	2M	1	1	Spears
Light Elf Archers	2M	3	3	Archers
Guards of the Gates	2M	4	3	Infantry, Archers
White Lion Axers	2M	4	4	Infantry
Gales of Blades	2M	3	3	Scouts
Shadow Warriors	2M	3	2	Scouts, +2 vs Dark Elves
Lothorn Seaguard	2M	3	2	Infantry, Archers
Repeater Bolt Thrower	2M	3	2	War Machine
Phoenix Guard	2M	4	3	Armor, Spears
Sword Master	2F	5	5	Hero
Tiranoc Chariot	2F	4	4	Cavalry
Silver Helms	2F	3	3	Cavalry
Ellyrian Reavers	2F	3	2	Cavalry, Scouts
Dragon Princes	2F	5	5	Cavalry
Dragon Kin	2FF	8	7	Flying, Monster
Earth Elemental	1S	8	7	Magic, Monster
Water Elemental	1M	6	5	Magic, Monster
Fire Elemental	1F	7	6	Magic, Monster
Air Elemental	1FF	6	4	Magic, Flying, Monster
Handmaiden Guard	2M	2	1	Spears, Archers
Banner of Hoeth	1	2	2	Signal
High Elf Warhorn	1	1	1	Signal
Staff of Power	1	3	4	Wizard Item, Magic
Banisher Sword	1	2	3	Hero Item, +2 vs Undead
Potion of Might	1	1	2	Hero Item, Magic
Dragonblade Lance	1	3	4	Hero Item, +2 vs Monsters
Eagleship	1F	9	9	Ship, Signal

Unit Name:	#/Speed	Cost	Force	Notes
Hawkship	3F	8	8	Ship, Scout
Dragonship	3F	7	7	Ship, Berserker
Drain Magic	1	-	3	Spell, +4 vs Wizard
Vaults Unmaking	1	-	4	Spell, Magic Resistance
Fury of Khaine	1	-	5	Spell, Infantry
Flames of the Phoenix	1	-	6	Spell, Flying
The Eagles Eye	1	-	2	Spell, Scout
Healing Aura	1	-	2	Spell, Regenerate
Shaft of Light	1	-	3	Spell, Archer
Hand of Decay	1	-	3	Spell, Drain
The Cloak of Dainne	1	-	3	Spell, Armor
The Pool of Many Places	1	-	4	Spell, Teleport
The Thousand Cuts	1	-	4	Spell, Spears
Mist of Speed	1	-	4	Spell, Cavalry
Bright Vortex	1	-	5	Spell, Disaster

Goblin (gobos) Unit List

Unit Name:	#/Speed	Cost	Force	Notes
General Grom	1F	6	5	Hero, Regenerates
Skarsnik	1F	5	4	Hero, Ambush
Goblin War Boss	2F	4	4	Hero
Goblin Champion	2F	3	3	Hero
Goblin Shaman	2M	3	3	Magic, Wizard
Goblin Spider Riders	2F	3	3	Cavalry
Gigantic Spider	2M	4	4	Monster, Mount
Forest Goblins	2M	2	1	Archers, Scouts
Night Goblins	2M	2	2	Infantry
Cockatrice	2FF	5	3	Monster, Magic, Flying
Stickas	2M	2	2	Archers
Doom Driver Catapult	2S	4	4	War Machine
Ball & Chain Fanatics	2M	4	4	Berserk
Squig Herders	2M	3	2	Monsters, Infantry
Squig Hoppers	2F	3	2	Monsters, Cavalry
Squig Catapult	2S	3	2	Monsters, War Machine
Giant Squig	2M	3	3	Monster
Gobo Spearchuckkas	2M	1	1	Spears
Net Chukkas	2M	2	1	Scout, Ambush
Wolf Riders	2F	2	2	Cavalry
Wolf Chariot	2F	3	3	Cavalry, Mount
War Gong	2S	3	3	Signal
War Drums	2S	2	2	Signal
River Troll	2M	5	4	Monster, Regenerates
Giant	2F	6	6	Monster
Jabberwock	1FF	5	4	Monster, Flying, Mount
Standard Bearer	2M	1	1	Signal
Globber	2S	3	3	War Machine
Standard of Defiance	1	2	3	Infantry Item, Armor
Fellblade	1	2	3	Hero Item, Death
Elfbiter Axe	1	3	4	Hero Item, Slay

Unit Name:	#/Speed	Cost	Force	Notes
Lucky Banner	1	2	3	Hero Item, Signal
Gobo Floating City	1S	9	9	Ship, Armor
Ship of Green Flesh	2M	8	8	Ship, Regenerates
Rust Bucket	2M	7	7	Ship, Armor
Squig Ship	2F	6	6	Ship, Swarm
Mork Save Us	1	-	3	Spell, Armor
Fists of Gork	1	-	3	Spell, Slay
Hand of Gork	1	-	4	Spell, Flying
Ere We Go	1	-	3	Spell, Cavalry
Mork wants Ya!	1	-	3	Spell, Martyr
Gaze of Mork	1	-	4	Spell, Death
Da Krunch	1	-	5	Spell, Disaster
Waaagh!	1	-	6	Spell, Signal

Chaos Dwarf Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Chaos Dwarf Lord	1M	5	5	Hero
Chaos Dwarf Champion	2M	4	4	Hero
Chaos Dwarf Sorcerer	2M	4	4	Magic, Wizard
CD Blunderbusses	2S	3	3	Archers
Chaos Dwarves	2S	2	2	Infantry
Earth Shaker Cannon	2S	5	5	War Machine
Death Rocket	2S	4	4	War Machine
Great Taurus	1FF	6	5	Mount, Flying, Monster
Chimera	1FF	5	4	Mount, Flying, Monster
Lammasu	1FF	4	3	Mount, Flying, Monster
Gorgon	2F	5	4	Monster, Magic
Bull Centaurs	2F	3	3	Cavalry
Bull Centaur Lord	1F	5	4	Hero, Cavalry
Hobgoblin Archers	2M	2	2	Archers
Hobgoblin Wolfriders	2F	2	2	Cavalry
Hobgoblins	2M	2	2	Infantry
Hobgoblin Spears	2M	2	2	Spears
Hobgoblin Bolt Thrower	2S	3	3	War Machine
Minotaurs	2M	4	4	Berserk
Minotaur Champion	2M	5	5	Hero
Minotaur Lord	1M	6	6	Hero
Standard Bearer	2S	1	1	Signal
Musician	2S	1	1	Signal
Doomfire Ring	1	2	3	Hero & Wizard Item, Magic
Blade of Molten Lava	1	3	4	Hero Item, Magic
The Armour of Uzkul	1	2	3	Hero Item, Armor
Armor of the Furnace	1	3	4	Hero Item, Armor
Dark Mace of Death	1	2	3	Hero Item, Fear
Gauntlets BahzrakCruel	1	2	3	Hero Item, Berserk
Banner of Slavery	1	2	3	Infantry Item, Signal
Black Gem of Gnar	1	2	3	Hero & Wizard Item, Scout
Chalice of Darkness	1	1	2	Hero & Wizard Item, Regenerate
Obsidian Blade	1	2	3	Hero Item, Spears
Black Hammer of Hashut	1	2	3	Hero Item, Infantry

Unit Name:	#/Speed	Cost	Force	Notes
Talisman of Obsidian	1	1	2	Hero & Wizard Item, Magic
Great Cauldron Ship	1M	9	9	Ship, Slay
Flame Belcher Ship	2M	8	8	Ship, War Machine
Ship of Fools	2M	7	7	Ship, Berserk
Fire Ship	2F	6	6	Ship, Disaster
Doomroar	1	-	5	Spell, Fear
Shadows of Hashut	1	-	6	Spell, Monster
Magma Pool	1	-	3	Spell, Teleport
Eruption	1	-	4	Spell, Death
Flaming Hide	1	-	3	Spell, Armor
Ash Cloud	1	-	3	Spell, Disaster
Sorcerer's Curse	1	-	3	Spell, Slay
Flames of Azgorh	1	-	3	Spell, Archer
Lava Storm	1	-	4	Spell, Disaster
Fist of Fire	1	-	2	Spell, Hero

Wood Elf Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Arch Druid	1M	5	5	Magic, Wizard
Druid	2M	3	3	Magic, Wizard
Forest Lord	1F	5	5	Hero
Sylvan Chieftan	1F	4	4	Hero
Guardian	2F	3	3	Hero
Master Archer	1F	6	5	Hero, Archer
Archers	2F	4	4	Archers
Hunters	2F	3	2	Scouts, +2 vs Beasts
Falconer	2F	2	1	Scouts, +2 vs Heroes
Scouts	2F	1	1	Scouts
Master Scout	1F	3	2	Hero, Scout
Shapechangers	2F	3	2	Scouts, Beasts
Wood Elf Spears	2M	2	2	Spears
Glade Guards	2M	2	2	Infantry
Warrior Kinband	2M	3	3	Infantry
War Dancers	2M	4	3	Infantry, Magic
Dance Master	1F	5	4	Hero, Magic
Dryad	2M	4	3	Magic, Scouts
Waywatchers	2F	3	2	Scouts, Ambush
Treeman	2M	6	5	Armor, Monster
Grizzly Bear	2M	3	3	Beasts
Wain Lord Chariot	2F	3	3	Cavalry, Mount
Great Cat	2F	2	2	Beasts
Timber Wolves	2F	2	2	Beasts
Warhawks	2FF	4	3	Flying, Scouts
Unicorn	1F	3	3	Mount, Magic
Great Eagle	1FF	5	5	Mount, Flying
Forest Dragon	1FF	7	6	Mount, Flying, Monster
Glade Riders	2F	3	3	Cavalry
Warhawk Riders	2FF	4	4	Flying
Magic Herbs	1	1	1	Hero & Wizard Item, Magic

Unit Name:	#/Speed	Cost	Force	Notes
Green Blade (Sword)	1	2	3	Hero Item, Magic
Hawk Bow	1	1	2	Hero Item, Archer
Cloak of the Woods	1	1	2	Hero Item, Scouts
Sword of Ages	1	3	4	Hero Item, Signal
Bear Banner	1	1	2	Infantry Item, Beast
Flail of Claws	1	1	2	Hero Item, Berserk
Arrows of Slaying	1	1	2	Archer Item, +2 vs Monsters
Shield of Ptolos	1	1	2	Hero Item, Armor
Great Ark	1	9	9	Ship, Armor
Giant Sea Turtle	2	8	8	Sea, Monster
Ent Ship	2	7	7	Ship, Monster
Sargasso Ship	2	6	6	Ship, Immobilize
Shapeshift	1	-	2	Spell, Beasts
Plant Control	1	-	3	Spell, Immobilize
Call Animals	1	-	3	Spell, Swarm
Natures Visitation	1	-	4	Spell, Signal
Natures Wrath	1	-	5	Spell, Disaster
Father of the Thorn	1	-	4	Spell, Immobilize
The Howling Wind	1	-	4	Spell, Fear
Master of the Wood	1	-	4	Spell, Ambush
Master of Stone	1	-	4	Spell, Death
The Rain Lord	1	-	5	Spell, Armor
Mistress of the Marsh	1	-	2	Spell, Immobilize

Brettonian Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Duke	1F	5	5	Hero
The Green Knight	1F	5	4	Hero, Magic
Champion	2F	4	4	Hero
Paladin	2F	4	3	Hero, Magic
Squire	2F	1	1	Hero
Gamekeeper	1F	2	1	Hero, Scout
Fey Enchantress	1F	5	5	Magic, Wizard
Damsel of the Lady	1M	3	3	Magic, Wizard
Barded Warhorse	1F	1	1	Mount, Cavalry
Pegasus	1FF	2	2	Mount, Flying
Hippogriff	1FF	3	3	Mount, Flying
Ribaud Organ Gun	2S	3	3	War Machine
Table Mounted Cannon	2S	4	4	War Machine
Ballista	2S	2	2	War Machine
Brettonian Lords	2F	5	4	Cavalry, Armor
Grail Knights	2F	4	4	Cavalry
Knights of the Realm	2F	3	3	Cavalry
Knights Errant	2F	2	2	Cavalry
Bowmen of Bergerac	2M	3	3	Archers
Brettonian Archers	2M	2	2	Archers
Foot Knights	2M	3	3	Infantry
Retainers	2M	2	2	Infantry
Brettonian Pikes	2S	2	2	Spears

Unit Name:	#/Speed	Cost	Force	Notes
Men-at-arms w Halberds	2S	3	3	Spears
Sergeant	2M	2	1	Hero, Signal
Standard Bearer	2M	1	1	Signal
Musician	2M	1	1	Signal
Amber Amulet	1	1	2	Hero & Wizard Item, Magic
Blade of Couronne	1	2	3	Hero Item, +2 vs Undead
MorningStar of Fracasse	1	2	3	Hero Item, +2 vs Items
Armor of Brilliance	1	2	3	Hero Item, Armor
Lance of the Quest	1	2	3	Hero Item, Cavalry
Mithril Great Helm	1	1	2	Hero Item, Armor
Ruby Goblet	1	2	3	Hero & Wizard Item, Magic
Holy Icon	1	3	4	Hero & Wizard Item, Magic
Tress of Isoulde	1	3	4	Hero Item, +2 vs Heroes
Crown of Bretonnia	1	4	5	Hero Item, Signal
Banner of Retribution	1	2	3	Infantry Item, +2 vs Archers
Valorous Standard	1	2	3	Infantry Item, Signal
The Silver Mirror	1	1	2	Wizard Item, +2 vs Wizards
Errantry Banner	1	1	2	Cavalry Item, Signal
Buccaneer	3F	6	6	Ship, Scout
Corsair	3F	8	8	Ship, Berserk
Galleon	1F	9	9	Ship, War Machine
Lance Formation	1	-	2	Cavalry Enhancement, Signal
Knight's Virtue	1	-	2	Hero Enhancement, Cavalry
Questing Virtue	1	-	3	Hero Enhancement, Scout
Grail Virtue	1	-	4	Hero Enhancement, Signal
Illumination	1	-	3	Spell, Scout
Burning Gaze	1	-	3	Spell, Archers
Dazzling Brightness	1	-	3	Spell, Spears
Healing Hand	1	-	4	Spell, Regenerate
Guardian Light	1	-	4	Spell, Courage
Blinding Light	1	-	5	Spell, Immobilize
LadyoftheLake Blessing	1	-	6	Spell, Hero

Undead Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Lichemaster	1F	6	6	Magic, Wizard
Doom Lord	1F	6	5	Magic, Wizard, Signal
Liche	1F	5	5	Magic, Wizard
Necromancer	2M	4	4	Magic, Wizard
Vampire Lord	1FF	6	5	Hero, Magic, Flying
Vampire Count	2FF	5	4	Hero, Magic, Flying
Vampire Thrall	2FF	4	3	Hero, Magic, Flying
Wraith Champion	1F	5	5	Hero
Banshee	2M	4	4	Fear
Wight Lord	1F	4	4	Hero
Undead Champion	1M	3	3	Hero
Skeleton Champion	1M	2	2	Hero
Spirit Host	2M	5	5	Magic
Grave Guard	2S	4	3	Infantry, Magic

Unit Name:	#/Speed	Cost	Force	Notes
Nightmare	1F	1	1	Cavalry, Mount
Winged Nightmare	1FF	1	1	Mount, Flying
Skeleton Warriors	2M	1	1	Infantry
Skeleton Phalanx	2S	1	1	Spears
Zombies	2S	3	2	Infantry, Regenerate
Skeleton Archers	2M	2	2	Archers
Grim Reaper	1M	3	3	Infantry
Bat Swarm	2FF	2	1	Flying, Swarm
Ghouls	2M	3	3	Ambush
Storm Rider Chariot	2F	3	3	Cavalry, Mount
Skull Catapult	2S	3	3	War Machine
Wight Cavalry	2F	2	2	Cavalry
Dire Wolves	2F	3	3	Beasts
Doom Wolf	2F	4	4	Beast
Zombie Dragon	1FF	7	6	Monster, Flying, Mount
Carrion	2FF	4	3	Monster, Flying
Staff of Flaming Death	1	3	4	Wizard Item, Archer
Black Amulet	1	1	2	Wizard & Hero Item, Regenerate
Power Scroll	1	1	2	Wizard Item, Wizard
Skull Staff	1	2	3	Wizard Item, Magic
Staff of Damnation	1	3	4	Wizard Item, Slay
Doomraider Banner	1	2	3	Infantry Item, Signal
Banemaster	1	2	3	Hero Item, Slay
Unholy Chalice	1	2	3	Hero Item, Regenerate
Black Axe of Krell	1	2	3	Hero Item, Monster
Asp Bow	1	2	3	Hero Item, Archer
Sword of the Kings	1	4	5	Hero Item, Signal
Armour of Bone	1	2	3	Hero Item, Armor
Gem of Blood	1	2	3	Wizard & Hero Item, Regenerate
Talon of Death	1	2	3	Wizard & Hero Item, Monster
Reaper Ship	1	9	9	Ship, Death
Ghost Ship	2	8	8	Ship, Fear
Bone Ship	2	7	7	Ship, Armor
Zombie Ship	2	6	6	Ship, Regenerate
Aura of Dark Majesty	1	-	4	Vampire Enhancement, Signal
Curse of Years	1	-	3	Vampire Enhancement, Magic
Fear	1	-	1	Enhancement, Fear
Terror	1	-	3	Monster Enhancement, Fear
Summon Undead Horde	1	-	4	Spell, Signal
Vanhels Danse Macabre	1	-	5	Spell, Cavalry
The Dark Mist	1	-	3	Spell, Armor
Dark Hand of Death	1	-	3	Spell, Death
Death Dealer	1	-	3	Spell, Ambush
Steal Soul	1	-	4	Spell, Drain
Wind of Death	1	-	4	Spell, Poison
Drain Life	1	-	5	Spell, Drain
Doom & Darkness	1	-	6	Spell, Fear

Action Card List

Card Name	#	Notes
Tactical Move	12	Move 1 Stack
Operational Move	8	Move 2 Stacks
Strategic Move	4	Move 3 Stacks
Signal	1	Battle: Units in your stack with this trait get Force +5
Armor	1	Battle: Units in your stack with this trait get Force +5
Swarm	1	Battle: Units in your stack with this trait get Force +5
Courage	1	Battle: Units in your stack with this trait get Force +5
Regenerating	1	Battle: Units in your stack with this trait get Force +5
Cowardly	1	Battle: Units in your stack with this trait get Force +5
Beast	1	Battle: Units in your stack with this trait get Force +5
Scout	1	Battle: Units in your stack with this trait get Force +5
Ambush	1	Battle: Units in your stack with this trait get Force +5
Disaster	1	Battle: Units in your stack with this trait get Force +5
War Machine	1	Battle: Units in your stack with this trait get Force +5
Archer	1	Battle: Units in your stack with this trait get Force +5
Flying	1	Battle: Units in your stack with this trait get Force +5
Teleport	1	Battle: Units in your stack with this trait get Force +5
Wizard	1	Battle: Units in your stack with this trait get Force +5
Magic	1	Battle: Units in your stack with this trait get Force +5
Fear	1	Battle: Units in your stack with this trait get Force +5
Immobilize	1	Battle: Units in your stack with this trait get Force +5
Hero	1	Battle: Units in your stack with this trait get Force +5
Spear	1	Battle: Units in your stack with this trait get Force +5
Cavalry	1	Battle: Units in your stack with this trait get Force +5
Berserker	1	Battle: Units in your stack with this trait get Force +5
Slay	1	Battle: Units in your stack with this trait get Force +5
Monster	1	Battle: Units in your stack with this trait get Force +5
Poison	1	Battle: Units in your stack with this trait get Force +5
Drain	1	Battle: Units in your stack with this trait get Force +5
Disease	1	Battle: Units in your stack with this trait get Force +5
Infantry	1	Battle: Units in your stack with this trait get Force +5
Death	1	Battle: Units in your stack with this trait get Force +5
Martyr	1	Battle: Units in your stack with this trait get Force +5
Ship	1	Battle: Units in your stack with this trait get Force +5
Scouts	2	Look at target stack
Spies	2	Look at opponents hand
Divination	2	Look at next 7 cards in deck
Assassin	2	Kill target Hero
Block Supply Lines	2	Negate Move by target stack

Card & Countersets Available!!!

Thanks Kaptain!





Wolf Pack

Introduction

Card game. Deck of 90 cards. Simulation of U-boat attacks vs allied shipping during WWII. One player is

the wolf pack, the other is the allied convoy.

Deck Card List

#	Card Name	Type
12	Sonar	Detection
10	Depth Charges	Attack
8	U-boat	Target
8	Torpedo	Attack
10	Periscope	Detection
12	Transport	Target
6	Dive	Evasion

#	Card Name	Type
4	Destroyer Sweep	Evasion
2	Watery Grave	Water
2	North Sea Storm	Water
2	Flotsam & Jetsam	Water
2	Oil Slick	Water
2	Near Miss	Water
10	Cat and Mouse	Discard

Number of this card in the deck

Set-up

There is one deck and one discard pile. Each player draws 5 cards. If the deck runs out before one side has achieved victory then shuffle the discards and continue play.

Turn Sequence

U-boat Draw Phase Convoy Draw Phase U-boat Action Phase Convoy Action Phase

Draw Phases

The indicated player draws 2 cards. The player discards down to 5 cards.

U-boat Action Phase

The player may play one card. A Dive card played will cause all cards in play to be discarded. The Dive card is immediately discarded.

To destroy a Transport, the U-boat player must play 3 cards in a row: Periscope- Torpedo- Transport Only one card may be played per turn. A played card is placed face up and remains in play. When all three

cards are played in the correct order one Transport is destroyed.

All three cards are then discarded. The Wolf pack wins if they destroy 6 Transports. Water- type cards have no use, they just fill the players hand.

A Cat and Mouse card can be discarded to cause opponent to discard a random card from his hand.

Convoy Action Phase

The player may play one card. A Destroyer Sweep card played will cause all cards in play to be discarded. The Sweep card is immediately discarded.

To destroy a U-boat, the Convoy player must play 3 cards in a row: Sonar- Depth Charges- U-boat Only one card may be played per turn. A played card is placed face up and remains in play. When all three cards are played in the correct order one U-boat is destroyed.

All three cards are then discarded. The Wolf pack wins if they destroy 4 U-boats. Water- type cards have no use.

A Cat and Mouse card or a Near Miss card can be discarded to cause opponent to discard a random card from his hand.

Cardset Available!!!

Thanks Jose!



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 cardsets 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.*

Mike Marinos

Ian Milnes

Tom Higgins Tom features Warpspawn games in his zine Countermove. tomwhore@wsmf.org
Warpspawn Rules

Rabidgerbal

David Ashton

Michael Callahan

Peter Schutze

Brian Train

Peter L. de Rosa

Frederic Moll

Ronald Pehr

Jörg Hansen

Mike Murgatroyd

Emmanuel Delva

Geo Gibson

Dragyn

Jon Parshall

Dana Darby

Wolfhvl (Matt R.)

Joe Nixon

Mike Mifrin

Aaron Dalton

Walt O'Hara

Dave Sanborn

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