WiZARD
KïNGS
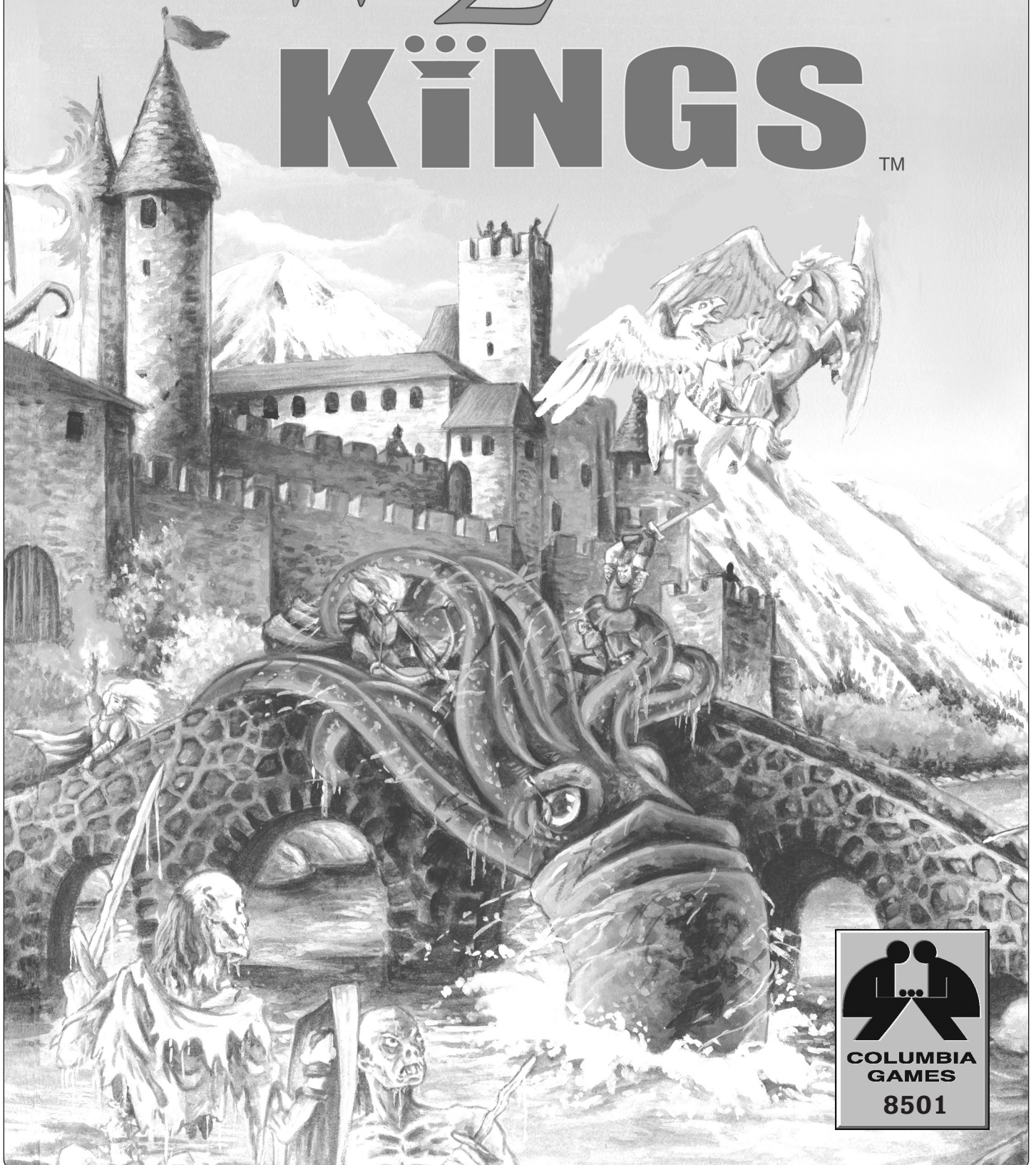
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WIZARD KINGS™

INTRODUCTION

Wizard Kings is an exciting, fast-paced strategy game. You command an army of orcs or elves and fight for supremacy on maps that may be joined together in a variety of different ways.

GAME TURNS

Wizard Kings is played in a series of Game Turns, each with four (4) phases.

[1] Initiative (4.1)

Each player rolls **2d6.** Roll again to break ties. The player with the *highest* total wins the *Initiative*, moves first, and is called *Player 1*. All other players take turns *clockwise* from Player 1 and are called Player 2, Player 3, etc.

[2] Movement Phase (4.2)

During their Movement Phase each player may move any friendly units. Each player, in turn, moves friendly units up to their movement allowance. Units only move **once** per turn, except to *Retreat* (5.4) or *Regroup* (5.5). Units entering an enemy-occupied hex must stop and fight in the *Combat Phase.*

[3] Combat Phase (5.0)

Battles are fought one at a time. Start with battles where Player 1 is the attacker, then fight those where Player 2 is the attacker, etc.

[4] Build Phase (6.0)

All players, simultaneously:

Treasury: Add up the *Gold Points* (GP) for the *Cities* (3.2) they control.

Support: Spend their Gold to build **new** units in controlled (4.6) friendly cities, or to add steps to existing units.

1.0 GAME SET-UP

1.1 CHOOSING MAPS

Players choose one or two maps each and arrange as desired. One map per player is recommended for your first game. First map choice may be decided by a die roll.

1.2 RAISING AN ARMY

Each player chooses one side and raises an army worth 100GP. Units may begin play at any strength. The costs given are for **each** *Strength* (2.11) point.

> *Wizard* 3 costs 3 x 2GP = 6GP
> *Ranger* 2 costs 2 x 4GP = 8GP
> *Goblin* 4 costs 4 x 1GP = 4GP

For your first game it may be easiest to use the *Standard Armies* listed in the sidebar.

1.3 DEPLOYING UNITS

Deploy units upright at their current strength. All units must start in **cities** (3.2) and at least **one (1)** unit must be deployed in each city.

1.4 WINNING THE GAME

Assuming a two player, 2-MAP game, a player wins by controlling 15GP of cities at the end of any *Game Turn*.

Time limit games of ten (10) Game Turns can also be played. The player with the highest number of city GPs at the end wins. Time limit games are ideal for multiplayer battles.

Players may prefer to use accumulated victory points to determine a winner. Every Build Phase, record each player's Gold Points as Victory Points. Highest total wins.

Special scenarios are available on the WIZARD KINGS website:

www.wizardkings.com

Click the link to Wizard Kings and look for the Scenarios link under Resources.

Dice Conventions
Wizard Kings uses only six-sided dice, four of which are included. A common short form for six-side dice is d6 and the expression **3d6** means roll three six-sided dice.

Spells give an effect such as "Cast 4d6@F3". This means roll four dice and hits are scored for each 1, 2, or 3. "Cast 2d6@F2" would mean roll two dice and hits are scored for each 1 or 2.

Geomorphic Maps
The four maps included with this game are *geomorphic,* meaning they can be arranged in dozens of different configurations and the terrain will link together. Two map layouts are shown below.
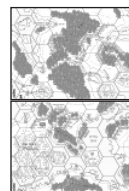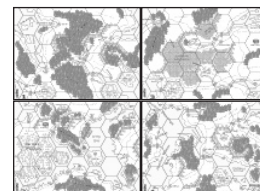
2-Maps   **4-Maps**

A sheet of clear plastic to cover the maps is a useful purchase. This keeps the maps fixed in position, gives a smooth playing surface, and protects against spills.

Standard Armies
Players may use the armies below as a guide to raising their own. The first number given is units, the second is total steps (S) for those units, and the third is cost of those steps. That is, WICANA 2/8S means 2 units with 8 steps. These armies do not contain any *Chaos* units, but substitutions can easily be made to include them.

ELDRYN			JURAK	
NAME	NAME	NAME		
WICANA 2/8S		16 GP	SHAKLA 2/8S	16 GP
RANGER 3/9S		36 GP	OGRE 1/3S	12 GP
PIXIE 1/3S		6 GP	TROLL 2/6S	18 GP
TREEK 1/2S		6 GP	ORC 3/12S	24 GP
GLADER 5/20S		20 GP	GOBLIN 4/16S	16 GP
CASTLE 2/8S		16 GP	CASTLE 2/7S	14 GP
14 UNITS		**100GP**	**14 UNITS**	**100 GP**

2.0 ARMIES

This game contains two different armies: *Elves* (green) and *Orcs* (orange). Each army has 28 blocks. Additional armies are available.

A sheet of die-cut labels is included. One label must be attached to the face of each block, elves on green blocks, and orcs on orange blocks. Both sides also have three Chaos (black-border) labels that are also attached to the green or orange blocks. Lightly position each label, ensure it is straight, and then press firmly to the block.

The blocks add surprise and secrecy to the game. When standing upright, block type and strength is hidden from the opponent.

The two armies are roughly equal in value, but have unique advantages (and disadvantages). Details of each army are noted in the sidebar.

2.1 UNIT DATA

All units have numbers and symbols that define their movement and combat abilities.

2.11 Strength (S)

The current Strength of a unit is the number of pips on the **top edge** when the block is standing *upright.* Strength determines how many six-sided dice (d6) are thrown for a unit in combat. A unit at *Strength 4* rolls 4d6 (four six-sided dice); a unit at *Strength 1* rolls 1d6.

Blocks vary in Strength from 1 to 4. Some blocks have a maximum Strength 4, some Strength 3, and a few have Strength 2. For each hit taken in combat, the unit's Strength is reduced by rotating the block 90 degrees counter-clockwise. *Diagram 2* below shows the same RANGER unit at Strength 1, 2, and 3.

DIAGRAM 2

| Strength 1 | Strength 2 | Strength 3 |

2.12 Unit Name

The block edge with the unit name is Strength 1.

2.13 Combat Rating

Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines **when** a unit fires. All A units fire first, then all B units, then all C units. The number indicates the **maximum** roll that will score a hit.

EXAMPLE: a unit rated A1 scores one hit for each "1" rolled, but a unit rated A3 scores one hit for each 1, 2, or 3 rolled.

2.14 Movement Allowance

The maximum number of hexes a unit may move in one turn is called its Movement Allowance. Units may move fewer hexes than this. To the right of the movement allowance there is often a symbol to indicate special abilities such as *Flyer* or *Amphibian*.

2.15 Unit Cost

The cost of units is noted per step (strength point). Two steps cost double, and so on. See section **6.0**.

2.2 WIZARDS

Wizards have the unique ability to cast spells. They are rated **A+** for combat meaning they may cast spells (or retreat) **before** other "A" units. Wizards cost 2GP PER step.

IMPORTANT: *Wizards do not count for stacking however, there is always a maximum of one (1) wizard per side, per hex.*

2.21 Spells

Each Wizard knows the six (6) spells listed on their Army card: three spells at Level 1, two spells at Level 2, and one spell at Level 3.

2.22 Spellcasting

Wizards cast spells by reducing themselves **one** step for a Level 1 spell, two steps for a level 2 spell, or three steps for a Level 3 spell. They may not cast a spell for which they have insufficient Strength, nor eliminate themselves by spellcasting. A Wizard 1 may not cast any spells.

Wizards may cast spells during the MOVEMENT AND/OR COMBAT phases. A Wizard may only cast **one** spell per movement phase and cannot move unless it is the object of the spell.

In battles, Wizards may cast one spell per Combat Turn, subject to their Strength.

Note: *F# is the firepower of a spell, not its timing. Damage is applied at the instant the spell is cast.*
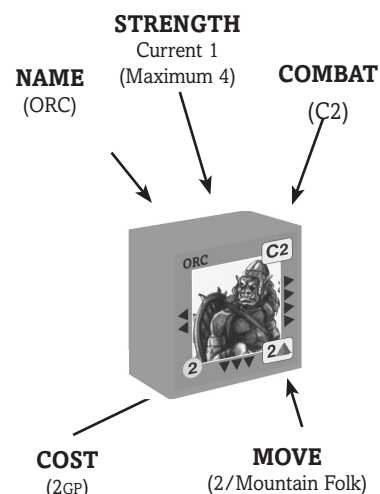
ELVES			
UNIT	**MOVE**	**COMBAT**	**COST**
Wicana	2	A+	2GP
Ranger	2	A2	4GP
Pixie	2	B1	2GP
Treek	1	C4	3GP
Glader	2	C1	1GP
Castle	Ø	C4	2GP
•**Pegasus**	3	A1	4GP
•**Unicorn**	3	B2	4GP
•**Mermaid**	2	B2	3GP

ORCS			
UNIT	**MOVE**	**COMBAT**	**COST**
Shakla	2	A+	2GP
Ogre	2	B3	4GP
Troll	2	B2	3GP
Orc	2	C2	2GP
Goblin	2	C1	1GP
Castle	Ø	C4	2GP
•**Pegasus**	3	A1	4GP
•**Kraken**	2	B3	4GP
•**Dragon**	3	A5	8GP

DIAGRAM 3

Unit Data

STRENGTH
Current 1
(Maximum 4)

NAME
(ORC)

COMBAT
(C2)

COST
(2GP)

MOVE
(2/Mountain Folk)
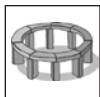
2.23 Henges
Some maps contain a Henge symbol. The step cost for a Wizard located on a Henge is 1GP (half-cost).

2.24 Wizard Elimination
When a Wizard is eliminated the unit may **never** be rebuilt. The eliminated unit is kept (off map) for the rest of the game.

2.3 GROUND UNITS
Most units are *Ground* units. They are composed of archers, cavalry, and foot. Distinctions among them are handled by the combat system. Most archers are **A** units to reflect their long range attacks. Most cavalry are **B** units to reflect their superior speed and weight on the battlefield. Most foot are **C** units, slow but steady (and cheap).

Ground units are restricted to land and coastal hexes. They may *never* cross a water hexside, except by *Sea Transport* (4.7).

Some ground units are identified with terrain symbols that affect their movement and combat abilities:

2.31 Forest Folk
*G*round units with special advantages in forests. They may move through forest hexes without stopping and have +1 Combat (B2=B3) in forest hexes.
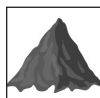
2.32 Mountain Folk
Ground units with special advantages in Mountains. They may move through Mountain hexes and hexsides (Hexside limit 1) without stopping and have +1 Combat (B2=B3) in Mountain hexes.

2.33 Desert Folk
Ground units with special advantages in deserts. They may move through desert hexes without stopping and have +1 Combat (B2=B3) in desert hexes.

2.34 Amphibians
Amphibians are ground units that may move along river hexes and cross rivers anywhere, but may never cross an *all-water* hexside. This means they may never enter a sea hex except by *Sea Transport*. Amphibians may move through swamp hexes without stopping, and have +1 Combat (B2=B3) in swamp hexes.

2.4 FLYERS
Flyers function like ground units except they ignore terrain and all enemy units (even enemy Flyers) when moving. They ignore hexside HEXSIDE LIMITS, but *not* STACKING LIMITS. They may attack enemy units in *Sea* hexes but cannot land there.

2.5 AQUATICS
Aquatics are sea creatures or naval units. They are restricted to sea, lake, river, and coastal hexes. They may never cross an all-land hexside, nor a shoal hex or hexside. Only Aquatics (not Amphibians) may attack across an all-water hexside (See 4.5).

2.6 CASTLES
Castles represent the fortification and its garrison. They may be built in **any friendly** land hex, but can **NEVER be moved**. Each castle may only be increased by **one step** per Build Phase.

2.7 CHAOS UNITS
Chaos units have gray labels with black borders, Three (3) *Chaos* units per army are included.

Chaos units are mercenaries. Each player commands one army, but may employ Chaos units to help defeat an opponent. See sidebar note.

Chaos spellcasters must obeserve the same spellcasting rules as Wizards.

Chaos Units
Each army blockset comes with three Chaos units. The same type of Chaos unit may appear in two different armies, such as the Pegasus unit in the orc and elven armies. The *Chaos* expansion blockset allows players to add new chaos units to their army and includes Chaos spells.

[1] DISPEL (Optional)
All wizards know *Dispel*, a Level 1 spell to block the effect of another spell. This is an interrupt spell that may be cast *at any time* even if the same wizard has already cast a spell this Combat Round. The intent to dispel must be declared *after* the target spell is declared, but *before* the result of the target spell is known. Reduce the dispelling Wizard by one (1) step, roll 1d6, and subtract the level of the target spell. If the net result is three or higher (3+) the target spell is dispelled, otherwise not.

> *EXAMPLE: Wizard wishes to dispel a Level 2 spell. Before the opposing spell result is known, the Wizard rolls 1d6 and scores 4, but must subtract 2 for the target spell level, giving a result of 2. Hence, the attempt to dispel fails.*

Regardless of success or failure of DISPEL, both Wizards always lose their declared power (steps). In the example above, the caster of the original spell loses two steps and the dispelling wizard loses one step.

Castles
Spells involving movement (including forced retreats) may not be cast on a castle.

3.0 MAPS

The maps have a hexagonal grid (*hexes*) to regulate movement and the location of units. Half-hexes are fully playable. Terrain features in hexes affect movement and combat. Hexsides often have different terrain from a hex – an important distinction. When two types of terrain appear in the same hex or hexside, use the terrain in the **center** of the hex or hexside. In coastal hexes the dominant **land** terrain defines hex terrain.

3.1 TERRAIN TYPES

3.11 Clear
Clear hexes have no movement or combat effects.
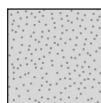
3.12 Desert
Ground units must stop upon entering a desert hex. Desert creatures (2.33) may move through desert hexes without stopping, and have +1 Combat (B3=B4) fighting in this terrain.

3.13 Forest
Ground units must stop upon entering a forest hex. Forest creatures (2.31) may move through forest hexes without stopping, and have +1 Combat (B3=B4) fighting in this terrain.
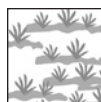
3.14 Swamp
Ground units must stop upon entering a swamp hex. Amphibians (but not Aquatics) may move through swamp hexes without stopping, and have +1 Combat (B3=B4) fighting in this terrain.

3.15 Mountain
Mountains hexes and hexsides are impassable to normal **ground** units except on a Road or at a named Pass.

A named pass has a Hexside Limit (4.5) of 1 unless a road runs through it.

Mountain-folk may occupy Mountain Hexes and cross Mountain hexsides (Hexside Limit 1). They have +1 Combat (B3=B4) when fighting in Mountain hexes.

NOTE: *Flyers can also enter and fight in Mountain Hexes (no combat bonus). Aquatic units may enter coastal or river moutain hexes (no combat bonus).*
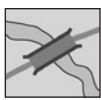
3.16 Rivers

River hexes have **both** banks in the **same hex**. Rivers are deemed to follow the nearest hexside. Aquatics may move up/down rivers but may not cross a *Waterfall* hexside. Sea Transport (4.7) is prohibited on rivers.

Waterfall

Bridges: Ground units may cross rivers **only** at bridges or at their *source* hex. The HEXSIDE LIMIT across a bridge is one (1) unit. Amphibians (only) can **cross** rivers without a bridge.
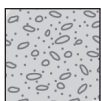
Bridge

3.17 Sea
An "all-water" hex. *Aquatics* (not *Amphibians)* can occupy sea hexes.

3.18 Coastal
Any hex that is part sea (or lake) and part land. All units may occupy and fight in coastal hexes. The land terrain affects land movement and combat; the water terrain affects water movement and combat.

3.19 Shoal
Extensive sandbars or reefs. Shoal hexes and hexsides are impassable to *Aquatics*. Shoals block *Sea Transport* (4.7).
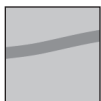
3.2 CITIES
Each map contains cities with an economic value of 1GP, 2GP, or 3GP. Cities generate wealth for the controlling player during the *Build Phase* and determine victory.

Maps may contain different numbers of cities, but the total economic value on each map is always ten (10GP).

**PORTS:** All coastal or river cities are ports. They affect Sea Transport (4.7).

3.3 ROADS
The brown lines on the maps are roads. Road hexsides always have a Hexside Limit of 2. Bridges still have a limit of 1.

Provided units move *entirely along a road,* they have two benefits:

• Unit move is +1. Units may attack using the road bonus. This road bonus does **not** apply to *Flyers* or *Aquatics*, but does apply to *Amphibians*.

• Units moving **entirely** along roads may move through any type of terrain without stopping.

River Hexes & Movement
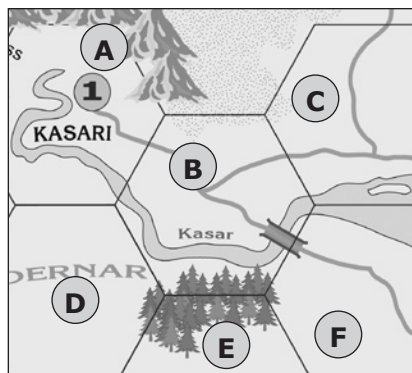
[A] Source hex for the Kasar River. Ground units may move from [B] to [A], then to [D].

[B] River hex (both banks are in the same hex). The river runs along the hexsides of [D], [E], and [F]. Ground units may not cross the river from [B] into [D] or [E], but may cross the bridge to [F]. *Amphibians* may cross the river from [B] to [D], [E], or [F]; *Aquatics* may not because hexes [D] and [E] are land hexes.

[C] Coastal hex, as is [F]. Ground units and *Amphibians* may **not** move directly from [C] to [F] across the **water** hexside, but *Aquatics* may. *Aquatics* or *Amphibians* located on [C] or [F] may move upstream to [B] and then to [A].

Rivers have both river banks in the same hex. The lower sections of rivers are coastal hexes separated by a water hexside. When moving on rivers, *Amphibians* and *Aquatics* occupy only the river hex, but on lower sections they occupy one of two coastal hexes.

Amphibians and *Aquatics* can move along river hexes. They ignore ground terrain, but may not bypass enemy units of any kind.

NOTE: When two rivers share the same source hex, amphibious movement **is** permitted down the other river.

Expansion Maps
12 Wizard Kings maps are now available. Some mapsets feature new terrain types:

Map 9 features a submerged Sea City. Only **aquatic** units can occupy this hex, although Flyers can fight there.

Map 10 has a Walled City where defending units (only) have +1 Combat (B2=B3). The Walled city is considered a port for Sea moves and it may be attacked by Aquatic creatures.

Map 11 features the ancient underground city of KHAX. Flyers have -1 Combat (B3=B2) when attacking or defending underground cities. Khax gives Mountain Folk +1 Combat.

4.0 MOVEMENT

Movement takes place during the *Movement Phase*. Each player takes their turn moving units and then all battles are fought. Turn order depends on Initiative.

4.1 INITIATIVE

Each player rolls **2d6.** Roll again to break ties. The player with the *highest* total wins the *Initiative*, moves first, and is called *Player 1*. All other players take turns *clockwise* from Player 1 and are called Player 2, Player 3, etc.

4.2 MOVEMENT PHASE

During their Movement Phase each player may move any friendly units. Each player, in turn, moves friendly units up to their movement allowance. Units only move **once** per turn, except to *Retreat* (5.4) or *Regroup* (5.5). Units entering an enemy-occupied hex must stop and fight in the *Combat Phase*.

4.3 TERRAIN EFFECTS

Units may be affected by terrain when moving. Most units must stop when they enter forest, swamp, or desert hexes, and cannot cross mountain hexsides except at a pass, or river hexes except at a bridge.

4.4 STACKING LIMIT

Stacking is the number of **units** in a hex. A maximum of four (4) units plus 1 Wizard per side may attack or defend a hex. If two Allies cooperate to attack or defend, their combined total may not exceed four (4) units plus 1 Wizard. Overstacked units (owner's choice) are eliminated immediately.

4.5 HEXSIDE LIMITS

When entering a battle hex, only **two (2)** units may cross *each* **Clear** terrain hexside, and only **one (1)** unit may cross *each* **non-clear** terrain hexside. Impassable hexsides, such as Rivers and Mountains, also have a Hexside Limit of one (1) for units that may cross them. Hexside Limits (but not Stacking Limits) are ignored by *Flyers*.

All-water hexsides have a hexside limit of 2 aquatics. Rivers and Coastal hexsides have a limit of 1 aquatic in addition to the limit for land units defined by land terrain.

IMPORTANT: *separate Hexside Limits apply to the Attacker and Defender. The Attacker may move through a specific hexside and the Defender may also move through the same hexside.*

4.6 HEX CONTROL

Units control the hex they occupy. Units must stop when they enter **enemy** hexes – including a vacant enemy city.

EXCEPTION: *Flyers may move over enemy units and hexes without stopping.*

Hex control affects Movement, Building, and Victory. Each hex is either *Friendly*, *Neutral*, or *Enemy* controlled.

Friendly hexes are those occupied by your units, and all vacant cities on your map(s).

Enemy hexes are those friendly to an opponent. Remember that a vacant enemy city is an enemy hex.

Vacant hexes are Neutral, except that each player controls all cities on his own map(s) unless they are enemy occupied. Units may move *through* Neutral hexes unless restricted by terrain.

IMPORTANT: *Hex control changes take effect immediately.*

4.7 SEA TRANSPORT

All units may move up to four (4) Sea or Coastal hexes by *Sea Transport*. Sea Transport is prohibited on rivers.

Units using *Sea Transport* must start in a **friendly** port and move to a **friendly** port and may not pass through *enemy* hexes.

Shoals block *Sea Transport*.

Sea Transport is **NOT** allowed into or from a Battle Hex.

Sea Transport cannot be combined with another move.

NOTE: *Flyers and Amphibians (but not Aquatics) may use Sea Transport.*

4.8 PINNING

Attacking units prevent an equal number of defending units from **moving**. This is called *Pinning*. The defending player chooses which units are pinned. The "unpinned" units may move normally and may attack elsewhere.

Unpinned units may exit the hex via **ANY** hexside, even the one(s) crossed by the pinning units.

EXAMPLE: *two units attack four. At least two defenders are pinned, but up to two (defender choice) may move. Any/all of the two units that leave may attack another hex. Pinned units may **not** be exchanged for other units.*

Moving Tip

After moving each unit, turn it face-down towards you. This identifies the unit cannot move again this turn. Once all movement has been completed, turn units upright to show you have completed your Movement Phase.

Hex Control

Because a captured city reverts to enemy control if vacated, they must **always** be garrisoned to remain friendly.

Fog-of-War

The fog-of-war is an exciting aspect of *Wizard Kings*. Except when fighting a battle, the blocks stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy unit.

Stacking Limits

A maximum of four (4) units may attack or defend a hex except Wizards do not count for Stacking. Each side may only have **one (1)** Wizard in a hex.

Stacking Option

Increase stacking limits to six. This option is best used if you want longer games with larger battles (that tend to be less decisive).

Multi-Player Alliances

Allied units may occupy the same hex and Allies may assist each other to attack or defend hexes. Allied hexes are considered friendly. All units of an alliance are treated as one Attacker or one Defender. If another player joins a battle he must declare whether he is supporting the Attacker or the Defender and may not exceed the combined limit of six units.

Each ally must be moved separately in the normal movement sequence. When entering a battle hex, allied units must collectively obey Hexside Limits. Hence, if one ally attacks through a forest hexside, the other ally cannot attack through the same hexside.

Players may expend their own GPs to increase the strength of existing allied units. However, they may not build **new** units of an ally.

Ultimately, allied units are commanded by their owner. Players may terminate an alliance whenever they please, and may even switch sides during a battle.

Coastal Hexsides Example

2 ground units AND 1 Aquatic unit may attack across a clear coastal hexside. Only 1 ground unit and 1 Aquatic may attack if the land hexside is forest

Pinning Caution

You must be wary of the possibility of units moving "past" you if you do not pin the entire force in a hex. Note that retreating is still not permitted through a hexside used by the enemy to enter the battle.

5.0 COMBAT

All players must complete movement before starting the *Combat Phase*.

5.1 BATTLE SEQUENCE

All battles must be fought one by one. Battles where Player 1 is the attacker are fought first (in the order determined by Player 1) then battles where Player 2 is the attacker are resolved, and so on. Reveal units in battles (only when they are to be fought) by tipping them forward to maintain current *Strength*.

5.2 COMBAT TURN

To resolve a battle each unit fires in a sequence that depends on its combat rating. All **"A"** units fire before all **"B"** units, which fire before all **"C"** units. **Defending** "A" units fire before Attacking "A" units, and so on.

5.21 Combat Rounds

After all units have taken *one* Combat Turn, one *Combat Round* has been fought.

Battles are fought for a maximum of **three (3)** combat rounds. The **attacker** must retreat if a battle is not concluded by the end of the third round. A fourth Combat Round is then played as a pursuit round. In this round the Defender fires, but the Attacker **must** Retreat in the normal sequence.

EXAMPLE: Three units A2, B2, B1, attack two units B3, C1. The combat sequence would be: Attacker A2, Defender B3, Attacker B2 and B1, and Defender C1. This sequence is one Combat Round and is repeated until one side wins the battle.

5.3 COMBAT RESOLUTION

5.31 Combat Strength

Each unit in its combat turn rolls as many dice as its current *Strength*. A hit is scored for **each** die roll **equal to or lower** than the unit's Combat Rating:

A1/B1/C1: 1's are hits.
A2/B2/C2: 1's & 2's are hits.
A3/B3/C3: 1's, 2's & 3's are hits.

EXAMPLE: Ogre 3 rolls 3 dice. Ogres have B3 combat, meaning all rolls of 1, 2, & 3 are hits. Rolls of 4, 5, & 6 are misses. Assuming the dice rolled are 2, 3, & 5, the Ogre scores two hits and one miss.

5.32 Hit Allocation

Enemy units cannot normally be targeted individually. **Each** hit is applied to the *strongest* enemy unit. When two or more units share the highest Strength, the owner chooses which to reduce.

NOTE: Combat is not simultaneous. All hits are applied immediately.

5.33 Targeting

Some spells allow targeting. This requires a player to designates **one** target unit and **all** hits are taken by that unit.

5.4 RETREATS

Except in Round 1, each unit may retreat (instead of firing) on its normal combat turn. Units must retreat to **adjacent**, friendly or neutral hexes. Flyers may retreat their full move but only to a Friendly hex, otherwise they can only retreat adjacent like other units. Units cannot retreat across hexsides that are impassable. Hexside Limits **apply** to retreating units **each** combat round.
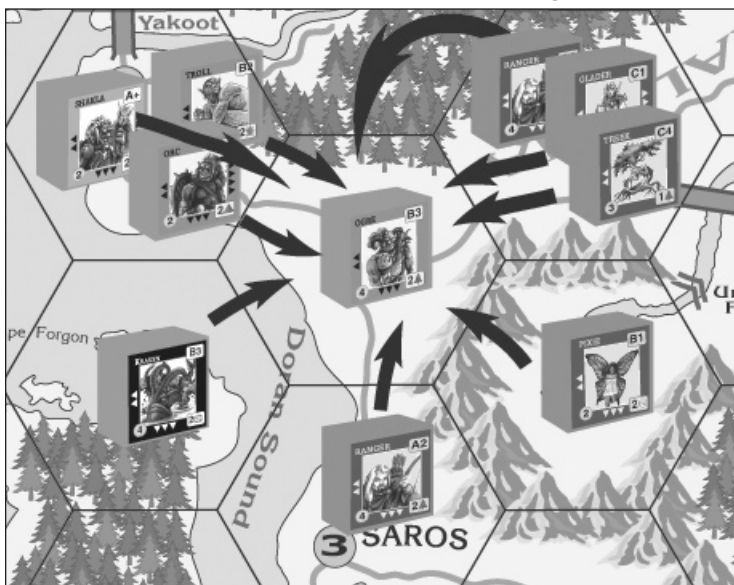
MOVEMENT EXAMPLE

Five elven units move first and attack the lone *Ogre* unit from several directions.

The *Ranger* at Saros attacks by moving one hex. The *Glader* and *Treek* attack through the Clear hexside. The other *Ranger* moves two hexes through the forest. The *Pixie* flies over the mountain hexside.

The orcs move second and add four units to help defend the *Ogre* which is pinned and cannot move. The *Orc and Troll* move into the battle. The *Shakla* flies (no hexside limit) into the battle. The *Kraken* moves through a sea hexside.

COMBAT PHASE The Orcs are defending, so the combat turn sequence is:

Orcs A: *Shakla* (A+) spellcaster.
Elves A: *Ranger* (A2) 2 units.
Orcs B: *Ogre* (B3), *Troll* (B2), *Kraken* (B3).
Elves B: *Pixie* (B1).
Orcs C: *Orc* (C2).
Elves C: *Glader* (C1), *Treek* C4.

NOTE: For clarity, all units in this example are shown at Strength 1.

The **Attacker** can only retreat via hexside(s) used to attack into the hex.

The **Defender** may not retreat via hexsides used by the Attacker to enter the hex.

If both players use the same hexside, only the last player entering may retreat via this hexside during this battle. Flyers do not affect hexside control and may retreat via any hexside.

Units may never retreat to enemy hexes (remember: vacant enemy cities are enemy hexes) or to another *Battle Hex*. Units that cannot retreat when required are eliminated.

NOTE: *because Hexside Limits apply **each** Combat Round, a gradual retreat is possible. Two units may retreat through a Clear hexside in one round, and two more through the same hexside next round.*

5.5 REGROUPING

After a battle ends, the victor may *Regroup*. This allows the victor to *Retreat* any units from the victory hex normally, or add any *adjacent* units to the victory hex. Hexside Limits do NOT apply when Regrouping.

6.0 BUILDING

The **Build Phase** is conducted *simultaneously.* Players may build new units and add steps to existing units.

6.1 GOLD POINTS (GP)

Cities have a gold value of 1GP to 3GP. Players determine which cities they currently control, and total their GPs. This total is referred to as the *Treasury.*

6.2 UNIT COSTS

Each unit has a cost **per step.** This is the amount of GP needed to raise the unit one strength point.

6.3 BUILDING UNITS

A player expends his current *Treasury* to buy new units and/or increase the strength of existing units. Gold cannot be saved. Players may build **new** units only in original cities (not in captured enemy cities).

The number of **new** units that may be deployed in each Build Phase is limited to the Gold value of the city.

Steps (strength) may be added to existing units anywhere.

Multiple increases of the **same** unit **are** allowed, (e.g. a player may increase a Wizard 1 to strength 4 for 3 x 2GP = 6GP.

EXCEPTION: *A Castle may be built at Strength 1 in **any** friendly land hex, and each castle may only be increased **one** step per Build Phase.*

6.4 CAPTURED CITIES

The GP value of a captured enemy city is controlled and collected by the captor every Build Phase. **New** units (except castles) may **NOT** be built in captured cities.

6.5 MERGING & DISBANDING

The strength of a unit may be freely transferred to another unit of the **same** type in the **same** hex. Units may be *disbanded* (eliminated voluntarily) and built elsewhere in the same *Build Phase.* Steps of a disbanded unit are forfeit. Merging and disbanding are **only** allowed during the **Build Phase**. Dividing one unit into two or more units is prohibited.

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