

The WarpSpawn Big Book O'Games

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Authors: Various & Sundry, mainly Lloyd Krassner.

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Introduction to Warpspawn Games

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

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

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

1997.

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

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

The good news is that over time and with more people using Warp Spawn games the more ready-made graphics there are to play with. If you cant find these ready made gems for the rules set you are wanting to play then its up to you to create them and hopefully offer them up to the site so that others can use them as well. A lot of what goes on at Warp Spawn is centered on this act of causal collaboration and sharing.

Sharing the games or variants you have created with the rest of the Warp Spawn crew gets the game played more and thus it becomes a better game for the playing. Play testing games is a powerful tool in the developmental cycle of a game.

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

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

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

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

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Warp Spawn Games by genre

Science Fiction Games

Fandom: Warpspawn Conversions

Space 1889 Empires - Brits on Mars.
Doom Trooper Empires - Mutant Chronicles.
Castle Wolfenstein - Blast Nazi Zombies with Flame Throwers.
Out Worlds RPG - Classic SF.
Jorune - Thriddles & Cleash & Bronth oh my!
Alpha Centauri - Card Conversion.
Wrinkles in Time - Fight the Good Fight
Dredd - Patrol the Streets of Mega City-1.
Farscape the Cardgame - by Peter Cobcroft.
Babylon 5 Empires - Narns, Centauri, and Minbari.
Victorian Villains - & Extraordinary Gentlemen.
Matrix Replay - Neo vs Agent Smith.
Buckaroo Bonzai - I speak Spanish to God, French to women, English to men, and Japanese to my horse.
Bionicle Skirmish - Toa Nuva vs Rahkshi.
Heavy Metal Mayhem - Hardcore SciFi Erotica.
Escape from LA - Snake Plisskin does it again.
Incal - A game for Moebius fans.
Interstellar Pig - Game of Survival.
Fabulous Thunderbirds - Lead Rescue International.
Lensman - Rebel Space variant by C. Gerard Luft.
Battlestar Galactica - The Cylons are coming!
Star Craft Spawn - Terrans, Zerg, and Protoss.
Buck Rogers - Help Buck defeat the Han Empire!
Go Joe - G.I. Joe vs. Cobra.
Star Command - Buzz Lightyear vs Evil Emperor Zurg.

UFO's & Government Agencies

X - Files - Play as Mulder & Scully.
Men In Black - Play as J & K.

Giger & Aliens

Alien Skirmish - Mix it Up.
Aliens - Aliens vs. Colonial Marines.
Alien Queen Brain - A Space Marine adventure by Zak
Biomechanoids - Giger meets CCGs.

Star Wars

Battle for Naboo - Gungans vs Droids.
Star Wars Fleets - Fleet Actions.
Battle for Hoth - Star Wars Scenario.
Star Wars Dogfight - X-Wings vs TIE Fighters.

Geonosis Arena Skirmish - Star Wars Scenario.
Rebel Space - Evil Empire vs Rebel Heroes. Card Set Included!
Jedi Warp Duel - One on One Jedi action.
Light Saber Duel - "Luke, I am your father"
Formula Ace Racing Pods - by Emmanuel Delva.
A New Hope - by C. Gerard Luft.
Star Wars Campaign - The Cosmic Sweep.

Star Trek

Away Team Skirmish - Man to Man Trek Combat.
To Boldly Go - First Season Star Trek Card Game.
Star Fleets - Star Trek Fleet Actions.
Phasers - Star Trek Fleet Actions.
Space Cruisers - Fast & Fun Space Combat.
Federation - Star Trek Empire Building.
Star Trek - by C Gerard Luft

Tron

Tron the Card Game - Erase the MCP.
Tron Skirmish - Don't get De-rezzed!

Star Blazers

Quest for Iscandar - We're off to Outer Space...
Earth Defense Force - Star Blazers: Fire the Wave Motion Gun!

Racer Games

Speed Racer - Go Speed Racer Go!
Johnny Racer Storyteller - by Casey at yodelinghound@hotmail.com

Giant Robots

Mek Leader - Lead your Mercenary Squad to Fame & Fortune
Mekatac - Set piece Giant Robot tactical combat; Mech design rules.
Mekka Advance - Advanced Mekatac by Rokendo
Zoids - Take the controls of Liger Zero.
Battletech Skirmish - Giant Robot Combat.
Robotech Skirmish - Veritech Fighters vs Zentraedi Battle Pods.
Transformers Skirmish - Autobots vs Deceptacons.
Gundam Wing - Variant of Mekatac by Emil Srdoc
Mega Tank - The title says it all.

Dune

Dune - Atredies vs Harkonnen.
Spice Raid - Man-to-Man fighting on Dune.

Wizards

Wizards - Avatar vs Blackwolf.

Scotch -

Space Fighters

Wing Commander Fighters - Kilrathi vs Terrans.

Space Fury - Set piece Fighter tactical combat; Ship design rules; Pilot skills, quirks, & cool.

Space Fleets

Starmageddon - Fusion of Mekatac & Galax by Matt R. at Wolfhvl@aol.com

Point of No Return - Set piece Spaceship tactical combat, Fuel & Inertia; Ship design rules.

Solar Invasion 2100 - Defend the Earth from the Alien Invasion Fleet.

Orbital Escalation - Low Earth Orbit Combat.

Galax - Set Piece abstract Spaceship combat; Written orders to move & fire; Ship design.

Berserker - Save your Planet!

Devastators 2500 - Giant Interstellar Warships go head to head.

Devastators 3000 - High Tech version

Space Marines

Starship Troopers - Destroy the Arachnoid Threat!

Drop Troops - Power Armor Miniatures Rules.

Alien Queen Brain - A Space Marine adventure by Zak.

Astral Dreams - Space Opera Miniature Game by C. Gerard Luft.

Ground War 3000 - Mechs, Vehicles, & Infantry.

Trooper - Variant by Tryvor J. Phillips

Space Empires

Lunar Conquest - Fight for the Moon

Astrum Imperium - Stellar Empires by Patrick Bunch

Galactic Civilizations - Aid your client races.

Emporex - Recruitment; Strategic conflict for 20 planets; Unique units

Star Fiefs - Card Game version of Emporex. Control the Sector.

Planet Busters - The Board will begin to look a little empty.

Alien Empires - Use the special abilities of your race to dominate your opponents.

Galactic Supremacy - Advance your Technologies. Crush your enemies.

Battle for the Universe - Intergalactic Warfare by C Gerard Luft.

Stratastar - Space Empires collide; Recruitment; Fast gameplay; Counter Set included!

Space Insurrection - Recruitment; Very stylized unit interactions; Counter Set & Maps included!

Martial Arts

Kung Fusion - Martial Arts... HiiiiYaaaahhhhh!!! Card Set Included!

Power Up - Super Powered Martial Arts Combat.

Bujutso - Japanese Martial Arts.

Caped Crusaders

Silver Surfer - Sentinel of the Spaceways.

Challenge of the Superfriends - Justice League vs Legion of Doom

Super Man - Its a bird... No, Its a plane... No, its...

X-Men Skirmish - X-Men vs Sentinels.

Batman - Clean up Gotham City once and for all.

Super Powers

Super Dice - Superhero action with just 10 dice.

Mad Scientists - Death Rays & Disembodied Brains.

Psionica - Psychic Combat: Mind Whips, Psionic Blasts, and Brain Burn.

Power Rangers - Mighty Morphin Mayhem

Thundercats - Thundercats vs. Evil Mutants

Masters of the Universe - He-Man vs. Skeletor.

He-Man Skirmish - Take a thwak at Skeletor.

Sailor Moon - Help Sailor Moon and the other Sailor Scouts defeat the Negaverse.

Slugfest Gaming

Superhero Slugfest - Design your own superhero team and pulverize your opponent.

RPG Expansion Rules - by Michael Callahan

Sword & Sorcery Rules - by Michael Callahan

Super Critter Slugfest - Cute & Deadly Fun

Superhero Slugfest Card Combat - Card game version.

Giant Monsters

Megazilla - The Terror of Tokyo returns!

Monster Brawl - Godzilla vs Rodan.

Mars

Cards of Mars - John Carter of Mars Game.

Martian Invasion - Martian Menace vs hapless humanity.

Warrior Races of Mars - Martian Warbands vie for Dominance.

Martian Cloudships - and Victorian Aerial Gunboats.

Aftermath

Mutog - Post-Apocalypse Armies do Battle.

Gamma World - Mutants Galore!

Enclave - Recruit followers & Scavenge guns.

Death Race - Mad Max style Vehicle combat.

Zombie Assault - by Jörg Hansen.

Space Opera

Space Opera Campaigns - by Patrick Bunch.

Space Hole - Defend your Space Colony.

Space Scouts - Explore the Mysteries of Outer Space.

Classic Space Opera - by C Gerard Luft

Traveler Traders - by C Gerard Luft

Advanced Star Frontiers Lensman - by C Gerard Luft

Rockets & Rayguns Gaming

Rockets & Rayguns Roleplaying - Live the Adventure.

Rockets & Rayguns Skirmish - Rescue Dale.
Rockets & Rayguns Operational - Storm Ming's Palace.
Rockets & Rayguns Strategic - Full Scale War on Mongo.

Warhammer Gaming

40K Skirmish - Space Marines vs Genestealers.
Fleets of the Imperium - Warhammer 40K Space Fleet Action.
WH40Kards - War Hammer meets Warp Spawn!
Titan Attack - Get Ready to Rumble!
War Hammer Space Empires - A cast of Millions.

Time Travel

Time Line - Fight for Time itself.
Chronos - Temporal Warfare by Zak.
War in Heaven - by C. Gerard Luft
The Interface of Time - Miniature Game by C. Gerard Luft

Dr Who Games

Dr Who - Save the Universe again.
Dr Who Empires - Daleks vs Cybermen.
Remnant of the Daleks - by C Gerard Luft.
The Keys of Chronos - by C Gerard Luft.
The Lords of Time - by C Gerard Luft.
The Sabbath Days - by C Gerard Luft.

Foundation

Foundation & Empire Wargame - by C. Gerard Luft.
Asimov's Foundation - Psychohistory by C. Gerard Luft.

Pulp Fiction

Adventurers - 1930-1940's Pulp Cliff Hangers.
Noir - Tell your own stories of crime in the Big City.
Crimson Sky Privateers - Take to the skies.

Fantasy Games

Featured (Newest) Games

Tarot Wars - Tarot CCG Style.

Fanfic

Golden Axe - Low Tech Side Scrolling Solitaire Fun.
The Horde - The Return of Chauncey.
Krull Quest - Defeat the Beast in his Black Fortress.
Myth Dimensions - Join Aahz & Skeeve in their Madcap Adventures.
Xanth Quest - Where everybody has Magic.
Orkworld Quest - Humans are Dumb.

Hercules & Xena - Light Hearted Fare.
Amber - Join the 9 Princes of Amber in their Struggles.
Cabal - Mage the Ascension.
Rabbit Run - In the Spirit of Watership Down.
Quest for the Old Ones - By the Two Moons! An Elf Quest game!
Stormbringer - Elric vs the Forces of Chaos.

Cthulhu Mythos

Cthulhu Skirmish - Eight Factions
Elder Things & Outer Gods - Help Cthulhu drive the Yithians off the Planet.
Warp Quest Rules -

Fun, Frolicking, and Frivolous Fantasy of Old

Oz Quest - Visit the Emerald City.
Adventures in Wonderland - White Rabbits & Cheshire Cats.
Baron Munchausen Plays Cards - Boasts & Toasts.

Card Conquests

Birthright Conquest - Awnsheghein. Ghesunteit.
War in Hell - Asmodeus vs Mephistopheles.
Plane Wars - Githyanki vs Mind Flayers.
Mighty Magics - Can you get the Magic you need?
Fantasy Heroes - Fantasy conquest made simple.
BorderKeep - Defend your settlement from rampaging monsters.
Destiny - Unique characters & allies share a common deck.

Magic

Iron Fantasy Chef - Regenerating Troll Stew & Ice Cream Elemental.
Wizardly - Increase the Prestige of your Covenant.
Opus Magnum - The Philosophers Stone. By Alexander Herklotz.
Wizards Game - Merlin vs Aleister Crowley
Fairy Circle Ring - Will you, won't you, will you, won't you, won't you join the dance?

Chess Fantasies

Knives & Knights - Slay the Dragon & Save the Princess.
Champion Chess - The objective is still the same.

Merry Old England

Grail - Arthurian Legend.
Quest for the Grail - The Ultimate Quest
Sherwood - Robin Hood vs the Sheriff of Nottingham.
Celtic Saga - Will the Bards sing of your exploits?

Greek Myths

Grecos - Mythological War.
Agea - Greek Mythology.

Greek Heroes - Retrieve the Golden Fleece

The Far East

Wuxia - Chinese Sword & Sorcery
Samurai Quest - Sharpen your Katana on this one.
Big Trouble in Little China Skirmish -

Arabian Adventures

Voyage of Sinbad - Watch out for the Minotaun!
Arabia - Take on the role of Aladdin, or Ali Baba, or Sindbad in a quest for Faith, Fame, and Fortune.

Tolkien

Crack of Doom - Help Frodo dump that pesky ring.
Ring War - Warfare & Questing in Middle Earth.
Five Armies - The Battle for Smaug's Treasure.
Moria Skirmish - Fellowship vs Moria Orcs.
Middle Earth Empires - Map & Recruitment.
LOTR Warrior Dice - One on One Combat.

Pirates

Pirate War - By Ian Milnes. Cross between Piratical, Man O' War, & Buccaneer!
Pirate Island - Buried Treasure

Strategy with Recruitment

Lord of the Abyss - Infernal Fun by Jason Newell
Conquest of Demara - by Jiminy Bollocks.
Magic Encounters - Use your Allies Special Powers.
Golems - Make your Minions.
Cave Wars - Subterranean Warfare.
Swamp Fighters - Eat or be Eaten.
Ice Lords - Northern Wargaming.
Empires of Mystara - Expert D&D.
Overlords - Become the one true Overlord.
Magus - Fantasy warfare with a little luck.
Battle Magic - Fantasy warfare done right.
Warbah - Gold & Record Keeping.
Archmagi - Lots of Detail.
Wizards and Warlords - Abstract units with variable stats.

Contests of the Gods

Immortals - D&D Style.
Deity - Followers, Armies, Temples, & Miracles.
Pantheons - Gathering of Gods.

Heaven & Hell

Paladin in Hell - Get your Holy Sword ready.
In Nomine - Good & Evil.
Dante's Inferno - Explore the depths of Hell with C. Gerard Luft.
Satan's Folly - by Dana Darby.

Set-Piece Scenario

Battle Dice - Dice are used to represent elements of Fantasy armies.
Denizens of the Deep - Combat in the Abyss.
Ragnarok - Units only; Norse Mythology.
War for Atlantis - Spells & Units.
Army Quest - Army men vs Fantasy Figs.

Skirmish

Army of Darkness Skirmish - Ash vs Evil Ash.
Archon Skirmish - Light vs Dark.
Wizard Skirmish - Magical Battle.
Fantasy Skirmish - Orcs & Dwarves, Orcs & Dwarves...
Narnia Skirmish - Help Aslan defeat the White Witch.
Legend of the Five Rings Skirmish - Crane vs Crab.

Minor Melees

Tavern Brawl - Beer & Berserkers.
Fantasy Fight Club - Retro Hack & Slash.

Miniatures Rules

Minions - Fantasy Miniatures combat on a chessboard.
Swords & Sorcery - Fantasy Miniatures War Gaming Rules.
Juggerball - Juggernaught Design & Conflict; Several races.

Flyers

Fantasy Fliers - Small unit aerial combat.
Zeppelin Battles of the Great War - Romanticized Lighter-than-air Tactical combat.

One-On-One Fights

Warrior Dice - Quick one-on-one Combat.
Fantasy Fighters - Card Combos.
Combat Dice - Fast, Furious, Lots of Dice.

Roleplaying

Warp Play - Fantastic Worlds.
Warp Spawn Role Playing - Aaaii! Alien Elemental Space Fungi!
Beautiful Girls with Swords - Babes with Broadwords.
Terrible Tales - Story telling game.
Primea - Fantasy Roleplaying system.
RPG to CCG Conversions - by C. Gerard Luft
Abridged Dungeons & Dragons - by C. Gerard Luft

Vampires

Vampire Prince - Vampire Politics.

Draculas Castle - Play as Dracula or the Vampire Hunters. Cardset included!

Methuselah - Vampire Hunting.

SpellJammer

SpellJammer - Into the Phlogiston we go.

Spelljammer Skirmish - AD&D in Space!

Warhammer

Warp Hammer Empires - Raise your Hordes & Hosts!

Warp Hammer - War Hammer Fantasy meets Warpspawn.

Man-O-Warp - Man-O-War Conversion.

Conan Games

Hack & Slash - Bloody Barbarian Mayhem.

Conan - Create your own Tales of the Mighty Barbarian.

Kings of Hyboria - War in the Hyborian Age. Counter Set included!

Harry Potter Games

Dumbledore's Army - Order of the Phoenix Skirmish Game.

Hogwarts - Get the most House Points.

Quidditch Cup - Catch the Golden Snitch!

Harry Potters First Year Adventure - Find the Sorcerers Stone.

Wizard School - Get the best grades and watch out for Lightning Bolts!

Fantasy Adventures

Adventures in Talislanta - Calling all Xambrian Wizard Hunters!

Dragon Slayers - Throw another Dragon Steak on the Barbie. Cardset Included!

Dungeon Clearing

Warp Dungeons - by Jason Newell

Hunt the Wumpus - by Jason Newell

Pieces for Troll Treasures -

Classic Dungeon Crawl - by C. Gerard Luft.

Dungeon Master - Dungeon Adventuring. Card Set Included.

Treasure Hunter - Adventuring parties race to acquire the most treasure.

AD&D

Ravenloft Quest - The Demi-Plane of Dread

Underdark Adventures - Drow & Mind Flayers

Dragon Lance Companions - Kender & Draconians

The Isle of Dread - Dungeon Module X1

Palace of the Silver Princess - by C. Gerard Luft

Dark Sun

Dark Sun Empires - War for Athas
Dark Sun Skirmish –m Death in the Sand
Dark Sun Adventures - Psionics in the Sun

Solo Games

Goblin Quest - by Dave Stattler
Solo Crusade - by Zak
HolyQuest - by C Gerard Luft
Adventure Squares - by C Gerard Luft
Solitaire Conquest - Use your troops wisely

Steel & Crystal Game System by Zak

Rules
Charts
Scenario

Artifact: Victorian Adventure Gaming Series

Artifact Core Rules
The Depths of the Earth
Mummys Tomb
Lost Continent of Atlantis
The Shadow of a Dark God - by Zak

Historical Games

Pre-History

Cro Magnon - Stone Age Empire Building.

Ancient Civilizations

Faiths - Spread the Word.
Phoenician Sea Trader - Ply the ancient Mediterranean.
Culture & Conquest - Dice game. Civilization building; Published in the Academic Gaming Review!
Advanced Culture & Conquest - Card Kingdoms.
Imperious - Ancient Civilizations struggle for dominance. Fast & Simple.
Empires - Variant of Imperious by Emmanuel Delva

Ancient Warfare

Ancient Battlefields - Command & Control.
Ancient Generals - Two armies clash. Complete with Elephants, Chariots & Catapults.
Ancient Warfare - To War!!!!

Ancients: Egypt & the Fertile Crescent

Men of Sumer - Conquer all of Sumeria. Map Included.

Egypt - Dynasty building in ancient Egypt.
Qadesh - Hittites vs Egyptians.

Ancient: Greeks

Thermopylae - Battle at the Mountain Pass.
City States - War and Politics in Ancient Greece.
Greek Fire - Fleets of Biremes and Triremes in action.
Periplus - Greek Naval Warfare.

Ancient: Roman Empire

Rome is Burning - When in Rome...
March on Rome - The work of Caesar is never done.
Pomerium - Variant of March on Rome by Steven Cranmer.

Ancient: Roman Wars

Punic Wars Combined Arms - Scipio vs Hannibal.
Gallic Wars - Caesar vs Vercingetorix.
Jerusalem 70 AD - Will it be a setback for the Romans?

Ancient: Gladiators

Gladius - Roman Gladiators fight to the death in the arena.
Gladiator School - Supplement to Gladius.
Gladius Miniatures Variant - by Patrick H. Lewis.

Ancient & Medieval: Nordic

Viking Loot - Loot & Pillage the most.
Huscarl - Norse Tribes.
Norse Odyssey - Viking Adventure by Markus Salo. Map included!

Ancient & Medieval Asian

Three Kingdoms Combined Arms - Conquer China.
Genghis Khan - Conquer Central Asia. Solo.
Daisho - Japanese Sword Duel.
Land War in Asia -
Daimyo - 14th Century Japanese bloodshed.
Seven Samurai Skirmish - Recreate the last Battle Sequence.
Japanese Swords - Wargame set in Feudal Japan.

European Medieval Games

Tournament - Win the Most Contests.
Joust - Take up your Lance good knight.
Melee - A Smashing good time!

European Medieval Strategy

Kilts & Claymores - Feuding Scottish Clans Skirmish.

Hastings - Normans vs Anglo-Saxons.
Feudal Lords - Expand your Barony.
Knights & Castles - Build & Destroy.
Guild Master - Build a Medieval town; Published in the Academic Gaming Review!
Castle Siege - Simple 8 X 8 Wargame.
Castle Keep - Medieval Siege and Conquest.
Medieval Keep - Defend your lands from the invading hordes.

Medieval Middle Eastern Games

Lepanto - Great Galley Naval Battle of 1571.
Crusades - Brave Knights compete for the riches of the Holy Land.
Thieves Guild - Rival Guilds compete for gold and members.

Age of Gunpowder

Master of Venice - Renaissance.
Doubloons & Dragoons - Recruitment; Control cities, establish trade routes, build armies.
Thirty Years Warfare - Take on Tilly and Spinola.

Tactical Black Powder

Napoleonic Solitaire - Easy to make, play.
Muskets - Micro-deck card game.
Musketeer Skirmish - Parry, cut, thrust!
Grogards - Napoleonic Men, Guns & Horses.
Cannonade - Set Piece; Cannons, Cavalry, & Infantry; Counter Set included!
Fusillade - Press the attack or wait for the right moment?
Shot, Shell & Grape - Warfare in the Napoleonic style.
Ready Aim Fire - Improved version of SS&G by Ian Milnes. Cardset included!
Eagles of Glory - Variant of RAF by Alexander Herklotz. Over 400 Historically accurate units!

Charge Variants

Into the Valley of Death - Charge of the Light Brigade
Charge of the Light Brigade - Into the Valley of Death.

Age of Imperialism

Europe at War - Warp Empires Module
Colonial Empires - Empire Building 1600-1850.
British Sudan - Mahdists vs Anglo-Egyptians.
Zulu Spears - British-Zulu battle simulation; Published in the SGS Strategist! Card Sets Included.
Aztec Skirmish - Conquistadors vs Aztecs.
Fall of the Aztecs - Aztecs vs Conquistadors.
Colonial Florida - Build your Empire in the Sun.
Dark Continent - Lead your colonial Empire to greatness. Published by Schutze Games!

Wooden Ships

Commodore - Micro-Deck card game.
Blown Away - War at Sea.
Ships of the Line - Sail your Fleet to victory!

Naval Duel - Old Navy tactical action.

Pirates

Buccaneers - Boarding Action.

Piratical - Circular Board; Plunder, Fight, & Navigate.

Early America

Colonials - Pilgrims & Puritans.

Bunker Hill - Don't Shoot Till you see the Whites of their Eyes.

War of Independence -

American Revolution - Don't Tread on Me!

The French Connection

French Revolution - Reform France.

Napoleonic Empire - Give me Empire or give me Elba! Cards, Counters, and Map included!

Cowboys & Indians

The Mystic Warriors of the Plains - Lead your Brave to Greatness!

Gunslingers - of the Old West.

Range War - Feuding Land Barons.

Boom Town - Wild West. Use Gunslingers to do your dirty work.

Custer's Last Stand - Red Man's Revenge.

American Civil War

Blue vs Gray Combined Arms - Pure Strategy. No dice or cards.

Union & Confederacy - Warp Empires Scenario.

Civil War Poker - Ante up boys.

Gettysburg - The Turning point of the Civil War.

Duel of Iron - Civil War Era Ironclads duke it out.

Gangs of New York Skirmish - Death in 5 Points.

Pre-WWI

Boer War - South Africa 1899.

Alamo - Victory or Death!

San Juan Hill - Replay your favorite battle of the Spanish American War.

Russo-Turkish War - 1877.

The First Balkan War - Balkan League vs the Ottoman Empire.

Boxer Rebellion - Race of 4 Foreign Armies in China; Just before WWI. Map & Counters included.

WWI

WWI Combined Arms - Pure Strategy. No dice or cards.

Stormtrooper - WWI trench fighting. Solo.

Ypres - Who will lead your men? A game by Markus Salo. Card Set included!

Megiddo 1918 - Help Lawrence of Arabia fight the Turks.

Jutland - The great sea battle of WWI.

Attrition - Trench Warfare; Published in the SGS Strategist! Card Set Included!

Fix Bayonets - Man to Man fighting in the Argonne Forest.
High Seas Fleet - Simple WWI Naval Combat Rules.
Fokker - Sopwith camel vs Fokker. Card & Counter Set included.

Post WWI

Reds & Whites - Russian Civil War.
Chinese Warlords - Chaos in China.

WWII Strategic

Nations at War - Pick your Country.
East Front West Front - WWII in less than an hour!
Russo-German War - Abstract Barbarossa.
Sino-Japanese War - Three player Game.
Cards of War - Strategic WWII motif.

WWII Operational

Afrika Korps - The Desert Fox vs The Desert Rats.
Battle of Berlin - Be the First to Hitler's Bunker.
Fall of France - Invade the Low Countries. Solo.
Beach Head - Normandy Beach Landings. Solo.
Autumn Mist - Battle of the Bulge.
Janne's Cardset -
Mass Warfare - Recruitment & Resources; WWII Tech.

WWII Sea

Naval Engagement - Micro-Deck Game
Battle of the Atlantic - Tactics, Tonnage, & Technology.
Pearl Harbor - A Day that Will Live in Infamy. Solo.
Sea Battles - Abstract set piece. Counter Set Included!
Midway - Set Piece Dice game; WWII Carrier battle simulation; Counter Set & Flowcharts included!
Wolf Pack - U-boat attacks on allied convoys in WWII; Published in the SGS Strategist!
Carriers - Skirmish rules. Cardset available!
Malta Convoy - Operation Pedestal. Solo.

WWII Air

Chain Home - Battle of Britain by Mike Marinos. Solo.
Blitz - Fight the Battle of Britain; Card Set included!
War over the Reich - Bomb Nazi Germany

WWII Tactical

Battlefront - Card Game.
WWII Combined Arms - Pure Strategy. No dice or cards.
Company Commander - Deploy your Squads carefully.
Operation Blitzkrieg - WWII Ground combat.
Tank Killers - Panthers vs Shermans 1945; Card Set included!
Panzer - WWII Tank warfare.

WWII Squad Level

Destroy the Rail Road Bridge - Finnish Army Recon by Marcus Salo.
Way of the Warrior - Small unit missions by Zak. Solo.
Endless Patrol - GIs vs Wehrmacht. Solo.
Squad - WWII small unit tactics simulation. Two different Card Sets available!
Green Plastic Massacre - Combat rules for plastic army men.

Korean War

38th Parallel - The Forgotten War.
Pork Chop Hill - By Joe Nixon.

Modern

POW - Prisoner of War Solitaire.
Surviving the Gulag - Another Russian Winter by Marcus Salo
Biker Brawl - Hell on Wheels.
Raging Gun Battle - Guns!!!!!!
Cat & Mouse - Terrorism and Counter Terrorist Measures.
Mission Improbable - Don't let your agents get captured.
Mobsters - Build up your criminal organization.
Third World - Simulation of a developing nation.
Manifesto - Rival Ideologies vie for World Domination in the 20th Century.

Vietnam

In the Nam - Vietnam Platoon level Search & Destroy
Firebase Nam - Vietnam.
Vietnam Air Fury - By Joe Nixon. Variant of Space Fury.
Tunnel Rat - Vietnam. Bluffing game for 2 players.
Rolling Thunder - Bombing Mission. Vietnam War

Modern Military

Somalia 93 - Blackhawk Down.
Militia Groups - Ethnic Cleansing.
Air to Air - Modern Jet Fighter Combat.
AFV - Armored Fighting Vehicles.
AFV Skirmish - Move & Shoot.
Sea Intercept - Alpha Bravo we have Bogies...
Thunderbolt - Fly your A-10 Thunderbolt II Warthog on Close Air Support Duty.
Dogs of War - Lead your Mercenaries to fame and fortune.
Revolution - Simulates a coup in a developing nation.

Middle-Eastern Modern Military

Iran-Iraq War - 1980-1988
Mujaheddin - USSR vs Afghanistan 1979-1988
F-14 Tomcats - Middle East Bombing Run. By Markus Salo
Protecting the Skies - Defend your Dictatorship. By Markus Salo
Desert Storm Solitaire - Patriots vs SCUDS.

More Games

Featured Game

Eskimo - Raw Seal for dinner again?
The Great Machine - by Peter Cobcroft

Other Sections

Great Moments in Gaming - Game Reports & Humor Links.
Game Reviews & Essays - From the Peanut Gallery.
Warpspawn Cast - The Few the Proud.
The Big Book of Games - Yes, all of them!

Even More Games

Solo Games - and conversions.
Universal Game Systems -
WarpQuest - Artifact gaming page.
Warp Skirmish - Board & Card Wargames.
Warp Empires - Board & Card Wargames.
Warp Play - Roleplaying Concepts.

Chess Variants

Nationalist Chess - Each Nation has one special rule.
Kings Gambit - A Game of Luck & Skill.
Elemental Chess - Earth, Air, Fire, & Water do battle.
Go Chess - Go style setup followed by chess play.
Reserve Chess - Deploy men from your reserve during play.
Sorcery Chess - 100+ spells; Move or cast a spell.
Battle Royale - Strategic & Tactical Boards; Variant chess pieces.
Gamma Chess - The goal is not to capture but to occupy opponents last rows.
Simulchess - Simultaneous moves, written orders.
Stakk Chess - Stack pawns to make more powerfull pieces.

Backgammon Variants

Kings Men Backgammon - Knights & Archers.
Army Man Backgammon - Pull out the Plastic.
Arc Gammon - Circular board. Modifier die. Multiple Victory Conditions.
Slimed - Ghostbusters vs. Ghosts.
Wargammon - Backgammon variant using chessboard.
Space Blast - Uses cards and a Sci-Fi theme.
Sea Battles - WWII Theme. Counter set included!

Gin & Poker Variants

American Game Hunter - What's for dinner?
Spectrum - ROYGBIV
Kings Hand - Many combos. 13 Suites.
Spider-Man - Ante up Web Slingers.
Dragon Poker - Special Deck; Build fearsome Dragons to overcome your opponents.

Stellar Poker - Special Earth Sun Moon Solar System Deck.
Word Poker - Make words, score points.

Stratego Variants

Stratego Shogun - Thats Daiyamo not Marshal.
Stratego WWII Naval - Battleships and Carriers. Card Set included!

Economic Games

Utopia - Your Island Paradise.
Tlatelolco - Aztec Market Place.
Caravan - Game of Arabian Middlemen.
Diamond Traders - Trade for the best possible stones.
Air Fare - Build your own Airline.
War Fair - 1980's Arms Dealers. Here's your chance to be a Death Merchant.
Space Base - Rival colonies compete for space & revenue.
Durable Goods - Buy, produce, sell; Published in the Academic Gaming Review!

Placement Games

Mayan Metropolis - Palaces & Pyramids.
Miami Beach - Game of Hotel building.
Cross & Crown - Game of careful placement.
Fiefs - Place your pawns to control lands and accumulate gold.
Terratain - Place your structures to score the most points.

Space Exploration

Space Program - Develop the Solar System.
The Great Space Race - by Brian Peterson
Space Station Alpha - Help construct the ISS.

Abstract Strategy

Bug Out - Get 3 in a row.
Fortac - Use cards to make positional combos.
Motala Strom - 1-D Strategy by Marcus Salo.
Tlachtli - Aztec Ball Court.
Swords & Such - Blend of Chess & Backgammon.
Dodeca - Similiar to chess. Dice are used as pieces.
Linear Progression - Fill more of the board.

Travel Theme Games

Around the World in 80 Days - God Speed Globe Trotters!
Grand Tour - Match vehicles with routes to visit the most cities.

Politics

Soap Box - "If I was President I would..."
Gerrymandering - Redraw the district lines to win the election; Published in the Academic Gaming Review!

Sports Games

Dodge Ball - Dodge, Duck, Dip, Dive, & Dodge.
Ready Fence - En Garde!
Baseball Outs - Take me out to the Ballgame!
Javelin - Track & Field
Wildcat Soccer - Gooooooooooooaalllllll!!!!!!

Kids Games

Young Wizards Duel - Math Skill Builder.
Alphabet Pirates - For Literate Pirates.
Play Ground Skirmish - Water Balloons & Tittie Twisters!
Scooby Doo Mystery Game - Zoinks!
United States - Vermont is next to what?
Play Sets - Arts & Crafts Idea.
Pizza Pie Maker - Fresh from the oven!
The Great Traveling Circus Game - Three Ring Fun!
Bees - Make the most honey.

Dice Games

Box Cars - Train Game.

Liberal Arts

Museum of Fine Arts - Acquire the most Important Collections.
Universal Hero - Ala Joseph Campbell.
Arcology - For Paolo Soleri Fans.
Renaissance Fair - Don't miss the Live Chess Match!
The Diet Game - The last 10 pounds is the hardest.
Jaws - Man Eating Fun!
Pu Pu Platter - You'll want to play again in 30 minutes.
Movie Scripts - I'm ready for my closeup Mr. De Mille.
Freudian Slip - Relax. Tell me about your mother.
Flower Power - The 60's Experience.
Connexions - Based on the idea of the Glass Bead Game by Herman Hesse.

Adult Content Games

Pawnshop - It is what it is.
Gambler - You can't win if you don't play.
Interzone - Naked Lunch Fare.
Xploits - You asked for it.
Score - Days of Beer and Mailbox Baseball.
Jail Break - Running from the Law by Marcus Salo.

Deduction Games

Amulets - By Jörg Hansen

Physical Sciences

Cosmosis - Astro-Physics
Quarks - High Energy Physics

Biology

Ant Hill - Lead your colony to domination of the backyard.
Zoo - Whose Zoo's the best Zoo?
Swarm - Which swarm will dominate?
Evolved - Board Game: Be fruitfull and multiply.
Cellular - Card Game: Make combos of biological concepts.

Medical

Clinical Studies - Publish or Perish.
Psych Ward - Game of Psychopharmacology.
Heart Patient - Card Game: Survive the longest.
Pharmacy Notes - Not a game.

CCG Alternate Rules

Illuminati: New World Order CCG - Rules for Solitaire play.
Dune: Eye of the Storm CCG - Rules for Common Deck play.
Dune CCG Variant Solo Rules - by C Gerard Luft.
Mythos: The Cthulhu CCG - Rules for Solo play.
SpellFire CCG - Rules for Common Deck play.
BloodWars CCG - Rules for Common Deck play.

PBEM

PBEM - Play by e-mail rules and conversions.

Game Publishing Dates

09/27/04 Europe at War (Historical)
09/21/04 Real Time Carnage (Universal Games) by Matt & Ross
09/20/04 Silver Surfer (SF)
09/19/04 Space Program (More Games)
09/18/04 Space 1889 Empires (SF)
09/16/04 Doom Trooper Empires (SF)
09/13/04 Doctor Who Empires (SF)
09/13/04 Dark Sun Empires (Fantasy)
09/12/04 Dark Sun Skirmish (Fantasy)
09/09/04 Yellow Submarine (More Games)
09/08/04 Castle Wolfenstein (SF)
09/08/04 Golden Axe (Fantasy)
09/06/04 Eskimo (More Games)
09/06/04 POW (Historical)
09/06/04 Napoleonic Solitaire (Historical)
09/01/04 Faiths (Historical)
08/30/04 AFV Skirmish (Historical)
08/25/04 Alien Skirmish (SF)
08/22/04 Tarot Wars (Fantasy)
08/20/04 The Great Machine (More Games) by Peter Cobcroft
08/16/04 Lepanto (Historical)
08/08/04 Utopia (More Games)
08/06/04 Wuxia (Fantasy)
08/02/04 The Horde (Fantasy)
08/02/04 Young Wizards Duel (More Games)
08/01/04 Cthulhu Skirmish (Fantasy)
07/26/04 Kings Men Backgammon (More Games)
07/24/04 Colonials (Historical)
07/19/04 Alphabet Pirates (More Games)
07/13/04 Bunker Hill (Historical)
07/11/04 Museum of Fine Arts (More Games)
06/27/04 Out Worlds RPG (SF)
06/24/04 Ancient Battlefields (Historical)
06/22/04 Battlefront (Historical)
06/20/04 Dodge Ball (More Games)
06/18/04 Lunar Conquest (SF)
06/14/04 Jorune (SF)
06/08/04 Alpha Centauri (SF)
05/31/04 The Great Space Race (More Games) by Brian Peterson
05/29/04 Wrinkles in Time (SF)
05/16/04 Dredd (SF)
05/11/04 Warp Dungeons (Fantasy) by Jason Newell
05/03/04 Gangs of New York Skirmish (Historical)
04/27/04 Ready Fence (More Games)
04/25/04 Baseball Outs (More Games)
04/24/04 Javelin (More Games)
04/22/04 Farscape (SF) by Peter Cobcroft
04/19/04 Babylon 5 Empires (SF)
04/18/04 Bug Out (More Games)
04/17/04 Hunt the Wumpus (Fantasy) by Jason Newell
04/16/04 Connexions (More Games)
04/16/04 Conceptions Retired
04/14/04 Trooper (SF) by Tryvor J. Phillips
04/11/04 Commodore (History)
04/11/04 Naval Engagement (History)
04/11/04 Muskets (History)
04/07/04 Krull Quest (Fantasy)
04/05/04 Goblin Quest (Fantasy) by Dave Stattler
04/04/04 Fortac (More Games)
04/02/04 Victorian Villains (SF)
03/26/04 Myth Dimensions (Fantasy)
03/12/04 Xanth Quest (Fantasy)
03/06/04 Official Warpspawn Positions (More Games)
03/06/04 Mayan Metropolis (More Games)
03/05/04 Troll Treasures (Fantasy) by Jason Newell
03/04/04 Ant Hill (More Games)
03/02/04 Ravenloft Quest (Fantasy)
02/25/04 Oz Quest (Fantasy)
02/22/04 Big Trouble in Little China Skirmish (Fantasy)
02/19/04 Birthright Conquest (Fantasy)
02/15/04 Tournament (Historical)
02/14/04 Orkworld Quest (Fantasy)
02/09/04 Dark Sun Adventures (Fantasy)
02/03/04 Underdark Adventures (Fantasy)
01/31/04 Magic Encounters (Fantasy)
01/29/04 Mek Leader (SF)
01/26/04 Play Ground Skirmish (More Games)
01/19/04 War in Hell (Fantasy)
01/19/04 Tavern Brawl (Fantasy)
01/16/04 Golems (Fantasy)
01/11/04 Fantasy Fighters (Fantasy)
01/09/04 Cave Wars (Fantasy)
01/08/04 Grecos (Fantasy)
01/04/04 Swamp Fighters (Fantasy)
01/03/04 Battle for Naboo (SF)
12/29/03 Cosmosis (More Games)
12/28/03 Quarks (More Games)
12/20/03 Ice Lords (Fantasy)
12/20/03 38th Parallel (Historical)
12/18/03 Nationalist Chess (More Games)
12/14/03 Wildcat Soccer (More Games)
12/08/03 Somalia 93 (Historical)
11/30/03 Adventures in Wonderland (Fantasy)
11/27/03 Boer War (Historical)
11/24/03 Around the World in 80 Days (More Games)
11/18/03 Baron Munchausen Plays Cards (Fantasy)
11/18/03 Space Opera Campaigns (Science Fiction) by Patrick Bunch
11/18/03 Astrum Imperium (Science Fiction) by Patrick Bunch
11/17/03 Samurai Quest (Fantasy)
11/10/03 Star Wars Fleets (Science Fiction)
11/02/03 Matrix Replay (Science Fiction)
10/29/03 Cards of Mars (Science Fiction)
10/27/03 Galactic Civilizations (Science Fiction)
10/20/03 Rome is Burning (Historical)
10/18/03 Iron Fantasy Chef (Fantasy)
10/15/03 Three Kingdoms Combined Arms (Historical)
10/06/03 Buckaroo Bonzai (Science Fiction)
09/28/03 Vampire Prince (Fantasy)
09/20/03 X - Files (Science Fiction)
09/17/03 Bionicle Skirmish (Science Fiction)
09/14/03 Challenge of the Superfriends (Science Fiction)
09/10/03 Mad Scientists (Science Fiction)
09/06/03 Mutog (Science Fiction)
09/04/03 Men In Black (Science Fiction)
08/29/03 Super Dice (Science Fiction)
08/27/03 Scooby Doo Mystery Game (More games)
08/26/03 Punic Wars Combined Arms (Historical)
08/25/03 Blue vs Gray Combined Arms (Historical)
08/25/03 WWI Combined Arms (Historical)
08/24/03 WWII Combined Arms (Historical)
08/18/03 Phoenician Sea Trader (Historical)
08/17/03 Zoo (More games)
08/14/03 Swarm (More games)

08/11/03 Dumbledore's Army (Fantasy)
 07/26/03 Company Commander (Historical)
 07/21/03 Third World (Historical) Major Revision
 07/14/03 Afrika Korps (Historical)
 07/13/03 Away Team Skirmish (Science Fiction)
 07/02/03 Militia Groups (Historical)
 06/30/03 Heavy Metal Mayhem (Science Fiction)
 06/30/03 Johnny Racer Storyteller (Science Fiction) by Casey
 06/29/03 Wizardly (Fantasy)
 06/25/03 Gallic Wars (Historical)
 06/21/03 Kilts & Claymores (Historical)
 06/14/03 Plane Wars (Fantasy)
 06/11/03 Reds & Whites (Historical)
 06/07/03 Battle of the Atlantic (Historical)
 06/06/03 Zoids (Science Fiction)
 06/05/03 Paladin in Hell (Fantasy)
 06/04/03 Ground War 3000 (Science Fiction) Major Revision
 06/01/03 Hercules & Xena (Fantasy)
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 05/21/03 Escape from LA (Science Fiction)
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 05/08/03 Gambler (More Games)
 04/29/03 Interzone (More Games)
 04/01/03 Iran-Iraq War (Historical)
 03/28/03 Universal Hero (More Games)
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 03/14/03 Arcology (More Games)
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 03/10/03 Renaissance Fair (More Games)
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 02/25/03 Genghis Khan (Historical)
 02/22/03 Musketeer Skirmish (Historical)
 02/20/03 Hastings (Historical)
 02/18/03 Army of Darkness Skirmish (Fantasy)
 02/18/03 Thermopylae (Historical)
 02/17/03 Opus Magnum (Fantasy) by Alexander Herklotz
 02/15/03 Abridged Dungeons & Dragons (Fantasy) by C Gerard Luft
 02/13/03 Battle of Berlin (Historical)
 02/10/03 Fall of France (Historical)
 02/09/03 Motala Strom (More Games) by Marcus Salo
 02/08/03 Speed Racer (Science Fiction)
 02/06/03 Solo Crusade (Fantasy) by Zak
 02/04/03 Clinical Studies (More Games)
 02/03/03 Eagles of Glory (Historical) by Alexander Herklotz
 02/01/03 Tron the Card Game (Science Fiction)
 01/30/03 Tron Skirmish (Warp Skirmish)
 01/25/03 Crimson Sky Privateers (Science Fiction)
 01/24/03 Autumn Mist (Warp Skirmish)
 01/22/03 The Diet Game (More Games)
 01/18/03 French Revolution (Historical Games)
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 01/12/03 Feudal Lords (Historical Games)
 01/12/03 Joust (Historical Games)
 01/08/03 Hogwarts (Fantasy Games)
 01/05/03 Transformers Skirmish (Warp Skirmish)
 01/03/03 Wizards Game (Fantasy Games)
 12/23/02 War in Heaven (Fantasy Games) by C Gerard Luft
 12/23/02 Psych Ward (More Games)
 12/19/02 American Game Hunter (More Games)
 12/19/02 Space Station Alpha (More Games)
 12/18/02 Russo-Turkish War (Warp Skirmish)
 12/12/02 Tlatelolco (More Games)
 12/12/02 Aztec Skirmish (Warp Skirmish)
 12/11/02 Tlachtli (More Games)
 12/11/02 Pearl Harbor (Solo Games)
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 12/09/02 Spectrum (More Games)
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 12/01/02 Classic Space Opera (Solo Games) by C Gerard Luft
 11/27/02 Classic Dungeon Crawl (Fantasy) by C Gerard Luft
 11/26/02 Adventure Squares (Solo Games) by C Gerard Luft
 11/26/02 Palace of the Silver Princess (WarpQuest) by C Gerard Luft
 11/26/02 Russo-German War (Warp Skirmish)
 11/24/02 Star Wars - A New Hope (Science Fiction) by C Gerard Luft
 11/24/02 Dr Who - Remnants of the Daleks (Science Fiction) by C Gerard Luft
 11/24/02 RPG to CCG Conversions (Fantasy Games) by C Gerard Luft
 11/19/02 Swords & Such (More Games - Abstract Strategy)
 11/14/02 Xploits (More Games - Liberal Arts)
 11/11/02 Immortals (Fantasy Games)
 11/05/02 Land War in Asia (Warp Empires)
 10/28/02 Naval Duel (Historical)
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 10/20/02 Astral Dreams (Science Fiction) by C Gerard Luft
 10/20/02 To Boldly Go (Science Fiction)
 10/15/02 The Interface of Time (Science Fiction) by C Gerard Luft
 10/11/02 Federation (Warp Empires)
 10/10/02 Empires of Mystara (Warp Empires)
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 10/05/02 War Hammer Space Empires (Warp Empires)
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 08/29/02 Metaland (Warp Play)
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 08/06/02 The Keys of Chronos (Science Fiction) by C Gerard Luft
 07/24/02 Legend of the Five Rings Skirmish (Warp Skirmish)
 07/16/02 The Isle of Dread (WarpQuest)
 07/15/02 Dune CCG Variant Solo Rules (More Games) by C Gerard Luft
 07/13/02 HolyQuest (Solo Games) by C Gerard Luft
 07/09/02 Foundation & Empire Wargame (Science Fiction) by C Gerard Luft
 07/09/02 Traveler Traders (Solo Games) by C Gerard Luft
 07/08/02 Star Trek Solo Card & Dice Game (Solo Games) by C Gerard Luft
 07/07/02 Light Saber Duel (Science Fiction)
 07/06/02 Harry Potters First Year Adventure (Fantasy)
 07/04/02 Advanced Star Frontiers Lensman (Solo Games) by C Gerard Luft
 07/04/02 Combat Dice (Universal Systems) by Jörg Hansen
 07/04/02 Gunslingers (Warp Skirmish)
 06/29/02 United States (Kids Games)
 06/29/02 Jerusalem 70 AD (Historical)
 06/27/02 Hack & Slash (Fantasy - Conan)
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 05/30/02 Amber (Fantasy)
 05/24/02 Battle for the Universe (Science Fiction) by C Gerard Luft
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 05/21/02 X-Men Skirmish (Warp Skirmish)
 05/15/02 Battletech Skirmish (Warp Skirmish)
 05/14/02 Dr Who- The Sabbath Days (Science Fiction) by C Gerard Luft
 05/14/02 Star Command (Warp Skirmish)
 05/09/02 Wing Commander Fighters (Warp Skirmish)
 05/09/02 Archon Skirmish (Warp Skirmish)
 05/07/02 Robotech Skirmish (Warp Skirmish)
 05/05/02 Dante's Inferno (Warp Quest) by C Gerard Luft
 05/05/02 Fabulous Thunderbirds (Science Fiction)
 05/01/02 Voyage of Sinbad (Warp Quest)
 04/30/02 Asimov's Foundation (Science Fiction) by C Gerard Luft
 04/29/02 Orbital Escalation (Warp Skirmish)
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 04/22/02 Monster Brawl (Warp Skirmish)
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 04/21/02 Custer's Last Stand (Warp Skirmish)
 04/20/02 Ancient Warfare (Warp Skirmish)
 04/19/02 He-Man Skirmish (Warp Skirmish)
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 04/08/02 Five Armies (Warp Skirmish)
 04/07/02 Daimyo (Warp Skirmish)
 04/07/02 Operation Blitzkrieg (Warp Skirmish)
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 03/18/02 Score (WarpQuest)
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 03/15/02 SpellJammer (Fantasy)
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 02/02/02 Lighter Than Air Warfare (PBEM) by Dale Poole
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 12/04/01 Empires (Historical) by Emmanuel Delva
 12/04/01 Wizards School (Fantasy)
 11/30/01 Jaws (More games: Liberal Arts)
 11/26/01 Artifact: The Shadow of a Dark God Scenario (Fantasy) by Zak
 11/25/01 Power Up (Science Fiction)
 11/23/01 Star Blazers: Quest for Iscandar (Science Fiction)
 11/22/01 Adventurers (Fantasy)
 11/20/01 Mega Tank (Science Fiction)
 11/18/01 Arc Gammon (More games: Backgammon games)
 11/18/01 Warp Spawn Role Playing (Fantasy)
 11/15/01 Wizards (Science Fiction)
 11/15/01 Rules of War for the Ancient Period (Universal) by Michael Murgatroyd
 11/14/01 Quest for the Old Ones (Fantasy)
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 11/07/01 Box Cars (More games: Dice games)
 11/04/01 Desert Storm Solitaire (Historical: Solo)
 11/02/01 Chain Home (Solo) by Mike Marinos
 11/01/01 Warpspawn Games 4-Page Printing Format (Universal) by Tom Higgins
 10/26/01 Pu Pu Platter (More Games: Liberal Arts)
 10/26/01 Sino-Japanese War (Historical)
 10/24/01 Advanced Culture & Conquest (Historical)
 10/24/01 Seven Samurai Skirmish (Historical)
 10/23/01 Chronos (Science Fiction) by Zak
 10/23/01 Shot, Shell and Grape (Old version of Ready Aim Fire)
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 10/19/01 High Seas Fleet (Historical)
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 10/17/01 Mujaheddin (Historical)
 10/14/01 Protecting the Skies (Historical: Solo) by Markus Salo
 10/13/01 F-14 Tomcats (Historical: Solo) by Markus Salo
 10/13/01 Qadesh (Historical)
 10/12/01 FGS Warpspawn Conversions (Universal Game Systems) by Zak
 10/11/01 Pizza Pie Maker (More games: Kids games)
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 10/09/01 Beach Head (Historical: Solo)
 10/07/01 Movie Scripts (More Games: Liberal Arts)
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The Games

38th PARALLEL

INTRODUCTION

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

THE DECK

Players share a common deck.

VICTORY

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

TURN SEQUENCE

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

LOGISTICS PHASE

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

DEPLOYMENT PHASE

Players may discard up to 4 cards & draw replacements.

ATTACK PHASE

Players reveal cards from their hands they can score with.
Some cards can be used by either player.
Some cards can only be used by one player.
A player may use either Defensive cards or Offensive cards but not both.
Each card played has a score.
The player with the highest total score of all his cards revealed wins the hand.
All revealed cards are discarded.
A player may discard any cards from his hand he doesn't want.

ATOMIC BOMB OPTION

If the American player plays the Atomic Bomb card, the game immediately ends.
Draw a card:
If it is 8+ the UN wins.

If it is a 7 the War ends in a Draw.

If it is a 6 or less, the war escalates into WWII and everybody loses.

The Communist player may play the Limited War card to negate the Atomic Bomb card.

CARD LIST NOTATION

User = Who may use the card.

B = Both players

U = UN Player

C = Communist Player

O = Offensive

D = Defensive

THE DECK CARD LIST

Card Name	Score	User	Type
Military Advisors	3	B	-
Reinforcements	4	B	-
Fierce Fighting	6	B	-
Military Assistance	5	B	-
Counterattack	7	B	D
Inflict Heavy Losses	7	B	-
Escalated Attacks	5	B	O
Major Attack	6	B	O
Probing Attack	4	B	O
Static Fortifications	6	B	D
Heavy Fighting	5	B	-
Strong Defensive Lines	9	B	D
Stalemate	3	B	-
War of Attrition	4	B	-
Outflank	8	B	-
Breakthrough	9	B	-
Surprise Attack	6	B	O
(Re)Capture Seoul	7	B	O
Negotiations	2	B	-
Monsoon	3	B	-
Repulse Attack	8	B	D
Determined Resistance	5	B	D
Cruel Winter	3	B	-
Fighting Retreat	4	B	D
Invasion	9	B	O
Mobile Warfare	8	B	-
Major Offensive	8	B	O
Break Out	6	B	D
PLA Forces	8	C	-
KPA Forces	4	C	-
North Korean Army	5	C	-
Chinese Army	9	C	-
Soviet MiGs	6	C	-
Manchurian Border	7	C	D
Spring Offensive	9	C	O
Bunker Complexes	8	C	D
Concealment & Camouflage	7	C	-
Infiltration	6	C	O
Human Wave Tactics	6	C	-
Guerrilla Warfare	8	C	-
Chinese Manpower	9	C	-
Superior Infantry Tactics	9	C	-
Marshall Peng	10	C	-
Soviet Hardware	5	C	-
Limited War	2	C	-
American Forces	9	U	-
UN Contingents	6	U	-
ROK Forces	5	U	-

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

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40K SKIRMISH

INTRODUCTION

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

DISCLAIMER

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

VICTORY

Destroy all opposing units.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use miniatures to represent men.

STARTING FORCES

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

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 3 copies of each card in the Card list.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Fate Phase
Move Phase
Fight Phase

FATE PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your men.
 The move card has a number.
 This is the number of spaces the man moves.
 Moves can be diagonal or orthogonal.
 Moves cannot be through other units unless the unit has the "Fly" ability.
 Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.
 Fast units may move twice per turn and attack twice per turn.
 Heavy weapons give a -1 to the units move. (except for dreadnaughts)

FIRE PHASE

Play (discard) an Attack card to have a man attack.
 The attack card has a number.
 This is the range of the attack.
 Attacks can be diagonal or orthogonal.
 Attacks cannot be through other units unless the weapon has the "Indirect" ability.
 Use Chits or coins to record damage.
 A unit reduced to zero Hits is killed and removed from the board.
 Your opponent may play Armor cards to negate your attack.

SPACE MARINE SQUAD UNIT LIST

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

Move = Max normal move

Costs do not include weapons.

Hits = Number of Hits that type of unit has.

The Dreadnaught has 2 heavy weapons (cost not included).

The Dreadnaught is a robot (Max one per Squad).

TYRANID/GENESTEALER BROOD UNIT LIST

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

The Patriarch has Leadership & Psychic skill and a M3 attack for 3 damage.

The Screamer Killer has M3 attack for 4 damage and a

Bio-Plasma Bolt that has a Range = 4 and Damage = 4.

Hunter Slayers may be equipped with Fleshborers.

Tyranids may be equipped with Deathspitters or Boneswords.

WEAPON & EQUIPMENT LIST

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

T = Tyranids/Genestealers only.

Range = Maximum attack range.

SPACE MARINE SPECIALIST LIST

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

SPECIAL ABILITIES

A unit with Psychic skill may discard a Special card to use a psychic power.

A unit with Leadership skill may discard a Special card to give all of his units Move +1 this turn.

A unit with Medic skill may discard a Special card to negate one point of damage done to an adjacent human unit.

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

All Marines have "Overwatch" and "Terminus" ability.

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

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

PSYCHIC POWERS

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

HUMAN PSYCHIC POWERS

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

S/A = Self or adjacent unit

GENESTEALER PSYCHIC POWERS

1D12	Power	Range	Notes
1	Implant	3	Take control of target for 3 turns
2	Hellfire	3	Damage = 4
3	Hypnotize	5	Target immobilized for 3 turns
4	Steal Mind	4	Target immobilized for 4 turns
5	Cause Fear	5	Move 1-3 adj targets back; up to their full move
6	Confusion	4	Target Move, Attack & Armor values -1 for 4 turns
7	Regenerate	S/A	Remove all damage from target
8	Temporal Distort	-	Draw 2 cards
9	Ectoplasmic Mist	2	Two adjacent Targets immobilized for 2 turns
10	Mental Bolt	5	Damage = 2
11	Sense Presence	-	Look at opponents hand & discard one of his cards
12	Jinx	6	Destroy target weapon or equipment

CARD LIST NOTATION

M = Movement
A = Attack
D = Defense
S = Special Ability
Type = Purpose of card

CARD LIST

Card Name:	#	Type	Notes
Melee 1	10	A	Unit can attack into adjacent space
Melee 2	8	A	Unit with M2 or M3 skill or weapon can attack into adj space
Melee 3	6	A	Unit with M1, 2 or 3 skill/weapon can attack into adj space
Range 2	7	A	Ranged attack at unit 2 spaces away
Range 3	6	A	Ranged attack at unit 3 spaces away
Range 4	5	A	Ranged attack at unit 4 spaces away
Range 5	4	A	Ranged attack at unit 5 spaces away
Range 6	3	A	Ranged attack at unit 6 spaces away

Armor 1 defend	8	D	Unit with Armor 1, 2, 3, or 4 can use this card to defend
Armor 2	6	D	Unit with Armor 2, 3, or 4 can use this card to defend
Armor 3	4	D	Unit with Armor 3 or 4 can use this card to defend
Armor 4	2	D	Unit with Armor 4 can use this card to defend
Move 1	10	M	Unit may move exactly 1 space
Move 2	9	M	Unit may move exactly 2 spaces
Move 3	8	M	Unit may move exactly 3 spaces
Move 4	6	M	Unit may move exactly 4 spaces
Move 5	4	M	Unit may move exactly 5 spaces
Tactics	2	X	Shuffle the discard into the deck and draw 2 cards.
Special	10	S	Activates a units special ability

= Number of this card in the deck

GAME DESIGNERS NOTES

Working on Eldar and Tyranid Lists

ABRIDGED DUNGEONS AND DRAGONS

Introduction

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

Requirments

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

Character

Creation

Identity

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

Class

Choose one of the follow classes that fit your character

Hero/ Antihero: 4

dice

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

Wizard: 1 dice

Wizards include such legends as

Gandalf the Istari of the Lord of the Rings and Merlin of La Mort d'Arthur.

Fire Balls: Once per turn a

Wizard can launch a fire ball at a target. The fire ball will destroy all creatures within a 40' (4 Inch on Table Top) radius from the fireball's chosen impact area. Characters may roll 18 or greater on their combined class dice to avoid the damage.

Magic: When Wizards cast spells, they must roll two dice (adding the rolls together; 2d6) on the table below to determine the success of the spell.

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

Spells

1. Phantasmal Forces: The creation of the apparition of a unit or creature for four turns, maxi-duration.

(Complexity 2)

2. Darkness: Casts increasing gloom aver the entire playing area for as long as the Wizard is not attacked. On the turn that the spell is cast light is not affected, on the second turn semi-darkness sets in, and on the third turn it becomes fully dark (only those troops that can see in darkness can then attack defend). The spell takes the reverse order when ended or countered. (Complexity 1)

3. Wizard Light: The dispellatian of darkness in an area extending 24" in all directions radiating from the Wizard casting the spell. (Complexity 1)

4. Detection: A spell which detects either hidden enemies or the use and effect of other magic spells. It w ill not discover hidden enemies or the type of magic being employed if the apposing Wizard is of greater strength, but the magic by the enemy w ill be revealed. (Complexity 2)

5. Concealment: A spell which will conceal a unit M fantastic creature from all

save certain creatures which have the power to detect hidden enemies. (Complexity 3)

6. Conjunction of an Elemental:

Wizards can conjure Elementals, but no more than one of each type can be brought into existence. (Note: This does not apply to Djinn and Efreet.) If the Wizard who conjured the Elemental is disturbed (attacked) while the Elemental is still in existence, he loses control of it, and it will then attack the conjurer. An Elemental created by a Wizard who is subsequently killed will attack the nearest figure. Such Elementals must be dispelled by a Wizard or (killed) by combat. (Complexity 5)

7. Moving Terrain: Causing the shifting of vegetation hills, etc. A spell possible only to a Wizard. (Complexity 6)

8. Protection from Evil: A 12" diameter circle which will keep out all evil fantastic creatures/men. (Complexity 3)

9. Levitate: A spell which allows the user to rise 6" per turn for up to six turns.

It is possible to remain stationary, but lateral movement if not possible unless some form of propulsion is available. (Complexity 2)

10. Slowness: A spell which causes up to 20 figures to move at one-half speed for two turns. (Complexity 3)

11. Haste: A spell which speeds the movement of up to 20 figures by 50% for three turns. (Complexity 3)

12. Polymorph: This allows the user to change himself into the semblance of anything of from his own size to something as large as even a giant. It lasts until the user changes himself back or it is countered. (Complexity 4)

13. Confusion: By using this spell up to 20 of the enemy can be caused to react in absolutely the apposite manner. For example, if they advanced, they will be retreated instead. Duration is but one turn. The user secretly indicates which unit is to be confused, and when the spell takes effect he allows the enemy to move the troops and then when all movement is Finished he changes the action of the confused unit to the apposite of what it actually did. (Complexity 4)

14. Hallucinatory Terrain: A spell which makes some form of terrain

appear to exist/not exist until it is contacted by a living thing. At this the hallucination dissipates. Woods, rocks, marsh, etc. can be affected by this spell.

(Complexity 4)

15 Cloudkill: A gaseous cloud of poisonous vapors which kill all men, orcs,

dwarves, and the like when

it contacts them. Cloud size is 3" deep by 6"

wide by 3" high. It stays

along the ground, moving away from the magic-user

who casts it at the rate of

6" per turn. It will drift at random if he is not

concentrating on it. (Complexity

5)

16. Anti-Magic Shell: This causes

a bubble of force to surround the user and

totally prevents anything magical

from either entering or leaving the shell.

It lasts for up to six

turns. Shell radius is 5". (Complexity 6)

Elf: 3 dice

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

Dwarves: 4 dice

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

Hobbits: 2 dice

What would an epic fantasy adventure be without Hobbits?

Character

Advancement

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

Points Accumulated	Hero	Elf	Dwarf	Hobbit	Wizards and Sorcerers
0	-	-	-	-	-
40	-	-	-	2 Dice	1 Dice
80	-	3 Dice	-	+1	0
160	4 Dice	+1	4 Dice	+1	0

320	+1	+1	+1	+1	0 (+1 Magic Roll)
640	+1	+1	+1	+1	0
1280	+1	+1	+1	+1	0
2560	+1	+1	+1	+1	0 (+1 Magic Roll)
5120	+1	+1	+1	+1	0
10240	+1	+1	+1	+1	+1 (+1 Magic Roll)
15360	+1	+1	+1	+1	0

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

Skill

Resolution

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

Difficulty targets
 3 for very easy
 6 for easy
 9 for normal
 12 for difficult
 15 for very difficult
 18 for improbably
 21 for impossible

Combat

A character (PC or NPC) can take as many hits during combat equal to their class dice (e.g., a four dice hero can take 4 successful hits)

When two sides attack each other both roll a single die. The side with the highest roll attacks first.

1.
 Movement: Creatures on foot can move 60 feet (6 Inches). Mounted creatures and large creatures can move 120 feet (12 Inches)

2.
 Attack: The Attack Character rolls his Class Dice. For each six that is rolled on the individual dice, one hit is inflicted on the target. A creature reduced to 0 hit points is defeated.

Example: Strider the Ranger attacks an orc. He is a 5 dice Hero. He rolls five dice: 3, 5, 6, 2 and 6. Strider inflicts two hits on the orc. The NPC class of Orc is a 2 dice class. Thus its hits points are reduced to 0, and it is defeated.

Monsters

Sprites and Pixies 1
Goblins and Orcs 2
Wraiths 2
Lycanthropes 4
Ogres and Trolls 6
Giants 12
Ents 6
Rocs, Wyverns, Chimera and
Griffons 4
Elementals 4
Basilisk 4
Wights 1
Dragons 25
Other D&D Creatures= 1 die
per Hit Die
Magic Items
Armor: -1 to -5 dice to attacking
creatures.
Sword: +1 to +5 dice to that
character's attack.

ADVANCED CULTURE & CONQUEST

INTRODUCTION

Simulation of ancient civilizations.
Card game for 2+ players.

VICTORY CONDITIONS

The game ends when the players go through the deck twice.
The player with the most Victory Points (VP) at the end of the game wins.

SET UP

Each player starts with 5 cards.
Determine Turn order: Oldest player goes first.

TURN SEQUENCE

Players take turns.
A player has 2 Action Points (AP) to spend during his turn.
An action point can be used to do one of the following:
1. Put a City, Wonder, or Advance into play.
2. Draw a card from the deck.
3. Place a Trade token on an Advance controlled by another player.
4. Play an Event card.
5. Start a War.
You can play a Leader card at no AP cost.

WAR

A player may attack one opponent with a smaller total War factor.
The attacker takes control of one City of the opponent.

BUILDING

When you put a City, Wonder, or Advance into play place it face up in front of you.
These cards stay in play until removed by another card.
At the end of the game add up the VPs on these cards you control to get your score.
Note that you must have the indicated advance to build a particular wonder.
To build a Wonder you must control more cities than wonders.

MITIGATION

Some advances mitigate events.
The player is immune to that type of event.
Some Leaders can be played to mitigate events.
Events are discarded when played.

FREE DRAWS

Some advances allow a free draw every turn:
Draw 1 card from the deck.

If it is the correct type put it in your hand.
 If not discard the card.
 Some leaders allow a one time draw.

LEADERS

Leaders are discarded as soon as they are played.

TRADE TOKENS

Every player has a set of tokens of a unique color.
 By placing a token on an opponents Advance, you are considered to have that advance as well.

CARD TYPE NOTATION

A = Advance
 C = City
 W = Wonder
 L = Leader
 E = Event

CARD LIST

Card Name:	Type	VP	Notes:
Pottery	A	1	Mitigates Famine & Drought
Religion	A	1	Free Build Draw
Astronomy	A	1	Free Research Draw
Literacy	A	1	Play one Advance per turn at no AP cost
Medicine	A	1	Mitigates Pestilence & Epidemic
Coinage	A	1	Discard a card to get an AP once on your turn
Engineering	A	1	Mitigates Earthquake & Hurricane
Mathematics	A	1	Free Research Draw
Architecture	A	1	Free Wonder Draw
Law	A	1	Mitigates Corruption
Music	A	1	Mitigates Unrest
Democracy	A	1	Mitigates Civil War & Mad King
Philosophy	A	1	Free Leader Draw
Metal Working	A	1	War Factor +1
Drama & Poetry	A	1	Mitigates Heresy
Art & Sculpture	A	1	Mitigates Anarchy
Military Doctrine	A	1	War Factor +1
Irrigation	A	1	Mitigates Floods
Navigation	A	1	Place one Trade token per turn at no AP cost
Equestrian	A	1	War Factor +1
Flood	E	-	Destroy one target City
Earthquake	E	-	Destroy one target City
Volcano	E	-	Destroy one target City
Pirates	E	-	Destroy one target City
Unrest	E	-	Destroy one target City
Civil War	E	-	Destroy one target City
Heresy	E	-	Destroy one target City
Anarchy	E	-	Destroy one target City
Epidemic	E	-	Destroy one target City
Famine	E	-	Destroy one target City
Uprising	E	-	Destroy one target City
Corruption	E	-	Destroy one target City
Drought	E	-	Destroy one target City
Hurricane	E	-	Destroy one target City
Sands of Time	E	-	Destroy one target Wonder
Mad King	E	-	Destroy one target City

Pestilence	E	-	Destroy one target City
Barbarians	E	-	Destroy one target City
Antioch	C	2	
Babylon	C	2	
Knossos	C	2	
Alexandria	C	2	
Troy	C	2	
Jerusalem	C	2	
Sparta	C	2	
Rome	C	2	
Damascus	C	2	
Delphi	C	2	
Athens	C	2	
Ur	C	2	
Carthage	C	2	
Jericho	C	2	
Giza	C	2	
Thebes	C	2	
Byzantium	C	2	
Cadiz	C	2	
Ch'ang-an	C	2	
Lo-yang	C	2	
Canton	C	2	
Sphinx	W	5	Requires Sculpture
Colossus	W	5	Requires Metal Working
Oracle	W	5	Requires Religion
Hanging Gardens	W	5	Requires Irrigation
Parthenon	W	5	Requires Architecture
Stonehenge	W	5	Requires Astronomy
Lighthouse	W	5	Requires Navigation
Pyramids	W	5	Requires Engineering
Great Wall	W	5	Requires Currency
Great Library	W	5	Requires Literacy
Solomon	L	-	Mitigate Event
Cleopatra	L	-	Mitigate Event
Theseus	L	-	Mitigate Event
Sun Tzu	L	-	War Factor +1 for the rest of the turn
Attila the Hun	L	-	War Factor +1 for the rest of the turn
Hannibal	L	-	War Factor +1 for the rest of the turn
Caesar	L	-	War Factor +1 for the rest of the turn
Alexander	L	-	War Factor +1 for the rest of the turn
Homer	L	-	3 Free Research Draws
Siddhartha	L	-	3 Free Research Draws
Aristotle	L	-	3 Free Research Draws
Archimedes	L	-	3 Free Research Draws
Confucius	L	-	3 Free Research Draws
Plato	L	-	3 Free Research Draws
Nebuchadnezzar	L	-	3 Free Build Draws
Cheops	L	-	3 Free Build Draws
Gilgamesh	L	-	3 Free Build Draws

ADVANCED STAR FRONTIERS

RPG LENS MAN

SOLO CARD AND DICE GAME

By C Gerard Luft

INTRODUCTION

In the 198th year of the Galactic Federation (UPF 198fy), mankind attempted its first Intergalactic Voyage through Void Space. The Lensmen (adapted from Doc Smith's Lensman Space Opera) that now made up the upper echelons of Star Law, turned their mentalist talents to navigating ships along the superstrings (i.e., Slipstream of Roddenberry's Andromeda) of the Void's quantumspace continuum. The First Lensman Ranger made the Void Jump to Andromeda under half a minute. But that exploration would turn tragic. Mankind made first contact with the centaur like beings of Andromeda, known as the Morad* (which look suspiciously like the Vedran of Roddenberry's Andromeda; conveniently, the fall of the Systems Commonwealth, according to the official Andromeda TimeLine, lines up exactly with the formation of the Asimov/ Traveler Galactic Empire (AKA Third Imperium), which is a personal constant in all of my milieus [obviously the Commonwealth's fall resulted in mankind losing its Void space intergalactic capabilities, and returning to a Hyperspace based pangalactic drive, as we see in the Foundation series and Traveler]). The first contact with the Morad's intergalactic High Guard was less than desirable. Soon mankind found itself alienated by its non-human companions of the Federation, and embroiled in its first intergalactic war. Since the Morad's Commonwealth had millennia of experience with intergalactic conquest, mankind had to turn to their only hope to win this war with the Second Galaxy: the Lensmen! While the Gray Lensmen scoured the Galaxy for spies, ships and infiltrators from the Second Galaxy, the Lensman Rangers piloted their Assault Scouts to the Second Galaxy in order to undertake espionage missions to bring down enemy bases and perform swift guerrilla tactics against Morad ships in its own Galaxy. In this game you play a Lensman Ranger with his intergalactic assault scout ship. You must use your Lensman Powers to undermine enemy bases while battling any Morad ships that you encounter.

SET UP

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

THE OBJECT OF THE GAME

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

THE GAME

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

STARSHIP COMBAT TURN

1. Because of your Lensman mentalist skills, you can be prepared for the intruder before even exiting Void Space. So your Assault Ship attacks first each turn. Roll a 1D% for each weapon. If the roll is equal to or less than your Assault Scoutship's POWER, then you hit with that weapon. If you hit, subtract the damage from the opponent's hull points. If the ship is reduced to 0 or less Hull Points, it is defeated, and you make another jump, drawing another card.
2. If the enemy ship is not destroyed, then it gets to fire. To simulate your Ranger's Lensman powers affecting the opponent ship's crew, first make a 1D% roll for each of the shots they can take. If you roll equal to or under your Ranger's POWER then you may subtract your POWER from the opponents chance to hit for those weapons you make a successful POWER roll on. In Doc Smith's Second Stage Lensmen, he goes into beautiful detail how a group of Lensmen can even affect the outcome of a fleet battle!
3. After ascertaining all adjustments to the enemy ship, its time to roll for them. If they hit, then they inflict the listed damage to your hull point score. If you are destroyed, then the game is over.
4. If at the end of the battle you survive, but your ship is damaged, the new stat-of-the-art self repair system will repair your ship to full Hull Points by the time you exit Void space again for your next encounter.

QUADRENT BASE INFILTRATION RESOLUTION

When you draw a BASE CARD, you must roll equal to or under your Ranger's POWER in order to effectively disable its operation. If you fail, draw one card from the Deck to combat. If you defeat this ship, then you can try again to infiltrate the base, but with a cumulative 20% penalty for each succeeding failure. If you draw a BASE CARD when drawing for failure response, then you have mistakenly found a connection to the next base via a Hyperspace Tunnel (while Hyperspace does not compare to Voidspace for Intergalactic Travel, it sure makes great mini-wormholes permanently connecting two points in the same Galaxy [it can still attempt to cross the Intergalactic Void, but it sure gets messy then; again, read Second Stage Lensmen])

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

MORAD HEAVY CRUISER	1	75	85	6
20/20/20/20/20/10				

MORAD MILITARY QUADRENT BASE	4	-	-	-	-
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*To learn more about the intergalactic species Morad from the adventure The Prisoners of Eltross, visit Advance Star Frontiers Adventures at:

[SF Adventures Link](#)

TO OBTAIN FOR FREE THE RULES FOR ADVANCED STAR FRONTIERS RPG, GO TO:

[Free Rules Link](#)

TO COPY AND PRINT THE ASF LENSMAN CARDS, GO TO:

[Cards Link](#)

ADVENTURERS

INTRODUCTION

1930-1940's Adventuring:

Save the damsel, defeat the villain, and recover the ancient artifact.

DECK

Players share a common deck.

Six sided dice are required.

VICTORY

Your Adventurer must be the first to visit 5 locations.

The last location must be an Ancient location.

You recover the ancient relic before your adversaries.

SETUP

Pick your adventurer type.

Draw 5 cards.

Roll high on 1D6 to determine who goes first.

ADVENTURER

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

TURN SEQUENCE

Players take turns.

Each turn has 4 phases:

Draw Phase

Research Phase

Travel Phase

Encounter Phase

Research Phase

DRAW PHASE

Draw 2 cards.

Max hand size = 5. Discard excess cards.

If the deck runs out shuffle the discard and draw again.

RESEARCH PHASE

Play research cards in this phase.

TRAVEL PHASE

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

ENCOUNTER PHASE

If you are not currently facing an unresolved Encounter card, the Opponent to your right may play an Encounter card from his hand on you.
The Encounter card must match the top Travel or Location card you have face up.
The opponent rolls 3D6 or 4D6 for the Encounter card according to the cards description (Force 3 or 4).
This is the Encounter roll.
The opponent may attach a Weapon card to a Person Encounter for an additional 1D6.
The active player rolls 3D6. This is the Escape roll.
The player may play a weapon card for an additional 1D6.
Weapon cards cannot be used against trap encounters.
If the Escape roll is higher than the encounter roll discard the encounter card, otherwise it stays in play.
Some Action, Item cards will cause the automatic escape from an encounter.

CARD LIST TYPE NOTATION

W = Weapon
A = Action
E = Encounter
H = Help
I = Item
T = Travel
R = Research

COMMON DECK CARD LIST

Card Name:	Type	Notes:
Bullwhip	W	Force +1
Disarm	A	Negate a Foes weapon card
Submachine Gun	W	Force +1
Thrown Knife	W	Force +1
Machine Gun	W	Force +1
Revolver	W	Force +1
Run away	A	Evade Encounter & Discard 2 cards
Car Chase	E	Enemy Force = 3: Road
Chase Scene	E	Enemy Force = 3: Anywhere
Swing to Freedom	A	Evade Encounter & Discard 2 cards
Big Burly Nazi	E	Enemy Force = 3: Fisticuffs: will not use guns
Insect Swarm	E	Swarm Force = 3: Location Indoor
Sewer Rats	E	Swarm Force = 3: Location Indoor
Snake Den	E	Swarm Force = 3: Location Indoor
Tarantula	E	Animal Force = 3: Anywhere
Pit Trap	E	Force = 3: Ancient Location
Big Burly Arab	E	Enemy Force = 3: Location
Hide	A	Evade Non-trap Encounter

Sliding Doors	A	Evade Indoor Encounter
Secret Passage	A	Evade Indoor Encounter
Tiger	E	Animal Force = 3: Location Outdoor
Crocodile	E	Animal Force = 3: Location Outdoor
Bound & Gagged	E	Force = 3: Travel or Civilization
German Officer	E	Person Force = 3: Anywhere
SS Guards	E	Person Force = 3: Anywhere
Armored Car	E	Enemy Force = 3: Road, Ground
Mystery Man	E	Person Force = 3: Anywhere
Barroom Brawl	E	Enemy Force = 3: Non-sea Travel
Fighter Plane	E	Enemy Force = 3: Travel
Panzer Tank	E	Enemy Force = 3: Road, Ground
Flame Thrower	W	Force +1
Out of Control Fire	E	Force = 3: Indoors
Topple Pillars	A	Evade Ancient Indoor Encounter
Read Hieroglyphics	R	Discard hand & draw 5 cards
Bazooka	W	Force +1
Poisoned Dates	E	Force = 3: Anywhere
Trained Monkey	H	Evade Encounter & Discard 2 cards
Treasure Map	R	Look at top 5 cards of deck & keep 1
Steamboat	T	Water
Motorcycle	T	Road
Ocean Liner	T	Water
Luxury Liner	T	Water
Freighter	T	Water
Troop Truck	T	Road
Air Liner	T	Air
Train	T	Train
U-Boat	T	Water
Zeppelin	T	Air
Prop Plane	T	Air
Auto-Gyro	T	Air
Sporty Roadster	T	Road
Safari	T	Ground
Biplane	T	Air
Seaplane	T	Air
Mountaineering	T	Ground
Deep Sea Diving	T	Water
Speed Boat	T	Water
Hiking	T	Ground
Balloon	T	Air
Camels	T	Ground
Horses	T	Ground
Schooner	T	Water
Orient Express	T	Train
Chinese Junk	T	Water
Temple	L	Indoor: Ancient
Mines	L	Indoor: Ancient
Pyramid	L	Indoor: Ancient
Caves	L	Indoor: Ancient
Mansion	L	Indoor: Civilization
Archeological Dig	L	Indoor: Ancient
Fortress	L	Indoor: Ancient
Catacombs	L	Indoor: Ancient
Ziggurat	L	Indoor: Ancient
Island	L	Outside: Wild & Water
Palace	L	Indoor: Ancient & Civilization
Camp	L	Outside: Wild
Airfield	L	Outside: Civilization
Hotel	L	Indoor: Civilization
Docks	L	Outside: Civilization
Desert	L	Outside: Wild
Jungle	L	Outside: Wild
Marketplace	L	Outside: Civilization
Decipher Engravings	A	Discard hand & draw 5 cards
Mistaken Identity	A	Evade Person Encounter

Love Interest	H	Evade Encounter
Arab Contact	H	Evade Encounter
Translator	H	Look at opponent's hand
Guide	H	Look at top 5 cards of deck & keep 1
Nemesis	E	Person Force = 4: Anywhere
Gangsters	E	Enemy Force = 3: Anywhere
Gestapo Officer	E	Person Force = 3: Anywhere
Sharks	E	Force = 3: Water
Mata Hari	E	Person Force = 4: Civilization
Museum	R	Look at next 10 cards in deck
Nazi Spy	R	Look at opponent's hand
Informant	R	Look at opponent's hand
Interrogate	R	Look at opponent's hand
Native Cultists	E	Force = 3: Outside Location
Saboteur	A	Opponent must discard 3 cards
Villain	E	Force = 4: Anywhere
Radio	R	Look at next 7 cards in deck
Sidekick Kid	H	Force +1
Rowdy Sailors	E	Enemy Force = 3: Water
Thugs	E	Enemy Force = 3: Travel, Civilization
Arab Diggers	R	Look at top 5 cards of deck & keep 1
Rolling Boulder Trap	E	Force = 3: Indoor Ancient
Shooting Dart Trap	E	Force = 3: Indoor Ancient
Jump off Cliff	A	Escape Ground, Train, Road, Wild Encounter
Machete	W	Force +1
Grenade	W	Force +1
Torch	I	Force +1 vs Indoor Location Encounter
Rope	I	Escape Trap
Natives with Blowguns	E	Force = 3: Location Outside
Dynamite	A	Escape Encounter & Discard 2 cards

ADVENTURES IN TALISLANTA

INTRODUCTION

Board game based on the Talislanta RPG.

DISCLAIMER

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

THE BOARD

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

THE PIECES

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

THE DECKS

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

ENCOUNTER DECK

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

VICTORY

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

CHARACTERS

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

SETUP

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

TURN SEQUENCE

Players take turns.
Each turn has 5 phases:

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

FATE PHASE

Draw one card from the Encounter Deck and put it in your hand.
If the deck runs out, shuffle the discard and draw from it.
Max (Fate) hand size is 7 cards. Discard excess cards.
You may place a Foe card from your hand into any empty space.
The Foe card must match the type of space you entered.
For example: A water type Foe may defend a water type space.

SPELL PHASE

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

MOVE PHASE

You may move your character to an adjacent space on the map.
If you have a steed card in play, you may move an additional space.
You may choose to not move and rest instead.
If you rest, roll 1D10 (Heal Roll). On a roll of 7-10 you gain one life.
You cannot gain lives in excess of your starting life score.

ENCOUNTER PHASE

Every time you enter a new space an opponent may play a Foe card to stop you.
The player to your right gets first chance to play a Foe card and so on.
The Foe card must match the type of space you entered.
For example: An Ice type Foe may defend an Ice type space.
A Character can only be attacked by one Foe (or Character) during his encounter Phase.

RESOLVING ENCOUNTERS (BATTLES/CONTESTS)

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

If the Foe is defeated the Foe card is discarded.
If the Foe card wins, it remains in play in that space.
Any character that enters the space must battle the Foe in his Encounter Phase.

ADVENTURE PHASE

If you are in the {appropriate space} and no Foes or opposing characters occupy the Space, you may play an Adventure card.
Each Adventure card presents a Strength contest that must be overcome.
If you win the Strength contest you 'complete' the Adventure.
Make a separate pile for all of your completed Adventure cards.
If you fail discard the Adventure card and lose one life.
If you moved at least one space and did not play an Adventure card this turn, you may attach one Item or Companion card to your Character.
(The card is placed next to your Character card)

DEATH

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

SPELL CASTING

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

EXPERIENCE

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

CHARACTER DUELS

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

ITEMS

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

CHARACTER CARD LIST

Aamanian Archimage: Strength = 1. Archmage. Home = Aaman
Aamanian Inquisitor: Strength = 2. Adept. Torture. Home = Aaman
Aamanian Warrior Priest: Strength = 1. Equis. Mage. Home = Aaman
Ahazu Warrior: Strength = 3. Four-Arms. Battle-Madness. Home = Ahazu Lands
Araq Warrior: Strength = 3. Equis. Tough. Nomad. Home = Kharakhan Wastes
Ariane Seeker: Strength = 2. Equis. Adept. Ranged. Home = Ariane
Ariane Mystic: Strength = 1. Mage. Healer. Seer. Lore. Home = Ariane
Arimate Knife-Fighter: Strength = 3. Equis. Ranged. Mountaineer. Home = Arimate
Arimate Revenant: Strength = 3. Assassin. Home = Arimate

Batrean Concubine: Strength = 2. Adept. Seduction. Home = Isle of Batre
 Batrean Warrior: Strength = 4. Torture. Home = Isle of Batre
 Beastman Plains Hunter: Strength = 3. Equis. Tracker. Home = Plains of Golarin
 Blue Ardua River Warrior: Strength = 3. Sailor. Ranged. Home = Axis River
 Chana Warrior: Strength = 3. Ranger. Ranged. Poison. Home = Chana
 Chana Witchwoman: Strength = 2. Adept. Seer. Ranged. Poison. Home = Chana
 Cymrilian Magician: Strength = 1. Mage. Draw 1 extra Spell/turn. Home = Cymrilis
 Danuvian Swordsman: Strength = 3. Equis. Skilled. Home = Danuvia
 Darkling Warrior: Strength = 2. Hide. Thief. Home = Darklands
 Dhuna Witchwoman: Strength = 2. Adept. Seduction. Healer. Home = Dhuna
 Djaffir Bandit: Strength = 2. Equis. Wit. Trader. Home = Djaffa
 Djaffir Wizard: Strength = 2. Equis. Adept. Healer. Home = Djaffa
 Dracartan Desert Scout: Strength = 3. Equis. Nomad. Scout. Home = Dracarta
 Dracartan Thaumaturge: Strength = 1. Mage. Artificer. Home = Dracarta
 Drukh Hillman: Strength = 2. Equis. Wit. Mountaineer. Scout. Torture. Home = Any Mountain
 Farad Procurer: Strength = 2. Wit. Sailor. Trader. Home = Farad City of Tarun
 Farad Wizard: Strength = 2. Adept. Trader. Home = Farad City of Tarun
 Ferran Thief: Strength = 2. Wit. Thief. Tracker. Smell. Home = Any City
 Gao Sea Rogue: Strength = 2. Wit. Thief. Sailor. Home = Rogue City of Gao
 Gnomekin Warrior: Strength = 2. Wit. Mountaineer. Healer. Ranged. Home = Durne
 Gnorl Rhabdomancer: Strength = 1. Adept. Lore. Seer. Healer. Home = Any Desert
 Green Ardua Botanomancer: Strength = 1. Flight. Mage. Ranger x2. Home = Silvanus
 Green Ardua Horticulturist: Strength = 1. Flight. Mage. Healer. Home = Silvanus
 Gryph Warrior: Strength = 3. Flight. Scout. Ranged. Home = Tamaranth
 Harakin Warrior: Strength = 3. Equis. Mountaineer. Ranger. Ranged. Home = Harak
 Jaka Beastmaster: Strength = 2. Equis. Wit. Tracker. Scout. Ranged. Home = Werewood
 Jaka Manhunter: Strength = 3. Equis. Tracker. Assassin. Ranged. Home = Werewood
 Jhangaran Mercenary: Strength = 2. Equis. Wit. Ranger. Hide. Home = Jhangara
 Kang Tracker: Strength = 2. Equis. Wit. Tracker. Ranged. Home = Karang
 Kang Warrior: Strength = 3. Equis. Skilled. Home = Karang
 Mandalan Savant: Strength = 2. Adept. Seer. Home = Quan Empire
 Mangar Corsair: Strength = 2. Wit. Sailor. Torture. Home = Any Water
 Manra Shape-Changer: Strength = 2. Wit. Tracker. Hide. Home = Any Mountain
 Mirin Alchemist: Strength = 2. Adept. Artificer. Cold. Home = L'Haan
 Mirin Tundra Scout: Strength = 3. Mountaineer. Cold. Home = L'Haan
 Mondre Khan Warrior: Strength = 2. Assassin. Scout. Hide. Wit. Home = The Variegated Forest
 Mud People Swamp Warrior: Strength = 4. Tough. Home = Dark Coast
 Muse Esthesian: Strength = 1. Mage. Flight. Home = Astar
 Nagra Hunter: Strength = 2. Wit. Tracking. Ranged. Poison. Scout. Home = Any Forest
 Nefaratan Black Savant: Strength = 1. Mage. Sailor. Scout. Home = Nefaratus
 Orgovian Trader: Strength = 2. Equis. Trader. Wit. Home = Wilderlands of Zaran
 Parthenian Sea Trader: Strength = 2. Sailor. Trader. Wit. Home = Any Water
 Phantasian Guardian: Strength = 2. Adept. Home = Isle of Phantas
 Rahastran Wizard: Strength = 2. Mage. Home = Anywhere
 Rajan Desert Warrior: Strength = 3. Equis. Ranged. Scout. Home = Rajanistan
 Rajan Assassin: Strength = 3. Assassin. Home = Rajanistan
 Rajan Necromancer: Strength = 1. Mage. Artificer. Seer. Poison. Home = Rajanistan
 Raknid Warrior: Strength = 3. Poison. Skilled. Tough. Home = Any Forest
 Rasmirin Warlock: Strength = 2. Adept. Cold. Home = Outcast Isles
 Sarista Rogue: Strength = 2. Adept. Thief. Home = Any City
 Sauran Dragon Rider: Strength = 3. Equis. Dragon. Tough. Home = Volcanic Hills
 Saurud Warrior: Strength = 4. Tough x2. Home = Volcanic Hills
 Sawila White Witch: Strength = 2. Adept. Seduction. Home = Isle of Fahn
 Sindarian Collector: Strength = 1. Wit. Lore. Artificer. Home = Mesalands of Sindar
 Stryx Necromancer: Strength = 2. Adept. Flight. Home = Urag
 Stryx Warrior: Strength = 3. Flight. Scout. Torture. Home = Urag
 Sunra Mariner: Strength = 2. Wit. Sailor x2. Home = Coral City of Isalis
 Thaecian Enchanter: Strength = 1. Mage. Artificer. Home = Thaecia
 Thrall Warrior: Strength = 3. Equis. Skilled. Home = Taz
 Ur Warlord: Strength = 4. Equis. Tough. Home = Urag
 Vajra Engineer: Strength = 2. Wit. Tough. Home = Quan Empire
 Xambrian Wizard Hunter: Strength = 2. Adept. Tracker. Assassin. Home = Temple of the 7 Moons
 Xanadasian Savant: Strength = 1. Mage. Flight. Seer x2. Home = Mount Mandu

Yassan Technomancer: Strength = 2. Adept. Artificer. Home = Any City
 Yitek Tomb-Robber: Strength = 2. Equis. Wit. Thief. Trader. Home = Any Desert
 Yrmanian Wildman: Strength = 2. Wit. Mountaineer. Home = Yrmania
 Za Bandit: Strength = 3. Equis. Tracker. Scout. Ranged. Home = Any Desert
 Zandir Charlatan: Strength = 2. Adept. Thief. Home = Zandu
 Zandir Swordsman: Strength = 3. Equis. Skilled. Home = Zandu

CHARACTER SPECIAL ABILITY DESCRIPTIONS

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

MAP DECK CARD NOMENCLATURE

F = Forest (Jungles, Marshes, Swamps)
 M = Mountain (Hills, Caves)
 I = Ice (Tundra)
 W = Water (Seas, Rivers, Coasts, Islands)
 D = Desert (Plains, Wastelands)
 C = City (Civilization)

MAP DECK CARD LIST

Name	Type	Notes
Aberrant Forest	F	Infested Land
Acid Plains	D	Harsh Land
Ahazu Lands	F	
Amethyst Mountains	M	You may move to the Tamaranth Valley from here
Amman	C	
Ariane	D	
Arim	C	

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

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

Notes:

Harsh Land: When entering lose 1 life on a roll of 1-3 on 1D10.

Healing Land: Heal Rolls +3

Infested Land: Foes get +1 Strength

Magical Land: Magic users who enter this Space may draw one Spell card

ADVENTURE CARD LIST

{Name of Adventure: Strength. Location}

Witch Hunt: Strength = 3. Werewood

Protect Noble: Strength = 4. Arim

Patrol Territories: Strength = 2. Citadel of Akbar

Steal Batrean Concubines: Strength = 4. Isle of Batre

Unearth Ancient Sarcophagus: Strength = 3. Red Desert

Accompany Orthodox Pilgrimage: Strength = 2. Amman

Desert Scouting: Strength = 2. Carantheum

Forays against the Black Mystics: Strength = 3. Rajanistan

Sail the Far Seas: Strength = 3. Far Seas

Search Jungles for Buried Treasure: Strength = 3. Dark Coast

Accompany Djaffir Caravan: Strength = 2. Djaffir

Mine Green Crystals: Strength = 1. Sea of Glass

Sell Contraband: Strength = 2. Farad City of Tarun

Seek the Favor of the Shaitan: Strength = 5. Emerald Mountain

Find Safe Haven: Strength = 2. Rogue City of Gao

Search for Blue Diamonds: Strength = 4. Opal Mountains

Hunt for Marsh Scintilla: Strength = 4. Jhangara

Search for Magical Herbs: Strength = 2. Jungle of Chana

Free Witchman Captive: Strength = 3. Dark Coast

Fight Age Old Foes: Strength = 5. Ice Castles of L'Haan

Hunt the Elusive Gold Beetle: Strength = 2. Swamps of Mog
 Trade with Sea Nomads: Strength = 2. Floating City of Oceanus
 Deal with Phantasian Dream Merchants: Strength = 2. Isle of Phantas
 Find the Gilded Tomb of Irkhan: Strength = 2. Labyrinths of Sharna
 Uncover the Nine Books of Knowledge: Strength = 2. The Iron Citadel
 Recover the Elixirs of Immortality: Strength = 2. Buried City of Necron
 Raid the Quan Empire: Strength = 4. Quan Empire
 Visit the Great Magical Fair: Strength = 1. Cymrilis
 Sell Artifacts to Sindarians: Strength = 1. Mesalands of Sindar
 Engage in Wizard Duel: Strength = 4. Bridge at Nankar. (Mages only)
 Seek the Wisdom of the Monolith: Strength = 1. Garganta
 Explore Underground Lakes: Strength = 2. Durne
 Patrol the Seven Kingdoms: Strength = 3. Eastern Borderlands
 Attend the Festival of the Bizarre: Strength = 1. Thaecia
 Hunt the Fabulous Smokk Bird: Strength = 2. Obsidian Mountains
 Find Tomb of Ancient Wizard: Strength = 3. Caves of Erendor
 Locate Lair of a Wierdling: Strength = 2. Sascasm River
 Salvage Sunken Treasure Ships: Strength = 3. Lost Sea
 Search for Mad Wizards Manse: Strength = 3. Aberrant Forest
 Explore Obelisk Mausoleums: Strength = 3. Hadjin
 Avenge Age Old Crime: Strength = 4. The Far Reaches
 Learn the Secrets of Past Ages: Strength = 1. Temple of the Seven Moons
 Partake in the "Night of Fools": Strength = 1. Zandu
 Enter the Battle of Champions: Strength = 4. The Great Barrier Wall
 Remove Ancient Curse: Strength = 3. City State of Maruk
 Rid Village of Ogront. Strength = 3. The Cerulean Forest
 Find Crashed Phantasian Windships. Strength = 3. Cinnabar Mountains

COMPANION CARD LIST

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

FOE CARD LIST

Name	STR	Location
Armite Revenants	5	City
Ice Giants	7	Ice
Darkling Horde	3	Mountain
Warlike Ur Clan	6	Mountain
Batrean Males	3	Water
Mangar Corsairs	2	Water
Nefaratan Black Hulls	4	Water
Na-Ku Cannibals	2	Water
Unfriendly Ahazu Tribe	5	Forest
Za Bandits	4	Desert
Beastman Tribe	3	Forest
Mud People Ambush	5	Forest
Sorcerous Abomination	4	Anywhere
Azoryl (Winged Reptile)	5	Mountain
Bog Devils	4	Forest
Crested Dragon (Spellcaster)	9	Mountain
Multi-Headed Kaliya	8	Mountain
Sea Dragon	7	Water
Vampiric Bane	5	Forest
Bat Manta	4	Desert
Black Savant Diabolist (Spellcaster)	4	Water
Cave Bats	2	Mountain
Crag Spider	4	Mountain
Death's Head Viper	2	Forest
Earth Demon	7	Mountain
Frost Demon	6	Ice
Night Demon	4	Any
Pyro Demon	7	Desert
Sand Demon	5	Desert
Sea Demon	5	Water
Swamp Demon	6	Forest
Wind Demon	7	Mountain
Enim (Giant Devil)	6	Mountain
Exomorph	5	Forest
Fantasm Demon	3	Any
Ferran Pack	2	Any. Steal
Flit Swarm	1	Forest
Ikshada Parasite	1	Any
Imirian Slavers	3	Water
Juju Zombies	3	Any
Kra (Giant Eels)	2	Water
Mandragore (Killer Plants)	2	Forest
Megalodont Stampede	4	Forest
Enraged Mogroth	3	Forest
Nag-Birds	1	Forest. Steal
Necrophage	3	Forest, City
Astral Night Stalker	4	Any
Nocturnal Strangler	4	Any
Raknid Hive	5	Forest
Sauran War Party	4	Desert
Saurud	5	Desert
Sawila Spell Weavers	4	Water
Shadow Wight	5	Any
Shadow Wizard (Spellcaster)	6	Any
Shaitan Devil	7	Mountain
Shape Changer	4	Any
Shriekers	3	Forest
Tundra Beasts	2	Ice
Void Monster	6	Any
Vorl (Mist Monster)	4	Any
Werebeast	4	Forest
Water Whisps	1	Water

Wildmen Tribe	3	Mountain
Carnivorous Winged Apes		3 Forest
Winged Viper	2	Forest
Yaksha (Savage Furred Giants)	6	Mountain

ITEM CARD LIST

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

Magical Fumes	Draw 2 cards. Three uses.
Scarlet Leech Powder	Strength +2. One use only
Poison Antidote	Negate a Poison effect
Caltrops	Negate Battle. One Use
Blade-stars	Strength +1. Ranged
Rasp (Serrated Blade)	Strength +1
Kharakhan Battle Maul	Strength +1
Star Thrower(Spiked Iron Balls)	Strength +1. Ranged
Wind Rigger	Steed. Flight
Elemental Actuator	Strength +2. Ranged. Artificers only

EVENT CARDS

Name: Notes

Green Man Symbionts: Will heal Character back to starting Life. Forest Spaces

Mochan (Hot Beverage): Heal one life. Desert Spaces

Fortune Teller: Look at next 5 cards in Fate Deck.

Shan'ya Battle Madness: Strength +3

Archon Intervention (Divine Entity): Battleroll +20

Neurovore Parasite: Target player must discard 3 cards

Friendly Snipes: Discard in Forest to draw 3 cards.

Wanderers of Ashan: Battleroll +7 in a Desert Space.

Dune Ship: Gain an extra turn if you are in a Desert Space.

Ice Schooner: Gain an extra turn if you are in an Ice Space.

Play Pentadrille: (Cymrilian Chess) Target Character in City misses next turn

Play Ska-Wae: (Corsair Dagger & Dice Game) Target Character in Water misses next turn

Friendly Zaratan (Armored Sea Creature): Battleroll +10 in Water territory

Bodor Musicians: Opponent in City must miss his next turn

Aided by Mentor: Battleroll +5 or heal one life

Ambush: If attacked in a Duel gain Battleroll +7

Escape: Negate Battle.

Swamp Fever: (Disease) Target Character in Forest misses next 2 turns.

Spinning Sickness: (Disease) Target Character in Mountains misses next 2 turns.

The Red Death: (Disease) Target Character in City loses 1 life or Companion

Yatuk: (Disease) Target Character in Forest loses 1 life or Companion

Thasian Dancers: Target Character in City misses next turn

Quan Pleasure Barge: Target Character in Water misses next turn

The Emperors Road: Get an extra turn.

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

SPELL CARD LIST

{Name: Effect}

Spell of Summoning: Play a Foe card. Add its Strength to yours.

Seal: Negate a Steal attempt

Sigil: Negate a Steal attempt

Ward: Negate Battle.

Symbol of Power: Strength +4

Mystic Bolt: Ranged. Strength +4

Mystic Shield: Strength +4

Magic Resistance: Strength +5 vs Spellcaster

Bolt of Elemental Power: Ranged. Strength +5

Shield of Elemental Power: Strength +3

Bolt of Eldritch Power: Ranged. Strength +3

Shield of Eldritch Power: Strength +5

Reveal Magical Emanations: Look at opponents Spell Hand

Reveal Unseen Presences: Strength +3

Radiance: Negate Battle or Strength +2

Metamorphosis: Play a Foe card. Add its Strength to yours.

Levitation: Flight

Beguile: Strength +3

Command Strength +5

Illusion: Negate a Battle

Divination: Seer

Conjunction: Play a Foe card. Add its Strength to yours.
 Weird: Gain Strength +3 companion for Battle
 Bewitch: Target must miss one turn
 Jinx: Target gets Strength -1 for 7 turns
 Malediction: Target loses one Life
 Obsession: Target must discard 3 Fate cards
 Cantrip: Strength +1
 Spellbind: Strength +4
 Rejuvenesence: Gain one Life
 Charm: Strength +4
 Enchantment: Put a +1 Strength Token on Target Item with a Strength Bonus.
 Counter Spell: Negate a Spell just cast.
 Banish: Destroy Foe
 Blessing: Strength +1 for 3 turns
 Faith Healing: Gain one Life
 Miracle Working: Search any deck for one card & put it in your hand
 Concoct Potion: Use as any potion in the Item list.
 Concoct Powder: Use as any powder in the Item list.
 Concoct Poison: Poison
 Concoct Medicinals: Gain one Life
 Notes: Unless noted the effects of Spell cards last only one turn.
 FAQ's
 1) You draw spell card(s) in the Spell Card Phase. When can you cast?
 --You can cast them whenever it seems appropriate.
 2) You can only be attacked by 1 Foe or Character in your
 Encounter Phase. Understand this to mean there is only 1 Foe
 card allowed on a space at a time. But, you won't get attacked
 by another Character until the latter's phase so couldn't you
 always encounter a foe, finish your turn, then get attacked in
 the next player's turn?
 --Yes thats how it works (but I'm open to suggestions).
 3) An Adventure can be played after defeating a Foe?
 --Yes.
 5) Last instruction about Adventures is that "If moved and did not play an Adventure
 card this turn. . ." Is this the only way/time you can acquire an item or companion
 from out of your own hand to put next to your character card?
 --Yes. (This is a rule that could easily be changed)

LINKS

[Talislanta](#)

ADVENTURES IN WONDERLAND

INTRODUCTION

Card game for 2+ players.

Based on the book "Alice's Adventures in Wonderland" by Lewis Carroll.

VICTORY

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

INSANITY POINTS

Each player has a starting Insanity total of zero.

THE DECK

Players share a common deck.

The deck contains 4 types of cards:

Character Cards

Location Cards

Action Cards

Modifier Cards

SETUP

All players are dealt a hand of 7 cards.

The cleverest player goes first.

TURN SEQUENCE

Players take turns.

Each turn has 6 phases:

Untwist Phase

Draw Phase

Story Phase

Play Phase

Insanity Phase

End Phase

UNTWIST PHASE

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

DRAW PHASE

Draw one card.

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

STORY PHASE

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

PLAY PHASE

You may put Location, Character, and Modifier cards into play.
These cards are put face up on the table in front of you.
Location, Character, and Modifier cards stay in play until
Some other rule or card causes them to be discarded.
Character and some Modifier cards require the spending of
Story Points (their cost) to put them in play.
Modifier cards are attached to Character cards.

INSANITY PHASE

Twist your Character cards sideways to have them "Attack" a target player.
Each unblocked character causes that player to gain insanity points equal to
The Insanity Level of the attacking Character.
The targeted opponent may block your attackers with his untwisted characters.
Attacker & Blocker compare Insanity Levels.
The lower level of the two is discarded. If equal, both are discarded.
Two or more characters may combine to block a single attacker.
Discard combined characters with a combined level equal to the level of the attacker.

END PHASE

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

ACTION CARDS

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

CARD LIST NOTATION

IL = Insanity Level
IP = Insanity Point
Cost = Cost in Story Teller points to bring card into play
C = Character
A = Action
M = Modifier
L = Location
TARC = Target Character
SP = Story Point
Recall = Put card back in owners hand
FTO = For this turn only
RCFHO = Random card from hand of opponent
CIDIYH = Put character in discard into your hand
PIHY = Put it in your Hand
DOYC = Discard 1 of your Characters

ADVENTURES IN WONDERLAND CARD LIST

Card Name	Type	Cost	IL	Notes
Mad Hatter	C	5	4	Twist to twist 1TARC
Off With His Head	A	3	-	Discard 1 TARC
The Queen of Hearts	C	6	4	Twist to recall 1 TARC
The Cheshire Cat	C	5	4	Cannot be Blocked

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

Lobster Quadrille	A	3	-	Discard all characters in play
Rudeness	A	2	-	Destroy Target Blocker
Madness	M	2	-	Pay X SP. Character gets IL +X
FTO				
Puns	A	X	-	Pay X SP. Opponent gains X IP
Repeat Lessons	A	1	-	Draw 3 cards & Discard 2
Order one About	A	5	-	Take control of 1 TARC
Panther & Owl	C	1	1	Discard for 1 SP
Turtle Soup	A	X	-	Pay X SP. Remove X IP from self
Twisted Logic	A	X	-	Pay X SP. Discard X RCFHO
Stolen Tarts	A	5	-	Look at Opponents hand & steal 1 card
Throne Room	L	0	-	Play "Card" Characters for free
King of Hearts	C	4	3	Opponents hand size -1
Hallway of Doors	L	0	-	Twist to look at next 3 cards in deck
Guinea Pigs	C	2	1	Discard to discard 1 RCFHO
Deny Everything	A	2	-	Negate/discard a card just played
Suspicion	A	0	1	Look at opponents hand
We're all Mad Here	A	3	-	All Characters get IL +1 FTO

THROUGH THE LOOKING GLASS CARD LIST

Card Name	Type	Cost	IL	Notes
Lets Pretend	A	1	-	Draw 3 cards
The Looking Glass House		L	0	- Twist to discard a card & play a Character
Memorandum Book	M	1	-	Increase Hand Size +1
Jabberwocky	C	6	7	Must attack every turn if able
Jub Jub Bird	C	3	X	X = # of locations you have in Play
Bandersnatch	C	5	3	Gets IL+1 permanently every time it Blocks
Vorpal Sword	M	2	-	Character gets IL +5 if Blocked
Tum Tum Tree	L	0	-	Twist to Remove 1 IP
Tulgey Wood	L	0	-	Twist to force 1TARC to block on your turn
Floating on Air	A	1	-	1TARC is unblockable FTO
Garden of Live Flowers	L	0	-	Play Flower Characters for Free
Twisting Path	L	0	-	Twist to twist 1 TARC
Tiger Lily	C	3	6	Cannot Attack
Rose & Violet	C	2	4	Cannot Attack
Daisies	C	1	2	Cannot Attack
Red Queen	C	6	5	Twist to take control of 1 TARC
FTO				
Go in Opposite Direction	A	2	-	Target Attack targets opponent
Contrariness	A	2	-	Take control of 1 TARC FTO
Chess Board Country	L	0	-	Play Chess Characters for Free
Jumping Brooks	A	3	-	Discard target Location
Run Very Fast	A	1	-	1TARC is unblockable FTO
A Thousand Pounds	A	0	-	Gain 3 SP
Thinking in Chorus	A	2	-	All your Characters get IL +1 FTO
Hoarse Horse	C	2	2	
Beetle & Goat	C	2	2	
Jumping Train	L	0	-	Twist to make 1TARC unblockable
FTO				
Dressed in White Paper	M	1	-	Character is IL +1
Sad Joking Gnat	C	5	X	X = # of Characters you have in play
Irony	A	1	-	Switch hands with Opponent
Rocking Horse Fly	C	1	1	
Snap Dragon Fly	C	2	2	Discard to give opponent 3 IP
Bread & Butterfly	C	2	2	Discard to remove 3 IP
Insect Woods	L	0	-	Play Insect Characters for Free
Where Things have no Names	L	0	-	DOYC to remove 3 IP

Fawn	C	2	1	Twist to make 1TARC unblockable
FTO				
Tweedledum	C	5	X	X = # of cards in your Hand
Tweedledee	C	5	X	X = # of cards in opponents Hand
Fiddle Trees	L	0	-	Twist to twist 1TARC +1 of your
Characters				
Dance in a Ring	A	1	-	Switch Characters in play with
Opponent				
The Walrus	C	4	4	DOYC to get IL +1
The Carpenter	C	4	3	DOYC to get IL +2
Contrariwise	A	1	-	Negate a TARC special ability
Narrow Path	L	0	-	Twist to Negate a TARC special
ability				
The Sun at Night	A	1	-	Untwist all of your Locations
7 Maids with 7 Mops	C	3	1	Discard to Discard Target
Location				
Oyster Bed	L	0	-	Twist to give Blocker IL +2
Cabbages & Kings	A	0	-	Draw 2 cards
Boiling Sea	L	0	-	Play "Sea" Characters for free
Play them such a Trick	A	1	-	Discard 1 TARC
Young Oysters	C	1	1	Discard them instead of TARC
Puzzler	A	1	-	Opponent gives you 1 card from
his hand				
Red King Wakes Up	A	2	-	Discard all cards in play
Dress for Battle	A	1	-	1 TARC gets IL +3 FTO
Monstrous Crow	A	2	-	Discard all Locations in play
The White Queen	C	5	3	All enemy Characters are IL -1
Never Today	A	3	-	Opponent must skip his next turn
Remember Next Week	A	1	-	Look at next 7 cards in deck
Six Impossible Things	A	6	-	Draw 6 cards
Dark Little Shop	L	0	-	Discard a Card to give opponent 1
IP				
Knitting Sheep	C	4	2	Twist to untwist target Location
Rushes Out of Reach	A	1	-	Recall 1 TARC
Humpty Dumpty	C	5	5	Discard to give opponent 7 IP
All the Kings Horses	C	2	1	Discard to CIDIYH
All the Kings Men	C	2	1	Discard to CIDIYH
Narrow Wall	L	0	-	Discard a Character to give
opponent 2 IP				
Unbirthday Present	A	0	-	Steal 1 RCFHO
Which is to be Master?	A	5	-	Take control of 1 TARC
Impenetrability	A	3	-	Negate all Attacks this turn
Toves & Borogoves	C	2	2	Discard for 2 SP
Unsatisfactory People	A	2	-	All Characters get IL -1 FTO
I see Nobody	A	2	-	Discard all Characters in Play
4207 Foot Soldiers	C	1	1	Twist to twist target Location
Haigha & Hatta	A	3	2	Discard to take 1 card from deck
& PIHY				
Anglo Saxon Attitudes	M	2	-	Character is IL +2
The Unicorn	C	4	3	IL +2 if Blocking
The Lion	C	4	3	IL +2 if Blocked
The Red Knight	C	4	3	IL +1 if Blocking or Blocked
The White Knight	C	4	3	IL +2 if Attacking
Rules of Battle	A	3	-	Recall all Blocking/Blocked
Characters				
Provided for Everything		M	5	- Character gets IL +1 per
card in your hand				
Aged Aged Man	C	4	2	Twist to Draw 1 card & Discard 1
card				
Ridiculous Inventions	A	2	-	Draw 5 cards & Discard 5 cards
The Eighth Square	L	0	-	Twist to play an Action card for
free				
Golden Crown	M	3	-	Character is IL +3
Dinner Party	A	X	-	All Players gain X IP
Leg of Mutton	C	2	2	Discard to remove 3 IP
Plum Pudding	C	3	2	Recall to remove 1 IP

Banquet Table	L	0	-	Play "Food" Characters for Free
Poems About Fish	A	2	-	Recall all Attackers
Life is but a Dream	A	2	-	All Players discard their hands

LINKS

[Lenny's Site](#)

AFRIKA KORPS

INTRODUCTION

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

VICTORY

Control all 6 Terrain Tokens to win.

THE DECK

Players share a common deck.

CARD TYPES

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

TERRAIN TOKENS

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

ATTACKERS/DEFENDERS

The Germans start the game as the Attackers.
The Commonwealth starts the game as the Defenders.
After the first turn, the Attacker is always the player who won the previous hand.
Only the Attacking player can use Attack cards.
Only the Defending player can use Defense cards.

TURN SEQUENCE

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

LOGISTICS PHASE

Each player draws a number of cards depending on what turn it is:
Turn Germans Commonwealth Historical Commentary:

1-3	8	6	Rommel Arrives
4-6	7	7	Montgomery Arrives
7+	6	8	Operation Torch

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

STRATEGY PHASE

Players may discard up to 3 cards and draw replacements.

BATTLE PHASE

Players reveal their hands.

Every card has a Force value.

Players add up the Force value of all the cards in their hand.

If a player cannot use a card, it has a Force of zero.

(Nationality & Attacker/Defender limitations)

If one player has a Supply card and the other does not, the

Player with the supply card gets a Force bonus of +5.

The player with highest total Force wins the hand.

The Winner takes a Terrain Token from his opponent.

CARD LIST

Card Name	Force	User	Type	Notes
Field Marshall Erwin Rommel	9	G	E	
The Desert Fox	8	G	E	
Sturm, Swung, Wucht	7	G	A	
Luftwaffe	7	G	E	
88mm Guns	7	G	E	
Panzer Division	7	G	E	
Afrika Korps	7	G	E	
Panzer Tanks	7	G	E	
Stuka Dive Bombers	7	G	E	
Blitzkrieg	7	G	E	
Balanced Force Mix	7	G	E	
Panzer IV Tanks	7	G	E	
Panzer III Tanks	6	G	E	
Junkers 88 Medium Bombers	6	G	E	
Fragmentary British Forces	6	G	E	
Allied Tanks Outgunned	6	G	E	
PAK 38 5cm Guns	5	G	E	
General Cruewell	5	G	E	
Italian Aerete Division		4	G	E
Italian Trieste Division	3	G	E	
Italian Infantry Division	2	G	E	
Vichy French	1	G	S	
General Montgomery	7	C	E	
Australians	7	C	E	
British Troops	7	C	E	
New Zealand Division	7	C	E	
British Desert Air Force	7	C	E	
Enigma Decoded	7	C	E	
Desert Rats	7	C	E	
25pr Guns	7	C	E	
Sherman Tanks	7	C	E	
Indian Division	6	C	E	
South African Division	6	C	E	
Polish Troops	6	C	E	
Grant Tanks	5	C	E	
Free French Forces	5	C	E	
Valentine Tanks	4	C	E	
Stuart Light Tanks	4	C	E	

General Auchinleck	4	C	E	
General Wavell	4	C	E	
Matilda Tanks	3	C	E	
Cruiser Tanks	3	C	E	
Crusader Tanks	3	C	E	
Royal Navy	2	C	S	
American Divisions	7	C	E	Turn 7+
General Patton	7	C	E	Turn 7+
Desert Hook Encirclement	5	B	A	
Coastal Road	5	B	A	
Pincer	5	B	A	
Pursuit	5	B	A	
Surround	5	B	A	
Mobile Operation	5	B	A	
Block Retreat	5	B	A	
Dash	5	B	A	
Offensive Action	5	B	A	
Siege	5	B	A	
Advance Guard	5	B	A	
Capture Objectives	5	B	A	
Weakly Defended Positions	5	B	A	
Breakthrough	5	B	A	
Advantage of Maneuver	5	B	A	
Mechanized Transport	5	B	A	
Diversionsary Thrust	5	B	A	
Corridors	5	B	A	
Attack Rear	5	B	A	
Capture HQ	5	B	A	
Outflank	5	B	A	
Breaching Assault	5	B	A	
Drive into the Desert	5	B	A	
Grand Maneuver	5	B	A	
Cross the Frontier	5	B	A	
Armored Sweep	5	B	A	
Push Forward	5	B	A	
Diversionsary Gambit	5	B	A	
Launch Attack	5	B	A	
Seize Airfield	5	B	A	
Tank Charge	5	B	A	
Exploit Success	5	B	A	
Exploratory Attack	5	B	A	
Spearhead	5	B	A	
Engineers Prepare Route		5	B	A
Take the Ridge	5	B	A	
Systematic Destruction	5	B	A	
Cause Rout	5	B	A	
Panic the Defenders	5	B	A	
Relentless Pressure	5	B	A	
Scatter Supply Train	5	B	A	
Flush out Defenders	5	B	A	
Probe Enemy	5	B	A	
Overrun	5	B	A	
Bypass Defenders	5	B	A	
Concentrate Force	5	B	A	
Storm the Pass	5	B	A	
Conceal Troop Movements		5	B	A
Shock Effect	5	B	A	
Mine Clearing	5	B	A	
Artillery Barrage	5	B	A	
Counter Attack	5	B	D	
Mine Fields	5	B	D	
Repel Assaults	5	B	D	
Rearguards	5	B	D	
Garrison	5	B	D	
Failed Operation	5	B	D	
Antitank Screen	5	B	D	

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

E

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

AFV SKIRMISH

INTRODUCTION

Two Player Board & Card Game of Modern Tank Combat.

VICTORY

Destroy all enemy Armored Fighting Vehicle Units.

UNITS

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

SETUP

Each player places one unit on each square of his back two rows.
Units may not stack.
Flip a coin to see who goes first.
Each player is dealt a hand of 5 cards

THE DECK

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

TURN SEQUENCE

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

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your units.

Moves can be diagonal or orthogonal.

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.

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

FIRE PHASE

Play (discard) an Attack card to have a unit 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 Protection cards to negate your Attack.

CARD NOTATION

A = Offensive Attack: Move 1 space or attack into adjacent space

D = Defense Attack: Attack into adjacent Space

W = Weapons: Attack of Range = 2

M = Maneuver: Move Unit 2 Spaces

U = Unit: Move Unit 1 space

O = Obstacle: Negate Move

P = Protection: Negate Attack

L = Leader: Draw 2 Cards

Z = Morale Card: Opponent must discard 2 random cards

R = Reconnaissance: Look at Opponents hand or next 5 cards in deck

CARD LIST

Card Name	Type
Deliberate Attack	A
Frontal Attack	A
Hasty Attack	A
Main Attack	A
Supporting Attack	A
Decisive Engagement	A
Direct Fire	A
Fire & Movement	A
Bounding Overwatch	A
Clear Enemy in Zone	A
Wedge Formation	A
Offensive Front	A
Seize Initiative	A
Pursuit	A
Exploit Gap	A
Secure Sector	A
Massed Attack	A
Infiltrate	A
Flank Attack	A
Surprise Attack	A
Skirmish	A
Strike Enemy Rear	A
Overwhelm at Short Range	A
Advance Guard	A
Drive Head-on	A
Blitz	A
Base of Fire	D
Primary Position	D

Battle Position	D	
Counter Attack	D	
Kill Sack	D	
Decisive Terrain	D	
Defile	D	
Engagement Area	D	
Field of Fire	D	
Overwatch	D	
Coil Formation	D	
Defensive Front	D	
Key Terrain	D	
Killing Zones	D	
Fire from Concealment	D	
Strongpoint	D	
Blocking Position	D	
Fortified Position	D	
Ambush	D	
Long Range Gun Duel	D	
ATGW at 4000m	D	
Armored Fighting Vehicle	U	
Close Air Support Fighter	U	
Main Battle Tank	U	
Infantry Fighting Vehicle	U	
Cavalry Fighting Vehicle	U	
122mm SP Howitzer	U	
155mm SP Howitzer	U	
Tank Destroyer	U	
SP Anti-Tank Gun	U	
Gun-over-Hull Tank	U	
Helicopter Gunship	U	
Mechanized Infantry	U	
Tank Platoon	U	
Fire Support Team	U	
Light Tank	U	
Hunter-Killer Tank	U	
Air Supremacy	U	
Heavy ATGM Teams	U	
Combined Arms	U	
Armored Personnel Carrier	U	
Mortar Carrier	U	
Numerical Superiority	U	
Conventional Munitions	W	
Scatterable Mines (FASCAM)	W	
AP Discarding Sabot (APDS)	W	
Hypervelocity DS (HAPFSDS)	W	
IR Night Vision Devices		W
Thermal Imaging System	W	
Laser Rangefinder	W	
105mm Rifled Cannon	W	
120mm Smooth Bore Gun	W	
Anti-Tank Guided Missile	W	
HE AT Ammo (HEAT)	W	
HE Squash Head Ammo (HESH)	W	
Rocket Propelled Grenade	W	
Fire Control Systems	W	
25mm Automatic Cannon	W	
Laser Guided Artillery	W	
Air Dispensed Munitions		W
Terminally Guided Munitions	W	
Supersonic Fire & Forget ATGM	W	
Stabilized Gun	W	
Artillery Fire	W	
First Round Hit	W	
Pin Point Accuracy	W	
Depleted Uranium Ammo	W	
Alternate Position	M	

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

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

GAME DESIGNERS NOTES

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

AFV

INTRODUCTION

Two Player Card Game of Modern Tank Combat.

VICTORY

Reduce your opponent to 0 AFV tokens.

AFV TOKENS

Each player starts the game with 16 AFV (Armored Fighting Vehicle) Tokens

SETUP

Flip a coin to see who goes first.
Each player is dealt a hand of 10 cards

THE DECK

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

TURN SEQUENCE

Players take turns.
The current player is called the Active player.
His opponent is called the Defending player.
Each turn has 8 phases:
Deploy Phase
Leadership Phase
Reconnaissance Phase
Defensive Phase
Defensive Movement Phase
Offensive Phase
Offensive Movement Phase
Redeploy Phase

DEPLOY PHASE

Both players fill their hands to 10 cards from the deck.
If the deck ever runs out, shuffle the discard and draw from it.

LEADERSHIP PHASE

Players may discard Leader Cards.

For each Leader card he discards, a player may draw 2 cards from the deck.

RECONNAISSANCE PHASE

Players discard Reconnaissance cards.

The player who discards the most Recon cards gets to look at his opponent's hand and may discard up to 4 cards and draw replacements.

If it is a tie, both players may discard and redraw up to 3 cards.

DEFENSIVE PHASE

The Defending player may discard a Defensive Attack card or Leader card.

He must also discard either a Unit card or a Weapon card.

The Active player must lose an AFV token unless he discards a Protection card if a Weapon card was played or a Morale Card if a Unit card was played.

DEFENSIVE MOVEMENT PHASE

The Defending player may discard a Movement Card or Leader card.

If he does so he may repeat the Defensive Phase.

The Active player may play an Obstacle card to negate the Defenders play.

OFFENSIVE PHASE

The Active player may discard an Offensive Attack card or a Leader card.

He must also discard either a Unit card or a Weapon card.

The Defending player must lose an AFV token unless he discards a Protection card if a Weapon card was played or a Morale Card if a Unit card was played.

OFFENSIVE MOVEMENT PHASE

The Active player may discard a Movement Card or Leader Card.

If he does so he may repeat the Offensive Phase.

The Defending player may play an Obstacle card to negate the Active Players play.

REDEPLOY PHASE

Each player may discard up to 5 cards.

OFFENSIVE ATTACK CARD LIST

Deliberate Attack
Frontal Attack
Hasty Attack
Main Attack
Supporting Attack
Decisive Engagement
Direct Fire

Fire & Movement
Bounding Overwatch
Clear Enemy in Zone
Wedge Formation
Offensive Front
Seize Initiative
Pursuit
Exploit Gap
Secure Sector
Massed Attack
Infiltrate
Flank Attack
Surprise Attack
Skirmish
Strike Enemy Rear
Overwhelm at Short Range
Advance Guard
Drive Head-on
Blitz

DEFENSIVE ATTACK CARD LIST

Base of Fire
Primary Position
Battle Position
Counter Attack
Kill Sack
Decisive Terrain
Defile
Engagement Area
Field of Fire
Overwatch
Coil Formation
Defensive Front
Key Terrain
Killing Zones
Mine Field
Fire from Concealment
Strongpoint
Blocking Position
Fortified Position
Ambush
Long Range Gun Duel
ATGW at 4000m

UNITS CARD LIST

Armored Fighting Vehicle
Close Air Support Fighter
Main Battle Tank
Infantry Fighting Vehicle
Cavalry Fighting Vehicle
122mm Self-Propelled Howitzer
155mm Self-Propelled Howitzer
Tank Destroyer
SP Anti-Tank Gun
Gun-over-Hull Tank
Helicopter Gunship
Mechanized Infantry
Tank Platoon
Fire Support Team
Light Tank
Hunter-Killer Tank
Air Supremacy

Heavy ATGM Weapon Teams
Combined Arms
Armored Personnel Carrier
Mortar Carrier
Numerical Superiority

WEAPONS CARD LIST

Dual Purpose Improved Conventional Munitions (DPICM)
Family of Scatterable Mines (FASCAM)
Armor-Piercing Discarding Sabot (APDS)
Hypervelocity AP Fin-Stabilized DS (HAPFSDS)
IR Night Vision Devices
Thermal Imaging System
Laser Rangefinder
105mm Rifled Cannon
120mm Smooth Bore Gun
Anti-Tank Guided Missile (ATGM)
High Explosive AT Ammo (HEAT)
High Explosive Squash Head Ammo (HESH)
Rocket Propelled Grenade
Fire Control Systems
25mm Automatic Cannon
Laser Guided Artillery
Air Dispensed Munitions
Terminally Guided Munitions
Supersonic Fire & Forget ATGM
Stabilized Gun
Artillery Fire
First Round Hit
Pin Point Accuracy
Depleted Uranium Ammo

MOVEMENT CARD LIST

Alternate Position
Avenue of Approach
Checkpoint
Coordinating Point
Covered Approach
Displace
Traveling
Traveling Overwatch
Maneuver
Mobility
Phase Lines
Movement to Contact
Advance to Fire Position
Passage of Lines
Withdrawal
Breakthrough
Detachments
Automotive Performance
Gas Turbine Engines
Momentum
Overrun
Bypass Enemy Position
Lure (Bait)

OBSTACLE CARD LIST

Anti-Tank Ditch

Tracks Damaged
Out of Gas
Soft Ground
Water Barrier

PROTECTION CARD LIST

Defilade
Cover
Dead Space
Hull Down
Reverse Slope
Turret Down
Smoke Screens
Electronic Countermeasures
Camouflage
Dug In
Laminate Armor
Reactive Armor
Composite Armor
Inclement Weather
Halogen Gas Extinguishers
Wet Ammo Stowage
Sloped Armor
Thick Frontal Armor
Visual & IR Screening System
Dust Clouds
Evasive Action

LEADERSHIP CARD LIST

Combat Multiplier
Commanders Intent
Economy of Force
Fire Support Coordination
Concept of Operations
Fragmentary Order
Integrate Enemy Doctrine
Concentrate Mass
Mission
Attainable Objective
Priority Target
Command Post
Task Organization
Tank Commander
Terrain Analysis
Courage & Tenacity
Guile & Cunning
Skill & Determination
Branch Plans
Logistics
Command & Control

MORALE CARD LIST

Exhaustion
Fatigue
Confusion
Suppression
Fear
Shattered Nerves
Lack of Sleep

Weakened
Unbalanced
Counter Fire
Cowed
Heavy Casualties
Shaken
Wrecked Lines of Communication
Demoralized
Unsupported Attack

RECONNAISSANCE CARD LIST

Surveillance
Forward Observers
Group of Targets
Grid Coordinates
Intelligence Preparation
Scouting Elements
Line of Contact
Enemy Disposition
Target Acquisition
Reconnoiter
Early Warning
Air Reconnaissance
Remotely Piloted Vehicles
Armored Cars
Artillery Observers
Screen Front & Flanks
Locate Resistance
Radio Intercept
Caught in the Open

OPTIONAL DOUBLE HIT RULE by Ronald Pehr

During Defensive or Offensive phase, As an alternative rule, allow a combined Attack + Leadership + Unit + Weapon, which would hit two tokens unless opponent plays both Protection + Morale.

SETUP

Flip coins or roll dice to determine turn order.
Turn order remains the same for the rest of the game.
Shuffle the deck.
Players cut the deck until each has one hero.
Players put their hero face up on the table "in play".
Players start the game with no cards in their hands.

TURN SEQUENCE

Players take turns.
There are 3 phases in a turn:
1. Recovery Phase
2. Draw Phase
3. Adventure Phases

RECOVERY PHASE

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

DRAW PHASE

Draw 1 Card.
Whenever a card is drawn show it to all players.
If it is a Challenge card discard it into the discard pile.
If it is a City State or Hero place it face up in front of you.
You now control the Card, but it is not part of your hand.
If you draw a Relic or Companion, either attach it to a Hero or keep it in your hand to be attached at any later time.
Attached cards are placed partially under the Hero card with their names showing.
If it is an Event Card play it or keep it, unless the card instructs you to play it immediately.
Event cards are discarded as soon as their effect is resolved.
Play Event cards whenever it is appropriate.

ADVENTURE PHASE

Each of your heroes that does not have delay counter(s) may, in any order, draw a card (Go adventuring).
All Heroes adventure separately.
Play City States, Heroes, and Events as in Draw Phase.
Any Relics or Companions found must be attached to that Hero only.
If a Hero draws a Challenge card the hero is tested:
If the Hero has the trait listed on the Challenge card the Hero is victorious and the Challenge card is placed in that players Victory Pile.
Relics & Companions lend their traits to their Hero owner.
Event cards, like Blessings, can also give Heroes extra traits.
If the Hero does not have the trait, then the Hero is defeated.
Put 1D6 (1 die roll) Delay tokens on the Defeated Hero and discard the Challenge.
If you roll a 6 the hero and all his possessions are discarded. (A Greek Tragedy)

If the Challenge card contained the word 'destroyer' in its description then that player must also discard a City State.

Sample Challenges:

1. Hercules encounters the Hydra. Hercules has the trait 'Strength' and the Hydra is a test of strength or wit, so Hercules is victorious.
2. Argo meets the Hydra. Argo has neither strength nor wit, so he is defeated and gets 1D6 delay tokens.
3. Ajax has the relic 'Blade of Hephaestus' which gives him the trait of 'War'. He encounters the Centaurs and defeats them.
4. Theseus draws 'Lost at Sea'. He plays the event 'Blessing of Poseidon' giving him the navigation trait. He overcomes the challenge.

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

WARS

There are 4 Event cards that start wars.

All players add up the number of Heroes and City states they control, plus all of the War and Army traits they can muster.

Do not count delayed Heroes.

Each player adds 1D6 to their sum.

The sum is called the Battle Total.

The player with the highest Battle Total is the winner.

The winner may take a City State away from one of the losers.

The winner puts the War event card in his Victory pile.

ENDING THE GAME

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

VICTORY

The player with the most accumulated victory points (VP) at the end of the game is the winner.

Gain VP in the following manner:

Accomplishment	VP Awarded
Per Hero you control	1
Per City State you control	1
Per Relic owned	1
Per War won	4
Per Blessing in your final Hand	1
Per Challenge in your Victory Pile	1

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

MONSTER FOE

CHALLENGES

TESTS (NOTES)

Centaurs	Music, Wine, War, Army
Chimaera	Mirror, Flying (Petrification)
Cyclops	Wit, Archer, Wine (Blind him)
Dragon	Archer (Locate the soft spot) Destroyer
Gorgon	Wit, Mirror (Medusa)
Harpy	War, Archer (Screeching)
Hydra	Strength, Wit (Regenerating heads)
Lion	Music, Strength, Healing (Thorn in paw)
Minotaur	Wit, Music (In Maze)
Sphinx	Wit (Riddle)
Griffon	Music, War, Blessing of Prometheus
Sirens	Wit, Navigation, Flying (Song)

Sea Serpent	Navigation, Strength, Flying
Kraken	Flying, Navigation (Giant Sea Monster) Destroyer
Hecatoncheire	Any Blessing (100 Handed Giant)
Antaeus the Giant	Strength (He is weak if not touching ground)
Cerebus	Strength, Wit (3-Headed dog Guards underworld)
Erymanthian Boar	Strength, Swift, Wit
Stymphalian Birds	Archer, Wit
Cretan Bull	Wit, Strength, Knossos
Ceynean hind	Swift, Wit
Diomedes wild mares	Wit, Swift or sacrifice companion (flesh eaters)

NOTES: Any Hero that defeats (distracts) Cerebus gains the Army trait (Dead released from Hades) or takes a Hero from Discard pile.
Any Hero that defeats the sphinx gets to adventure again this turn.

NON-MONSTER FOE

CHALLENGES

TESTS (NOTES)

King Midas	Wit (His touch turns all to gold)
Satyr	Wit, Gold, Wine, Music (Half man, half goat)
Nymph	Strength, Woman (Seduces men)
Circe	Wit, Woman (Sorceress, turns men into pigs)
Pirates	War, Gold, Wine, Wit, Navigation, Army
Lepers	Healing, Music (Spread their disease)
Philosophers	Wit (Argue with the Sophists)
Lotus Eaters	Wit, Healing, Music (Powerful Drug)
Amazons	Woman, Wit (Seduce their Queen)
Aphrodite	Woman (Goddess of Love)
Hypnus	Companions (God of Sleep)
Oceanus	Navigation (Titan of the Sea)

NON-FOE

CHALLENGES

TESTS (NOTES)

Deliver Message	Navigation, Chariot, Swift, Flying
Long Journey	Navigation, Chariot, Swift, Flying
Labyrinth	Wit, Swift
Whirlpool	Navigation, Flying
Shipwreck	Navigation, Flying
Lost at Sea	Navigation, Flying
Augean Stables	Wit

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

RELICS

TRAIT

Golden Fleece	Healing; Reduce Delays by 1 turn
Gold of Midas	Gold (Discard after 3 uses)
Wine of Dionysus	Wine (Discard after 3 uses)
Nectar of the Gods	Wine (Discard after 3 uses)
Blade of Hephaestus	War
Lyre of Apollo	Music
Owl of Athena	Wit; or Discard immediately for 2 VP
Aegis Shield	Defeats all Foes (Return to Zeus in 5 Turns)
Arm-band of Zeus	Strength
Winged Sandals	Flying (Gift of Hermes)
Helm of Invisibility	Defeats all Foes (Return to Hades in 5 Turns)
The Argos	Navigation (Legendary Ship)
Lightning Javelins	Archer

Wings of Icarus	Flying
Cornucopia of Demeter	Army (Ambrosia)
Hyppolita's golden girdle	Gold, Healing (Gift from the queen of the Amazons)
Pan's Flute	Music
Apples from Hesperides garden	Healing (Discard after 3 uses)

COMPANIONS

Ancient Mariner	Navigation
Scholar	Wit
Pegasus	Flying
Poseidon's Gift Horse	Swift
Temple Maiden	Woman, Healing
White Eagle of Zeus	Flying, 2 VP (A gift)
Phoenician Mercenaries	Army
Argonauts	Army
Promethean Clay	Any one (Pick a trait at time of attachment)
Idmon (seer of Argos)	Wit, Magic
Helena	Woman(+1 to Battle total during Trojan War)
Andromeda	Woman

TRAIT

EVENTS

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

NOTES

Wrath of the Furies Target hero is delayed until its owner discards any blessing card

HEROES

TRAIT

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

CITY STATES NOTES

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

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

SAMPLE CARD ART

Thanks Codexier. (ecbattle@mindspring.com)

[Click Here](#)

AIR TO AIR

INTRODUCTION

Two player card game simulating modern Jet Fighter Air Combat.

OBJECTIVE

Kill all of your opponent's planes.

SETUP

Determine how many planes each player has.

In the standard game each side has 2 planes: A flight leader and his wingman.

For a quick game play one-on-one.

A dogfight involving many planes is referred to as a Furball.

Use coins or dice to keep track of planes.

THE DECK

Players share a common deck.

The deck contains six types of cards:

Maneuver, Attack, Defense, Kill, Initiative, Team, and Pilot card types.

All cards also have a point value.

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

TURN SEQUENCE

Each turn has 5 phases:

Tactics Phase

Reflex Phase

Maneuver Phase

Attack Phase

Kill Phase

TACTICS PHASE

Each player is dealt 5 cards face up.

Each player draws an additional 5 cards (or 6 cards if you have more planes)

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

REFLEX PHASE

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

MANEUVER PHASE

Players place their hands face up with their other face up cards.

The player with the most points worth of maneuver cards becomes the attacker.

The other player is the defender.

If it is a tie, the turn ends.

Initiative cards may be used as Maneuver cards in the first turn of a game.

After the first turn, Initiative cards are useless.

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

ATTACK PHASE

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

KILL PHASE

If the attacker scored a hit and he played at least one Kill card, one enemy plane is destroyed.

If you win the game, add up the scores on all the Kill cards you used to kill enemy planes to get a final "Score".

PILOT CARDS

Pilot cards are wild cards:

If they are in the initial 5 dealt face up in tactics phase, they count as Maneuver cards.

If they are played from the hand, they are attack cards if you are the attacker or defense cards if you are the defender.

CARD TYPES

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

CARD LIST

Card Name:	Type	Points	
Fast & Lethal	P	9	
Pilot Instincts	P	8	
Ace Pilot	P	7	
Skill & Determination	P	6	
Aggression	P	5	
Self-Confidence	P	4	
Bogeys Spotted	I	9	
Avoid Radar	I	8	
Identification Friend or Foe	I	7	
Airborne Early Warning	I	6	
Blip	I	5	
Moving to Intercept	I	4	
Jettison Bombs	I	3	
Pulse Doppler Radar	I	2	
Radar Intercept Officer	I	1	1
Break Rules of Engagement	I	9	
Surprise	I	8	
Mimic Bombing Attack	I	7	
Approaching Visual	I	6	
Fighter Tag	I	5	
Standoff	I	4	
Detect Active Radar	I	3	
Radar Lights Up	I	2	
Ambush	I	1	

Scan Landscape	I	9	
Radio Wingman	T	9	
Combat Spread	T	8	
Welded Wing Formation	T	7	
Decoy	T	6	
Drag Maneuver	T	5	
Flight Integrity	T	4	
Split Up	T	3	
Bracket	T	2	
Fox 1	T	1	
Pincer Maneuver	T	9	
Flight Leader	T	8	
Pursue Bandit	M	9	
Dogfight	M	8	
Gain Offensive Advantage	M	7	
Pitch & Roll	M	6	
High Yo-Yo	M	5	
Expend Energy	M	4	
Matching Turn	M	3	
Intercept	M	2	
Target Overshoots	M	1	
Peripheral Vision	M	9	
Tight Turns	M	8	
Air Tactics	M	7	
Target Overcompensates	M	6	
Know Enemy Tactics	M	5	
Target Loses Visual	M	4	
Second Pass	M	3	
Full Throttle	M	2	
Tally Ho	M	1	
Tumbleweed	M	9	
Low Yo-Yo	M	8	
Shock Wave	M	7	
Fly by Wire	M	6	
Knife Fight	M	5	
Feint	M	4	
Stick & Throttle	M	3	
Maximum Lift	M	2	
Air Superiority Fighter	M		1
Trade Energy for Position	M	9	
G-Suit	M	8	
Target Low on Fuel	M	7	
Go into the Vertical	M	6	
Target Stalls	M	5	
Barrel Roll	M	4	
Inverted Descent	M	3	
Loop	M	2	
Dive from Above	M	1	
Rolling Scissors	M	9	
Speed Brakes	M	8	
Swing Wide Cut Back	M	7	
Bluff	M	6	
Mach Speed	M	5	
Turning Fight	M	4	
Situational Awareness	M	3	
Track while Scan	M	2	
Shallow Dive	M	1	
Air Combat Maneuvers	M	9	
Enemy Pilot Fatigued	M	8	
Dead in your Sights	A	9	
Select & Arm Missile	A	8	
Fire Missile	A	7	
Switch to Guns	A	6	
Lay into Target	A	5	
Infrared Homing	A	4	
Close the Distance	A	3	

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

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

AIR FARE

INTRODUCTION

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

OBJECT

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

THE DECK

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

OTHER MATERIALS

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

SETUP

Each player starts with:
\$50 (50 Million dollars).
One Boeing 737 or one McDonnell Douglas DC-9.
Landing rights to two Minor Airports.
Remove the Plane and Landing Rights cards from the deck.

TURN SEQUENCE

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

MAINTENANCE PHASE

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

DRAW PHASE

All players draw one card.
The cards are placed face up on the center of the table.

This is known as the Bidding Pool.
If there are no cards left in the deck, the game is over.

FLYING PHASE

Remove all of your planes from their current terminals.
Move (Fly) all non-grounded planes to a different terminal in a different city.
Planes with a "US" range cannot fly to Europe.
Flights connecting to Europe must originate or end in New York, Atlanta, Miami, Boston, or Washington DC.
Place plane cards face up onto your terminal cards.
Your planes can only fly to terminals you control.
Certain Events may prevent flights into or out of specific cities.
The Concorde can only be used to fly between New York and Europe.

REVENUE PHASE

When a plane lands, you get an amount of money that depends on the number of landing rights, at that city, you control.
Each Minor airport terminal gives a revenue of \$10, no matter how many you control.
At major Hubs, each landing will generate progressively more revenue, according to the table built into the Landing Rights card list.
For example: The first plane you land at Miami International gives \$20. The second plane you land earns \$40. If you control all 4 landing rights, the fourth plane you land produces \$90.
Certain types of planes will increase or decrease the revenue generated by their flight.
Money can be saved from turn to turn in your "Bank account".
Pay interest on loans. If you cannot pay, you go bankrupt and lose the game.

BID PHASE

Event Cards are discarded.
Players may bid on some, none, or all of the plane cards and landing rights cards in the Bidding Pool.
Bids are written down in secret and are revealed simultaneously.
You cannot bid more money than you have in your account.
Planes and Landing rights have Base costs as given in the card lists.
A Bid cannot be for less than the Base Cost.
The player that bid the most for a card gets control of it.
That player keeps the card and subtracts the bid amount from his Bank account.
If you lose a Bid you do not lose the money you bid.
If a bid is a tie, all players lose the bid, and the card remains in the pool for next turn.
Discard any cards no one bid on.

END PHASE

Place the cards you won in bidding face up in front of you. They can start being used to generate income next turn.
You may have more planes than landing rights and vice-a-versa.

RAISE MONEY FAST

You may at any time sell your planes and landing rights to neutral third parties.
Discard the card and gain money equal to the cards base cost.
You can take a maximum bank loan of up to \$100 at an interest payment of 20% per turn.
Players can also sell cards to each other, or make loans to each other.

LANDING RIGHTS (TERMINALS) CARD LIST

City:	#	Base	1	2	3	4
Minor Airports	8	20	10	10	10	10
Atlanta	4	30	10	20	40	50
Washington DC	4	40	10	30	50	70
Boston	4	40	10	30	50	70
Miami	4	50	20	40	60	90
Dallas	4	50	20	40	60	90
Los Angeles	4	60	20	50	80	100
Chicago	4	60	20	50	80	100
New York	4	80	30	60	90	120
Europe	4	100	40	80	120	150

= Number of that card in the deck.

Base = Base cost (Minimum Bid)

PLANE CARD LIST

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

Rev = Increase/decrease in revenue generated by flight.

EVENT CARD LIST

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

PRICE WAR OPTIONAL RULE

During Maintenance phase each player may pick one or more cities that they have landing rights at.

These cities generate no income this turn.

ADVERTISING PHASE OPTIONAL RULE

Insert this optional phase in between the Flying and Revenue Phases.

Players secretly write down how much money they are spending on advertising for each of the cities they have landing rights at.

If you spent more than an opponent you get to take 10% of his revenue from that city.

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

Unlike lost bids, all money spent on advertising is gone.

Example:

4 players (A,B,C,D) have rights at the same city.

Player A spends \$0 on advertising and promotions.

B spends \$3. C spends \$5. D spends \$10.

B rolls 1D10 X 10 and gets 50. B gets 50% of A's revenue.

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

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

FASTER GAME VARIANTS

For a quicker game remove 10-40 nonevent cards from the deck.

Or, remove all the Boeing 757s, McDonnell Douglas MD-80s, Atlanta rights and Washington DC rights.

ALAMO

INTRODUCTION

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

CARDS

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

SET UP

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

TURN SEQUENCE

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

DRAW PHASE

Both players draw 1 card from their respective decks.

BOMBARDMENT PHASE

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

DISCARD PHASE

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

MEXICAN ATTACK PHASE

The Mexican player may decide not to attack. If so, the turn ends.
To attack the Mexican player places cards from his hand to the table.
The Mexican must attack with at least one Leader or Reserve card.
The Mexican player may play up to 1 equipment card, 1 tactics card, 1 Artillery card, 1 Leader card, 2 Reserve cards, and any number of non-reserve Troop cards.
Troop cards get a bonus of +10 Force, if they are played with their matching Leader.

Add up the force value of all of these cards and multiply by 2 if a Breach card is used.
This number is the Total Mexican Force Value.
The Texians may defend by playing cards to the table.
The Texian player may play up to 2 equipment cards, 1 tactics card, 2 Artillery cards, 1 Leader card, 1 morale card, 1 standing defense, and any number of Troop cards.
Add up the force value of all of these cards and multiply by 2 if a Texian Fire card is used.
This number is the Total Texian Force Value.
Compare the Total Force Values of Both Sides.
The winner is the higher total.
If tied, both players discard all their cards played.
The winner shuffles the surviving cards into his deck.
The loser discards all cards played.
The loser must discard cards from his hand or drawn from the top of his deck with a combined Force value equal to or greater than the difference between the Total values.
Doubler cards are considered to be Force = 50 for this purpose.
The winner may keep played cards with a combined Force value equal to or less than the difference between the Total values.

MEXICAN VICTORY

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

TEXIAN VICTORY

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

MEXICAN DECK CARD LIST

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

TEXIAN DECK CARD LIST

#	CARD	#	FORCE	NOTES
1	William B. Travis	40	Leader	
1	Davy Crockett	50	Leader	
1	James Bowie	30	Leader	
1	James Bonham	10	Leader	
1	Captain Baugh	10	Leader	
1	Lt. George Kimball	10	Leader	
1	Captain Dickinson	10	Leader,	+10 to artillery cards played with
5	Texian Volunteers	20	Troops,	+10 if played with Bowie
2	Gonzales Ranging Co.	30	Troops,	+10 if played with Kimball
3	Texian Cavalry	30	Troops;	+10 if played with Travis
1	New Orleans Greys	30	Troops	
1	Alabama Red Rovers	30	Troops	
1	Volunteer, ex-US Army	30	Troops	
1	San Antonio Greys	30	Troops	
1	Mobile Greys	30	Troops	
2	Tennesseeans	30	Troops;	+10 if played with Crockett
1	"Victory or Death"	40	Morale	
1	"Never Surrender"	40	Morale	
1	Waiting for Fannin	40	Morale	
1	"Post of Honor"	40	Morale	
1	Line in the Dust	40	Morale	
1	McGregors Bagpipes	10	Morale	
1	Stockade	10	Standing Defense	
1	Long Barracks	10	Standing Defense	
1	Low Barracks	10	Standing Defense	
1	Trenches	10	Standing Defense	
1	Earthwork Ramparts	10	Standing Defense	
3	12 Foot High Wall	20	Standing Defense	
1	Mission Church	10	Standing Defense	
1	Hospital	10	Standing Defense	
3	Kentucky Rifles	20	Equipment	
2	Grapeshot	20	Equipment	
1	Blunderbusses	10	Equipment	
1	Raid	40	Tactics	
6	Texian Fire	--	Tactics;	Doubler
1	18-pdr. Cannon	30	Artillery	
2	Lunette Artillery	20	Artillery	
2	Chapel Artillery	20	Artillery	
2	Cannons	20	Artillery	

ALIEN EMPIRES- OLD RULES

INTRODUCTION

Players form alliances of many alien races in order to outwit their opponents.

OBJECT

Control 20 of the worlds on the map.

EQUIPMENT

Some 10 sided dice are needed.
Players may want paper and pencil to keep notes.

THE MAP

The map is a 10x10 grid.
Spaces must be large enough to allow several stacks of chits to be placed therein.

CARDS

The deck contains both Force cards and Event cards mixed together.
See the card list.

CHITS

26 Blue Planet (World) chits (tokens, markers) marked from A to Z.
20 White population chits for each world: A1, A2,...A20; Z1, Z2,...Z20
1 Pink Identification Chit for each alien race: See the Alien Race list.
Alien race chits have the name of the race written on them.
1 Set of 50+ control marker chits for each player. Each player has a unique color.

MAP SETUP

Distribute the planet chits randomly onto the map.
Roll 2D10 to determine the X and Y coordinates of each planet.
Two planets cannot occupy the same space.
At the end, every planet must be within 3 hexes of another planet.
If not, reroll its coordinates.

PLAYER SETUP

Each player takes a set of control markers.
All players roll 1D10. Reroll ties.
The highest roll places a control marker next to any one world chit.
The next highest roll picks a different homeworld, and so on.
Each player draws 4 Alien race chits, and selects one to be their starting race.
The other 3 are discarded.
The Alien Race identification chit is placed next to the world chit.
Place one population token under your control marker chit.

The population marker must have the same letter identification as the planet marker.

Players start with 5 cards.

WORLDS & ALIEN RACES

Every world is the home of one alien race. This is the native race.

The race is determined when the planet is first explored by drawing a race identity chit.

Population chits produced by that world are always that of the native race.

ROUNDS, TURNS, & PHASES

Players take turns.

Turn order is the reverse order of that determined in player setup.

The time it takes for all players to take a turn is called a round.

The player whose turn it currently is, is known as the active player.

Turns are divided into phases.

TURN SEQUENCE

Opportunity Phase

Fate Phase

Genesis Phase

Migration Phase

Conflict Phase

OPPORTUNITY PHASE

Certain cards and race abilities will allow actions during this phase.

FATE PHASE

The active player may draw 3 cards.

Discard down to 7 cards.

GENESIS PHASE

Each planet controlled by the active player gains 1 population token of the native race.

MIGRATION PHASE

Active player only.

All of your population markers may move once per turn.

A population marker you control may be moved to a world that is within 3 spaces.

All of your population tokens on a world must be stacked under one of your control markers.

If you place your tokens onto an unexplored world place a control marker on that world and draw a Alien race identification chit for it.

If you move your tokens onto a world controlled by another player, you have colonized that planet, but you don't control it.

The player that controls the planet should put a second control marker on his stack to indicate this.

You still control a world if you move all your tokens off it, and no other player has populations there.

If they do, and you leave, the player with the most populations there gains

control.

If you are the only player with population tokens on a world, you gain control of it.

CONFLICT PHASE

All conflicts in this phase must involve the active player.

The active player decides the order in which conflicts are resolved.

Only one conflict per world per turn.

If two players occupy a world and at least one of them wants to attack the other, there will be a conflict.

The attacker and defender are known as the primary players.

If both want to be the attacker the active player gets to be the attacker.

Other players with tokens on that world may add tokens to the attacker or defenders stack, if the primary player allows it. These are ally tokens. The defender draws one card.

Players simultaneously reveal one force card, if they have one.

Each population token is worth 1 point of force.

Each side adds up its force total = population tokens in stack + force card value + other race & card effects.

The side with the highest force total wins. The other stack is destroyed.

If the attacker wins, he gains control of the planet.

Allied tokens of the winner get to remain on the planet.

There are many Event cards and racial abilities that can affect the outcome of these conflicts.

Normally, only population tokens in the conflicting stacks can use their racial abilities.

If your opponent loses all his tokens before the Force calculation is made, you get control of the planet.

Winning Allies get to draw a card.

ALIEN RACE LIST

A = All tokens of that race may use this ability during the turn.

1/C = Once per Conflict. One or more tokens of that race must be present at that conflict.

1/T = Once per turn. At least one member of this race must be on the board to use this ability.

1/W = Once per turn per World. One or more Tokens of that race must be on the target world.

1/B = Same as Both 1/C and 1/T.

W = Property of that races' world.

R = You get this ability as long as you control one token of that race.

Sacrifice = Discard that token.

Retreat = Move tokens to a friendly world within 3 spaces.

Race Name	Use	Special Ability
Tachyons	A	They can move twice in Migration Phase
The Hive	W	Their world produces 3 population tokens in Genesis Phase
Symbionts	A	They are worth 2 Force each
Travelers	A	Move range = 5 in Migration Phase
Assassins	1/T	Kill one population token anywhere in Opportunity Phase
Fanatics	A	Sacrifice to kill one token within 3 spaces in Opportunity Phase
Berserkers	A	Sacrifice to generate 5 Force during Conflict
Space Vampires	A	Sacrifice a friendly token for +3 Force during Conflict
Aggressors	A	+2 Force when attacking
Passive Aggressives	A	+2 Force when defending
Jinxers	A	One opposing token is Force -2
Reductionists	1/C	All opposing tokens have a Force =0
Limitators	1/C	Opponent must discard 1 card at start of conflict

Tacticians	1/C	Draw one card at start of conflict
Reanimators	1/C	Keep opposing tokens if you win the conflict
Neutralizers	1/C	One opposing race cannot use its power during the conflict
Eliminationists	A	Sacrifice to destroy target opposing token during conflict
Spies	1/C	Look at opponents hand at start of conflict after defender draws his card
Burnouts	A	Sacrifice to draw a card
Stimulators	1/W	World they occupy produces +1 population token in Genesis Phase
Flesh Eaters	1/C	Produce 1 token if they win the conflict
Emulators	A	Copy power of Friendly token on same world
Copycats	A	Copy power of Enemy token on same world
Doublers	1/C	Double value of the Force card you use
Space Pilgrims	A	These tokens can end their migration in deep space (empty spaces)
Feedbacks	1/B	Sacrifice to duplicate the effect of a card used by opponent
BoobyTrappers	A	Kill one opposing token after conflict if you loose
Scavengers	1/C	Draw one card if you win the conflict
Strategists	1/T	Target stack you control gets a second Move and Attack Phase
Ressurrectionists	A	Sacrifice token to take top card of discard pile in Opportunity Phase
Rearguard	A	Sacrifice to allow stack to retreat
Mind Controllers	1/C	Take control of opposing token at start of conflict
Opportunists	1/C	Steal random card from opponent at start of conflict
Reinforcers	A	At start of conflict add one friendly token from up to 3 spaces away to your stack
Escapists	1/C	Retreat one friendly token from conflict if you lose.
Gatherers	1/T	Move all members of this race to a planet you control in Opportunity Phase
Breeders	W	Discard a card to add two population tokens of this race
Memorizers	R	Your hand size +2
Thinkers	R	Draw +1 card in Fate phase
Soothsayers	R	Look at top 7 cards in deck after you draw in Fate phase
Worldship	W	Controller of this world can move it one space per turn
Martyrs	A	Sacrifice to give all your other tokens +1 force during conflict
Precogs	1/C	You may pick your battle card after opponent reveals his
Repulsors	A	Send back one token that moved here this turn
Gifted	---	This race has two abilities: Draw 2 race chits
Collectors	R	Draw +2 cards in Fate Phase and discard 2
Unpredictables	1/C	When attacking, draw a card
Anarchists	1/C	You may exchange hands with opponent at start of conflict
Minimalists	1/C	The side with the lowest Force card wins the conflict. Only if both sides play force cards
Pacifists	1/C	At start of conflict Sacrifice all members of this race present to prevent conflict
Wealthy	R	Upon discovering them, put 10 cards in a reserve hand. You can use these cards, but you cannot replace them.
Second Chances	1/C	If you lose the conflict, your tokens remain and a second conflict is fought
Projectors	A	Sacrifice to add 2 Force to your stack from up to 3 spaces away

Planet Jumpers	W	In Opportunity phase you may switch the location of this planet and another planet within 3 spaces
Purists	W	No other race may move onto this world. The initial discoverers retreat
Hoppers	A	May move up to three times per turn at a range of 2 spaces each move
Confusers	A	One opposing token may not use its power during this conflict
Teasers	1/C	Enemy stack on same world must attack
Framers	1/C	Attacker must attack a different stack on same world if there is one
Clean Slates	1/C	Both primary players must discard their hands at start of conflict
Last Descendants	W	Race starts with 20 tokens, but they cannot reproduce
Repatriationists	1/C	If you lose the conflict steal one card from opponent
Historians	1/C	Draw one card at the end of the conflict
Minstrels	1/C	Draw 3 cards if you win the conflict
Diplomats	1/T	Opponent must discard 2 cards to attack
Genocidals	1/W	Kill one enemy token in Opportunity Phase on same world if you control it
Randomizers	1/C	Opponent must use a random force card from hand in conflict
Fortifiers	W	All tokens of controller are +2 Force on this world
Reversists	1/C	Switch roles of defender and attacker
Blobs	A	Reproduce on all worlds where there are at least 5 of them present
Deporters	1/W	Cause one enemy token to retreat in Opportunity Phase on same world if you control it.
Force Fields	A	Force = 3 when defending. They cannot attack
Stonekin	A	Force = 3. They cannot move
Disinformers	1/C	On opponents turn, force them to attack an opponents stack also on the same world
Living World	W	Produces no tokens. Controller gets +20 to his Force total
Slavers	1/C	Take control of one token at end of battle if you win
Traders	1/T	Switch 1 card with opponent in Opportunity Phase
Plebs	R	Race starts with 10 tokens
Scourge	R	Opponents Hand size -1
Invisible Beings	A	Tokens not placed on map. Write locations on separate page
Foundation	R	Give another player a card at any time
Mercenaries	A	These tokens may ally from up to 3 spaces away
Distress Call	1/C	Accept allies from 3 spaces away
Contagion	A	Can move with an opponents moving token
Toll Keepers	1/W	Opponents tokens on same world cannot move
Contraceptives	1/W	Opponents on same world may not reproduce
Body Snatchers	A	Switch with one of opponents tokens at start of conflict
Searchers	1/W	If on same world as opponent draw +1 card in Fate Phase
Threat Displayers	A	Force +3 if Attacking. Opponents stacks may retreat
Plea Makers	A	Force nonprimary token on same world to ally
Politicians	R	You automatically take control of any world they inhabit
Propagandists	1/W	Take control of one of opponents tokens on same world
Commandos	A	Move to reinforce friendly stack up to 3 spaces away at start of conflict
Transporters	A	Move a friendly token on same world up to 3 spaces away to reinforce a friendly stack at

	start of conflict		
Microns	A	retreat	They have a force = 0. If defending they may
Tyrants	R	enemy tokens on that world lose their powers	If you control the world they are on, all
Temporaneans	R	the turn order	At the beginning of the round you may change
Muses	1/C	force	All of your non-Muse tokens in stack are +1
Immortal	A	destroyed	This race has only one token that cannot be

LIST: FORCE CARDS

Force	#	Notes
1	10	discard to prevent the conflict
3	9	Discard to let your stack retreat at start of conflict

5 8

7 7

9 7

11 6

13 5

15 4

= Number in Deck

LIST: EVENT CARDS

Notes: There is one of each event card in the deck.

Write the card name and effect on the card.

Card Name- Effect

Mutation- Draw a new alien race chit for target race.

Race loses old power and gains new one. Play in Opportunity phase

Use the Force- Play two Force cards during current conflict.

Population Explosion- Play in Genesis Phase. Target world produces +5 population markers.

Power up- Value of target Force card is doubled.

Universal Peace- No conflicts this turn. Play in opportunity Phase

Temporal Nexus- You may take another turn this round

Supernova- Destroy all tokens on target World

Revolution- Take control of target world you have tokens on.

Worm Hole- Move target stack you control to any planet

GAME DESIGNERS NOTES

Working on more aliens and event cards.

LINKS

[Cosmic Encounter](#)

Return to [New version](#) of rules

ALIEN EMPIRES

INTRODUCTION

Use the special abilities of your Race to dominate your opponents.

OBJECT

Control all 20 of the worlds on the map.

THE MAP

Use a starfield hex map.

MAP SETUP

Distribute 20 World (Planet/System) chits (tokens, markers) onto the map. Two planets cannot occupy the same space.

CARDS

The common deck contains 3 types of cards:

Force cards

Race cards

Event cards

All cards are mixed together.

See the card list.

CHITS

Each player has a set of 50+ control chits (units, markers, tokens).

Each player has a unique color.

PLAYER SETUP

All players roll 1D10. Reroll ties.

In order of the rolls, each player picks one World to be his homeworld.

A player places 10 markers on his Homeworld.

Players start with 10 cards.

Each player plays 3 Race cards from his hand face up onto the table.

These are the Abilities, Traits or Powers that this player will have for the remainder of the game.

These Race cards are called the Racial Destiny Cards.

Players may discard Race cards with conflicting rules.

If a player does not have 3 Race cards, he may draw cards until he does.

Players discard down to 10 cards.

ROUNDS, TURNS, & PHASES

Players take turns.

Turn order is the reverse order of that determined in player setup.

The time it takes for all players to take a turn is called a round.

The player whose turn it is currently is known as the active player.

Turns are divided into 4 phases:

TURN SEQUENCE

1. Fate Phase
2. Genesis Phase
3. Migration Phase
4. Conflict Phase

FATE PHASE

The active player may draw 5 cards.
Discard down to 10 cards.

GENESIS PHASE

Each planet colonized by the active player gains 1 token.

MIGRATION PHASE

Active player only.
All of your markers may move once per turn.
Markers may move 2 spaces.
Any world you have tokens on is considered to be colonized.

CONFLICT PHASE

All conflicts in this phase must involve the active player.
The active player decides the order in which conflicts are resolved.
Only one conflict is allowed per space per turn.
The active player may initiate a maximum of 3 conflicts this phase.
The attacker and defender are known as the primary players.
Tokens in the same space and adjacent spaces may participate.
Other players with tokens in those spaces may add tokens to the attacker or defenders side, if the primary player allows it. These are ally tokens.
The defender draws one card.
Primary players take turns playing race cards and event cards that can affect the outcome of the conflict.
Players simultaneously reveal one or more force cards, if they have any.
Each token is worth 1 point of force.
Each side adds up its force total = population tokens in stack + force card value + other race & card effects.
The side with the highest force total wins.
Losing tokens are destroyed.
All played cards are discarded.
Players allied to the winning side get to draw a card.

RACE CARD LIST

Card Name	Special Ability
Tachyonic Travel	Tokens may move twice in Migration Phase
Hive Society	Worlds produce 2 population tokens in Genesis Phase
Symbiotic Traveler	Each two tokens generate +1 Force Each token has move range +2 in Migration Phase
Assassination	Kill one population token anywhere in Migration Phase
Fanaticism	Each token +2 Force when attacking on worlds
Berserking	Discard a card to generate 4 Force during Conflict
Aggressive phase	This player may initiate any number of attacks in his conflict

Spacer	Each token +2 Force when attacking in Space
Carapace	Each token +2 Force when defending on Worlds
Jinx	One of opponents tokens is Force = 0 during Conflict
Mass	Each token +1 Force and move range -1
Reductionism	Opponent may play only 1 Force card in conflict
Limit	Opponent must discard 1 card at start of conflict
Tactician	Draw one extra card at start of conflict
Neutralize	Opposing race cannot use one of its powers during the conflict
Eliminate	Sacrifice to make opponent discard 1 card during conflict
Spies	Look at opponent's hand at start of conflict after defender
draws his card	
Burnout	Sacrifice to draw a card
Emulate	Copy power of any other player not in combat
Copycat	Copy power of opponent on same world
Vampirism	Gain 1 token if you win the conflict
Doubler	Double value of one Force card you use
Feedback	Sacrifice to duplicate the effect of a card used by
opponent	
Booby Trap	Kill half of enemy tokens after conflict if you loose
Scavenger	Draw one card if you win the conflict
Strategy	One target stack you control gets a second Migration and Attack
Phase	
Resurrection	Sacrifice to take top card of discard pile in Fate Phase once
per round	
Rearguard	You may retreat all of stack except 1 token at start of
conflict phase	
Mind Control	Take control of one opposing token at start of conflict
Opportunists	Steal random card from opponent at start of conflict
Reinforcement	At start of conflict add one friendly token from up to 3 spaces
away	
Escape Artist	Retreat one friendly token from conflict if you lose.
Gatherer	All movement towards one target planet chosen this turn
is at +3	
Breeder	Discard a card to add two tokens on world you have colonized
Memory	Your hand size +2
Projection	Discard 2 tokens to place a third token onto any world in
Migration Phase	
Thinker	Draw +1 card in Fate phase
Psychic	Look at top 7 cards in deck after you draw in Fate phase
Worldships	Move one world you control one space per round
Martyr	Sacrifice to give all your other tokens +1 force during
conflict	
Precognition	You may pick your battle card after opponent reveals his
Repulsion	Move up to 3 of opponents tokens on your Migration phase
Collectors	Draw 1 extra card in Fate Phase
Anarchy	You may exchange hands with opponent at start of conflict
Minimalist	The side with the lowest Force card wins the conflict
Pacifist	Use Force cards of 8+ to prevent a conflict
Second Chances	If you lose the conflict, your tokens remain and a second
conflict is fought	
Teaser	Force enemy stack on same world to attack at Force -2
Clean Slate	At start of conflict you may discard and redraw up to 5
cards	
Repatriations	If you lose the conflict steal one card from opponent
Diplomat	Opponent must discard 2 cards to attack
Deporter	Cause two enemy tokens on same world to retreat in
Migration Phase	
Trader	Switch 1 card with opponent in Fate Phase
Inconspicuous	One of your tokens if alone in space cannot be attacked.
Scourge	Opponents Hand size -1
Foundation	Give another player a card at any time
Mercenary	Your tokens may move up to 3 spaces away to ally
Distress Call	Any player may give you a card at any time
Contagion	Your tokens can move with an opponents moving token
Toll Keeper	Opponents tokens on same world as yours cannot move
Contraceptives	Opponents tokens on same world as yours may not reproduce

Plea Maker Force up to 3 non-primary token to ally
 Propagandist Take control of one of opponent's tokens on same world
 Time Control At the beginning of the round you may change the turn order
 Notes: Sacrifice = Discard token.
 Notes: Retreat = Move token(s) in same stack 1 space. These tokens may not attack.

FORCE CARDS LIST

Force	#	Notes
1	15	
1	12	
1	10	
3	9	
5	8	
7	7	Discard to prevent the conflict
9	6	Discard to let your stack retreat at start of conflict
11	5	
13	4	
15	3	

= Number in Deck

EVENT CARDS LIST

Card Name- Effect
 Mutation- Your Race loses one old power and gains a new one from your hand.
 Population Explosion- Genesis Phase: Target world gains +5 tokens
 Power up- Value of target Force card is doubled.
 Universal Peace- No conflicts this round. Play in opportunity Phase
 Temporal Nexus- You may take another turn this round
 Supernova- Destroy all tokens on target non-home world
 Worm Hole- Move target stack you control to any planet

ALIEN EMPIRES EXCEL SPREADSHEET

By Peter Cobcroft.
 with some handy tools for running a PBeM version of Alien Empires.
 Go [Here](#) for file.

VARIANTS

Add, delete, and alter cards.

Start with fewer or more race abilities.
Technology Advances: Every 10 turns gain a Racial Ability.
Terrain: Add obstacles: black holes, supernovas, nebulas to map.
Setup: Bid for Race Abilities.
Background: Detail several races with set racial abilities.
Divide deck up between players.
Add force multiplier cards.
Give individual planets special rules.
Go to [Old version](#) of rules

ALIEN QUEEN BRAIN

an Artifact Module
by Zak

INTRODUCTION

Scenario for WarpQuest.

Click here for the [WarpQuest](#) Core Rules.

The players control a squad of space Marines in charge of freeing a command post overrun by alien forces.

Module 1 represents the travel from the drop zone to the command post.

Module 2 represents the the command post interior.

The Artifact is the Alien Queen brain (the R&D need to study it).

THE PARTY

Each party consists of 6 marines: 1 Leader, 1 sergeant, 4 soldiers.

The Leader has 4 skills: pick Morale plus 3 random determined skills.

The sergeant has 3 skills: pick Short or Long Range Combat plus 2 randomly determined skills.

Soldiers have 2 skills each.

You start with 3 Hand Grenades (Aid: Short Range Combat)

SKILL LIST TABLE

Every marine roll eight sided dice to determine his skills.

1D8	Skill:
1	Short Range Combat +1
2	Long Range Combat +1
3	Xeno-biology
4	Computer
5	Mechanics
6	Ground Navigation
7	Morale
8	Pick any one skill

SPECIAL RULES

When the first team reaches space 30 do not draw a card from the second deck: instead, play the special Alien Queen card.

Any other team that will move to space 30 later will draw a card as usual.

MODULE 1 CARDS: From the drop zone to the Command Center

Card Name	Notes
Armored Car	Mechanics & Computer: If successful move forward 1D6 spaces
Survived Civilian	Morale x 2: If successful move forward 1D6 spaces
Interrupted Road	Ground Navigation: If failed miss next turn
Collapsed buildings	Ground Navigation x 2: If failed miss next turn
Heavy Vegetation	Ground Navigation x 2: If failed miss next turn
Minefield	Ground Navigation & Computer
Alien trap	Xeno-biology x 2
Alien spores	Xeno-biology x 2
Slaughtered Marines	Morale x 2
Lost Command CommLink	Computer x 2: If failed miss next turn
Small xeniform	Long Range Combat x 2
XenoMonster	Short Range Combat
Alien ambush	Short Range Combat & Morale
Alien Swarm	Long Range Combat x 2

XenoTerror	Long Range Combat & Morale
Mad civilians	Long Range Combat x 2
Alien virus	Xeno-biology x 2
Explosive shells	Aid: Long Range Combat
BioGrenade	Aid: Short Range Combat
Local terrain data	Aid: Ground Navigation
MODULE 2 CARDS: The Command Center	
Card Name	Notes
Alien Queen*	Roll 1D6: 1-3 Morale, 4-6 Short Range Combat [You need to win 2 challenges against the Queen]
Elevator spaces	Mechanics & Computer: If successful move forward 1D6
Air Lock spaces	Mechanics & Ground Nav: If successful move forward 1D6
Jammed Door	Computer x 2: If failed miss next turn
Broken Door	Mechanics x 2: If failed miss next turn
The corridor collapse!	Ground Navigation: If failed miss next turn
Malfunctioning Elevator	Computer x 2
SpaceSuit damage	Mechanics & Computer
Jammed Heating System	Mechanics & Computer
Alien blob	Short Range Combat & Morale
Xeniform mass	Short Range Combat x 2
Flying xenopolyps	Long Range Combat x 2
XenoSoldier	Short Range Combat
XenoScreamer	Morale & Short Range Combat
XenoSpitter	Long Range Combat x 2
XenoFlamer	Short Range Combat x 2
XenoTentacle	Xeno-biology & Short Range Combat
Alien gas	Xeno-biology x 2
Alien acids	Xeno-biology & Morale
XenoEggs	Xeno-biology & Morale
Contaminated Lab scientist	Morale & Short Range Combat
Scientist notes	Aid: Xeno-biology
R&D working computer	Aid: Xeno-biology
Tritanium Armor Combat	Aid: Save one marine killed by Short or Long Range Combat
PlasmaGun	Aid: Short Range Combat
Survived Scientist	Aid: Morale

*The Alien Queen card is not put in the deck:
keep it on a side of the board and use it when the first team reach space 30.

ALIEN SKIRMISH

INTRODUCTION

Board & card game for 2 players.

Choose your side:

Aliens, Predators, Humans

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VICTORY

Destroy your opponents Leader.

THE MAP

Use an 8x8 chessboard.

UNITS

Use action figures, chits, or miniatures to represent Units.

MARINE UNIT LIST

Unit Name	#	Hits	Notes
Hero	1	2	Leader
Android	1	3	
Marines	4	2	
Civilians	4	1	

ALIEN UNIT LIST

Unit Name	#	Hits	Notes
Queen	1	3	Leader
Brood Warriors	5	2	
Face Huggers	4	1	

PREDATOR UNIT LIST

Unit Name	#	Hits	Notes
Commander	1	3	Leader
Hunters	7	2	

SETUP

Each player places his Units on his back two rows.

Units may not stack

Flip a coin to see who goes first.

THE CARDS

Players each have their own deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Combat Phase

ORDERS PHASE

Draw 3 cards from your deck.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.

The move card has a number.

This is the number of spaces the unit moves.

Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving up to 3 units forward the indicated number of spaces using a single move card.

Humans & Predator Units cannot move through other units.

Alien Units may move through other units.

COMBAT PHASE

Play (discard) an Attack card to have a unit attack.

The attack card has a number.

This is the range of the attack.

Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack takes one point of damage.

A Fighter reduced to zero Hits is destroyed.

Units cannot attack through other units.

CARD LIST NOTATION

M = Move Card

A = Attack card

D = Defense Card

X = Draw 2 Cards

Z = Use as an Attack, Defense, or Move Card

L = Opponent must discard 2 cards

H = Unit regains 1 lost Hit

K = As a Knight would move in chess

Type = Purpose of card

= Number of that type of card in the deck

MARINE DECK CARD LIST

Card Name	#	Type	Range	Notes
-----------	---	------	-------	-------

Ground Advance	6	M	1
Run	4	M	2

APC 1 Z 3

Combat Landing Craft	1	Z	4	
Exoskeleton	1	Z	1	
Improvised Weapons	1	A	1	
Hand Guns	1	A	2	
Perimeter Defense Gun	1	A	2	
Shotguns	1	A	1	
Explosives	1	A	1	Does 3 Damage
Thermite Grenades	1	A	K	
Flamers	1	A	1	
Grenade Launcher	1	A	4	
Pulse Rifles	1	A	3	
Autocannons	1	A	3	Marines only
Motion Detectors	1	X	-	
Courage	1	X	-	
Ingenuity	1	X	-	
Rescue	1	D	-	
Escape	1	D	-	
Barricades	1	D	-	
Blast Doors	1	D	-	
Body Armor	1	D	-	Not Civilians
Plan	1	L	-	
Survivor	1	H	-	

ALIEN DECK CARD LIST

Card Name	#	Type	Range	
Gather	2	M	1	
Approach	2	M	2	
Pursuit	2	M	3	
Charge	2	M	4	
Air Shafts	1	M	K	
Crawl on Walls	1	M	K	
Berserker Rage	1	A	1	
Pounce Attack	1	A	1	
Swarm Attack	1	A	1	
Acidic Blood	1	A	1	
Mouthful of Fangs	1	A	1	
Sonic Scream	1	A	2	
Spit Acid	1	A	2	
Razor Sharp Claws	1	A	1	
Implantation	1	A	1	Face Hugger only
Extending Jaws	1	A	1	
Perfect Killing Machine	1	Z	1	1
Move Silently	1	Z	1	
Speed & Strength	1	Z	1	
Hard to Kill	2	H	-	
Natural Armor	2	D	-	
Evade	1	D	-	
Hide in Shadows	1	D	-	
Cunning	1	X	-	
Surprise	2	X	-	
Terror	1	L	-	

PREDATOR DECK CARD LIST

Card Name	#	Type	Range
Stalk	4	M	1

Hunt	3	M	2	
Run	3	M	3	
Wrist Blades	3	A	1	
Disc Caster	1	A	2	
Spear Gun	1	A	2	
Ceremonial Spear	2	A	1	
Shoulder Laser	2	A	3	
Self Destruct Device	1	A	1	Does 3 Damage*
Medicomp	1	H	-	
Cloaking Device	2	D	-	
Body Armor	1	D	-	
Durable	1	D	-	
Dodge	1	D	-	
Bloodlust	1	Z	1	
Killer Instincts	2	Z	1	
Ambush	2	X	-	
Vision Modes	1	X	-	
The Hunted	1	L	-	

* = And destroy Predator

ALIENS

INTRODUCTION

Colonial Marines versus Aliens.

DECKS

One player uses the Marine Deck.
The other player uses the Alien Deck.
Each deck has 36 cards.
Each deck has 3 suites and 12 cards in each suite.
The 3 suites are:
Combatants, Weapons, and Tactics.
Each card has a Force Value from 1 to 5.

TURN SEQUENCE

Each turn has 5 phases:
Logistics Phase
Deployment Phase
Contact Phase
Combat Phase
Casualty Phase

LOGISTICS PHASE

Each player draws 6 cards from his own Deck.
If the deck runs out, shuffle the Reserve pile and draw from it.
If all of a player's cards are in his Casualty pile except for those in his hand, he must discard one random card to his Casualty pile.
(This is the Last Hand Attrition rule.)

DEPLOYMENT PHASE

Each player may discard up to 4 cards to their Reserve pile and draw replacement cards.
If the deck runs out, shuffle the Reserve pile and draw from it.

CONTACT PHASE

Both players reveal their hands.
They place their cards face up on the table.

COMBAT PHASE

Each player determines their Combat Force Total (CFT) for their hand:
Add up the Force Values of all Combatant cards and add 1.
This is the Combatant Total (CT).
Add up the Force Values of all Weapon cards and add 1.
This is the Weapon Total (WT).
Add up the Force Values of all Tactics cards and add 1.
This is the Tactics Total (TT).
 $CFT = CT \times WT \times TT$

CASUALTY PHASE

The side with the higher CFT wins the encounter.
The winner discards his hand to his Reserve pile.
The loser discards his cards to his Casualty pile. (Not his Reserve pile)
If the players tie, both hands go to the Casualty pile.

OBJECT

A player loses when all of his cards are in his Casualty pile.
The other player wins the game.

CARD LIST NOTATION

= Number of that type of card in the deck.
C = Combatant
W = Weapon
T = Tactics

MARINE DECK CARD LIST

Card Name	#	Type	Force
Lieutenant	1	C	1
Company Rep	1	C	1
Private	7	C	2
Sergeant	1	C	3
Android	1	C	4
Riply	1	C	5
Improvised Weapons	1	W	1
Hand Guns	1	W	1
Body Armor	1	W	1
Motion Detectors	1	W	2
Shotguns	1	W	2
Explosives	1	W	2
Ranged Weapons	1	W	3
Thermite Grenades	1	W	3
Flamers	1	W	3
Pulse Rifles	1	W	4
Exoskeleton	1	W	4
Autocannons	1	W	4
Barricades	1	T	1
Blast Doors	1	T	1
Courage	1	T	2
Ingenuity	1	T	2
Escape Plan	1	T	2
Fighting Withdrawal	1	T	2
Rescue before Implantation	1	T	3
Perimeter Defense Guns	1	T	3
Armored Personnel Carrier	1	T	3
Combat Landing Craft	1	T	4
Destroy Egg Chamber	1	T	5
Orbital Nuclear Strike	1	T	6

ALIEN DECK CARD LIST

Card Name	#	Type	Force
Face Hugger	3	C	1
Brood Warrior	8	C	3
Queen	1	C	5
Acidic Blood	1	W	1

Mouthful of Fangs	1	W	1
Sonic Scream	1	W	1
Razor Sharp Claws	1	W	2
Hard to Kill	1	W	2
Bloodlust	1	W	2
Berserker Rage	1	W	3
Fearless	1	W	3
Superhuman Stamina	1	W	3
Superhuman Speed	1	W	4
Superhuman Strength	1	W	4
Perfect Killing Machines	1	W	4
Move Silently	1	T	1
Hide in Shadows	1	T	1
Hunting	1	T	1
Terror	1	T	2
Pursuit	1	T	2
Air Shafts	1	T	2
Surprise	1	T	3
Ambush	1	T	3
Cunning	1	T	3
Numerical Strength	1	T	4
Close Combat	1	T	4
Swarm Attack	1	T	4

DISCLAIMER

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ALPHA CENTAURI

INTRODUCTION

Card game for 2-7 players.
Based on the computer game Alpha Centauri by Sid Meier.

DISCLAIMER

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This is merely a fansite.

THE DECK

Players share a common deck.
Card types include:
Events, Technologies, Structures, Special Projects,
Landmarks, Proposals, and Social Engineering

TOKENS & MARKERS

Use Tokens to keep track of:
Bases (Cities)
Units (Military forces)
Credits (Income)
Each player also gets a set of markers of a unique color

SOCIAL FACTORS

There are 6 Social Factors (SF):
Population, Economics, Research, Military, Ecology, Espionage.
SF's are also referred to as Scores.
SF's are broken down into Sub-factors.

VICTORY

There are 4 types of Victory:
Diplomatic, Economic, Conquest, Transcendence
The first player to achieve any one of these wins the game.

DIPLOMATIC VICTORY

Requirements:
Total Population SF >30
Be Planetary Governor for 3 turns in a row.

ECONOMIC VICTORY

Requirements:
Total Economics SF > 50

CONQUEST VICTORY

Requirements:

Capture 1+ Bases

Total Military SF >40

TRANSCENDENCE VICTORY

Requirements:

Research Factor >40 or Ecology Factor >20

SETUP

Each player picks one Faction

Each player starts with one Base & 10 Units.

Each player is dealt a hand of 7 cards.

THE FACTIONS

The 7 Factions are:

Believers, Gaians, Hive, Morgan Industries,
Peacekeepers, Spartans, University

BELIEVERS

Aggressive, Explore, Conquer, Fundamentalist

In Conflicts add +2 to their Force Total

Probe Table rolls vs this Faction are at +1

Believers get -1 to rolls on the Research Table.

Starting Ecology Score = -2

Starting Population Control Score = +2

May not play Knowledge Z card

GAIANS

Pacifist, Explore, Green

They may never Attack, only Defend, in Conflict Phase.

When encountering Mind Worms, they gain Units instead of losing them.

They get an extra roll each turn on the Exploration Table.

Starting Ecology Score = +1

Starting Population Control Score = -1

Starting Military Morale Score = -1

Starting Efficiency Score = +2

May not play Free Market Z card

HIVE

Aggressive, Conquer, Build, Police State

Starting Population Growth Score = +1

Starting Industry Score = +1

Starting Commerce Score = -2

Starting Military Defense Score = +2

Starting Population Control Score = +2

May not play Democracy Z card

MORGAN INDUSTRIES

Pacifist, Build, Free Market
They may never Attack, only Defend, in Conflict Phase.
Starting Commerce Score = +3
Begins game with extra 50 Credits
Starting Industry Score = +2
Starting Military Support Score = -1
Bases cost an extra 5 credits to build
May not play Planned Z card

PEACEKEEPERS

Explore, Discover, Democracy
The Peacekeepers get 10 Free Votes in Council Phase.
Starting Efficiency Score = -1
Starting Population Growth Score = +1
Starting Population Control Score = +3
Peacekeepers get to draw an extra card once per turn.
May not play Police State Z card

SPARTANS

Discover, Conquer, Power
Starting Military Morale Score = +2
Starting Population Control Score = +1
Starting Industry Score = -1
Starting Military Mobility Score = +2
Starting Military Support Score = +2
May not play Wealth Z card

UNIVERSITY

Discover, Knowledge
Opponent's who roll 8+ on Probe Table vs University may reroll.
Starting Research Infrastructure Score = +4
Starting Population Control Score = -2
University gets an extra roll on the Research Table once per turn.
May not play Fundamentalist Z card

TURN SEQUENCE

Each turn has 16 Phases:
Production Phase
Upkeep Phase
Planning Phase
Population Control Phase
Ecological Disruption Phase
Diplomacy Phase
Probe Phase
Council Phase
Exploration Phase
Research Phase
Build Phase
Discovery Phase
Conflict Phase
Construction Phase
Social Engineering Phase
End Phase

PRODUCTION PHASE

Each player gains credits =
 Each of your first 5+X Bases earns 5 Credits each.
 Your next 5+X Bases earn 4 Credits each.
 Additional Bases earn 3 Credits each.
 (X = Economy Efficiency Score)
 Earn Credits = Economy Industry Score
 Earn Credits = Economy Agriculture Score
 Earn Credits = Economy Mining Score
 Earn Credits = Economy Commerce Score
 Earn Credits = Economy Transport Score
 Earn Credits = Ecology Score (Xenofungus cultivation)
 Each Trade Pact earns credits =
 (# of your Bases) x (2 + Economic Commerce Score)
 (Trade Pacts are made/broken in Diplomacy Phase)

UPKEEP PHASE

Each Unit costs 1 Credit upkeep to Maintain.
 You cannot have more units than:
 # of your Bases x (5 + Military Support Score)

PLANNING PHASE

Each player draws 1 card.
 Players may pay 10 Credits to draw an extra card.

POPULATION CONTROL PHASE

If the number of your bases exceeds your Population Control Score +3, you will have Drone (Unhappy Citizens) Riots.
 You lose 1D10 credits per point of difference.

ECOLOGICAL DISRUPTION PHASE

Disruption Score = (Economic Score + Bases - Ecology Score)
 For every 10 points of Disruption rounding down, your Faction will lose 1D10 credits due to resistance by native life forms (Uncontrolled Blooms of polluted Xenofungus)

DIPLOMACY PHASE

Players may make agreements & trades with each other.
 Players may make trade pacts with each other.

PROBE PHASE

For every 5 levels of Espionage SF you have rounding up, you may Roll once on the Probe table. Pick a target before rolling.
 You may pay 10 Credits to roll an extra time on the Probe Table.

PROBE TABLE

1D10	Result	Notes:
1	Mind Control	Take 1D5 Units from Opponent
2	Steal Technology	Put a Marker on an opponent's Tech
3	Sabotage Base	Opponent loses 2D10 Credits
4	Infiltrate Datalinks	Look at opponent's Hand

5	Incite Drone Riots	Opponent loses 1D10 Credits
6	Drain Energy Reserves	Take 1D10 Credits from Opponent
7+	Nothing	

COUNCIL PHASE

Players try to gain the position of Planetary Governor.

Players may only vote for themselves.

The player with the highest Economic SF gets 10 votes.

The player with the highest Research SF gets 10 votes.

The player with the highest Military SF gets 10 votes.

The player with the highest Population SF gets 10 votes.

The player with the highest Espionage SF gets 10 votes.

The player with the highest Ecology SF gets 10 votes.

The player with the most Secret Projects gets 10 votes.

The player with the most Bases gets 10 votes.

The player with the most Facilities gets 10 votes.

The player with the most Units gets 10 votes.

The Previous Governor gets 10 votes.

Players may secretly bid Credits. Each credit bid gains 1 vote.

The Winner becomes Planetary Governor until the next Council Phase.

The current Governor may play Proposal cards at the end of this Phase.

The Governor earns double from trade pacts.

The Governor may prevent one attack this turn in Conflict Phase.

EXPLORATION PHASE

Players may play Landmark cards in this phase.

A Landmark is a natural feature of the planets surface.

It does not cost anything to play a Landmark.

Each player Rolls once on the Exploration Table:

EXPLORATION TABLE

1D10	Result:	Notes:
1	Mind Worm Activity	Lose Units = 1D10 - (MP +C)
2	Unity Pod	Gain 1D10 Credits
3	Monolith	Draw 1 card
4	Alien Artifact	Draw 1 card
5	Xenofungus	EA+1
6	Elevation	EE+1
7	Rocky	EM+1
8+	Nothing	

RESEARCH PHASE

Each player makes one free roll on the Research Table:

RESEARCH TABLE

1D10	Result:	Notes:
1-2	Dead End	Nothing
3-4	Progress	Get +1 to next roll on this Table
5-6	Copy Technology	Put a Marker on an Opponent's Tech
7+	Breakthrough	Put a Tech card from your hand into play

Pay 10 Credits to get an extra roll on the Research Table.

A player with a Marker on a Tech also knows that Tech & gets the Bonuses from it, just like the original controller does.

You cannot have more Facilities in play than Technologies you know.

You cannot have more SP's in play than Facilities you own.

BUILD PHASE

Players may put Facilities & Secret Projects into play from their hands.
Facilities cost 20 Credits.
Secret Projects cost 40 Credits.

DISCOVERY PHASE

The player with the most levels in a given SF will receive a Reward:

Social Factor:	Reward:
C = Planetary Ecology	Extra roll on the Exploration Table
EE = Economy Energy	Gain Credits = EE
EC = Economy Commerce	Gain Credits = EC
ET = Economy Transport	Gain Credits = ET
EI = Economy Industry	Gain Credits = EI
EM = Economy Mining	Gain Credits = EM
EA = Economy Agriculture	Gain Credits = EA
RB = Research Biology	Play a Population or Ecology Tech card for free
RP = Research Physics	Play a Military or Economy Tech card for free
RI = Research Infrastructure	Extra roll on the Research Table
PG = Population Growth	You may Build an extra base this turn
PC = Population Control	Play an Economy or Population Tech card for free

CONFLICT PHASE

Players may decide to attack each other with Military units.
Each player may attack one other player this phase (Pacifists cannot attack).
Aggressive factions may attack twice in this phase (2 opponents once or 1 opponent twice).

Players secretly write down which Faction they are attacking.

Reveal attack orders randomly & Resolve attacks as they are revealed.

Each side in a Battle generates a Force Total as determined on the Conflict Table:

CONFLICT TABLE

Military Factor:	Force Bonus
Most levels in MA = Military Attack	1
Most levels in MD = Military Defense	1
Most levels in MM = Military Mobility	1
Most levels in ME = Military EW	1
Most levels in MS = Military Support	1
Most levels in MS = Military Morale	1
Most levels in MP = Military Psi	1
You have More Units	1
Double the Units	2
Triple the Units	3
Quadruple Units or More	4
You are the Defender	1
Opponent already fought this Phase	1
Enemy Comitted Atrocity within 5 turns	2
Fog of War (Both players roll...)	1D10

Add up the Force Bonuses of each side to get their respective Force Totals.

The Higher total is the Winner.

The Winner has 1D5 of his Units Destroyed.

The Loser has 1D10 of his Units Destroyed.

The Winner cannot lose more units than the loser.

If the Defender loses all his Units in play, the attacker captures one of his Bases.

Note: The Attacker cannot use MD generated by his Facilities.

CONSTRUCTION PHASE

A Base costs 20 Credits.
You can build a max of 1 Base per turn.
You cannot have Bases in excess of your Economic SF + Population SF
A Unit costs 2 Credits.

SOCIAL ENGINEERING PHASE

Players may play 1 Social Engineering (Z) card each.
A Z card costs 20 Credits to play (Upheaval Cost).
There are 4 types of Z cards:
Politics, Economics, Values, & Futures
A player may have no more than 1 of each type in play.
A player may buy a new one to discard an old one.

END PHASE

Max hand size is 8 cards.
Discard excess cards.

CARD LIST NOTATION

F = Facilities
S = Secret Project
V = Event
T = Technology
L = Landmark
X = Proposal
Z = Social Engineering
DTB = Destroy Target Base
TPLU = Target Player loses Units = 1D10 - MP
SCP = Skip Conflict Phase

MAJOR SOCIAL FACTORS & SUB FACTORS

E = Economy (Major)
M = Military (Major)
R = Research (Major)
P = Population (Major)
C = Planetary Ecology (Major)
B = Espionage (Major)
EE = Economy Energy
EC = Economy Commerce
EF = Economy Efficiency
ET = Economy Transport
EI = Economy Industry
EI = Economy Mining
EA = Economy Agriculture & Terraforming
MA = Military Attack & Weapons
MD = Military Defense
MM = Military Mobility & Coordination
ME = Military Electronic Warfare
MS = Military Support
MO = Military Morale
MP = Military Psi Combat
RB = Research Medical Biology & Genetics
RP = Research Mathematics & Physical Science
RI = Research Infrastructure, Computers & Applied Engineering
PG = Population Growth & Habitation
PC = Population Control & Pacification

CARD LIST

Name	Type	Notes
Aerospace Complex	F	MM+1 ET+1
Bioenhancement Center	F	MO+2
Biology Lab	F	RB+2
Centauri Preserve	F	C+2
Children's Creche	F	PG+2
Command Center	F	MM+2
Energy Bank	F	EE+2
Fusion Lab	F	RP+1 EE+1
Hab Complex	F	PG+2
Habitation Dome	F	PG+2
Headquarters	F	EF+1
Hologram Theatre	F	PP+2
Hybrid Forest	F	C+1 EA+1
Nanohospital	F	RB+1 PC+1
Nanoreplicator	F	EM+2
Naval Yard	F	MM+1 ET+1
Nessus Mining Station	F	EM+2
Network Node	F	RI+2
Orbital Defense Pod	F	MM+1 MD+1
Orbital Power Transmitter	F	EE+2
Paradise Garden	F	PC+2
Perimeter Defense	F	MD+2
Pressure Dome	F	PG+2
Psi Gate	F	MM+2
Punishment Sphere	F	PC+2
Quantum Converter	F	EM+2
Quantum Lab	F	RP+2
Recreation Commons	F	PC+2
Recycling Tanks	F	EA+2
Research Hospital	F	RB+1 PC+1
Robotic Assembly Plant	F	EI+2
Skunkworks	F	RI+2
Sky Hydroponics Labs	F	EA+2
Stockpile Energy	F	EE+2
Tachyon Field	F	MD+2
Temple of Planet	F	C+2
Tree Farm	F	C+1 EA+1
Ascent to Transcendence	S	C+4
Ascetic Virtues	S	PC+4
Bulk Matter Transmitter	S	ET+4
Citizens Defense Force	S	MD+4
Clinical Immortality	S	PG+2 RI+2
Cloning Vats	S	PG+4
Command Nexus	S	MM+4
Cyborg Factory	S	MS+4
Dream Twister	S	PC+2 MP+2
Empath Guild	S	C+4
Human Genome Project	S	RB+4
Hunter Seeker Algorithm	S	B+4
Living Refinery	S	EM+4
Longevity Vaccine	S	PG+2 RI+2
Maritime Control Center	S	ET+2 MM+2
Merchant Exchange	S	EC+4
Nano Factory	S	EI+4
Network Backbone	S	RI+2 EC+2
Neural Amplifier	S	MP+4
Pholus Mutagen	S	C+4
Planetary Datalinks	S	RI+4
Planetary Transit System	S	ET+4
Self-Aware Colony	S	PC+4
Singularity Inductor	S	EM+4
Space Elevator	S	ET+4

Supercollider	S	RP+4	
Telepathic Matrix	S	PC+2	B+2
Theory of Everything	S	RP+4	
Universal Translator	S	RI+2	PC+2
Virtual World	S	PC+4	
Voice of Planet	S	C+4	
Weather Paradigm	S	C+2	EA+2
Xenoempathy Dome	S	C+4	
Particle Impactor	T	MA+1	
Chaos Field Disruptor	T	MA+1	
Fusion Laser	T	MA+1	
Tachyon Bolt	T	MA+2	
Plasma Shard	T	MA+2	
Quantum Laser	T	MA+3	
Graviton Gun	T	MA+3	
Singularity Laser	T	MA+4	
Compelled Dissociative Psi Attack	T	MP+2	
Synthmetal Armor	T	MD+1	
Composite Plasma Steel Armor	T	MD+1	
Bonded Silksteel Armor	T	MD+1	
Refractive Field Photon Wall	T	MD+2	
Phasic Probability Sheath	T	MD+2	
Kinetic Diffusion Neutronium Armor	T	MD+3	
Reactive Antimatter Plate	T	MD+3	
Temporal Field Stasis Generator	T		MD+4
Psi Defense Pattern Refraction	T	MP+2	
Gravships	T	MM+2	
Air Superiority	T	MM+2	
Blink Displacer	T	MM+1	MD+1
Clean Reactor	T	MS+2	
Cloaking Device	T	ME+4	
Fission Plant	T	MS+1	
Fusion Reactor	T	MS+2	
Quantum Chamber	T	MS+3	
Singularity Engine	T	MS+4	
Advanced Tracking Systems	T	ME+1	
Carrier Deck Mobile Airbase	T	MM+2	
Comm Jammer	T	ME+2	
Drop Pods	T	MM+2	
Deep Radar	T	ME+2	
Deep Pressure Hull	T	MM+2	
Empath Song	T	MP+1	C+1
Fungicide Tanks	T	C+2	
Elite Forces	T	MO+2	
Super Former	T	C+1	E+1
Non-Lethal Methods	T	PC+2	
Polymorphic Encryption	T	B+1	ME+1
Hypnotic Trance	T	MP+2	
Advanced Transports	T	MM+1	MS+1
Ecological Engineering	T	C+1	EA+1
Advanced Military Algorithms	T	MM+2	
Advanced Spaceflight	T	MM+1	ET+1
Subatomic Theory	T	RP+2	
Gravitonics	T	RP+1	
Applied Physics	T	RI+1	RP+1
Applied Relativity	T	RI+1	RP+1
Bio-Engineering	T	RB+1	RI+1
Biogenetics	T	RB+1	RI+1
Biomachinery	T	RB+1	RI+1
Centauri Ecology	T	C+2	
Centauri Empathy	T	C+1	EM+1
Centauri Meditation	T	C+1	EE+1
Centauri Psi	T	C+1	EA+1
Cyberethics	T	PC+1	MS+1
Digital Sentience	T	B+2	
Air Power Doctrine	T	MM+2	

Flexibility Doctrine	T	MM+1 MS+1
Loyalty Doctrine	T	MO+1 PC+1
Mobility Doctrine	T	MM+2
Ecological Engineering	T	EA+2
Ethical Calculus	T	PC+2
Eudaimonia	T	PC+2
Frictionless Surfaces	T	RI+1 ET+1
Fusion Power	T	EE+2
Gene Splicing	T	RB+1 EA+1
High Energy Chemistry	T	RP+1 EM+1
Homo Superior	T	MO+1 B+1
Industrial Automation	T	EI+2
Industrial Economics	T	EI+1 EC+1
Industrial Nanorobotics	T	EI+1 EM+1
Information Networks	T	RI+2
Intellectual Integrity	T	PC+2
Matter Compression	T	RP+1 EM+1
Matter Eduction	T	RP+1 EM+1
Matter Transmission	T	RP+1 ET+1
Mind/Machine Interface	T	MO+1 B+1
Monopole Magnets	T	RP+1 EE+1
Nanometallurgy	T	RP+1 EM+1
Nanominiaturization	T	RI+1 RP+1
Neural Grafting	T	MO+1 B+1
Nonlinear Mathematics	T	RI+2
Nutrient Tanks	F	EA+1 PG+1
Optical Computers	T	RI+2
Orbital Spaceflight	T	MM+2
Organic Superlubricant	T	RB+1 RI+1
Planetary Economics	T	EC+2
Planetary Networks	T	RI+2
Polymorphic Software	T	RI+1 B+1
Pre-Sentient Algorithms	T	RI+1 B+1
Probability Mechanics	T	RI+1 RP+1
Quantum Machinery	T	EI+2
Quantum Power	T	MS+1 EE+1
Retroviral Engineering	T	RP+2
Secrets of Alpha Centauri	T	C+1 EE+1
Secrets of Creation	T	RP+2
Secrets of the Human Brain	T	MP+1 PC+1
Self-Aware Machines	T	B+1 RI+1
Sentient Econometrics	T	EC+2
Advanced Alloys	T	MD+1 EM+1
Singularity Mechanics	T	EE+1 RP+1
Social Psych	T	PC+2
Super Tensile Solids	T	MD+1 EM+1
Super String Theory	T	RP+2
Temporal Mechanics	T	RP+1 EE+1
The Will to Power	T	C+1 PC+1
Threshold of Transcendence	T	C+1 EM+1
Transcendent Thought	T	C+2
Freshwater Sea	L	EA+2
Garland Crater	L	EM+2
Geothermal Shallows	L	EE+2
Monsoon Jungle	L	EA+2
Mount Planet	L	EE+1 EM+1
New Sargasso	L	EA+2
Pholus Ridge	L	EE+2
Sunny Mesa	L	EE+2
The Ruins	L	C+2
Uranium Flats	L	EE+2
The Great Dunes	L	EE+2
Soil Enricher	F	EA+2
Kelp Farm	F	EA+2
Mining Platform	F	EM+2
Solar Collector	F	EE+2

Tidal Harness	F	EE+2
Bunker	F	ED+2
Sensor Arrays	F	ME+2
Atmospheric Condenser	F	EA+2
Airbase	F	MM+2
Echelon Mirror	F	EE+2
Mag Tubes	F	ET+2
Aquifer Drill	F	EA+2
Thermal Borehole	F	EE+2
Nerve Stapling	T	SC+2
Genetic Warfare	V	DTB Atrocity
Biological Warfare	V	DTB Atrocity
Nerve Gas	V	DTB Atrocity
Planet Buster	V	DTB Atrocity
Nuclear Attack	V	DTB Atrocity
Alien Plague	V	DTB
Ecological Disaster	V	DTB
Seismic Upheaval	V	DTB
Locusts of Chiron	V	TPLU
Mind Worm Boil	V	TPLU
Isle of the Deep	V	TPLU
Solar Flare	V	SCP
Temporary Alliance	V	SCP
Balance of Power	V	SCP
Peace Treaty	V	SCP
Uneasy Truce	V	SCP
Golden Age	V	SCP
Global Terraforming	X	All Players get 25 Credits
UN Charter	X	SCP
Melt Ice Caps	X	All Players draw 5 Cards
Salvage Unity Fusion Core	X	All players get 50 Credits
Global Trade Pact	X	All Players get 25 Credits
Launch Solar Shade	X	All Players draw 5 Cards
Police State (Politics)		Z MS+2 PC+2 EF-1
Democratic (Politics)	Z	EF+1 PG+2 MS-2
Fundamentalist (Politics)	Z	B+2 MO+2 RI-2
Free Market (Economics)		Z EC+4 C-1 PC-1
Planned (Economics)	Z	PG+2 EI+2 EF-1
Green (Economics)	Z	EF+1 C+2 PG-2
Power (Values)	Z	MS+2 MO+2 EI-2
Knowledge (Values)	Z	RI+2 EF+1 PC-2
Wealth (Values)	Z	EC+2 EI+2 MO-2
Cybernetic (Future)	Z	EF+1 C+1 RI+1 PC-2
Eudaimonic (Future)	Z	EC+2 PG+1 EI +1 MO-2
Thought Control (Future)	Z	MO+1 PC+2 B+1 MS-2

LINKS

[Factions](#)

[Quotes](#)

[Apolyton AC](#)

[GURPS](#)

ALPHABET PIRATES

INTRODUCTION

Educational spelling kids board dice and card game.
For 3 or more players. Pirate Theme.

VICTORY

The first player to get 25 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.

If you land on the Buried Treasure space, put any cards there 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 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 random 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.

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 random card from Opponent
Typhoon	Skip next turn
Hideout	Go to Pirates Cove
Run Aground	Skip next turn
Shipwreck	Skip next turn
Scurvy	Discard 1 random 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

ALTERNATE RULES FOR BLOODWARS

COLLECTIBLE CARD GAME
TSR

OBJECTIVE

Rules for common Deck play. One of the first CCGs out there, it was quickly forgotten, but the art and background material is good stuff. A common deck adds more variety to the game and reduces the abuses of the power cards.

COMMON DECK CONSTRUCTION

Take all the cards and shuffle them together in a common deck.
Only one of each unique card in the deck.
Consider all warlord, artifact, and battlefield cards to be unique.
Add other cards in numbers to suit your tastes.
Players keep their own discard and dead book piles.

GAMEPLAY

No further modifications to the rules.

ALTERNATE RULES FOR

DUNE: EYE OF THE STORM

COLLECTIBLE CARD GAME

Last Unicorn Games

Five Rings Publishing Group

OBJECTIVE

Only changes to the rules are discussed. Otherwise play proceeds as normal. These are a combination of rules for Common Deck play with some other minor rules changes thrown in. A common deck game is more unpredictable than using preconstructed decks.

SETUP

Each player starts with their Homeworld in play plus one of each ally, aide, charter, fief, personnel, and equipment card that has allegiance to that house. Personnel & equipment are assigned after the other cards are put down. All these cards start in play.

DISTRIBUTION OF HOLDINGS

Take one of each Charter and Fief (including Dune). Do not include those deployed in setup. Shuffle them and deal them all out to the players. Players start with these in play.

COMMON DECK SETUP

Take all other cards, Imperial & House cards & shuffle them together, this is the Common Deck. Each Imperial card is unique so only include one of each. Do not put holdings or charters into this deck. Adjust the numbers of each type of House card to suit your tastes. All players share the same deck & discard.

TO WIN

The conditions to win are the same except that 30 spice are required.

AREAS OF PLAY

There is no assembly, Imperial deck, or Imperial Discard. Imperial cards are petitioned directly from your hand. Effects that target the assembly instead target the players hand. Effects that target the Imperial deck, or Imperial Discard instead target the Common deck or discard. There is no Imperial Draw or Discard.

rites

A player may only initiate one rite (CHOAM or Landsraad) per turn.

Fiefs subdued in Battle are automatically captured (The attacker takes control of the Fief)

A players Homeworld fief gets +5 Resistance.

Charters subdued in Arbitration are automatically captured.

Dueling: The Duelist can only target another Duelist.

SUBDUAL OF PERSONAS

Whenever a persona is vanquished or subdued roll 1D6

Result

1-2 Persona Killed

3-5 Persona Injured- Treat this as the normal subdual rules: Card is flipped & accrues deferment tokens

6 Persona Captured

Effects targeting subdued personas target injured personas.

CAPTURED PERSONAS

Captives are face up & engaged

Engage a persona to interrogate a captive. A captive can only be interrogated once per turn as a general operation. Roll 1D6:

Result

1-2 Killed

3 Nothing

4-5 Information: Look at opponents hand. Limit this result to once per captive

6 Blackmail or Brain washed: Take control of Persona. Persona gains intrigue skill = 4

Captives may be sold back to their original controlers

EQUIPMENT & TRANSPORTS

Treat subdued results against these cards as discard (destroyed)

REINTERPRETATION OF CARDS

Note: I have not seen all of the cards and none after the first expansion.

Card Change

Usurp Holding Do not use this card

Glacier Refinery Do not use this card unless someone is playing the water merchants

Salvaging Operation Do not use this card

Historic Acquisition Do not use this card

ALTERNATE RULES FOR SPELLFIRE

COLLECTIBLE CARD GAME

TSR

OBJECTIVE

Rules for common Deck play.

These changes are based on the first edition rules.

TO WIN

Raze all of your opponents' Realms.

The game is a tie if all Realms of all players are razed in the same turn.

REALM DECK

Put one of each Realm in this deck.

COMMON DECK CONSTRUCTION

Take all the other cards and shuffle them together in a common deck.

There are no Realms in this deck.

Put in one of each unique card.

All Champions, Holdings, and Artifacts are considered unique.

Add other cards in numbers to suit your tastes.

SETUP

Players are dealt 6 Realms from the Realm deck.

Arrange these into rows as per the normal rules.

The Realm deck is not used again for the rest of the game.

Each player takes 40 random cards from the common deck.

These 40 cards are their play deck.

During a game, players use their play deck, not the common deck.

After the game, the play decks are mixed back into the common deck.

RULES MODIFICATIONS

In Step 2 Players cannot automatically rebuild a razed Realm.

Realms can only be rebuilt as a result of the abilities of another card.

Players cannot attack on their first turn.

There is no limit to hand size.

Champions cannot be used directly from your hand to attack or defend in Step 4.

Each Realm may attach one dungeon

[Spellfire Link](#)

SPELLFIRE DECKS

Theme Decks I have made:

Ravenloft with holdings & artifacts

Undead deck with Unarmed combat cards

Undead deck with Allies

Dragonlance with holdings & artifacts

Wizards
Forgotten Realms Wizards with holdings & artifacts
Greyhawk Wizard with holdings & artifacts
Dragon Wizards
Monster Wizards
Priests
Greyhawk Priests with holdings & artifacts
Forgotten Realms Priests with holdings & artifacts
Dragon Priests
Heroes with Swords
Heroes with Unarmed combat cards
Allies
Dragons with Unarmed combat cards
Dragons with Allies
Thieves
AD&D Giants with holdings & artifacts
Psionics Deck
Psionics/ Dark Sun with holdings & artifacts
Monsters
Underdark with holdings & artifacts
Swimmers
Dwarf/Gnomes
Elf/Halflings with Magic items
Flyers
Auto-defeat

AMBER

INTRODUCTION

Takes place sometime after the disappearance of King Oberon.
The Nine Princes fight to control Amber.
Card game for 2-5 players.

VICTORY

Control Amber and kill or capture all Princes controlled by
Opposing players or control Amber for 5 consecutive turns.

PRINCE OF AMBER DECK

This deck has 9 cards, one for each prince.

Prince:	Hits	Fight	Wit	Will	Lead
Corwin	12	9	10	11	8
Eric	8	8	9	9	9
Benedict	9	11	7	7	11
Bleys	8	10	7	7	10
Julian	9	7	7	8	7
Gerard	10	12	6	7	7
Random	7	7	8	7	6
Caine	7	7	7	7	8
Brand	7	7	11	10	7

INFLUENCE TOKENS

Each player begins with 9 influence tokens of a unique color.
Non-player Princes without a token are neutral.
Place one of your tokens on Non-player Princes you control.
Influence tokens are also used to show ownership of stacks of Armies.

ARMY TOKENS

Use blank tokens to represent armies.

SET UP

Each player starts with 5 cards.

PLAYER PRINCES

Each player begins with control of one Prince of Amber.
Take one random card from the prince deck.
These are known as Player Princes.
A Player may have only one Player Prince.
Each Player Prince starts in exile in Shadow.
If a Player Prince is killed, another Prince controlled by the
Player becomes his new Player Prince. If he has
None, a neutral Prince becomes his new Player Prince. If there

Are no neutral Princes left, he is out of the game.

OTHER PRINCES

Draw another Prince card.

This Prince currently controls Amber and is referred to as the King.

Draw 3 more Princes who have regency.

The 3 Regencies are:

1. Guardian of Arden
2. Admiral of the North Sea Fleet
3. Admiral of the South Sea Fleet

The King and regents are referred to as Lords.

All other Princes not controlled by Players start in Exile in Shadow.

Exile princes start out neutral.

You can never gain control of a Lord, but you can make regents neutral.

If Amber is attacked the Lords will defend it.

GAINING CONTROL OF AMBER

A player can gain control of Amber by conquering it or causing the current King to be killed, captured or driven into Shadow exile.

When a player takes control of Amber his Player Prince becomes King.

Any other Princes he controls become regents.

He may offer Regent posts to other players.

ATTRIBUTES

Each Prince has 5 Attributes or Skills:

Toughness: Hit points

Fighting: Ability in hand-to-hand combat

Leadership: Skill in strategy and tactics

Will: Mental Strength in contests of Wills

Wit: Intelligence

ATTRIBUTE LEVELS

Use given stats or roll 2D6 separately for each attribute.

Determine Attributes for each Prince before Play begins.

TURN SEQUENCE

Players take turns.

Each turn has 2 phases:

Fate Phase

Action Phase

FATE PHASE

Draw 1 card from the Fate deck.

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

Max hand size = Wit Attribute of your Player Prince.

Discard excess cards.

ACTION PHASE

Each Prince you control may perform one action per turn.

An action includes playing any Action, Contest, or Save card or

performing a Non-card action.

NONCARD ACTIONS

These do not require a card to do:

- * Bide your time: Draw one card.
- * Recuperate: Regain 1D6 lost Hit points.
- * Fortune telling with Trump Deck: Look at next 5 cards in deck.
- * Intrigue: Roll 1D6: on a roll of 5-6 cause a Non-Player prince to become neutral or take control of a neutral Prince.
- * Raise Army: Gain 1D6 army tokens.
- * Escape Imprisonment. The only action you may attempt if you have been captured. Roll 1D6. On a roll of 5-6 you escape.

CONTESTS

Some cards indicate that a Contest will occur.

The opposing princes roll 2D6 and add their level in the indicated attribute.

The player with the highest score is the winner. (Reroll ties)

All cards causing a Fight contest are also attack cards.

The Loser of a Fight Contest takes 1D6 Hits of damage and the contest ends.

The Loser of Leadership Contest loses 1D6 of his Armies.

Unlike all other contests, Leadership contests are repeated until one side has no Armies left. The side with remaining Armies controls Amber.

The loser of a Will contest suffers the fate described in the card text.

Princes (you control and freely offered by other players) may work together and combine their attribute levels in Fighting

Saves (Fighting Attribute) and Leadership contests (Leadership Attribute).

CARD TYPES

Blocking cards are used against Princes playing Fighting or Leadership type cards.

They are resolved before the contest.

In the case of blocked Conquest cards, Armies, not hits are lost.

In the case of blocked Attack cards, the blocked Prince may make a Fighting Save to avoid all damage.

Block, Negate, and Defense cards are played on an opponents turn in response to his actions.

Result Modifier cards affect Princes that have just been damaged or if it says so, just lost a Leadership contest.

CARD TYPE NOTATION

WC = Willpower Contest

WD = Will Defense

LC = Leadership Contest (You must have at least 1 Army to play)

FC = Fighting Contest

FS = Fighting Save

A = Action

B = Block

N = Negate

D = Defense

M = Modifier

RM = Result Modifier

CARD LIST

Card Name:	Type:	Effect:
Shadow Assassins	FS	Target Prince Attacked
Assassination	FC	Attack Target Prince

Duel	FC	Attack Target Prince
Swordfight	FC	Attack Target Prince
Grapple	FC	Attack Target Prince
Capture	RM	Capture Prince that just took damage
Imprison	RM	Capture Prince that just took damage
Call the Guards	A	Capture Non-Lord Prince that just attacked
Exile	A	Non-Lord Prince must discard 3 cards
Distractions of Court	A	Player with King must discard 3 cards
Get Away	D	Negate an Attack card
Hide in Shadow	D	Non-lord Prince may Negate an Attack card
Lords in Amber	D	Negate an Attack card if you are a Lord
Secret Passages	D	Negate an Attack card
Invade Amber	LC	Conquer Amber
Attack by Sea	LC	Conquer Amber
Scale Mount Kolvir	LC	Conquer Amber
Storm Castle Amber	LC	Conquer Amber
Battle Wounds	RM	Target Prince who just lost a LC takes 1D6 damage
Prisoner of War	RM	Capture Target Prince who just lost a LC
Shadow Armies	M	Non-Lord Prince gets Leadership +1D6 this contest
Walls of Amber	M	Lord gets Leadership +1D6 this contest
Ambush	B	Target Prince takes 1D6 Hits
Raiding Parties	B	Discard an army: Target Prince takes 1D6 Hits
Monsters & Storms	B	Target Prince takes 1D6 Hits
Jewel of Justice	B	Use by King only: Target Prince takes 1D6 Hits
Shadow Obstacles	B	Target Prince takes 1D6 Hits
Block the Way	B	Negate an Attack or Conquest
Trump Travel	N	Negate a Block card used against an Attack card
Shadow Mastery	N	Negate a Block card
Influence	A	Gain control of target neutral Prince
Promises	A	Gain control of target neutral Prince
Go with the Winner	A	Gain control of target neutral Prince
Mutual Hatred	A	Gain control of target neutral Prince
Betrayal	A	Target Prince becomes neutral
Mistrust	A	Target Prince becomes neutral
Manipulation	A	Target Prince becomes neutral
Keep Options Open	A	Target Prince becomes neutral
Psychic Hold	WC	Fighting & Leadership of target Prince -5
Contest of Wills	WC	Opponent must discard two cards
Mental Domination	WC	Gain control of target Prince
Mind Probe	WC	Look at opponents Hand
Break Contact	D	Negate a Will Contest
Emotional Fury	M	Gain Will +5 for this contest
Psychic Attack	WC	Target Prince takes 1D6 damage
Show Mercy	RM	Target Prince you just damaged becomes neutral
Amnesia	RM	Non-lord Prince can make no actions for 1D6 turns
Walk the Pattern	A	Draw 3 cards and discard 2
Plan Ahead	A	Look at next 7 cards in deck
Guile and Cunning	A	Look at next 7 cards in deck
Family Gossip	A	Look at opponents Hand
Speak to Sister	A	Look at opponents Hand
Blessing of Oberon	A	Gain an extra turn
Dworkin	A	Negate a Capture
Rescued	A	Negate a Capture
Escape	A	Negate a Capture
Not really Dead	A	Killed Prince returns to play neutral

* = One or more Shadow Armies required.

FAQ's

1. FS cards (only one right now): is not clear to me how to use them.

*The Shadow Assassins card... If you play it and you lose the contest, your Prince suffer no damage. (the assassins were killed, the Prince wasn't there)

2. How can different princes work together?

*Princes you control can work together.

You can add their attribute scores together in Contests.

For example: You control Corwin & Bleys. You have them attack Amber.

Amber is defended by the Lords Eric, Caine, and Gerard.

It is a Leadership contest.

Exiles: (8 + 10 + 2D6) vs Lords: (9 + 8 + 7 + 2D6).
or in another example: Eric sends Shadow Assassins vs Corwin.
You control Corwin & Random...
You have them fight off the Assassins together.
3. When you use the effect of a blocking card: example, "Ambush"; effect:
how do you apply the "Target Prince takes 1d6 hits" effect?
*The contest being "blocked" will still occur unless the blocked Prince is
killed or, in the case of a Leadership contest, loses all his armies.
The Blocked Prince takes 1D6 damage before the contest begins.

LINKS

[Amber Dictionary](#)

GAME DESIGNERS NOTES

This game is based on the first book of the series.
As I read more books the game will be expanded.

AMERICAN GAME HUNTER

INTRODUCTION

Rummy Variant with Hunting Theme and special deck.

THE DECK

Players share a common deck.

The deck has 5 different card types:

W = Weapons

T = Techniques

H = Habitats

P = Prey

S = Spoilers

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

WINNING

Be the first to make a kill.

To make a Kill your hand must have:

1 card each of the Weapon, Habitat, Prey, and Spoiler cards and

2 Technique cards.

SETUP

Players are dealt a hand of 7 cards.

TURN SEQUENCE

Players take turns.

On your turn draw the top card from the deck or discard and discard a card.

CARD LIST

Card Name	Type
White Tailed Deer	P
Cottontail Rabbit	P
Wild Turkey	P
Ring-necked Pheasant	P
Mallard Duck	P
Moose	P
Black Bear	P
Elk	P
Antelope	P
Pronghorn	P
Bobwhite Quail	P
Mule Deer	P
Black Tailed Deer	P
Geese	P
Small Game	P
Puddle Ducks	P
Diving Ducks	P
Snowshoe Hairs	P
Squirrel Hunting	P
Raccoon	P

Ruffed Grouse	P	
Partridge	P	
Waterfowl	P	
Sight	S	
Night Vision	S	
Smell	S	
Hearing	S	
Moveable Ears	S	
Communication	S	
Color Vision	S	
Freezing	S	
Scent Glands	S	
Positioning	S	
Zig-zagging	S	
Speed	S	
Detect Scent	S	
Alarm Calls	S	
Hide	S	
Camouflage	S	
Thicket	S	
Survival Adaptations	S	
Open Timber	S	
Winter Cover	S	
Tall Grass	S	
Highly Developed Senses		S
Small population	S	
Dense Vegetation	S	
Mountain Slope	H	
Forest Clearing	H	
Farmland	H	
Grassland	H	
Hardwood Forest	H	
Swamp	H	
Bog	H	
Lake	H	
Lowlands	H	
Mixed Forest	H	
Transition Zone	H	
Succession Zone	H	
Powerline Corridor	H	
Stream	H	
Meadow	H	
Marsh	H	
Rocky Mountains	H	
Brushland	H	
Private Land	H	
Semi-Arid Desert	H	
Coniferous Forest	H	
Wetland	H	
Deciduous Forest	H	
Single-Shot Action Rifle	W	
Hunting Rifle	W	
Falling Block Action Rifle	W	
Repeating Action Rifle	W	
Bolt Action Rifle	W	
Lever Action Rifle	W	
Pump Action Rifle	W	
Heavy Rifle	W	
Light Rifle	W	
Short Barrel Carbine	W	
Bowhunting	W	
Compound Bow	W	
Recurve Bow	W	
Long Bow	W	
Muzzle Loader	W	
Black Powder Rifle	W	

Smoothbore Musket	W	
12 Gauge Shotgun	W	
20 Gauge Shotgun	W	
Double Barreled Shotgun		W
Single Barreled Shotgun		W
Light Shotgun	W	
Heavy Shotgun	W	
Buckshot	W	
Magnum Rounds	W	
Variable Power Scope	T	
Open Sight	T	
Peep Sight	T	
Crosshair Reticle	T	
Wide Angle Scope	T	
Solid Rest for Rifle	T	
Prone Firing Position	T	
Modified Choke	T	
Snap Shooting	T	
Sustained Lead	T	
Tracks	T	
Droppings	T	
Feeding Signs	T	
Bed/Roost	T	
Camouflage Netting	T	
Game Trail	T	
Lure	T	
Bait	T	
Still Hunting	T	
Shade	T	
Binoculars	T	
Rutting Season	T	
Soft Clothing	T	
Scrapes & Rubs	T	
Visual Clues	T	
Test the Wind	T	
Elevated Stand	T	
Feeding area	T	
Tower Blind	T	
Stalking	T	
Calls	T	
Driving Game	T	
Decoys	T	
Jump Shooting	T	
Pass Shooting	T	
Flushing Game	T	
Hunting Dogs	T	
Pointer	T	
Flusher	T	
Hound	T	
Float Hunting	T	
Move Quietly	T	
Morning or Evening	T	

AMERICAN REVOLUTION

INTRODUCTION

Two player Card game of the American Revolution.
One player is the Americans, the other is the British.

THE DECK

Players share a common deck.
The card list has 120+ cards.
The deck has 1 of each card on the list.

STRATEGIC TURNS

The game is played in 7 Strategic turns corresponding to the 7 years of the war:

1775, 1776, 1777, 1778, 1779, 1780, 1781.

VICTORY

The winner is the first player to win 3 turns in a row, or if this does not occur, the player to win turn 1781.
(Its not how many battles you won, its who won the last battle)

SETUP

The Americans are dealt 1/3 of the deck.
The British are dealt 1/3 of the deck.
The remaining 1/3 is set aside (and not used).

STRATEGIC TURN SEQUENCE

Pronounce which year this turn corresponds to.
Both players go through their deck and take out which cards they want to play this turn.
Both players play these cards face to the table simultaneously.
Cards that specify a year must be the same as the current Strategic turn.
Note: Cards of Year = X can be used in any turn.
Only the American player can use American cards.
Only the British player can use British cards.
Both players can use cards of the "Either" type.
Add up the force of all cards played.
Compare the Force totals of both players.
The higher Force total wins the turn.
Americans win ties.
All played cards are discarded face up.
Keep track of which player won which years.

CARD LIST ABBREVIATIONS

Side = American (A), British (B), or Either (E)
Type = Leader (L), Troops (T), Event (EV), Battle (BT)

CARD LIST

Card Name:	Side	Type	Force	Year	
General George Washington	A	L	5	X	
General Nathaniel Greene	A	L	3	X	
General Benedict Arnold		A	L	3	1775-9
General Lincoln Benjamin	A	L	3	X	
General Horatio Gates	A	L	3	X	
General Charles Lee	A	L	3	X	
General Daniel Morgan	A	L	3	X	
General William Moultrie	A	L	3	X	
Baron Von Stuben	A	L	3	1777+	
Captain John Paul Jones		A	L	3	X
Thomas Jefferson	A	L	3	X	
Francis Marion the Swamp Fox	A	L	3	X	
Sam Adams	A	L	3	X	
Marquis de Lafayette	A	L	3	1778+	
Comte de Rochambeau	A	L	3	1778+	
George Rogers Clarke	A	L	3	X	
Don Bernardo Galvez	A	L	3	1779+	
Benjamin Franklin	A	L	3	X	
Continental Congress	A	L	3	X	
General Carleton	B	L	3	X	
General Sir William Howe	B	L	3	X	
General John Burgoyne	B	L	3	X	
General Sir Henry Clinton	B	L	3	X	
General Lord Charles Cornwallis		B	L	3	X
General Augustine Prevost	B	L	3	X	
General Gage	B	L	3	X	
Banastre Tarleton	B	L	3	X	
French Fleet	A	T	2	1778+	
Continental Army	A	T	2	X	
Minute Men	A	T	2	X	
Militia	A	T	2	X	
French Troops	A	T	2	1778+	
Patriot Irregulars	A	T	2	X	
Colonial Army	A	T	2	X	
British Fleet	B	T	2	X	
British Regulars	B	T	2	X	
British Redcoats	B	T	2	X	
Tories	B	T	2	X	
Iroquois Indian Allies	B	T	2	X	
Royalists	B	T	2	X	
Mohawk Indian Allies	B	T	2	X	
Hessian Mercenaries	B	T	2	X	
Garrison	E	T	1	X	
Siege	E	T	1	X	
Bayonet Attack	E	T	1	X	
Bombardment	E	T	1	X	
Expeditionary Force	E	T	1	X	
Wheel About	E	T	1	X	
Outflank	E	T	1	X	
Encircle	E	T	1	X	
Counterattack	E	T	1	X	
Rearguard Action	E	T	1	X	
Lines of Communication Cut	E	T	1	X	
Night March	E	T	1	X	
Surprise	E	T	1	X	
Enlistments	E	EV	1	X	
A Shot Rang Out	A	EV	2	X	
Spirit of Rebellion	A	EV	2	X	
French Supplies	A	EV	2	X	
Tory Uprising	B	EV	2	X	
Indian Raids	B	EV	2	X	
Lexington	B	BT	4	1775	

Concord	A	BT	4	1775	
Bunker Hill	A	BT	4	1775	
Falmouth Maine Burned	B	BT	4	1775	
Montgomery captures Montreal	A	BT	4	1775	
Quebec	B	BT	4	1775	
Fort Ticonderoga Captured	A	BT	4	1775	
Saint Johns	A	BT	4	1775	
Great Bridge	A	BT	4	1775	
Moore's Creek Bridge	A	BT	4	1776	
Charleston (Fort Moultrie)	A	BT	4	1776	
Long Island	B	BT	4	1776	
Valcour Island	B	BT	4	1776	
Trenton	A	BT	4	1776	
Crossing the Delaware	A	EV	4	1776	
Siege of Boston	A	BT	4	1776	
Fort Washington	B	BT	4	1776	
White Plains	A	BT	4	1776	
Nathan Hale	A	EV	4	1776	
Common Sense by Thomas Paine	A	EV	5	1776	
Declaration of Independence	A	EV	7	1776	
Princeton	A	BT	4	1777	
Danbury	A	BT	4	1777	
Fort Ticonderoga Captured	B	BT	4	1777	
Fort Stanwix	A	BT	4	1777	
Bennington	A	BT	4	1777	
Brandywine Creek	B	BT	4	1777	
Freemans Farm	A	BT	4	1777	
Paoli, Pennsylvania	B	BT	4	1777	
Germantown	B	BT	4	1777	
Fort Montgomery Captured	B	BT	4	1777	
Fort Mercer & Fort Mifflin	B	BT	4	1777	
Bemis Heights	A	BT	4	1777	
Saratoga	A	BT	7	1777	
Valley Forge Winter Retreat	B	EV	3	1777	
France Declares War	A	BT	4	1778	
Monmouth, New Jersey	A	BT	4	1778	
Newport, Rhode Island	B	BT	4	1778	
Savannah Captured	B	BT	4	1778	
Vincennes	A	BT	4	1778	
Stony Point	A	BT	4	1779	
Spain Declares War	A	BT	4	1779	
Paulus Hook	A	BT	4	1779	
Kettle Creek	A	BT	4	1779	
Newtown	A	BT	4	1779	
Briar Creek	B	BT	4	1779	
Spring Hill	B	BT	4	1779	
Port Royal Island	A	BT	4	1779	
Stono Ferry	B	BT	4	1779	
Charleston Captured	B	BT	6	1780	
Benedict Arnold Traitor		B	EV	4	1780
Waxhaw Creek Massacre	B	BT	4	1780	
Camden	B	BT	6	1780	
Kings Mountain	A	BT	4	1780	
Morristown Winter Quarters	B	EV	3	1780	
Chesapeake Capes	A	BT	4	1781	
Holland Declares War	A	BT	4	1781	
Cowpens	A	BT	4	1781	
Guilford Court House	B	BT	4	1781	
Mutinies	B	EV	4	1781	
Hobkirks Hill	B	BT	4	1781	
Ninety Six South Carolina	A	BT	4	1781	
Eutaw Springs	A	BT	4	1781	
Yorktown	A	BT	7	1781	

AMULETS

By Jörg Hansen

A (not really) fantasy game of deduction for 3-5 players.

Five spirits are captured in five amulets. The wizards try to find out their correct placements on the altar to cast the freeing spell. Succeeding means honour, failure means

eternal doom. ;)

Material

You need the altar, a 5x5 map signed A1 to E5, and 5 amulets (pawns), in colors or shapes

different. A 30-card deck is needed corresponding to the map grid (A1 to E5) and the 5 amulets. Since players need this deck only once at the beginning of the game, a standard

poker deck and a translation table will do. Every player needs a sheet of paper as spell

book, and a pen.

The spell book

The wizards should draw their spell books as following: A table, consisting of 8-10 rows -

5 rows for the amulets, 3-5 rows for the wizards. The rows should be named with the amulets

and the wizards' names. The wizards' names should begin with the own name and then proceed

clockwise. An example spell book could look like this:

```
| | | | | || | | | |
```

```
| R | Y | G | B | B || M | S | S | R | A |
```

```
| e | e | r | l | l || e | u | t | i | n |  
| d | l | e | u | a ||   | s | e | c | n |  
|   | l | e | e | c ||   | a | v | k | e |  
|   | o | n |   | k ||   | n | e |   |   |  
|   | w |   |   |   ||   |   |   |   |   |
```

```
+---+---+---+---+---+---++---+---+---+---+---+
```

```
| | | | | || | | | |
```

```
+---+---+---+---+---+---++---+---+---+---+---+
```

```
| | | | | || | | | |
```

...

Setup

Each player secretly draws one altar card and one amulet card. Undrawn cards come out of play, unrevealed. The amulets are placed randomly on the map, not more than one on one field.

The Game

The Wizards choose a start wizard, play continues clockwise. At his turn, a wizard may ask

a question to the old spirits (the others players). All answers are recorded by the players.

The game continues and is only interrupted by the tries of casting a spell. If the spell succeeds, the casting wizard wins the game. If it doesn't, the casting wizard is out of play and may no longer ask the spirits. But he is still giving answers as a spirit. In the case of all wizards failing the casting, there is no winner, only misery...

Asking the spirits

At his turn, the active wizard may place the amulets on the altar as he likes, not more than one per field. Afterwards he reads out the coordinates of the 5 amulets, for all players to write down in the amulets' rows in their spell book.

The spirits' answers

Beginning at the left of the asking wizard, each player checks his personal altar field and

his personal amulet. Then he gives exactly one of four possible answers, which is recorded

in all players spell books in the row of the answering spirit. His possible answers are:

1.) If his amulet is on his own field, he answers "I'm home". All players note a '*'.

2.) If a foreign amulet is on his own field, he answers "Someone is at my home". All players note a 'o'.

3.) If his amulet is in one line or one row with his field (same letter or same number),

he answers "I can feel my home". All players note a '+'.

4.) If none of these conditions occur, he says "No answer". All players note a '-'.

In case of conditions 1 & 3 or 1 & 3 occurring at the same time, the spirit's answer is always the higher one. Answer 3 is not mentioned then.

The asking wizard never gives any answer.

Casting a spell

A wizard may interrupt the game at any time, if he thinks he found out all the spirits' amulets and their coordinates. He places the assumed player amulets on their assumed homes

and all the assumed non-player amulets at random altar fields. This is his try of casting

the spell. The others players (the spirits) now check this try clockwise, beginning with the

left neighbour. If his personal amulet stands on his personal field, he answers "yes", and the next player continues checking. If it doesn't, he says "No", and the casting has

failed. The trying wizard may not ask the spirits anymore, and the game continues where interrupted before.

But if all spirits answer "Yes", they are freed and the casting wizard wins the game.

Designer's note

This game, years old and deriving from boring school times, is nothing else but a master mind clone, but a funky multi-player one. Experienced players should not need more

than 5-6 questions. This is not really a party game, since all players stare at their notes

and beg each active player for a thinking break :) - give it a try.

ANCIENT BATTLEFIELDS

INTRODUCTION

Ancients Wargame with emphasis on Command & Control.

VICTORY

You win if you rout the opposing General

SETUP

Setup has 3 Segments:

Choose Army Segment

Battlefield Segment

Deploy Forces Segment

CHOOSE ARMY SEGMENT

Each player gets an Army as described by a specific Scenario, or

Each player gets a random army.

A Random Army has 4 + 1D6 Units

Roll for quality (Quality Check) of each unit:

1D6 Unit Quality:

1-2 Green

3-4 Regular

5 Veteran

6 Elite

Roll for Composition (Composition Check) of each unit:

1D6 Unit Type:

1-4 Infantry

5-6 Cavalry

Each Unit has a Commander.

Roll to see the Ability (Commander Ability Check) of Each commander:

1D6 Commander Ability

1-2 Poor: Unit gets -1 to all Checks

3-4 Good

5-6 Excellent: Unit gets +1 to all Checks

One Unit contains the General

The Unit commanded by the General gets +2 to all Checks

BATTLEFIELD SEGMENT

Play can be on a square grid or hex grid.

Terrain types include:

Terrain: Notes:

Open -

Forest Units get +1 to Skirmish Checks

Marsh Units get -2 to Battle Checks

River Units get -4 to Battle Checks

Hills Units get +1 to Battle Checks

Mountains Units get +2 to Battle Checks

Mountain Peaks Impassable

Mountain Pass Unit gets +4 to Battle Checks

Lake/Sea Impassable unless using house rules for boats

Note: Cavalry can only move 2 spaces per turn in open terrain, otherwise

They are reduced to 1 space per turn.

DEPLOY FORCES SEGMENT

Designate player A & player B

1D6 Result:
1-2 Player A Sets up first
3-4 Both set up simultaneously behind screens
5-6 Player B Sets up first

Place your units on your side of the map as you like.
Or deploy per Scenario details.

TURN SEQUENCE

Players take turns.

Each turn has 12 phases:

Morale Phase
Rally Phase
Momentum Phase
Skirmish Phase
Cohesion Phase
Aggression Phase
Communications Phase
Initiative Phase
Orders Phase
Disengage Phase
Movement Phase
Battle Phase

MORALE PHASE

Make a Morale Check for each of your Units adjacent to enemy units.

1D10 Result:
1-3 Panic
4-5 Shaken
6-8 Good Morale
9+ Excellent Morale

A Panicked Unit will Rout this turn.

A Shaken Unit must attempt to Disengage this turn if it is adjacent to an enemy unit.

Common Modifiers to the Morale Check:

-1 Green or Conscript Unit
+1 Veteran Unit
+2 Elite Unit
-2 if Commander lost
+1 if unit rallied last Turn
-1 if unit has lost Cohesion
-1 if nearest friendly unit routed or panicked this or last turn
+1 if nearest enemy unit routed or panicked this or last turn
+1 if unit is Reinforced
-1 if being flanked
+1 if Unit has Excellent Morale from last turn
-1 if Unit Shaken from last turn
-2 if being attacked in Rear
+1 if flanking an enemy unit
+2 if attacking enemy unit in the rear
+1 if Unit is winning combat
-2 if unit is losing combat
-1 if Unit is more than 4 spaces from your General
-2 if Unit is more than 2 spaces away from any Friendly Unit

RALLY PHASE

Every Routing Unit must make a Rally Check:
1D10 Result:
1-7 The Unit is lost. Remove it from play
8+ The Unit Rallies and remains in play
Common Modifiers to the Rally Check:
Same as a Morale Check.

MOMENTUM PHASE

Every Unit must make a Momentum Check:
1D10 Result:
1-2 The Unit must continue doing what it did last turn
3+ The Unit may be given new orders this turn
Common Modifiers to the Momentum Check:
-2 if unit is more than 4 spaces from your General
+1 if the unit is Waiting
-2 if unit is Moving (Continue in same direction)
-4 if unit is in Combat (Will Continue fighting if possible)
-1 if unit has lost Cohesion

SKIRMISH PHASE

If not in combat but within 2 spaces of an enemy unit your Unit may make a Skirmish Check:
1D10 Result:
1-6 Your skirmishers have no effect
7+ One opposing unit within 2 spaces is Harassed
Note: A Unit already in combat cannot also have harassed status.

COHESION PHASE

Every Unit must make a Cohesion Check:
1D10 Result:
1-2 The Unit has lost Cohesion (is now a disorganized mob)
3+ The Unit has retained Cohesion (organized Ranks)
Common Modifiers to the Cohesion Check:
+1 if the unit is Waiting
-2 if unit is Moving
-4 if unit is in Combat
-1 if unit has lost Cohesion (last turn)
-2 if unit is Harassed
+1 if unit is Reinforced
-1 Green or Conscript Unit
+1 Veteran Unit
+2 Elite Unit
-2 if Commander lost

AGGRESSION PHASE

Every Unit must make an Aggression (Discipline) Check:
1D10 Result:
1-2 The Unit if not panicked, must move towards & attack nearest enemy unit if possible
3+ The Unit may be given new orders this turn
Common Modifiers to the Aggression Check:
+2 if no enemy within 2 spaces
-2 if unit is Harassed
-1 if unit has lost Cohesion
-4 if enemy unit just disengaged from this unit (This unit will Pursue)

COMMUNICATIONS PHASE

Make a Communication Check for each of your Units.

1D10	Result	Notes:
1-3	Missing Orders	The Unit cannot be given Orders this turn
4+	Orders Delivered	The Unit may be given Orders this Turn

Orders are delivered by a variety of signals: Flags, Messengers, Horns, Drums, etc.
A unit that fails to get orders is ignorant of what it is supposed to do.

Common Modifiers to Communications Check:

- +1 during First 2 turns of Battle
- +1 if Unit has not done any fighting yet
- 1 if Unit has lost it's Commander
- 1 if unit has lost Cohesion
- 1 if Unit is currently Fighting or Moving at Top Speed
- 1 if Unit if Unit is more than 4 spaces from your General
- 2 if Unit is more than 2 spaces away from any Friendly Unit

INITIATIVE PHASE

Make an Initiative Check for each Unit that failed its Communication Check:

1D10	Result:
1-5	The Unit Commander shows no Initiative: The Unit must Wait or continue fighting if in Combat
6-7	The Unit Commander decides to Attack: The Unit, if not panicked, must move towards & attack nearest enemy unit if possible
8+	The Unit Commander makes a good Decision: The Unit may be given Orders this Turn.

Note: Skip this Check if Unit Commander Killed.

ORDERS PHASE

If a unit passes its Communication (or Initiative), Momentum, and Aggression Checks, it may be given new orders.

Possible Orders include:

1. Wait (do not move, charge, or reinforce)
2. Move (to adjacent space)
3. Charge (Move next to an enemy unit)
4. Reinforce (Help one adjacent friendly unit that is in Combat)
5. Disengage (Move away from adjacent enemy unit)

Note: A Unit may not Reinforce if it itself is in Combat.

Important Note: A Unit adjacent to an enemy Unit is automatically considered to be in Combat with it.

DISENGAGEMENT PHASE

Make a Disengage (Break-Off) Check for each of your Units that was given the order to disengage.

It is very difficult for a unit to disengage from a battle.

1D10	Result	Notes:
1-3	Unable to Disengage	The Unit must stay and fight where it is.
4-6	Fighting Withdrawl	See Notes
7+	Successful Redeployment	The Unit may follow new Orders this Turn

Notes: In a Fighting withdrawl, the Unit may only move back away from all enemy Units & must retain the same facing.

Common Modifiers to Disengagement Check:

- 1 Green or Conscript Unit
- +1 Veteran Unit
- +2 Elite Unit
- 2 if Commander lost
- 1 if unit has lost Cohesion

MOVEMENT PHASE

Infantry units able to move may move 1 Space in this Phase.
Cavalry units able to move may move 2 Spaces in this Phase.
Units may not stack or move through each other.
On a grid map a Unit may not move diagonally between 2 other units.
Every Unit has a forward facing.
Be sure to indicate a Units direction of Facing after it moves.

BATTLE PHASE

Adjacent enemy units will be in combat.
Make a Battle Check for every Unit (both players) that is in Combat.
1D10 Result
1-5 Unit is currently Losing
6+ Unit is currently Winning
Common Modifiers to the Battle Check:
Same as Morale Check plus:
-1 if adjacent to more than one enemy unit
-1 if enemies have superior quality weapons & armor
+1 if you have superior quality weapons & armor
+2 if you Charged this turn
If a Unit made a Battle Check it must also make a Survival Check:
1D6 Result:
1-5 Commander Survives
6 Commander Killed

NOTES ON PLAYING VARIOUS NATIONALITIES

*Egyptians
Chariots: Cavalry Units get +2 to Battle Checks, but
-1 to Momentum Checks
*Mongols
Horse Archers: +2 to Composition Check
+1 to Skirmish & Disengagement Checks
*All Greeks
Hoplites: -1 to Composition Checks
Phalanx: Infantry Units get +2 to Battle Checks, but
-1 to Communication Checks
*Athenians
+1 to Initiative Checks
*Spartans
+1 to Quality Checks
*Persians
Large Armies: +1D6 Units
-1 to Morale & Initiative Checks
*Romans
Infantry Units get +1 to Battle & Morale Checks
+1 to Communication Checks
*Carthaginians
Elephants: Cavalry Units get +2 to battle checks, but
-2 to Rally Checks
*Celts
Warbands: Infantry Units get +2 to Battle Checks, but
-1 to Cohesion Checks

LEGENDARY GENERALS

A Legendary General may give a +2 Bonus or a -2 Penalty to
any 1 Check per turn.
Some Legendary Generals get 1-2+ additional Benefits:

- 1D10 Legendary Benefit:
- 1 Command: All Units get +1 to Communications Checks
 - 2 Charisma: All Units get +1 to Morale Checks
 - 3 Leadership: All Units get +1 to Rally Checks
 - 4 Control: All Units get +1 to Cohesion Checks
 - 5 Support: All Units get +1 to Initiative Checks
 - 6 Logistics: Start Game with +2 Units
 - 7 Well Trained Troops: All Units get +1 to Quality Checks
 - 8 Masterful Deployment: Opponent must Set Up First
 - 9 Master Tactician: One Unit may move 1 extra Space on your turn
 - 10 Insight: Give +/- 2 to 1 additional Check per Turn

LINKS

[GBoH](#)

ANCIENT GENERALS

INTRODUCTION

Two player card game.

Each player is a general fielding an ancient army represented by the player's decks.

100 card common deck.

40 Unit cards & 60 Tactics cards.

SETUP

Shuffle the deck.

Randomly deal 50 cards to each player.

Each player now has his own 50 card deck.

Each player draws a hand of 5 cards from their own deck.

The more aggressive player goes first.

OBJECT

Run your opponent out of cards. Destroy his army.

A player loses once he has no more cards left in his deck or reserve pile.

TURN SEQUENCE

Players take turns.

Each turn has 6 phases:

1. Scout Phase
2. Discard Phase
3. Draw Phase
4. Flank Phase
5. Artillery Phase
6. Attack Phase

SCOUT PHASE

Discard a unit card with the scout trait to your reserve pile to look at your opponents hand, or the next 5 cards in any deck.

DISCARD PHASE

Discard any number of cards from your hand to your reserve pile.

DRAW PHASE

Draw to fill your hand to 5 cards.

If your deck ever runs out, shuffle your Reserve pile and use it as your deck.

Cards sent to your Casualty pile stay there for the rest of the game.

If there are no cards left in your deck or reserve pile, you lose.

FLANK PHASE

You may discard unit cards with the flank trait to gain one flank point each.

Keep a running total of your flank points during the entire game.
 The player with the most Flank points is called the Encircling army, the other player is the Encircled army.
 If tied, neither army is the encircling army.

ARTILLERY PHASE

Discard a Siege Artillery card to your reserve pile to cause opponent to discard one card from their deck to their casualty pile.

ATTACK PHASE

Play one or more units from your hand to attack.
 These are the attackers. Place them face up on the table in front of you.
 The defending player may play up to one blocking unit per attacker.
 The defender assigns specific blockers to specific attackers.
 Unblocked attackers do damage to the main body of the opponents army.
 The defender must discard a number of cards from his deck to his casualty pile equal to the damage rating of the attacking unit.
 The units of the Encircling army do +1 damage each.
 If an attacker is blocked compare the force totals of the 2 units.
 The unit with the lower total is killed and is sent to that players casualty pile.
 The victorious unit is sent to his owners reserve pile.
 A tie in Force values results in both units being killed.
 If the blocker can evade the attacker, both units are discarded to their reserve piles.
 Tactics cards can be played by either player to affect the outcome of the battle.

UNIT TYPES

ABBREVIATION

Light Infantry	LI (Skirmishers)
Medium Infantry	MI
Warband	WB
Heavy Infantry	HI
Light Cavalry	LC
Heavy Cavalry	HC
Elephant	EL
War Wagon	WW

UNIT CARD LIST

Unit Name	Type	#	Force	Damage	Notes
Slingers	LI	2	1	1	Scout; +5 vs WB, HI, EL; Evade WW
Bowmen	LI	3	2	1	Scout; +5 vs WB, HI, EL; Evade WW
Javelineers	LI	2	3	1	Scout; +5 vs WB, HI, EL; Evade WW
Psiloi	LI	2	3	1	Scout; +5 vs WB, HI, EL; Evade WW
Auxilia	MI	2	1	2	Scout; +5 vs LI; Evade WB, HI, WW
Peltasts	MI	2	2	2	Scout; +5 vs LI; Evade WB, HI, WW
Barbarians	WB	2	1	3	+5 vs HI, HC, EL, WW
Horde	WB	1	2	3	+5 vs HI, HC, EL, WW
Warriors	WB	1	3	3	+5 vs HI, HC, EL, WW
Legionaires	HI	2	3	3	+5 vs WB, EL, WW
Hoplite Phalanx	HI	2	4	3	+5 vs WB, EL, WW
Horse Archers	LC	3	1	1	Flank; Scout; +5 vs MI, WB, HI, EL; Evade LI, HI, WW
Nomads	LC	3	2	1	Flank; Scout; +5 vs MI, WB, HI, EL; Evade LI, HI, WW
Light Chariots	LC	3	3	1	Flank; +5 vs MI, WB, HI, EL; Evade LI, HI, WW
Medium Cavalry	HC	2	1	2	Flank; +5 vs LI, MI, LC; Evade HI, EL, WW

Cataphracts	HC	2	2	2	Flank; +5 vs LI, MI, LC; Evade HI, EL, WW
Heavy Chariots	HC	2	3	2	Flank; +5 vs LI, MI, LC; Evade HI, EL, WW
Elephants	EL	2	4	2	+5 vs WB, HI, LC, HC
War Wagon	WW	2	5	2	+5 vs WB, EL, Evade LI, LC

= Number of that card in the deck

TACTICS CARD LIST

Card Name	#	Effect
Overrun	6	Increase Damage of attacking unit +2
Bloodlust	5	Increase Force of unit +3
Outflank	6	Play in Flank Phase. Worth 2 flank points
Shields	6	Blocking HI, MI, or WB get Evade combat result
Defensible Terrain	5	Blocking Light Infantry units are +3 and cannot be evaded
Difficult Terrain	5	Opponent cannot flank or attack this turn. Play in opponents Flank Phase
Treacherous Terrain	5	Attacking HI, MI, or WB are +3 and cannot be evaded
Reserve	6	Draw 3 extra cards in any Flank Phase
Rally	6	In any Draw phase put 1 card from your Casualty pile into your hand
Break Morale	5	Opponent cannot block this turn. Play in Artillery Phase
Onagers	1	Siege Artillery
Scorpions	1	Siege Artillery
Catapults	1	Siege Artillery
Ballista	1	Siege Artillery
Trebuchet	1	Siege Artillery

Non-Artillery tactics cards when played, are sent to your Casualty pile.

Ancient Generals is now a Module for the Thoth card Engine!

(Thank you Zak & Walt O'Hara)

Click here for the [Thoth card engine](#)

Get the [module](#) here.

[De Bellis Antiquitatis Resource Page](#)

[Warfare in the Ancient World](#)

ANCIENT WARFARE

INTRODUCTION

Board & card game for 2 players.
Battle between ancient armies.
Each figure represents a general, camp or unit of troops.

VICTORY

You win if you destroy your opponents general or 8 of his units.
A Camp counts as 2 units.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.

ARMY COMPOSITION

Every army has 1 General, 1 Camp, and 11 other units.
You may designate 2 of your units as "Elite".

CHOOSING ARMY COMPOSITION

Besides the obligatory General and Camp pick any 11 units from the Unit list.

DBA ARMIES

For DBA army lists please consult the following site: [DBA Online](#)
Disclaimer Note: DBA is a licensed copyrighted product.
This is merely a fan site.

UNITS TABLE NOTATION

Move = Move Limit.
Range = Unit may attack enemy units within this range.
Below is a listing of all possible unit types.

UNIT TYPE TABLE

Unit	Move	Range	Notes
Camp	0	1	
General	3	1	
Auxilia	3	1	
Warband	2	1	
Blades	2	1	
Spears	2	1	

Pikes	1	1	
Cavalry	4	1	Heavy Chariots
Knights	3	1	
Psiloi	3	2	
Light Horse	5	2	Light Chariots
Bows	2	2	
Artillery	1	4	
War Wagons	2	2	
Scythed Chariots	4	1	

SPECIAL ABILITY CARD EFFECTS TABLE

Unit	Type	Special Ability	Notes
General	D	Rally	Rally any adjacent unit
Auxilia	A/D	Open Formation	Either if in Rough ground
Warband	A	Berserker Frenzy	Attack
Blades	D	Shield Wall	Defend
Spears	A	Throw Spears	Attack at range = 2
Pikes	A/D	Receive Charge	Either vs non-missile unit
Cavalry	A	Bows	Attack at range = 2
Knights	X	Dismount	Becomes a Blades unit
Psiloi	A/M	Run	Attack or Move = K
Light Horse	A/M	Wheel About	Attack or Move = K
Bows	A	Indirect Fire	Attack through units
Artillery	A	Indirect Fire	Attack through units
War Wagons	D	Strong Defense	Defend
Scythed Chariots	A	Open Ground	Attack if on Clear ground

A player may play (discard) a special ability card to activate one of the above effects.

SETUP

Each player places his units on his back two rows.
Units may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

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

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your units.
Units cannot move through other units except for Psiloi who may move through their own troops.

The move card has a number.
 This is the number of spaces the unit moves.
 A Unit cannot use a Move card with a value higher than its move limit.
 Moves are diagonal or orthogonal.
 Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

BATTLE PHASE

Each of your units can make up to one attack (kill) on your turn.
 If one of your units has an enemy unit in range that it can automatically kill, then that unit is destroyed. No card needs to be played.
 Instead of making an auto-kill you may play (discard) an Attack card to have a unit attack any enemy unit in its range.
 The target is destroyed unless it is immune to the attacking unit in which case it is recoiled. A recoiled unit must move back one space if possible.
 Attacks are diagonal or orthogonal.
 Units cannot attack through other units.
 The defender may play a Defense card to prevent the target card from being killed.
 If a Recoil card is played the defending unit must move back one space or the Card cannot be played.
 Artillery cannot move and attack in the same turn.
 To play a Supported Attack card the target must be in range of two of your units.
 To play a Reinforced Defense card the target must be next to a friendly unit.
 To play a Rally Defense card your general must be within 2 spaces of the unit.
 To play an Outflank attack card the attacking unit must be closer to the opponents edge of the board than the defending unit.
 To play a Rough Defense card the target must be on Rough Ground

AUTOMATIC KILL TABLE

Unit	Automatic Kill:
Auxilia	Elephants, Bows, Psiloi
Warband	Blades, Pikes, Artillery, Bow, Spear
Blades	Bows, Auxilia
Spears	Bows, Auxilia, Pikes, Cavalry
Pikes	Blades, Auxilia, Cavalry
Cavalry	Psiloi, Blades, Bow, Light Horse, Artillery, Auxilia, Warband
Knights	Auxilia, Spear, Pike, Psiloi, Warband, Cavalry, Light Horse
Psiloi	Elephants, Psiloi
Light Horse	Elephants, Knights, Psiloi, Artillery
Bows	Knights, Cavalry, Light Horse, Psiloi, Pikes, Warband
Artillery	Elephants, War Wagons, Scythed Chariots
War Wagons	Cavalry, Knights, Light Horse, Scythed Chariots
Scythed Chariots	Knights, Blades, Warband, Light Horse, Auxilia
Elephant	Knights, War Wagons, Warband, Light Horse, Scythed Chariots

IMMUNITY TABLE

Unit	Immune to:
Blades	Bows, Artillery
Spears	Bows, Artillery
Psiloi	Everything that do not auto-kill Psiloi
Light Horse	Everything that do not auto-kill Light Horse
Artillery	Bows
War Wagons	Scythed Chariots

CARD LIST NOTATION

M = Movement

A = Attack
 D = Defense
 X = Special
 Type = Purpose of card
 K = as a Knight would move in chess
 # = Number of that type of card in the deck

CARD LIST

Card Name:	#	Range	Type	Notes
Move	5	1	M	
Move	5	2	M	
Move	5	3	M	
Move	5	4-5	M	
Move	5	K	M	Any unit with a Move of 3+
Attack	5	-	A	
Supported Attack	5	-	A	
Outflank	5	-	A	
Elite	5	-	A/D	Only by Elite units
Push	5	-	D	
Recoil	5	-	D	Move back 1 space
Reinforced	5	-	D	
Rally	5	-	D	
Rough	5	-	D	
Special Ability	8	-	X	
Scout	2	-	X	Look at opponents hand

TERRAIN TYPES

Distribute terrain as you see fit.

Clear = no modifications

Rough = All Units except Auxilia & Psiloi must stop upon entering Rough.

War Wagons cannot enter Rough.

Hills = Missile units get range +1

Impassable = No units may enter this space.

LINKS

[Fanaticus](#)

ANTHILL

INTRODUCTION

Board & Card game for 2-4 players.
Players control rival Ant colonies.

VICTORY

Destroy all rival colonies.

THE BOARD

Use an 8 x 8 Grid.
This represents the backyard of a suburban house.

TERRAIN

1D6 random spaces are Sweet spots.
Get one Food Token in Event phase for each Sweet spot you control.
2D6 random spaces are Concrete Slabs.
Ant counters cannot be placed on Slabs.
1D6 random spaces are Dry spots.
Get one Dig Token in Event phase for each Dry Spot you control.
1D6 random spaces are Covered spots.
Draw an extra card in Event phase for each Covered Spot you control.
Use Tiles to indicate terrain.

DICE

Dice of several sizes are required: D6, D8, D20

RANDOM SPACE

When asked to determine a random space roll 2 eight sided dice (2D8) to get X and Y coordinates.

THE DECK

Players share a common deck.

ANT COUNTERS

Each player gets a set of Ant counters of a unique color.
(Red & Black for a 2 player game.)

TOKENS

A Food Token counts +1 to your Forage Total (one time only).
Likewise for Dig and Breed Tokens.

Use tokens of 3 different colors.

SETUP

Each player starts in a corner space of the board.
Put a stack of 10 counters in this space.
This is your starting colony.
The smallest player goes first.

TURN SEQUENCE

Players take turns.
Each turn has 5 phases:
Worker Phase
Event Phase
Fight Phase
Nest Phase
Scout Phase

WORKER PHASE

Draw 3 cards.
Max hand is 7 cards.
Discard excess cards.
If the deck runs out, shuffle the discard and draw from it.
Players may trade cards in this phase.

EVENT PHASE

Roll once on the Event Table.

1D20	Event:	Notes:
1	Bar-B-Q	Put Food tokens in 4 random spaces
2	Picnic	Put Food tokens in 5 random spaces
3	Pesticides	Kill all Ants in 10 random spaces
4	Kids Party	Put Food tokens in 6 random spaces
5	Good Luck	Draw 1 Card
6	Slug	Put 5 Food Tokens in 1 random space
7	Dead Frog	Put 6 Food Tokens in 1 random space
8	Earthworm	Put 4 Food Tokens in 1 random space
9	Spider	Kill all Ants in 1 random space
10	Millipede	Kill all Ants in 1 random space
11	Caterpillar	Put 4 Food Tokens in 1 random space
12	Ant Lion	Kill all Ants in 1 random space
13	New Queen	Gain 1D6 Breed tokens
14	Spring	All Players gain 1D6 Breed tokens
15	Good Spot	Gain 1D6 Dig tokens
16-17	Double	Roll twice more on this table
18-20	Rain	All Dig cards are -3 until your next turn

FIGHT PHASE

One of your stacks may attack an enemy Ant stack in an adjacent space.
You must play a Fight card with a Level equal to less than the number of ants in your stack.
Your opponent may also play a Fight card (with the same limitation).
The target stack loses a number of Ants (killed) equal to the Card played.
If you wipe out a space, you may move 1 of your attacking ants into it.

NEST PHASE

You may play a meld and tokens.
 A Meld consists of 3 cards: One each of Forage, Dig, and Breed.
 Each card has a Level modified by the Tokens played.
 Determine your lowest Level in the 3 categories.
 Gain a number of Ant counters equal to this Level.
 For Example: You have Forage 3, Dig 7, and Breed 8:
 You gain 3 Ant counters (of your color).
 Place these counters in a space you occupy or in adjacent empty spaces.
 You may stack any number of Ants in a given space.
 Discard played Cards and Tokens

SCOUT PHASE

Take control of any Tokens in any space you occupy.
 Remove these from the board and keep them next to you.
 Unclaimed Tokens in unoccupied spaces remain until claimed.

ANTHILL CARDLIST

Card Name:	#	Level	Notes:
Forage	1	1	Crumbs
Forage	1	2	Sap
Forage	1	3	Cookie
Forage	1	4	Scouts
Forage	1	5	Snail
Forage	1	6	Aphids
Forage	1	7	Apple
Forage	1	8	Lunchmeat
Forage	1	9	Dead Mouse
Forage	1	10	Dead Bird
Breed	1	1	Pheromones
Breed	1	2	Eggs
Breed	1	3	Larvae
Breed	1	4	Metamorphosis
Breed	1	5	Juveniles
Breed	1	6	Nurses
Breed	1	7	Drones
Breed	1	8	Reproduction
Breed	1	9	Nursery
Breed	1	10	Queen
Dig	1	1	Soil
Dig	1	2	Burrow
Dig	1	3	Ant Trail
Dig	1	4	Build
Dig	1	5	Complex
Dig	1	6	Tunnels
Dig	1	7	Workers
Dig	1	8	Chambers
Dig	1	9	Mound
Dig	1	10	Ant Hill
Fight	1	1	Intruders
Fight	1	2	Attack
Fight	1	3	Bite
Fight	1	4	Soldiers
Fight	1	5	Defenders
Fight	1	6	March
Fight	1	7	Mandibles
Fight	1	8	Stingers
Fight	1	9	Swarm
Fight	1	10	Army Ants

FAQ's
 1) How do stacks move? Place stacks anywhere or one space a turn?
 A) Stacks don't move. That's intentional. The only way to expand into new spaces is by Card Melds and Fighting. If you want to move

Stacks an optional rule would be to discard a Fight card to move its level in Ant counters one space each. When distributing counters after a Meld the counters can be spread over several adjacent spaces, they do not all have to go into one space.

2) Is fighting just one round or can you place more cards down after the first.

A) One card only as I envisioned it. However, of course you may want to allow more in your House Rules.

3) In your example of reproduction phase, if two food tokens were added, then the total ants added would be 5. Correct?

A) Yes, correct.

ARABIA

INTRODUCTION

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

THE BOARD

Square track 10 spaces per side. Total 36 spaces.
Each space must be large enough to hold one card.
The center of the board contains the Adventure deck and the discard pile.
Special squares are listed below. All other spaces are "empty" spaces.

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

VICTORY

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

GAME END

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

TOKENS

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

DICE

Six sided dice are needed.

ADVENTURE DECK

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

FIGURES

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

CHARACTERS

Each player chooses 1 Character or Hero:

Ali Baba- If Ali defeats a "Men" Challenge he gains 1 Fortune Token.

Aladdin- Aladdin gets +1 to Fate rolls vs Magic, Djinn & Underworld.

Sindbad the Sailor- Sindbad gets +1 to Fate rolls vs Animals, Beasts & Nature.

Thief of Bagdhad- The thief gets +1 to all Steal rolls.

Morgiana- (Ali Babas' Slave) She may reroll one roll per turn.

Antar- (The Black Warrior Poet) Antar gets +1 to Fate rolls vs Men.

SETUP

Shuffle the deck.

All players start on Bagdhad.

Roll high on 1D6 to determine turn order.

TURN SEQUENCE

Players take turns.

Note that characters will often lose or gain turns.

On their turn a player rolls 1D6 and moves his character pawn clockwise that many spaces.

If the pawn lands on an empty space that player draws 1 Card from the Adventure deck.

If the draw is an Item card, Treasure card, or Aid card, the player puts the card face up in front of him.

Treasure cards are worth one Fortune point each.

If the draw is an Event card, resolve it according to the rules on the card and then discard the card.

If the draw is a Challenge card roll 1D6 (This is called the Fate roll):

On a roll of 1-3 the hero fails the challenge and misses his next turn.

A failed challenge card remains on the space.

On a roll of 4-6 the hero wins the challenge.

The winning hero keeps the challenge card he wins.

Won challenge cards are worth 1 Fame point each.

If a pawn lands on a space containing a challenge card he must face the challenge.

If the draw is a Location card it is placed on the space and remains there permanently.

Every time a pawn lands on a location card it must follow the instructions on the card.

STEALING

If a pawn lands on a space containing an opponents pawn he may roll 1D6

(This is called the Steal roll):

On a roll of 1-3 nothing happens.

On a roll of 4-6 the hero may steal one treasure or item or fortune token from his opponent.

CHALLENGE CARDS

Den of Thieves (Men) Discard 1 Fortune if you fail this challenge.

Whirling Dervishes (Men)

Efreeti (Fire Djin) Get -1 to fate roll

Mountain Lion (Animal) Get +1 to Fate roll

Forty Thieves (Men) Discard 1 Fortune if you fail this challenge.

Scorpion (Animal)

Jackals (Animal) Get +1 to Fate roll

Cobra (Animal)

Sassanid Infidels (Men)

Sorcerer (Magic) Get -1 to fate roll

Sea Monster (Beast)

Quicksand (Nature)

Avalanche (Nature)
 Storm at Sea (Nature)
 Shipwrecked (Nature)
 Old Man of the Sea (Man) Get -1 to fate roll
 Desert Thirst (Nature)
 Sand Storm (Nature)
 Poisoned Well (Nature)
 Demon (Underworld) Gain 1 Faith Token if you win this challenge
 Devil (Underworld) Gain 1 Faith Token if you win this challenge
 Island Fish (Beast)
 Dragon (Beast) Get -1 to fate roll
 Blown off Course (Nature)
 Zughb Ape men (Beasts)
 Black Giant (Beast) Get -1 to fate roll
 Giant Snake (Beast)
 Isle of Cannibals (Men)
 Nomads (Men)
 Ancient Ruins (Underworld) Gain one Fortune token if you win this challenge
 Sphinx (Beast)
 Sealed Cave (Nature)
 Underground River (Nature)
 Pirates (Men) Discard 1 Fortune if you fail this challenge.
 Cabalists (Magic)
 Magician (Magic)
 Sultans Palace Guards (Men)
 Incubus (Underworld)
 Dancing Sword (Magic)
 Golem (Magic)
 Dendan (Beast) Giant Fish
 Shapeshifting Djinn
 Skeletal Warriors (Underworld)
 Living Statues (Magic)
 Wind Djinn
 Marid (Water Djinn)
 False Prophet (Man) Gain 1 Faith Token if you win this challenge
 Fatima Assassins (Men)
 Khawarij Heretics (Men) Gain 1 Faith Token if you win this challenge
 Zoroastrian Fire Worshipers (Men)
 Play Chess with the Caliph (Man)
 Mameluke Slave Soldiers (Men)
 Bedouin Bandits (Men) Discard 1 Fortune if you fail this challenge.
 Corsairs (Men) Discard 1 Fortune if you fail this challenge.
 Harem (Women)
 Evil Vizier (Man)
 Eunuch Harem Guards (Men)
 Necromancer (Magic)

ITEM CARDS

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

TREASURE CARDS

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

EVENT CARDS

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

AID CARDS

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

LOCATION CARDS

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

GAME DESIGNERS NOTES

For more atmosphere you may want to put a map of the Middle east in the center of the board.

Some of the empty squares might be a good place to put artwork, or have the labeled with Middle East place names such as:

Syria, Tunisia, Tripoli, Alexandria, Cairo, Giza, Jedda, Oman,
Damascus, Jerusalem, Persia, Yemen, Sahara, Libya, Basra, Afghanistan.

STORY TELLING GAME VARIANT

by Frederic Moll

(fmoll@geocities.com)

[TALES OF ARABIA](#)

ARC GAMMON

INTRODUCTION

Two player variant of backgammon.

THE BOARD

The Board is a ring of 12 Circles.
The circles are also referred to as spaces.
The spaces are numbered 1 to 12.

DICE

Two white six sided dice are needed.
One black six sided die is needed. This is referred to as the 'Modifier die.'

PIECES

Each player gets a set of 12 tokens of a distinct color (red & blue for example).
Tokens must be able to stack.

SETUP

The red player puts one token on spaces 7, 9, and 11.
The blue player puts one token on spaces 8, 10, and 12.
That leaves each player with a pile of 9 tokens.
Roll high on one die (1D6) to determine who goes first.

STACKING

You may stack any number of tokens in a space.
A stack contains one or more tokens.
All of your tokens in the same space must be stacked together.
Moving a stack onto another stack makes one bigger stack.

TURN SEQUENCE

Players take turns.
Each turn has 4 phases:
1. Roll Phase
2. Modifier Phase
3. Place Phase
4. Move Phase

ROLL PHASE

Roll all 3 dice (the two white and one black).

MODIFIER PHASE

If all 3 dice show the same number (Triples) then put two tokens on

the space with that number.

For example: You roll 3 Fives: Put 2 tokens on space number 5.

You cannot do this if the space contains 3 or more enemy tokens (Go to Place Phase).

If the space contains 1 or 2 enemy tokens they are captured.

Captured tokens go to their players (owners) pile.

If the dice come up 1,3,5 (Odds) then Switch the location of one of your stacks with an opponents stack.

If the dice come up 2,4,6 (Evens) then Knock one of your opponents stacks out of play.

Knocked out tokens go to their players pile.

If you got Odds, Evens, or Triples then your turn ends.

Do not go on to Place or Move Phase.

PLACE PHASE

Discard the Modifier die (it is only used in modifier phase).

If both white dice show the same number (Doubles) then put one token on the space with that number.

For example: You roll 2 Sixes: Put 1 token on space number 6.

You cannot do this if the space contains 2 or more enemy tokens (Go to Move Phase).

If the space contains 1 enemy token it is captured.

If you got Doubles this turn then your turn ends. Do not go on to Move Phase.

MOVE PHASE

For each roll on each of your white dice you may move a stack or part of a stack that many spaces clockwise.

For example: on the white dice you roll a 3 and a 4.

You move one of your stacks 3 spaces.

Then you move another stack 4 spaces.

Or you can move a stack 3 & then 4 spaces (or 4 & then 3 spaces).

You must move if it is at all possible.

Moving part of a stack allows you to break up big stacks.

A larger stack can capture an enemy stack of smaller or equal size by moving onto it.

Captured tokens go to their players pile.

A stack cannot be moved onto an opposing stack that is larger

WINNING

To win you must satisfy one of the following conditions:

1. Capture all of your opponents tokens
2. Occupy any 9 spaces
3. Occupy Spaces: 12,1,2,3
4. Occupy Spaces: 3,4,5,6
5. Occupy Spaces: 6,7,8,9
6. Occupy Spaces: 9,10,11,12
7. Occupy any 5 spaces in a row.

ARCHMAGI

CREDITS

By Lloyd Krassner
Edited & Updated by Jason Newell

INTRODUCTION

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

MAP DESIGN

Click here for [Archmagi Map Generator](#) by Peter Cobcroft.

Use a Hex map or hand draw Territories.

Draw one large continent of 20-40+ territories. Differentiate between Sea & Land spaces. Predetermine the terrain type in each Hex by choice or by using the D20 & consulting the Terrain chart.

If a map is missing certain terrains, units from those terrains can be deployed in only special circumstances.

Play may proceed on a map of unknown territories using the Exploration Phase and rules.

One or more Sea hexes should be designated as the Reef or Abyss terrain types.

An alternative to the D20 method is to make Terrain chits for each of the Terrain types.

Map designers may want to specify terrains that cannot be used for deployment.

SETUP- RESOURCES

Each player randomly selects:

- 1 Archmagi chit
- 3 Unit chits in Reserve
- 5 Spell chits

Players must also select the color of their banner chits.

Players place their Archmagi on Land hexes on opposite ends of the map.

SETUP- DETERMINE TURN ORDER

Players roll high. Reroll ties. High roll goes first.

Play proceeds in a clockwise direction.

A player whose turn it is, is called the Active Player.

VICTORY CONDITIONS

Destroy all opposing Archmagi units.

CHITS

Units are represented by counters or chits.

The chit has the name of the unit (or spell, etc.) on it.

Make separate Recruitment piles for: Archmagi chits, Spell chits, Banner chits, Artifact chits, Unit chits.

Players will often have to refer to the lists in the rules to find out what certain chits do.

All players should have their own copy of the rules.

TERRAIN CHART

D20	TYPE	NOTES
1	Plains	Steppes, Plateau, Grasslands
2	City	Civilized, Towns
3	Forest	Woods
4	Castle	Feudal
5	Heath	Farmlands
6	Hills	Chaparral
7	Swamp	Bog, Marsh
8	Caves	Caverns
9	Mountain	Crags, Peaks
10	Desert	Dunes
11	Jungle	Rain Forest
12	Tundra	Permafrost, Arctic
13	Taiga	Boreal Forest, Pine Forest
14	Ruins	Cursed Lands
15	Tors	Cold Mountains, Glaciers
16	Waste	Bad Lands, Broken Lands, Barrens
17	Sylvan	Faerie Woods
18	Volcano	Hot Springs, Lava Pits
19	Water	River, Lakes
20	Workshop	Factories
*	Sea	Deep Sea
*	Abyss	Murky Depths
*	Reef	Shallows
*	Coastal	Any Hex adjacent to a Sea Hex is also a Coastal Hex

NOTES ON TERRAIN

All units get Tactics+1 in their home terrain

Coastal Hexes are considered to be both Land & Water

TURN SEQUENCE

1-Recruit Units

2-Recruit Spells

3-Scout

4-Movement

5-Exploration

6-Battle

A 'Round' is when all players have taken a turn.

Then starts a new Round.

1- RECRUIT UNITS PHASE

Acting Player draws 2 Unit chits from the Unit Recruit Pile

Each unit, represented by the chit, is recruited in only one type of territory.

Deploy the unit into its territory only if that territory is occupied by units you control.

A player may hold up to 5 Unit chits in a pile called the Reserve.

Excess Units in the reserve are discarded back to the Unit Recruit Pile.

Once per turn in his recruit phase, A player may discard two reserve chits to draw an artifact.

Artifacts are also represented by chits and are drawn from a separate artifact pile.

Deploy artifact to any unit capable of using it.

Artifacts can also be stored in the Reserve.

2- RECRUIT SPELLS PHASE

All players, not just the acting player, draw 3 spells from the Spell Pile.

A player can have a maximum of 7 spells in their Spell Reserve. Discard extras.

These spells can be cast by any mage or spellcasting unit the player controls.

3- SCOUT PHASE

Active players units only.

Each Scout or Rogue unit belonging to the active player may reveal all units in an enemy stack adjacent to it.

Units with the Steal ability may try to steal a target artifact in the same, or an adjacent hex.

Units with Guard ability will catch and kill the thieves on a roll of 1-2 on D6, preventing the theft.

The theft succeeds on a roll of 1-2 on D6; One attempt per Scout phase.

The stolen artifact stays in possession of the thief until it is

given to another hero in the same hex in move or scout phase

The target player must reveal if artifacts are present in the stack before a steal attempt is made.

STACKING & BANNERS

Any number of units may be stacked together.

Each stack has on top a colored banner chit indicating the owner of the stack.

Banners should also be marked with an identification number

The banner chit also hides the identity of the units & artifacts in the stack.

Each player has as many banners as they need.

Instead of putting the stack under the banner, the stack may be kept

off of the map in an area marked with the same ID # as the banner.

4- MOVEMENT PHASE

Acting Player Moves his units.

By Default, units move 1 Hex.

Swift units may move 2 Hexes into identified hexes.

Very Swift units may move 3 Hexes into identified hexes.

Flying units may move over hexes occupied by enemy stacks.

Units in the same space may trade artifacts

5- EXPLORATION

This Phase occurs only in games where the identity of the terrains in the Hexes was not predetermined.

Randomly determine, using the D20, the identity of unknown Hexes adjacent to your stacks.

6- BATTLE PHASE

Occurs when two opposing stacks occupy the same space.

The active player is always the attacker.

Remove the stacks from the board, for the duration of the battle, but leave the banner chits as markers.

The Battle Phase is divided into 4 segments:

I- REVEAL COMBATANTS SEGMENT

Each player simultaneously reveals one of their units from their stack. These are the combatants.

During Sea battles, transported units may be combatants.

II- TACTICAL OPTIONS SEGMENT

Players simultaneously reveal any other units that modify the combatants.

This includes: Mages casting Spells, Generals, Sites, Artifacts, Archers.

A mage or spellcaster may cast any number of spells per Battle Phase.

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

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

Units with Paralyze may affect one unit per Battle Phase

III- BATTLE ROLL SEGMENT

Both units roll 1D6 and add Modifiers. This is the Battle roll

The Modifiers include the bonuses listed in the description of each combatant.

The higher rolling unit destroys its opponent.

Ties result in both units surviving.

Stacks with mages may cast spells before or after the rolls depending on the nature of the spell.

Normally effects that are battle roll modifiers are revealed before the roll is made.

IV- RESPITE SEGMENT

Certain effects occur.

VICTORY?

The Battle Phase is repeated until one side is destroyed or the attacker calls off the attack.

The battle may end with both stacks still occupying the same territory.

RETREAT

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

UNIT DESCRIPTIONS & DEFINITIONS

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

Air: Descriptor

Ambush: Add value to BRM when Defending

Animal: Descriptor

Archer: Add value to BRM of a friendly unit in combat, but not to own combat

Artifacts: Seperate chits that Improve the unit that owns it, Stacked with unit

Cannibal: Sacrifice a friendly Living unit in same stack in Scout phase to gain the bonus for rest of turn

Carry=X: X Heros in same stack get any flying, armor, and swift Modifiers this unit has

Cavalry: Add value to BRM vs non-flying Slow units

Chaos: Descriptor

Cold: Descriptor
 Construct: Descriptor. Nonliving
 Demihuman: Descriptor. All are Good unless otherwise specified: Elves, Dwarves, Halflings, Gnomes
 Demon: Descriptor. All Demons are Evil
 Dragon: Descriptor
 Earth: Descriptor
 Elemental: Descriptor. Nonliving, and also has one of the following descriptors: Air, Fire, Earth, Water, Cold
 Evil: Descriptor
 Fey: Descriptor
 Fire: Descriptor
 Flying: Unit may Travel in any hex
 General: All units get +1 BRM if this unit is revealed during Tactical options Segment
 Giant: Descriptor
 Good: Descriptor
 Guard: Defending side: Replace your current combatant with this unit before the Battle roll
 Hero: Descriptor. Human Male unless otherwise specified
 Hex: Map Space; Also Territory
 Humanoid: Descriptor. All are Chaos units: Kobolds, Orcs, Goblins, Hobgoblins, Gnolls
 Lawful: Descriptor
 Martyr: This unit may be destroyed instead of target or combatant unit in the same stack
 Monsters: Descriptor. Type includes Giants & Dragons & Demons & Undead
 Nonliving: Descriptor. Units such as Undead, Constructs, Elementals, immune to certain attacks
 Paralyze: Target enemy combatant must be replaced by another unit the tactical phase, or target is destroyed. Target cannot be used for the listed number of turns, or for the remainder of the battle.
 Plant: Descriptor. Also counts as having the Wood Descriptor
 Poison: Adds to BRM vs nonswarm Living units
 Priest: Descriptor. All priests are spellcasters
 Regenerates: Unit must be defeated twice during the battle to be killed
 Scout: Look at opponents stack before battle in Scout Phase
 Sea: Travels in water hexes only
 Ship: Descriptor All ships unless otherwise specified are: Sea, Construct, Wood. If a ship sinks, all transported units are destroyed
 Site: Units that do not move. Always revealed
 Skirmish: Replace this unit with another unit in stack once per battle during Tactical options Seg
 Slay: Add to BRM vs specified unit type
 Steal: See Scout Phase
 Surprise: Add to BRM when Attacking only
 Summoning: Unit appears during battle and is discarded at end of battle
 Swarm: Descriptor
 Swimmer: May travel in water hexes
 Swift: Move=2
 Very Swift: Move=3
 Terrain: Identity of Map Hex; For Example: Jungle, Forest
 Transport=X: X Nonmonster Units (& any # of Heros) benefit as Carry=X
 Undead: Descriptor. All Undead are nonliving and evil
 Vanish: Unit may exit battle & moves to adjacent empty or friendly hex. Once per turn
 Warrior: Descriptor. Type of Hero that can use most Weapon & Armor artifacts
 Water: Descriptor. Water Units are swimmers
 Wood: Descriptor

UNITS

MOUNTAIN UNITS

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

FOREST UNITS

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

SWAMP UNITS

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

SYLVAN WOOD UNITS

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

DESERT UNITS

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

JUNGLE UNITS

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

HILL UNITS

15	Orcs	BRM: +6, Archers+1, Humanoid
10	Boarboyz	BRM: +6, Humanoids, Cavalry+2, Swift

5	Hill Giants	BRM: +7, Giant
5	Shaman	BRM: +3, Hero, Spellcaster, Poisons+1
5	War Chief	BRM: +5, Hero, Warrior, Humanoid, General
5	Ogres	BRM: +5, Chaos, Cannibal(+6), Giant
10	Gnomes	BRM: +3, Archers+1, Ambush+1
5	Hill Fort	BRM: +3, Site, Regenerate, General

CAVE UNITS

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

CASTLE UNITS

10	Knights	BRM: +4, Lawful, Cavalry+2, Swift
15	Yeomen	BRM: +2, Archers+3
10	Pikemen	BRM: +6, Slay Cavalry+2
15	Swordsmen	BRM: +4, Guard
5	Cavalier	BRM: +6, Hero, Warrior, Cavalry+2, Slay Monster+3, General
5	Castle	BRM: +5, Site, Guard

RUINS UNITS

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

TEMPLE UNITS

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

WASTELAND UNITS

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

TORS UNITS

5	Frost Giant	BRM: +9, Giant, Evil, Cold
5	Blue Dragon	BRM: +10, Dragon, Fly, Very Swift, Cold

5	Sylphs Spellcaster	BRM: +1, Fey, Flying, Scout, Air, Vanish, Skirmish, Female,
5	White Wyvern	BRM: +5, Dragon, Fly, Poison+2, Very Swift, Cold
5	Cloud Giant	BRM: +6, Giant, Flying, Swift

TAIGA UNITS

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

PLAINS UNITS

10	Hobgoblins	BRM: +5, Archers+1, Evil, Humanoids
5	Bounty Hunter	BRM: +5, Hero, Warrior, Scout, Skirmish, Archer+2, Slay Heros+3
10	Harpies	BRM: +5, Monsters, Flying, Swift, Evil, Female
5	Pegasus	BRM: +3, Animal, Flying, Very Swift, Carry=1
5	Chaos Lord	BRM: +7, Hero, Warrior, General, Chaos
10	Wolfriders	BRM: +3, Humanoids, Cavalry+2, Surprise+1, Archers+2, Very Swift

VOLCANO UNITS

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

CITY UNITS

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

HEATH UNITS

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

WORKSHOP UNITS

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

REEF UNITS

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

ABYSS UNITS

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

COASTAL UNITS

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

ARCHMAGI NOTES

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

NOTES ON ARCHMAGI

Archmagi are immune to Control & Paralyzation spells & effects

ARTIFACTS

NOTES

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

NOTES ON ARTIFACTS

Heros can only use one artifact per battle.

Heros in the same hex may exchange artifacts in Scout or Move Phase.

Artifacts belonging to killed heros are lost on a roll of 1-3 on D6 as soon as the hero is killed.

If not lost a friendly human, hero, demihero, or humanoid unit may take possession of it.

If no friendly units are left, an enemy unit of these types may claim it.

If none of these types remain the Artifacts are lost

ARCHMAGI SPELL LIST

SPELLS TIMING TARGET: EFFECT

Disenchant	Battle	Destroy Target Artifact
Antimagic	Battle	No more spells may be cast this battle
Counterspell	Any	Target spell just cast has no effect; Play before any rolls are made
Fireball	Battle	Attack: +6BRM, Slay Cold&Wood+5
Lightning Bolt	Battle	Attack: +7BRM
Hurricane	Scout	Adjacent stack in water Hex, each unit attacked by: BRM:+3
Tidal Wave	Scout	Adjacent stack in water Hex, each nonflying unit attacked by: BRM:+5
Plague	Scout	Adjacent stack each living unit attacked by: BRM:+3
Pestilence	Scout	Adjacent stack each living unit attacked by: BRM:+2
Fire Elemental	Battle	Create Unit: BRM: +6, Fire, Elemental
Air Elemental	Battle	Create Unit: BRM: +5, Air, Flying, Elemental
Earth Elemental	Battle	Create Unit: BRM: +6, Earth, Elemental
Water Elemental	Battle	Create Unit: BRM: +5, Water, Swim, Elemental
Ice Elemental	Battle	Create Unit: BRM: +6, Cold, Elemental
Confusion	Battle	Opponent must pick a random combatant from stack during battle
Charm	Battle	Use random unit from opponents stack as combatant this turn
Invisible Stalker	Battle	Create Unit: BRM: +0, Surprise+6, Slay Heros+3, Lasts 1D6 Rounds
Chasm	Scout	Prevents all movement between casters hex & one adjacent hex
Earthquake	Scout	Adjacent stack on Land hex, each nonflying unit attacked by: Quake+3
Inferno	Battle	Land Hex; All units in this battle attacked by: BRM:+7
Winds	Battle	No modifiers for archers this battle
Lightning Strike	Scout	Random unit in adjacent stack attacked by:

BRM:+6

Steal	Scout	Gain control of artifact
Flaming Chariot	Scout	Hero: Flying, Very swift, Carry=1, +4BRM
Call Dragon	Recruit	Deploy Dragon from your reserve into casters hex
Call Hero	Recruit	Deploy Hero from your reserve into casters hex
Call Animals	Recruit	Deploy Animal from your reserve into casters hex
Smite	Battle	Warrior: +6BRM
Blessings	Battle	All your units get +2BRM this battle
Control Animals	Battle	Control Animal Unit permanently
Control Dragon	Battle	Control Dragon Unit permanently
Control Undead	Battle	Control Undead Unit permanently
Animate Dead	Recruit	Deploy Undead from your reserve into casters hex
Transmutation	Recruit	Discard target unit & replace with unit from your reserve
Polymorph	Scout	Unit in hex replaced with unit from your reserve for one round
		Discard replacement form at end of turn

Bannish	Battle	Enemy Unit goes back to controllers reserve
Darkness	Battle	End battle immediately
Teleport	Move	Move target unit to any empty hex as its move for this turn
Dimmension Door	Battle	Self & any number of Heros Vanish
Scry	Scout	Look at any 3 Adjacent stacks
Read Minds	Scout	Look at all opponents spell reserves
Foretell	Scout	Look at all opponents unit reserves
Ressurrection	Battle	At End of Battle deploy unit killed in this battle in casters hex
Reincarnation	Battle	At End of Battle deploy unit from reserve to replace unit killed in this battle.
Deploy unit in casters	hex	
Vortex	Scout	All players discard 1D6 spells
Cyclone	Scout	Adjacent stack each flying unit attacked by:

BRM:+8

Forge	Recruit	Draw an artifact
Whirlpool	Scout	Adjacent stack on Water hex, each nonflying, nontransported unit attacked by: Whirlpool+5
Cold Blast	Battle	Attack: BRM+4, Slay Fire+7
Illusion	Battle	Add Monster from reserve to stack, Discard at end of battle
Blizzard	Scout	Adjacent hex, each nonflying unit attacked by: +2BRM, Slay Fire+3
Forget	Battle	Target Mage or Spellcaster unit cannot cast spells this battle
Curse	Battle	All attacks against Target unit are at +4BRM for the rest of game
Blight	Scout	Cast on Empty hex. No unit may enter this hex for 1D6 rounds
Meteor Shower	Scout	Adjacent stack each unit attacked by: BRM:+7
Growth	Battle	Unit: +5BRM for one round
Healing Magic	Battle	All units get regeneration this battle
Probability shift	Any	Cause target dieroll to be rerolled
Water Torrent	Battle	Attack: +2BRM, Slay Fire+4
Flood	Scout	Adjacent Stack in Land Hex. Nonflyers & Nonswimmers cannot move into or out of hex for one round
Fog	Scout	No battle may take place in target hex for one round
Water walk	Scout	Unit: Swimming until unit enters a Land Hex
Breathe Water	Scout	Self: All units in stack get Swimming until Caster enters a Land Hex
Haste	Scout	Self: All units in stack get Swift & +1BRM this turn
Poisonous Mists	Scout	Adjacent hex, each living unit attacked by: +4BRM
Neutralize Poison	Any	Cancels target poison attack or bonus
Cloud Walk	Scout	Self: All units in stack get Swift & Flying this turn
Mirror Image	Battle	Create Unit: Identical to opposing combatant. Destroyed if original destroyed. Both destroyed on tie battle roll. Does not come with Artifacts
Familiar	Recruit	Permanent unit attached to mage caster. Destroyed if caster Destroyed. Scout, Swift, Choose Animal or Demon; Choose Fly, swim, or poison+1
Detection	Battle	Negate opponents suprise & ambush bonuses this battle
Shield	Battle	Unit: +4BRM for rest of battle
Spell Turn	Any	Choose new target for spell
Spell Steal	Any	Target spell is countered. Put spell in your spell reserve

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

NOTES ON SPELLS

All Battle Spells are cast at targets in the same hex as the caster in Battle Phase
 Battle spells affect the result of only one battle roll unless otherwise stated
 Created units remain until slain or the end of the battle. The spell chit is treated as a unit chit
 Attacks are treated as units that last for one battle roll. The spell chit is treated as a combatant
 All Scout spells are cast at targets in the same hex, or an adjacent hex to the caster in Scout Phase
 All Recruit Spells are cast in the same hex as the caster in Recruit Phase
 All Move Spells are cast at targets in the same hex as the caster in Movement Phase
 Paralyzed: Target combatant must be replaced by another unit, or target is destroyed
 Any revealed unit in a stack may be targeted by a spellcaster

ARCHON SKIRMISH

INTRODUCTION

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

DISCLAIMER

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

VICTORY

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

THE MAP

Use an 8x8 chessboard.

CREATURES

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

UNITS TABLE NOTATION

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

LIGHT SIDE CREATURE TABLE

Name	Hits	Move	Attack	Notes
Wizard	2	2	4	Fireball
Unicorn	2	4	3	Energy Bolt
Archer	1	3	4	Arrows
Golem	3	2	3	Boulders
Valkyrie	2	4F	2	Magic Spear
Djinni	2	5F	2	Tornado
Phoenix	3	5F	1	Fire Blaze
Knight	1	3	1	Sword

DARK SIDE CREATURE TABLE

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

Goblin 1 2 1 Club

SETUP

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

THE CARDS

Players share a common deck.

TURN SEQUENCE

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

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your creatures.
creatures cannot move through other units.
(Exceptions: Flyers may move through other creatures & the Teleport Spell)
The move card has a number.
This is the number of spaces the creature moves.
The Unit tables list what type of Move cards each creature can use.
Moves are diagonal or orthogonal (like a Queen in Chess).
Instead of moving just one creature in any direction, you have the
option of moving one or more creatures forward the indicated number of
spaces using a single move card.

BATTLE PHASE

Play (discard) an Attack card to have a creature attack.
The attack card has a number.
This is the range of the attack.
Attacks are diagonal or orthogonal (like a Queen in chess).
The enemy unit that is the target of the attack takes one point of damage.
Creatures reduced to zero Hits are killed and are removed from the map.
Creatures cannot attack through other creatures.
if proposed Line of Sight passes through any portion of a
square containing another piece, then LOS is denied.

SPELL CARDS

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

The target of the Imprison Spell cannot move or attack for his next 3 turns
 The Heal spell causes one of your creatures to gain back one lost Hit.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

X = Special

Type = Purpose of card

= Number of that type of card in the deck

CARD LIST

Card Name:	#	Range	Type	Notes
Move 1	6	1	M	
Move 2	4	2	M	
Move 3	4	3	M	
Move 4	3	4	M	
Move 5	3	5	M	
Teleport	1	6	M	Spell
Attack 1	6	1	A	
Attack 2	5	2	A	
Attack 3	5	3	A	
Attack 4	4	4	A	
Dark Save	3	-	D	Dark side only
Light Save	3	-	D	Light side only
Exchange	1	-	X	Spell
Imprison	1	3	X	Spell
Heal	1	-	X	Spell

ARCOLOGY

INTRODUCTION

Gin Rummy type card game based on the philosophies and theories of the Famous architect Paolo Soleri.

THE DECK

There are 5 types of cards:
Arcology, Structure, Energy, Theory & Philosophy cards.

OBJECTIVE

Be the first to build 3 Arcologies.
To build an Arcology, you must play a Meld.
A Meld consists of 1 Arcology card & 2 of each other type of card.
Certain cards count as 2 cards (of the same type) when building certain Arcologies.

SETUP

Each player is dealt a hand of 10 cards.

TURN SEQUENCE

Players take turns.
On your turn draw 2 cards and put them in your hand.
You may draw from the deck &/or the top of the discard pile.
If the deck runs out, shuffle the discard & draw from it.
If you are able, you may play a meld.
At the end of your turn always discard 1 card (even if you have less than 10).
Max hand size is 10 cards. Discard excess cards at the end of your turn.

CARD LIST NOTATION

T = Theory card
A = Arcology card
S = Structure
E = Energy
P = Philosophy
Bonus = Counts as 2 cards for the indicated Arcology

CARD LIST

Card Name:	Type:
Mesa City	A
Cosanti	A
Macro-Cosanti	A
Hexahedron Arcology	A
High Density Tower	A
Novanoah	A

Babel 2	A	
Arcosanti	A	
Two Suns Arcology	A	
Nudging Space	A	
Hyper Building	A	
Space Arcology	A	
Twin Towers	A	
Quartet in Ecology Major	A	
Third Generation Arcology	A	
Asteromo	A	
Urbis et Orbis	A	
Space for Peace	A	
Large Scale Landscapes	S	Bonus (Mesa City)
Modular & Standardized	S	Bonus (Third Generation)
3-Dimensionality	S	
Interpenetration of Forms	S	
Terra Diaphragms	S	
Primary Elements	S	
Multistory Structure	S	
Concentric Exedrae	S	Bonus (Hyper Building)
Umbrella Parasol	S	
Stratified Focal Points		S
One Structure System	S	
Tertiary Structural System	S	
Apsedra	S	Bonus (Nudging Space)
Focusing Convergence	S	
Organic Architecture	S	Bonus (Macro-Cosanti)
Overlapping Areas	S	
Central Cathedral	S	Bonus (Twin Towers)
Inner Urban Celebratory Spaces	S	
Phased Construction	S	
Slip Form Construction	S	
Passive Solar Architectural Techniques	E	
Greenhouse Architecture		E
Garment Architecture	E	Bonus (Nudging Space)
Solar Exposure	E	Bonus (2 Suns Arcology)
Conservation of Land & Energy	E	
Eliminate the Automobile	E	
Proximity to Agriculture	E	
Pollution Reduction	E	
The Chimney Effect	E	
Solar & Wind Power	E	
Water Recycling	E	
Apse Effect	E	Bonus (Cosanti)
Microclimates	E	
Green Mantle	E	
Walking Transportation	E	
High Speed Mag-Lev Transportation	E	Bonus (Hyper Building)
Elevators & Escalators	E	
Evacuation Slides	E	Bonus (Twin Towers)
Daily Flow of People	E	
Pedestrian Society	E	
Intelligent City Design		T
Miniaturization	T	Bonus (Space Arcology)
Radical Urban System	T	Bonus (Hexahedron)
The Urban Effect	T	
Crowding Imperative	T	
Architecture-Ecology	T	
Articulated	T	
Integrated	T	
Compact	T	
Multi-Use Nature	T	
Maximize Logistical Efficiency	T	
Implosion of the Flat Megalopolis	T	
Dense, Complex Urban Environment	T	
MCD Paradigm	T	

Attention to the Human Scale	T	
Functional Juxtaposition	T	
Self Contained	T	
Critical Mass of Population	T	
Whole City Design	T	
Transitional Structure	T	
Complexification	P	Bonus (Asteromo)
Interdependence	P	Bonus (Space for Peace)
Embracing & Sheltering	P	
Masculine/Feminine Symbolism	P	
Profligate to Frugal	P	
Divertimento	P	Bonus (Twin Towers)
Ontological Dynamics of Life	P	
School of Thought	P	
Cosmic Relevance	P	
Asthetogenesis	P	
Interiorization of Matter	P	
Desirability Domain	P	
Omega Seed	P	
Eschatological Hypothesis	P	
Transcendence of Residual Anguish	P	
Stewardship	P	
Environment in Harmony with Man	P	Bonus (Mesa City)
Space Organizing Itself	P	
Self Aware Reality	P	
Hypothetical City	P	

LINKS

[Arcosanti](#)

ARMY MAN BACK GAMMON

INTRODUCTION

2 player backgammon variant.

BOARD & PIECES

Use a normal backgammon board.

2 six-sided dice are needed.

Each player needs a set of 15 Army men: A Green set & a Tan set.

SET UP

Place 3 of your men in each of your back 5 rows (spaces).

Roll high on 1D6 to see who goes first.

VICTORY

Be the first to move any one of your men (soldiers, units, figures) off your opponents back row.

The roll to move off the back of the board does not have to be exact.

For example: One of your men is 4 rows away: You win on a roll of 4, 5, or 6.

Your remaining men may be anywhere else on the board.

ARMY MEN

Each of your men has 2 traits: Weapon & Stance.

WEAPON TABLE

Weapon:	Attack Range
Bazooka, Mortar, Radio	6
Machine Gun	5
Rifle	4

SMG 3

Grenade, Flamethrower	2
Pistol	1

STANCE TABLE

Stance:	Maximum Move	Saving Throw
Prone	1-3	1-4
Kneeling	1-4	1-3
Standing	1-5	1-2
Running	1-6	1

CASUALTIES

If a man is killed (hit, captured, destroyed) he is removed from the board and

is out of the game.

SERGEANT RULE

Designate one of your men as the Sergeant.

If the Sergeant is killed you must either Dig-in or Charge every turn.

TURN SEQUENCE

Players take turns

Each turn has 4 phases:

1. Tactics Phase
2. Maneuver Phase
3. Attack Phase
4. Stance Phase

TACTICS PHASE

Roll 2 dice.

You must use your dice rolls during the turn if it is at all possible.

MANEUVER PHASE

Use one of your dice rolls to move one of your men that many spaces forward.

A man is limited to how far he can move by his Stance.

For example, a prone soldier could only move using a die roll of 1, 2, or 3.

A running soldier could use any die roll.

There is a 5 man limit to how many of your men may be in any one row.

If your man lands on a row containing one enemy, the enemy man is captured.

If your man lands on a row containing two or more enemy men, your man is captured.

ATTACK PHASE

Use one of your dice rolls to attack and kill an enemy man.

Consult the Weapon table.

The attack must be made by a man with a weapon that matches the die roll.

For example, if you rolled a 4, the attack must be by a rifleman.

The target enemy must be exactly a number of rows away equal to the die roll.

For example, a rifleman can only attack an enemy exactly 4 spaces away.

Only one enemy unit (attackers choice) is killed by the attack.

The target unit may make a Saving Throw: The attacked man rolls 1 die.

Consult the Stance Table:

If the roll is in the Saving Throw range the unit is not killed.

For example, a standing soldier would save on a roll of 1 or 2.

STANCE PHASE

You may replace a soldier with another figure that has the same weapon but a different stance.

For example, you may replace a kneeling rifleman with a running rifleman.

FIRE & MOVEMENT RULE

You may switch the order of the Movement & Attack phases in your turn.

CHARGE ORDERS RULE

You may move two men instead of attacking.

DIG IN ORDERS RULE

You may attack with two men instead of moving.

INFILTRATION ORDERS RULE

A single running soldier may move twice using the Charge Orders Rule.

MINE DETECTOR OPTIONAL RULES

Place 3 hidden minefields in 2 spaces on your side of the board.
Enemy units that land on these spaces must save or be destroyed.
Soldiers with mine detectors that enter these spaces automatically destroy the minefield.

VARIANTS

More or less men.
More dice.
Units with multiple weapons.

ARMY OF DARKNESS SKIRMISH

INTRODUCTION

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

DISCLAIMER

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

VICTORY

Destroy all enemy creatures.

THE MAP

Use an 8x8 chessboard.

CREATURES

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

UNITS TABLE NOTATION

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

GOOD GUYS CREATURE TABLE

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

BAD GUYS CREATURE TABLE

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

SETUP

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

THE CARDS

Players share a common deck.

TURN SEQUENCE

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

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your creatures.
creatures cannot move through other units.
(Exceptions: Flyers may move through other creatures and
Every unit the Deathcoaster moves through is destroyed.
The move card has a number.
This is the number of spaces the creature moves.
Moves are diagonal or orthogonal.
Units on Foot can move a maximum of 2 spaces.
The Deathcoaster and Units on Horse can move a max of 4 spaces.
Flyers can move a max of 6 spaces.
Flyers and Scouts can move twice per turn.

BATTLE PHASE

Play (discard) an Attack card to have a creature attack.
The attack card has a number.
This is the range of the attack.
Attacks are diagonal or orthogonal.
The enemy unit that is the target of the attack takes one point of damage.
Creatures reduced to zero Hits are killed and are removed from the map.
Creatures cannot attack through other creatures (except for Catapult & Archers).
To have the Catapult attack, discard a move card of 3 or higher (Number = Range).

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

X = Special

Type = Purpose of card

= Number of that type of card in the deck

CARD LIST

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

LINKS

[Army of Darkness](#)

ARMY OF DARKNESS FORUM

[Click Here](#)

ARMY QUEST

PREFACE

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

INTRODUCTION

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

FIG STATS

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

Attack = chance to hit on 1D6.

Range = range of weapon

TURN SEQUENCE

Players take turns. Fantasy creatures go first.

Each turn has 3 phases:

Move Phase

Attack Phase

Rally Phase

MOVE

Move units up to their movement allowance.

ATTACK

Roll on 1D6 to see if an attack hits.

If an attack hits it does one point of damage.

RALLY PHASE

Army men only.

On a roll of 4-6 on 1D6 the man will stop fleeing.

Add 1 to the roll if a sergeant is within 12 spaces.

VICTORY

Annihilate the opposing side.

NOTES

MG and Bazooka cannot move and attack in the same turn.

The Bazooka has 6 rockets and requires a turn to load in between shots.

Regenerators cannot regenerate damage from the Flame thrower.

Army men will Flee on a roll of 1-4 on 1D6 if they start the turn next to an opponent.

Army men will Flee on a roll of 1-3 on 1D6 if they start within 7 spaces of a mummy.

Each Army man will start with 2 grenades.

WARLOCK SPELLS

The warlock starts with 2D6 spells.

1D6 Spell

1 Fireball: Like Grenade but range = 18.

2 Earthbind: Range = 10. 4x4 area. 1D6 Targets cannot move or attack for 1D6 turns.

3 Magic Missiles: Range = 10. 1D6 attacks. Hit on 1-4 on 1D6.

4 Magic Shield: Negate one attack made against a target within 16 spaces.

5 Fear: Affects all army men within 10 spaces. Targets flee on a roll of 1-4 on 1D6.

6 Control: Range = 16. Gain control of target man for 1D6 turns.

AROUND THE WORLD IN EIGHTY DAYS

INTRODUCTION

Card game based on the novel of the same name by Jules Verne.
For 2 or more players.

THE DECK

Players share a common deck.

TIME & DISTANCE

1 Turn = 8 days
1 Travel Card = 1 Unit of Distance

VICTORY

Be the first player to travel 40 Units of Distance.
Major Victory: Finish your trip in 10 turns.

TURN SEQUENCE

Each Turn is divided into 5 phases:
Planning Phase
Logistics Phase
Travel Phase
Adventure Phase
Destination Phase

PLANNING PHASE

Each player fills their hand to 9 cards.

LOGISTICS PHASE

Each player may discard up to 5 cards & draw replacements.

TRAVEL PHASE

Players make 'Trips'.
A 'Trip' is a combination of cards that must include:
1 Unique Travel card plus...
Any number of Basic Travel cards of the same type as the Unique Travel card.
For example:
You play the "Orient Express". It is a Unique Travel card of the 'Train' type.
You then play 3 basic 'Train' cards.
You may make 1 or more trips during this phase

ADVENTURE PHASE

You may play Adventure cards in this Phase.

An Adventure card will cause a target basic Travel type card in a 'Trip' to be discarded.

A single player may only be targeted by one Adventure card per turn.

DESTINATION PHASE

Add up the number of cards you have in your 'Trip'.

This is the number of Units of Distance you've traveled this turn.

CARD LIST NOTATION

= Number of this card in the deck

T = Basic Train Travel card

TU = Unique Train Travel card

W = Basic Water Travel card

WU = Unique Water Travel card

R = Basic Road Travel card

RU = Unique Road Travel card

S = Basic Sky Travel card

SU = Unique Sky Travel card

A = Adventure card

COMMON DECK CARD LIST

Card Name:	Type	#
Orient Express	TU	1
Trans-Siberian Railway	TU	1
Union Pacific	TU	1
Berlin-Constantinople Line	TU	1
Great Indian Peninsula Railway	TU	1
Rails	T	10
Luxury Liner	WU	1
Tramp Steamer	WU	1
Private Yacht	WU	1
Schooner	WU	1
Chinese Junk	WU	1
Seas	W	10
Model T Roadster	RU	1
Safari Elephants	RU	1
Caravan Camels	RU	1
Sled Dogs	RU	1
Pony Express	RU	1
Roads	R	10
Biplane	SU	1
Hot Air Balloon	SU	1
Zeppelin	SU	1
Sea Plane	SU	1
Dirigible	SU	1
Sky	S	10
Bad Weather	A	1
Monsoons & Typhoons	A	1
High Seas Pirates	A	1
Political Unrest	A	1
Hostile Natives	A	1
Local Authorities	A	1
Workers Strike	A	1
Mechanical Breakdown	A	1
Injury & Sickness	A	1
Vehicular Accident	A	1

LINKS

[English Translation](#)

NOTES

Planned Route of Phineas Fogg:	Days	
From London to Suez via Mont Cenis and Brindisi, by rail and steamboats	7	
From Suez to Bombay, by steamer	13	
From Bombay to Calcutta, by rail	3	
From Calcutta to Hong Kong, by steamer		13
From Hong Kong to Yokohama (Japan), by steamer		6
From Yokohama to San Francisco, by steamer	22	
From San Francisco to New York, by rail	7	
From New York to London, by steamer and rail	9	
Total days:	80	

ARTIFACT: CORE RULES

INTRODUCTION

Each player controls a party of adventuring archeologists and treasure hunters trying to be the first to get some, relic, artifact, or treasure and bring it back.

EVOLUTION OF THE GAME

The game rules have outgrown the original Victorian theme. There are now modules belonging to other historical periods. Instead of a party of victorian adventurers, the pawn may represent such diverse things as Infantry squads, Pirate ships & Bomber groups.

DICE & PIECES

Six and ten sided dice are needed.
Each player has a pawn to represent their adventuring party on the board.
Use a small trinket to represent the 'Artifact'. There is only one Artifact.

THE BOARD

The board is a single winding path of connected spaces with a start space and an end space. The path should be 30 spaces long.
The First space represents the safety of European Victorian Civilization.
Spaces 2-15 represents travel through the first scenario module.
Spaces 16-29 represents travel through the second scenario module.
The End space is the final destination where the Artifact is found.

THE DECKS

There are 2 decks for each scenario:
The Module 1 Deck and the Module 2 Deck
Each deck has one of each card in its card list.
The Scenario Module Card lists are posted on other pages on this website.

THE PARTY

Each party consists of 6 members: 1 Leader, 3 companions, and 2 lesser companions. Companions may actually represent a group of individuals. The Leader has 5 skills. Companions have 3 skills each. Lesser companions have 1 skill.
Skill List Table

1D10	Skill:	Notes:
1	Combat +1	Unarmed, Guns, Blades, Tactics
2	Strength +1	Muscle, Will, Courage
3	Agility +1	Reflexes, Swiftess
4	Sailing +1	Swimming, Diving, Boating, Navigation, Boat Building
5	Survival +1	Hunting, Hiking, Outdoor skills, Mountaineering, Guide
6	Mechanics +1	Repairs, Construction, Physics, Engineering
7	Linguistics +1	Languages, Archeology, History, Cartography
8	Personality +1	Leadership, Charisma, Wit, Charm, Diplomacy
9	Science +1	Naturalist, Medicine, Geology, Chemistry, Psychology
10	Pick any one skill	

Party members roll ten sided dice to determine skills.

Record party member information on a notepad.

Note: in some modules the concept of the 'party' and skills are heavily modified.

PREMADE PARTY MEMBER CARDS

Download Sample Cards [here](#), by Markus Salo (msalo71@yahoo.com)

Check these out, they're really cool!

OPTIONAL BIDDING RULES (By Markus Salo)

Every player creates the leader (player) as stated in the rules.

Create 30 companion and servant cards with randomly premade skills.

The players can look all the cards and draft the companions and servants.

Every player has 30 bidding points they can use. The highest bidder gets the card.

This way building of the group becomes more exiting and less random.

TURN SEQUENCE

Players take turns.

Each turn consists of 3 phases:

1. Move Phase
2. Draw Phase
3. Challenge Phase

MOVE PHASE

Roll 1D6. Move that number of spaces towards the end space.

You automatically stop when you enter the end space.

If you are the first to land on the end space your party acquires the Artifact.

Once a party has the Artifact then all other players may move their parties in either direction on the path.

The party with the Artifact must move towards the start space.

The first party with the Artifact to reach the start space wins the game.

DRAW PHASE

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

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

If you land on an opponents party do not draw a card.

If a deck ever runs out, shuffle its discard and draw from it.

Cards are of 2 types: Challenge cards & Aid cards.

Place Aid cards in your hand.

Challenge cards are encounters your party faces immediately in Challenge Phase.

CHALLENGE PHASE

Each challenge card lists one or more skills.

Roll 1D6 and add the number of those skill levels present in your party.

If the skill listed is X2 then add twice the number of that skill level in your party.

Discard Aid cards to gain skill levels in the skill indicated on the card.

This is the Skill roll.

Next roll 2D6. This is the Challenge roll.

If the challenge roll is less than or equal to the skill roll you win the challenge.

If the challenge roll is greater than the skill roll you fail the challenge.

The adventure card may say what happens if you win or lose the challenge.

If the card does not give directions, then, if you lose the challenge, one of your party members is killed or lost.

One random non-leader party member is killed. The Leader is always the last to go.

DIFFICULTY MODIFIER

Abbreviated DM.

This is a property of individual Challenge cards.

The DM is added to the Challenge roll.

MOVING ONTO AN OPPONENTS PARTY

If you land on an opponent's party there will be a fight.
The current player rolls 1D10 on the skill list table.
Both players make skill rolls. In case of a tie nothing happens.
The loser loses a party member. The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

SAMPLE ADVENTURING PARTY

Leader: Dr Ozgood, English Scientist, boxer, and adventurer
Skills: Fighting, Strength, Personality, Science X 2
Companion: Mustafa, Australian Guide and smuggler
Skills: Combat, Survival, Strength
Lesser Companion: Lady Destine, the love interest
Skills: Personality
Companion: Theodore, Dr Ozgood's cousin
Skills: Linguistics, Agility, Personality
Companion: New Zealand Maori Warriors
Skills: Sailing, Fighting, Strength
Lesser Companion: Bruno, the sheepdog
Skills: Agility

OPTIONAL AID DECK

Before adventuring the party draws 2 cards from this deck.

AID DECK CARD LIST

Card Name	Notes
Dynamite	Aid: Mechanics +1
Picks & Axes	Aid: Mechanics +1
Tool Box	Aid: Mechanics +1
Guns	Aid: Combat +1
Swords	Aid: Combat +1
Sextant	Aid: Sailing +1
Maps	Aid: Linguistics +1
Ancient Texts	Aid: Linguistics +1
Porters	Aid: Survival +1
Guide	Aid: Survival +1
Rope+Grappling Hook	Aid: Survival +1

FAQ's

Example of Resolving Challenges:

Lets say the party has 3 levels of agility & they face a Agility X 2 challenge.
They would add (3 x 2 =) 6 to their skill roll.

If the party had 2 levels of agility they would add 4 not 6.

If the party had 0 levels they would add nothing.

Yes, the odds are almost always against the party.

They need a lot of luck to make it back.

As an optional rule to make life easier for the party:

Roll 1D10 instead of 1D6 for the skill roll.

Zaks Artifact Variant

- Instead of Killing a member in case of a Challenge failure one member is Wounded: a Wounded member loses one of his skills. A Wounded member that is wounded again is killed

- At the end of an adventure one member can gain one extra skill: with this option you can create some Campaign games where surviving members will improve. This rule apply to all the teams, not only the winning one.

- New Aid Card

First Aid: remove the Wounded status from one member.

ARTIFACT SUPPORT PAGE

The support page for Artifact is available [here](#)
(scenarios & rules in italian, board & player sheet in english)

VARIANT RULES

Developed and playtested by Barry Ellis (bj3westcan@sasktel.net)
Three ways of moving, experience chips, and more strategic choices
involving Aid cards and encounters:

MOVE PHASE

Your party may proceed with a Regular Advance, a Cautious Advance, or a Bold Advance. The Cautious and Bold Advances will impact the result in the Challenge Phase.

For a Regular Advance, roll 1D6. Move that number of spaces towards the end space.

For a Cautious Advance roll 2D6 and move your pawn the number of spaces of the lower number, or one space only on doubles.

For a Bold Advance, roll 2D6 and move your pawn the number of spaces of the higher number, or six spaces on doubles.

If your roll causes your pawn to move past a space with an opponent's pawn, you may instead end your turn on the same space.

This will enable you to avoid a Challenge from one of the module cards, and entitle you to draw a card from the Aid deck, unless you are initiating combat (see Combat section).

You must stop when you enter the End (Artifact) space.

Whenever your pawn first lands on or crosses space number 10, 20, or 30, you take a chip, which represents your party acquiring experience. These will help your party survive future challenges by adding to your total Skill roll in each Challenge phase, or in combat with another party (+1 for each chip).

If you are the first to land on the end space your party acquires the Artifact. Once a party has the Artifact, all other players may move their parties in either direction on the path. The party with the Artifact must always move towards the start space. The first party to reach the start space with the Artifact wins the game.

DRAW PHASE

If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck. If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck. If you land on a space with an opponent's party you do not draw a Module card, but may instead draw an Aid card, or, if they have the Artifact, initiate combat (see Combat section). If any deck is exhausted, shuffle the discards and make a new Draw deck.

CHALLENGE PHASE

Each Challenge (Module) card lists one or more skills. Roll 1D6 and to that result add the number of those skill levels currently in your party. (This is known as the Skill roll.) If the skill required on the card is listed as X2, add twice the number of that skill level in your party. You may discard Aid cards to add to skill levels in the skill indicated on the card. Next roll 1D12.

(This is the Challenge roll.)

If the Skill roll was greater than or equal to the Challenge roll, you win the challenge. The adventure card may say what happens if you win or lose the challenge. If it does not specify what happens if you lose, one of your party members is randomly lost.

(The Leader will always be the last to be lost.)

If you arrived at the space via a Cautious Advance, add one to your Skill roll. In addition, you are allowed one re-roll, but if taken, the second result is the official one.

If a Bold Advance was used, subtract one from your Skill roll.

After the Challenge roll compare totals as usual, but if a +12 result is obtained on the Challenge roll, the party suffers an automatic failure regardless of which total was higher.

If you have any Experience chips, you may add +1 to your Skill roll for each chip you have.

You also have the option to use Experience chips to re-roll any Skill roll (for a Challenge or Combat). In this case, simply discard a chip for each re-roll attempt.

COMBAT

If you land on the opponent's party in possession of the Artifact, there will usually be combat. If they do not have possession of the Artifact or you do not wish to have combat, you may draw an Aid card.

For combat, the current player rolls 1D10 on the Skill list table to see which skill will be used, then both players make Skill rolls, adding in any skill levels their party members may have in that area.

Aid cards may be discarded to boost the appropriate skill total. The player with the Artifact will win if his total is equal to or higher than the current player.

The losing side will lose a random party member.

If the loser was in possession of the Artifact, it is given to the other party.

AID DECK

At the start of the game each party is dealt 2 cards from this deck. In place of any move, a party may miss a turn (to look for resources) and draw an Aid card instead of a Module card. You may have no more than 5 Aid cards in hand.

ARTIFACT: DEPTHS OF THE EARTH

SCENARIO

INTRODUCTION

Module 1 represents the tunnels in the Earth's crust.
Module 2 represents a lost underground prehistoric realm.
The Artifact is a clutch of Dinosaur eggs.

MODULE 1 SPELUNKING CARD LIST

Card Name:	Notes:
Collapsing Stone Bridge	Agility & Strength or Mechanics X 2
Cave In	Agility & Strength or Science & Mechanics
Deadly Gasses	Science & Survival
Scrawled Message	Linguistics X 2: If successful move forward 1D6 spaces
Endless Caverns	Science & Survival: If failed miss next turn
Rolling Boulder	Agility X 2 or Mechanics X 2
Falling Stalagmite	Agility X 2
Lava Flow	Science & Survival
Earthquake	Science & Survival
Tunnel Fireball	Science & Survival
Underground Sea	Sailing X 2: If failed miss next turn
Underground River	Sailing X 2: If successful move forward 1D6 spaces
Volcanic Eruption	Science & Survival
Hot Geyser	Science & Survival
Volcanic Ash	Science & Survival
Mud Slide	Survival & Strength: If failed miss next turn
Primordial Ooze	Science & Survival: If failed miss next turn
Map of the Underworld	Linguistics X 2: If successful move forward 1D6 spaces
Found	Recover one random lost (Killed) party member
Climbing Gear	Aid: Survival +1

MODULE 2 LOST WORLD CARD LIST

Card Name:	Notes:
Lost Explorer	Personality & Linguistics: If successful Gain one companion
Cro Magnon Men	Personality & Linguistics: If successful Gain one servant
Lizard Men Attack	Combat & Survival
Treachery	Personality & Survival
Simian War Party	Combat X 2
Pterodactyls Attack	Agility X 2
Neanderthal Ambush	Combat & Agility or Personality & Linguistics
Raptor Pursuit	Agility X 2
Sea Monster	Sailing & Fighting
Whirlpool	Sailing X 2
Waterfall	Sailing X 2
Treacherous Cliffs	Survival X 2 or Mechanics X 2
Prehistoric Mounts	Survival X 2: If successful move forward 1D6 spaces
Homo Erectus Tribe	Combat & Strength or Personality & Linguistics
Mad Man	Combat & Strength or Personality & Linguistics
River Rapids	Sailing & Survival
Tyrannosaurus Rex	Agility & Combat
Dinosaur Stampede	Agility X 2
Giant Snake	Agility & Combat
Pit Trap	Agility X 2 or Mechanics X 2
Tar Pits	Strength X 2
Wholly Mammoths	Agility X 2

Giant Venus Fly Trap	Strength X 2
Giant Spider Web	Combat X 2
Net Trap	Agility & Strength: If failed miss next turn
Mutiny	Personality & Fighting

ARTIFACT: LOST CONTINENT OF ATLANTIS

SCENARIO

INTRODUCTION

Module 1 represents Deep Sea travel by Submarine.
Module 2 represents Exploration of the Lost Continent using Diving Suits.
The Artifact is the Pearl Trident of Atlantis.

MODULE 1 SUBMARINE CARD LIST

Card Name:	Notes:
Undersea Pirates	Combat X 2
Undersea Eruption	Science X 2 or Agility X 2
Air Leak	Sailing & Mechanics
Submersible Floods	Sailing X 2 or Mechanics X 2
Stale Air	Science & Sailing
The Bends	Science X 2
Nitrogen Narcosis	Personality X 2
Dive too Deep	Science & Survival
Crushing Pressure	Science & Mechanics
Giant Squid	Combat X 2
Abyss	Sailing X 2: If Failed Miss 1 Turn
Giant Octopus	Combat X 2
Seaweed	Agility X 2 or Science X 2: If Failed Miss 1 Turn
Lost at Sea	Sailing & Survival or Science X 2: If Failed Miss 1 Turn
Great Storm	Sailing X 2: If Failed Miss 1 Turn
Benthic Vortex	Sailing & Agility
Sperm Whales	Combat X 2
Depth Charges	Agility X 2
Dolphin Pod	Linguistics & Personality: If successful move forward 1D6 spaces
Sea Mines	Agility X 2
Boarded by Warship	Personality X 2
Sonar	Aid: Agility +1 in this Module only
Torpedo	Aid: Combat +1 in this Module only
Ancient Texts	Linguistics X 2: If successful move forward 1D6 spaces
Equipment Failure	Survival X 2 or Mechanics X 2
Red Tide	Science X 2: If Failed Miss 1 Turn
Steering Jammed	Sailing X 2 or Mechanics X 2

MODULE 1 SUNKEN CITY CARD LIST

Card Name:	Notes:
Diving Suit Torn	Survival X 2
Run out of Air	Survival X 2
Giant Clam	Strength X 2
Giant Crab	Combat & Strength
Killer Whale	Combat X 2
Dolphin Guide	Linguistics & Personality: If successful move forward 1D6 spaces
Great White Shark	Combat X 2
Hammerhead Sharks	Combat X 2
Harpoon	Aid: Combat +1
Sirens Song	Strength X 2
Mermaids	Personality X 2
Coral Labyrinth	Survival X 2: If Failed Miss 1 Turn
Merfolk	Combat X 2 or Personality X 2
Moray Eels	Agility X 2
Manta Rays	Agility X 2

Barracuda	Agility & Combat
Giant Man-o-War	Combat X 2 or Agility X 2
Rune Stones	Linguistics X 2
Falling Pillars	Agility X 2 or Strength X 2
Lost Tools	Survival X 2 or Mechanics X 2
Mutiny	Personality X 2
Discovery	Linguistics X 2: If successful move forward 1D6 spaces
Recovery	Recover one random lost party member
Hydrothermal Vent	Science X 2

SAMPLE ADVENTURING PARTY

Leader: Dr Nemus, Visionary scientist and utopian
 Skills: Personality, Science, Mechanical, Sailing, Linguistics
 Companion: Crew of the Nautaloid
 Skills: Combat, Survival, Strength
 Lesser Companion: Ensign Francesco
 Skills: Personality
 Companion: Bancroft, the first Mate
 Skills: Agility, Combat
 Companion: Phelps, English Sailor
 Skills: Sailing, Combat, Strength
 Lesser Companion: Morris, Chief Engineer
 Skills: Mechanics

ARTIFACT: MUMMYS TOMB SCENARIO

INTRODUCTION

Module 1 represents Travel down the Nile River Valley.

Module 2 represents Exploration of the Mummys Tomb.

The Artifact is the Golden Treasure of the Pharaoh.

MODULE 1 DESERT CARD LIST

Card Name:	Notes:
Shifting Sands	Survival X 2 or Science X 2
Quicksand	Survival & Strength
Stubborn Camel	Personality & Strength
Sandstorm	Survival X 2
Nile Flood	Sailing X 2
Bedouin Guide	Aid: Survival +1
Oasis	Survival X 2: If successful move forward 1D6 spaces
Lost in the Desert	Survival X 2
Border Guards	Personality X 2: If lost miss one turn
Passport Check	Personality X 2: If lost miss one turn
Baksheesh	Personality X 2: If lost miss one turn
Assassins	Combat X 2
Caravan	Personality X 2: If successful move forward 1D6 spaces
Historical Text	Linguistics X 2: If successful move forward 1D6 spaces
Scorpion	Agility X 2
Bandits	Combat X 2
Dervishes	Combat X 2
Nomads	Combat X 2 or Personality X 2
Locust Swarm	Survival X 2
Poisoned Dates	Personality X 2 or Science X 2
Nile Paddleboat	Sailing X 2: If successful move forward 1D6 spaces
Found	Recover one random lost party member

MODULE 2 PYRAMID CARD LIST

Card Name:	Notes:
Hieroglyph Riddle	Linguistics X 2
Run out of Air	Science X 2 or Mechanics X 2
Ceiling Collapse	Strength X 2 or Mechanics X 2
Cat Guardians	Combat & Agility
Serpent People	Combat X 2
Spike Trap	Agility X 2
Water Trap	Science X 2 or Mechanics X 2
False Passage	Science X 2 or Mechanics X 2: If lost miss one turn
Sliding Walls	Strength X 2 or Mechanics X 2: If lost miss one turn
Scarab Beetles	Agility X 2
Poison Asp	Agility & Survival
Secret Passage	Science & Linguistics: If successful move forward 1D6 spaces
Mummified Servants	Combat X 3
Mummified Guards	Combat X 2
Mummified Royal Guards	Combat X 1
Mummified Priest	Combat & Science
Mummified Queen	Combat X 2
Mummified Pharaoh	Combat or Linguistics
Mummies Curse	Linguistics X 2
Stone Block Trap	Agility X 2 or Mechanics X 2
Poison Dart Trap	Agility X 2
Break Through a Wall	Strength & Mechanics: If successful move forward 1D6 spaces
Buried Alive	Strength X 2

Keystone	Science & Strength
Grave Robber	Combat X 2
Sealed Chamber	Science X 2
Torches go out	Science & Survival: If lost miss one turn
Traitorous Guide	Combat X 2
Holy Water	Aid: Combat +2 vs Mummies
Claustrophobia	Personality X 2
Wall Carvings	Linguistics X 2: If successful move forward 1D6 spaces

THE SHADOW OF A DARK GOD SCENARIO

by Zak

INTRODUCTION

Scenario for Artifact.

The players will discover that the death of a friend is linked to a mysterious cult worshipping an immensely ancient deity.

First module is the investigation on the death of a friend

Second module is the search on the cult temple.

MODULE 1: INVESTIGATION ON A CLOSE DEATH

Card Name:	Notes:
Cultist ambush	Combat X2
Police interrogation	Personality X2 or Personality & Linguistics
Library search	Ling.and Science: If successful move forward 1D6 spaces
Antique dealer shop	Linguistics & Personality: If failed miss next turn
A strange death investigation	Personality and Science
An eye witness	Personality X2: If failed miss next turn
Red herring	Science and Linguistics: If failed miss next turn
Car chase!	Combat and Agility
Strange object in the Museum	Science X2
Newspaper article	Linguistics X2: If successful move forward 2 spaces
Chemical analysis of a find	Science X2: If failed miss next turn
Translation error	Ling. and Science: If failed move backward 2 spaces
Locked front door	Mechanics X2: If failed miss next turn
Group of Thugs	Combat X2
Professor Armitage	Prsnlty and Science: If successful move forward 1D6 spaces
Fire in your apartment!	Agility and Strength X2
On the suspect's house	Mechanics and Agility
Hidden safe	Mechanics X2 or Agility
Ancient occult text	Aid: Linguistics +1
One muder evidence	Aid: Personality +1
Ancient tome	Linguistics and Science: if successful gain...
Powder of Ibn Gazi = Aid: Combat +2 against monsters.	
Arcane manuscript	Linguistics X2: if successful gain...
Dispell = Aid: Combat +1 against monsters.	

MODULE2: THE DARK GOD TEMPLE

Card Name:	Notes:
Cultist	Combat X2
Minor Entity (monster)	Combat x2
Horrible Old One (monster)	Combat
Dark Young One (monster)	Combat
Pit trap	Mechanics X2 or Agility X2
Sliding hidden door	Mechanics and Strength: If failed miss next turn
Hidden grave	Science and Agility
A diary	Ling. & Science: If successful move forward 1D6 spaces
Tunnel into the earth	Survival X2
Dead end	Survival and Science: If failed move backward 2 spaces
Oxygen-eating device	Survival and Agility
Horrible picture	Personality and Strength
Terrifying statue	Personality and Strength
Rat pack	Combat and Agility
Hunting Horror (monster)	Combat

Disturbing sound
Undead cultist
Ancient inscription
First aid kit
Pistol
The Elder Sign

Personality and Strength
 Combat X2
 Linguistics X2: If successful move forward 1D6 spaces
Aid: Survival +1 (or remove all Wounds from a character)
 Aid: Combat +1
 Aid: Combat +2 against monsters.

ASIMOV'S FOUNDATION AND EMPIRE WAR GAME

By C Gerard Luft

(4 PLAYER AND 1 PLAYER RULES)

FOUNDATION AND EMPIRE

BASED OFF OF THE FOUNDATION GAME (1973)

A WAR GAME SET IN THE 123RD CENTURY OF THE GALACTIC EMPIRE

(3RD CENTURY OF THE FOUNDATION ERA)

SET UP

This is a four player war game (solo game version is given below) set during Asimov's Foundation and Empire Novel. Each player controls a quadrant of the Milky Way Galaxy:

(Listed from Terminus, going Spinward) THE FOUNDATION, THE IMPERIUM, THE UNION OF WORLDS (THE MULE) and TAZENDA.

You will need an 8x6 game board with 24 major systems located equally the four quadrants. You can print or copy and paste the provided game board (which is overlaid over an image of the Milky Way Galaxy) at:

[Download](#)

You will also need 12 counters representing the three fleets of each quadrant.

Each player must place the one of each of his three fleets on a major system in his quadrant. Each of these systems is then occupied.

THE TURN

1. ISSUE ORDERS: Movement and orders are simultaneous. So each player will need to write his orders at the beginning of the turn and then reveal them together with the other players.

2. MOVEMENT: Fleets only move 1 sector a turn. You must choose which fleets move and which fleets support. Due to Hyperspace, Fleets Supporting moving fleets need not be adjacent to those moving fleets (as opposed to the rule regarding fleets in the process of occupying a major system; see #3 and #4 below). The number of supporting fleets determine a moving fleet's POWER during that turn:

MOVING FLEETS # SUPPORTING FLEETS MOVING FLEETS' POWER

1	2	3
2	1	2
3	0	1

Only 1 fleet may occupy one sector. If a fleet wishes to move into a sector with an opposing fleet in it, then it may attack it. If the POWER of both fleets is equal, then it is a stand off, and the attacking fleet may not occupy that sector. If one fleet's POWER is greater than the other, then the loosing fleet must retreat to an open sector. If all sectors around it are occupied, then that fleet is destroyed (removed from the game).

3. OCCUPYING SECTORS WITH MAJOR SYSTEMS: If a system is not occupied a fleet may enter that sector. If it remains in that sector for 4 consecutive turns, it is effectively occupied by that force. That fleet must remain there to keep it occupied, but on that fourth turn, the player gains an extra fleet, which may be placed in any of the adjacent (orthogonally or diagonally) sectors which do not have a fleet in them. Both fleets are then freed up to proceed in conquering new systems. While that system is still occupied, if there is no fleet there to defend it, then an opposing fleet can enter it and occupy it for four consecutive turns, thus taking that system away from the original holder (If that happens, the extra fleet that the system produced is immediately disbanded (removed from the game).

4. CONQUERING SECTORS WITH MAJOR SYSTEMS: If a system is occupied by an enemy fleet then a fleet may combat it by moving to an open sector adjacent to it. If the two fleets' POWER is equal it is then a stand off. If one fleet's POWER is greater than the other, then the other fleet must retreat to an open adjacent sector. If no sectors around it are open then that fleet is destroyed (removed from the game). If the defender is retreated, then the attacker is moved into that sector. The occupying rule (four turns rule) from #3 applies for the newly occupying fleet.

" ATTACKING FLEET'S POWER: as per the table in #2

" DEFENDING FLEET'S POWER: The Defending Fleet's power is 1 +1 for each of adjacent sector (orthogonally or diagonally) occupied by one of its own fleets.

WINNING

When one player occupies 13 Sectors with major systems, then that player is the winner.

FOUNDATION AND EMPIRE

SOLO GAME VERSION

You are the FOUNDATION, and may set up your three fleets as mentioned above.

Your goal is to occupy 13 Sectors with major systems.

The opponent is the IMPERIUM. The Galactic Empire occupies the other three quadrants, and starts with 9 fleets. To position the fleets, shuffle the nine fleet counters with 27 blank counters. Beginning at the top left of the game board, and moving across (as if reading a paragraph) place a counter, upside down, on each of the sectors of the 3 quadrants of the IMPERIUM. Position your fleets, and then turn the counters over to see where the enemy fleets are.

The IMPERIUM will keep all fleets in a major system for four turns, before moving that fleet and its new fleet.

IMPERIUM'S ACTION TABLE (Roll for every three fleets that are not in the process of occupying a system)

ROLL	1d6	# Fleets Moving	# Fleets Supporting Moving Fleet's Action
1-2	1	2	Move towards nearest FOUNDATION occupied system
3-4	2	1	Move to nearest IMPERIUM occupied system to support that fleet
5-6	3	0	Move towards nearest unoccupied systems

ASIMOV'S FOUNDATION

by c gerard luft

INTRODUCTION

2 player game.

Players take the roles of the first foundation (psychohistorians) and the second foundation (mentalists).

They compete for control of the future second galactic empire.

DECK

One shared deck, composed of 1 of each card listed below.

In addition to the play deck, you will need six-sided dice.

VICTORY

The player who first wins the SECOND GALACTIC EMPIRE PHASE (GE2) wins.

SET UP and PLAY

Each player draws 7 cards to start.

Players play the turn simultaneously.

THE TURN

DRAW PHASE

Each player draws 5 cards

RESEARCH PHASE (RP)

Each player may play down cards with a +1(or more) rp modifier on them.

Only first foundation players may play cards with a 1F prerequisite and only second Foundation players can use 2F cards.

Cards with a "-" prerequisite can be played by either player.

This rule applies to each phase.

Each player may roll 1D6 plus 1D6 for each "+ rp" on the cards he played.

If one of the players rolls is at least 3 times as great as the others roll, than he wins.

The winner May play any card with "cr" prerequisite for the remainder of the turn.

PERIPHERY PHASE (PP)

As per above but cards played will have +1(or more) pp.

If their is a winner in this phase, he may use cards with "cp" prerequisite for the remainder of the turn. He now controls the outer systems.

IMPERIUM PHASE (IP)

As above, but now cards with "+1(or greater) ip" can be played.

If there is a winner he may now use cards with the "ci" requisite.

He now controls the inner systems, the remains of the first galactic empire.

SECOND GALACTIC EMPIRE PHASE (GE2)

Same as above, but cards with +1(or greater) ge2 are used.

If there is a winner, than he wins the game.

The opponent player has the robot daneel olivaw, gaia, bliss or galaxia card, he may play it now thwarting the other players win.

If there is no winner or the win is thwarted then the game continues.

Each player discards the cards he played.

Each player who has more than 12 cards in his hand must discard to bring his hand down to 12. And another turn begins.

CARD LIST

Card name:	Notes:
hari seldon	+3rp
hyperspace jump	+2rp
hyperspace relay	draw 2 extra cards
traders	+1rp
trader limmar ponyets	+1rp
trader gorm	+1rp
master trader gorov	+2rp
trader ship	+1rp
ether beam	draw 2 extra cards
master trader mallow	+2rp
traders convention	+3rp
far star trader	+1rp
assoc independent traders	+3rp
gaia	thwart opponents win
bliss	thwart opponents win
daneel olivaw	thwart opponents win
dors seldon	remove hari from discard pile and put in hand
galaxia	thwart opponent win
hyperspatial comm.	draw 2 extra cards
mayor hardin	1f +2rp or pp
mathist dornick	1f +2rp or pp
pirene	1f +2rp
planet terminus	1f +3rp or pp
terminus city	1f +2rp
time vault	1f +4rp
councilman lee	1f +1rp
councilman sermak	1f +1rp
psychohistory	1f +3rp
father aport	1f +2pp
primate publis	1f +3pp
missionary parma	1f +1pp
councilman twer	1f +1rp
capt. Pritcher	1f +2 4ge2
mayor indbur	1f +1rp
bayta	1f +2rp
toran	1f +2rp
Mayor branna	1f +1rp
museum of origins	1f +2rp
golan trevize	1f +3rp or +2 ge2
security director kodell	1f +1rp
prof janov pelorat	1f +3rp or +2ge2
arkady darell	1f +3rp
metallics	2f +2Ge2
university of trantor	2f +2rp
ebling mis	2f +2rp
the mule	2f +3pp or ip
viso-sonor	2f +2pp or ip
imperial university	2f +3rp
lee sinter	2f +1rp
first speaker	2f +3rp or ip

wanda seldon	2f +3rp
first speaker quindar	2f +2rp or ip
stor gendibal	2f +2rp
benjoam	2f +1rp
language of the speakers	2d +2Rp
Council of speakers	2f +2rp
prime radiant	2f +3rp
deviation blue	2f +1rp
hyperplan	2f +2rp
century of deviations	2f +2rp
microradiant	2f +2rp
sura novi	2f +2ge2
delarmi	2f +1rp
chang	2f +1rp
councilman compor	2f +2rp
planet trantor	2f +3rp or ip
encyclopedia galactica	cr +3ge2
atom blasters	cr +1ge2
personal force shield	cr +1ge2
origins question	cr +1pp
atomic fussion reactos	cr +2pp
hyperatomic drive	cr +2pp
priesthood	cr +2pp
radioactive synthetics	cs +1pp
board of navigation	cr +3Ip
Planet anacreon	cr +2pp
planet glyptal iv	cr +1ip
planet askone	cr +2ip
transmuter	cr +2ip
planet korell	cr +2pp
nuclear shields	cr +2ge2
fx controler	cr +2pp or ip
planet sayshell	cr +2pp
far star pocket battleship	cr +3ge2
gravitic hyperdrive	cr +2ge2
planet smyrno	cr +2pP
planet neotrantor	cr +3ip
planet kalgan	cr +2ip
planet radole	cr +2ip
planet haven	cs +2ip
olanjen hyperspatial theory	cr +2pp
planet haven ii	cr +2ip
planet comporellan	cr +2ip
planet aurora	cr +2pP
planet solaria	Cr +2pp
planet melpomenia	cr +2pp
planet alpha	cr +2pp
planet earth	cr +3ge2
the moon	cr +2ge2
planet siwena	cr +1pp
kingdom of anacreon	cp +1ge2
anselm haut roderic	cp +1Ge2
king of anacreon	cp +1ge2
prefect of smyrno	cp +1ge2
lord dorwin	cp +1ge2
four kingdoms	cp +1ge2
ambassador verisof	cp +1ge2
king leopold	cp +1ge2
prince weinis	cp +1ge2
thessaklekin temple	cp +1ge2
flagship weinis	cp +3ge2
sayshel officer	cp +1ge2
korellian ship	cp +2ge2
commador of korell	cp +1ge2
Dark nebula	cp +1ge2
zeonan revolt	cp +1ge2

foundation navy battleship	cp +2ge2
terminus city journal	cp +1ge2
port master kendray	cp +1ge2
minister lizalor	cp +1ge2
auroran robot	cp +1ge2
solorian robot	cp +1ge2
bander	cp +1ge2
fallom	cp +1ge2
melpomenia moss	cp +1ge2
Hiroko	cp +1ge2
ling chen	ci +1ge2
emperor cleon i	ci +1ge2
imperial cruiser	ci +2ge2
grandmaster of askone	ci +1ge2
patrician orrha ii	ci +1ge2
space pirates	ci +1ge2
emperor stannel vi	ci +1ge2
imperial admiral	Ci +1ge2
techman	ci +1ge2
gen. Riöse	ci +2ge2
ducem barr	ci +1ge2
Sennet forel	ci +1ge2
scout ship	ci +1ge2
cmd. Yume	ci +1ge2
emperor cleon ii	ci +1ge2
lemul cluster	ci +1ge2
council of lords	ci +2ge2
privy sec.	ci +1ge2
imperial garrisons	ci +1ge2
field disruptor	ci +1ge2
imperial great ship	ci +2ge2
lord broding	ci +1ge2
emperor dagabert ix	ci +1ge2
emperor dagabert x	ci +1ge2
imperial ship of the line	ci +2ge2
imperial news	ci +1ge2

Astral

Dreams Space Opera Miniature Game

By

C. Gerard Luft

Legal

This Miniature game is based off of the story Astral Dreams (copyright © 2002 C. Gerard Luft). The game mechanics herein are derived from the Open Gaming License of the D20 Systems Reference Document.

The Setting

In the hundred and sixty-fourth millennia after the birth of Christ, mankind had only just discovered the power that lies in the quantum universe. Humanity was dependant on the Hyperspace/ Time Continuum for its pan-galactic empire. But the discovery of the Calabi-Yau continuum meant that man could finally reach out to galaxies other than his own. But it would take another hundred millennia before the Quantumliners could safely navigate the six extra-dimensions of the Calabi-Yau Universe and make the Hyperspace Drives obsolete.

But one man would not wait. The first use of the artificial wormholes that were constructed along the superstrings of the quantum dimension was for intergalactic listening. Pesrume Ladek, the greatest cyberneticist mankind had ever produced took a humble assignment at an Imperial Intergalactic Listening Post. He used the station's mainframe to download his mind and soul into a complex algorithm and transmitted it through the local wormhole to God knows where.

It is now the dawn of the five hundredth millennium since the birth of Christ. The Empire of Man has reached out into the intergalactic depths of space, and a lost son has been found...unfortunately. The great Quantumliners of the Scouting Guild has encountered an artificial species completely inimical to humanity. Each alien robot is directly controlled by a single artificial intelligence known as Ladek! The twisted, disembodied mind of the former human scientist now lords over these automaton artifacts of a long extinct race. They have invaded every galaxy controlled by man's glorious Imperium, and have begun a systematic extermination of every human life it encounters. While the Imperial Navy and Marine Corp defends the home galaxies against the attacks of these monsters, it falls to the Scouting Guild to hunt out and destroy Ladek units along the Imperium's frontier worlds.

Miniatures

This skirmish game is designed for two players: one player plays the Human Imperial Scouts and the other plays the Ladek Marine Robots. Forces are "purchased" by means of points. Both sides must decide how many points they should begin with. I highly suggest beginning a campaign (a series of wargames between the same player(s)) with fifty points for each side. For each game you play afterwards add ten points to your allowance until you finally find a good number of points for both of you. Remember, each side begins with the same number of points as the other, and they should be free to purchase their troops in any way they should choose at the start of

each game.

Ideal miniatures for the Imperial Scouts would be any sci-fi miniature in space armor or a space suit (as can be inferred from their armor class and melee damage, they wear full battle dress). But any sci-fi miniature or counter will do.

Ideal miniatures for the Ladek Marine Robots would be very alien looking robot miniatures (arachnid shaded most ideally). But any robot miniature or counter will do.

Tabletop

If you have a table or desk clear of any junk, you have a great battlefield. If you choose to use terrain use common sense to make appropriate terrain rules (e.g., half movement up a hill, double movement down it).

D20

You will need a twenty sided die in order to use these combat rules.

Abbreviations

Level#-#PTS: Creature's Level and the points expended to purchase one for your little army, respectively

MA: Melee Attack

MD: Melee Damage

RA: Range Attack and range, respectively

RD: Range Damage- Fusion

Blasters

Special Abilities- Two Attacks

per Round: the unit gets to attack twice during its turn each round.

Save: Doesn't pertain with the basic game.

Imperial Scouts

Spacer

Good Humanoid (Human)
Level 1 - 4 PTS.

Speed:	6"		MA:	+3
Armor:	17		MD:	1
Health:	1		RA:	+3
Save:	+2		RD:	12

Special:
Abilities - None

Scout

Good Humanoid (Human)
Level 2 - 9 PTS.

Speed:	6"		MA:	+4
Armor:	17		MD:	1

Health:	2		RA:	+4
Save:	+2		RD:	12

Special:
Abilities - None

Navigator

Good Humanoid
(Human)
Level 3 - 14 PTS.

Speed:	6"		MA:	+4
Armor:	18		MD:	1
Health:	3		RA:	+4
Save:	+2		RD:	12

Special:
Abilities - None

Sub-Lieutenant

Good Humanoid (Human)
Level 4 - 19 PTS.

Speed:	6"		MA:	+5
Armor:	18		MD:	1
Health:	4		RA:	+5
Save:	+2		RD:	12

Special:
Abilities - None

Master Scout

Good Humanoid (Human)

Level 5 - 24 PTS.

Speed:	6"		MA:	+6
Armor:	18		MD:	1
Health:	5		RA:	+6
Save:	+2		RD:	12

Special:
Abilities - None

Lieutenant

Good Humanoid (Human)
Level 6 - 29 PTS.

Speed:	6"		MA:	+7
Armor:	19		MD:	1
Health:	6		RA:	+7
Save:	+2		RD:	12

Special:
Abilities -
None

First

Lieutenant

Good Humanoid (Human)
Level 7 - 34 PTS.

Speed:	6"		MA:	+8
Armor:	19		MD:	1
Health:	7		RA:	+8
Save:	+2		RD:	12

Special:
Abilities -
None

Commander

Good Humanoid
(Human)
Level 8 - 39PTS.

Speed:	6"		MA:	+9
Armor:	19		MD:	1
Health:	8		RA:	+9
Save:	+2		RD:	12

Special:
Abilities - Two
Attacks per Round

Captain

Good Humanoid (Human)

Level 9 - 43 PTS.

Speed:	6"		MA:	+10
Armor:	19		MD:	1
Health:	9		RA:	+10
Save:	+2		RD:	12

Special:
Abilities - Two
Attacks per Round

Post Captain

Good Humanoid (Human)
Level 10 - 49 PTS.

Speed:	6"		MA:	+11
Armor:	20		MD:	1
Health:	10		RA:	+11
Save:	+2		RD:	12

Special:
Abilities - Two
Attacks per Round

Ladek Marine

Robots

Marine

Evil Construct

Level 3 - 21 PTS.

Speed:	8"		MA:	+6
Armor:	21		MD:	2 blunt
Health:	3		RA:	+6 12"
Save:	+0		RD:	13

Special: Two Attacks per
Round

Corporal

Evil Construct
Level 4 - 26 PTS.

Speed:	8"		MA:	+8
Armor:	21		MD:	2 blunt
Health:	4		RA:	+8 12"
Save:	+0		RD:	13

Special: Two Attacks per
Round

Sergeant

Evil Construct

Level 5 - 31 PTS.

Speed:	8"		MA:	+10
Armor:	21		MD:	4 blunt
Health:	6		RA:	+10 12"
Save:	+1		RD:	13

Special:
Abilities - Two
Attacks per Turn

Lieutenant

Evil Construct
Level 6 - 36 PTS.

Speed:	8"		MA:	+12
Armor:	21		MD:	4 blunt
Health:	7		RA:	+12 12"
Save:	+1		RD:	13

Special:
Abilities - Two
Attacks per Turn

Captain

Evil Construct

Level 7 - 41 PTS.

Speed:	8"		MA:	+14
Armor:	21		MD:	4 blunt
Health:	9		RA:	+14 12"
Save:	+1		RD:	13

Special:
Abilities - Two
Attacks per Turn

Major

Evil Construct
Level 8 - 46 PTS.

Speed:	8"		MA:	+16
Armor:	21		MD:	4 blunt
Health:	10		RA:	+16 12"
Save:	+1		RD:	13

Special:
Abilities - Two
Attacks per Turn

The Round

Initiative: Each player rolls 1d20. The highest roll has initiative and can move on of the miniatures first. Reroll ties.

The Turn: Starting with the player who won initiative and then alternating between the two players, each miniature gets to take a turn.

a.

Movement: The

miniature may move up to their speed.

b.

Melee Attack:

If the miniature's movement brings it base to base with an opponent miniature, that miniature can attack its target.

i.
Roll 1d20 and add your melee attack score to the die roll. If it is equal or greater than the opponent's Armor score, then it is a hit.

ii.
The opponent receives damage equal to your Melee Damage score. This damage is removed from the opponent's Health score. If any creature's health falls to 0 or less it is defeated and removed from the game.

c.

Range Attack:

If the miniature's movement brings it within Range of an opponent miniature, that miniature can attack its target. However the miniature can not make a ranged attack if it already made a melee attack during its turn.

i.
Roll 1d20 and add your range attack score to the die roll. If it is equal or greater than the opponent's Armor score, then it is a hit.

ii.
The opponent receives damage equal to your Ranged Damage score. This damage is removed from the opponent's Health score. If any creature's health falls to 0 or less it is defeated and removed from the game.

Subsequent Turns: After the player who won initiative finishes his turn with his miniature, it then becomes the other players chance to take a turn with one of his miniatures. The Turn sequence is repeated back and forth until each player has taken a turn with each of his miniatures. Then a new Round begins and each player starts by rolling for initiative.

Objective

Destroy all of the opposing side's units.

ASTRUM IMPERIUM

INTRODUCTION

Generic rule set for a series of empire building/conquest games.

MAP

The map depicts an irregular, interlocked set of territories.

Over half the territories are empty space.

Revenue generating spaces are planetary systems.

Other territory types include:

Nebulas: Ships must stop upon entering.

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

Each player starts with a Homeworld with 10 random units.

Others will be mixed into the unit chit pile.

TURN SEQUENCE

Draw Phase

Move Phase

Exploration 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).

Starfighters cannot move by themselves,
they must be transported aboard ships.
Your opponent can only look at the top
unit of your stacks

Supralumina Detection

Index

Determines if the defender's stack
is able to intercept an attacking stack. The defender rolls on the SDI based on
the size of the attacking stack and the distance it has traveled. The
attacker's total only counts the force value of Capital and Escort ships
in the stack. A failed roll means the defender may only use half of his
available warship's Force value in battle. Roll
modifiers:

-1 per

Scout in attacker's stack

+1 per

Scout in Defender's stack

-3 per

Fleet Scout in attacker's stack

+3 per

Fleet Scout in defender's stack

+3 per

Starbase in defender's stack

+1 per

Starbase in adjacent hex

EXPLORATION PHASE

When entering an unexplored system for
the first time roll 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 Racial Trait: roll

(6)

1 +1

Revenue

2 +1 Force

w/Starfighters (1-3)

3 +3 Force

w/Fortifications (1-4)

4 +1 Force

w/Capital Ship (1-2)

5 +1

Research

6 Natural Leader

(Force Bonus: 1-3=+2, 4-5=+3, 6=+4

Specialty:1-3=General,4-5=Admiral,6=Scientist)

ENIGMA PHASE

1D6

Enigmas:

1-4 No

Enigma

5-6

Enigma

If the planet has an Enigma roll 1D6.

Add +1 to the Enigma roll for each

Scout/Surveyor in the stack.

On a roll of 5-6 the Enigma is

solved.

On a roll of 1-4 the Enigma causes

unintended consequences.

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 empire.

If you roll a 1 the race will never join

your empire through diplomacy. You are considered to be at war.

If a diplomacy attempt fails, you can try

again next turn.

BATTLE PHASE

When two opposing stacks occupy the same

territory there will be a battle.

Add up the total Force values for each

side. A failed SDI roll means the defender may only use half of his available warship's Force value in battle.

Players may play action cards to increase

their force value.

The side with the

highest force value wins.

The losing stack must retreat one space.

The losing stack loses the difference

between the player's Force values in units. The winner picks the first unit lost.

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.

If one stack has a Leader and the other

does not, the stack with the

leader gets double that Leader's

Force value. Treat Leaders like other units with respect to

casualties.

Bombardment bonus is for stacks attacking occupied planets.

If both sides have Starfighters, the side with the lowest Starfighter value loses $\frac{1}{2}$ its Starfighter Force value.

Escort value greater than enemy Starfighter value, lose $\frac{1}{2}$ Starfighter value.

Players may repair ships after battle.

Ships may only be repaired in the area they were damaged in, by units that are in the same stack. Shipyards may repair up to 2d6 warships, Fleet Repair Docks may repair 1d6, Starbases may repair 1d6/2 Escorts or Starfighters, and a Colony may repair 1 Starfighter.

After a battle both

sides replenish their hands to 7 cards.

Players may attempt to conquer minor races. The Minor Race will generate Revenue x 1D6 Force in its defense. When attacking a Homeworld the defender will get +20 Force.

You may only take control of an occupied planet in control phase if no defending units remain.

REVENUE PHASE

Gain revenue points for every planet with a Colony or minor race under your control. A planet can only support a number of Colonies equal to its resource value.

Each system generates revenue equal to its:

Resources + Installations + Minor Race value.

A planet's resource level will limit the type of Revenue Installations it can support.

(Poor- No Refinery, Industrial Center)

(Moderate- No Industrial Center)

(Rich- no limit)

If the system has no minor race, you must first build an Outpost. On the player's NEXT turn they may build a Colony in that system.

Homeworlds generate 10 Revenue points per turn, and gain 1 Revenue for each level advanced in Installation development.

Revenue may be saved from turn to turn.

Players may roll off Technological development and Upgrades in this phase.

Leaders

Leaders are not purchased; they are raised from Homeworlds or Academies.

Cost 5, roll 1d6, get 5+ for a Leader to be raised.

Education (Force Bonus): 1-3=+1, 4-5=+2, 6=+3, 7=+4

Specialty:

1=General Bonus for/vs Bombardment

2=Admiral Bonus for Capital Ships or SDI roll

3=Scientist Bonus for Technical/Enigma roll

4=Surveyor Bonus to Resource roll

5=Diplomat Bonus for Diplomacy

roll
6=Scholar Bonus for Leader/Education

roll
Terraform allows for two
options:

- 1)
Raise the resource value for by
planet ONE (poor to moderate).
- 2)
Allow an additional Colony on an
occupied planet, up to its maximum.
Terraform is discarded once it has been
used. A planet may Terraform a planet as many times as a player
wishes.

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.

Discard unpurchased units back to your
unit chit pile.

Units must start at the following
locations:

Homeworld Colony
Shipyard Starbase
Capital Ships

Yes

NO

Yes NO

Escort

Ships

Yes

NO

Yes Yes (only

1/turn/base)

Starfighters

Yes

Yes

Yes Yes (only

3/turn/base)

Leaders

Yes (Academy)

NO No

Existing warships may be converted to new
tech levels at any location that they can be built at. The conversion cost is
 $\frac{1}{2}$ the difference between the types, round up (Heavy Cruiser to
Battleship cost 2). Conversions count against a Starbase's maximum
production.

A system must first have a colony before
constructing ANY other installations or fortifications.

A Starbase may be built in a non-system
space adjacent to a system you control.

Only Fortifications may be built at
Homesystems. They are assumed to have any other newly developed installation
automatically. They may not be Terraformed.

UPKEEP PHASE

Units that automatically receive upkeep =
Basic Upkeep x total Revenue.

Basic Upkeep starts at

2

Example: You generate 10 revenue points
per turn... You may have up to 50 units.

Add 1 to Basic Upkeep for each Escort
Level you advance.

(Convoy & Anti-piracy
ops)

Discard excess units.

CONTROL PHASE

Place a control marker on every
revenue-generating planet occupied by one of your units.

UNIT ABBREVIATIONS

S = Slow

M = Medium speed

F = Fast

C = Capital Ship

E = Escort Ship

X = Starfighters

K = Fortification

L = Leader

UNITS

Name

Move Force Notes/Sftr

Leviathan

S 15 C/6 +3F for

Bombardment

Battleship

S 12 C/3 +2F for

Bombardment

Battle

Cruiser

M 10

C/2

Heavy

Cruiser

M 8 C/1

Cruiser

M 6 C

Monitor

M 6 E/2 +2F vs.

Starfighters

Dreadnaught

M 5 E/1 +1F vs.

Starfighters

Frigate

F 4 E

+1F vs. Starfighters

Destroyer

F 3 E

Corvette

F 2 E

Fleet

Scout

M 3 E

Cost 4 (DN-hull)

Scout

F 1 E

Cost 2 (Corvette-hull)

Fleet Repair

Dock S

0 C Cost

10 (BB-hull)

Science

Cruiser

F 2 C

Cost 5, +3 Enigma roll (BC-hull)

Gunships

-- 2 X Cost

3, +1F vs. Escort Ships

Assaultfighter

--

2 X
 Strikefighter
 --
 1 X
 Interceptors
 -- 2 X +1F
 vs.Starfighters
 WarBirds
 S 3 X
 Cost 4, +1F for Bombardment
 Starbase
 -- 20 K/3 Costs 12, +2 SDI
 roll
 Ion
 Cannon
 -- 15 K
 Shield
 Generator --
 30 K Cost 15
 Orbital
 Station --
 8 K
 Ground
 Base
 -- 3 K
 Type
 Cost
 Outpost
 1 Allow colonization
 Colony
 6 Allow revenue collection and
 installations
 Trade
 Port
 3 +1 Revenue per Colony w/n 3hexes
 Research
 Labs
 4 Allow +1 Tech roll
 Academy
 2 Allow Leader development
 Mining
 Base
 3 +1 Revenue/Colony
 Refinery
 4 +2 Revenue/Colony
 Industrial
 Center 5 +3
 Revenue/Colony
 Shipyard
 5 Allow ship construction
 Terraform
 10 Allows +1 Colony OR raise Resources value by
 1

ACTION DECK

Card
 Name
 # Notes
 Tactical
 Move
 8 Move 1 stack
 Operational
 Move 6 Move 2
 stacks
 Strategic
 Move
 4 Move 3 stacks

Wormhole
 2 Move 1 stack twice
 Senator
 Organia
 1 Diplomacy +3
 Admiral
 Pett
 1 +4F vs. Capital Ships
 Dr.
 Zod
 1 +3 Research/Enigma roll
 General
 Veers
 1 +4F Bombardment
 Biggs
 Starkiller 1
 +4F for Starfighters
 Fleet
 cloak
 2 Attacker uses only $\frac{1}{2}$ force value for SDI
 roll
 Turbolasers
 2 Battle: Capital ships get +1 Force
 Ion
 Cannons
 2 Battle: Target Capital ship -4
 Force
 Laser
 Cannons
 2 Battle: Target Starfighters -4
 Force
 Weak
 Spot
 2 Battle: +2 Force vs. Target Capitol
 Ship
 Drop
 Ships
 2 Battle: Capital ships get +2 Force to
 Bombardment
 Strafing
 Run
 2 Battle: Starfighters get +2 Force to
 Bombardment
 Daring
 Rescue
 1 Put captured Leader back into play
 Probe
 Droid
 2 Look at chits in target stack
 Imperial
 Agents
 1 Look at opponents hand
 Sabotage
 1 Destroy target Fortification
 Incite
 Uprising
 1 Remove control marker from target
 planet
 Surprise
 Attack
 2 Battle: Your side gets +5 Force.
 Solar
 Flare
 1 Randomly distribute 1d6 points of damage to def**
 Reinforcements
 2 Return 1 defender from discard

Piracy
 2 Lower opponent's Upkeep level by
 one
 Lost in
 Space
 1 Discard 1 random Warship**
 Lab
 Explosion
 1 Discard 1 Lab
 Core
 Instabilities 1 Discard 1
 Mine
 Gas
 Pocket
 1 Discard 1 Refinery
 Emergency
 Repairs 2 Discard
 all Damage counters
 Seismic
 Events
 1 System generates no income this
 turn**
 Civil
 War
 1 Discard 1 random Defender
 Sabotage
 1 Discard one random structure*
 Dilithium
 Crystals 1 Gain 2 Revenue
 per Mine
 Syntha-petrol
 1 Gain 2 Revenue per Refinery
 Meteor
 Swarm
 1 Discard one random structure*/**
 Space
 Virus
 1 Discard 1 Defender or Colony**
 Discovery
 1 Gain 2 Revenue per Lab
 Merchant
 Prince
 1 Gain 2 Revenue per Trade Port
 Organized
 Crime 1
 Lose half of your Revenue
 Repairs
 1 Return 1 structure from discard
 * If Fortification is hit, it takes 1
 Damage counter.
 ** Successful Enigma roll, ignore
 card's effects.

Technical

Development

Players may advance one technology level
 per turn during the Revenue phase. They must wait a number of turns equal to
 the next Tech level before attempting to advance again. A successful Research
 roll must be made on 1d6, roll greater than the next tech level to advance.
 Only ONE Research roll can be made by each player per turn.

(To level II, wait 2 turns & roll 3+;
 Lvl III, wait 3 turns & roll 4+)

War ships

Levels Capital

Ships Escorts Ships

Starfighters

I
 Cruiser
 Corvette
 Strikefighters
 II
 Heavycruiser
 Destroyer
 Assaultfighters
 III
 Battlecruiser
 Frigate
 Interceptors
 IV
 Battleship
 Dreadnaught Gunships
 V
 Leviation
 Monitor
 Warbirds
 Installations

Levels

Revenue

Populace

Fortification

I
 Mine
 Colony Ground
 Base
 II
 Refinery
 Laboratory Orbital
 Station
 III
 Trade Port
 Shipyard Ion
 Cannon
 IV
 Industry
 Academy Star
 Base
 V
 Terraform
 Terraform Shield
 Generator

UPGRADES

Instead of making a technological advance, players may choose to upgrade an existing technology. Players may make one upgrade attempt per type per turn (Capital, Escort, Starfighters each get one attempt). Roll (6), adding Scientist and Laboratory bonus to a specific roll. No Scientist or Laboratory may contribute to more than one roll per turn. Cost 1 per unit upgraded.

Masking

Capital & Escort ships, total
 only the stack's ½ Force value for SDI roll.

Hyperdrive

Capital & Escort ships, gain +1
 movement.

Turbolasers

Starbase, Capital & Escort ships, exchange Starfighter capacity for an equal bonus to Force value.

Novagun

Capital ship and Ion Cannons, may target one enemy ship for loss first.

Shields

Starbases, Orbital Stations, Capital & Escort ships, gain double Force value for casualty losses only.

Dropships

Capital & Escort ships, gain + to Bombardment equal to $\frac{1}{4}$ Force value.

Phallanx

Starbase, Capital Ship, gain + vs. Starfighters equal to $\frac{1}{3}$ Force value.

Through-Deck

Capital ships, gain double Starfighter capacity for the loss of $\frac{1}{2}$ Force value.

Torpedo-Boats

Escorts, Torpedo-boat value greater than enemy Escort value, then ignore $\frac{1}{2}$ enemy Capital ship value. Escorts with the upgrade have no advantage vs. Starfighters.

Jumpdrive

Starfighters gain ability to engage in battle against any detected enemy stack w/n 1 hex of their base/ship.

Launchbays

Starbase may exchange +3 Starfighter capacity for every -5 Force value.

Auxilliary

Carriers

Escort ships, may exchange ONE Escort ship to replace 1d6 Starfighters lost in battle this turn. Cost of +1 per Starfighter replaced.

Minefields

Fortress, Capital ships lose $\frac{1}{2}$ Bombardment value. Each Scout or Fleet Scout may cancel effects of minefields on a roll of (6).

Legion

Ground Base, Cost+5, Force value of 10 with +1 per Installation in the system. May be moved from one Colony to another, max Warship range, for Cost+3.

Lateral

Array

Scouts & Fleet Scouts may look at ships in detected enemy stack.

Auto-Factory

Industrial Center, Cost for ALL new units reduced by -1, minimum of 1.

Geo-Tech

Colony, a system's maximum limit is raised by 1.

Deep

Core

Mining Base, now produces +2 Revenue per colony.

Solar

Satellite

Colony, now produce 1 Revenue per turn.

ATTRITION: PORK CHOP HILL

"How many hordes in a chinese platoon?"
-Unkown US Marine

INTRODUCTION

Important note: this a variant of the "Attrition" Game in the WWI section.
Two player Card game simulating the stagnant Warfare
of the Korean War's later phase.

OBJECTIVE

Chinese:
Capture pork chop hill hills

US:

Reduce Chinese inf. to zero. and hold the hill!

SUPPLIES

The six territories on the hill must be taken:
The forward slope => A Military Crest => hilltop =>
the CP => the chow bunker =>the rear slope

SETUP

US Player starts with all Territory Markers
US Players forces are weakend by the rotation of units
out of Korea, Thus he only gets 50 squads.
The Chinese are desperate to get the hill to use for
leverage at the Pammajon Talks. They Get 100 Squads.
ARTILLERY BARRAGE Phase
During the Korean War the Chinese forces are utterly
lacking. They only roll a 1d2 during this phase.
The US however had plenty of artillery. The US player
rolls 1d6 for artillery bombardment and 1d6 for air support.
To determine how many Chinese squads are killed.

ORDERS PHASE

The US player is never ordered by the brass to charge.

CARD LIST: NOTES

Heavy Shelling:
Active player plays in Barrage
Phase. +1D6 squads killed
Machine Gun:
Defending player plays in
Defender Fire Phase. +2D6 squads killed
Hand Grenades:
Either player plays in Defender Fire Phase

Negate a Machine gun card or kill 1D6 enemy squads
Bunker:
Defending player plays in Barrage Phase
Negate casualties caused by artillery (Bunker Destroyed)
Barbed Wire:
Defending player plays at end of Defender Fire Phase
Play an additional Defender Fire Phase
Bugle Calls:
When Active the Chinese player plays in Defender Fire Phase
Negate a Barbed Wire or a Machine gun card
Reinforcements:
Active player plays in Logistics Phase. Gain +1D6 squads
Napalm:
US Active player plays in Barrage
Phase. +2D6 squads killed
Mine Field:
Defending player plays in
Defender Fire Phase. +1D6 squads killed
Mortar Attack:
Either player plays in Trench
Fighting Phase. +1D6 squads killed
Bayonets:
Either player plays in Trench Fighting Phase.
You lose 1D6 squads. Opponent has 2D6 Killed
Break Down in Command:
Active player plays in Logistics Phase. 1D6 squads killed
Major Offensive:
Active player plays at end of turn
Go again but skip Logistics & Artillery Barrage Phase
POW Captured:
Active player plays in Logistics Phase
Look at opponents hand and discard one of opponents cards
Notes: Yes these are the same cards as the original
game but; hey look on the bright side now you can
still use a 52 card deck! Assign each card a
corresponding number 1 through 14 and there you go.
Some cards only effect the Chinese. Watch
Pork Chop Hill by Gregory Peck for mood. I plan a
second edition after I read the book the movie is based on.
SOLO-VARIANT: Play as US, the Chinese play all the
cards they draw as soon as possible. Chinese Player
always charges.

ATTRITION

INTRODUCTION

Two player Card game simulating trench warfare in WWI

OBJECTIVE

Reduce your opponent to 0 troops, or
Capture all six territory markers

SUPPLIES

Use change to represent troops. 1 cent = 1 squad
One or more six sided dice are needed
Cards will have to be made to play.
The deck contains around 60 cards.
Six markers to represent territories.

SETUP

Play is from a common deck
Players start with no cards
Each player starts with a battalion of 100 squads
Each player starts with 3 territory markers
Roll high on 1D6 to determine turn order

TURN SEQUENCE

1. Logistics Phase
2. Artillery Barrage Phase
3. Charge Orders Phase
4. Defender Fire Phase
5. Trench Fighting Phase

LOGISTICS PHASE

Active player draws a card

ARTILLERY BARRAGE PHASE

Active player fires his big guns killing 1D6 enemy squads

CHARGE ORDERS PHASE

Active Player may declare he is charging, if not...
Roll 1D6, on a roll of 1 the player is ordered by his superiors to charge.
Over the Top Boys!

DEFENDER FIRE PHASE

Occurs only if active player charged.

The defender kills 1D6 attacking squads in no-mans-land with mostly small arms fire.

TRENCH FIGHTING PHASE

Occurs only if active player charged.

Both sides lose 2D6 squads in the hand to hand fighting.

If the attacker kills more squads than the defender the attacker takes a territory marker from the defender.

CARD LIST

NOTES

Heavy Shelling	Active player plays in Barrage Phase. +1D6 squads killed
Machine Gun	Defending player plays in Defender Fire Phase. +2D6 squads killed
Hand Grenades	Either player plays in Defender Fire Phase
Negate a Machine gun card or kill 1D6 enemy squads	
Bunker	Defending player plays in Barrage Phase
Negate casualties caused by artillery (Bunker Destroyed)	
Barbed Wire	Defending player plays at end of Defender Fire Phase
Play an additional Defender Fire Phase	
Tank	Active player plays in Defender Fire Phase
Negate a Barbed Wire or a Machine gun card	
Reinforcements	Active player plays in Logistics Phase. Gain +1D6 squads
Mustard Gas	Active player plays in Barrage Phase. +2D6 squads killed
Gas Masks	Defending player plays in Barrage Phase
Negate casualties caused by Mustard gas	
Mine Field	Defending player plays in Defender Fire Phase. +1D6 squads killed
Flame Thrower	Either player plays in Trench Fighting Phase. +1D6 squads killed
Bayonets	Either player plays in Trench Fighting Phase. You lose 1D6 squads
Opponent has 2D6 Killed	
Typhoid Fever	Active player plays in Logistics Phase. 1D6 squads killed
Major Offensive	Active player plays at end of turn
Go again but skip Logistics & Artillery Barrage Phase	
Ariel Reconnaissance	Active player plays in Logistics Phase
Look at opponents hand and discard one of opponents cards	

NOTES

Cards are discarded right after they are played

When making the deck include 4 of each card.

VARIANTS

Play with fewer squads.

Gain 1D6 reinforcements each turn.

Draw 2 cards per turn.

CARDSET

Amazing cardset [here](#) by Randy Knauff
swine@sc.rr.com

KOREAN WAR VARIANT

Check out

[Pork Chop Hill](#)

by Joe Nixon

LINKS

[The Great War Society](#)
[Tank Tactics](#)

AUTUMN MIST

INTRODUCTION

Board & card game for 2 players.

WWII West Front.

Abstract simulation of the Battle of the Bulge (Ardennes).

Each figure (unit) represents a division.

One player is the Germans, the other is the Allies (Americans & British).

TIME TABLE

Each turn is one day starting December 16, 1944.

Allies may make Air Attacks starting Dec 26.

VICTORY

The Germans win if they can occupy Bastogne, St Vith, Liege, Namur, and Dinant.

The Americans win if they Destroy all German Divisions or by January 16.

THE MAP

Use a 14 x 14 grid.

The Left border is the River Meuse.

Include the cities of Namur (North) and Dinant (South) on the Meuse.

In the Northern center have one space be Liege.

In the center East have one space be St Vith.

In the Southern center have one space be Bastogne.

THE UNITS

Use chits or miniatures to represent units.

Y = Armored, N = Not Armored (Infantry Division)

The German player starts with the following 24 Divisions:

Division:	Hits	Force	Armor	Notes
1st SS Panzer	3	3	Y	
2nd SS Panzer	2	3	Y	
9th SS Panzer	2	3	Y	
12th SS Panzer	3	3	Y	
2nd Lehr Panzer	2	3	Y	
9th Lehr Panzer	2	3	Y	
116th Lehr Panzer	2	3	Y	
3rd Panzergrenadier	2	3	Y	
15th Panzergrenadier	2	3	Y	
3rd Parachute	2	3	N	
5th Parachute	2	3	N	
Volksgrenadier	1	1	N	13 Divisions

The Allied player starts with the following 4 Divisions:

Division:	Hits	Force	Armor
4th American	2	2	N
28th American	1	2	N
106th American	3	1	N
9th US Armored	3	1	Y

Allied Reinforcements:

Division:	Hits	Force	Armor	Deploy
101st US Airborne	3	3	N	Third Army Dec 19
7th US Armored	3	3	Y	First Army Dec 18

10th US Armored	3	3	Y	Third Army Dec 18
82nd US Airborne	3	3	N	First Army
2nd US Armored	3	3	Y	First Army
3rd US Armored	3	2	Y	First Army
84th US	3	2	N	First Army
30th US	3	2	N	First Army
1st US	3	2	N	First Army
9th US	3	2	N	First Army
9th US Armored	3	2	Y	Third Army
10th US Armored	3	2	Y	Third Army
4th US Armored	3	2	Y	Third Army
26th US	3	2	N	Third Army
80th US	3	2	N	Third Army
28th US	3	2	N	Third Army
5th US	3	2	N	Third Army
4th US	3	2	N	Third Army
29th Armored Brigade	2	2	Y	British (North)

SETUP

Units may not stack.

German units start in the 2 most western rows.

The Panzer Divisions (Sixth SS Pz Army) are north of the Lehr Divisions (Fifth Pz Army).

The 4 US Divisions start along the front.

The US 9th and 4th start in the South.

The US 28th is centrally located. The US 106th is in the North.

The Germans go first.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 4 phases:

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

ORDERS PHASE

Draw 3 cards.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.

The move card has a number.

This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving up to two units forward the indicated number of spaces using a single move card.

A unit can move only once per turn.

DEPLOY PHASE

Starting Dec 20th the Allied player may deploy one Third or First Army unit per turn.
Third Army units deploy on the southernmost row.
First Army units deploy on the northernmost row.

FIRE PHASE

Play (discard) an Attack card to have a unit attack.
The attack card has a number.
This is the range of the attack.
Attacks can be diagonal or orthogonal.
The enemy unit that is the target of the attack takes one point of Damage.
Units reduced to 0 Hits are 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: Negate Attack card played by opponent
N = Negate Move card played by opponent
X = Opponent must discard 2 cards
Z = Draw 2 cards
G = German Player only
L = Allied Player only
T = Armored units only
I = Non-armored units only
P = Deploy an extra unit this turn
= Number of this card in the deck
Use = Which player can use the card

CARD LIST

Card Name:	#	Use	Type	Range	Notes
Eisenhower	1	L	P	-	
Relief Forces	2	L	M	1	
Break out	2	GT	M	2	
Siege	1	-	D	-	Unit in City only
Supply Lines	1	L	Z	-	
Salient	2	G	M	1	
Objective Antwerp	1	G	M	1	
Wacht am Rhein	1	G	M	1	
Dietrich	1	G	Z	-	
Manteuffel	1	G	Z	-	
Lack of Fuel	4	L	N	-	
Capture Supplies	1	G	Z	-	
Overrun	2	-	A	1	
Inexperienced	1	-	A	1	Vs Force = 1 Unit only
Experienced	2	-	A	1	By Force = 3 Unit only
Under Strength	1	-	D	-	Vs Unit with 1 or 2 Hits
Critical Road Crossing	1	-	M	1	
Surrounded	1	-	M	1	
Forward Elements	1	-	N	1	
Advanced Units	1	-	M	1	
Strict Radio Security	1	G	D	-	
Bradley	1	L	Z	-	
Patton	1	L	Z	-	
Breakthrough	2	GT	M	2	
Key Road Junction	1	-	M	1	
Valley Route	1	-	M	1	

Open Country	1	-	M	1	
Spearheads	2	T	M	2	
Blocking Move	2	L	M	1	
Highways	1	-	M	1	
Outflank	1	-	M	1	
Progress	1	G	M	1	
Arrive by Truck	1	L	P	-	
Resolute Defense	1	L	D	-	
Nuts!	1	L	D	-	
Road Block	1	L	N	1	
Counter Measures	1	L	X	-	
Montgomery	1	L	P	-	First Army Dec 20+
Ultra Decrypts	1	L	D	-	
Resistance	1	L	D	-	
Heavy Casualties	1	-	A	1	
Anti-Tank Teams	1	-	A	1	Vs Armored Units only
Vital Impetus	1	G	M	1	
Delays	1	L	N	-	
Immobilized	1	L	A	1	
Air Attacks	2	L	A	2	Air
Fighter Bombers	2	L	A	2	Air
Medium Bombers	2	L	A	3	Air
Counter Attack	2	-	A	1	
Inflict Casualties	2	-	A	1	
Cause Panic	1	G	X	-	
Take Prisoners	2	-	A	1	
Last Ditch Offensive	1	G	Z	-	
Hitler's Large Solution	1	G	Z	-	-
Rundstedt & Model	1	G	Z	-	
Concealed Movements	1	G	D	-	
Confusion	1	G	X	-	
Bodenplatte	1	G	X	-	
Tactical Surprise	1	G	A	1	
Stiffening Opposition	1	L	A	1	
Luftwaffe	1	G	D	-	Vs Air Attack only
88 Flak Cannons	1	G	D	-	Vs Air Attack only
Panther Tanks	2	GT	A	1	
Tiger Tanks	1	GT	A	1	
King Tigers	1	GT	A	1	
Artillery Barrage	2	-	A	1	
Shock Troops	2	G	A	1	
Paratroop Drop	1	G	A	2	
Shoot US Prisoners	1	L	D	-	
Killing Krauts	1	L	A	1	
Battle of Mobility	1	-	M	1	
Tank Destroyers	1	-	A	1	
Gaps	1	G	M	1	
Probe	1	-	M	1	
Sherman Tanks	2	L	A	1	
Efficiency	1	L	P	1	

CHRISTMAS DAY OPTION

After Dec 25th the German draws 2 cards per turn, not 3.

GAME DESIGNERS NOTES

Every Wargame Designer is required to do a version of the Bulge. I finally got around to it.

AWAY TEAM SKIRMISH

INTRODUCTION

Board & card game for 2 players.
Abstract skirmish level combat with Star Trek theme.
Each figure represents a single man (or alien).

DISCLAIMER

Star Trek is a licensed, trademarked, copy-righted property.
This is merely a fan site.

VICTORY

You win if you kill all opposing men.

THE CARDS

Players share a common deck.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent men (units).
The counters or figs must identify race and officer type.

AWAY TEAMS

Each team has 8 men.

TEAM COMPOSITION

There are 4 types of teams:

Federation

Klingon

Romulan

Borg

Each player chooses one type of team at the start of the game.

FEDERATION TEAMS

The team has the following composition of races:

3 Humans, 1 Vulcan, 1 Betazoid, 1 Trill, 1 Bolian, and 1 Andorian.

The team has the following composition of officers:

1 Command officer

1 Medical officer

1 Science officer

1 Engineering officer

4 Security officers

At the start of the game decide which officers belong to which races.

KLINGON TEAMS

All team members are of the Klingon race.

The team officer composition is the same as that of the Federation.

ROMULAN TEAMS

All team members are of the Romulan race.

The team officer composition is the same as that of the Federation.

BORG TEAMS

All team members are of the Borg race.

There are no officers. All team members are Drones.

Borg Drones use all Attack, Tactics, Device, and Skill cards for:

Assimilate: Turn adjacent enemy unit into a Borg

SKILL CARDS

Skill cards can be used with officers to produce different types of effects:

Command officer: Leadership: Draw 2 cards

Science officer: Audio Decoy: Negate attack

Engineering officer: Bypass Security: Move like a knight in chess

Security officer: Unarmed Combat: Attack of Range = 1

Medical officer: Medical Tricorder: Heal wound of adjacent man

TACTICS CARDS

Tactics cards can be used with officers to produce different types of effects:

Security officer: Marksman: Attack of Range = 5

Medical officer: Neural Disruptor: Attack of Range = 1

Engineering officer: EMP Grenade: Opponent must discard 2 cards

Command officer: Strategy: Look at opponents hand

Science officer: Holographic Projector: Negate attack

DEVICE CARDS

Device cards can be used with officers to produce different types of effects:

Medical officer: Hypospray: Heal wound of adjacent man

Engineering officer: Remote Mine: Attack of Range = 4

Security officer: Proximity Mine: Attack of Range = 2

Science officer: Tricorder: Look at opponents hand

A Command officer: Communicator: Draw 3 cards and discard 2

RACE CARDS

Race cards can be used to produce different types of effects:

Human: Adaptable: Draw 2 cards and discard 1

Vulcan: Nerve Pinch: Attack of Range = 1 or Mind Meld: Look at opponents hand

Trill: Experience: Draw 2 cards

Bolian: Strength: Attack of Range = 1

Betazoid: Empathy: Look at opponents hand

Andorian: Enhanced Hearing: Look at opponents hand

Klingon: Close Combat: Attack of Range = 1 or Toughness: Negate a non-Phaser attack

Romulan: Cloaking Band: Negate an attack or Cunning: Draw 2 cards and discard 1
Borg: Personal Shield: Negate Phaser Attack

SETUP

Players choose their team types.
Each player places one man on each square of his back row.
Men may not stack.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Tactics Phase
Move Phase
Fire Phase

TACTICS 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.
Instead of moving just one man in any direction, you have the option of moving up to 2 men the indicated number of spaces using a single move card.

FIRE PHASE

Play (discard) an Attack card to have a man attack.
The attack card has a number.
This is the range of the attack.
Attacks can be diagonal or orthogonal.
Your opponent may play Defense cards to negate your attacks.

WOUNDS

Every time a man is damaged (hit/attacked) flip a coin.
On heads the man is killed. (removed from play)
On tails the man is wounded.
Use counters to identify wounded status.
If a man receives 2 wounds, he is killed.

CARD LIST NOTATION

M = Movement
A = Attack
D = Defense
S = Special card
R = Race card

K = as a Knight would move in Chess
= Copies of that card in the deck
Type = Purpose of card

AWAY TEAM CARD LIST

Card Name:	#	Range	Type
Hold out Phaser	3	1	A
Phaser	4	2	A
Phaser Rifle	3	3	A
Heavy Phaser Rifle	2	4	A
Hand-to-Hand Combat	5	1	A
Phaser Overload	1	2	A
Concussion Grenade	2	K	A
Walk	5	1	M
Jog	5	2	M
Run	5	3	M
Sprint	5	4	M
Tactical Transport	2	5	M
Maintenance Shaft	1	K	M
Dodge	2	-	D
Cover	2	-	D
Zero-G Maneuver	1	-	D
Skill	3	-	S
Tactics	3	-	S
Device	3	-	S
Race	6	-	R

AZTEC SKIRMISH

INTRODUCTION

Board & card game for 2 players.
Battle between Aztecs & Conquistadors.
Abstract skirmish level combat.
Each figure represents a single man (unit).

VICTORY

You win if you kill the opposing Leader.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent men.

AZTEC UNIT TYPES

#	Type	Hits
1	War Leader	3
2	Jaguar Knight	2
2	Eagle Knight	2
19	Warrior	1

= Number of that type of man you start the game with.
Hits = Number of Hits that type of unit has.

CONQUISTADOR UNIT TYPES

#	Type	Hits
1	Captain	3
8	Soldier	2
4	Horseman	2
2	Cannon	2

SETUP

The Aztec player places one unit on each square of his back three rows.
The conquistador 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:

Fate Phase
Move Phase
Attack Phase

FATE PHASE

Draw 3 cards.

Max hand size = 5 cards.

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

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your men.

The move card has a number.

This is the number of spaces the man moves.

Moves can be diagonal or orthogonal.

"Knight" type move cards allow a man to move like a knight in chess.

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

Horsemen can be moved up twice per turn.

Cannons can move a max of 2 spaces per turn.

ATTACK PHASE

Play (discard) an Attack card to have a man attack.

The attack card has a number.

This is the range of the attack.

You cannot attack through other units, except for Bows & Atlatl.

Attacks can be diagonal or orthogonal.

Attacks do one Hit of damage to the target.

Use Chits or coins to record damage.

A man reduced to zero Hits is killed and removed from the board.

Your opponent may play Defense cards to negate your attack.

Cannons can only attack using cannon only cards.

A canister shot has a range = 2. It does damage to that square, the two

Squares on either side, and the square at range = 1.

Roundshot travels in a straight line for unlimited range. It does damage to every Unit in every square it passes through.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

K = as a Knight would move in Chess

Type = Purpose of card

User = Who can use the card

Z = Aztec

C = Conquistador

E = Either

CARD LIST

Card Name:	#	User	Range	Type	Notes
Dagger	2	E	1	A	
Blood Sacrifice	1	Z	-	-	Draw 2 cards
Spiked Clubs	2	Z	1	A	

Obsidian Spears	2	Z	1	A	
Atlatl	2	Z	2	A	
Slings	2	Z	2	A	
Bows & Arrows	2	Z	2	A	
Take Captive	1	Z	1	A	Vs unit with 1 hit only
Padded Armor	1	Z	-	D	
Battledress	1	Z	-	D	
Magic	1	Z	-	D	Lucky Talismans
Wooden Shields	1	Z	-	D	
Fighting Skill	1	Z	1	A	Knights only
Steel Swords	2	C	1	C	
Muskets	2	C	3	A	Soldiers only
Matchlocks	2	C	3	A	
Rapiers	2	C	1	A	
Steel Breastplates	2	C	-	D	
Steel Helmets	2	C	-	D	
Pistols	2	C	2	A	
Crossbows	2	C	2	A	Soldiers only
Canister Shot	2	C	x	A	Cannons only
Round Shot	2	C	x	A	Cannons only
Fear of Horses	1	C	1	A	Horsemen only
Lances	1	C	1	A	Horsemen only
Pikes	2	C	1	A	Soldiers only
Closed Ranks	2	C	-	D	
Veteran Soldiers	2	C	-	D	
Massacre	1	C	1	A	
Gold, God & Glory	1	C	-	-	Draw 2 cards
Maneuver	10	E	1	M	
Advance	8	E	2	M	
Charge	6	E	3	M	
Sprint	4	E	4	M	
Gallop	2	E	5	M	Horsemen only

B3- Palace of the Silver Princess Warp

Quest Module

Introduction

This Warp Quest Adventure is adapted from the D&D Basic Adventure Module Palace of the Silver Princess. Dungeons and Dragons and Palace of the Silver Princess are copyright © Wizards of the Coast and are included here under the Fair Use copyright laws. A PDF of Adventure Module is available free from WotC at:

<http://www.wizards.com/dnd/article.asp?x=dnd/dx20020121x>

The adventures and special combat resolution rules are modified from the D20 System Reference Document under the Open Gaming License.

Dice and

Miniatures

You will need a twenty sided die (d20) and a six sided die (d6). You can use Fantasy miniatures or counters to keep track of your characters progress on the board. If the players of this module wish to expand it into a more traditional miniature game, they can assign characters and medium sized miniatures a 6" movement and large creatures a 12" movement, and play out combat on a small battlefield.

Decks

There are two module decks that are listed below. The player draws one card from the deck corresponding to the module they are on and then react to the challenge given.

Board

The standard Warp Quest map with two modules is used.

Adventurers

Each Player chooses 1 character to play. The winner is the player who manages to get his character to the end of module 2 first. If more than one character lands on the same space they may or may not choose to battle.

Level Race Class	AC	HP	Att	Dmg	Save	Spells and Abilities
1 st Level Human Paladin	19	2	+3	2	+4	Cure Wounds 1
1 st Level Dwarf Fighter	20	3	+3	2	+3	
1 st Level Aasimar Cleric	16	2	+2	1	+3	Command 13 (x2); Cure Wounds 1

						(x2)
1 st Level Human Wizard	17	1	-2	1	+2	Magic Missile 1; Sleep 13
1 st Level Elf Bard	14	1	3	1	+2	Charm 16

Spells

(each spell is usable once per adventure; ergo, Command (x2) means two Command spells available)

Cure Wounds 1- Heals

1HP

Command 13, Fear 16, Sleep 13,

Charm 16, Fear 16- Target must roll 1d20 + Save (+2 for monsters). If the modified roll is less than the number stated, that character or monster is defeated.

Magic Missile 1- Automatically deals 1 Dmg to Target.

Special Abilities

Hide 13- Character or monster

must roll 1d20 and add their Save score (+2 for monsters) to the roll. If the modified roll is less than 13, then the character successfully hiding automatically wins initiative and gets Att+2 and Dmg+2 for the duration of that round of combat.

Extra Attack- This is the number

of additional attacks the character or monster receives each combat round.

Turn Sequence

- Players take turns.

- Each turn consists of 3 phases:

1. Move Phase

2. Draw Phase

3. Challenge Phase

Move Phase

- Roll 1D6. Move that number of spaces towards the end space.

- You automatically stop when you enter the end space.

- If you are the first to land on the end space your party acquires the Objective.

- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.

- The party with the Objective must move towards the start space.

- The first party with the Objective to reach the start space wins the game.

Draw Phase

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

Challenges

Monsters

1.
Roll for 1d20 for initiative. Highest number goes first. Reroll ties.
 2.
Roll 1d20 to hit for character or monster and add its Att score to the roll (Roll for extra attacks as well, if applicable).
 3.
If the Modified Roll is greater than the target's AC, then the attack hit. The target subtracts the attackers Dmg score from its HP.
- For Characters- If HP is lowered to 0 or less, than the character is defeated and that player is out of the game. If the Dmg is "Poison Gas", "Venom" or "Paralysis", then the player must roll 1d20 + the character's Save. If the modified roll is less than the number given, than the character is defeated and the player is out of the game.
 - For Monsters- If the Monster's HP is reduced to 0 or less, than the monster is defeated and the player ends his turn.
 - After completing the Attack round for the character who won initiative, then #2 and 3 above is repeated for the character who lost initiative.

Traps

If a trap card is drawn, then the player must roll for 1d20 and add that character's Save score to the roll. If the modified roll is less than the number stated, than that character receives the penalty/ damage of that trap.

Treasure

If a magic item is drawn, than the player may attach that item to their character, providing it meets the criteria listed.

Module 1: Entrance

Level

Card	AC	HP	Att	Dmg	Special
Double Portcullis					Go Back 1d6 spaces
Purple Moss	11	1	+3	Poison Gas 13	

Kobold	13	1	+3	1	
Cobra	13	1	+3	Venom 13	
Carrion Crawler	13	1	+3	Paralysis 13	
Candella the Thief	13	1	+3	1	Hide 13; Henchman
Duchess the Thief	13	1	+3	1	Hide 13; Henchman
Bear Cub	13	1	+3	1	Extra Attack (x2)
Stone Trap				3	Save 13
Sword +1					Att +1 to Fighter, Paladin or Thief
Travis the Crazy	13	1	+3	1	
Mass of Corpses					Go back 1d6 spaces
Dagger +2					Att +1 to Thief or Wizard
Marmoset Monkey	15	2	+5	1	Extra Attack (x3)
Orc	14	1	+3	1	
Bandit	14	1	+3	1	Hide 13
Evil Acolyte	18	1	+3	1	

Module 2: Upper

Level

Card	AC	HP	Att	Dmg	Special
Living Statue	16	2	+4	1	Extra Attack
Hobgoblin	15	2	+4	2	
Enchanted Great Cat	16	3	+4	1	Extra Attack (x2)
Ubue	13	3	+4	1	Extra Attack (x2)
Jupiter Blood Sucker	15	4	+4	2	
Decapus	15	4	+4	1	Extra Attack (x8)
Poltergeist Trap				1	Save 16
Catharandamus The Evil Cleric	18	3	+4	2	Fear Spell Save 16 or go back 1d6 spaces
Xyzorn the Evil Dwarf	18	3	+4	1	
Boron the Evil Dwarf	18	3	+4	1	

Werebear	18	4	+5	2	Extra Attack (x2)
Giant Marble Snake					Charm Save 16 or go back 1d6 spaces
Goblin	13	1	+3	1	
Berserkers	13	1	+3	1	
Bandit	14	1	+3	1	Hide 13
Sword +2					Att +2 to Fighter, Paladin or Thief
Sword +1					Att +1 to Fighter, Paladin or Thief

Optional Rule:

Leveling

Characters completing the adventure may raise to the next Level:

Level Race Class	AC	HP	Att	Dmg	Save	Spells and Abilities
1 st Level Human Paladin	19	3	+4	2	+4	Cure Wounds 1 Courage
1 st Level Dwarf Fighter	20	4	+4	2	+3	
1 st Level Aasimar Cleric	16	3	+3	2	+4	Command (x2); Cure Wounds 1 (x2)
1 st Level Human Wizard	17	2	-1	1	+2	Magic Missile 1(x2); Sleep 13
1 st Level Elf Bard	17	2	4	2	+2	Inspire Courage; Sleep 13

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 & Blackholes: 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 Homesystem with 10 random units and a hand of 5 cards.

Each Homesystem 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.

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.

Homesystems 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 Homesystem controlled by an enemy the defender will get +20 Force.

Diplomats cannot attack or be attacked.

UNIT DECK

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
Shipyard	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
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

LINKS

[Warner Brothers](#)

[Encyclopedia](#)
[CCG](#)
[Component System](#)
[Review](#)

GAME DESIGNERS NOTES

Special thanks to Jason Newell for getting me up to speed on B5.

BARON MUNCHAUSEN PLAYS CARDS

INTRODUCTION

Card game for Aristocratic Adventurers and other Fantasists.
Players use melds of cards to retell the tales of the Baron & score points.

VICTORY

The first player to score 100 points wins.

THE DECK

Players share a common deck.
The deck contains 2 copies of each card on the card list.
The deck contains 7 card types:
M = Dramatic Mood Swings
C = Extraordinary Companion
R = Romantic Interlude
D = Brush with Death
X = Exotic Location
P = Preposterous Escape
E = Envious Enemy
In addition, there are 2 Jokers & 2 Fools.

TURN SEQUENCE

Each turn has 7 Phases:
Fill & Spill Phase
Out with the Old & in with the New Phase
Bid & Trump Phase
Trades & Promises Phase
Tricks up the Sleeve Phase
Side Bets & Wagers Phase
Boast & Toast Phase

FILL & SPILL PHASE

Players may fill their hands up to 8 cards.
Players must discard down to 10 cards.

OUT WITH THE OLD & IN WITH THE NEW PHASE

Players may discard up to 5 cards & draw replacements.

BID & TRUMP PHASE

Each player must discard one card.
The player(or players if tied) who discarded the card with the highest point value may draw 2 cards or get 7 points.

TRADES & PROMISES PHASE

Players may trade cards, points, favors, etc. with each other.
Trades must be mutual.

TRICKS UP THE SLEEVE PHASE

Players may discard pairs of cards (2 cards exactly the same).
For each pair discarded, a player may draw 3 cards.

SIDE BETS & WAGERS PHASE

Any player may make any claim whatsoever.
Any other player may call his bluff.
If a wager is agreed to, the loser must give the winner a random card (or other agreed upon bet).

BOAST & TOAST PHASE

A player may make a Boast.
A Boast must consist of 7 cards, one of each of the seven types.
Jokers & Fools are wild cards and can be used as any card type, but of zero points.
The Boaster scores points equal to the total point value of all the cards in the Boast.

CARD LIST

Type	Points	Name:
M	1	Deepest Despair
M	2	Aristocratic Aires
M	3	Charismatic Oratory
M	4	Supreme Confidence
M	5	Undaunted Courage
M	6	State of Bliss
M	7	Fantastical Inspiration
C	1	Dancing Bear
C	2	Bertholdt the Fastest Man Alive
C	3	Adolphus the Best Shot in the World
C	4	Gustavus who can Blow Hurricane Winds
C	5	Albrecht the Strongest Man in the World
C	6	The Baron's Astonishing Horse
C	7	Sally Salt
R	1	Lovely Ladies
R	2	Seduction
R	3	The Empress of Russia
R	4	The Moon Queen
R	5	A Single Red Rose
R	6	The Goddess Venus
R	7	Dancing on Air
D	1	Old Age
D	2	The Executioners Axe
D	3	Foulest Treachery
D	4	Assassin
D	5	Sniper
D	6	Doctor
D	7	The Grim Reaper
X	1	Island made of Cheese
X	2	The Hollow Earth
X	3	Inside a Volcano
X	4	Belly of A Giant Fish
X	5	The Celestial Spheres

X	6	The Moon
X	7	The Surface of the Sun
P	1	Whirlpool
P	2	Modicum of Snuff
P	3	Mechanical Bird
P	4	Ride Cannonball
P	5	Impossible Rope Trick
P	6	Fall Through the Earth
P	7	Pull Self up by own Hair
E	1	Unbelievers
E	2	A Friendly Wager
E	3	The Turks
E	4	Vulcan
E	5	The Sultan
E	6	The Moon King
E	7	The Factualist
J	0	The Joker
J	0	Ship of Fools

HOUSE RULES

House Rules are highly encouraged.

UNGENTLEMANLY CONDUCT RULE

Once per game you may steal a random card from your opponents hand.

LINKS

[Dreams](#)

[TEABM](#)

[Trade Cards](#)

BASEBALL OUTS

INTRODUCTION

Card & Dice & Record Keeping game for 2 players
Simulation of a Baseball game.

VICTORY

Most Runs at the end of 9 Innings wins.

THE DECK

Players share a common Event Deck.

DICE

Six sided dice (D6) are needed.

PAWNS, TOKENS, MARKERS, & COUNTERS

Use counters to keep track of Runs.
Use pawns to represent the Batter & Runners.
Use tokens to keep track of Outs.
Use markers to keep track of Innings.

THE BOARD

Used to keep track of runners.
Draw a regular Baseball Diamond.

SETUP

Flip a coin to determine who is Home Team and who is the Visiting Team.

RULES OF BASEBALL

It is assumed players are familiar with Baseball & the Rules of Baseball.
There are 9 Innings. The Visitors bat the first half (The Top) of the Inning.
The Team at bat is the Offensive Player. The Team at Field is the Defensive Player.
The remaining rules deal with the parts that need to be simulated in a card game format.
There are things left unsaid, such as movement of the runners, that should be intuitive to those familiar with the actual game. Confusions will be addressed in a FAQ's section after playtesting.

TURN SEQUENCE

A Turn represents a single batters turn at bat.
Important: A Turn does not correspond to a single pitch, but rather, the

The final end result of a Batter's efforts.

Each turn is divided into 3 phases:

1. Draw Phase
2. Batting Phase
3. Fielding Phase

DRAW PHASE

Both players draw or are dealt 2 cards from the deck.

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

BATTING PHASE

The Offensive Player rolls 2D6 (2 six-siders added together)

To get a Result on the Batting Table.

This Roll is called the Batting Roll.

The Offensive player may play up to one Hit card and one Batter card to Modify the roll.

The Defensive player may play one Pitch card to modify the Roll.

Players may also play 'Effect' cards to modify the roll.

Hit, Batter, Effect, and Pitch cards are collectively referred to as Modifier cards.

Modifier cards must be played before the Roll is made.

Before any Modifier cards are played, the Offensive Player may play one 'Automatic Result' card. If the Offensive player doesn't play an Automatic Card, the Defensive player may play one Automatic card.

Automatic cards provide a particular outcome instead of making the Batting Roll.

Played cards are always immediately discarded.

BATTING TABLE

2D6	Result:	Notes:
2-6	Out	Batter is either Struck out or Fielded out
7	Ball	Roll Again
8-9	Single	Place the Batter Pawn on 1st Base
10	Double	Place the Batter Pawn on 2nd Base
11	Triple	Place the Batter Pawn on 3rd Base
12+	Home Run	Homer

Note: Base Hits will cause Runners already on base to be moved forward.

FIELDING PHASE

The Defensive Player may play one Fielding card.

If the Defensive player did not play a Fielding card, the Offensive Player may play one fielding card.

Maximum hand size is seven cards.

Discard excess cards at the end of this phase.

CARD LIST NOTATION

H = Hit

P = Pitch

B = Batter

E = Effect

F = Fielding

A = Automatic Result. Do not Roll on the Batting Table.

X = Special

BR = Batting Roll

EVENT DECK CARD LIST

Card Name:	#	Type	Notes
Fast Ball	1	P	BR -1 (Heater)
Curve Ball	1	P	BR -1 (Uncle Charlie)
Knuckle Ball	1	P	BR -1
Slider	1	P	BR -1
Breaking Ball	1	P	BR -1 (Cutter)
Change Up	1	P	BR -1 (Slow Pitch)
Sinker	1	P	BR -1 (Fork Ball)
Spit Ball	1	P	BR -1 (Illegal)
Strike	1	P	BR -1
Slugger	1	B	BR +1
Pinch Hitter	1	B	BR +1
Switch Hitter	1	B	BR +1
Clean Up Hitter	1	B	BR +1
Designated Hitter	1	B	BR +1
Top of the Line-up	1	B	BR +1
Heavy Hitter	1	B	BR +1
Lead Off Hitter	1	B	BR +1
Big League Hitter	1	B	BR +1
Line Drive	1	H	BR +1
Ground ball	1	H	BR +1
Base Hit	1	H	BR +1
Fair Ball	1	H	BR +1
Fly Ball	1	H	BR +1
Bunt	1	H	BR +1
Gap Hit	1	H	BR +1
Texas Leaguer	1	H	BR +1 (Between Infielders & Outfielders)
Error	1	E	BR +1
Steal	2	F	Move 1 Runner forward 1 Base
Walk	2	A	Batter goes to 1st Base (Base on Balls)
Over the Fence	1	A	Batter gets a Homerun (Homer)
Beaned	1	A	Batter goes to 1st Base (Hit by Pitch)
Safe	1	E	BR +1
Relief Pitcher	1	E	BR -1
Brush Back	1	E	BR -1
Relay Ball	1	E	BR -1
Bullpen Warm-up	1	E	BR -1
Ace	1	E	BR -1 (Club's Best Starting Pitcher)
Sacrifice Fly	1	A	All Runners move forward 1 base. Batter is Out
Sacrifice Bunt	1	A	All Runners move forward 1 base. Batter is Out
Caught Stealing	1	F	Target Runner is Out
Foul Ball	2	X	Reroll BR right after it is made
Foul Tip	1	X	Reroll BR right after it is made
Double Steal	1	F	Move 2 Runners forward 1 base
Single	2	A	Batter goes to 1st Base
Double	1	A	Batter goes to 2nd Base
Triple	1	A	Batter goes to 3rd Base
Double play	1	A	Batter & Runner are Out
Around the Horn	1	A	Batter & Runner are Out (Double Play)
Force Out	1	A	Runner is Out if Batter makes it to Base
Triple Play	1	A	Batter & 2 Runners are Out
Tag Out	1	F	Runner is Out
Pick Off Runner	1	F	Runner is Out
Fly Out	1	A	Batter is Out
Circus Catch	1	A	Batter is Out (Outstanding Catch)
Infield Fly	1	A	Batter is Out
Strike Out	1	A	Batter is Out (Caught Looking)
Grand Slam	1	A	Batter gets Homerun if Bases are Loaded
Ground Rule Double	1	A	Batter goes to 2nd Base
Hit & Run	1	F	Move 1 Runner forward 1 Base
Wild Pitch	1	F	Move 1 Runner forward 1 Base (Passed Ball)
Hot Box	1	F	Target Runner is Out (Run Down)
Interference	1	F	Redo the whole Turn
Squeeze Play	1	F	Runner on 3rd Base steals Home
Greenlight	1	X	Draw 2 Cards in Draw Phase
Base Coach	1	X	Draw 2 Cards in Draw Phase

= copies of card in deck

BASEBALL TERMINOLOGY LINKS

<http://open-site.org/Sports/Baseball/Terminology/full-index.html>

http://www.worldonlinegambling.com/baseball_terminology.htm

http://www.stealers.net/baseball_speak.htm

http://www.sportfanatics.net/Articles/Baseball/Baseball_Definitions.htm

GAME DESIGNERS NOTES

Be sure to sing the Star Spangled Banner First.

Peanuts & Crackerjacks are optional.

BATMAN

INTRODUCTION

Card game for 2 players.
One Player is Batman, the other is the Nemesis player

THE DECKS

The Batman player uses the Batman Deck.
The Nemesis player has 3 decks:
The Villains Deck
The Location Deck
The Action Deck

OBJECT

The first player to accumulate 10 Victory points wins.

TURN SEQUENCE

Each turn consists of 5 phases:
Draw Phase
Crime Phase
Hunt Phase
Confrontation Phase
Victory Phase

DRAW PHASE

Players first discard down to 3 cards.
Both players fill their hands to 7 cards from their own decks.
The Nemesis player must draw 1 Villain card and 1 Location card, the remainder may be from the Action deck.
If a players deck runs out, shuffle the discard and draw from it.

CRIME PHASE

The Nemesis player plays one Villain card to the table face up and one Location card face down.

HUNT PHASE

The Batman player must guess the Location card (there are 5).
If he is wrong, he may discard a clue card to guess again.
If he cannot guess it, the Nemesis player gains the advantage.
If he does guess it, Batman gains the advantage.

CONFRONTATION PHASE

All cards with a number value are called Force cards.
Both players play all their force cards to the table simultaneously.
The Batman player can only play:

one 'Batman' one 'Robin' one 'Bat Girl' and one 'Bat Vehicle' card. When certain cards are played, this causes other specific opposing cards to be discarded.

For example: If the Batman player plays antidote, or gas mask, this causes all gas cards and poison cards to be discarded.

Each player adds up his cards numbers to get his Force Total.

The side with the Advantage gets +15 to his Force Total.

Compare totals. The higher total wins. Flip a coin to resolve ties.

VICTORY PHASE

The winner of the confrontation gets a victory point (VP).

If the Nemesis won and he had a crime card out, he gains 2 more VP.

If Batman wins by more than double the Force, or he

wins and then plays a capture card, he gains 2 more VP.

If the Nemesis negates the capture card, Batman may play another.

Discard all played cards.

BATMAN DECK CARD LIST

Card Name:	Force	Notes (Sub title):
Batman	8	Bruce Wayne - Socialite Millionaire
Batman	9	Boxer & Acrobat
Batman	10	Scientist
Batman	11	Master of Disguise
Batman	12	Detective
Batman	13	Code of Justice
Batman	14	Master of Martial Arts
Batman	15	The Dark Knight
Bat Girl	6	Barbara Gordon
Bat Girl	7	Gymnast
Bat Girl	8	Innovative Detective Work
Robin	5	Dick Grayson
Robin	6	Trapeeze Artist
Robin	7	The Boy Wonder
The Dynamic Duo	21	Considered both a Batman and a Robin card
Batglider	3	Bat Vehicle
Batsub	4	Bat Vehicle
Batcycle	5	Bat Vehicle
Batmobile	6	Bat Vehicle
Batcopter	7	Bat Vehicle
Batwing	8	Bat Vehicle
Net	2	Capture
Batarang	2	Capture
Grappling Hook	3	Capture
Batcuffs	2	Capture
Bat Shurikens	4	
Smoke Pellets	4	
Rebreather	2	Negate Gas, Poison
Antidote	1	Negate Gas, Poison
Caltrop Spikes	2	Capture
Bat Cave	-	Clue
Bat Computer	-	Clue
Athletics	4	
Gymnastics	5	
Alfred the Butler	-	Clue; Ex-British Secret Agent
Bolos	2	Capture
Shadows	4	
Darkness	5	
Wayne Enterprises	-	Draw 3 cards
Bat Signal	-	Clue
Viki Vale	-	Clue; Reporter, Love Interest
Detective Skills	-	Clue
Comissioner Gordon	-	Clue

Eye Witness	-	Clue; Innocent Bystander
Calling Card	-	Clue
Modus Operandi	-	Clue
Routine Bat Patrol	-	Clue
Criminology	-	Clue
Cryptic Message	-	Clue
Surprise	6	
Forensics	-	Clue
Gotham City Police	5	
Utility Belt	3	Capture
Bat Senses	5	Clue
Scale Buildings	3	
Disarm	1	Negate Weapon
Superhero	7	
Bulletproof Costume	3	Negate Firearms
Security	1	Negate Trap

VILLAINS DECK CARD LIST

Card Name:	Force	Notes (Sub title):
Man Bat	5	Villain; Scientist Kirk Langstrom
Scarecrow	3	Villain; Jonathan Crane
Poison Ivy	4	Villain; Pamela Lillian Isley
Cat Woman	5	Villain; Mutual attraction with Batman
Harley Quinn	6	Villain; Jokers Girlfriend
Riddler	7	Villain; Computer and electronics genius
Joker	7	Villain; Clown Prince of Crime
Two Face	4/10	Villain; Flip a coin to determine Force
Penguin	8	Villain; Oswald Cobblepot
Mr. Freeze	9	Villain; Dr.Victor Fries
The Mad Hatter	4	Villain;
The Ventriloquist	2	Villain;
Clayface	6	Villain;
Killer Croc	7	Villain;

LOCATION DECK CARD LIST

Card Name:	Force	Notes (Sub title):
Hideout	5	Location
Crime Spree	3	Location
Next Logical Target	2	Location
On the Run	4	Location
Incognito	1	Location

Note: the deck contains 2 of each card

ACTION DECK CARD LIST

Card Name:	Force	Notes (Sub title):
Wild Animals	4	+3 if paired with Cat Woman
Laughing Gas	3	Trap, +3 if paired with Joker; Smilex
Freeze Ray	6	Weapon, +3 if paired with Mr, Freeze
Fear Gas	4	Trap, +3 if paired with Scarecrow
Deadly Umbrella	5	Weapon, +3 if paired with the Penguin
Dynamite	4	Trap
Hand Grenade	3	Weapon
Molotov Cocktail	2	Weapon
Ninja	5	Thugs
Hoodlums	1	Thugs, +3 if paired with Two-Face
Clowns	3	Thugs, +3 if paired with Joker
Freaks	4	Thugs, +3 if paired with Penguin
Street Gang	2	Thugs
Acid	3	Trap

Whip	2	Weapon, +3 if paired with Cat Woman
Trip Wire	1	Trap, Negate Capture
Guillotine	3	Trap
Revenge	4	+3 if paired with Two-Face
Hijacking	-	Crime
Blackmail	-	Crime
Bank Robbery	-	Crime, +1 VP if paired with Two-Face
Arson	-	Crime
Hostages	-	Crime
Bomb Threat	-	Crime, +1 VP if paired with Riddler
Lab Break In	-	Crime, +1 VP if paired with Mr. Freeze
Jewelry Heist	-	Crime, +1 VP if paired with Harley Quinn
Art Theft	-	Crime, +1 VP if paired with Joker
Kidnapping	-	Crime
Cat Burglary	-	Crime, +1 VP if paired with Cat Woman
Trap Door	2	Negate Capture
Laser Gun	4	Weapon
Rocket Launcher	5	Weapon
Helicopter	2	Negate Capture
Red Herring	1	Negate Clue
Wild Goose Chase	1	Negate Clue
Ambush	4	Trap
Cage	5	Trap
Conveyor Belt	6	Trap
Firearms	4	Weapon, +3 if paired with Two-Face
Knockout Gas	3	Trap
Mind Control	5	
Sword	1	Weapon
Game of Cat & Mouse	2	Negate Clue
Disguise	4	
Fun House Mirrors	2	Trap, +3 if paired with Joker
Misdirection	3	Trap
Criminally Insane	4	
Escape Arkham Asylum	-	Negate Capture
Criminal Mastermind	7	Can only be played with a Villain of 7+ Force

LINKS

[Batman the Animated Series](#)

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BATTLE DICE ADDITIONAL RULES

Quests & Artifacts

by Dave Sanborn

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Before rolling on a given turn, a player may announce that he's questing. He may select as many dice as he wants to form a "questing party", and the rest of the dice act as his army. The army is rolled as per the standard rules against the opposing player's army. If a player has dedicated dice to his questing party on a given turn, and his army is wiped out in that turn, then the game is over and the player loses. Army casualties may never be applied to dice in the questing party, and vice versa. Dice used for initially forming a questing party may only consist of Infantry, Archers, and Mages. Cavalry, Generals, and Monsters may not go on quests, and must always stay with the army. If a player wishes an Artifact to accompany the quest, he may add it to the questing party, keeping in mind the specific rules for its use (more on Artifacts later). The opposing player acts as the "Dungeon Master" (for lack of a better term), and constructs an encounter roster for the questing player to face. The DM player selects a number of dice (NOT from his own army) equal to the number of dice in the questing player's party. The encounter roster may contain Infantry, Archers, Mages, and Monsters, though Monsters must be purchased on a one-for-two basis. The two players conduct combat as per the normal rules, keeping in mind that Tactics and Maneuver rules don't change (though it will be difficult for either player to generate Tactics and Maneuver points). If a mage rolls on the spell-effects table, and rolls a '6' (the Summon spell) the player may add ANY type of dice to his party, INCLUDING Cavalry, Generals, and Monsters. If either army is destroyed or routs (after a morale check) the quest is over. If the questing player still has non-Artifact units left in his questing party at this point (whether his party routed or he won), he may return ALL dice in his questing party to his army. If only Artifacts are left, they are considered lost, and may NOT be returned to the questing player's army. The DM player may NEVER add the contents of the encounter roster to his own army. Should the questing player win, he rolls on the following Artifact Table to determine which Artifact he has procured. Artifacts are dice which are rolled in battle which give some kind of positive bonus. Some Artifacts have restrictions on them (other dice must exist in the party/army, can only be used once, etc.) which are explained in the following section. When using Artifacts, keep in mind the logical limits to their use (for example, if you only have one Infantry unit, that Infantry unit CANNOT use more than one magic sword at the same time, or multiple shields; a single Mage unit COULD NOT use two wands at once). Also keep in mind that effects are NOT cumulative, except where noted (if you have two Infantry units, and two Swords + 1, each Infantry unit would be eligible for a +1 modifier; you could not apply a +2 modifier to a single unit).

ARTIFACT TABLE

1d20	Artifact:
1	Gold Cache (Hire Troops)
2	Wand of Healing
3	Wand of Resurrection
4	Sword + 1
5	Shield + 1
6	Bow + 1
7	Banner of Bravery (bonus on morale)
8	Sword + 2 (+2 to infantry)
9	Shield + 2 (-2 from enemy dice)
10	Bow + 2 (+2 on archery)
11	Scroll of Summoning (Summon Monsters)
12	Staff of Wizardry (+2 on magic)
13	Wings of the Pegasii (+2 on maneuver)
14	Crown of Command (+2 on tactics)
15	Orb of the Archmagi (one up or one down on spell effects table)
16	Orb of Kings (one up or one down on tactics result table)
17	Orb of Legions (one up or one down on maneuver table)
18	Wand of Death (instant death result)
19	Sword + 3
20	Bow + 3

GOLD CACHE

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

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

WAND OF HEALING

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

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

WAND OF RESURRECTION

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

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

SWORD + 1

1d4	Effect	Notes
1-2	No Effect	-

3-4	Magic Attack	Add one to the roll of a single Infantry unit this turn
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Note: You must have at least one Infantry unit in your army/party in order to use a Sword + 1

SHIELD + 1

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

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

BOW + 1

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

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

BANNER OF BRAVERY

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

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

SWORD + 2

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

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

SHIELD + 2

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

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

BOW + 2

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

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

SCROLL OF SUMMONING

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

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

STAFF OF WIZARDRY

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

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

WINGS OF THE PEGASII

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

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

CROWN OF COMMAND

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

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

ORB OF THE ARCHMAGI

1d4	Effect	Notes
294		

1-2	No Effect	-
3-4	Omniscience	The orb can be used to manipulate one Magic

Effects Table
result, by either subtracting one, or adding one.
Note: You must have at least one Mage unit in your army/party in order to use an Orb of the Archmagii.

ORB OF KINGS

1d4	Effect	Notes
1-2	No Effect	-
3-4	Foresight	The orb can be used to manipulate one Tactics

Effect Table
result, by either subtracting one, or adding one.
Note: You must have at least one General unit in your army/party in order to use an Orb of Kings.

ORB OF LEGIONS

1d4	Effect	Notes
1-2	No Effect	-
3-4	Intuition	The orb can be used to manipulate one Maneuver

Effect Table
result, by either subtracting one, or adding one.
Note: You must have at least one Cavalry unit in your army/party in order to use an Orb of Legions.

WAND OF DEATH

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

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

SWORD + 3

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

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

BOW + 3

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

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

Return to [Battle Dice Main Ruleset](#)

BATTLE DICE

INTRODUCTION

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

OBJECT

Play continues until one side routs or is utterly destroyed.

DICE

Dice are also referred to as troops and units.

UNITS

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

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

SETUP

Both players must use an equal number of dice.

The types of dice each player picks may be different.

A Player may only pick one type of monster.

Example: Both players have 20 point armies (Both are using 20 dice)

Player A has 2 Generals, 4 Monsters (Dragons), 2 Mages, and 4 each of Archers, Cavalry, and Infantry.

Player B has 1 General, 2 Monsters (Archmages), 6 Mages, 6 Archers, and 5 Infantry.

CASUALTIES

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

SIMULTANEOUS PLAY

Players take their turns and phases at the same time.

All units that can act in a phase may do so, even if they are destroyed during that phase.

TURN SEQUENCE

Each turn consists of 8 phases:

1. Roll Phase
2. Monster Phase
3. General Phase
4. Magic Phase
5. Maneuver Phase
6. Missile Phase
7. Melee Phase
8. Morale Phase

ROLL PHASE

Both players roll all of their dice.

MONSTER PHASE

Look at the results of all of the D20's.

On a roll of 1 or 2 the Monster leaves the battle. (is considered destroyed)

Any roll of 13-16 destroys one opposing monster.

Any roll of 17-20 will provide 1 Monster point.

For each Monster point roll once on a Monster Table.

All Monster tables are unique.

You can only use the one Table that corresponds to the monsters you picked in setup.

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

GENERAL PHASE

Look at the results of all of the D4's.

Any roll of 4 will provide 1 Tactics point.

Compare the Tactics point totals of both players.

The player with fewer Tactics points loses all their Tactics points.

The player with more Tactics points subtracts the losers total from his total.

The winner gets to roll once on the Tactics effect table for each Tactics point he has left.

TACTICS EFFECT TABLE

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

* The player picks which phase.

MAGIC PHASE

Look at the results of all of the D12's.

Any roll of 10 - 12 will provide 1 Spell point.

Compare the Spell point totals of both players.

The player with fewer spell points loses all their spell points.

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

SPELL EFFECT TABLE

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

MANEUVER PHASE

Look at the results of all of the D10's.
Any roll of 8 - 10 will provide 1 Maneuver point.
Compare the Maneuver point totals of both players.
The player with fewer Maneuver points loses all their maneuver points.
The player with more Maneuver points subtracts the losers total from his total.
The winner gets to roll once on the Maneuver effect table for each Maneuver point he has left.

MANEUVER EFFECT TABLE

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

MISSILE PHASE

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

MELEE PHASE

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

MORALE PHASE

Both sides must keep track of how many casualties they sustained each turn.

The side that lost more units this turn must check morale.

That player must look at all of his remaining dice and count up all of the rolls of "2" and "3".

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

SAMPLE MONSTER TABLES

DRAGON

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

GIANT

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

MEDUSA

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

JUGGERNAUGHT

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

WARRIOR

1D8	Effect	Notes
1	Charisma	Gain 1D3 Tactics points.
2	Magic Item	Gain 1D3 Magic points.
3	Rider	Gain 1D3 Maneuver points.
4	Swordplay	Destroy 1D3 enemy dice in Melee Phase

5	Bow	Destroy 1D3 enemy dice in Missile Phase
6	Courage	Morale total +1D6.
7	Shield	Negate the next 1D3 casualties inflicted by opponent.
8	Strength	Destroy 1D3 enemy dice in Melee Phase

ROGUE

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

ARCHMAGE

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

UNICORN

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

VAMPIRE

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

ELF LORD

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

ORC CHIEFTAN

1D8	Effect	Notes
1-2	Forced March	Gain 1D3 Maneuver points
3-4	Command	Gain 1D3 Tactics points

5-6	Battle Frenzy	Destroy 1D3 enemy dice in Melee Phase
7-8	Shaman	Gain 1D3 Spell points

DWARF LORD

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

KNIGHT

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

BARBARIAN

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

GAME DESIGNERS NOTES

More 'Monster' types are certainly possible.

You could do more than one monster type per army if you have 20 sides of different colors.

BATTLE DICE

INTRODUCTION

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

OBJECT

Play continues until one side routs or is utterly destroyed.

DICE

Dice are also referred to as troops and units.

UNITS

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

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

SETUP

Both players must use an equal number of dice.

The types of dice each player picks may be different.

A Player may only pick one type of monster.

Example: Both players have 20 point armies (Both are using 20 dice)

Player A has 2 Generals, 4 Monsters (Dragons), 2 Mages, and 4 each of Archers, Cavalry, and Infantry.

Player B has 1 General, 2 Monsters (Archmages), 6 Mages, 6 Archers, and 5 Infantry.

CASUALTIES

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

SIMULTANEOUS PLAY

Players take their turns and phases at the same time.

All units that can act in a phase may do so, even if they are destroyed during that phase.

TURN SEQUENCE

Each turn consists of 8 phases:

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

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

ROLL PHASE

Both players roll all of their dice.

MONSTER PHASE

Look at the results of all of the D20's.

On a roll of 1 or 2 the Monster leaves the battle. (is considered destroyed)

Any roll of 13-16 destroys one opposing monster.

Any roll of 17-20 will provide 1 Monster point.

For each Monster point roll once on a Monster Table.

All Monster tables are unique.

You can only use the one Table that corresponds to the monsters you picked in setup.

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

GENERAL PHASE

Look at the results of all of the D4's.

Any roll of 4 will provide 1 Tactics point.

Compare the Tactics point totals of both players.

The player with fewer Tactics points loses all their Tactics points.

The player with more Tactics points subtracts the losers total from his total.

The winner gets to roll once on the Tactics effect table for each Tactics point he has left.

TACTICS EFFECT TABLE

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

* The player picks which phase.

MAGIC PHASE

Look at the results of all of the D12's.

Any roll of 10 - 12 will provide 1 Spell point.

Compare the Spell point totals of both players.

The player with fewer spell points loses all their spell points.

The player with more spell points subtracts the losers total from his total.

The winner gets to roll once on the Spell effect table for each spell point he has left.

SPELL EFFECT TABLE

1D10	Effect:	Notes:
1	Elemental Attack	Kill 1D3 enemy dice
2	Healing	Restore 1D3 friendly dice that have been destroyed
3	Haste	Roll on the Maneuver effect table
4	Ensorcelled	Set 1D6 enemy dice to "1"
5	Control	Take control of one enemy die of your choice

6	Summon	Gain 1D3 new dice of one type
7	Death	Kill one enemy die of your choice
8	Fear	Enemy Morale Total -1D6
9	Immobilize	Enemy loses 1D3 Maneuver points
10	Command	Roll on the Tactics effect table

MANEUVER PHASE

Look at the results of all of the D10's.
 Any roll of 8 - 10 will provide 1 Maneuver point.
 Compare the Maneuver point totals of both players.
 The player with fewer Maneuver points loses all their maneuver points.
 The player with more Maneuver points subtracts the losers total from his total.
 The winner gets to roll once on the Maneuver effect table for each
 Maneuver point he has left.

MANEUVER EFFECT TABLE

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

MISSILE PHASE

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

MELEE PHASE

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

MORALE PHASE

Both sides must keep track of how many casualties they sustained each turn.
 The side that lost more units this turn must check morale.
 That player must look at all of his remaining dice and count up all of the
 rolls of "2" and "3".
 If this total is less than the number of casualties the player received this
 turn, the army routs.

SAMPLE MONSTER TABLES

DRAGON

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

GIANT

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

MEDUSA

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

JUGGERNAUGHT

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

WARRIOR

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

ROGUE

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

ARCHMAGE

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

UNICORN

1D6	Effect	Notes
1	Teleport	Gain 1D3 Maneuver points

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

VAMPIRE

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

ELF LORD

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

ORC CHIEFTAN

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

DWARF LORD

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

KNIGHT

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

BARBARIAN

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

GAME DESIGNERS NOTES

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

EXPANSION RULES

Battle Dice Additional Rules - [Quests & Artifacts](#)
by Dave Sanborn

WORD 2 DOCUMENT VERSION OF RULES

by Dragyn
looks really nice printed out.
[Click here for file](#)

BATTLE FOR HOTH

INTRODUCTION

Board & card game for 2 players.
Battle between Rebels & Imperial troops on the Icy World of Hoth.
Takes place in the Star Wars Universe.
Each figure represents a hero, vehicle or unit of troops.

DISCLAIMER

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This is just a fan site.

VICTORY

The Rebels win if they destroy all the AT-AT Walkers.
The Empire wins if they destroy the Ion Cannon & the Shield Generators.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.

UNITS TABLE NOTATION

= Number of that type of unit each player has in setup.
Move = The types of Move Cards the unit can use.
Range = The types of Attack Cards the unit can use.

REBEL UNIT TABLE

Name	#	Move	Range	Notes
Luke in Speeder	1	1-6	1-3	Hero
Luke on Foot	0	1-2	1	Hero
Shield Generator	1	0	0	Target
Ion Cannon	1	0	0	Target
Snow Speeders	5	1-6	1-3	
Laser Turrets	2	0	1-4	
Rebel Troops	6	1-2	1-2	

Notes:

Luke can move or attack twice per turn.
You start the game with "Luke in Speeder". If this unit takes a hit it becomes "Luke on Foot". If this unit takes a hit Luke beats a hasty Retreat off the Board.
Targets cannot move or attack.

EMPIRE UNIT TABLE

Name	#	Move	Range	Notes
------	---	------	-------	-------

AT-AT Walker	4	1-3	1-4
AT-AT Scout	2	1-4	1-3
Probe Droid	2	1-5	1
Snow Troopers	6	1-2	1-2
Heavy Blaster Team	2	1-2	1-3

Notes:

The Blaster Team cannot move and attack in the same turn

AT-AT Walkers can make 2 attacks per turn.

Probe Droids can move twice per turn.

SETUP

Each player places one unit on each square of his back two rows.

Units may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Battle Phase

ORDERS PHASE

Draw 3 cards.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.

Units cannot move through other units except for Snowspeeders.

The move card has a number.

This is the number of spaces the unit moves.

The Unit tables list what type of Move cards each unit can use.

Moves are diagonal or orthogonal.

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.

Units with a Move range of 5 or better can use the Skim card.

BATTLE PHASE

Play (discard) an Attack card to have a unit attack.

The attack card has a number.

This is the range of the attack.

Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack is automatically killed and removed from the map. (except for AT-AT Walkers and Scouts)

It takes 4 hits to destroy an AT-AT Walker.

It takes 2 hits to destroy a Scout.

Units cannot attack through other units.

Only Luke can use the Light Saber card.

Only Snow Speeders can use the Tow Cable card.
The Tow Cable Card can be used to automatically destroy an AT-AT Walker or Scout.
The Light Saber Card can be used to automatically destroy any target unit.

LUKE

The Rebel player may discard any card from his hand to negate an attack made against Luke on Foot.

CARD LIST NOTATION

M = Movement
A = Attack
Type = Purpose of card
= Number of that type of card in the deck
K = as a Knight would move in Chess

CARD LIST

Card Name:	#	Range	Type
Move	5	1	M
Move	5	2	M
Move	5	3	M
Move	4	4	M
Move	3	5	M
Move	2	6	M
Skim	2	K	M
Blaster	5	1	A
Blaster	5	2	A
Blaster	5	3	A
Blaster	5	4	A
Tow Cable	3	1	A
Light Saber	1	1	A

BATTLE FOR NABOO

INTRODUCTION

Board & card game for 2 players.
Battle between the Gungan & Federation Armies on Naboo.
Takes place in the Star Wars Universe (Episode I).
Each figure represents a Leader, Vehicle, or Unit of Troops.

DISCLAIMER

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VICTORY

If the Shield Generator Beast is destroyed, the Robots win.
The game ends automatically after you go through the deck twice when young Anakin Destroys the Federation Carrier Ship, which shuts down all the Robots.
The Gungan player wins at this time.

THE MAP

Use an 8x8 chessboard.

FIGURES

Use chits or miniatures to represent units.

UNITS TABLE NOTATION

= Number of that type of unit each player has in setup.
Move = The types of Move Cards the unit can use.
Range = The types of Attack Cards the unit can use.

GUNGAN UNIT TABLE

Name	#	Hits	Move	Range	Notes
Jar Jar Binks	1	3	4	2	Leader
Gungan General	2	2	4	2	Leader
Gungan Shieldmen	8	2	2	1	Shields
Gungan Slingers	4	1	2	2	
Gungan Cavalry	6	1	4	1	
Gungan Catapult	2	1	2	4	
Gungan Shield Beast	1	2	2	-	Shields

FEDERATION UNIT TABLE

Name	#	Hits	Move	Range	
Battle Droids	16	1	2	2	
Droidekas	4	2	3	2	Shields
Hover Tanks	4	3	4	4	

SETUP

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

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Draw Phase
Move Phase
Fight Phase

DRAW PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your units.
Units cannot move through other units except.
The move card has a number.
This is the number of spaces the unit moves.
The Unit tables list what type of Move cards each unit can use.
Moves are diagonal or orthogonal.
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.

FIGHT PHASE

Play (discard) an Attack card to have a unit attack.
The attack card has a number.
This is the range of the attack.
Attacks are diagonal or orthogonal.
The enemy unit that is the target of the attack takes one hit of damage.
Units with zero hits are killed and are removed from the map.
Federation units cannot attack through other units. (Direct fire blasters)
Gungan units may attack through other units. (Indirect fire energy balls)
Play a defense card to negate an attack.
Only Shield type units can use the Shield defense card.

CARD LIST NOTATION

Type = Purpose of card
= Number of that type of card in the deck
M = Movement
A = Attack
D = Defense

CARD LIST

Card Name:	#	Range	Type
Hand-to-Hand	6	1	A
Short Range	5	2	A
Medium Range	4	3	A
Long Range	3	4	A
Walk	6	1	M
Advance	5	2	M
Ride	4	3	M
Charge	3	4	M
Evade	4	-	D
Shields	2	-	D

BATTLE FOR THE UNIVERSE

by C. GERARD LUFT

OVERVIEW

Millions of years in the future, admits a universe dying a cold, premature death, mankind has overcome great challenges. They have conquered and outlived every alien race. They have overthrown a millennial reign of a cruel quasi-immortal tyrant. They have occupied all the remaining habitable galaxies of the Universe. But their greatest challenge is now themselves. The Human species has evolved into two different peoples: the Morlocks and the Eloi. And now they battle each other to determine which of them shall be masters of the universe.

SET UP

One player plays the space fleets of the Eloi. The Eloi are a gentle, yet determined people, under the vigilant care of their Empress. They seek to liberate the six galaxies from the cruel Morlocks.

One player plays the space fleets of the Morlock Empire. The Morlocks are a fierce and technologically advance people. The only way they wish to serve the Eloi, is on their dinner tables.

Each player uses an identical deck of cards (see card list below). Six sided dice will also be required.

GOAL

To win, one player must possess all six of the inhabitable galaxies of the Universe. To capture (or recapture) a galaxy card, one must win a battle by destroying all of the opponents ships.

THE EMPIRES

Each empire starts play with three galaxy cards. These cards are played to the table, and remain their through out the game. If a galaxy is successfully conquered, it is moved to the side of the table occupied by the winning player.

THE ELOI EMPIRE

The Eloi begin with these three Galaxy cards: M31, NGC253, and M81.

THE MORLOCK EMPIRE

The Morlock begin with these three Galaxy Cards: LC342, M83, and M33.

THE TURN

1. DRAW- Each player draws six cards from his deck to begin the game. Each subsequent turn, he draws three cards. The player must discard any cards in excess of nine. If the deck runs out of cards, the discard pile may be

shuffled.

2. DEPLOY- Each Galaxy yield 20 resources which the player may use to deploy his fleets. Fleets are deployed from one's hand, up to the amount needed. One resource is required for each AD (attack Die) of that fleet. Each player plays down his current fleet before him.

3. ATTACK- The players then attack each others' fleets. All attacks are considered simultaneous. Each player rolls 1d6 for each AD of his combined fleets. On a roll of 1, one enemy fleet receives damage. The damaged fleet is randomly selected. For each point of damage to a fleet, one attack die is subtracted from it. If a fleet card falls to zero AD, than it is discarded. The battle continues all fleets of one player are destroyed. The remaining winning player may now take a Galaxy card from the looser of that battle. That player may now use those resources from that conquered galaxy to supply his fleet next turn. The fleet cards used by the winning player are then returned to his hand. All damaged incurred by those fleets that were not discarded are repaired. In case of players loosing their remaining ships simultaneously, then no one wins that battle.

The turn is repeated until one player wins by controlling all six Galaxies.

CARD LIST

Card Name	#	AD or Special Abilities
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DREADNAUGHT FLEET	1	6
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BATTLESHIP FLEET	2	5
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CRUISER FLEET	3	4
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FRIGATE FLEET	4	3
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DESTROYER FLEET	5	2
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FIGHTER SQUADRON	6	1
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TIME TRAVEL CAPSULE	1	Take 1 Galaxy card from Opponent
"Fair Sailing in Quantumspace" 1		If you win a battle take 2 galaxies instead of 1
"USING YOUR 'BRAINS'" 1		If you win a battle take 2 galaxies instead of 1

GALAXY CARDS

THE ELOI EMPIRE:

GALAXY M31 Giant Eliptical Galaxy Milky Way Galaxy and Andromeda Galaxy
Merged 20 Resources
GALAXY NGC253 Spiral Galaxy The Sculptor Galaxy 20 Resources
GALAXY M81 Spiral Galaxy 20 Resources

THE MORLOCK EMPIRE

GALAXY M33 Spiral Galaxy Triangulum Galaxy 20 Resources
GALAXY LC342 Eliptical Galaxy Maffei Galaxy 20 Resources
GALAXY M83 Spiral Galaxy Southern Pinwheel Galaxy 20 Resources

BATTLE MAGIC

INTRODUCTION

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

VICTORY CONDITIONS

Destroy all of your opponent's castles.

THE MAP

The map consists of irregularly shaped interconnected territories.
There are land and water territories.
There are 3 basic types of land territories: Clear, Forest, & Mountain.
Land territories may be bordered (separated) by rivers.
There are 2 basic types of water territories: Seas and Reefs.
A map will have to be drawn before play is possible.
Denote terrain types on the map by drawings or symbols.
Territories must be large enough to contain one counter.
Land territories adjacent to water territories are considered to be coastal.
The board should contain 100+ territories.

THE DECK

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

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

THE COUNTERS

Counters are also called chits or units.
Each player has a counter set of a unique color.
Each set has 44 counters.
There are 8 unit types:
Armies, Dragons, Heroes, Ships, Castles, Wizards,
Giant Ballistae, and Artifacts.
1. Armies: There are 9 armies in each set.
Armies can only move on land spaces.
Armies can use a maximum of 1 move card per turn.
Armies draw 2 cards in battle.
Armies can only use Sword cards in battle.
Armies cost 2 Gold to recruit.
2. Dragons: There are 3 Dragons in each set.

Dragons can move on any spaces.
Dragons can use a maximum of 2 move cards per turn.
Because they can fly, dragons only ever pay 1 move point to enter any space.
Dragons draw 2 cards in battle.
Dragons can use Sword and Magic cards in battle.
Dragons cost 5 Gold to recruit.

3. Heroes: There are 5 Heroes in each set.
Heroes can move on any spaces.
Heroes can use a maximum of 2 move cards per turn.
Heroes draw 1 card in battle.
Heroes can use Sword and Magic cards in battle.
Heroes cost 3 Gold to recruit.

4. Ships: There are 7 Ships in each set.
Ships can only move on water spaces.
Ships can use a maximum of 2 move cards per turn.
Ships draw 2 cards in battle.
Ships can only use Sword cards in battle.
Ships cost 2 Gold to recruit.

5. Castles: There are 5 Castles in each set.
Castles do not move.
Castles draw 2 cards in battle.
Castles can only use Sword cards in battle.
Castles cost 1 Gold to build.

6. Wizards: There are 5 Wizards in each set.
Wizards can move on any spaces.
Wizards can use a maximum of 2 move cards per turn.
Wizards can use Magic cards to move.
Wizards draw 2 cards in battle.
Wizards can only use Magic cards in battle.
Wizards cost 3 Gold and/or Magic 3 to recruit.

7. Giant Ballista: There are 4 Giant Ballista in each set.
Giant Ballista can only move on land spaces.
Giant Ballista can use a maximum of 1 move card per turn.
Giant Ballista draw 1 card in battle.
Giant Ballista can only use Sword cards in battle.
Giant Ballista cannot be destroyed when attacking.
Giant Ballista cost 2 Gold to construct.

8. Artifacts: There are 6 Artifacts in each set.
Stack an artifact with a Wizard or Hero chit.
The Hero or Wizard gets +1 to their battle total.
A Hero or Wizard can have a maximum of 2 Artifacts attached.
Artifacts cost 1 Gold to construct.

SETUP

Each player places his counter set in its own opaque cup.
These are known as draw cups.
Each player places 1 of his castles on a coastal territory.
These castles cannot be within 5 spaces of each other.
Each player places 1 of his armies in a land territory adjacent to his castle.
Each player places 1 of his ships in a water territory adjacent to his castle.
Each player starts with a hand of 4 cards drawn from the common deck.
Each player draws 1 chit from his draw cup.
Determine turn order: Each player cuts the deck. Check card strength.
Highest strength cut goes first. Cut again to resolve ties.

TURN SEQUENCE

Players take turns.
Each turn has 4 phases:

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

MOVE PHASE

Discard a move card from your hand to give one of your units a number of Move points equal to the strength of the card.
Clear spaces cost 1 move point to enter.
Forest spaces cost 2 move points to enter.
Mountain spaces cost 3 move points to enter.
Rivers cost 1 move point to cross.
Sea spaces cost 1 move point to enter.
Reef spaces cost 2 move points to enter.
Some units can receive move points from 2 Move cards.
You can move more than one unit per turn if you have enough move cards.
Only one army or ballista may occupy a territory at a time.
Only one ship may occupy a territory at a time.
Only one castle may occupy a territory at a time.
Only one dragon may occupy a territory at a time.
Enemy units cannot occupy the same territory.
Units may move through friendly units.
Dragons may move through non-dragon enemy units.
A Ship may carry an army or a ballista. They share the ship's move cards.
If the ship is destroyed, the army or ballista is too.
Ships can also carry Heroes & Wizards. They share the ship's move cards.
A hero can ride a dragon. The hero shares the dragon's move cards.
Heroes & Wizards may move with armies or ballistae.
They share the armies or ballistae's move card.

BATTLE PHASE

Your units may attack enemy units in adjacent territories.
Units of the current player are attackers.
The other players units are defenders.
Ships may attack into adjacent coastal spaces.
Castles cannot attack, they can only defend.
Armies cannot attack ships.
A unit may make only one attack per turn.
If the adjacent space contains multiple enemy units, choose which of your units attacks which enemy unit.
If there are multiple units in a space, castles are always attacked last.
If a dragon is attacked by a ship or an army the dragon player may discard a Move card to have it retreat (fly away) instead.
Both the attacking and defending unit draw 2 cards each.
Heroes only draw 1 card.
These cards are not put into the player's hands.
All units but wizards may use sword cards in battle.
Wizards, dragons, and heroes may use magic cards in battle.
If a unit draws a card it can use in battle, it adds the strength of that card to it's Battle Total.
The unit with the lower battle total is destroyed and removed from the board.
If a ballista is attacking and loses it is not destroyed, nothing happens.
A ballista can only be destroyed when defending.
If a hero is destroyed the player may discard a Move card to have it retreat instead.
If the hero cannot retreat it is destroyed. Retreating heroes discard their artifacts.
If a unit draws no cards it can use in battle, the player may substitute one card from his hand that the unit can use.
If the battle totals are tied, both units draw another card to break the tie.
All cards used in battle are discarded.
Destroyed chits go back to the owner's draw cup.

COMBAT ADVANTAGES

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

Because of their powerful spells of mass destruction,
Wizards get +1 to their battle total vs. armies and ships.
Because of their numerical advantage,
Armies get +1 to their battle total vs. heroes and ballistae.
Castles get +1 to their battle total vs. ships.
Because they can sneak up on them and cut their heads off,
Heroes get +1 to their battle total vs. dragons and wizards.
Because they make big juicy targets, Ballistae get +1 to their battle total vs. dragons.

RECRUIT PHASE

You may purchase one or more cards from your recruit pile using Gold cards from your hand.
You cannot make change when buying units.
Gold in excess of the units cost is lost.
Non-castle units must be placed in an unoccupied space adjacent to one of your castles.
Castles may be built in an unoccupied space adjacent to one of your units.
Castles cannot be built adjacent to another castle.

DRAW PHASE

Draw 4 cards from the common deck.
Maximum hand size is 6 cards. Discard excess cards.
If the deck runs out, shuffle the discard and draw from it.
Draw 1 chit from your draw cup if you have less than 3 chits in your recruit pile.
Counters are kept face up in front of you. This is your recruit pile.
Maximum recruit pile size is 5 chits. Discard excess chits.

OPTIONAL SPECIAL TERRITORIES

You may want to include some or all of the following special territories on your map. Special territories require 2 move points to enter.
City: Reserve pile size +1
Oracle: Hand size +1
Monolith: Draw an extra card in draw phase. If it's a magic card keep it.
Mine: Draw an extra card in draw phase. If it's a gold card keep it.
Altar: Draw an extra card in draw phase. If it's a sword card keep it.
Temple: Draw an extra card in draw phase. If it's a move card keep it.
Barbarian Villages: Draw an extra chit in draw phase. If it's an army chit keep it.
Dragons Lair: Draw an extra chit in draw phase. If it's a dragon chit keep it.
Tavern: Draw an extra chit in draw phase. If it's a hero chit keep it.
Workshops: Draw an extra chit in draw phase. If it's a ballista or artifact chit keep it.
Wizards Tower: Draw an extra chit in draw phase. If it's a wizard chit keep it.
Pirates Cove: Draw an extra chit in draw phase. If it's a ship chit keep it.
Ruins: The first hero to visit draws a card. If it is a Move card the hero is destroyed.
If it is another type of card, the player keeps it.

OPTIONAL VARIANT COUNTER SET

The Chit set described in the main rules is for the standard human empire.
The Dwarf empire set includes:
10 Armies
6 Ships
7 Castles
3 Rune Masters (Wizards)
5 Bombards (Ballistae)
3 Juggernauts

4 Dwarf Lords (Heroes)
 6 Artifacts
 Juggernaughts: There are 3 Juggernaughts in the Dwarf set.
 Juggernaughts can only move on land spaces.
 Juggernaughts can use a maximum of 2 move cards per turn.
 Juggernaughts draw 4 cards in battle.
 Juggernaughts can only use Sword cards in battle.
 Juggernaughts cannot be carried by ships.
 Juggernaughts can carry other units like ships can.
 Juggernaughts cost 4 Gold to recruit.
 The Orc empire set includes:
 12 Armies
 7 Ships
 6 Castles
 6 Shamans (Wizards)
 6 Giant Catapults (Ballistae)
 4 Giants
 3 Artifacts
 Giants: There are 4 Giants in the Orc set.
 Giants can move on land or water spaces.
 Giants can use a maximum of 2 move cards per turn.
 Giants draw 3 cards in battle.
 Giants can only use Sword cards in battle.
 Giants cost 4 Gold to recruit.
 The Elf empire set includes:
 6 Armies
 8 Ships
 4 Castles
 7 Battle Mages (Wizards)
 5 Crystal Towers
 4 Dragons
 4 Elven Avatars (Heroes)
 6 Artifacts
 Crystal Towers: There are 5 Towers in the Elf set.
 Towers can move only on land spaces.
 Towers can use a maximum of 1 move card per turn.
 Towers draw 2 cards in battle.
 Towers can only use Magic cards in battle.
 Towers cannot be destroyed when attacking.
 Treat Towers like ballista for transport & stacking.
 Towers cost 3 Gold to construct.
 The Undead empire set includes:
 10 Armies
 7 Ghost Ships
 5 Castles
 6 Necromancers (Wizards)
 3 Bone Towers (Ballistae)
 3 Skeletal Dragons
 3 Wraith Lords (Heroes)
 7 Artifacts

BATTLE OF BERLIN

INTRODUCTION

Two Player card game.

Simulation of the battle of Berlin (4/3/1945 - 5/2/1945).

Players are Russian Generals competing to be the first to capture Berlin.

One player is Marshal Georgi Zhukov (First Belorussian Front).

The other player is Marshal Ivan Koniev (First Ukranian Front).

VICTORY

The first player to capture the Reichstag (& raise the Red Flag) is the Winner.

THE DECKS

There are 3 common decks:

The Russian Deck

The Front Line Deck

The City Defense Deck

SETUP

Each player is dealt 3 cards from the Russian Deck.

Flip a coin to see who goes first.

TURN SEQUENCE

Players take turns.

Each turn has 4 phases:

Front Line Phase

City Defense Phase

Logistics Phase

Attack Phase

FRONT LINE PHASE

Draw cards from the Front Line Deck and place them face up on the table so

That there are a total of 4 face up cards.

Note: there may already be cards out from previous turns.

Skip this phase if both players have captured 10 Front Line cards.

CITY DEFENSE PHASE

Skip this phase if both players have not yet captured 10 Front Line cards.

Draw cards from the City Defense Deck and place them face up on the table so

That there are a total of 4 face up cards.

Note: there may already be cards out from previous turns.

LOGISTICS PHASE

Draw 3 cards from the Russian deck & put them in your hand.

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

Max hand size is 5 cards. Discard excess cards.

ATTACK PHASE

Using cards in your hand you may capture opposing German cards in play. You must first capture 10 Front Line cards.

Next you must capture 8 City Defense cards.

Next you must capture the Zitadelle (Inner Defense Zone: Force = 5).

Next you must capture the Reichstag (Hitler's Bunker: Force = 4).

To capture a card, you must discard Russian cards from your hand with a Force greater than the Force of the target German card.

You may pass your turn if you cannot or do not want to capture.

GERMAN FRONT LINE DECK CARD LIST

Card Name:	Force:
Berlin Suburbs	2
Supply Lines Endangered	5
Bypassed Enemy Forces	6
Flank Threatened	4
Rebuilt Positions	4
Counter Attacks	5
Halted Outside the Gates	7
General Heinrici	7
Successive Defensive Belts	8
Deep Defensive Positions	6
Minefields	5
Anti-Tank Obstacles	3
Strong Points	6
Mobile Reserves	8
Ninth Army	9
Third Panzer Army	9
Fourth Panzer Army	9
Army Group Mitte	9
A Few Hundred Aircraft	2
700,000 Men	7
9,000 Artillery Pieces	7
1,500 Tanks & SPG	7
Second Defense Line	5
Fighting Withdrawals	4
Heavy Artillery Fire	8
Maze of Canals & Ditches	2
Heavy Soviet Casualties	7
Soviet Confusion	5
Soviet Attack Falters	8
Strong Resistance	8
Suicide Aircraft	1
Reinforcements	4
Heavy Fighting	8
Armored Engagement	9
Panzer Corps	8
Mountain Corps	4

GERMAN CITY DEFENSE DECK CARD LIST

Card Name:	Force:
Fortified City	9
Protracted Urban Battle	9
Hitler Refuses to Surrender	8
Savage, Bloody Battle	9
Defense Sectors	2
Obstacle Zones	2

Defense Positions	3
Garrison	3
SS Personnel	5
Old Men & Boys	1
Volkssturm	2
Home Guard	2
Hitler Youth	2
Fanaticism	4
Defenders of Berlin	3
City Fighting	6
Soviet Infantry Loses	7
Panzerfausts	8
Roads Blocked	4
Debris & Rubble	4
Nazi Propaganda	4
Concrete Flak Towers	7
Anti-Aircraft Guns	8
Hand-to-Hand Fighting	9
Breakout Attempts	6

RUSSIAN DECK CARD LIST

Card Name:	Force:	Notes:
Breach Enemy Defenses	10	
Defeat Enemy on Open Field	7	vs Front Line Cards only
Hitler commits Suicide	10	only if you have captured 7+ City cards
Secure Bridgehead	8	only if you have captured 4 or less Front cards
Spearheads	5	vs Front Line Cards only
Set Piece Offensive	-	Draw 2 cards
Expand Bridgehead	6	only if you have captured 6 or less Front cards
Deploy for Attacks	3	
Advance	2	
Launch Attacks	4	
Clear the Germans	6	
Begin Offensive	6	vs Front Line Cards only
Powerful Mobile Forces	5	vs Front Line Cards only
Fixing Attacks	2	vs Front Line Cards only
Encircle Berlin	9	vs Front Line Cards only
Soviet Vengeance	10	
Soviet Momentum	9	
Breakthrough	8	
Axis of Attack	3	
Highway	2	vs Front Line Cards only
7,500 Aircraft	7	
2.5 Million Soldiers	9	
41,000 Guns & Mortars	8	
6,250 Tanks & SPG	9	
Devastating Bombardment		8
Seize Initiative	6	
Release Armored Reserve		7
Guards Tank Army	5	
Sheer Weight of Numbers		6
Push Forward	4	
Shatter German Divisions	10	vs Front Line Cards only
Bleed the Germans	4	
Pour Tanks through Gaps		7 vs Front Line Cards only
Numerical Superiority	6	
Air Support	3	
Improving Weather	2	
Push Germans Back	5	
Bypass Resistance Pockets	4	
Costly Frontal Assaults		4
Armored Formations	5	
Thrust Deep	5	
Artillery Bombardment	3	

German Panic	5	
German Armies Retreat	7	only if you have captured 7+ Front cards
Red Army	8	
Tighten the Noose	6	vs City Defender Cards only
Heavy Firepower	5	
Infiltration	4	
Railway Tunnels	4	vs City Defender Cards only
May Day	10	only if you have captured 7+ City cards
Surrender Negotiations	7	only if you have captured 7+ City cards

NOTES

If you want a third player, include
 Marshal Konstantin Rokossovsky of the Second Belorussian Front.

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:
Logistics Phase
Strategy Phase
Deployment Phase
Victory Phase

LOGISTICS PHASE

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

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).
 $GST = A \times O \times E$

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

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
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
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

BATTLE ROYALE

INTRODUCTION

Battle Royale is a chess variant that uses Strategic & Tactical boards.

STRATEGIC BOARD

7 X 7 Chess grid.

The corner squares & center squares are special locations called towns.

On opposite sides of the board in the center of each players back row

is a special location called the Castle.

Players move their armies around on the strategic board

OBJECTIVE

The object of the game is to capture the opponents castle

PLAYING PIECES

Players should use cardboard counters or chits to represent pieces.

Write the name of the unit type on the counter.

Each player should have counters of separate colors.

Chess men (pawns, bishops, knights, etc.), used on the tactical board,

are also referred to as pieces, troops, units, or figures.

Armies, used on the strategic board, are also represented by numbered chits

TACTICAL BOARD

6 X 6 Chess grid. Players move their men around on the tactical board

TURN SEQUENCE

1-WHITE MOVES

2-BLACK MOVES

3-REVENUE PHASE

4-RECRUIT PHASE

SET UP

Each player starts with 6 Armies on the strategic map.

One army is located in the castle & and the other five surround the castle

ARMIES

The location of armies are represented by counters on the strategic map

An army represents a force of up to 5 men
Stack the units under the army counter
An army counter that contains no pieces is destroyed

STRATEGIC MOVES

A player can move all of his armies once in a single turn.
Armies move like kings in chess
Only one army can occupy a single space, except during attacks
During an attack a player moves an army into a space occupied by an opponents army
The battle is immediately resolved on the tactical Board
If two adjacent armies do not move then units can be transferred between them
A unit can only be transferred once per turn

TERRAIN

Before a battle starts place terrain obstacles on the tactical map
On each row place one obstacle marker
Use a six sided die to determine on which of the six squares
in the row to place the obstacle
Figures cannot enter squares containing obstacles

BATTLES

Battles take place on the tactical map when two opposing armies occupy the same space
Put up a partition in the middle of the board so players set up their men in secret
Players set up their men in any order on the back row & the partition is removed
The defender goes first moving or capturing with one piece
The attacker then gets to go. Play proceeds as in regular chess,
players alternating turns
Movement & capturing is just like in normal chess
The battle continues until one side is eliminated or no pieces can move or
no capture has been made in 10 turns or no further captures can be made by either side
After the battle the strategic turn continues
If one side was eliminated then its army counter is destroyed
If neither side is eliminated then the attacker must retreat his army
back to the square it came from

REVENUE PHASE

Players collect 2 gold from their Castle and 1 gold from each town
occupied by one of their armies

RECRUIT PHASE

Players may spend their gold to buy one or more units
Players may save their gold from turn to turn
A new unit appears in an army that is in or adjacent to a town (or castle) you control
New army chits may also be purchased
They must be purchased with at least one figure in their stack
Army chits appear adjacent to a town (or castle) you control

UNIT TYPES LIST

TYPE	COST	NOTES
------	------	-------

Peasant	1	Identical to a pawn in regular chess. If peasant reaches opponents back row immediately place the peasant in any open space on the board
Shield Man	2	Moves horizontally and vertically one space. Captures forward one space. Immune to shooters
Pikeman	3	Moves forward one space and captures diagonally forward one or two spaces. If a pikeman reaches a backrow he immediately turns around and starts heading the opposite way
Halberdier	3	Moves horizontally and vertically and captures diagonally forward one space
Spearman	3	Moves diagonally & captures horizontally and vertically one space
Catapult	3	Moves horizontally and vertically one space. Shoots forward exactly 3 spaces over obstacles. One max per army
Javelineer	4	Moves diagonally and shoots horizontally and vertically one space
Slinger	4	Moves horizontally and vertically and shoots diagonally one space
Archer	4	Moves and shoots horizontally and vertically one space
Crossbowman	4	Moves and shoots diagonally one space
Footman	4	Moves horizontally and vertically one or two spaces. Captures diagonally forward one space
Swordsman	4	Moves and captures horizontally and vertically one space. This unit can jump over an adjacent unit
Axeman	4	Moves and captures diagonally one space. This unit can jump over an adjacent unit
Elephant	4	Moves like a Rook. Captures diagonally one space
Chariot	5	Identical to a Bishop in regular chess
Knight	5	Identical to a Knight in regular chess
Cavalry	6	Moves horizontally and vertically one space. Captures diagonally
Siege Tower	6	Identical to a Rook in regular chess. One max per army
Crown Prince	10	Identical to a Queen in regular chess. One max per player
Army	4	Moves like a king on the strategic map
Royal Army	7	Moves like a king on the strategic map one or two spaces

SHOOTING

When a piece that can shoot captures it doesn't move into the space of the captured space,
it remains in the space it started the turn in.

INITIAL ARMY COMPOSITION

Starting armies contain 12 Gold worth of units each

BATTLEFRONT

INTRODUCTION

Card game for 2 players. WWII theme.

THE DECK

Players share a common deck.
The deck contains 1 copy of every card in the card list.

VICTORY

Capture 3 of the 5 Fronts.

THE FRONTS

There are 5 Fronts between the players:

R = Right Flank
CR = Center Right
C = Center
CL = Center Left
L = Left Flank

SETUP

Use markers to designate the 5 Fronts.

TURN SEQUENCE

Each turn has 3 phases:

Logistics Phase
Deployment Phase
Battle Phase

LOGISTICS PHASE

Each player is dealt 7 cards from the deck.

DEPLOYMENT PHASE

Players take turns.

Flip a coin to see who goes first.

Players take turns playing one card from their hand to one of the five Fronts.

In a turn you can assign a maximum of 2 cards to a single Front.

At a single front, you may assign a maximum of:

1 Leader
1 Infantry
1 Plane
1 Tank
1 Artillery
1 Strategy
1 Fortification

Some cards allow you to play an extra card of a certain type at that Front. If you play a Scout card, you may look at your opponent's hand.

BATTLE PHASE

Each card has a Force value.

Add up your force value for each Front.

If you have a higher Force than your opponent at a Front you gain a Victory Marker (VM) for that Front.

(Use coins for VM)

If you ever have 3 more VP than your opponent at a Front, you Capture that Front.

The first player to capture 3 of the 5 Fronts wins the game.

Negated cards do not contribute their Force.

Once a Front is captured, no more cards may be assigned to it.

Maximum hand size is 8 cards. Discard excess cards at end of turn.

CARD LIST NOTATION

L = Leader

I = Infantry

P = Plane

T = Tank

A = Artillery

S = Strategy

F = Fortification

CARD LIST

Card Name:	Type	Force	Notes:
Armored Cars	T	1	Scout
Light Tanks	T	2	
Self Propelled Guns	T	3	Play an Extra Artillery
Infantry Tanks	T	4	Play an Extra Infantry
Funny Tanks	T	5	Opposing Fort Negated
Cruiser Tanks	T	6	
Tank Destroyers	T	7	Opposing Tank Negated
Medium Tanks	T	8	
Heavy Tanks	T	9	
Tank Brigade	T	10	Play an Extra Tank
Reserve Units	I	1	Play an Extra Infantry
Army Corps	I	2	
Rifle Brigade	I	3	
Guard Units	I	4	
Mechanized Infantry	I	5	Play an Extra Tank
Marine Forces	I	6	
Engineer Units	I	7	Opposing Fort Negated
Ranger Units	I	8	Scout
Heavy Weapons Squads	I	9	
Mountain Troops	I	10	
Mortars	A	1	
Anti-Tank Guns	A	2	Opposing Tank Negated
Flak Guns	A	3	Opposing Plane Negated
Field Artillery	A	4	
Medium Artillery	A	5	
Siege Cannons	A	6	Opposing Fort Negated
Mobile Artillery	A	7	Play an Extra Strategy
Howitzers	A	8	
Heavy Artillery	A	9	
Rocket Bombardments	A	10	
Reconnaissance Planes	P	1	Scout
Paratroop Jump	P	2	Play an Extra Infantry

Fighter Planes	P	3	Opposing Plane Negated
Fighter Bombers	P	4	
Tank Buster	P	5	Opposing Tank Negated
Ground Attack Aircraft	P	6	
Level Bombers	P	7	
Dive Bombers	P	8	
Heavy Bombers	P	9	
Air Superiority	P	10	Play an Extra Plane
Junior Officer	L	1	Play an Extra Leader
Replacement Officer	L	2	Negate Opposing Leader
Sergeant	L	3	
Lieutenant	L	4	
Major	L	5	
Experienced Officer	L	6	Scout
Captain	L	7	
Commander	L	8	
Colonel	L	9	
Brigadier General	L	10	Play an Extra Strategy
Frontal Assault	S	1	Play an Extra Infantry
Steam Roller Tactics	S	2	
Prepared Assault	S	3	Play an Extra Artillery
Infiltration	S	4	Scout
Outflank	S	5	
Combined Arms Tactics	S	6	Play an Extra Plane
Hook Maneuver	S	7	
War of Maneuver	S	8	Play an Extra Tank
Encirclement	S	9	
Blitzkrieg	S	10	
Tank Obstacles	F	1	Negate Opposing Tank
Pillboxes	F	2	Opposing Infantry Negated
Entrenchments	F	3	
Bunkers	F	4	Play an Extra Infantry
Minefields	F	5	
Airfield	F	6	Play an Extra Plane
Chokepoints	F	7	
Gun Emplacements	F	8	Play an Extra Artillery
Strongpoint	F	9	
Defense In Depth	F	10	Play an Extra Fortification

OPTIONAL 2 FRONT VICTORY CONDITIONS

You win if you Capture:

Center and CR or CL (Breakthrough Victory)

L & CL or R & CR: (Outflank Victory)

L & R: (Envelopment Victory)

OPTIONAL BLITZKRIEG RULES

Designate one player as the Attacker & the other as the Defender.

The Attacker cannot use Fortification cards.

The Defender cannot use Plane cards.

OPTIONAL SPECIAL CARDS RULES

Include 5 "Special" cards in the deck (Type = X)

Each player chooses a Nationality:

*Germans can use Special Cards as:

Panzer Tanks (T) Force = 10

*Russians can use Special Cards as:

Human Wave (S) Force = 2 & play an extra Infantry or

Manpower (I) Force = 8

*Americans can use Special Cards as:

Industrial Giant: Discard & draw 2 cards

*British can use Special Cards as:

Intelligence (L) Force = 7 & Scout & play an extra Leader

*Japanese can use Special Cards as:

Bonzai Charge (S) Force = 2 & play an extra Infantry or

Underground Complexes (F) Force = 8

BATTLESTAR GALACTICA

INTRODUCTION

Board Game for 2 players.
One player is the Cylons, the other is the Battlestar Galactica.

DISCLAIMER

Battlestar Galactica is a licensed trademarked property.
This is merely a fan site.

VICTORY

The Cylons win if they destroy all the fighters on the Battlestar Galactica.
The Battlestar Galactica wins if they make it to Earth with some Fighters left.

THE BOARD

The board is a line of 100 squares (or spaces) in a row.
The starting space for the Galactica is all the way to the right end.
This is Caprica, Homeworld of the Battlestar Galactica, its crew, and the ragtag fleet following it.
At the opposite end of the path is the lost colony of Earth.
Every third square is considered to be a 'Planet' Space.
Other Squares are considered to be 'Deep Space'.

DICE

Six sided (D6) dice are needed.

THE BATTLESTAR GALACTICA

Use a pawn to represent the Battlestar Galactica.
Use 15 tokens to represent the number of Viper Fighter squads on the Battlestar Galactica.
Each squad token represents 10 fighters.

CYLON FLEETS

The Cylon player starts with 4 fleets.
Cylon Fleets are represented by numbered counters.

SETUP

The Galactica and 4 Cylon Fleets start on Caprica.
Galactica starts with 15 Fighter squad tokens.

TURN SEQUENCE

Each turn has 5 phases:

Draw Phase

Galactica Move Phase

Cylon Move Phase

Battle Phase

Repair Phase

DRAW PHASE

Both players.

You may discard any unwanted cards.

Next, fill your hand to 8 cards.

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

GALACTICA MOVE PHASE

Galactica player.

Move pawn 1D6 spaces forward.

This is the Move Roll.

You may discard a Scout card to add or subtract one from your roll.

CYLON MOVE PHASE

Cylon player.

Move two fleets 1D6 (Roll for each) spaces in any direction.

On a roll of 1 you may move any one of your fleets onto any unoccupied planet space on the board.

Discard a Move card to move additional Fleets.

BATTLE PHASE

If the Galactica is on a Space containing one or more Cylon Fleets there will be a battle.

The Galactica player rolls 2D6. This roll is the Galactica Battle Total.

The Galactica player may play (reveal) one or more Battle Cards to increase this number.

The Cylon player rolls 1D6 per Fleet present. This roll is the Cylon Battle Total.

The Cylon player may play (reveal) one or more Battle Cards to increase this number.

Players reveal their Battle Cards simultaneously.

Only one copy of a Unique card may be played.

The player with the higher battle total wins the Battle

If the Galactica won roll:

1D6 Result:

1-3 Galactica loses 0 Fighters

4-6 Galactica loses 1 Fighter Squad

One opposing Cylon Fleet is destroyed (removed from board).

If the Cylons won roll:

1D6 Result:

1-2 Galactica loses 2 Fighter Squads

3-4 Galactica loses 3 Fighter Squads

5-6 Galactica loses 4 Fighter Squads

No opposing Cylon Fleets are destroyed.

Discard played cards.

REINFORCEMENT PHASE

The Galactica player may discard a Reinforcement card to get back one Fighter Squad.

If the Galactica is on a planet and did not fight this turn it may get back one Fighter Squad for free.

The Cylon Player may play a Fleet Reinforcement card to gain an additional Fleet. Place the Fleet on any unoccupied planet space.

CARD LIST NOMENCLATURE

B = Battle Card
M = Movement Card
R = Reinforcement Card
U = Unique

THE BATTLESTAR GALACTICA CARD LIST

Card Name	#	Type	Notes
Commander Adama	3	BU	Battle Total +10
Captain Apollo	3	BU	Battle Total +9
Lt. Starbuck	3	BU	Battle Total +8
Daring Raid	4	BU	Battle Total +7
Alien Allies	4	BU	Battle Total +6
Viper Fighter Pilots	10	B	Battle Total +5
Fleet Ships	4	R	Get back one Fighter Token
Asp Scout	6	M	Add or Subtract one from Move Roll
Clue:location of Earth	3	M	Add 1D6 to Move Roll
Pegasus	1	BU	Battle Total +20

THE CYLON CARD LIST

Card Name:	#	Type	Notes:
Baltar	3	BU	Battle Total +10
Gold Centurion	3	BU	Battle Total +7
Cylon Raider Swarm	10	B	Battle Total +3
Cylon Base Ship	6	B	Battle Total +8
Pulsar Cannons	2	B	Battle Total +4
Alien Allies	4	BU	Battle Total +6
Cylon Trap	6	BU	Battle Total +9
The Galactica is Ablaze	2	BU	Battle Total +5
Fleet Orders	10	M	Move one Fleet 1D6 spaces
Fleet Reinforcements	2	R	Gain one new Fleet on any empty Planet space

LINKS

[Battlestar Galactica](#)
[Battlestar Galactica.com](#)

BATTLETECH SKIRMISH

INTRODUCTION

Board & card game for 2 players.
Takes place in the Battletech Universe.
Each figure represents a Battlemech.

DISCLAIMER

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

VICTORY

Capture the opposing Leader.

THE MAP

Use an 8x8 chessboard.

DICE

One six sided die is needed.

THE MECHS

Use chits or miniatures to represent Battlemechs.

UNITS TABLE NOTATION

= Number of that type of unit each player has in setup.
Move = The types of Move Cards the unit can use.
Range = The types of Attack Cards the unit can use.
CR = Close Range (Range = 1) Damage Rating
MR = Medium Range (Range = 2) Damage Rating
LR = Long Range (Range = 3) Damage Rating
J = Jump Capable

UNIT TABLE

Name	Hits	Move	CR	MR	LR
Archer	9	3	3	5	4
Assassin	5	4J	2	2	2
Atlas	13	2	6	5	2
Awesome	11	2	4	4	4
Battlemaster	12	3	6	4	2
Blackjack	6	3J	3	2	1
Catapult	9	3J	3	6	5
Centurion	6	3	3	3	2
Charger	10	3	2	-	-
Cicada	4	5	2	1	-
Clint	5	3	2	2	1

Commando	3	4	3	2	-
Crusader	10	3J	2	6	4
Enforcer	7	3J	3	3	2
Grasshopper	9	3J	4	3	1
Griffin	8	3J	2	2	2
Hatchetman	6	3J	3	2	1
Hermes II	5	4	1	1	1
Hunchback	7	3	4	2	-
Jenner	4	4J	3	2	-
Locust	2	5	2	1	-
Marauder	10	3	4	4	3
Orion	11	3	3	5	3
Ostroc	8	3	4	3	1
Ostscout	5	3J	1	1	-
Ostsol	8	4J	5	3	1
Panther	5	3J	2	2	2
Rifleman	7	3	3	4	3
Shadow Hawk	8	3J	1	2	1
Spider	3	5J	2	1	-
Stalker	12	2	6	6	3
Stinger	2	4J	2	1	-
Thunderbolt	9	3	4	6	4
Trebuchet	6	3	2	5	5
Urbanmech	4	2J	2	2	1
Valkyrie	4	3J	1	2	1
Vindicator	7	3J	3	3	2
Warhammer	9	3	6	3	3
Wasp	2	4J	1	1	-
Whitworth	5	3J	2	3	2
Wolverine	8	3J	2	2	1
Zeus	10	3	3	5	4

SETUP

Each player starts with 50 hits worth of Mechs.

Each player places one unit on each square of his back two rows.

Units may not stack.

ACE PILOTS

You may designate two of your mechs as having Ace pilots.

Mechs of Ace pilots have a Move rating of +1.

Ace Pilots get +1 to Gunnery rolls.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Battle Phase

ORDERS PHASE

Draw 3 cards.

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

Max hand size = 5 cards.
Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.
Units cannot move through other units except for jumping units.
The move card has a number.
This is the number of spaces the unit moves.
The Unit tables list what type of Move cards each unit can use.
Moves are diagonal or orthogonal.
Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

BATTLE PHASE

Play (discard) an Attack card to have a unit attack.
The attack card has a number. (CR = 1, MR = 2, LR = 3)
This is the range of the attack.
Attacks are diagonal or orthogonal.
The enemy unit that is the target of the attack takes damage.
To determine damage inflicted consult the Unit Table to get the Damage Rating of the Attacking unit at the indicated range.
Roll 1D6. (This is the gunnery Roll)
If the Roll is equal to or less than the Damage rating, then that is the Amount of damage inflicted.
If the Roll is greater than the Damage rating, then the damage inflicted is Equal to the Damage Rating.
A unit reduced to zero hits is destroyed and is removed from the map.
Units cannot attack through other units.
A player may discard a Defense card to completely negate an attack.

CARD LIST NOTATION

M = Movement
A = Attack
D = Defense
X = Special
Z = Attack Modifier
X = Special
Type = Purpose of card
= Number of that type of card in the deck

CARD LIST

Card Name:	#	Range	Type	Notes
Very Slow Move	5	1	M	
Slow Move	5	2	M	
Average Move	5	3	M	
Fast Move	4	4	M	
Very Fast Move	2	5	M	
Jump	4	X	M	Range = Max Move +1
Close Range	7	1	A	
Medium Range	7	2	A	
Long Range	7	3	A	
Extreme Range	2	4	A	Damage Rating: ER = (LR - 2)
Behind Cover	1	-	D	MR or LR only
Evade	1	-	D	Use by smaller Mech vs larger Mech
Maneuver	2	-	D	Use by Mech with move of 3+
Dodge	1	-	D	Use by Mech with move of 4+

Escape	1	-	D	Use by Mech with move of 5
Jump Clear	1	-	D	Use by Jump Capable Mech
Heavy Armor	1	-	D	Use by Mech with starting 7+ Hits
Massive Armor	1	-	D	Use by Mech with starting 10+ Hits
Tactics	1	-	X	Look at opponents hand
Ambush	1	-	X	Draw 3 cards
Death from Above	1	-	Z	CR attack does +2 Dam by Mech with Jump
Head Shot	1	-	Z	Hit Mech is destroyed
Critical Hit	1	-	Z	Damage +2
Leg Damage	1	-	Z	Mech move is permanently -1
Topples	1	-	Z	Damage +3 & Mech cannot move next turn
Gyros Destroyed	1	-	Z	Mech can no longer move
Weapons Hit	1	-	Z	Mech Damage Ratings are permanently -1
Heat Sinks damaged	1	-	Z	Unit cannot Move & Attack in same turn
Overheating	3	-	X	Unit that just moved & attacked takes 1 Hit
Difficult Ground	1	-	X	Negate Move card just played

DESIGNING YOUR OWN MECHS

Damage Rating Determination:

Light = 1

Moderate = 2

Heavy = 3

Brutal = 4

Devastating = 5

Incredible = 6

Hits Rating Determination:

Mass/10 rounding up +

Light Armor = +0

Medium Armor = +1

Heavy Armor = +2

Massive Armor = +3

Move Rating Determination:

Slow = 2

Average = 3

Fast = 4

Very Fast = 5

BEACH HEAD

INTRODUCTION

Solo dice game simulating the actions on a small section of the Normandy Beach landings in WWII.

OBJECTIVE

The game ends when the Allies remove all German Bunkers and Trenches. Removed may mean 'cleared of troops' in the case of Bunkers and trenches or 'Punching through gaps' for Traps, wire, walls, mine-fields, & ditches.

SUPPLIES

Paper, pencils, six sided dice.

SETUP

The Germans start with the following Beach Defenses:

- 20 points of Mines (Anti-tank, Anti-personnel, explosives on Tank Traps)
- 20 points of Tank Traps (Element C, Hedgehogs, fixed stakes, tetrahedra)
- 20 points of Walls (Concrete and natural Sea Wall)
- 20 points of Anti-tank Ditches (Also craters)
- 60 points of Bunkers (Pillboxes, Gun Emplacements)
- 20 points of Barbed Wire
- 20 points of Trenches (Machinegun & Mortar positions, Infantry)

TURN SEQUENCE

FROGMAN PHASE

Underwater demolition teams.
Remove 1D6 points of Tank Traps.
'Tank Traps' were a barrier to landing craft.

LCI PHASE

Landing Craft Infantry.
3D6 Infantry Squads are put ashore.
Subtract 1 from the roll if there are any tank traps remaining.
Subtract 2 from the roll if any Landing craft were hit last turn.
From here on Infantry squads are simply referred to as Infantry.

LCT PHASE

Landing Craft Tank.
1D6-3 Hobart Funny Tanks land.
Subtract 1 from the roll if there are any tank traps remaining.
Subtract 1 from the roll if any Landing craft were hit last turn.
Next roll 1D6 for each tank to see what type it is:

- 1-2 Sherman Gun Tank (DD: Duplex Drive Swimming Tank)
 - 3-4 Sherman Crab (Flail Tanks)
 - 5 AVRE with SBG (Small Box Girder: 30' Bridge)
 - 6 AVRE with Fascine (For filling in ditches)
- AVRE = Assault Vehicle Royal Engineers

LCS FIRE PHASE

Landing Craft Support.

Armed variously with 20mm, 17pdr, 25pdr, 119mm guns, rockets, and mortars.

Remove 1D6 points of Bunkers or Walls

Subtract 1 from the roll if there are any tank traps remaining.

Subtract 2 from the roll if any Landing craft were hit last turn.

GUN TANK PHASE

Remove 1D6-1 points of Bunkers

Remove 1D6-1 points of Trenches if all bunkers, walls & ditches removed.

Skip this phase if you have no Gun Tanks.

GERMAN DEFENDER FIRE PHASE

This includes attacks made by Machine guns, grenades, mortars, and snipers.

1D6: Result:

0-1 1D6-2 Infantry Killed

2-6 1D6 Infantry Killed

7 2D6 Infantry Killed

8 2D6+2 Infantry Killed

-1 to roll if half of bunkers destroyed.

-2 to roll if all bunkers destroyed.

+1 per 12 infantry on the beach rounding down.

GERMAN INLAND ARTILLERY FIRE PHASE

High Caliber Weapons firing Indirect or LOS.

1D6: Result:

1-4 1D6-3 Infantry Killed

5 Tank Hit: A random Tank is destroyed

6 Landing Craft Hit

GERMAN SHORE GUN FIRE PHASE

Fire from Trench Mortars and 50mm and 75mm Anti-tank guns in bunkers.

1D6: Result:

1-4 1D6-3 Infantry Killed

5 Tank Hit: A random Tank is destroyed

6 Landing Craft Hit

Skip this phase if all Bunkers are destroyed.

MINE PHASE

1D6: Result:

1-4 1D6-3 Infantry Killed

5-6 1 Non-Flail Tank Destroyed

Skip this phase if all Mines are destroyed.

COMBAT ENGINEERS PHASE

Remove 1D6 points of any type of Beach Defense except trenches.
Remove 1D6 points of Trenches if all bunkers and walls are removed.

FLAIL TANK PHASE

Remove 1D6 points of mines or barbed wire.
Subtract 2 from the roll if there are any tank traps remaining.
Skip this phase if you do not have any Crab Tanks.

PETARD ATTACK PHASE

290mm Demolition Gun that could hurl a 40 lb bomb 230 yards (80y accurately).
Skip this phase if you do not have any AVRE Tanks.
Remove 1D6 points of Bunkers or Walls
Remove 1D6-1 points of Trenches if all bunkers, walls & ditches removed.
If walls are targeted add 1D6-2 points of Ditches (Cratering).

BRIDGE PHASE

Remove 1D6 points of Anti-Tank Ditches.
Skip this phase if you do not have any AVRE Tanks.

INFANTRY PHASE

Remove 1D6 points of Barbed Wire.
If all wire removed then remove 1D6-1 points of Bunkers
Remove 1D6 points of Trenches if all bunkers and walls removed.
+1 to rolls per 12 infantry on the beach rounding down.

FIRE SUPPORT PHASE

1D6:	Support type:	Notes:
1-4	Nothing	
5	Rocket Barrage	Remove 1D6-1 points of Bunkers or Walls
6	Bomber Attack	Remove 1D6-1 points of Bunkers or Walls

DESTROYER NAVAL BOMBARDMENT PHASE

Skip this phase until turn 20+.
Remove 1D6 points of Bunkers or Walls or Trenches.

SCORING

Keep track of Allied Infantry casualties.
A lower score is a better one.

OMAHA BEACH VARIANT

The Americans get no Funny Tanks.
Ignore Anti-Tank Ditches.

PLAYTEST RESULTS

by Codexier at ecbattle@bellsouth.net

I just played through exactly 1000 games of Beach Head (ok, my Unix Server did, and I just watched it scroll for a few minutes). Here's a few statistics I thought were interesting:

- Fewest Infantry Casualties: 9
- Most Inf. Casualties: 86
- Avg Inf. Casualties: 42
- Most Inf. Alive at the end of the game: 18
- Most Turns it took to win: 23
- Fewest Turns it took to win: 9

[NOTE: My script used the removal of Bunkers and Trenches as the only Victory Condition. It also randomly choose a defense to remove when a choice was given.]

BEAUTIFUL GIRLS WITH SWORDS

INTRODUCTION

Roleplaying Game.
Swords & Sorcery plus Whips & Chains.

STUFF

RPG = Lots of Dice.

CHARACTER GENERATION

Roll on the following tables:
Make up other details such as names, eye color, etc.

AGE TABLE

1D6	Result:
1	Jailbait
2	Teenage
3-4	College
5	Professional
6	Experienced

HEIGHT TABLE

1D8	Result:	Notes:
1-2	Short	-1 to Build
3-6	Medium	
7-8	Tall	+1 to Build

BUILD TABLE

1D8	Result:	Notes:
1	Waif	-2 to Breast Size
2	Petit	-1 to Breast Size
3	Slender	
4-5	Average	+1 to Breast Size
6	Voluptuous	+2 to Breast Size
7	Brick Shithouse	+3 to Breast Size
8	Classical Beauty (Heavy)	+4 to Breast Size

BREAST SIZE TABLE

1D6	Result:
1	Petit
2	Small
3	Nice
4	Buxom
5	Hooters
6	Wow!

PERSONALITY

1D12	Result:
1	Sweet & Innocent
2	Prude
3	Mysterious
4	Flirty
5	Party girl
6	Tough
7	Conceited
8	Serious
9	Brazen
10	Day-Dreamer
11	Fire-brand
12	Tease

SEXUAL PREFERENCES

1D8	Result:
1-3	Lesbian
4-5	Bi-Sexual
6-8	Heterosexual

PROMISCUITY TABLE

1D6	Result:
1	Celibate
2	One True Love
3-4	Serial Monogamy
5	Many
6	Nymphomaniac

RACIAL TYPE TABLE

1D8	Result:
1	African
2	Arabic
3	Latin
4	Scandinavian
5	Germanic
6	Oriental
7	Indian
8	Polynesian

NON-HUMAN RACIAL TYPE TABLE

1D6	Result:
1	Elf
2	Wood Elf
3	Nymph
4	Ogress
5	Mermaid
6	Hag

PROFESSION TABLE

1D20	Result:
1	Belly Dancer (Entertainer)
2	Geisha (Assassin)

3	Princess
4	Concubine
5	Slave Girl
6	Milk Maid (Farmhand)
7	Dominatrix (Prostitute)
8	Witch
9	Queen
10	Lady in Waiting (Hand Maiden)
11	Temple Maiden (Nun)
12	Serving Wench (Bar Maid)
13	Vestal Virgin
14	Sorceress
15	Priestess
16	Thief
17	Amazon (Hunter)
18	Warrior
19	Healer (Herbalist)
20	Merchant

SKILLS TABLE

1D10	Result:
1	Seduction
2	Dancing
3	Cooking
4	Leadership
5	Fighting
6	Archery
7	Healing
8	Equestrian
9	Languages
10	Magic

MONSTER COMPENDIUM

1D6	Result:
1	Men (most types)
2	Mythical Creatures
3	Demons
4	Undead
5	Evil Wizard
6	Fay Creatures

BEES

INTRODUCTION

Players control rival Hives trying to acquire the most honey.

BEES, BOARDS, FLOWERS, & DICE

Use a 13 X 13 grid as the board.

Each player has a set of 4 counters of a separate color to represent their bees.

Have a set of counters of a unique color to represent the flowers.

The flower counters become nectar, and then honey counters.

Six sided dice are required.

OBJECT

Be the first player to have 20 honey counters.

SETUP

Each player controls one corner square known as their hive.

A player stacks all 4 of his Bee counters onto his hive space.

Roll high on the eight sided die to determine turn order.

TURN SEQUENCE

Players take turns. Each turn has 2 phases:

1. Bloom Phase
2. Move phase

BLOOM PHASE

Roll 2D6 twice.

The first roll is the x-axis coordinate, the second roll is the y-axis coordinate.

Place a flower counter on the indicated square.

If the flower blooms on a players bee, that bee gets a nectar counter.

Flower counters may be stacked on top of each other.

MOVE PHASE

Roll two six sided dice.

Move one of your bees a distance equal to one of the dice rolls.

Move one of your bees a distance equal to the other roll.

This can be the same bee, or two different bees.

If you roll doubles, you may use each dice roll twice.

If one of your bees lands on a flower counter, it is captured: stack the counter onto the bee. It is now called a nectar counter.

When a bee with nectar counter returns to his hive, the nectar counters become honey counters.

Keep your captured honey counters in a separate honey pile.

A bee may hold any number of nectar counters.

A bee with a nectar counter that lands on a flower gets a pollination bonus: Add a counter to your honey pile.

If one of your bees lands on an opponents bee, that bee is stung.

A stung bee is moved back to his players hive.

The stinging bee steals all the nectar counters from the stung bee.
Bees may only move orthogonally.
Your bees cannot move into other players hives.
Bees may 'jump' over other bees.
You may stack your bees.
Stacked bees may move nectar from one bee to another.
A bee cannot move onto an opponents stack of bees.
A bee that lands within 2 spaces of his hive may automatically be moved onto the hive by his controlling player.

VARIANTS

Use a standard chessboard and eight sided dice to get coordinates.

BERSERKER

INTRODUCTION

Board & card game for 2 players.
Human fleet vs a Berserker Ship.
Abstract skirmish level Ship combat.
Each figure represents a single Ship (unit).

DISCLAIMER

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

VICTORY

Destroy the opposing fleet.

THE MAP

Use an 8x8 chessboard.

THE SHIPS

Use chits or miniatures to represent Ships.

THE BERSERKER

#	Type	Hits	Speed	Range
1	Berserker	20	2	5

HUMAN FLEET UNIT TABLE

#	Type	Hits	Speed	Range
4	C-Plus Gun Ship	1	2	6
4	Cruiser	2	3	4
8	Ramship	1	4	2

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

Hits = Number of Hits that type of Ship has.

Speed = Type of Move cards the unit can use (Maximum)

Range = Type of Attack cards the unit can use (Maximum)

SETUP

Each player places one Ship on each square of his back two 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

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.
The Unit tables list what type of Move cards each unit can use.
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.
Ships cannot move through other ships.
A ship can only make one move per turn.

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.
The Unit tables list what type of Attack cards each unit can use.
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.
Ships cannot attack through other ships except for C-Plus Guns:
Their Projectiles skip through Normal and Hyperspace.
Cruisers can make up to 2 attacks per turn.
The Berserker can make up to 3 attacks per turn.
If a Ramship uses a "Marines" Attack card the Ramship is destroyed.
A Marines card does 2 points of damage (1 from the Ram, 1 from the Boarders).
A "Robot Security" defense card negates 1 point of damage caused by a Marines card.

CARD LIST NOTATION

M = Movement
A = Attack
D = Defense
X = Special
Type = Purpose of card
Dam = Damage (inflicted or prevented)
= Number of that card in the Deck.

CARD LIST

Card Name:	#	Range	Type	Notes
Marines	8	1	A	Ramships only; Does 2 Points Damage
Point Blank	2	1	A	
Short	2	2	A	
Medium	2	3	A	
Long	2	4	A	
Very Long	2	5	A	
Extreme	4	6	A	C-Plus Guns only
Tactical Speed	7	1	M	
Cruising Speed	6	2	M	
Fast	5	3	M	
Very Fast	4	4	M	Ramships only
Evasion	4	-	D	Humans only
Superstructure	4	-	D	Berserker only
Robot Security	4	-	D	Berserker only vs Marines

BIG TROUBLE IN LITTLE CHINA SKIRMISH

INTRODUCTION

Board & card game for 2 players.
One player controls Egg Shen and his Allies.
The other player controls Lo Pan & his Minions.
Each figure represents one Man (Unit).
Abstract simulation of the Battle at the end of the Movie.

DISCLAIMER

'Big Trouble in Little China' is a copyrighted/trademarked property.
This is just a fan site.

VICTORY

The Egg Shen player wins if he kills Lo Pan.
Lo Pan wins if he kills Egg Shen, Jack Burton, and Wang Chi.

THE MAP

Use an 8X8 chessboard.

THE MEN

Use chits or miniatures to represent men.

EGG SHEN UNIT LIST

#	Unit Name:	Hits	Notes:
1	Egg Shen	2	Wizard
1	Jack Burton	3	Guns
1	Wang Chi	3	Leap
6	Chang Sing Fighter	2	Minor, Guns

LO PAN UNIT LIST

#	Unit Name:	Hits	Notes:
1	Lo Pan	1	Wizard
1	Lightning	3	Demon
1	Rain	3	Demon, Leap
1	Thunder	3	Demon, Strong
1	Chinese Ogre	2	Strong
8	Wing Kong Fighters	1	Minor, Guns

SETUP

Each player places 1 man on each square of his back 2 rows.
Men may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Fight Phase

ORDERS PHASE

Draw 3 cards from your deck.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your men.

The move card has a number.

This is the number of spaces the man moves.

Moves can be diagonal or orthogonal.

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.

The enemy man that is the target of the attack takes one point of damage.

Use chits to keep track of damage.

A man reduced to zero hits is killed.

Your opponent may play a defense card to negate your attack.

CARD LIST NOTATION

A = Attack

M = Move

D = Defense

X = Special

Z = Draw 3 cards

Y = Look at next 7 cards in deck

S = Look at opponents hand

R = Attacker becomes target of his own attack

= Number of that card in the deck.

CARD LIST

Card Name:	#	Type	Range	Notes:
Advance	6	M	1	
Walk	8	M	2	
Run	6	M	3	Not Wizards
Charge	5	M	4	Not Wizards
Leap	4	M	5	Leap Unit only

Immaterial	2	D	-	Lo Pan only
Walk through Walls	2	M	2	Lo Pan only
Light Flash Attack	2	A	2	Lo Pan only
Crystal Rocket	1	A	5	Egg Shen only
Six Demon Bag	1	Z	-	Egg Shen only
Magic Crystals	2	A	4	Egg Shen only
Silver Fan	1	R	-	Egg Shen only
Magic Potion	1	Z	-	Egg Shen only
Divination	1	L	-	Wizard only
Guardian Eye	1	S	-	Lo Pan only
Ego Attack	2	A	3	Wizard only
Reflect Attack	2	R	-	Not Minor Units
Chinese Sorcery	2	Z	-	Wizard only
Missile Deflection	2	D	-	Wizard only
Roadblock Form	1	D	-	Lo Pan only
Great Strength	2	D	-	Strong only
Major Kick Ass	2	A	1	Demon only
Machine Guns	2	A	4	Guns only
Pistols	2	A	2	Guns only
Kung Fu Fighting	4	A	1	Not Wizards
Sneak Attack	2	A	1	
Throw Knife	2	A	2	Not Ogre
Sword Attack	2	A	1	Not Wizards or Ogre
Martial Arts Weapons	4	A	1	Not Wizards or Ogre
Leaping Attack	2	A	1	Leap only
Block	2	D	-	
Parry	2	D	-	
Dodge	2	D	-	
Run Away	2	D	-	Not Demons
Reflexes	2	R	-	Jack only
Tough Guy	2	D	-	Jack only
Run up Walls	2	D	-	Leap only
Lightning Attack	2	A	3	Lightning only
Flying	2	M	5	Demons only
Inflate Body	1	D	-	Thunder only
Crush Weapon	1	D	-	Strong only
Superior Skill	2	A	1	Wang Chi only
Force Projection	2	A	3	Demons only
Supernatural Toughness	2	D	-	Demons only

LINKS

[RPG Conversion](#)

BIKER BRAWL

INTRODUCTION

Board & card game for 2 players.
Two Rival Biker Gangs Face-off.
Each figure represents a single biker.

VICTORY

Kill the rival gang Leader.

THE MAP

Use an 8x8 chessboard.

UNITS

Use action figures, chits, or miniatures to represent Bikers.

GANGS

Each player has 8 Bikers in his gang.
Each gang has 3 types of Bikers:
1 Leader: Has 3 Hit points
2 Veterans: Have 2 Hit points each
5 Gang Members: Have 1 Hit point each

STUFF

Distribute the following Stuff Tokens to your bikers:
4 Motorcycles
4 Bruisers
2 Guns
2 Knives
2 Tool Boxes
A single Biker can have 0-3 Tokens.
A single Biker cannot have more than 1 token of the same type.

SETUP

Each player places one Biker on each square of his back row.
Bikers may not stack.

THE CARDS

Players share a common deck.
The deck contains 2 of each card in the card list.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Lady Luck Phase

Ride Phase

Fight Phase

LADY LUCK PHASE

Draw 3 cards from your deck.

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

Max hand size = 5 cards.

Discard excess cards.

RIDE PHASE

Play (discard) a Move card to move one of your units.

The move card has a number.

This is the number of spaces the unit moves.

Moves are diagonal or orthogonal.

Units may not stack.

FIGHT PHASE

Play (discard) an Attack card to have a unit attack.

The attack card has a number.

This is the range of the attack.

Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack loses one Hit point.

Any unit reduced to 0 Hits is killed and removed from the board.

Shit Kicking & Ass Whooping cards require 2 attackers adjacent to the same

Target defender.

Knock Heads & Throw Body cards allow a Bruiser to attack 2

targets simultaneously.

The Road Rash card can be used by any biker against a target with a

Motorcycle token.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

X = Diagonal only

O = Orthogonal only

Y = Any Biker can use this card

C = Only Bikers with a Motorcycles token can use this card

B = Only Bikers with a Bruisers token can use this card

G = Only Bikers with a Guns token can use this card

K = Only Bikers with a Knives token can use this card

T = Only Bikers with a Tool Boxes token can use this card

Type = Purpose of card

User = Which player may use the card

= Number of that type of card in the deck

CARD LIST

Card Name:	#	Range	Type	User
Shit Kicking	1	1	A	Y
Ass Whooping	1	1	A	Y
Steel Tipped Boot	1	10	A	Y
Brass Knuckles	1	10	A	Y
Monkey Wrench	1	1X	A	T

Butterfly Knife	1	1X	A	K
Lead Pipe	1	10	A	T
Broken Bottle	1	1X	A	Y
Acetylene Torch	1	10	A	T
Bicycle Chain	1	1X	A	Y
38 Special	1	2X	A	G
Sawed Off Shotgun	1	30	A	G
Fist Full of Rings	1	10	A	Y
Baseball Bat	1	1X	A	Y
Run Over	1	10	A	C
Face Against Tire	1	10	A	C
Dragged by Bike	1	1X	A	C
Choke Hold	1	10	A	B
Pile Driver	1	1X	A	B
Bear Hug	1	10	A	B
Knock Heads	1	1	A	B
Throw Body	1	1	A	B
Two by Four	1	1X	A	Y
Stiletto	1	1X	A	K
Revolver	1	20	A	G
Road Rash	1	1	A	Y
Switchblade	1	1X	A	K
Strut	9	1	M	Y
Rush	8	2	M	Y
Run	7	3	M	Y
Cruise	6	4	M	C
Peel Out	5	5	M	C
Burn Rubber	4	6	M	C
Tough	1	-	D	B
Dodge	1	-	D	Y

BIOMECHANOIDS

INTRODUCTION

2+ player card game based on the fantasy creations of HR Giger.
Players raise armies of Biomechanoids to destroy each other with.

DISCLAIMER

The works of HR Giger are licensed, trademarked & copyrighted.
This is merely a fan site.

VICTORY

Reduce your opponent to zero hits.

HITS

Each player starts with 20 hits.

THE DECK

Players share a common deck.

SETUP

Each player is dealt a hand of 7 cards.
The strangest player goes first.

TURN SEQUENCE

Players take turns.
Each turn is divided into 6 phases:
Regenerate Phase
Destiny Phase
Attack Phase
Birth Phase
Metamorphosis Phase
Decay Phase

REGENERATE PHASE

Draw 2 cards.
If the deck runs out, shuffle the discard and draw from it.
Remove 1 Weakness token from every card that has 1 or more weakness tokens.

DESTINY PHASE

Destiny cards are played in this phase by you and your opponent.
Destiny cards are discarded at the end of this phase.

ATTACK PHASE

Each of your Biomechanoids may attack once on your turn in this phase. Biomechanoids have an Attack & Defense value. The attacking Biomechanoid does damage to your opponent equal to its attack value. Your opponent may block a Biomechanoid with one of his own to prevent this damage. A Biomechanoid cannot attack or block if it has a Weakness token. Compare the attack & defense values of the 2 Biomechanoids. If the attack value of the attacker exceeds the defense value of the blocker, the blocker is destroyed. If the attack value of the blocker exceeds the defense value of the attacker, the attacker is destroyed. Players may play Action cards to alter the attack/defense values of target Biomechanoids. The effects of Action cards only last till the end of the turn. A Biomechanoid that attacks gets a Weakness token at the end of the phase.

BIRTH PHASE

You may put one Biomechanoid card into play. A Biomechanoid is a creature. Place the card face up in front of you. The Biomechanoid stays in play until it is destroyed. Some cards allow you to play additional Biomechanoids during this phase. Any time a Biomechanoid's Defense value is reduced to zero or less, it is destroyed. You may also put one Location card or one Artifact card into play.

METAMORPHOSIS PHASE

To a Biomechanoid you just put into play this turn, you may attach Feature cards. Feature cards give a bonus to the attack & defense values of the Biomechanoid. Some Feature cards give penalties. Your opponent may attach penalty Feature cards to your newly played Biomechanoid this phase.

DECAY PHASE

Max hand size is 7 cards.
Discard excess cards.

CARD TYPE ABBREVIATIONS

= Number of that card in the deck
Atk = Attack Value
Def = Defense Value
L = Location
B = Biomechanoid
BMs = Biomechanoids
F = Feature
A = Artifact
Z = Action
X = Play in reaction to another card played
D = Destiny
WT = Weakness Token
Cost 1 = The BM gets 1 WT if it uses this Feature or ability

CARD LIST

Card Name:	#	Type	Atk	Def	Notes:
------------	---	------	-----	-----	--------

The Shafts	1	L	-	-	All your BMs get Defense +1
Fem Fatale	6	B	3	2	Cost 1: Add 1 WT to target BM
Battle Fetus	3	B	1	1	Gets +1 Def per attached Feature
Extra Limbs	2	F	+1	+1	
Respirator	1	A	-	-	All your BMs get Defense +1
Carapace	2	F	-	+2	
Baby Machine	1	A	-	-	Play 1 extra BM per turn
Hydraulic Musculature	1	F	+2	+1	
Metal Skeleton	1	F	-	+2	
Bone Plates	1	F	-	+1	
Razor Claws	1	F	+2	-	
Retractable Spikes	1	F	+2	-	
Long Horn	1	F	+1	-	
Bite	1	Z	+1	-	
Biomechanoid Wall	2	B	2	4	Cannot Attack
Stone Flesh	1	F	-	+1	
Great Phallus	2	F	+1	-	All your BMs get Attack +1
Deep Orifice	2	F	-	-	Cost 1: Play 1 extra BM per turn
Thickened Skull	1	F	-	+1	
Unseeing Eyes	2	F	-2	-2	
Limbless	2	F	-2	-	
Restrained	2	F	-1	-1	This BM cannot attack
Arm & Leg Monster	3	B	1	1	
Flesh Scythe	1	F	+3	-	
Life Support Tubing	2	F	-	+1	
Udders	1	F	-	-	Cost 1: Remove 1 WT from target
Perfect Breasts	1	F	+1	-	
Exposed Brain	1	F	-1	-1	
Automaton	2	B	2	2	
Third Eye	1	F	+1	+1	Cost 1: Look at next 3 cards in deck
Mechanical Vasculature	1	F	+1	+1	
Battery Farming	1	L	-	-	Discard 1 of your BMs to draw 2 cards
Impaled	2	Z	+4	-	
Fangs	1	F	+1	-	
Spike Attack	1	D	-	-	Do 2 damage to 2 target BMs
Human-Insectoid	1	B	2	1	
Worm Humanoid	1	B	1	2	
Sacrificial Attack	1	Z	+5	-	BM dies at end of Attack phase
Serpentine Humanoid	1	B	3	3	May choose to get +1/-1
Claspers	1	F	+1	-	Attack +3 vs BM
Intercourse	1	D	-	-	Draw 3 cards
Amputation	1	Z	+3	-	
Skewered	1	Z	+2	-	
Atrocities	1	Z	-	-	All your BMs get Attack +1
Hideous	1	F	+1	+1	
Convulsions	1	D	-	-	Target BM gets 3 weakness tokens
Orgasmic Frenzy	1	Z	-	-	All your BMs get +2/-1
Broken Neck	1	Z	-	-	Attack +5 vs BM
Two-Headed	1	F	-1	-	
Attached Wheels	1	F	-	-	BM gets +1 Atk or +1 Def each turn
Queen of the Shafts	1	B	4	4	
Levitation	1	Z	-	+4	
Flaying Tendrils	1	F	+3	-	
Poison Sacs	1	F	+2	-	
Psychic Scream	1	F	+4	-1	
Penetrating Gaze	1	F	-	-	Cost 1: Look at opponents hand
Mutation	1	D	-	-	Target BM may add Features this turn
Transference	1	D	-	-	Move Features between 2 of your BMs
Orgy	1	D	-	-	Play any number of BMs this turn
Dagger Hands	1	D	+2	-	
Drain Essence	1	Z	+3	+1	

Flesh Coat	1	F	-	+1	
Erotic Attack	1	D	-	-	Target BM gets 3 WT
Lust	1	F	-	-	BM must attack every turn
Self Destruction	1	Z	-	-	Destroy your attacker & target BM
Disfigured	1	F	-1	-1	
Radiation Sickness	1	F	-2	-1	
Sub-machinegun	1	F	+4	-	Gun
Rifle	1	F	+3	-	Gun
Pistol	1	F	+2	-	Gun
Reptilian Humanoid	1	B	2	2	
Mirror Image	1	Z	-	-	Destroy attacking BM
Blade	1	F	+1	+1	
Guillotine	1	A	-	-	All your BMs get Attack +1
Macabre Conveyor	1	A	-	-	Draw 1 extra card per turn
Protoplasmic Explosion	1	D	-	-	Destroy target BM
Firearm Implants	1	F	+2	-	Gun
Arachnoid	1	B	3	1	
Acid Pump	1	F	+2	-	
Brainless	1	F	-1	-1	
Strangulation	1	Z	-	-	Attack +5 vs BM
Grotesque Clown	2	B	1	1	Cost 1: Target BM must attack this turn
Harnessed	1	F	-1	-1	
Bondage Drone	2	B	0	2	
Echoes	1	D	-	-	Remove 3 WT from your BMs
Abominations	2	B	2	3	
Biomechanoid Mage	2	B	4	3	Cost 1: All your BMs get Attack +1
Hand Grenade	1	D	-	-	Do 1 damage to 3 target BMs
Sling Shot	1	F	+1	-	Gun
Sex Slave	1	B	1	1	Cost 1: Target BM gets +1/+1
Inhuman Servant card	2	B	1	2	Cost 1: Draw 1 card & Discard 1
Nuclear Children	2	B	1	1	Attached Gun gets Attack +1
Sadistic	1	F	+1	-	BM must attack every turn
Axe	1	F	+2	-	
Infestation	1	F	-1	-1	
Segmentation	1	F	-	+1	
Tangle of Limbs	1	D	-	-	Opponent cannot attack this turn
Torso	1	B	0	1	
Mollusc Shell	1	F	-	+2	
Serpent Tongue	1	F	+1	-	
Press of Bodies	1	Z	-	-	All opposing BMs get attack -1
Carnal Embrace	1	Z	+1	-	Draw 1 card
Seduction	1	D	-	-	Gain control of Target BM
Metempsychosis	1	D	-	-	All enemy BMs must attack this turn
Cataract	1	L	-	-	All opposing BMs get attack -1
Interpenetration	1	D	-	-	2 Target BMs get 2 WT
Midget Stilt Walker	1	B	1	1	
Corrosion	1	D	-	-	Destroy all Artifacts & Guns in play
Membranous Eruption	1	X	-	-	Negate an Action card
Larval Cocoon	1	D	-	-	Target BM may add Features this turn
Evolution	1	D	-	-	All your BMs may add Features this turn
Biological Memories	1	D	-	-	Get+keep any 1 card from the discard
Clone Embryos	2	B	0	1	Draw 1 card when first played
Flesh Architecture	1	L	-	-	All your BMs get Atk +1 when
Blocking					
Intrauterine Landscape	1	L	-	-	Play any number of BMs on your turn
Protective Slime Coat	1	F	+1	-	
Mesmerize	1	D	-	-	3 Target BMs get 1 WT

Transcendence deck	1	D	-	-	Get & keep any 1 card from the
Glowing Mist	1	D	-	-	Destroy all BMs in Play

LINKS

[HR Giger](#)

BIONICLE SKIRMISH

INTRODUCTION

Board & card game for 2 players.
Abstract skirmish level combat with Bionicle theme.
Each figure (unit) represents a single Bionicle.
One player controls the Good Toa Nuva.
The other player controls the Evil Rahkshi.

DISCLAIMER

Bionicle is a licensed, trademarked, copy-righted property.
This is merely a fan site.

VICTORY

You win if you destroy all opposing Bionicles.

THE CARDS

Players share a common deck.

THE MAP

Use an 8x8 chessboard.

BIONICLES

Use figures or miniatures to represent Bionicles (units).
Each player has 7 units:

TOA NUVA UNIT LIST

Bionicle Name:	Hits	Powers:
Onua Nuva	4	Earth
Lewa Nuva	4	Air
Pohatu Nuva	4	Stone
Gali Nuva	4	Water
Kopaka Nuva	4	Ice
Tahu Nuva	4	Fire
Taka Nuva	4	Light

RAHKSHI UNIT LIST

Bionicle Name	Hits	Powers:
Panrahk	3	Shatter
Kurahk	3	Discord
Lerahk	3	Poison
Guurahk	3	Rubble
Vorahk	3	Drain

Turahk	3	Fear
Makuta	10	Master of Shadows

TOA NUVA POWER CARD LIST

Play a Power card on a specific Toa Nuva to have it produce the listed effect

Bionicle Name: Ability:Effect:

Onua Nuva	Earthquake: Attack of Range = 5
Lewa Nuva	Lightning Blast = Attack of Range = 4
Pohatu Nuva	Kodan Ball = Attack of Range = 3
Gali Nuva	Water Jet: Attack of Range = 2
Kopaka Nuva	Ice Shard Stream = Attack of Range = 3
Tahu Nuva	Flame Strike = Attack of Range = 2
Taka Nuva	Light Beam = Attack of Range = 4

RAHKSHI POWER CARD LIST

Play a Power card on a specific Rahkshi to have it produce the listed effect

Bionicle Name: Ability:Effect:

Panrahk	Sonic Bolt: Attack of Range = 3
Kurahk	Discord: Range = 2: Take control of target Toa Nuva for 2 turns
Lerahk	Poison Touch: Attack of Range = 1
Guurahk	Disintegration: Attack of Range = 3
Vorahk	Drain Energy: Attack of Range = 1 (Vorahk regains 1 lost hit)
Turahk	Terror: Range = 2: Target Toa Nuva cannot attack for 3 turns
Makuta	Shadow Sphere: Attack of Range = K

TOA NUVA SPECIAL CARD LIST

Play a Special card on a specific Toa Nuva to have it produce the listed effect

Bionicle Name: Ability:Effect:

Onua Nuva	Quake Breakers: Attack of Range = 1
Lewa Nuva	Air Katanas = Attack of Range = 1
Pohatu Nuva	Throw Claws = Attack of Range = K
Gali Nuva	Throw Axes: Attack of Range = K
Kopaka Nuva	Ice Blade = Attack of Range = 1
Tahu Nuva	Magma Swords = Attack of Range = 1
Taka Nuva	Staff of Light = Attack of Range = 2

RAHKSHI SPECIAL CARD LIST

Play a Special card on a specific Rahkshi to have it produce the listed effect

Bionicle Name: Ability:Effect:

All Rahk's	Power Staff: Attack of Range = 1
Makuta	Giant Double Bladed Staff: Attack of Range = 2

TOA NUVA TRAVEL CARD LIST

Play a Travel card on a specific Toa Nuva to have it produce the listed effect

Bionicle Name: Ability:Effect:

Onua Nuva	Treads: Move of Range = 3
Lewa Nuva	Glider Wings = Move of Range = 5
Pohatu Nuva	Scale Wall = Move of Range = 2
Gali Nuva	Swim: Move of Range = K
Kopaka Nuva	Ice Skates = Move of Range = 4
Tahu Nuva	Lava Board = Move of Range = 4
Taka Nuva	Ussanui Flyer = Move of Range = 5

RAHKSHI TRAVEL CARD LIST

Play a Travel card on a specific Rahkshi to have it produce the listed effect
Bionicle Name: Ability:Effect:
All Rahk's Flyer Mode: Move of Range = 4
Makuta Mask of Shadows: Range = 2: Take control of target Toa Nuva for 2 turns

SETUP

Each player places one Bionicle on each square of his back row.
Bionicles may not stack.
The Makuta unit does not start the game in play. It enters the board only after all the 6 Rahk units have been defeated. Place the Makuta on any empty corner space.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Fate Phase
Move Phase
Attack Phase

FATE PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your Bionicles.
The move card has a number.
This is the number of spaces the Bionicle moves.
Moves can be diagonal or orthogonal.
Instead of moving just one Bionicle in any direction, you have the option of moving up to 2 Bionicles the indicated number of spaces using a single move card.

ATTACK PHASE

Play (discard) an Attack card to have a Bionicle attack.
The attack card has a number.
This is the range of the attack.
Attacks can be diagonal or orthogonal.
Your opponent may play Defense cards to negate your attacks.

DAMAGE

Every time a Bionicle is hit, it loses one Hit.
Indicate Damage with tokens.
If a Bionicle is reduced to zero Hits it is destroyed.

CARD LIST NOTATION

= Copies of that card in the deck
Type = Purpose of card
M = Movement card

A = Attack card
 D = Defense card
 S = Special card
 T = Travel card
 P = Power card
 K = As a Knight would move in Chess
 J = Jump over adjacent unit
 F = Turn target Attack back at its Originator
 N = Only useable by Toa Nuva
 R = Only useable by Rahkshi
 H = Heal: Unit regains 1 Lost Hit

BIONICLE COMMON DECK CARD LIST

Card Name:	#	Range	Type
Walk	4	1	M
Hurry	4	2	M
Run	4	3	M
Leap	2	J	MN
Flip	2	K	MN
Power	4	-	S
Special	4	-	P
Travel	4	-	T
Block	4	-	D
Armor	4	-	DR
Dodge	2	-	DN
Deflect	2	-	FN
Strike	6	1	A
Grapple	2	1	AR
Elemental Attack	2	2	AN
Heal	2	-	HN

LINKS

[Games](#)

BIRTHRIGHT CONQUEST

INTRODUCTION

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

DISCLAIMER

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

VICTORY

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

THE DECKS

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

CARD TYPES

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

SETUP

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

TURN SEQUENCE

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

ALLIANCE PHASE

Draw 1 Realm card or Fill your Realm Hand to 4 cards.
Pay 3 Gold to draw an extra card.
Maximum Realm hand is 4 cards.
Put your choice of excess cards on the bottom of your Realm deck.

PLANNING PHASE

Draw 2 cards from the Common deck.
Pay 2 Gold to draw an extra card.
Maximum Action hand size is 7 cards.
Discard your choice of excess cards.
If the Common deck runs out shuffle the discard and draw from it.

REALM PHASE

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

RECRUIT PHASE

You may put exactly one Realm (Country) card from your hand into play.
You may put Lords and Armies into play.
Lords & Armies have a Gold cost = to their Force to put into play.
Army cards must be attached to a Lord.
Attached Armies are referred to as Allies.
A Lord is free if you already have his Realm in play.

EVENT PHASE

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

ATTACK PHASE

You may attack with none, some, or all of your Lords.
If unblocked your opponent must discard 3 Realm cards from the top of his deck.
If the opponent has no cards left in his Realm deck, discard one of his Realms in play.
The Defending Player may Block attacks.
For a given attack the defender may choose one of his Lords to block it.
A Lord that attacked last turn cannot be used to block.
Each Lord has a base Force value.
This Force value is modified by Attached Armies and Action cards.
Compare the Modified Forces of the Attacking & Blocking Lord.
The Lord with the Higher Modified Force Wins the Battle.
The Lower Force Lord and all attached cards are discarded.
The winning Lord must discard one attached Army (if it has any) at end of turn.
The Defender wins ties.

BLOODTHEFT

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

CARD LIST NOTATION

L = Lords

R = Realms

A = Armies

S = Spells

E = Events

B = Blood Ability

Cost = Cost in Gold to play

GOOD ALLIANCE DECK CARD LIST

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

EVIL ALLIANCE DECK CARD LIST

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

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

COMMON DECK CARD LIST

Card Name:	Type	Cost	Notes:
Battlewise	B	-	Force Total +3
Blood History	B	-	Draw 3 Action Cards
Courage	B	-	Allies get Force +1 each
Character Reading	B	-	All enemy Lords get Force -1 this turn
Divine Aura	B	-	Draw 2 Realm cards
Divine Wrath	B	-	Destroy 1 opposing Ally
Elemental Control	B	-	Gain one Force = 3 Ally this turn
Fear	B	-	All opposing Allies get -1 Force this turn
Healing	B	-	Prevent Ally from being Destroyed
Iron Will	B	-	Put destroyed Lord back into your Realm hand
Persuasion	B	-	Put Lord from your Realm hand into play
Detection	B	-	Look at opponents hand
Regeneration	B	-	Put destroyed Lord back into your Realm hand
Resistance	B	-	Force total +3
Protection	B	-	Allies get Force +1 each
Bloodmark	B	-	Put Lord from your Realm hand into play
Enhanced Senses	B	-	Look at opponents hand
Travel	B	-	Allows Lord that attacked last turn to Block
Touch of Decay	B	-	Discard target Lord
Shadow Form	B	-	Lord cannot be Blocked this turn
Bloodsilver Blade	E	1	Force +3
Elaborate Court	E	3	Draw 3 Realm Cards
Vassalage	E	2	Put an extra Realm into play this turn
Regency	E	2	Put an extra Realm into play this turn
Diplomacy	E	2	Put an extra Realm into play this turn
Assassination	E	1	Discard target Lord
Blood Challenge	E	-	Target Lord must Block
Rebellion	E	-	Put Target Realm back in owner's hand
Natural Disaster	E	-	Put Target Realm back in owner's hand
Heresy	E	-	Put Target Realm back in owner's hand
Occupation	E	-	Control Target Realm after winning a Battle

Pillage	E	-	Gain 4 Gold after winning a Battle
Intrigue	E	1	Look at opponents Action Hand
Festival	E	1	Opponent may not attack this Turn
Brigandage	E	-	Opponent loses 3 Gold
Corruption	E	-	Opponent loses 3 Gold
Law Holdings	E	-	Negate Event card
Ransom	E	-	Take 3 Gold from Opponent
Fortifications	E	-	Force +4 while Defending
Militia	E	-	Force +4 while Defending
Temple Holdings	E	-	Put 2 Spell cards in Discard into your hand
Trade Routes	E	-	Gain 3 Gold
Collect Taxes	E	-	Gain 3 Gold
Guild Holdings	E	-	Gain 3 Gold
Adventure	E	-	Target Lord cannot Attack or Block
Roads	E	-	Allows Lord that attacked last turn to Block
Avatar	E	-	Force +10
The Cold Rider	E	-	Discard target Mage Lord
Battle Magic	S	-	Force +3
Alchemy	S	-	Gain 3 Gold
Death Plague	S	-	Put Target Realm back in owner's hand
Demagogue	S	-	Put an extra Realm into play this turn
Dispell Realm Magic	S	-	Negate Spell Card
Legion of Dead	S	-	Gain three Force = 1 Allies this turn
Mass Destruction	S	-	Force +3
Raze	S	-	Put Target Realm back in owner's hand
Scry	S	-	Look at next 7 cards in any Deck
Stronghold	S	-	Force +4 while Defending
Subversion	S	-	Take control of target Non-Lord card
Summoning	S	-	Gain two Force = 2 Allies this turn
Warding	S	-	Opponent may not attack this Turn
Transport	S	-	Allows Lord that attacked last turn to Block
Bless Land	S	-	Gain 3 Gold
Bless Army	S	-	Allies get Force +1 each
Blight	S	-	Put Target Realm back in owner's hand
Honest Dealings	S	-	Gain 3 Gold
Investiture	S	2	Put an extra Realm into play this turn
Ley Lines	S	-	Draw 2 cards from Realm or Common Deck

LINKS

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BLITZ

INTRODUCTION

Card game. Simulates the Battle of Britain. July-September 1940

CARDS

Players will have to make their own sets of cards.
The RAF and Luftwaffe have their own unique decks.
The Germans also need 20 tokens to represent bomb damage.
On the Deck lists, # = number of that card in the deck.
Both decks have 62 cards.
Notice that most cards have a force value.
Card sets are included at the bottom of the page.

SET UP

Shuffle both decks.
The RAF player draws 4 cards.
The Luftwaffe player draws 4 cards.

TURN SEQUENCE

Draw Phase
Raid Phase
Bombing Phase
Discard Phase

DRAW PHASE

Both players draw 2 cards from their respective decks.

RAID PHASE

The German player may decide not to attack. If so, the turn ends.
If he attacks the German and British players take turns playing cards face up from their hands.
The German goes first. His first card in a raid must be a bomber.
This continues until both players have no more cards they want to play.
Each player can use only one force multiplier card per raid (Night Raid, Radar...)
The German player adds up the force value of all of his cards and multiplies by 2 if a Night Raid card is used.
This number is the Total Luftwaffe Force Value.
All cards used in the Attack are discarded.
The British player adds up the force value of all of his cards and multiplies by 2 if an Early warning radar card is used.
This number is the Total British Force Value.
All cards used in the Defense are discarded.
The higher force total is the winner.

BOMBING PHASE

If the RAF had a higher force total in raid phase then skip this phase.
Notice that German bombers have a bomb value in addition to a force value.

If the Luftwaffe had a higher force total, then bomb damage is dealt to the British player equal to the total bomb value of all bombers in the attack.
 The British player may play barrage balloons in this phase to negate 1 dive bomber per balloon.
 The British player may play repair cards in this phase to negate 1 point of bomb damage per repair card.

DISCARD PHASE

If a player has more than 8 cards he must discard the excess.
 Players may also discard any cards they don't want.

LUFTWAFFE VICTORY

If the Germans accumulate 20 points of bombing damage then they win.
 Hitler decides to go ahead with operation Sealion.

BRITISH VICTORY

If the German player goes to draw a card and there are no cards left in his deck the British win.
 Hitler postpones operation Sealion indefinitely.

LUFTWAFFE DECK CARD LIST

#	CARD	FORCE	BOMB	NOTES
15	Messerschmitt BF109	4	0	Heavily-armed single-seat fighter
5	Zerstorer BF110	3	0	Slow, 2-seat bomber escort
10	Hinkel 111 Deathsheed	1	3	Bomber. The Spade
10	Dornier Do17Z	1	2	Bomber. The flying Pencil
10	Junker Stukas	1	1	Versatile Dive-Bomber
1	Ace Pilot	7	0	Example: Adolf Galland
10	Night Raid	X2	0	Doubles force of all cards used in attack
1	Hermann Goering	X3	0	Triples force of all cards used in attack

ROYAL AIR FORCE DECK CARD LIST

#	CARD	FORCE	NOTES
5	Supermarine Spitfire MK1	5	Fast single-seat fighter
7	Hawker Hurricane	4	Single-seat fighter. Easy to build, fly, service, & repair
1	Bristol Beaufighter	6	Heavily-armed, 2-seat, night fighter with radar
1	Bristol Blenheim	2	3-seat, converted, long range fighter
1	Boulton-Paul Defiant	2	Heavy, old, slow, 2-seat fighter
1	Gloster Gladiator	3	Old but maneuverable single-seat biplane fighter
1	Fairey Battle	0	Slow, outgunned 3-seat light bomber
7	Early Warning Radar	X2	Doubles force of all cards used in defense
3	Command & Control	X2	Doubles force of all cards used in defense
1	Winston Churchill	X3	Triples force of all cards used in defense
5	Barrage Balloons	0	Negate 1 Junker card in Bomb phase
5	Repairs	0	Negate 1 point of bomb damage in Bomb phase
10	Ack Ack Guns	2	Flak

5	Ground Fire	1	Small arms
1	Ace Pilot	7	Example: Peter Townsend
5	Inexperienced Pilots	0	
3	Decoy	4	Dogfighting tactic

BOMBING BERLIN: OPTIONAL RULE

Churchill orders the bombing of Berlin.

In retaliation Hitler targets cities instead of airfields and radar installations.

On turns 1-14 bomb damage is double.

On turns 15+ bomb damage is half.

Do not round up or down. Keep track of 0.5 bomb damage.

(repairs and ballons are unaffected)

COUNTER SET

The following card sets were created by Janne Thörne:

The sets contain only one of each card type.

Janne has also made sets for Cannonade & Midway.

[Download RAF cards set #1](#)

[Download RAF cards set #2](#)

[Download Luftwaffe card set](#)

GAME DESIGNERS NOTES

Similar design to Zulu Spears.

The Brits are defending in both games.

I guess, deep down, I must be an anglophile.

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	Clipper	2
3	Frigate	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:
Orders Phase
Maneuver Phase
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
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	

BLUE VS GRAY COMBINED ARMS

INTRODUCTION

Board game for 2 players.
American Civil War theme. No dice or cards.
Each unit represents a regiment.

VICTORY

Occupy all Forts or destroy the enemy General.

THE MAP

Use an 8x8 chessboard.

UNITS

Use chits or miniatures to represent units.
There are 7 distinct unit types.

UNIT ATTRIBUTES

Each unit has 3 Attributes or Traits:

*Move: the number of spaces the unit can move per turn.

*Range: the maximum number of spaces distant the unit can apply damage.

*Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities.

UNIT MASTER LIST

Unit Name	Move	Range	Defense	Max/Min
General	4	1	4	1/1
Cavalry	4	1	4	6/2
Infantry	2	1	5	-/6
Riflemen	2	2	4	4/-
Artillery	1	3	3	4/-
Mortars	1	4	2	2/-

UNIT SPECIAL ABILITIES

All friendly units adjacent to the General get Defense +1

Infantry do 2 damage vs Cavalry

Artillery do 2 damage vs Infantry

Cavalry do 2 damage vs Artillery

Mortars do 2 damage vs Units in Forts

ARMY CREATION

Each player designs an army before play starts.

An army is composed of 16 units.

The Master List gives the maximum & minimum numbers for each unit type

SETUP

Each player places one unit on each square of his back three rows.
Units may not stack.
Players take turns placing their units.
Determine who goes first in a non-random manner.

TURN SEQUENCE

Players take turns.
Each turn has 2 phases:
Move Phase
Attack Phase

MOVE PHASE

You can move some, none, or all of your units in move phase.
Units can move orthogonally or diagonally.
Units can move up to a number of spaces equal to their Move Trait.
Units cannot move through other units.

ATTACK PHASE

Each of your units can attack one target enemy unit in Fire Phase.
Different units may attack different targets.
Each unit has a Range Trait (number of spaces out it can attack into)
A unit can only attack a target that is within its range.
Units with ranges 2+ can attack over other units.
An attack does 1 point of damage.
As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.
(Combined Arms: you must concentrate force & combine attacks)
A retreating unit must move laterally or back towards its side of the board 1 space.
A retreating unit unable to move is destroyed and is removed from the board.
Units that retreat off the board are destroyed.
A unit cannot move laterally if it will come in contact with an enemy unit.

DOUBLE WHAMMY RULE

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

OPTIONAL RULES

TERRAIN

Distribute Hills & Forts.
Units occupying Hills have a Defense bonus of +1.
Units occupying Forts have a Defense bonus of +2.

ELITE UNITS

Each player may make 2 of his units Elite.
Elite units get +1 to Defense & always do 2 Damage instead of 1.

EXPERIENCED UNITS

A unit that helps destroy 5 enemy units becomes Elite.

REINFORCEMENTS

Every third turn each player gets one additional non-general unit.
Reinforcement Units start on a player's back row.

CAMPAIGN

Use a Larger map with bigger armies.
Use all the other optional rules.

BOER WAR

INTRODUCTION

2 player card game.

Simulation of the Boer War 1899-1902.

One player is the British Empire.

The other player is the Transvaal & Free Orange State Boers.

VICTORY

The first player to win two hands in a row wins the war.

THE DECKS

Each player has their own unique deck.

Each deck contains 2 copies of each card in their respective card list.

Each deck has 40 cards.

There are 2 card types:

T = Troops & Equipment

S = Strategies & Tactics

Each card has a Force value of 1 to 10.

TURN SEQUENCE

Each turn is divided into 3 phases:

Logistics Phase

Replenish Phase

Battle Phase

LOGISTICS PHASE

Each player draws 8 cards

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

REPLENISH PHASE

Each player may discard up to 4 cards and draw replacements.

BATTLE PHASE

Each player determines the total force value of their hand.

This is equal to the value of all playable cards in the hand.

Up to 4 Troop cards may be played, and 4 Strategy cards.

If there are duplicate cards, only count one of them.

The player with the highest total wins the hand.

Discard all cards at the end of the phase.

COURSE OF THE WAR

The war had 3 stages:

The first stage saw major Boer successes vs Inept British Leadership.
 The Boer player gets to draw an extra card for the first 2 hands of the game.
 The second stage saw the British occupy the capitals of the Boers.
 No one has an advantage in the second stage.
 The third stage saw Boer Guerilla Warfare outdone by British Total Warfare.
 The might of the British Empire allows them to draw an extra card every
 Turn starting with the fifth turn.

BOER CARD LIST

Card Name:	Force	Type
Hit & Run Tactics	9	S
Guerilla Warfare	10	S
Cunning Traps	8	S
Ambushes	6	S
Entrenched Hills	5	S
Home Territory	3	S
Inept British Commanders	7	S
Raids	4	S
Camouflage	2	S
Skirmishes	1	S
Small Mobile Forces	8	T
Excellent Marksmen	6	T
Light Artillery	1	T
Maxims & Mausers	2	T
Bitterenders	10	T
Veteran Snipers	7	T
Live in the Saddle	4	T
Masters of Gun & Horse	5	T
Militia Riflemen	3	T
Boer Commandos	9	T

BRITISH CARD LIST

Card Name	Force	Type
Displays of Courage	2	S
Learn from Mistakes	1	S
Break Siege	7	S
Railroads	3	S
Imperial Reinforcements		9 S
Block Houses	8	S
Occupation	4	S
Scorched Earth Policy	6	S
Concentration Camps	5	S
Total War	10	S
Garrisons	1	T
Infantry	2	T
Brigades	3	T
British Regulars	7	T
Field Artillery	4	T
Vickers Machine Guns	6	T
Naval Gun Batteries	5	T
Cavalry	8	T
Relief Columns	9	T
Expeditionary Force	10	T

LINKS

[Essay](#)
[Boer War](#)
[Boers](#)

BOOM TOWN

INTRODUCTION

Players are rival Business Bosses in an old west boomtown.
Hire Gunslingers to do your Dirty Work.
The first player to acquire \$100 becomes the new Mayor.

DECK, DICE & DOLLARS

Six sided dice are needed.
Use change to keep track of money.
There are 90+ cards in the common deck.

SETUP

Shuffle the deck.
Each player is dealt a hand of 5 cards.
Roll high on 1D6 to determine turn order.

OBJECT

Be the first player to collect \$100.

TURN SEQUENCE

Players take turns.
Each turn has 9 Phases:

1. Draw Phase
2. Collection Phase
3. Recruit Phase
4. Claim Phase
5. Dirty Deeds Phase
6. Holdup Phase
7. Showdown Phase
8. Posse Phase
9. Discard Phase

DRAW PHASE

All players fill their hands to 5 cards.
If the deck runs out, reshuffle the discard and draw from it.

COLLECTION PHASE

Collect \$1 for each Establishment in play you control.

RECRUIT PHASE

Place one Gunslinger card into play face up.
Gunslingers remain in play until killed.

CLAIM PHASE

Place one Establishment card into play from your hand.

DIRTY DEEDS PHASE

Play one Dirty Deed card.

Resolve the effects as written on the card.

If you play the range war card you may keep playing showdown phases this turn until you capture an establishment, or you run out of gunslingers.

HOLDUP PHASE

Assign a holdup card to one of your Bad gunslingers.

Your opponent may try to stop the holdup with one of his good gunslingers.

Both players may play 1 Guts, 1 Gang, and 1 Gun card each simultaneously.

Each player rolls 3D6.

A player may reroll one die or add one to the total for each Shootout card played, the player with the lower total first.

The gunslinger with the higher total wins.

The other gunslinger is discarded.

Discard all shootout cards.

If there is a tie neither gunslinger is killed.

If the bad gunslinger wins he gets the amount of money on the holdup card.

The holdup card is discarded.

SHOWDOWN PHASE

If you did not play a holdup card last phase, you may lay claim to an opponents establishment with one of your bad or ugly gunslingers.

Your opponent may intervene with one of his good or ugly gunslingers.

Both players may play 1 Guts, 1 Gang, and 1 Gun card each simultaneously.

Each player rolls 3D6.

A player may reroll one die or add one to the total for each Shootout card played, the player with the lower total first.

The gunslinger with the higher total wins.

The other gunslinger is discarded.

Discard all shootout cards.

The winner gets to keep the establishment card.

If there is a tie both gunslingers are killed and the defender keeps the Establishment.

POSSE PHASE

If you did not play a holdup card or lay claim this turn, you may assign a posse card to

one of your good gunslingers.

Your gunslinger may attack a target opponent's bad gunslinger.

Both players may play 1 Guts, 1 Gang, and 1 Gun card each simultaneously.

Each player rolls 3D6.

A player may reroll one die or add one to the total for each Shootout card played, the player with the lower total first.

The gunslinger with the higher total wins.

The other gunslinger is discarded.

Discard all shootout cards.

If there is a tie both gunslingers are killed.

If the good gunslinger wins he gets the reward money on the posse card.

The posse card is discarded.

DISCARD PHASE

Discard one or more cards from your hand.

GUNSLINGER LIST

Name	Side
Pick Axe Pete	Ugly
Geronimo	Ugly
Crazy Horse	Ugly
Sitting Bull	Ugly
John Doc Holiday	Ugly
Cowboy Kyle	Ugly
The Old Timer	Ugly
The Klondike Kid	Ugly
Trapper John	Ugly
Buckaroo	Ugly
Calamity Jane	Ugly
The Sheriff	Good
The Deputy	Good
Wild Bill Hickock	Good
Davie Crockett	Good
Texas Ranger	Good
Federal Marshall	Good
Wyatt Earp	Good
Bat Masterson	Good
Buffalo Bill	Good
Colonel Custer	Good
Pinkerton Detective	Good
Butch Cassidy	Bad
The Sundance Kid	Bad
The Dalton Gang	Bad
Billy the Kid	Bad
Johnny Reb	Bad
The Shootist	Bad
Big Bad Bart	Bad
The Frio Bandito	Bad
The James Gang	Bad
Jesse James	Bad
The Regulators	Bad

SHOOTOUT CARD LIST

Name	Type
Double Barrel Shotgun	Gun
Winchester Rifle	Gun
Six shooter	Gun
Scattergun	Gun
Derringer	Gun
Tomahawk	Gun
Bowie Knife	Gun
Smith & Wesson	Gun
Frontier Revolver	Gun
Colt Revolver	Gun
Peacemaker	Gun
Beechers Bible	Gun
Remington Double Action	Gun
Sharps Breech Loader	Gun
Buffalo Rifle	Gun
Deadwood Posse	Gang
Lynch Mob	Gang
Missouri Border Ruffians	Gang
Doge City Peace Commission	Gang
Miners	Gang
Sioux Indian Braves	Gang
Mexican Bandits	Gang

Outlaws	Gang
Soldiers	Gang
Cavalry	Gang
Ranchers	Gang
Townsfolk of Tombstone	Gang
Mountain Men	Gang
Sun in your eyes	Guts
Quick Draw	Guts
Ambush	Guts
Dead Drunk	Guts
Killer Instinct	Guts
High Noon	Guts
Out of Bullets	Guts
Yellow Bellied	Guts
Ricochet	Guts
Fanning the Hammer	Guts
Got the drop on him	Guts
Hipshooting	Guts
Stampede	Guts
Misfire	Guts

DIRTY DEEDS CARD LIST

Card Name:	Notes
Dynamite	Destroy target Establishment
Claim Jumping	Take control of target Establishment
Hang em High	Destroy target Bad Gunslinger
Arson	Destroy target Establishment
Range War	See rules
Pony Express	Search the deck for one card & put it in your hand

HOLDUP CARDS

Card Name:	Notes
Bank Robbery	\$10
Train Robbery	\$10
Cattle Rustling	\$5
Stagecoach Robbery	\$5
Wells Fargo Holdup	\$10

POSSE CARDS

Card Name:	Notes
Reward Notice	\$5
Tracker	\$5
Apache Indian Guide	\$5
Bounty Hunters	\$5
Box Canyon	\$5

ESTABLISHMENT CARD LIST

Acme Saloon
 Red Light Brothel
 Gambling Hall
 Horse Trader
 Trading Post
 Railroad Station
 McSween's Store
 Gold Mine
 First National Bank
 Cattle Ranch

OK Corral
Coal Mine
Boot Hill Cemetery
Cotton Mill
Telegraph Office

GAME DESIGNERS NOTES

Sorry Joe, this ones a card game too.
For a shorter game play to \$50.

BORDERKEEP

INTRODUCTION

Multiplayer card game or Solo rules.

Each player controls a small town in a fantasy setting.

Every turn players build structures and hire heroes to defend their town.

Some cards are used to send monsters and disasters to destroy your opponent's towns.

THE DECK

The deck has 75 cards.

These will have to be constructed before play is possible.

SETUP

Six sided dice (D6) are needed.

Roll high on 1D6 to determine turn order.

Players start with a hand of 7 cards.

Each player starts with 30 gold.

Each player starts with 1 guard token.

Each player's town starts with a castle with 4 walls, and an income = 3 gold.

Gold can be used to substitute for any other commodity on a one to one basis.

OBJECT

Have the most defenders and structures at the end of the game.

Each defender and structure is worth 1 victory point.

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

In a multiplayer game, the game ends if all but one player's town is destroyed.

TURN SEQUENCE

Players take turns.

Each turn has 5 phases:

1. Draw Phase
2. Upkeep Phase
3. Production Phase
4. Build Phase
5. Attack Phase
6. Heal Phase

THE GOLDEN RULE

In all situations, Gold can be used to substitute for any other commodity on a one to one basis.

For example:

You may have to pay an upkeep of 1 magic. You can substitute 1 gold instead.

DRAW PHASE

Draw one card.

Max hand size = 7.

Discard excess cards.

Pay 7 magic to draw an extra card.

If you bought the card discard it if it is a disaster or attack card.

UPKEEP PHASE

All defenders have an upkeep = 1 food or weapon.
Heroes have an additional upkeep of 1 magic.
Some buildings have an upkeep in their card description.
If the upkeep is not paid the card is discarded.

REVENUE PHASE

Collect revenue from all structures and defenders that produce revenue.
Revenue comes in different forms: Gold, food, magic, etc.
Keep track of each form of revenue.

BUILD PHASE

Put structures and defenders into play by paying their cost.
Defenders must be paid for in food and/or weapons.
Magical defenders can also be paid for with magic.
Structures must be paid for in wood or stone.
Magical structures can also be paid for with magic.
Artifacts must be paid for in magic.

ATTACK PHASE

Players cannot play attack cards until turn 3.
Attack cards include Disasters & Monsters.
Play one Attack card on the opponent to your left.
If you have more than one attack card, you may play the additional card on the next player, and so on.
Resolve disasters according to the card text.
Resolution of battles with monsters may take several segments.
The monster and all defenders attack once during the segment.
Attack order is determined by each card's initiative.
Initiative = 10 attacks before Init = 9, and so on.
All cards of the same initiative level attack simultaneously.
An attacking card rolls a number of six sided dice equal to its Attack Dice (AD).
Each roll of 1 causes the other side to lose 1 hit.
The attacker decides where hits are inflicted.
Each card has a number of hits.
If this hit total is reduced to 0 the unit is destroyed.
The monster will keep attacking until destroyed.
If the monster destroys all the defenders, the monster is discarded and the defender must discard 1D6 structures.
If there are no structures left, then castle walls are destroyed.
If all a player's castle walls are destroyed, the player is eliminated.
Some units have Spells. Roll on the spell table at the beginning of each segment to see what spell the unit can cast.

HEAL PHASE

All surviving defenders recover all lost hits.
Walls may be rebuilt for 3 stone or wood each.
Defender & Structure cards destroyed this turn may be put back in your hand for 2 magic each.
Summoned minions are destroyed.
Destroyed guard tokens are returned to play for free.

THE GUARD TOKEN

Each player starts the game with one.

The guard is a non-hero defender.

The guard has initiative = 2, Attack Dice =2, and Hits = 2.

The guard has no upkeep.

STRUCTURE CARD LIST

Card Name:	Cost	Notes
Farm	2	Revenue = 2 food
Brewery	8	Revenue = 5 food
Bakery	4	Revenue = 3 food
Butcher	6	Revenue = 4 food
Market Place	4	Convert 2 of any commodity into 1 gold
Temple	8	Maximum hand size = +1
Guild Hall	10	Pay 5 gold to draw 1 card
Tavern	6	Revenue = 1 gold per 3 defenders (round up)
Inn	8	Revenue = 2 gold, Upkeep = 1 food
Wizards Tower	10	Revenue = 3 magic; Magical Heroes cost 3 less
Library	8	Revenue = 2 magic
Alchemists Shop	4	Revenue = 1 magic
Herbalist	4	Revenue = 1 magic
Barracks	6	Upkeep = 1 Food; Nonhero defenders cost 2 less
Armorer	8	Revenue = 3 weapons
Shield Smith	6	Revenue = 2 weapons
Fletcher	6	Revenue = 1 weapon; Missile units cost 3 less
Blacksmith	4	Revenue = 1 weapon
Defensive Wall	3	
Guard House	6	Gain another Guard Token
Moat	8	Attacker is - 1 AD
Catapult	8	Initiative = 10, Attack Dice = 2
Ballista	6	Initiative = 8, Attack Dice = 3
Bombard	10	Initiative = 12, Attack Dice = 4
Stables	6	Rev = 1 gold, Upkeep = 1 food
Quarry	8	Revenue = 3 stone
Mason	6	Revenue = 2 stone
Woodmill	8	Revenue = 3 wood
Logging Camp	6	Revenue = 2 wood
Mine	8	Revenue = 2 gold

If you have a tavern nonmagical Heroes cost 2 less.

If you have a stable mounted units cost 3 less.

NONHERO DEFENDER CARD LIST

Card Name:	Cost	Init	AD	Hits	Notes
Swordsmen	7	2	3	2	
Shieldmen	6	1	2	3	
Halberdiers	9	3	4	2	
Archers	8	6	1	1	Missile
Crossbowmen	9	5	3	1	Missile
Handgunners	8	4	3	1	Missile
Longbowmen	10	7	2	1	Missile
Light Horsemen	7	3	2	2	Mounted
Medium Cavalry	9	3	3	3	Mounted
Knights	11	3	4	4	Mounted

HERO DEFENDER CARD LIST

Card Name:	Cost	Init	AD	Hits	Notes
Cavalier	15	5	5	4	Mounted

Ranger	14	8	4	2	Mounted; Missile
Nobleman	13	3	3	2	Revenue = 1 Gold
Warrior	13	4	6	3	
Wizard	16	5	2	1	Magic, Spells
Druid	19	6	3	2	Magic, Spells
Priest	14	4	1	1	Magic, Spells

ARTIFACT CARD LIST

Card Name:	Cost	Init	AD	Hits
Magic Sword	7	+2	+4	+1
Magic Armor	5	+1	+1	+3
Magic Bow	7	+5	+2	+0

Attach artifacts to nonmagic Heroes.

ATTACK CARD LIST: MONSTERS

Card Name:	Init	AD	Hits	Notes
Goblin Horde	1	1	4	
Dragon	5	7	5	
Giant	4	6	6	
Ogres	2	4	5	
Orc Army	3	3	5	
Trolls	1	3	5	
Demons	3	5	6	Spells
Djinn	7	4	4	Spells
Sorcerer	5	2	2	Spells
Necromancer	4	3	3	Spells
Bandits	5	2	3	
Barbarians	3	4	6	
Warlord	5	5	5	
Nomads	5	3	3	

ATTACK CARD LIST: DISASTERS

Card Name:	Notes
Earthquake	Roll 1D6 for every structure. On a roll of 1 it is destroyed
Plague	Roll 1D6 for every defender. On a roll of 1 it is destroyed
Blizzard	Opponent produces no food next turn
Draught	Opponent produces no food next turn
Magical Vortex	Opponent discards 1D6 cards from his hand.
Thieves	Any Opponent loses 2D6 gold from his treasury.
Assassin	Kill one of any opponent's heroes
Spies	Look at any opponent's hand; Draw 1 card
Prosperity	You gain 2D6 Gold.
Caravan	You gain 2D6 Gold.
War	You may attack any opponent with one or more of your defenders

SPELL TABLE

1D6	Spell Name	Notes
1	Elemental Blast	Init +5 AD + 3 this segment
2	Ensozcell	Target enemy unit has AD = 0 this segment
3	Defense	Hits +3 for 2 segments
4	Heal	Friendly units gain back 3 hits
5	Summon	Minion has: Init = 3, Attack = 4, and Hits = 2
6	Death	AD + 7 this segment

SOLO RULES

Do not draw extra cards.
 You are the target of all attack cards.
 Resolve attack cards the turn they are drawn.
 You win if you get through the deck.

NONCARD VERSION

Paper & pencil required.
 You have to write down what units you own.
 The game is over after 5 Monster attacks.
 Instead of drawing cards roll on the following table:

EVENT TABLE

1D10	Event	Notes
1-4	Construction	Roll on the Structure table. You may build the indicated structure.
5	Recruit Hero	Roll on the Hero Table. You may hire the indicated hero
6-7	Recruit Troops	Roll on the Troop Table. You may hire the indicated troop
8	Disaster	Roll on the Disaster Table.
9	Monster	Roll on the Monster Table. The indicated monster attacks.
0	Reroll	

STRUCTURE TABLE

01-03	Farm
04-06	Brewery
07-09	Bakery
10-12	Butcher
13-15	Market Place
16-18	Temple
19-21	Guild Hall
22-24	Tavern
25-27	Inn
28-30	Wizards Tower
31-33	Library
34-36	Alchemists Shop
37-39	Herbalist
40-42	Barracks
43-45	Armorer
46-48	Shield Smith
49-51	Fletcher
52-54	Blacksmith
55-57	Defensive Wall
58-60	Guard House
61-63	Moat
64-66	Catapult
67-69	Ballista
70-72	Bombard
73-75	Stables
76-78	Quarry
79-81	Mason
82-84	Woodmill
85-87	Logging Camp
88-90	Mine
91-00	Pick one

TROOP TABLE

1D10	Unit
1	Swordsmen

2	Shieldmen
3	Halberdiers
4	Archers
5	Crossbowmen
6	Handgunners
7	Longbowmen
8	Light Horsemen
9	Medium Cavalry
0	Knights

HERO TABLE

1D10	Hero/Artifact
1	Cavalier
2	Ranger
3	Nobleman
4	Warrior
5	Wizard
6	Druid
7	Priest
8	Magic Sword
9	Magic Armor
0	Magic Bow

MONSTERS TABLE

1D100	Attacker
01-07	Goblin Horde
08-14	Dragon
15-21	Giant
22-28	Ogres
29-35	Orc Army
36-42	Trolls
43-48	Demons
49-56	Djinn
57-63	Sorcerer
64-70	Necromancer
71-77	Bandits
78-84	Barbarians
85-91	Warlord
92-98	Nomads
99-00	Same as last time

ATTACK CARD LIST: DISASTERS

1D10	Event
1	Earthquake
2	Plague
3	Blizzard
4	Draught
5	Magical Vortex
6	Thieves
7	Assassin
8	Spies
9	Prosperity
0	Caravan

[Go to Medieval Keep](#)

CARDSET

Thanks Zak Click [here](#) to get it.

BOX CARS

INTRODUCTION

Train-themed Dice-and-scoring game for one or more players.

DICE

Use 10 sided dice.
10 dice are required.

DICE ROLL TABLE

1D10	Result:	Notes:
1	Locomotive	
2	Caboose	
3	Mail Car	
4	Sleeper Car	Passenger Car
5	Coach	Passenger Car
6	Box Car	Freight Car
7	Tank	Freight Car
8	Hopper	Freight Car
9	Way Car	
0	Breakdown	

TURN SEQUENCE

Each turn has 6 phases:

1. Roll 10 Phase
2. Reroll 8 Phase
3. Reroll 6 Phase
4. Reroll 4 Phase
5. Reroll 2 Phase
6. Scoring Phase

ROLL 10 PHASE

Roll 10 ten-sided dice.
Consult the Dice Roll Table for every roll.
Each roll corresponds to a type of Train Car.

REROLL 8 PHASE

You may reroll up to 8 of your dice.
A Breakdown result may only be rerolled if you have a Way Car in play.

REROLL 6 PHASE

You may reroll up to 6 of your dice.
A Breakdown result may only be rerolled if you have a Way Car in play.

REROLL 4 PHASE

You may reroll up to 4 of your dice.

A Breakdown result may only be rerolled if you have a Way Car in play.

REROLL 2 PHASE

You may reroll up to 2 of your dice.

A Breakdown result may only be rerolled if you have a Way Car in play.

SCORING PHASE

Look at your final die roll results:

Roll or Combo:	Points:
One Locomotive	+10
No Locomotive	Score no points at all this turn
Each Additional Locomotive	+0
One Caboose	+10
Each Additional Caboose	+0
No Caboose	-10
Way Car	+0
Breakdown	-10
One Mail Car	+10
Each Additional Mail Car	+0
One of a Kind	+5
Two of a Kind	+20
Three of a Kind	+40
Four of a Kind	+60
Five of a Kind	+80
Six of a Kind	+100
Seven of a Kind	+120
Eight or more of a Kind	+140 (For Example: 8 Coach Rolls)
Passenger Car Bonus	+10
Freight Car Bonus	+10

Notes:

"X of a kind" apply to Sleeper, Coach, Box, Tank, & Hopper Cars only

To get the Passenger Car Bonus you must have at least 2 Passenger Car results & no Freight Car results.

To get the Freight Car Bonus you must have at least 2 Freight Car results & no Passenger Car results.

FULL GAME

Add up your score for 5 Turns.

BOXER REBELLION

INTRODUCTION

Historical War game for 4 players.
Hex-map, unit counters, dice, random deployment of common enemy,
race for victory conditions.

PLAYERS

Each player takes control of one of the 4 foreign armies:
The British (Including Indian troops)
The Russians
The Japanese
The Americans (Including German & Italian troops)

BACKGROUND

For a historical synopsis of the Boxer Rebellion please visit this [Website](#)

THE MAP

Use a large hex map (25 x 25 minimum).
The map is of Peking, the capital of China.
There are 4 terrain types:
1. Rural
2. City (Including buildings and roads)
3. Imperial Palace (Forbidden City, home of the Dowager Empress)
4. Legation (Embassy) neighborhood (Where all the Diplomats and Foreign Nationals live)
There are also walls:
Walls border hexes. Walls must be breached in order for units to pass.
The city is surrounded by walls.
4 hexes in the center of the city are the Imperial Palace.
They are surrounded by walls.
A wall (The Tartar Wall) divides the city into North & South sides.
Next to the Forbidden city on the North side of the Tartar Wall is
the 4 adjacent hexes of the legation.
The Legation is partially surrounded by walls.
Each Foreign army must travel at least 10 hexes to get to the Legation neighborhood.
The hexes outside the city are rural.

COUNTERS

Each counter represents 500 men or a battery of 10 cannons.

SETUP

Each foreign army starts along the border hexes on a different side of the map.
The British start on the North Side.
The Russians start on the West Side.
The Japanese start on the East Side.
The Americans start on the South Side.
The Russians get the first turn.
The Forbidden city is occupied by Ching Imperial Army units.

VICTORY

When all 4 Legation hexes are occupied by Foreign army units, the game is over.
The foreign nationals are rescued.

If one player occupies all 4 hexes, it is a total victory for that player.
If different players occupy different legation hexes, it is a shared victory.

TURN SEQUENCE

Players take turns.
Each turn has 5 phases:
Rally Phase
Artillery Phase
Breach Phase
Rebel Phase
Action Phase

RALLY PHASE

Roll once for each of your suppressed units:
1D10 Result:
1-4 Remove all Suppression counters
5-7 Remove one Suppression counter
8-9 Unit pinned. Remove no counters
10 Rout: Unit retreats 1 hex if possible. Remove no counters

ARTILLERY PHASE

Each Artillery unit can attack one Chinese unit up to 3 hexes away. Roll 1D10:
1D10 Result:
1-5 Target Unit destroyed
6 Artillery unit out of Ammo for rest of game.
7-8 Target Unit Suppressed
9-10+ Target Unit unaffected
Add +1 to the roll if attacking Ching units. No modification if attacking Boxer units.
Add +1 to the roll if attacking a unit 2 hexes away.
Add +2 to the roll if attacking a unit 3 hexes away.
No modification if attacking adjacent units.
Add +1 to the roll if attacking a unit behind a wall.
Suppressed artillery cannot attack.
Artillery cannot attack unscouted hexes.

BREACH PHASE

Units can attempt to breach a wall (one hex face of wall). Roll 1D10:
1D10 Result:
1-5 Wall unaffected.
6-10 Wall Breached.
Add +2 to roll if the unit is artillery.
Place a Breach marker next to the breached wall.
Suppressed units may not attempt to breach.

REBEL PHASE

Roll once for every Chinese unit that you want to activate:
1D10 Result
1-3 The unit is activated
4-10 The unit does not act this turn.
If the activated unit has a suppression marker, its action will be to remove it.
An activated unit can freely be moved one hex, or it can attack:
A Chinese artillery unit will fire at the closest foreign unit of the active players choice up to 2 hexes away.
A Boxer or Ching army unit will attack an adjacent foreign unit of the active players choice.

See the combat rules if the Chinese are made to attack.

SCOUT RULE

Every time a foreign unit moves you must scout the surrounding adjacent unscouted hexes.

All city hexes start the game as unscouted (Unknown, unexplored)

Once a hex is scouted, it remains scouted for the rest of the game.

To scout, draw one random counter from the Rebellion Draw Pile and place it in the hex being scouted.

The Rebellion Draw Pile contains the counter types listed in the Chinese Counter List.

When a Chinese unit is destroyed, it is set aside in a discard pile.

If the draw pile ever runs out, draw from the discard pile.

ACTION PHASE

Artillery units that attacked or breached cannot move this turn.

No units may stack. Only one unit per space.

In order to move a Foreign unit must roll 1D10:

1D10 Result:

1-2 Unit fails to move. (Lack of communication, confusion, snipers, skirmishes)

3-7 Unit can move one space

8-10+ Unit can move 2 spaces.

Artillery units get -1 to the roll. (Heavy, difficult to move in cities)

Japanese Troops get -1 to the roll. (They are too busy killing Chinese to move)

Americans get +1 to the roll. (They have a tendency to rush in)

Suppressed units cannot move.

A unit gets -1 to its roll if it tries to move past an opposing foreign (shooting each other in the back) or chinese unit.

Units may not enter hexes containing 'Impassable Area' counters.

If a unit tries to enter a hex occupied by a Ching or Boxer unit it must stop and fight it (See Combat rules).

A unit cannot move after fighting.

After a unit moves it scouts all adjacent hexes (See Scout rules)

A unit can only move into a hex that has been scouted.

Units cannot move through an unbreached wall.

Reserve Rule: An adjacent suppressed unit and a 'healthy unit' of the active player may automatically trade places. This counts as their moves for the turn.

COMBAT RULES

If an army unit tries to enter the same space as a Ching or Boxer unit roll 1D10:

1D10 Result:

1-5 The Chinese army is destroyed

6-8 The Chinese army is suppressed

9-10 The Chinese army is unaffected

Add +1 to the roll if attacking a Ching Unit.

Add -1 to the roll for each suppression marker on the Chinese unit.

Next roll 1D10 again:

1D10 Result:

1-7 The Foreign army is unaffected

8-10 The Foreign army is suppressed

11+ The Foreign army is destroyed

Add +1 to the roll for each suppression marker on the Foreign unit.

Add +1 to the roll if attacking a Ching Artillery Unit.

If the Foreign unit is unaffected and the Chinese unit is destroyed the foreign unit may enter the hex.

If a unit becomes Suppressed, put a Suppression marker under it.

Foreign armies never directly attack each other.

CHINESE COUNTER LIST

Counter Name:	#	Counter Color: (Notes)
Ching Imperial Army	20	Orange
Ching Imperial Artillery	10	Orange-Red
Boxer Rebels	70	Yellow
Empty Areas	50	Pink
Impassable Areas	50	Brown (Dense housing, Fires, Waterways)

= Number of that counter contained in the Rebellion Draw Pile
 Impassable areas cannot be moved through, destroyed, or breached.
 The counters for Empty areas may be discarded immediately.

FOREIGN UNITS LIST

Unit Name:	#	Counter Color:
Russian Troops	8	White
Russian Artillery	2	White
British Troops	6	Navy-Blue
British Artillery	3	Navy-Blue
Japanese Troops	20	Red
Japanese Artillery	1	Red
American Troops	6	Green
American Artillery	1	Green

Notes: Use a symbol on the counters to differentiate artillery & troop units.

THE MAP

Courtesy of Janne Thorne:

BRITISH SUDAN

INTRODUCTION

2 player card game around the Mahdist uprising in the Sudan 1885-1898.
One player is the Anglo-Egyptians.
The other player is the Mhadists.

DECKS

There are two unique decks, one for each player.

REGIONS

There are five region cards:

1. Egypt
2. Northern (Military) Sudan
3. Southern Sudan (Omdurman, Khartoum, the Ghezira, the White and Blue Niles)
4. Western Sudan (Kordofan and Darfur),
5. Eastern Sudan (the Atbara river, Abyssinian frontier, and Red Sea Littoral)

VICTORY

A player automatically wins if he ever controls all 5 regions at the same time.
The player who controls the most regions at the end of turn 9 is the winner.

SETUP

The British player is in control of Egypt.
Neither player controls the other 4 regions.
Players use tokens to mark which regions they control.

TURN SEQUENCE

Each turn has 5 phases:

- Logistics Phase
- Relief Phase
- Deploy Phase
- Travel Phase
- Conflict Phase

LOGISTICS PHASE

Each player fills their hand to 7 cards from their own deck.
If the deck runs out shuffle the discard and draw from it.

RELIEF PHASE

You may discard up to 4 cards and draw replacements.

DEPLOY PHASE

Players roll high on 1D6 to see who deploys last.
Players take unit cards from their hands and place them onto the regions face down.
You must deploy like units with like units if possible.
When both players have deployed the cards are revealed.
The British may only Deploy to Egypt and North.
The Dervishes may deploy to all regions except Egypt.

TRAVEL PHASE

Players roll high on 1D6 to see who moves last.
Players may move 1D6 Unit cards from one adjacent region to another.
The British player may move additional Unit cards if he plays a Movement card.
Boats & Cavalry may move automatically for free.
Boats may never be in West.
North is adjacent to South and Egypt.
South is adjacent to North, East, and West.

UNIT LIMITS

A Region may have only one Leader.
A Region may have only one Flag.

CONFLICT PHASE

Resolve conflicts for all 5 regions in turn.
Players add up the force total of all their units in a region.
If the Mahdists have Shock, Cavalry, Artillery, and Rifle units in the same region they get a force bonus of +5.
If the British have Infantry, Cavalry, Artillery, and Maxim units in the same region they get a force bonus of +5.
Players may then play cards from their hands to increase their force totals.
A player may play only one Tactics card.
If the player controls the region he may not play an Attack Tactics card.
If the player does not control the region he may not play a Defense Tactics card.
The player with the highest Force total has the Advantage.
Roll on the Conflict Table:

CONFLICT TABLE

1D6	Result:
1-2	The side with the Advantage loses one unit. Roll again
3-5	The side without the Advantage loses one unit. Roll again
6	The side with the Advantage gains control of the region. Stop rolling.

If you roll a 6 the conflict in that region is over for the turn.
Units stay in play from turn to turn.
Destroyed units are discarded.
Tactics cards remain in effect until the conflict in the region is over.
Tactics cards are discarded at the end of the conflict in that region.

ANGLO EGYPTIAN CARD TYPES

UI = infantry Unit
UC = Cavalry Unit
UA = Artillery Unit
UM = Maxim Unit
UB = Boat Unit
TT = Tactics
AT = Attack Tactics
DT = Defense Tactics
M = Movement

ANGLO EGYPTIAN DECK CARD LIST

Card Name:	#	Type	Force	Notes
1st Egyptian Regiment	8	UI	4	Infantry
2nd Egyptian Regiment	8	UI	4	Infantry
3rd Egyptian Cavalry Regiment	2	UC	5	Squadrons
4th Egyptian Camel Corps	1	UC	5	Camel-mounted infantry
5th Egyptian Artillery Battery loaders	3	UA	9	9-pdr rifled breech-
5th Egyptian Maxim Battery	2	UM	11	Maxims
Xth Sudanese Regiment	8	UI	3	Sudanese Infantry
Nile Flotilla Gunboats	2	UB	12	BlueJackets
British Infantry	6	UI	6	Expeditionary Force
British Cavalry	2	UC	6	Expeditionary Force
British Camel Corps	1	UC	6	Expeditionary Force
British Artillery Batteries	2	UA	10	15-pdr rifled breech-loaders
British Maxim Battery	1	UM	11	Maxims
Discipline	4	TT	8	Only play if British present
Infantry Square	4	TT	7	Only play if Infantry present
Relief Force	4	AT	10	
Garrison Force	4	DT	10	
Defend Camp	4	DT	9	
Travel Nile River	4	M	-	6 Units
Travel Atbara River	2	M	-	6 Units to/from West
Travel Desert Railway	2	M	-	6 Units to/from North
Travel Desert Route	4	M	-	4 Units

DERVISH CARD TYPES

US = Shock Unit
 UC = Cavalry Unit
 UA = Artillery Unit
 UR = Rifle Unit
 UB = Boat Unit
 UL = Leader Unit
 UF = Flag Unit
 TT = Tactics
 AT = Attack Tactics
 DT = Defense Tactics

DERVISH DECK CARD LIST

Card Name:	#	Type	Force	Notes
Ansar Spearmen	5	US	3	
Mahdist Warrior	5	US	4	
Fuzzy-wuzzies	5	US	5	Beja Swordsmen
Baqqura Cavalry	10	UC	6	
Dervishes	5	UR	5	Percussion Cap
Jehadiyya Riflemen	10	UR	6	Bolt Action
Kashkhashan Rifles	1	UR	7	Elephant Guns
12-pdr smoothbores	4	UA	9	
9-pdr breech-loaders	4	UA	8	
Nile Steamer	3	UB	8	
Fanatical Charge	4	TT	8	
Jihad	2	TT	9	
Amir	2	UL	7	
Al-Mahdi	1	UL	12	
Uthman Diqna	1	UL	10	
Khalifa Abdullahi	1	UL	11	
Black Flag	1	UF	12	
Red Flag	1	UF	11	
Green Flag	1	UF	10	
Ambushing a column	4	AT	9	

Surprise Revolt	4	AT	10	
Defend Town	4	DT	10	
Defend Camp	4	DT	9	
Attack Khartoum	1	AT	10	South Region
Attack Wadi Halfa	1	AT	10	North Region
Attack Suakin	1	AT	10	East Region
Attack El Obeid	1	AT	10	West Region

NOTES

Dervish Units have a greater quantity of Troops.
Anglo-Egyptian Units have better quality Troops.

LINKS

[The Colonial Angle](#)

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.

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.

UNIT STAT TABLE

#	Type:	Hits	Rank
1	Captain	3	Officer
2	Officer	2	Officer
4	Bullyboy	2	Crew
8	Sailor	1	Crew
1	Sharpshot	1	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:
Luck Phase
Move Phase
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 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
Musketoön	3	A	C	1
Flintlock Pistol	K	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

BUCK ROGERS

INTRODUCTION

Welcome to the World of the 25th Century.
Help Buck defeat the Han Empire!
Card game for 2 players.

DISCLAIMER

Buck Rogers is a trademarked, copyrighted property.
This is merely a fan site.

THE DECKS

One player gets the Org Deck.
The other player gets the Han Deck.

VICTORY

The first player to win 5 hands is the winner.

TURN SEQUENCE

Each turn has 5 phases:
Arrival Phase
Reinforcement Phase
Adventure Phase
Cliffhanger Phase
Narrator Phase

ARRIVAL PHASE

Each player fills their hand to 7 cards.
If your deck runs out, shuffle the discard and draw from it.

REINFORCEMENTS PHASE

Players may discard up to 4 cards and draw replacements.

ADVENTURE PHASE

Players simultaneous reveal none, some, or all of their cards.
Cards not revealed are held for next turn.
Hero & Villain cards are unique.
You can only reveal one card of an individual. For example:
You may have two Wilma Deering cards in your hand, but you can only reveal one.
Skill cards must be attached to a Hero or Villain, if you don't have a
Villain or hero you can't play any skill cards.
Any number of Skill cards may be attached to a Hero or Villain.
Weapon cards must be attached to a Hero or Villain or Ally card.

A Hero or Villain or Ally may only attach one Weapon card.
 Vehicle cards must be attached to a Hero or Villain.
 A Hero or Villain may only attach one Vehicle card.
 Equipment cards must be attached to a Hero or Villain card.
 A Hero or Villain may attach any number of Equipment cards.
 A player may reveal only one Plot card.
 The Org player may reveal Flaw cards if there is an appropriate revealed target.

CLIFFHANGER PHASE

Each player adds up the Force values of their cards.
 The player with the higher total wins the hand.
 Keep track of wins.

NARRATOR PHASE

The winner of the phase makes an improvisational narrative of this turn (Episode) using some or all of the cards played as a basis.

CARD TYPE ABBREVIATIONS

= Number of that card in the deck
 S = Skill
 SS = Science Skill
 HN = Niagra Hero
 H = Hero
 A = Allies
 AA = Allied Artillery
 AN = Niagra Allies
 W = Weapon
 E = Equipment
 V = Vehicle
 VE = Vehicle Equipment
 VL = Villain
 P = Plot
 F = Han Flaw

CONFEDERATION OF UNITED ORGZONES DECK LIST

Card Name	#	Type	Force	Notes
Buck Rogers	6	HN	5	
Wilma Deering	6	HN	3	+1 if played with Buck
Doctor Huer	3	HN	4	+1 per Science Skill attached
Commander MacGregor	1	HN	4	
Colonel Edwards	1	HN	3	Allies get +1 each
Lieutenant Gilda	1	HN	2	+1 if played with Buck
Lieutenant Blair	1	HN	2	
Tommy Johnson	1	HN	2	Artillery gets +1
Lariat Luke	1	H	3	Outlaw, Outlaws get +1
Cyclone Kid	1	H	2	Outlaw
Lone Wolf	1	H	3	+1 if Vehicle attached
Nunah	1	H	2	+1 if played with Lone Wolf
Rocket Pistols	3	W	2	
Biplanes	3	V	2	
Will to live	1	S	3	
Bronco Buster	1	S	3	Attach to Outlaw Hero
Orgzone Soldier	2	AN	2	
Org Militia	1	AN	2	
Org Scouts	1	AN	2	
American Freedom Fighters	1	AN	2	

Elite Air Guard	1	AN	2	+2 if Vehicle attached
Western Outlaws	1	A	2	
Lasso	1	W	1	+2 if attached to Outlaw
Personal Rocket Flier	2	V	3	
Fisticuffs	1	S	2	
Flying Ace	2	S	1	+3 if Vehicle attached
Horses	1	V	1	+2 if attached to Outlaw
First Aid	1	SS	3	
Knife	1	W	1	
Jumping Belt	2	E	1	+2 if Hero has no Vehicle
Radio Helmet	2	E	1	+1 per Hero played
Electronist	1	SS	2	
Mechanic	1	SS	2	
Nimble	1	S	3	
Rifle	1	W	2	
Daredevil	1	S	3	
Radiophone	1	E	2	
Golden Dragon Society	1	A	4	
Wong	1	H	4	Golden Dragon
Arrogant	1	F	-	Target Villain gets -2
Poor Morale	1	F	-	Target Han Ally gets -2
Cowardly	1	F	-	Target Han Unit gets -2
Short Range Disintegrator Rays	1	F	-	Target Han Ally gets -2
Boastfull	1	F	-	Target Villain gets -2
Centralization of Power	1	F	-	Target Plot gets -2
Inventor	1	SS	2	
Brawling	1	S	2	
Lightning Raid	1	P	3	
Guerilla Warfare	1	P	3	
Indomitable Spirit	1	S	3	
Marksman	1	S	3	
Willpower & Determination	1	S	3	
Allegheny Orgzone	1	L	3	Niagra Units +1
Niagra	1	L	3	Niagra Units +1
Maverick	1	S	3	
Patriotic	1	S	3	
Leadership	1	S	2	Allies get +1
Artillery Batteries	1	AA	3	Locations get +2
Rocket Cruisers	1	V	4	
Destroy Power Generators	1	P	3	
Rocket Cannons	1	AA	3	
Spy Eye Radio Torpedoes	1	1	VE	3
Rescue Mission	1	P	3	
Infiltrate Han City	1	P	3	
Escape Han	1	P	3	
Cliffhanger	1	P	3	
Gas Grenade	1	W	2	
Surprise	1	P	3	
Solve Mystery	1	P	3	
Fortuitous Event	1	P	3	

HAN EMPIRE DECK LIST

Card Name	#	Type	Force	Notes
Mongol Emperor	6	VL	5	
Viceroy of Chicago	3	VL	4	
Cornelius "Killer" Kane	6	VL	4	
Morke Ka-Lono	1	VL	4	+1 per Science Skill attached
Om-Ka Zoril	1	VL	3	Assistant of Ka-Lono
Disguise	1	S	3	
Air Marshals	1	A	2	
Emperors Guard	1	A	3	
Dagger	1	W	2	
Intrigue	1	S	3	
Espionage	1	S	3	Look: next 7 cards in oppnts deck

Han Troops	6	A	2	
Han Fliers	2	A	3	
Han Paratroopers	1	A	3	
Han Junior Officer	3	VL	3	
Han Senior Officer	2	VL	3	Han Allies +1
Disintegrator Pistol	2	W	2	
Air Marshal Ka-Flui	1	VL	4	
Mongol Raider	1	A	4	
Han Airship	1	A	4	
Personal Flier	1	V	3	
Repellor Beams	1	VE	2	Vehicles get +1
Broadcast Power	1	VE	2	Han Allies +1
Piloting	1	S	1	+3 if Vehicle attached
Cunning	1	S	3	
Tactician	1	S	3	
Ruthlessness	1	S	3	
Genocidal	1	S	2	
Tricky Opponent	1	S	3	
Emperors Palace	1	L	3	
Walled City of Los Angeles	1	L	3	
Viscount	1	VL	2	
Underestimated	1	S	3	
Evil	1	S	2	
Han Officials	1	A	2	
Lan Lu	1	VL	3	
Ambition	1	S	3	
Robotist	1	SS	1	Robots in play get +2
Methodical	1	SS	2	
Super Powered Ray Projector	1	AA	5	
Disintegrator Rifle	2	W	4	
Heavy Weapons	1	S	3	
Grappling	1	S	2	
Bad Blood Outcasts	1	A	2	
Black Barney	1	VL	4	Pirate cards get +1
Warlords of the Stratosphere	1	A	4	Pirate
Chaos Dragon Rocket Cruiser	1	A	4	Pirate
Ardala Valmar	1	VL	4	
Sabateur	1	P	3	
Sworn Enemy	1	S	3	
Cruel & Vindictive	1	S	2	
Han Oppression	1	P	3	
Disintegrator Cannons	1	W	3	
Airship Raids	1	P	3	
Airship Patrol	1	P	3	
Prisoners	1	P	3	
Paralyzing Ray	1	W	2	
Swords	1	W	2	
Ambush	1	P	3	
Radio Controlled Robots		1	A	2
Nefarious Scheme	1	P	3	
Flash Pellet	1	E	2	
Robot Army	1	A	3	
False Information	1	P	3	
Deathtrap	1	P	3	

BUCKAROO BANZAI

INTRODUCTION

Card game for 2 players.
One player is Team Banzai.
The other player is the Red Lectroids.

DISCLAIMER

Buckaroo Banzai is a licensed, trademarked, copyrighted product.
This is merely a fan site.

VICTORY

The first player to win 8 hands is the winner, or
A player wins the game if he wins 3 hands in a row.
If Team Banzai wins they destroy Dr Lizardo (Mind controlled by
John Whorfin in the 8th dimension)
[In Lectroid 'John' is equivalent to: Mr., Miss, Mrs., Sir, Don...]
(Thereby preventing the Black Lectroids from destroying the Earth)
[Why take chances when you can destroy the whole thing?]
If the Red Lectroids win they get the Oscillation Overthruster.
(Allowing them access to the 8th dimension where they can rescue their exiled
comrades and then go on to invade Planet 10, the Lectroid Homeworld)

THE DECKS

Each player has a Unique deck.

TURN SEQUENCE

Each turn has 6 phases:
Resources Phase
Mission Phase
Deploy Phase
Action Phase
Conflict Phase
Regroup Phase

RESOURCES PHASE

Each player draws cards from their deck to fill their hand to 8 cards.
If the deck runs out, shuffle the discard, and draw from it.

MISSION PHASE

Each player may discard up to 4 cards & draw replacement cards.

DEPLOY PHASE

Players reveal a meld from their hand.

A meld consists of:

1. Any number of character cards.

Note: Some Characters are unique. You may play only one card of that character.

For example: You can only play one Buckaroo Banzai card.

2. A number of Transport cards equal to or less than the number of Character cards played.

3. A number of Weapon cards equal to or less than the number of Character cards played.

4. Exactly one Location card.

5. Any number of Event cards.

6. Any number of Object cards.

7. Any number of Communications cards.

Note: Meld cards are considered to be "in play."

ACTION PHASE

Most cards are capable of producing effects called actions.

Take turns resolving Actions.

Flip a coin to see who gets to take the first action.

If a card lets you draw additional cards, you may add them to your meld.

CONFLICT PHASE

Each card is worth a number of Action Points.

Add up the Action points of all the cards in your meld.

The player with the highest Action point Total Wins the Hand.

The winner takes one card from the opponents meld or discard & removes it from play.

REGROUP PHASE

Discard all Meld cards.

You may discard (or keep) any cards from your hand.

CARD NOTATION

= Number of copies of that card in the deck.

AP = Action Points

L = Location

O = Object

C = Character

U = Unique Character

H = Hong Kong Cavalier (Unique Character)

T = Transport

V = Event

M = Communication

TEAM BONZAI DECK CARD LIST

Card Name	#	AP	Type	Action
Buckaroo Banzai	7	7	U	Discard target Event card
Banzai Institute	3	5	L	Communication cards get AP +3
Professor Hikita	2	2	U	Look at next 7 cards in own deck
Neuro Surgery	1	-	V	See Notes
Nightclub Concert	1	6	V	See Notes
Drive Through Mountain	1	9	V	Can only be played with Jet car
Speak to the President	1	2	M	Look at next 7 cards in either deck
Watermelon Experiment	1	8	O	Can only be played with Banzai
Inst				
Videophone	1	2	M	Draw 1 card

Radio	1	2	M	Draw 1 card
Computer Hacking deck	1	2	M	Lookatnext 7 cards in opponents deck
Radar Blaze	1	2	M	Communication cards get AP +2
Blue Blaze Irregulars	2	3	C	Transport cards get AP +3
Motorcycle	2	4	T	AP +2 if played with Buckaroo
Banzai				
Jet Car	2	5	T	AP +3 if played with Buckaroo
Banzai				
Helicopter	2	6	T	Draw +1 card next turn Mission Phase
Van	2	3	T	All your Characters get +1 AP
Penny Priddy	2	2	U	Buckaroo Banzai gets AP +3
John Parker	2	4	C	(Black Lectroid)
Strike Team Apache	1	6	H	Weapon cards get AP +1
Strike Team Chaparral	1	6	H	Weapon cards get AP +1
Martial Arts	1	3	V	All your Characters get +2 AP
Perfect Tommy	2	4	H	Target Weapon card gets AP +2
Reno Nevada	2	4	H	Event cards get AP +2
New Jersey	3	4	H	AP +2 if played with Buckaroo
Banzai				
Rawhide	2	4	H	See Notes
Pinky Carruthers	1	4	H	AP +2 if played with Banzai
Institut				
Press Conference	1	3	V	Draw 1 card
Secretary of Defense	1	2	U	Target enemy Character is AP -2
Everybody's Packing Heat	1	3	W	All your Characters get +2 AP
Uzi	1	5	W	
Shotgun	1	4	W	
Revolver	1	4	W	
Automatic Pistol	1	4	W	
Rescue	2	6	V	See Notes
Narrow Escape	1	3	V	See Notes
Fame & Fortune	1	2	M	Draw 1 card
Samurai Sword	1	4	W	
World Watch Wire	1	2	M	Draw 1 card
NORAD Command	1	2	M	Draw 1 card
Hard Rocking Scientists		1	3	V Lookatnext 7 cards in
opponents deck				
Pay Phone	1	2	M	Draw 1 card
Thermopod	1	6	T	Spaceship
Laser Cannon	1	9	W	Play only if a Spaceship is in play
Black Lectroid Ultimatum	1	2	M	Draw 1 card
Walkie-Talkie	1	2	M	Draw 1 card
Electrochemical Message		1	2	M Draw 1 card
Lectroid Air Purifiers	1	3	O	All your Characters get +1 AP
Infiltrate	1	5	V	
Hand Held Direction Finder	1	2	M	
Scooter	1	3	U	

Card Special Action Notes:

Neuro Surgery: Shuffle one Out-of-play Character card back into your deck.

Narrow Escape: Shuffle one Out-of-play Character card back into your deck.

Nightclub Concert: Search Deck for Character card and put it into play.

Rescue: Search Discard for Character card and put it into play.

The Strike Team cards cannot be played with each other or other Hong Kong Cavaliers.

If a Character card is removed from play, the Banzai player may substitute Rawhide.

RED LECTROID DECK CARD LIST

Card Name	#	AP	Type	Action
Yoyodine Propulsion Labs	3	5	L	draw 1 card
John Whorfin (Dr Lizardo)	6	6	U	Event cards get AP +1
John Bigbooty	4	5	U	Red Lectroid cards get AP +1
Red Lectroids	10	3	C	

Mothership	2	7	T	Spaceship
Van	3	3	T	
Helicopter	1	4	T	
PA System	1	2	M	Draw 1 card
Television	1	2	M	Draw 1 card
HTH Combat	2	2	V	Discard Target Weapon Card
Disguises	2	3	V	All your Characters get +2 AP
Ruthlessness	2	4	V	Your Unique Characters get AP +2
He Fell on his Head	1	3	V	Opponent must Discard a Character
Torture	1	2	V	Remove Charactr in discard from
play				
Kidnap	1	3	V	Opponent must Discard a Character
Ionized	2	2	V	All enemy characters are AP -1
Self Electrocution	1	2	V	Look at next 7 cards in own deck
Spit Stinger Poison Dart	2	5	W	
Black Lectroids Jam Signals	1	3	V	Discard all Communication cards
Criminally Insane	1	6	V	Play only with John Whorfin
MAC 10	1	5	W	
Mishap	1	3	V	Discard target Vehicle Card
Emergency Beacon	1	2	M	Draw 1 card
Take Hostage	1	6	V	
Surprise Attack	1	5	V	
Monitor Radio	1	2	M	Draw 1 card
Bootleggers Turn	1	3	V	Target Vehicle gets AP +3
Static	1	3	V	Discard target Communication card
Shanghaied	1	3	V	Opponent must Discard a Character
Narrow Escape	1	3	V	See Notes
The Joy of Duty	1	3	V	All your Characters get +1 AP
Raid	1	5	V	
Klaxon Alarm	1	2	M	Draw 1 card
Suicide Attacks	1	3	V	Red Lectroids get +3 AP
Intercom	1	2	M	Draw 1 card

LINKS

[Bonzai](#)

[FAQ](#)

[Pics](#)

BUG OUT

INTRODUCTION

Board game for 2 players.
Bug Theme strategy game.

WINNING

You win the game if you accumulate 7 points.
The winner is said to be "All Bugged Out"
If no one can move because all bugs are marked, the player with the most points wins.

THE BOARD

Use a regular chessboard of $8 \times 8 = 64$ spaces.

THE PIECES

Each player has a set of glass beads of a unique color.
Glass beads are used as control markers.
Players share a common set of Bug Counters.
Bug Counters are flat & should have a picture of a Bug on them.
There are 7 types of Bugs.
There 4 of each type of counter.
A complete set has 28 Bug Counters.

THE BUGS

Bug Name:	Abr	Move:
Bee	B	Moves exactly one space diagonally
Ant	A	Moves exactly one space orthogonally
Ladybug	L	Moves exactly two spaces diagonally
Grass Hopper	G	Moves like a Knight in Chess
Beetle	T	Moves exactly two spaces orthogonally
Spider	S	Moves exactly three spaces diagonally
Dragon Fly	D	Moves exactly three spaces orthogonally

Abr = Abbreviation

SETUP

Place one Bug Counter on each of the 28 edge squares of the Board.
Diagrammatically, Bugs are placed thus:

B	A	L	G	T	S	D	B
D	-	-	-	-	-	-	A
S	-	-	-	-	-	-	L
T	-	-	-	-	-	-	G
G	-	-	-	-	-	-	T
L	-	-	-	-	-	-	S
A	-	-	-	-	-	-	D
B	D	S	T	G	L	A	B

TURN SEQUENCE

Players take turns.
On your turn, move one unmarked bug
Place one of your control marker beads on the Bug you moved
If you line up 3 of your control markers in a row you score one point.
Use coins to record points.
Getting 3 in a row is referred to as a "Bug Out"
Remove control markers from all 3 bugs involved in a Bug Out.

MOVEMENT

Pieces can jump over (crawl over) each other.

STING RULE

If you catch an Enemy Bug between 2 Bugs you control remove
The control marker from the Bug in the middle (You got stung!)

VARIANT

For a harder game get 4 in a row.

BUJUTSU

INTRODUCTION

Board & card game for 2 players.
Oriental Martial Arts Theme.
Abstract skirmish level combat.
Man to Man fighting.

VICTORY

You win if you kill your opponents Leader.

THE MAP

Use a 8X8 chessboard.

THE MEN

Use chits or miniatures to represent men
There are 3 types of Men:
Leaders, Bodyguards, and Followers.
Each player starts with:
1 Leader
2 Bodyguards
5 Followers

SETUP

Each player places 1 man on each square of his back row.
Men may not stack.

JAPANESE WARRIOR BANDS

Each Player picks one type of Warrior Band.
There are 4 types of Bands:
Samurai
Ninja
Monks
Bushi

THE CARDS

Each player has a unique deck.
There is a unique deck for each type of Warrior Band.

TURN SEQUENCE

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

ORDERS PHASE

Draw 3 cards from your deck.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your 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 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.

Leaders & Bodyguards can make up to two moves per turn.

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 either diagonal or orthogonal.

"Knight" type attack cards have a range like a knight in chess.

The enemy man that is the target of the attack takes one point of damage.

Use chits to keep track of damage.

Followers can take one hit before being killed.

Bodyguards can take two hits before being killed.

Leaders can take three hits before being killed.

Killed men are removed from the map.

Your opponent may play a defense card to negate your attack.

Leaders & Bodyguards can make up to two attacks per turn.

CARD LIST NOTATION

A = Attack

M = Move

D = Defense

O = Orthogonal

X = Diagonal

K = as a Knight would move in Chess

SAMURAI CARD LIST

Card Name:	Type	Range	Notes
Gunsen	A	1X	Iron War Fan
Wakizashi	A	10	Short Sword
Tanto	A	10	Short Sword
Katana	A	2X	Long Sword
Tachi	A	2X	Long Sword
Tetsubo	A	20	Long Club
Naginata	A	30	Glaive
Daikyu	A	5X	Long Bow
Kabuto	D	-	Helmet
O-Yoroi	D	-	Armor
Honor	D	-	
Walk	M	1	
Hurry	M	2	

Move Swiftly	M	3
Running Leap	M	K
Run	M	4
Charge	M	5

NINJA CARD LIST

Card Name:	Type	Range	Notes
Nekode	A	1X	Claws
Ninja-To	A	10	Sword
Kumade	A	2X	Rake
Shikomi Zue	A	20	Spear Staff
Kusari-Gama	A	3X	Chain & Sickle
Kawanga	A	30	Grappling Hook
Kyoketsugoi	A	K	Rope & Iron Ring
Shuriken	A	40	Throwing Stars
Metsubishi	D	-	Powder
Tetsu-Bishi	D	-	Caltrops
Stealth	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

MONK CARD LIST

Card Name:	Type	Range	Notes
Tonfa	A	1X	
Sai	A	10	
Nunchaku	A	1X	
Jo Sticks	A	20	
Bo Stick	A	2X	
3 Piece Rod	A	3X	
Lajatang	A	30	Crescent Spear
Rante	A	40	Long Chain
Jitte	D	-	
Dodge	D	-	
Block	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

BUSHI CARD LIST

Card Name:	Type	Range	Notes
Aikuchi	A	1X	Dagger
Tua-Kien	A	1X	Sword
Suan Tao Fung	A	10	Mace
No-Dachi	A	20	Two Handed Sword
Ono	A	2X	Battle Axe
Yari	A	30	Spear
Bisento	A	3X	Halberd
Crossbow	A	50	
Jingasa	D	-	Helmet
Hanburi	D	-	Helmet
Tough	D	-	
Walk	M	1	

Hurry	M	2
Move Swiftly	M	3
Running Leap	M	K
Run	M	4
Charge	M	5

BUNKER HILL

INTRODUCTION

Card game for 2 players.

Simulation of the Battle of Bunker Hill on June 17, 1775

War of the American Revolution

2100 Attacking British Troops vs 1600 Defending American Militia

VICTORY

Victory conditions are complex and are described as part of the Turn Sequence.

Possibilities include:

British Strategic Victory (II)

British Total Victory (IV)

American Minor Moral Victory (I)

American Moral Victory (II)

American Major Moral Victory (III)

American Strategic Victory (III)

American Total Victory (IV)

THE DECK

Each player has his own unique deck:

1. British Deck
2. American Deck

CARD TYPES

There are several card types:

Leader, Troops, Shoot, Fort, Blunder, and Strategy

Blunder cards represent mistakes made by one's enemies.

Strategy cards represent alternate history possibilities.

Every card has a Force value from 1 to 4

TURN SEQUENCE

Start with Bombardment Phase...

PHASE RULES

Each phase involves the following steps:

Each player draws 7 cards from their deck.

Players may then discard up to 3 cards & draw replacements.

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

Players may then reveal their Hands.

The American Player may have:

1 Leader card

1 Troop card

1 Shoot card

1 Fort card

1 Blunder card

1 Strategy card

The British Player may have:

1 Leader card
1 Troop card
1 Shoot card
1 Attack card
1 Blunder card
1 Strategy card

Extra cards are discarded.

Each player adds up the total Force of all his Cards.

The player with the higher total wins.

The American Player wins all Ties.

BOMBARDMENT PHASE

The American adds 5 to his force total.

The British player cannot play Attack Cards but may play

Any number of Shoot cards.

If the American player wins go on to the First Attack Phase.

If the British win, they get a Strategic Victory and the game ends.

(Historically: The British Bombarded the redoubt on Breeds Hill from Batteries on Copps Hill, Morton's Hill, and from Warships in the Harbor.

The American Militia were at first terrified, but the Bombardment Proved to be ineffective.)

FIRST ATTACK PHASE

The American adds 3 to his force total.

If the American player wins, they get a Minor Moral Victory, and go on to the Second Attack Phase.

If the British win, they get a Strategic Victory and go on to the British Victory Phase.

(Historically: A British Light Infantry Column made a Flanking March along the shoreline

of the Mystic River while the Regulars and Grenadiers made a Frontal Assault against the stone & rail fence; all attacks were repulsed.)

SECOND ATTACK PHASE

The American adds 1 to his force total.

If the American player wins, they get a Moral Victory, and go on to the Third Attack Phase.

If the British win, they get a Strategic Victory and go on to the British Victory Phase.

(A Historically: a second attack primarily against the Fence was also repulsed.)

THIRD ATTACK PHASE

If the American player wins, they get a Major Moral Victory and go on to the Decision Phase.

If the British win, they get a Strategic Victory and go on to the British Victory Phase.

(A Historically: The Americans ran out of Gun Powder, and the exhausted British were finally able

to capture the Redoubt on Breeds Hill. The British did not pursue past the narrows. The Americans

retreated across the narrows and did not counterattack.)

BRITISH VICTORY PHASE

The British add 3 if they won First Attack Phase.

The British add 1 if they won Second Attack Phase.

If the British wins by 4 or more go to Pursuit Phase.
If the American player wins by 4 or more go on to the Counter Attack Phase.
If neither player wins (Both stop fighting) the game ends.

PURSUIT PHASE

This phase represents the possibility of the British Pursuing the retreating American Forces.

The British add 3 if they won First Attack Phase.

The British add 1 if they won Second Attack Phase.

If the British win by 4 or more they achieve a Total Victory and the game ends.

Any other result, the Americans are able to retreat and the game ends.

COUNTER ATTACK PHASE

This phase represents the possibility of the American Forces attacking the British after

Either being driven from the redoubt or after having repulsed 3 or more attacks.

If the Americans win by 4 or more they (attack and) get a Total Victory and the game ends.

Any other result, the game ends.

DECISION PHASE

If the British win, they rally and attempt another attack; go on to Extra Attack phase

If the Americans win, the British retire, the Americans gain a Strategic Victory, and go to the

Americans Victorious phase

EXTRA ATTACK PHASE

This phase represents the possibility of the British making additional attacks after failing the third.

If the American player wins go back to the Decision Phase.

If the British win, they get a Strategic Victory and go on to the British Victory Phase.

AMERICAN VICTORY PHASE

If the American player wins go to the Counter Attack Phase.

If the British win, the Americans do not counter attack and the game ends.

CARD LIST NOTATION

L = Leader

T = Troops

S = Shoot (& Shell)

F = Fort

B = Blunder

A = Attack

X = Strategy

AMERICAN DECK CARD LIST

Card Name:	Type	Force	Notes:
Colonel Prescott	L	4	
Joseph Warren	L	3	

General Putnam	L	3	
General Pomeroy	L	2	
John Stark	L	2	
Militia Leaders	L	2	
War Council	L	2	
Patriot Soldiers	T	2	
Rebel Irregulars	T	1	
New England Militia	T	2	
Yankee Farmers	T	1	
Colonial Regiment	T	1	
Volunteer Company	T	1	
Call to Arms	T	1	
Redoubt	F	4	
Stand Firm	F	3	
Entrenchments	F	3	
Breeds Hill	F	3	
Earthworks	F	3	
Stone & Rail Fence	F	2	
Trenches & Brush	F	2	
Devastating Volley	S	4	
Inflict Heavy Casualties	S	3	
Musket Fire	S	3	
Deadly Accuracy	S	3	
The Whites of their Eyes	S	3	
American Cannon Fire	S	3	
Murderous Fire	S	3	
Delayed Attack	B	2	
Tight Marching Order	B	3	Easy Targets
Frontal Assault Halted	B	2	
Stopped Cold	B	3	
Attack Falters	B	2	
They Turn & Run	B	3	
Forced to Fall Back	B	2	
Exhaustion	B	2	Heat & Full Packs
Organize Reinforcements	X	3	
More Ammunition	X	3	
Fortify Bunker Hill	X	4	Not Breeds Hill

BRITISH DECK CARD LIST

Card Name:	Type	Force	Notes:
General Thomas Gage	L	3	
General Howe	L	4	
General Burgoyne	L	2	
General Clinton	L	2	
British Officers	L	3	
War Council	L	2	
British Regulars	T	2	
Professional Soldiers	T	3	
Send in the Reserves	T	3	
Grenadiers	T	3	Elite Troops
Light Infantry	T	3	Elite Troops
Red Coats	T	2	
Disciplined Troops	T	3	
Fixed Bayonets	A	4	Brown Bess Muskets
Reform Lines	A	2	
Press On	A	2	
Climb the Parapet	A	3	
Leap the Ditches	A	3	
Column Advance	A	1	
Flanking March	A	1	
Courage under Fire	A	3	
Batteries	S	1	
Bombardment	S	1	
Concentrated Fire	S	2	

British Warships	S	1	
Field Artillery	S	1	
Cannon Fire	S	1	
Run out of Powder	B	3	
Disorganized	B	2	
Wounded Men	B	2	Carried off by 10+ men each
Scattered	B	2	
Untrained Militia	B	2	
Confusion	B	2	
Attack without Delay	X	4	Early Flanking Maneuver
Attack Redoubt Only	X	3	
Surround the Peninsula	X	3	Land Forces in Rear

LINKS

[MA Historical Society](#)

[ROTC Military Science](#)

[Lesson Plan](#)

[Today in History](#)

[History of the US](#)

[Wikipedia](#)

[Account](#)

[American Revolution](#)

CABAL

INTRODUCTION

Card & Dice game for 2+ players
Each Player controls a Cabal of Mages.
Source Material... "Mage: The Ascension" RPG by White Wolf.

DISCLAIMER

Mage The Ascension is a copyrighted property of White Wolf.
This is merely a Fan site.

VICTORY

To win you must complete the following:

1. One or more of your Mages must ascend to the 10th Level (Oracle).
2. You must establish a Chantry (control one or more Nodes).
3. All Foes in your Territory must be at level 5 or less.

STUFF

10 & 6 sided dice are needed to play.
There are 4 Common Decks: Mage, Spell, Attribute, and Foe Decks.
A player keeps two hands of cards simultaneously: a Foe Hand and a Spell Hand.
Tokens (Markers) are needed to keep track of: Wounds, Experience, Talismans, Transformations, and Conversions.
Paper & Pencil to keep track of Foes & Foe Levels.

NODES

Nodes are represented by a separate set of generic "Node cards".
All nodes are considered to have similar properties.
Note that you do not start with a Node in play but you must control one to win.
Nodes are discovered (put into play) in Research Phase.

SETUP

Roll high on 1D10 to see who goes first.
Each player starts with a cabal of 4 Mages. Draw 4 mages from the Mage Deck.
Each starting Mage is at level 1. Put a +1 skill Token on each Mage.
Each cabal occupies its own territory.
A territory will also be occupied by Foes.
Roll 1D6 for each of the ten types of foes to get their Foe Level:

FOE TABLE

1D10 Foe Type:
1. Technomancers
2. Inquisition
3. Vampires
4. Werewolves

5. Mages
6. Marauders
7. Wraiths
8. Umbral Denizens
9. Nephandi
10. Fey

TURN SEQUENCE

Players take turns.
 Each turn has 6 phases:
 Antagonist Phase
 Quintessence Phase
 Incursion Phase
 Attack Phase
 Raid Phase
 Research Phase

ANTAGONIST PHASE

Draw one card from the Foe Deck.
 Max Foe hand size = 10 cards.
 Discard excess cards.

QUINTESSENCE PHASE

Fill your spell hand to its maximum size.
 Spell hand Max size = 4 with the following modifiers:

- +1 If any of your Mages are level 3+
- +1 If any of your Mages are level 6+
- +1 If any of your Mages are level 9+
- +1 If your Cabal has 8+ Mages
- +1 If your Cabal has 12+ Mages
- +1 For each Node you control
- 1 If any of your Mages is experiencing 'Quiet'.

INCURSION PHASE

Roll for a random Foe on the Foe Table.
 That foe gains 1D6 Foe points.

ATTACK PHASE

If any Foe has 11+ Foe points, and gained Foe points this turn, then that Foe will attack your Cabal.
 The Attacking Foe will have a Force = to its Level +1D10.
 Any other player may play matching Foe cards to increase the Foe Force Total by +1D6 per card played.
 For a Foe card to match it must be of the same type as the attacking foe.
 For example: The Technomancers are attacking. Your opponent may play a Men in Black Foe card if he has one, because MIB are Technomancers.
 The Cabal has a Force = to the combined Skill level of all its non-neutralized Mages divided by 5 rounding up +1D10.
 The Cabal player must play a Detect Spell card.
 If a Detect card is not played, the Foe gets an extra +1D10 Force for surprise.
 The Cabal player may play Attack Spell cards to increase the Cabals Force Total by +1D6 per card played.
 Instead of Fighting, the Mages may flee combat by playing a Transport Spell.
 Compare the Force totals of the Cabal and the Foes.
 The side with the higher Total is the winner.

If the Cabal wins, the Foe Total is reduced to 1D10.
If the Foes win, the Cabal loses one of its Nodes.
Put a 'Captured' Token on the Node. Those Foes now guard that Node.
Roll for Wounds & Experience:

WOUNDS

After any combat randomly assign 1D6-1 wound tokens to your Mages.
Play a Defense Spell card to negate a wound.
Any mage that takes 2 or more wounds must (remove the Wound Tokens and) roll on the Aggravated Wound Table:

AGGRAVATED WOUND TABLE

1D6	Result:
1-2	Mage is Killed
3-4	Mage is Transformed
5	Mage is Converted
6	Mage is Captured

If Killed place the card back in the Mage deck.
If Transformed, place a Transformation Token on the Mage card.
(Transformed = Mutated, turned to stone, paralyzed, cursed, insane, crippled, turned into animal or monster, withered, blinded, burned, poisoned, etc.)
If Captured, place a Captured Token on the Mage card. Also note which Foe captured the Mage.
If Converted, place a Converted Token on the Mage Card. Note which Foe Converted the Mage. The Converted Mage will be part of all future conflicts with that that Foe, on the Foes side, and will add his level to the Foes Force.

EXPERIENCE

Roll 1D6 for each Mage that takes part in a Combat (Win, loose, or escape).
On a roll of 4-6 the Mage gains one Level. (The Experience Roll)
Roll Modifiers: +1 if you lost, -1 if you won.
(You always learn more from your mistakes)
Add a +1 Experience Level Token to the Mage card.

NEUTRALIZED MAGES

Neutralized Mages include Mages that are:
Captured, Wounded, Transformed, or Experiencing "Quiet"
(Quiet = Mage cannot properly perceive or interact with reality)
Neutralized Mages cannot fight, raid, train, cast spells, etc.

CASTING SPELLS & USING ATTRIBUTES

To play a Spell card you must have a Mage that can cast the Spell.
Each Spell lists what kind of Mage can cast it. For example:
You would need a Mage of the Akashic Brotherhood to cast the 'Dim Mak' Spell.
In all cases where it says you may cast a spell you may play an Attribute card in addition or instead.
For instance: Instead of playing a Detect Spell you play a Detect Attribute.
Spell & Attribute cards are discarded when they are played.
Note: Spell cards are kept in your hand, Attribute cards are attached to Mages.

RAID PHASE

Skip this Phase if you were attacked in Attack Phase.
Choose which Mages are going on the Raid.

Choose the Target of your Attack.

The Target may be a captured or newly found Node or one of your 10 Foes.

You must play a Detect Spell to find the Target.

Then you must play a Transport Spell to get to the Target.

Combat is resolved as in Attack Phase.

If the Foes win, the Cabal does not lose a Node. (like in Attack Phase)

If the Foes win, the Foe level is reduced by 1D6-1 levels.

If the Cabal was raiding a Foe or captured Node and wins, the

Foe Total is reduced 2D6 levels. (0 Minimum)

If the Cabal was raiding a captured node and they win, they gain control of the node.

If the Cabal was raiding a new node and they win, they gain control of

the node and all Guardians are destroyed.

If the Target had any captured Mages and the Cabal won, the Captured Mages are freed.

If the Target had any converted Mages and the Cabal won, roll 1D6:

1-2 = The Mage is Killed

3-4 = The Mage lives and is still a Foe (& gains one Level)

5-6 = The Mage is converted back and rejoins the Cabal

Raiding is considered Combat, like in Attack Phase (Roll for Wounds & Experience)

RESEARCH PHASE

If you did not get attacked or go on a raid this turn, roll once on the Research Table.

RESEARCH TABLE

1D6	Result
1-2	Recruit
3-4	Attribute
5	Quiet
6	Find a Node
7	Training
8-9	Healing
10	Pick one

Recruit = Draw one Mage card from the deck.

The newly awakened mage starts at level one.

Mage cards you control are placed face up in front of you.

Quiet = Place a Quiet Token on one random Mage.

Attribute = Draw an Attribute card and place it on one random Mage.

Find a Node = Place a Node Card in Play in front of you.

Roll on the Foe Table to see what kind of Foe is guarding it.

The Node will have 1D10 worth of Foe Points guarding it.

Note: A Territory will have a maximum of 1D6 Nodes.

Training = Each of your Mages makes an Experience roll at -1.

Healing = Remove a Wound, Transformation or Quiet Token from one of your Mages.

PARADOX

You may play a Paradox card on any opponents Mage that just cast a Spell.

MAGE & SPELL DECK CARD TYPES

Abv	Mage Tradition:	Sphere of Magic:	Foci:
AB	Akashic Brotherhood	Mental	Purification, Sash, Weapon
CC	Celestial Chorus	Prime	Fire, Holy Symbol, Song
CE	Cult of Ecstasy	Time	Incense, Music, Vice
D	Dreamspeaker	Spirit	Crystals, Drums, Feathers
E	Euthanatos	Entropy	Bones, Dolls, Weapons
HO	Hollow Ones	None	None
OH	Order of Hermes	Forces	Circles, Seals, Stones
SE	Sons of Ether	Matter	Goggles, Meters, Abacus
V	Verbena	Life	Blood, Wand, Cauldron

VA Virtual Adepts
A Any Mage

Correspondence

Computers, Electricity

MAGE DECK CARD LIST

Card Name	Type
Martial Artist	AB
Wandering Wise Man	AB
Zen Monk	AB
Witch Hunter	CC
Priest	CC
Theologian	CC
Musician	CE
Entertainer	CE
Thrill-Seeker	CE
Shaman	D
Hitchhiker	D
Ecologist	D
Voodoo Priest	E
Assassin	E
Doctor	E
Artist	HO
Occultist	HO
Blood Doll	HO
Alchemist	OH
Kabbalist	OH
Secret Agent	OH
Mad Scientist	SE
Gadeteer	SE
Absent Minded Professor	SE
Druid	V
Explorer	V
Witch	V
Hacker	VA
Programmer	VA
Web Master	VA

SPELL DECK CARD LIST

Spell Name:	Type	Notes:
Landscape of the Mind	VA	Detect
Spatial Mutations	VA	Defense
Polyappearance	VA	Make 2 Raids this turn
Free Conjunction	VA	Transport
Co-Location	VA	Transport
Genetics Scan	VA	Detect
Physiological Control	VA	Attack
Tapping the Signal	VA	Transport
Multi-Tasking	VA	Detect
Graphic Transmission	VA	Defense
Pathos	HO	Detect
Sidestep Time	HO	Attack or Defense
Accelerate Time	HO	Opponent must skip his next turn
Corresponding Sensing	HO	Detect
Manipulate Memory	HO	Attack or Defense
Flesh Toys	HO	Defense
Divided Sight	CE	Detect
The Rush	CE	Draw 2 Spell Cards
Subliminal Impulse	CE	Attack or Defense
Time Sense	CE	Detect
Leap Beyond	CE	Transport
Drums of Elemental Fire	CE	Attack
Slow Time	CE	Attack or Defense
Peeping Tom	CE	Detect

Tune in, Turn on, Drop out	CE	Defense
Ripple through Space	SE	Transport
Analyze Substance	SE	Detect
Matter Pattern Dissociation	SE	Attack
Alter Weight	SE	Defense
Alter State	SE	Attack
Probe Thoughts	SE	Detect
Shrunken Machine	SE	Detect or Attack
Psychic Sterilization	SE	Attack
Time Travel	SE	Transport
Ray Projector	SE	Attack
Blight of Aging	V	Attack
Flying Brooms	V	Transport
Animal Form	V	Attack
Bond of Blood	V	Draw 2 Spell Cards
Spirit Sight	V	Detect
Call Spirit	V	Attack or Defense
Breach the Gauntlet	V	Transport
Uther's Butchered Visage	V	Defense
Imbue Flesh	V	Detect or Defense
Sounding the Gong	AB	Attack
Kick of the Four Winds	AB	Attack
Dim Mak	AB	Attack
Great Leap	AB	Defense
Breath of the Day	AB	Defense
No-Mind	AB	Detect
Recharge	AB	Draw 2 Spell Cards
Serene Temple	AB	Defense
Sense the Dragon Echo	AB	Detect
The Blissful Discipline	AB	Attack
Stalking the Void	E	Detect
Rip the Man Body	E	Attack
Possession	E	Attack
Curse of the Mayfly	E	Attack
Magdeline's Dynamic Mind	E	Defense
Rubbing of the Bones	E	Attack
Little Good Death	E	Attack
Delions Haze	E	Defense
Intellectual Entropy	E	Opponent must discard 3 Spell cards
Destroy Thought	E	Defense
Darksight	OH	Detect or look at top 1D10 cards of Foe Deck
Ball of Abysmal Flame	OH	Attack
Hermes Portal	OH	Transport
Call Lightning	OH	Attack
Veil of Invisibility	OH	Attack or Defense
The Seven League Stride	OH	Transport
Metamorphosis	OH	Attack
Transmutation	OH	Attack
Untether	OH	Detect or Transport
Postcognition	OH	Detect
Embracing Mother Earth	D	Defense or Attack
Dreamers Shroud of Day	D	Defense
Fragments of Dream	D	Detect
Sense Quintessence	D	Detect
Sugar Magnolias	D	Detect
Quintessence Blast	D	Attack
Break the Dreamshell	D	Transport
Dream Locus	D	Transport
Walking on Water	CC	Transport
Prayer of Healing	CC	Remove a Wound Token
Flames of Purification	CC	Attack
Gauntlet Prison	CC	Attack
Deep Umbra Travel	CC	Transport
Songs of Future Days	CC	Detect or look at top 1D10 cards of Foe Deck
Mark of the Beast	CC	Detect
Spirit Pilgrimage	CC	Transport

Hymn of Beatific Harmony	CC	Draw 2 Spell Cards
Radiate Primes Energy	CC	Draw 2 Spell Cards
Countermagic	A	Defense
Coincidental Magic	A	Negate a Paradox Card
Heal Damaged Pattern	A	Remove a Wound or Transformation Token
Better Body	A	Attack
Stepping Sideways	A	Transport
Control Randomness	A	Reroll one Die Roll
Perceive Entropy	A	Detect or Look at opponents Foe Hand
Diffuse Energy	A	Defense
Telekinetic Control	A	Attack or Transport
Telepathy	A	Detect

FOE DECK CARD TYPES

I = Inquisition
 F = Fey
 V = Vampires
 W = Werewolves
 T = Technomancers
 M = Marauders
 N = Nephandi
 R = Wraith
 G = Mages
 U = Umbrood
 P = Paradox Spirit

FOE DECK CARD LIST

Card Name	Type	Notes
Witch Hunter	I	
Government Agent	I	
Arcanum Scholar	I	
Catholic Church	I	
Society of Leopold	I	
Trolls	F	
Redcaps	F	
Sidhe	F	
Changelings	F	
Brujah Rebels	V	
Gangrel Shapeshifters	V	
Malkavian Pranksters	V	
Hideous Nosferatu	V	
Toreador Artistes	V	
Tremere Warlocks	V	
Venture Sophisticates	V	
Sabbat Pack	V	
Black Furies Tribe	W	
Get of Fenris	W	
Red Talons	W	
Shadow Lords	W	
Silver Fangs	W	
Wendigo	W	
Iteration X	T	
HIT Cyborgs	T	
Men in Black	T	
New World Order	T	
Big Brother	T	
Progenitor Clones	T	
Null-B Marines	T	
Webspider Technospirits	T	
Pogrom	T	
The Syndicate	T	
Void Engineers	T	

Unravel Reality	M	
Marauder Mage	M	
Manticora	M	
Dragon	M	
Mythic Beast	M	
Nephandus Mage	N	
Demon Hordes	N	
Fomori	N	
Wyrm	N	
Black Spiral Dancers	N	
Destroy Matter & Energy	N	
Zigg'raugglurr	N	
Rogue Magi	G	
Errant Magi	G	
Possession	R	
Spectres	R	
Shadows	R	
Shades	R	
Umbrood Minions	U	
Umbrood Lord	U	
Umbrood Preceptor	U	
Guardian Spirit	U	
Farandwee	P	Put a Transformation Token on Target Mage
Hex	P	Put a Wound Token on Target Mage
Igtukra the Unbridled	P	Put a Transformation Token on Target Mage
Terra Firma	P	Put a Wound Token on Target Mage
Dementia Paradox	P	Put a Quiet Token on Target Mage
Dorobo	P	Opponent must discard 3 random spell cards
Rune-Fetter	P	Put a Transformation Token on Target Mage
Wrinkle	P	Negate a Spell just cast
Vulgar Magic	P	Negate a Spell just cast
Static Reality	P	Negate a Spell just cast
Paradox Flaw	P	Remove 2 Experience Points from Mage
Paradox Backlash	P	Put a Transformation Token on Target Mage
Hobgoblins	P	Foe gains 1D6 Foe Points

ATTRIBUTES DECK CARD LIST

Attributes include Skills, Abilities, Talismans, Talents, and Knowledges.

Card Name:	Notes:
Spirit Goggles	Detect (Talisman)
Sword of Discharge	Attack (Talisman)
X-ray Glasses	Detect (Talisman)
Peacemaker	Attack (Talisman)
Prodigy	Detect (Talisman)
Tass	Draw 2 cards from the Spell deck (Talisman)
Foci	Draw 2 cards from the Spell deck (Talisman)
Magik Tome	Draw 2 cards from the Spell deck (Talisman)
Library	Draw 2 cards from the Spell deck
Avatar	Draw 2 cards from the Spell deck
Arete	Gain 1 Quiet & 2 Experience Tokens
The Seeking	Gain 1 Quiet & 2 Experience Tokens
Epiphany	Gain 1 Quiet & 2 Experience Tokens
Ascension	Gain 1 Quiet & 2 Experience Tokens
Mentor	Gain 1 Quiet & 2 Experience Tokens
Enlightenment	Gain 1 Quiet & 2 Experience Tokens
Mindscape	Remove a Quiet Token
Multiple Actions	Attack
Willpower	Defense
Strength	Attack
Stamina	Defense
Dexterity	Attack or Defense
Perception	Detect
Intelligence	Detect
Wits	Detect

Charisma	Attack
Manipulation	Attack
Brawl	Attack
Dodge	Defense
Intuition	Detect
Athletics	Defense
Awareness	Detect
Alertness	Detect or Defense
Firearms	Attack
Drive	Transport
Streetwise	Detect
Intimidation	Detect
Etiquette	Detect
Appearance	Defense
Leadership	Attack or Defense
Melee	Attack
Stealth	Attack
Survival	Defense
Meditation	Remove a Quiet Token
Subterfuge	Defense
Technology	Transport
Cosmology	Look at next 10 cards in Foe Deck
Occult	Attack
Enigmas	Look at opponents Foe Hand
Computers	Detect
Investigation	Detect
Medicine	Remove a Wound Token
Destiny	Defense
Dream	Detect
Influence	Attack
Arcane	Defense
Dynamic Essence	Attack
Pattern Essence	Defense
Primordial Essence	Detect
Questing Essence	Transport

LINKS

[White Wolf](#)

CANNONADE

INTRODUCTION

Napoleonic era tactical combat simulation. Watch out for grapeshot.

MAP

Use a Hex map. Incorporate the 4 Terrain Types.

CHITS

Use cardboard counters or chits marked in denominations of 1, 5, 10, & 20 Men

Label them 'I' for Infantry, and 'C' for Cavalry

Label Cannons with an 'A' to denote Artillery

Label 'R' chits to mark Routing Formations

Label 'P' chits to mark groups of Prisoners

Label 'F' for Flag & 'B' for Baggage

SETUP

Set Piece Battle. Each side begins with 100 points worth of units.

Units start at opposite ends of the map, or according to the scenario.

Flip a coin to determine Turn Order.

VICTORY

Earn Victory points as follows:

ACCOMPLISHMENT			POINTS	
Man Killed			1	
Man Captured			2	
Officer Killed			3	
Officer Captured			5	
Cannon Captured			10	
Baggage Captured			5	
Flag Captured			20	
UNITS	COST	MOVE		NOTES
Infantry	1	1		
Cavalry	1.5	2		
Cannon	10	(1)		Range = 5
Flags	0	0-2		For games of capture the Flag
Officer	3	2		
Baggage	2	1		Supply Wagons

TURN SEQUENCE

1-Cannonade Phase

2-March Phase

3-Melee Phase

4-Rally Phase

1- CANNONADE PHASE

A minimum of 4 men must be present to move or fire the cannon.

Cannons can fire at formations up to 6 Hexes away.

Base Casualties inflicted = 1D6 modified by the following list.

CANNON ATTACK MODIFIER LIST

CASUALTIES	MODIFIER
-1	Indirect fire over friendly troops or terrain that is not clear
-2	Troop Density = 1-5
-1	Troop Density = 6-10
+1	Troop Density = 16-20
+1	Range = 1
-1	Range = 4
-2	Range = 5
-3	Range = 6
-1	Target in Covered Terrain
-2	Target in Fortified Terrain

A natural roll of 6 always results in at least 1 casualty.

Firing over friendly troops causes 1D6 casualties to them on a roll of 1-2 on 1D6.

TERRAIN

Cannons can fire into or out of covered or fortified terrain but not through it. A cannon may use indirect fire to hit a target behind covered or fortified terrain.

A Cavalry unit must spend its entire move to enter a covered or fortified terrain.

Covered Defending Soldiers have their numerical strength in Melee increased by half.

Fortified Defending Soldiers have their numerical strength in Melee doubled.

Units may not enter Impassable terrain.

The Cover column indicates the reduction in casualties caused by cannons.

TYPES	COVER	NOTES
Clear	No	Fields, Roads, Bridge
Covered	Yes	Trees, Buildings, Boccage, low walls
Fortified	Yes	Forts, Trenches
Impassable	---	Water, River, Mountains

FORMATIONS

A Formation occupies a single hex.

A hex may contain up to:

20 Men, or

1 Cannon or Baggage & 10 men, and

Any number of Officers, Routing men, prisoners.

2-MARCH PHASE

A cannon that fired this turn may not move, nor may the men who fired it.

Formations may join or split to make larger or smaller formations.

The capturing player controls the movement of prisoners.

Prisoners and routing Formation move one space per turn.

3-MELEE PHASE

Melee occurs when a formation attacks an adjacent enemy formation.

Men that fired a cannon this turn cannot attack.

Two or more formations may attack the same target formation.

A smaller force will not attack a larger force unless an officer is present.

A Formation may only be attacked once in a players Melee turn.

A Formation only gets to attack once in a players Melee turn.

Compare the number of Men on both sides to get a Ratio.
 Roll D6 and cross index with the ratio on the Melee Result Table to determine who wins the Melee.
 Next Roll on the Casualty result Table to determine the Fate of the losers.

MELEE RESULT TABLE

RATIO	ROLL 1D6					
	1	2	3	4	5	6
4:1 or Better	V	V	V	H	H	H
3:1 or Better	V	V	H	H	H	B
2:1 or Better	V	H	H	H	B	L
3:2 or Better	H	H	H	B	L	L
1:1 Ratio	A	A	B	B	D	D

A= Attacker Wins

D= Defender Wins

B= Stalemate: Both Sides suffer men killed = to half the men in the smaller force. Do not roll on the Casualty Result table.

H= Side with more men wins

L= Side with fewer men wins

V= Side with more men wins and winner suffers no casualties

CASUALTY RESULT TABLE

D6	RESULT	NOTES
1-2	Surrender	Both Sides suffer men killed = to half the men in the smaller force; All remaining men on losing side taken Prisoner
3-4	Rout	Both Sides suffer men killed = to half the men in the smaller force; All remaining men on losing side rout. Move the routers immediately
5-6	Slaughter	Winner suffers men killed = to half the men in the smaller force; All men on losing side killed Use chits to indicate groups of Prisoners & Routers.

FREE ADVANCE

The winner of a melee must immediately move half or more of his men into the hex of the side that lost.

They cannot move more than 10 if the space has a cannon or baggage.

The advancing men now capture any prisoners and/or cannon or baggage in the hex.

Routers leave behind their cannon and baggage.

4-RALLY PHASE

If their escort is killed, the prisoners escape and may move as normal. They are unarmed.

If an enemy Formation enters a hex containing unarmed men, the unarmed men become prisoners.

Prisoners cannot be killed by Cannons or Melee.

A Routing Formation must move. Routers are moved by the Enemy player.

Routing Formations will move away from enemy Formations.

Routing Formations will move towards the edge of the board, failing that they will move towards friendly units.

Formations that move off the Map are lost.

If an enemy Formation enters a hex containing routers, the routers become prisoners.

If a friendly Formation is adjacent to routers roll on the Rally Table.

RALLY TABLE

D6 RESULT
1-2 The Formation is rallied and may move as normal. They are unarmed.
3-4 The Formation continues to flee.
5-6 The friendly Formation panics and routs itself.
Add 1 to the roll if the routing Formation is twice as large as the friendly Formation.
Subtract 1 from the roll if the friendly Formation is twice as large as the routing Formation.
Subtract 1 to the roll if an officer is present.

OFFICERS

Only one commanding officer per formation.
The officer is always the last man killed in a formation.

BAGGAGE

An unarmed man must move adjacent to a baggage unit to rearm himself.
A Cannon must be within 4 hexes of a baggage unit, or it will run out of ammo in 3 turns.
If an enemy Formation enters a hex containing baggage, they capture the baggage.

COUNTERS

The following magnificent counter sets were created by Janne Thörne:
jan.thorne@mail.bip.net
[Download Cannonade Counters](#)

LINKS

[Little Wars by H.G. Wells](#)

CARAVAN

INTRODUCTION

Players control Arabian caravans going back and forth across the deserts, acting as Middlemen between Europe and the Orient.

THE BOARD

Use a chessboard: 8 x 8 square grid.
Number the rows 1 through 8.
Row 1 is Europe.
Row 8 is the Orient.
Rows 2-7 are the Middle Eastern rows.

DICE

Use an eight sided die as a randomizer.

BOARD SETUP

For each Middle Eastern row place one 'Oasis' marker on a random space and one 'Quicksand' marker on a different random space.

THE PIECES

Each player gets a Pawn of a unique color to represent their caravan.
One unique pawn is needed to represent the Bandits.
One unique pawn is needed to represent the Sandstorm.
6 Quicksand and 6 Oasis markers are needed.
Use coins to represent Gold.

THE DECK

Players share a common deck.

VICTORY

The first player to accumulate 50 Gold is the winner.

SETUP

Roll high to determine turn order.
Each player starts with 5 cards.
Players pawns may choose to start in Europe or the Orient.
Two Pawns may never occupy the same space.
The Sandstorm and Bandits Pawns start in open spaces in the center of the board.

TURN SEQUENCE

Players take turns.
Each turn has 5 Phases:

Draw Phase
Buy Phase
Move Phase
Desert Phase
Sell Phase

DRAW PHASE

Discard any cards you don't want.
A player may discard 2 cards and draw 1 replacement card.
Draw 3 cards and discard 1 of these cards.
Max hand is 7 cards. Discard excess cards.
If the deck runs out, shuffle the discard and draw from it.

BUY PHASE

If you are in Europe you may play up to 5 soldiers or European trade goods in your Hand to the table. This becomes your Caravan.
Note that your Caravan cards are not the same as the cards in your hand.
If you are in the Orient you may play up to 5 soldiers or Oriental trade goods in your Hand to the table. This becomes your Caravan.

MOVE PHASE

Discard a Move card to move your pawn exactly the indicated number of spaces.
Moves may be diagonal or orthogonal.
You may not land on or move through other Pawns or Quicksand spaces.
If you land on an Oasis, you may play another Move card and move again.
If you land next to another Players Pawn, you may trade cards if you wish.
All trades must be acceptable to both players.

DESERT PHASE

You may move the Sandstorm or Bandit Pawns if you have the appropriate cards.
They have the same movement restrictions as Caravans.
The Sandstorm is merely an obstacle.
If the Bandits land next to any opposing caravan pawns, those caravans must lose one soldier card or all their trade cards. (the cards on the table)
You may do your Desert Phase before your Move Phase.
The Bandits and Sandstorm may only go to Middle Eastern rows.

SELL PHASE

If you are in Europe and you have Oriental goods in your Caravan (the cards on the table), you may turn them in for gold.
An unmatched card is worth one gold.
A pair earns 3 gold. (For example: two Spice cards)
Three of a kind garners 5 gold.
Four of a kind gets you 7 gold.
Five of a kind cashes in at 9 gold.
If you are in the Orient and you have European goods in your Caravan (the cards on the table), you may turn them in for Gold in the same manner.

CARD LIST

Card Name	#	Notes:
Move 1	5	Move your Caravan 1 Space
Move 2	10	Move your Caravan 2 Spaces

Move 3	10	Move your Caravan 3 Spaces
Move 4	5	Move your Caravan 4 Spaces
Bandits 1	1	Move the Bandits 1 Space
Bandits 2	1	Move the Bandits 2 Spaces
Bandits 3	1	Move the Bandits 3 Spaces
Bandits 4	1	Move the Bandits 4 Spaces
Bandits 5	1	Move the Bandits 5 Spaces
Sandstorm 1	1	Move the Sandstorm 1 Space
Sandstorm 2	1	Move the Sandstorm 2 Spaces
Sandstorm 3	1	Move the Sandstorm 3 Spaces
Sandstorm 4	1	Move the Sandstorm 4 Spaces
Sandstorm 5	1	Move the Sandstorm 5 Spaces
Soldiers	5	Negate Banditry
Metals	5	European Good
Woods	5	European Good
Furs	5	European Good
Tea	5	Oriental Good
Spices	5	Oriental Good
Silk	5	Oriental Good

= Number of that card in the deck.

CARDS OF MARS

INTRODUCTION

Card game for 2+ players.

Theme is the John Carter of Mars series by Edgar Rice Burroughs.

DISCLAIMER

John Carter of Mars is a copyrighted property.

This is merely a Fan Site.

VICTORY

The first player to accumulate 75 Victory Points (VP) wins.

THE DECK

Players share a common deck.

There are several card types:

Heroes, Villains, Beasts, Enemies, Weapons, Plots, Events.

All cards fall into one of two categories:

Friend cards or Foe cards.

All cards have a numerical "Force" value.

SETUP

Each player is dealt a hand of 5 cards.

Randomly determine who goes first.

TURN SEQUENCE

Players take turns.

Each turn has 5 phases:

Draw Phase

Trade Phase

Meld Phase

Score Phase

End Phase

DRAW PHASE

Draw 3 cards.

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

TRADE PHASE

You may trade cards with other players.

All trades must be mutual.

MELD PHASE

If you are able you may make & play a Meld.

A Meld must consist of exactly 8 cards.

For a meld to be legal, the total Force value of the Friends cards must equal or exceed the Force value of the Foe cards.

There must be at least one 'Hero(ine)' Friend card played.

There must be at least one 'Plot' Foe card played.

There must be at least one 'Enemy' or 'Villain' Foe card played.

Duplicate cards cannot be used.

Weapon cards can be used as Friend or Foe cards.

SCORE PHASE

If you played a meld last phase score Victory points equal to the total Force value of the Foe cards in the meld.

Keep a running total of your VP's.

END PHASE

Discard down to 10 cards.

CARD LIST

Card Name:	#	Category:	Force	Type	Notes:
John Carter	7	Hero	10	Friend	Earth Man
Tars Tarkas	3	Hero	9	Friend	Green Martian
Jeddak					
Dejah Thoris	1	Heroine	6	Friend	Red Martian
Princess					
Kantos Kan	1	Hero	7	Friend	Red Martian
Xodar	1	Hero	8	Friend	Black Martian
Pirate					
Woola	1	Beast	3	Friend	Martian Watchdog
Sola	1	Heroine	3	Friend	Green Martian
Tutor					
Thuvia	1	Heroine	4	Friend	Mind Controls
Banth					
Carthoris	1	Hero	8	Friend	Son of John Carter
Rescue Princess	2	Plot	8	Foe	
Challenge Chieftain	1	Plot	8	Foe	
Great Games	1	Plot	7	Foe	Arena Combat
Escape Captivity	2	Plot	6	Foe	
Sword Duel	2	Plot	7	Foe	
Great White Apes	2	Beast	8	Foe	
Long Journey	1	Event	2	Foe	
Treachery	1	Plot	7	Foe	
Zodangan Battleships	1	Enemy	9	Foe	Airships
Play Jetan	1	Plot	10	Foe	Martian Chess
Plant Men	1	Plant	7	Foe	
Fearsome Apt	1	Beast	9	Foe	Polar Monster
Black Pirates of Barsoom	1	Enemies	10	Foe	Airships
Clawed Arbok	1	Beast	3	Foe	Tree Reptile
Poisonous Sith	1	Beast	5	Foe	Giant Hornet
Ferocious Banth	1	Beast	10	Foe	10 Legged Lion
Calot Tree	1	Plant	7	Foe	Carnivorous Plant
Fly on Malagor	1	Event	5	Friend	Giant Bird
Eat Mantalia	1	Event	2	Friend	Milk Plant
Ride Orluk	1	Event	3	Friend	Polar Elephant
Ride on Thoats	2	Event	4	Friend	6 Legged Horses
Ride Scout Flyer	1	Event	5	Friend	Airship

Flagship	1	Event	9	Friend	Airship
Helium Air Cruisers	1	Event	7	Friend	Airship
Swords	1	Weapon	2	F/F	
Spears	1	Weapon	2	F/F	
Radium Rifles	1	Weapon	3	F/F	
3-Wheeled Chariots	1	Event	4	Friend	Pulled by Zitidars
Healing Salves	1	Event	5	Friend	
Dagger	1	Weapon	1	F/F	
Drawn Map	1	Event	4	Friend	
Green Warhoon Warriors	1	Enemies	7	Foe	
Tal Hajus	1	Villain	7	Foe	Green Thark Jeddak
Sab Than Prince	1	Villain	8	Foe	Red Zodangan
Disguise	1	Event	5	Friend	
Red Martian Guards	1	Enemies	4	Foe	
Read Minds	1	Event	5	F/F	Telepathy
Alliance	1	Event	6	Friend	
Stealth	1	Event	5	Friend	
White Holy Therns	1	Enemies	5	Foe	
Pursued by Warband	1	Plot	7	Foe	
Zat Arras	1	Villain	9	Foe	Helium Usurper
Spy	1	Event	5	F/F	
Matai Shang Therns	1	Villain	6	Foe	The Father of
Feign Death	1	Event	4	Friend	
Knocked Unconscious	1	Event	6	Foe	
Hide	1	Event	5	Friend	
Great Battle	2	Plot	10	Foe	
Raise Massive Army	2	Event	10	Friend	
False Identity	2	Event	6	Friend	
Expose the Truth	1	Event	7	Friend	
Trial	1	Plot	7	Foe	
Trickery	1	Event	6	F/F	

LINKS

[Pulp Heroes](#)

[JCOM](#)

[ERB List](#)

CARDS OF WAR

RULES

Shuffle the cards. There is one common deck and one discard pile.

One player is the Axis, the other is the Allies.

Each player starts the game with 3 territory tokens.

Play proceeds in a series of rounds.

At the beginning of a round each player gets dealt 10 cards.

During the round players take turns deploying one card at a time.

The Allies go first.

A deployed card is played face up on the table.

The turns continue until all cards have been deployed.

Each card has a force value.

The side at the end of the round with the highest Force total on the table wins the round.

Each card is of one or more types. The types include:

Infantry, Intelligence, Sea, Sub, Air, Tank, Artillery, Mine, and Fortification.

Some cards have the KILL ability, followed by what type of cards they can kill.

When deployed a kill card causes an enemy card of a type it can destroy to be discarded.

If there are no targets then the opportunity to cause a discard is wasted.

Discarded cards do not count towards a players force total.

Some cards have other abilities which are conducted as soon as the card is deployed.

The winner of a round takes a territory token from his opponent.

The first player in possession of all six tokens wins the game.

If you run out of cards shuffle the discards back into the deck.

CARD LIST

#	CARD	FORCE	TYPE	KILLS	NOTES
1	Frog-men	3	Inf/Int	Fort	
2	Veterans	4	Inf		
3	Minefield	1	Mine	Inf/Tank	
4	Radio	3	Int		Look at opponents
hand					
5	Convoy	2	Sea		Draw one card
6	Coastal Guns	4	Art/Fort	Sea	
7	Paratroopers	3	Inf/Air		
8	Recon Plane	2	Int/Air		Look at opponents
hand					
9	Grunts	3	Inf		
10	Bazooka	1	Inf	Tank	
11	Diplomat	5	Int		
12	Destroyers	3	Sea	Sub	
13	Code Breaker	3	Int	Int	
14	Tank Buster	1	Art	Tank	
15	Field Battery	4	Art		
16	Carpet Bombing	6	Air		
17	Howitzers	5	Art		
18	Long Range Bombers	5	Air		
19	Marines	5	Inf/Sea		
20	Blitzkrieg	6	Tank	Art	
21	Light Tank	2	Tank		
22	Radar	7	Int	Air	
23	Pill Box	2	Fort/Inf	Inf	
24	Secret Agent	2	Int		Look at opponents
hand					
25	Carrier	8	Sea		
26	Machine Gunner	4	Inf	Inf	
27	V2 Rocket	3	Air/Art		

28	Counter Espionage	3	Int	Int	
29	Medium Tank	3	Tank		
30	Mechanized Infantry	3	Inf/Tank		
31	Heavy Tank	6	Tank		
32	Combat Engineers	2	Inf	Fort/Mines	
33	Mortar	3	Art/Inf		
34	Bunker	2	Fort		
35	Self Propelled Guns	4	Tank/Art		
36	Submarine	5	Sub	Sea	
37	Anti-Aircraft Guns	1	Art	Air	
38	Battleship	6	Sea		
39	Cruiser	4	Sea		
40	Torpedo Plane	1	Air	Sea	
41	Bombing Run	3	Air	Art	
42	Armored Patrol Car	2	Int/Tank		Look at opponents
hand					
43	Five Star General	7	Int		
44	Fighter Squad	3	Air	Air	
45	Strafing run	1	Air	Inf	
46	Dive Bomber	2	Air	Tank	
47	Gliders	3	Air/Inf		
48	Amphibious landing	5	Sea/Inf		
49	Kamikaze	1	Air	Sea	
50	Air drops	2	Air		Draw one card
51	Fighter Ace	1	Air	Air	
52	PT boat	1	Sea	Sea	
53	Partizans	2	Inf		
54	Propaganda	4	Int		
55	Reserves	2	Int		Draw one card
56	Sniper	1	Inf	Inf	

GAME DESIGNERS NOTES

Players will have to make their own set of cards.

The deck contains one of each card listed.

Players are welcome to design new types of cards in addition to those listed above.

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:
Click here 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.

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 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	
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.

CASTLE SIEGE

INTRODUCTION

Simple Wargame for two players.
One player is the Attackers (Besiegers)
The other player is the Defenders (Besieged)

THE BOARD

Use a Chessboard
The middle 16 spaces are the Castle Spaces.

DICE

Six sided dice are needed.

UNITS

Use chits (counters) to represent units.
Each player has a set of chits of a different color.
The Defenders have 16 units:
4 Cannons
4 Knights
4 Archers
4 Boiling Oil Cauldrons
The Attackers have 28 units:
4 Cannons
8 Knights
4 Archers
4 Sappers
4 Battering Rams
4 Siege Towers

SETUP

The Defender places his chits facedown in his castle, one unit per space.
The Attacker places his units facedown on the spaces that border the edge of the map, one unit per space.

FIRST TURN

Flip all units face-up.
Defenders go first (Attackers are moving into position)

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
1. Move Phase
2. Breach Phase
3. Attack Phase

MOVE PHASE

Roll 1D6. This is the number of units you may move this turn.

A unit may move to an adjacent space.

The stacking limit for friendly units on castle spaces is 2.

The stacking limit for friendly units on open spaces is 3.

Units of both players may occupy the same space at the same time.

Defenders may not leave the castle.

Attacking Cannons, Battering Rams, and Siege Towers may not enter Castle spaces.

Attackers may only enter a castle space under 3 conditions:

1. The Castle space is breached (It has a Breach marker on it) and they roll 3+ on 1D6.
2. The Attackers are moving off of a Siege Tower and they roll 4+ on 1D6.
3. The Attackers scale the walls on a roll of 6 on 1D6.

BREACH PHASE

Certain attackers may attack the Castle walls.

A Battering Ram may attack an adjacent Castle Space.

The Space is Breached on a roll of 5+ on 1D6.

Sappers may attack an adjacent Castle Space.

The Space is Breached on a roll of 6+ on 1D6.

A Cannon may attack a Castle Space up to 2 spaces away.

The Space is Breached on a roll of 6+ on 1D6.

Place a "Breach" counter on a Breached space.

ATTACK PHASE

All your units may attack once this phase.

Killed units are removed from play.

Knights kill opposing units in the same space on a roll of 4+ on 1D6.

Knights kill enemy knights in the same space on a roll of 5+ on 1D6.

Defending knights may attack adjacent units in the spaces adjacent to the castle by throwing rocks. This type of attack kills on a roll of 6+ on 1D6.

Attacking Cannons have a range of 2 spaces. They kill on a roll of 6+ on 1D6.

Defending Cannons have a range of 3 spaces (Height Advantage).

They kill on a roll of 6+ on 1D6.

Cannons cannot attack units in the same space.

Cauldrons may attack adjacent units in the spaces adjacent to the castle by pouring Boiling Oil. This type of attack kills on a roll of 5+ on 1D6.

Attacking Archers have a range of 1 space. They kill on a roll of 6+ on 1D6.

Defending Archers have a range of 2 spaces (Height Advantage).

They kill on a roll of 6+ on 1D6.

Archers kill opposing units in the same space on a roll of 6+ on 1D6.

Sappers kill opposing units in the same space on a roll of 6+ on 1D6.

Rams and Siege Towers cannot attack.

CASTLE WOLFENSTEIN

INTRODUCTION

Solitaire Card game.
Based on the side Scroller Video game of the same name.
(Part of the Warp Scroller Collection)

DISCLAIMER

Castle Wolfenstien is a copyrighted, licensed, trademarked property.
This is merely a Fan site.

VICTORY

Defeat all the Bosses.

CHARACTERS

Your Hero starts with 20 Hits.

SETUP

Shuffle the Deck.

TURN SEQUENCE

Flip Phase
Fight Phase
Foe Phase
Fini Phase

FLIP PHASE

Turn over top card of deck.
If it is a Foe or Boss card place it face up on the table.
If it is any other type of card put it in your hand.
If the Deck runs out, shuffle the discard & draw from it

FIGHT PHASE

You may play an Attack card you may do damage to a Foe or Boss in play.
The Damage done by a Attack card must go to a Single Foe.
Use coins to keep track of Damage.
A Foe with damage equal to or greater than its Hits is destroyed.
Discard a used Attack card.
You may use additional Attack cards from your hand vs additional targets.
Keep destroyed Bosses set aside in a separate pile.

FOE PHASE

Every Foe & Boss in play may Attack.
 Foes do damage equal to their Hits minus their Damage.
 If your Hero is reduced to Zero or less Hits he is killed.
 You may discard a Defense card to negate all damage done to you this turn.

FINI PHASE

You may play a First Aid Card to Heal 4 Damage.
 Max hand size is 5 cards. Discard excess cards.

CARD LIST

Card Name:	#	Type	Hits	Notes:
Knife	3	A	1	
Pistol	3	A	2	
Rifle	3	A	3	
Flame Thrower	3	A	4	
Stick Grenade	3	A	1	Damages all Foes
Sub-Machine Gun	3	A	2	Damages 2 Foes
Machine Gun	3	A	3	Damages 2 Foes
Chain Gun	3	A	4	Damages 2 Foes
First Aid Kit	4	H	-	Heal 4 Damage
Take Cover	2	D	-	Negate all Damage this turn
Disguise	2	D	-	Negate all Damage this turn
Attack Dog	4	F	1	
Stormtrooper Guard	6	F	2	
Nazi Officer	4	F	3	
Zombie	4	F	4	
Hans Grosse	1	B	5	Twin Chain Guns
Dr. Shabbs	1	B	5	Thrown syringes
Hitler Clone	1	B	6	Metal Suit & Quad Chain Guns
Otto Giftmacher	1	B	6	Pistol
Gretel Grosse	1	B	7	Armored Suit & Pistol
General Fettgesicht	1	B	7	Pistol & Chain Gun

CARD LIST NOTATION

A = Attack
 D = Defend
 H = Heal
 F = Foe
 B = Boss

LINK

[CW Shrine](#)

CASTLEKEEP

INTRODUCTION

A 2-4 player game of medieval conquest.

OBJECT

Be the first player to control 7 castles on the map.

THE MAP

Use a hex map.

Locate 12 castles on the map.

Other hex types include clear, forest, mountain, river, and sea.

COUNTERS

Each player has a set of chits of a unique color.

Each chit set includes control markers and army markers.

THE DECK

The deck contains 60 cards, 4 of each of the 15 types in the card list.

SETUP

Each player starts in control of 3 castles, and has 1 army in each.

Each player starts with a full hand of 7 cards

Determine turn order: Each player draws one card. High siege value goes first.

TURN SEQUENCE

Players take turns.

Each turn has 5 phases:

1. Draw Phase
2. March Phase
3. Battle Phase
4. Recruit Phase
5. Control Phase

DRAW PHASE

All players fill their hands to 7 cards.

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

MARCH PHASE

Only one army per hex.

Armies may move 2 spaces over clear hexes.

Armies may move 1 space over castle, forest & river hexes.

Armies cannot move into mountain or sea hexes.

Discard a March card to move an army a second time.

BATTLE PHASE

The active players armies may attack adjacent enemy armies.

Fight one battle at a time.

The active player chooses which battle to resolve next.

At the beginning of all battles both players fill their hands to seven cards.

If the defending army is in a castle it is a siege battle.

If the defending army is not in a castle it is an open battle.

Both players may play some or all of their cards.

Cards have numeric values for both open & siege battles.

Some cards destroy other cards in open battle.

The destroyed cards are discarded simultaneously and immediately.

In a siege there are some cards that can only be played by the attacker or the defender.

Each side adds up the total value of all its cards to get a Battle total.

In open battle defenders in forest hexes get +2 to their battle total.

In open battle defenders in river hexes get -2 to their battle total.

An army gets +1 to its battle total for every other friendly army adjacent to the enemy army.

Compare the battle totals. The higher total wins. The defender wins ties.

The losing army is destroyed.

If the attacking army wins it may move into the empty hex left by the loser.

All cards played are discarded.

RECRUIT PHASE

You can have as many armies as you have castles under your control.

If you currently have less armies than castles you may raise one new army in any one of your castles.

CONTROL PHASE

On all castles that one of your armies occupy remove any control markers of your opponents and place one of your own control markers.

CARD LIST

Name	Open	Siege	Notes
Archers	3	4	Destroy a Pikemen card in open battle
Crossbowmen	2	4	Destroy a Pikemen card in open battle
Swordsmen	3	3	
Pikemen	3	3	Destroy a Knight card in open battle
Knights	4	3	Destroy an Archer card in open battle
Boiling Oil	0	4	Defender only
Parapets	0	5	Defender only
Moat	0	6	Defender only
Ladders	0	4	Attacker only
Sappers	0	5	Attacker only
Siege Tower	0	6	Attacker only
Catapults	1	4	
Trebuchets	1	5	
Ballistae	2	3	
March	1	0	

CAT & MOUSE

INTRODUCTION

Two player card game representing terrorist activity and government countermeasures. One player represents US Security. The other player is the Terrorists.

OBJECTIVES

The game ends when the terrorist plays a meld or has no more cards left in his deck. The terrorist player wins if he plays a meld of:
3 of the same Attack cards, and 3 of the same Group cards, and 3 of the same Target cards.

(For example: 3 Nuke attack cards, 3 Western group cards, and 3 Military target cards.)
A meld represents making a successful terrorist attack.

The US player can win in two ways:

1. If the Terrorist player never plays a meld before the end of the game, or by
 2. Guessing the meld as it is played but before the identity of the cards are revealed.
- A US win represents preventing a successful terrorist attack.

THE DECKS

Each player has his own unique deck.

SETUP

The Terrorist player draws 12 cards from his own deck.
The US player draws 9 cards from his own deck.

TURN SEQUENCE

Each turn has 4 phases:

1. Terrorist Draw Phase
2. US Draw Phase
3. US Security Phase
4. Terrorist Attack Phase

TERRORIST DRAW PHASE

The Terrorist player may draw 1 card.
Maximum hand size is 12 cards.
Discard any extra cards of your choice.

US DRAW PHASE

The US player draws 1 card.
Maximum hand size is 9 cards.
Discard any extra cards of your choice.

US SECURITY PHASE

The US player may play one card combo.

If a combo is played the Terrorist player must discard a Secrecy card or one random card from his hand.

There are 3 types of combos:

3 Cards of the same Name. (For example: 3 FBI cards)

3 Different cards from the same Suite.

(For example: 1 CIA card, 1 FBI card, and 1 Interpol card)

5 Different cards from different Suites.

(For example: 1 Police, 1 Organization, 1 Action, 1 Resource, and 1 Surveillance card)

TERRORIST ATTACK PHASE

The Terrorist player may play a meld as described in the Objectives section.

The Terrorist does not attack he may discard a Secrecy card to draw 2 additional cards.

TERRORIST DECK CARD LIST

Card Name:	#	Card Type:
Nuclear	4	Attack
Biological	4	Attack
Chemical	4	Attack
Conventional	4	Attack
Middle Eastern	4	Group
Asian	4	Group
African	4	Group
Western	4	Group
Military	4	Target
Government	4	Target
Commercial	4	Target
Cultural	4	Target
Charismatic Leader	1	Secrecy
State Supported	1	Secrecy
Multiple Cells	1	Secrecy
Intelligence Failure	1	Secrecy
Fresh Recruits	1	Secrecy
Fanaticism	1	Secrecy
Go Underground	1	Secrecy
Leave No Trace	1	Secrecy
Blend In	1	Secrecy
Dead End	1	Secrecy
False Identity	1	Secrecy
Misinformation	1	Secrecy

= Number of that card in the deck

US DECK CARD LIST

Card Name:	#	Card Type:
CIA	4	Organization
FBI	4	Organization
Interpol	4	Organization
Informants	4	Resources
Human Intelligence	4	Resources
International Assistance	4	Resources
Airport Security	4	Surveillance
Intercept Communications	4	Surveillance
Eye in the Sky	4	Surveillance
Eyewitnesses	4	Police Work
Paper Trail	4	Police Work
Follow Up Leads	4	Police Work
Pre-Emptive Strike	4	Action
Arrests & Interrogations	4	Action
Commando Raids	4	Action

= Number of that card in the deck

CAVE WARS

INTRODUCTION

Wargame for 2 or more players.
Subterranean Fantasy theme.

VICTORY

Occupy all 8 Lairs on the Board.

DICE, CHITS, COUNTERS, MARKERS, TILES, COINS, & CARDS

Tiles are used to make the Map.
Chits are used to represent Units.
Cards are used for Events.
Coins represent Gold.
Counters are stacked with units to record damage.
Each player has a set of colored Markers to identify their stacks.
Tile, chit, counter, coins and card sets are common to all players.
Ten sided dice are needed to play.

TERRAIN TILE LIST

Terrain Type:	Notes:
Mines	Rich
Shafts	Treacherous
Pits	Treacherous
Crevices	Treacherous
Lava Tunnels	Maze
Great Hall	Large
Labyrinth	Maze
Corridors	Maze
Caves	Large
Caverns	Large
Rift	Treacherous
Stone Bridge	Defensible
Chambers	Defensible
Dungeon	Maze
Tomb	Rich
Heavy Gate	Defensible
Rune Stones	Magical
Vault	Rich
Mushroom Caves	Magical
Crystal Caves	Rich
Abandoned Mines	Defensible
Lost City	Large
Pools	Magical
Underground River	Treacherous
Rock Slide	Treacherous
Shrine	Magical
Troglodyte Caves	Lair = Recruit Troglodytes
Dwarf Mines	Lair = Recruit Dwarves
Gnome Burrows	Lair = Recruit Gnomes
Kobold Warren	Lair = Recruit Kobolds
Orc Pits	Lair = Recruit Orcs
Goblin Caves	Lair = Recruit Goblins

Drow City	Lair = Recruit Drow
Troll Den	Lair = Recruit Trolls
Solid Rock	# 30 Solid Rock Tiles

TERRAIN TYPE NOTATION

It costs a unit its whole move to enter a Maze territory.
 Large territories can hold double the normal number of Units.
 Units in Defensible Territories ignore Hits on a roll of 1-3 on 1D10.
 Rich Territories earn an extra Gold in Recruit Phase.
 When a stack enters a Treacherous territory it suffers a single Force = 5 Attack.
 Units in Magical Territories get Force +1.
 All Lairs are Large & Defensible.

THE MAP

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

SETUP

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

UNIT CHIT LIST

Unit Name:	Force	Size	Hits	Sign
Troglodytes	5	M	2	T
Gnomes	4	S	1	N
Dwarves	7	M	2	D
Orcs	6	M	2	O
Goblins	3	S	1	G
Kobolds	2	S	1	K
Cave Trolls	9	L	3	C
Drow	8	M	2	W

TURN SEQUENCE

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

RECRUIT PHASE

Gain 10 Gold.
 Gain 1 extra gold for each Rich Territory you occupy.
 Purchase units with your gold.
 You may buy units from Lairs you occupy.
 New Units are placed in the Lair or adjacent to it.
 A Units cost in Gold is equal to its Force.
 Gold may saved from turn to turn.

ADJACENCY RULE

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

STACKING RULE

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

EVENT PHASE

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

MOVE PHASE

You may move each of you units up to 2 spaces.
Units cannot enter or move through Solid Rock spaces.
The stacking limit must be strictly enforced.
Some Event cards will affect the Movement of units & Stacks.

BATTLE PHASE

You may attack adjacent enemy stacks with your own stacks.
Resolve conflicts between two opposing stacks, one at a time.
A turn may have multiple battles between multiple stacks.
Battles are fought in Rounds.
Player may play event cards at any time during the round.
During each round, each unit, in turn, in both opposing stacks gets to attack once.
Small units always attack before Medium size & Large units.
Medium size units always attack before Large units.
Start with the Active player (Player whose turn it is)
Pick which of your units is attacking, then Roll 1D10.
If the roll is equal to or less than the attacking units Force, an enemy unit loses 1 hit.
The defender decides which of his units is hit.
A unit reduced to zero hits is destroyed.
The other player then attacks and so on.
This repeats until one side is completely eliminated.
Extra Attacks (From Event Cards) are made, in turn, like regular attacks.

EVENT DECK NOTATION

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

EVENT DECK

Event:	Users	Notes:
Ambush	TK	Units get an extra attack this round
Surprise	TK	Units get an extra attack this round
Blunderbusses	ND	Units get an extra attack this round
Crossbows	DOW	Units get an extra attack this round
Heavy Armor	DO	Unit ignores one hit
War Machines	ND	Units get an extra attack this round

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

COUNTER SET

By jiminybollocks

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CELLULAR

INTRODUCTION

Card game using concepts from general biology.

THE DECK

The deck includes 85 cards.

The deck contains one of each type of card listed in the Card List section.

OBJECT

Accumulate the most points at the end of the game, or over several games.

SETUP

All players are dealt a hand of 8 cards.

The dealer goes first. Play proceeds clockwise.

TURN SEQUENCE

Players take turns.

Each turn has 4 phases:

1. Draw Phase
2. Combination Phase
3. Scoring Phase
4. Discard Phase

DRAW PHASE

Draw 1 card from the deck or take the top X cards from the discard pile.

X can be any number, but you must take all of them.

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

COMBINATION PHASE

If you have the right cards to make one or more of the combos in the combination list, place the card combo face up in front of you.

You may play multiple combos if you have them.

SCORING PHASE

Score 1+ one point for every card in the combo.

Any time a player has no cards left in his hand, the game ends.

At the end of the game, players lose one point for every card left in their hand.

DISCARD PHASE

Discard one card.

There is no maximum hand size.

COMBINATIONS LIST

Combo Name:	Cards Included:
Cell Structure	Plasma Membrane, Cytoplasm, Organelles, Nucleus
Mitosis	Mitosis, Prophase, Metaphase, Anaphase, Telophase
Meiosis	Meiosis, Gametes, Sperm, Eggs, Crossing Over
Spermatogenesis	Meiosis, Sperm, Flagella
Division	Binary Fusion, Mitosis, Meiosis
Cytokinesis	Cytokinesis, Cleavage, Telophase
Cell Respiration	Cellular Respiration, Mitochondria, Glycolysis, Krebs Cycle, ETC
Respiration Equation	Oxygen, Glucose, ATP, Carbon Dioxide, Water
Photosynthesis	Chloroplast, Chlorophyll, Light Reactions, Dark Reactions
Light Reactions	Light Reactions, Chlorophyll, Light, Water, ETC
Dark Reactions	Hydrogen Shuttle, ATP, Enzymes, Glucose
Photosynthesis Equation	Oxygen, Glucose, Light, Carbon Dioxide, Water
Metabolic Pathways	ATP, Intermediates, Enzymes
Electron TransportChain	ETC, Hydrogen Shuttle, ATP
Enzymes	Enzymes, Inhibitor, Substrate
ATP Cycle	ATP, Cellular Respiration, Fermentation
Monera	Bacteria, Binary Fusion, Cell Wall, Prokaryote, Colonies
Plant Cells	Cell Wall, Cellulose, Starch, Chloroplast, Central Vacuole,
Eukaryote	
Carbohydrates	Starch, Glucose, Cellulose
Lipids	Lipids, Phospholipids, Steroids, Triglycerides
Hormones	Steroids, Proteins, Receptors, Inhibitors
Macromolecules	DNA, Carbohydrates, Proteins, Lipids
Energy Molecules	Glucose, Triglycerides, Starch, ATP
Movement	Taxis, Flagella, Cilia, Pseudopoda
Cytoskeleton	Cytoskeleton, Keratin, Collagen, Actin
Muscle Cells	Actin, Myosin, ATP
Replication	Replication, DNA, Enzymes, Interphase, Chromosomes
Transcription	Transcription, DNA, RNA, Genes
Translation	Translation, RNA, Ribosomes, Proteins
Central Dogma	Replication, Transcription, Translation
Endosymbiont Theory	Mitochondria, Chloroplasts, Bacteria, Organelles
Endomembrane System	Nucleus, Endoplasmic Reticulum, Golgi Apparatus
Development	Zygote, Cleavage, Embryo
Sexual Reproduction	Gametes, Fertilization, Zygote
Energy Intake	Heterotrophs, Autotrophs, Saprophytes
Autotrophs	Autotrophs, Photosynthesis
Heterotrophs	Heterotrophs, Saprophytes, Phagocytosis
Active Transport	Receptors, ATP, Plasma Membrane
Fluid Mosaic Model	Plasma Membrane, Phospholipids, Proteins, Receptors
Deoxyribonucleic Acid	DNA, Genes, Chromosomes, Double Helix
Nucleus	Nucleus, Nucleolus, Chromosomes
Chromosome Structure	DNA, Protein, Chromosomes, Centromere

CARD LIST

Water
 Light
 Mitosis
 Interphase
 Prophase
 Metaphase
 Anaphase
 Telophase
 Cytokinesis
 Centromere
 Cleavage
 Meiosis
 Gametes
 Sperm
 Eggs

Plasma Membrane
Nucleus
Nucleolus
Chromosomes
Mitochondria

ATP

Intermediates
Hydrogen Shuttle
Cellular Respiration
Glucose
Oxygen
Carbon Dioxide
Glycolysis
Krebs Cycle

ETC

Ribosomes
Cytoskeleton
Flagella
Cilia
Light Reactions
Dark Reactions
Central Vacuole
Fermentation
Prokaryote
Eukaryote
Binary Fission
Replication
Transcription
Translation
Endoplasmic Reticulum
Golgi Apparatus
Heterotroph
Autotroph
Saprophyte

Chloroplast
Chlorophyll
Photosynthesis

DNA

RNA

Protein
Carbohydrates
Cell Wall
Cellulose
Starch
Triglycerides
Lipids
Phospholipids
Steroids
Hormones
Keratin
Collagen
Actin
Myosin

Enzymes
Substrate
Inhibitors
Phagocytosis
Pseudopodia
Taxis
Colonies
Bacteria
Fertilization
Zygote
Embryo
Genes
Chromosomes
Double Helix
Cytoplasm
Organelles
Crossing Over

GAME DESIGNERS NOTES

The main goal was to include most of the organelles and macromolecules found in cells. I pretty much left out Mendelian genetics, it applies only to multicellular organisms. On the other hand, I was compelled to include gametogenesis, and some developmental biology. Certain topics in biochemistry were emphasized including aspects of metabolism and molecular genetics. Examples of cards I considered but did not use include: Alleles, Dominant, Recessive, Homozygous, Heterozygous, Ectoderm, Endoderm, Mesoderm, Neurons, Neurotransmitters, Introns, Exons, Kinetochores, Centrioles, Chromatids, Mutations, Histones, Spontaneous Generation, Darwin, Scientific Method, and others that were veering too far into General Biology, Anatomy & Physiology, and Genetics. One could easily debate the removal and addition of any number of cards. I would have liked to include more, but more than 85 cards starts to push the limits of playability. Future games of this type will delve into evolution, ecology, AP, etc. In the future, some of the material in this game may be removed and be used in similar games specializing in biochemistry and genetics.

CELTIC SAGA

INTRODUCTION

Players take the role of Celtic Warrior Heroes in ancient Ireland. Players compete to make their Hero the most famous of all. The winner will be sung about by bards for generations and his exploits will be written of in the Book of Kells. Card game for 2-4 players.

HEROES OF OLD

Some representative Heroes of the age include:
Cu Chulainn, Ferghus mac Roich, and Conall Cernach.

RESOURCES

Leabhar Gabhala... Book of Invasions
Dinnshenchas... History of Places
Tain Bo Cuailnge... Cattle Raid of Cooley
Leabhar na h Uidre... Book of the Dun Cow
These are the main Insular (Irish) sources, mostly compiled in the 12th century.

VICTORY

Players accumulate points in 4 value categories:
1. Blessings- Wives, true love, children, heirs, friendship, peace, home and hearth.
2. Fortune- Gold, Wealth, Riches, Kingship, Nobility.
3. Victory- Enemies defeated in battle.
4. Prophecy- Wisdom, Lore, History, Fate, Doom.
The player with the most points in the most categories at the end of seven cycles wins.

THE DECK

Players share a common deck.
The deck contains one of each of the cards described in the card list.
Note that there are 2 decks. Use one or the other.
There are basically 2 versions of the game:
The Ulster Deck and the Fionn Deck.

TYPES OF CARDS

There are 5 types of cards:
1. Allies
2. Weapons
3. Action
4. Boons
5. Foes

DICE

Six sided dice are required.

TOKENS

Use tokens to keep track of wounds and other effects.

SETUP

Shuffle the deck.

TURN SEQUENCE

The game is played in seven turns or cycles.

At the beginning of each Cycle all players roll high on 1D6 to determine initiative order.

3 cards are drawn from the deck for each player.

All of these cards are played face up in the center of the table.

In order of initiative each player takes one card.

A player may choose to remove a wound token instead of drawing a card.

The cycle is over when there are no cards left.

If the player takes an Action card, he puts it into his hand.

If the player takes an Ally, Weapon, or Boon card, he places it face up in front of him.

A player automatically controls all cards he takes except for Foe cards.

If a player selects a Foe card, he must battle the Foe.

Roll 3D6 and add all of the Heroes Fight modifiers to the total.

This is the Fight Total.

The fight modifiers are found on the cards.

All the cards a player controls contribute.

The Hero subtracts one from his total for every wound token he has.

Next roll 4D6. This is the Foe total.

If the Foe total is greater than the Fight total, the Foe card is discarded and the Hero gets one wound token.

If the Fight total is equal or greater, the Hero wins the battle and takes the defeated Foe card.

The defeated Foe card is placed with the rest of the heroes cards.

Action cards may be played immediately or whenever it is appropriate.

Discarded cards go into a discard pile.

When fighting player may only gain the benefit of one version of a weapon.

For example he can use a spear and a chariot, but not 2 spears.

Boons that adversely affect an opponent are added to that players cards.

ULSTER CYCLE CARD LIST

Card Name:	Type:	Value:
Cattle Raid	Foe	Fortune +1
Bull of Cooley	Foe	Fortune +1
Great Strength	Boon	Fight +1
King Conchobar	Ally	Fortune +1
Men of Ulster	Ally	Fight +1
Kings Chariot	Weapon	Fight +1
Hospitality	Boon	Blessing +1
Amergin the Sage	Ally	Prophecy +1
Fergus the Warrior	Ally	Fight +1
100 Warriors	Foe	Victory +1
Prowess	Boon	Fight +1
The Six Womanly Gifts	Boon	Blessing +1
Fierce Blow	Action	Discard for Fight +2
Morann the Judge	Ally	Prophecy +1
Torc of Judgement	Boon	Prophecy +1
Gae Bolga the Magic Spear	Weapon	Fight +1
Tutored by Scathach	Boon	Fight +1
Feats of Valor	Foe	Victory +1

Emer the Fair	Ally	Blessing +1
Provisions	Action	Fortune +1
Animal Sacrifice	Boon	Prophecy +1
Funerary Rites	Boon	Prophecy +1
Culann the Smith	Ally	Fortune +1
Fast for one year	Boon	Prophecy +1
Marriage	Boon	Blessing +1
Childbirth	Boon	Blessing +1
Sencha the Poet	Ally	Prophecy +1
Hound of Ulster	Foe	Victory +1
Cathbad the Druid	Ally	Prophecy +1
Omens	Boon	Prophecy +1
Jubair the Charioteer	Ally	Fight +1
Armory	Action	Discard for Fight +2
Hostile Fort	Foe	Victory +1
Boasts & Challenges	Action	Discard for Fight +2
Disguise	Action	Discard for Fight +2
Gaulish Chieftan	Foe	Victory +1
Carts of Gold & Silver	Boon	Fortune +1
Dowry	Boon	Fortune +1
Sickle Chariot	Weapon	Fight +1
Cladcholg the Magic Sword	Weapon	Fight +1
Ogma the God of Eloquence	Ally	Blessing +1
Divination	Boon	Prophecy +1
Thrown Rock	Action	Discard for Fight +2
Medb, Queen of Connacht	Foe	Fortune +1
Ferdia, the Warrior Traitor	Foe	Victory +1
Transformation	Action	Discard to discard target Ally
Shapeshifter	Foe	Victory +1
Curse of Weakness	Boon	Opponent is Fight -1
Destroy Crops	Boon	Opponent is Fortune -1
Macha the War Goddess	Ally	Fight +1
War Trophies	Foe	Fortune +1
Heads of your Enemies	Foe	Victory +1
Venemous the Magic Spear	Weapon	Fight +1
CannotbeFelledbySwordorSpear	Boon	Fight +1
Brigid, Goddess of Healing	Action	Discard to remove all wounds
Festival of Imbolic	Boon	Blessing +1
Three sons of Nechta Scene	Foe	Victory +1
Expedition	Foe	Fortune +1
Oath	Boon	Prophecy +1
Tricks	Action	Discard for Fight +2
Speak in Riddles	Boon	Prophecy +1
Standing Stone Inscription	Boon	Prophecy +1
Fair Maidens	Ally	Blessing +1
Turned into Swans	Action	Discard to discard target Ally
Heir	Ally	Blessing +1
Ritual Feasting	Boon	Blessing +1
Tara Brooch	Boon	Fortune +1
Courage	Boon	Fight +1
Games of Hurley and Fidchell	Boon	Blessing +1
Fianna Warrior Band	Ally	Fight +1
Pictish Tribes	Foe	Victory +1
Gaesatae, Naked Warriors	Ally	Fight +1
Taunts & Insults	Action	Discard for Fight +2
Berserker Frenzy	Action	Discard for Fight +2
Geas	Boon	Opponent is Victory -1
Kinship & Fealty	Boon	Fortune +1
Forbidden Words	Boon	Opponent is Prophecy -1
Sacred Trinity	Boon	Prophecy +1
Magicians	Foe	Victory +1
Incantation of Truth	Boon	Prophecy +1
Vision of the New High King	Boon	Prophecy +1
Epona the Horse Goddess	Action	Discard for Fight +2
Bull Cult	Boon	Prophecy +1
King Ailill	Ally	Fortune +1

The White Horned Bull	Boon	Fortune +1
Bricriu the Mischief Maker	Boon	Prophecy +1
Supernatural Origin	Boon	Fight +1
Metamorphosis	Action	Discard to discard target Ally
Flidais the Nature Goddess	Ally	Fortune +1
Tall as a Giant	Boon	Fight +1
Elopement of Deirdre & Naoise	Boon	Prophecy +1
Fair Fionnchaomh	Ally	Blessing +1
Feast of Bricriu	Boon	Prophecy +1
Great Serpent	Foe	Victory +1
Incest	Boon	Prophecy +1
Two Foals are Born	Boon	Prophecy +1
Take up Arms at an early Age	Boon	Initiative +1
Visor of Manannan the Sea God	Weapon	Fight +1
Spell of Invisibility	Action	Discard for Fight +2
Power over Animals	Boon	Fortune +1
Champions Portion	Boon	Fortune +1
Portents	Boon	Prophecy +1
Washer at the Ford	Boon	Prophecy +1
Spear of Vulcan	Weapon	Fight +1
Badbh the Divine Destroyer	Ally	Victory +1
Red Branch Knights	Ally	Fight +1
Shrieking Shield	Boon	Prophecy +1
Brainball	Action	Discard for Fight +2
Run with Superhuman Speed	Boon	Fight +1
Fair Finnebair	Ally	Blessing +1
Revenge Killing	Foe	Victory +1
Battle Furies	Ally	Fight +1
Morrigan the Phantom Queen	Foe	Victory +1
Death Crow	Boon	Prophecy +1
Harbinger of Death	Boon	Prophecy +1
Visit the Otherworld	Boon	Prophecy +1
Warriors of Connacht	Foe	Victory +1
Treachery	Foe	Victory +1

BOOK OF INVASIONS & FIONN CYCLE CARD LIST

CARD NAME:

TYPE

VALUE

Lugh the Shinning One	Ally	Fight +1
Spear of Lugh	Weapon	Fight +1
Sword of Nuadu	Weapon	Fight +1
Cauldron of Daghdha	Boon	Fortune +1
Stone of Fal	Boon	Prophecy +1
Tuatha De the Divine Race	Ally	Fight +1
Gaels	Ally	Fight +1
Partholon	Ally	Fight +1
Eriu the Goddess of Sovereignty	Ally	Fortune +1
Daghdha, the Father God	Ally	Fight +1
Club of Daghdha	Weapon	Fight +1
Goibhniu the Smith	Ally	Fortune +1
Luchta the Wright	Ally	Fortune +1
Creidhne the Metalworker	Ally	Fortune +1
Ale of Immortality	Boon	Blessing +1
Dian Cecht God of Healing	Action	Discard to remove all wounds
Silver Arm	Weapon	Fortune +1
Cloak of Manannan	Boon	Fight +1
Fragarach the Magic sword	Weapon	Fight +1
Magic Boat	Boon	Fortune +1
Magic Horse	Boon	Fight +1
Magic Pigs	Boon	Fortune +1
Weather Magic	Action	Discard for Fight +2
Sorcerer	Foe	Victory +1
Balor of the Baleful Eye	Foe	Victory +1

Fairy Mound	Boon		Prophecy +1
Salmon of Knowledge	Boon		Prophecy +1
Fir Bholg	Foe		Victory +1
Gaze of Death	Foe		Victory +1
Fomorian Farmers	Ally		Fortune +1
Fort of Dun Aonghusa	Foe		Victory +1
Blight	Boon		Opponent is Fortune -1
Fomorians	Foe		Victory +1
Golden goblet	Boon		Prophecy +1
Marriage to the Land	Boon		Fortune +1
Union with Medb	Ally		Blessing +1
Tests of Kingship	Foe		Victory +1
Betrayal	Foe		Victory +1
Sacred Rules of Conduct		Boon	Prophecy +1
Tarbhfhess, the Bull Sleep	Boon		Prophecy +1
The Black Druid	Foe		Victory +1
Sava the Fair	Ally		Blessing +1
Finnegas the Bard	Ally		Prophecy +1
Aillen the Malicious Goblin	Foe		Victory +1
Festival of Samhain	Boon		Blessing +1
Hunt Enchanted Animals	Foe		Victory +1
Leaping the Boyne	Foe		Victory +1
Gift of Prophecy	Boon		Prophecy +1
Love Triangle	Boon		Prophecy +1
Niav of the Golden Hair		Ally	Blessing +1
Bewitched	Boon		Opponent is Blessing -1
Tale of Jealousy	Boon		Prophecy +1
Amhairghin the Seer	Ally		Prophecy +1
Midhir, Lord of the Sidh	Ally		Fortune +1
Etain the Fair	Ally		Blessing +1
Warning	Action		Discard for Fight +2
Magical Wind	Boon		Prophecy +1
Oenghus, the God of Love	Ally		Blessing +1
Reborn	Boon		Prophecy +1
Gods Intervene	Action		Discard for Fight +2
Royal Court of Tara	Ally		Fortune +1
Boar of Boann Ghulban	Foe		Victory +1
Manly Honor	Boon		Victory +1
Sleep Spell	Action		Discard for Fight +2
Shape-changing Powers	Boon		Fight +1
Divine Youth	Boon		Blessing +1
Wanderings	Foe		Victory +1
Sharvan the Giant	Foe		Victory +1
Cause the Sun to stand still	Boon		Initiative +1
Tree of Immortality	Boon		Blessing +1

GAME DESIGNERS NOTES

Another deck based on Welsh myths should be forthcoming.
Also expect additional cards for all decks.

CHAIN HOME

by mike marinos
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Chain Home

The game combines successful use of radar and RAF fighter resources to intercept German air fleets during the Summer of 1940

Game Length

Game lasts 15 moves.

Map

The map of England is divided into the 4 main sectors used during the Battle of Britain.

RAF Fighters

1. Allocate by filling in the circles 20 fighters between each sector and divide each sector between planes ready for Scramble and Reserve.
2. Scramble Aircraft can be committed at any time and before positive radar contact.
3. Reserve aircraft can be committed to another sector and can't participate in combat until they arrive at the sector. Reserve aircraft can only be committed to combat in a sector only on positive Radar contact.
4. Reserve aircraft take 4 moves to move from sector to sector.
5. Scramble aircraft will intercept within the sector
6. RAF planes do not need to be on the ground at the end of play.
7. RAF planes must be at the right height to intercept

Fighter flight duration

Planes can stay in the air for 6 moves.

Planes can be rearmed and refuelled in 2 moves

German Aircraft

Allocate 24 aircraft to the 4 directions of attack

Altitude

There are 3 levels of altitude

It cost 1 movement point to go up one level.

Setting up Chain Home

Efficiency is deducted from die roll increasing the chance of a radar intercept

Allocate 5 efficiency points between the radar sites. Record the number in the Efficiency Box. Efficiency points do not need to be allocated

Roll and deduct efficiency points

- 1 = height
- 2 = number
- 3 = nothing
- 4 = nothing
- 5 = nothing
- 6 = nothing

Height

Roll 1d6

- 1 - 2 = level 1
- 3 - 4 = level 2
- 5 - 6 = level 3

Bombers Number

Roll 1 d6 = number of bombers

1 - 2 = 4

4 - 5 = 5

6 = 6

Combat Contact

On first contact roll 1d6

6 = feint - NOTHING THERE SUCKER reallocate quick!

Dogfight for each combat contact

Dogfight can last 2 moves then contact must be broken.

Roll 1 d6 for each attacking fighter

1 - 3 = 0 planes but 1 bomber unserviceable for one move

4 - 5 = 1 plane

6 = 2 plane

German Defense for each combat contact

1 - 2 = 0 planes but 1 aircraft unserviceable for 1 campaign move

2 - 6 = 1 plane

Bombing

When German bombers reach the RAF roundel roll 1d6 and mark of Sector damage

If bombers not intercepted

1 - 3 = 3 sector damage points

4 - 5 = 2 sector damage points

6 = 1 sector damage points

Bombers intercepted for 1 move before roundel

1 - 3 = 2 sector damage points

4 - 5 = 1 sector damage points

6 = 0 sector damage points

Bombers intercepted for 2 moves before roundel

1 - 4 = 1 sector damage points

5 - 6 = 0 sector damage points

Designer Notes

I wanted a solo game that relied on allocating resources and then managing the resources and calculated guess rather than the straight roll of the dice

Everything based on D6. With the die = fog of war, technological uncertainty.

CHALLENGE OF THE SUPERFRIENDS

INTRODUCTION

2 player card game.
One player controls the Superfriends (Justice League)
The other player controls the Legion of Doom.
Based on the 1978 Season #3 Cartoon Show.

DISCLAIMER

"Super Friends" is a copyrighted, licensed, trademarked property.
This is merely a fan site.

VICTORY

The first player to accumulate 7 Victory Tokens wins.

THE DECKS

Each player controls a unique deck.

TURN SEQUENCE

Each turn has 6 phases:

Draw Phase
Help Phase
Powers Phase
Plot Phase
Fight Phase
Escape Phase

DRAW PHASE

Each player fills their hand to 10 cards by drawing from their own deck.
If a deck runs out, shuffle the discard & draw from it.

HELP PHASE

Players may discard up to 5 cards & draw replacements.

POWERS PHASE

Players put Characters from their hand into play.
Characters in Play are face up in front of their owner.
You may play only one version of a single Character.
For Example: You can only play 1 Superman card, not 2.

PLOT PHASE

Players put plot cards from their hands into play.
 You may have up to 3 plot cards in play.

FIGHT PHASE

Each player adds up the power value of all his cards in play.
 The player with the highest value wins the Fight.
 The Winner gets a Victory Token.

ESCAPE PHASE

All cards in play must be discarded.
 Maximum hand size is 2 cards.
 Excess cards must be discarded.

DECK CARD LIST NOTATION

C = Character (Hero or Villain)
 P = Plot

SUPERFRIENDS DECK CARD LIST

Card Name:	Type	Power	Notes:
Robin	C	5	Batman
Utility Belt	C	6	Batman
Bat Rocket	C	4	Batman
Super Intelligence	C	7	Batman
Magic Lasso	C	6	Wonder Woman
Telepathic Control	C	7	Wonder Woman
Invisible Jet	C	5	Wonder Woman
Bracers	C	4	Wonder Woman
Vortex	C	5	Flash
Super Speed	C	7	Flash
Vibrate Molecules	C	6	Flash
Ring of Power	C	7	Green Lantern
Energy Blast	C	6	Green Lantern
Force Field	C	5	Green Lantern
Super Strength	C	7	Superman
Invulnerable	C	6	Superman
X-Ray Vision	C	4	Superman
Heat Vision	C	5	Superman
Sea Creatures	C	5	Aquaman
Giant Size	C	5	Chief Apache
Lightning Bolt	C	6	Black Vulcan
Lightning Cage	C	5	Black Vulcan
Invisibility	C	6	Samurai
Whirlwind	C	5	Samurai
Flying	P	3	
Hall of Justice	P	4	
Sidekicks	P	5	
Justice League Computer	P	6	Draw an extra card
Time Travel	P	7	

LEGION OF DOOM DECK CARD LIST

Card Name:	Type	Power	Notes:
Power Ring	C	7	Sinestro
Mind Control	C	6	Sinestro
Force Cage	C	5	Sinestro
Deadly Toys	C	5	Toyman

Giant Toys	C	6	Toyman
Fearless	C	6	Solomon Grundy
Great Stamina	C	5	Solomon Grundy
Black Crows	C	5	Scarecrow
Psychology of Fear	C	6	Scarecrow
Inventions	C	7	Lex Luthor
Leadership	C	5	Lex Luthor
Cameras Everywhere	C	6	Lex Luthor
Super Genius	C	7	Braniac
Research	C	6	Braniac
Hypnosis Ray	C	5	Braniac
Increase Size & Mass	C	5	Giganta
Sea Pirate	C	4	Black Manta
Ice Ray	C	5	Captain Cold
Gorilla Tactics	C	6	Grodd
Animal Strength	C	4	Grodd
Traps & Tricks	C	6	Riddler
Riddle Me This	C	4	Riddler
Agility	C	4	Cheetah
Speed	C	5	Cheetah
Color Yellow	P	1	Discard Green Lantern card
Kryptonite	P	2	Discard Superman card
Giant Size Formula	L	6	
Android Imposters	L	5	
Steal Weapons of Justice	L	3	
Liquid Light	L	4	
Time Conveyor	L	7	
Hall of Doom	L	4	Draw an extra card
Monolith of Evil	L	7	
Shrink Ray	L	5	
Giant Laser	L	6	
Holograms	L	3	

LINKS

[Superfriends Archive](#)

[COTSF](#)

[SF Gallery](#)

[Funny](#)

CHAMPION CHESS

INTRODUCTION

Two player card game with a chess theme.
One player is the Black player, the other is the white player.

THE DECKS

Each player has his own deck.
The Black deck and the White deck.
The decks have 52 cards each.
Both decks are identical.
There are 2 types of cards: Noble cards and Aid Cards.
A players deck is also referred to as a Battle Deck.
Noble and Aid cards are mixed together in the deck.
During play a player will accumulate two types of Discard Piles:
The Reserve Pile, and the Defeated Pile.
Discard piles are face up.

OBJECT

Capture your opponents King.

TURN SEQUENCE

Turns are simultaneous for both players.
Draw Phase
Champion Phase
Aid Phase
Revelation Phase
Calculations Phase
Resolution Phase
Fate Phase
End Phase

DRAW PHASE

Both players fill their hands to 7 cards from their own Battle decks.
If your Battle deck is empty, shuffle your Reserve pile.
This becomes your new Battle Deck.

CHAMPION PHASE

Each player places one Noble card from their hand down, face-up.
The card so played is the Champion card.
The two opposed Champions will now fight each other.
This fight is also called a Challenge.
If a player has no Noble cards, he must discard his entire hand into his reserve pile and draw 7 new cards.
He must first show his hand to prove he has no Noble cards.

AID PHASE

Each player may play 0-6 Aid cards from their hand onto their champion, face-down.

A champion may only use one Aid card of each type.
 For instance, the champion cannot use 2 swords, or ride 2 steeds.
 The exception to this is the Pawn card. Multiple Pawn cards may be used.

REVELATION PHASE

All Aid cards are flipped over face-up.

CALCULATIONS PHASE

Every card has a numerical value in three categories.
 The categories are: Movement, Attack, and Defense.
 Add up the totals in each category for each Champion.
 For example a Knight Champion with a Sword and 2 Pawns would
 have scores of: Movement = 8, Attack = 18, Defense = 10

RESOLUTION PHASE

Compare the totals in each category for the two opposing Champions.
 A Champion with higher scores in all three categories wins the Challenge.
 A Champion with higher scores in two categories wins the Challenge.
 If they are tied in two categories, the Champion with the higher score in
 the third category wins the Challenge.
 If they tie in all categories, both Champions lose.
 If they tie in one category, and each Champion is superior in one of the
 remaining categories, then both Champions lose.

FATE PHASE

All Aid cards used this turn are put into their players Defeated Piles.
 Winning champions are placed in their players Reserve Pile.
 Losing (Captured) champions are placed into their players Defeated Pile.
 If you lose your King, you lose the game.

END PHASE

Players may discard none, some, or all of the cards in their hands into
 their reserve pile.

NOBLE CARD LIST

Type	#	Move	Attack	Defend
King	1	2	2	10
Queen	1	10	10	2
Bishop	4	8	6	4
Rook	4	6	4	8
Knight	4	4	8	6

= The number of these cards in the deck.

AID CARD LIST

Type	#	Move	Attack	Defend
Pawn	8	2	2	2
Steed	5	6	0	0
Armor	5	0	0	6
Sword	5	0	6	0
Feint	5	3	0	3

Shield	5	0	3	3
Magic	5	3	3	0

OPTIONAL RULE: CASTLING

The First time you are forced to play your king, you may replace him with a Rook from your Battle Deck, if you have one in there.

GAME DESIGNERS NOTES

The game came to me in a flash, but the name didn't.

Other prototype names included:

Drawchess, Studchess, Chessdeck and The Blacks & the Whites.

CHARGE OF THE LIGHT BRIGADE

INTRODUCTION

Solo Dice & Record Keeping Game.
Simulation of the Charge of the Light Brigade,
the final phase of battle of Balaclava in 1854.

MATERIALS

Six sided Dice, Paper, Pencil.

YOUR MEN

The player controls a British cavalry group of 12 men known as a 'Troop'.
All men are mounted on horses.
All men are armed with a sword.
One of the men is the Captain, the leader of the troop.
Another man is the Trumpeter.
The other 10 men are referred to as riders.
There are 3 types of Troops: Dragoons, Hussars, and Lancers.
Pick which type you want your troop to be.

ROOSTER

Write the name of each of your men.
Each man has 1 skill. Roll on the skill table and record it.
The Captain has 3 skills: Riding, Horsemanship, and Fighting.
The Captain is never killed. Treat all kill results as wounds.
Other info that will be recorded as the game proceeds include:
Wounds sustained by each man.
The space (Location) each man occupies.
The morale of each man.
Spur points on each mans horse.

SKILL TABLE

1D6	Skill Type:	Notes:
1-	Riding	+1 to Evade Rolls
2	Horsemanship	+1 to Spur Rolls
3	Steadfast	+1 to Morale Rolls
4	Steadfast	+1 to Morale Rolls
5	Fighting	+1 to Fight Rolls
6+	Tough	+1 to Kill Rolls

Dragoons get a -1 modifier to the roll.
Hussars get a +1 modifier to the roll.
Roll modifiers only apply to that man.

GAME LENGTH

Your Troop will have to traverse 20 'spaces' before mixing in with the Russian Gun Battery.
Once any of your men reach the battery, there will be 5 turns of Melee.
After this, your troop must turn around and return 20 spaces the way it came.
Draw a row of boxes 20 spaces long. Use this to record the location of your troop.

TURN SEQUENCE

1. Movement or Melee Phase
2. Morale Phase
3. Rally Phase

MOVEMENT PHASE

All of your men attempt to move forward one space every turn not in Melee:
Roll on the Encounter Table for each man.
If the encounter indicates Flat, the man automatically moves forward one space.
If there is an obstacle, roll on the appropriate table to see what type it is.
Roll 1D6. (The Evade Roll)
If this is equal to or greater than the obstacle value move the man forward one space.
If it is less, the rider does not move forward and suffers a wound on a roll of 1-2 on 1D6.
If it is a Fire Encounter, roll 1D6.
If this is equal to or less than the Hit value the man is hit.
If the man is hit roll 1D6. (The Kill Roll)
If this is equal to or less than the Kill value the man is killed.
(Killed also including seriously wounded or having a horse shot out from under you)
If hit but not killed, the man is wounded.
If not killed by the fire the man automatically moves forward one space

SPURRING

You may have a man spur his horse.
A Horse can only be spurred once per turn.
The rider gains 1 Spur point.
(The horse goes from a trot to a gallop.)
This allows a man to:
1. Move a second time this turn. (Repeat the Movement Phase)
2. Get +2 to an Evade or Fight roll
Roll 2D6 (The Spur Roll)
If this is less than the riders Spur point total the horse is blown.
A Blown horse cannot be Spurred and gets -1 to all evade rolls.
If a man on a blown horse ever encounters a riderless horse, he may switch horses.
The 'new' horse will have 1D6 Spur points.

MORALE PHASE

If any of your men were killed this turn roll 1D6 individually for all your other men.
(These are Morale rolls)
On a roll of 1-2 on 1D6 the man fails the morale test and must roll on the Break Table
If the roll is 3+ the man maintains Good Morale.

BREAK TABLE

1D6	Result:	Notes:
1-3	Hurried	The man will spur next turn to move an extra space forward
4-5	Hesitates	The man will not move forward next turn unless he spurs
6	Retreats	The man turns tail and flees the field

RALLY PHASE

The Captain may attempt to rally either all Hurried or all Hesitant or all Retreating men in the troop.
Roll 1D6 (The Rally Roll):
On a roll of 4-6 the target men are rallied and

do not suffer the Results of the Break Table.
 Add one to the roll if the Trumpeter is still alive and in the same space as the Captain.

MELEE

If a man is in the Battery (Space 20) he rolls on the Melee Table instead of the Encounter Table.

Roll 1D6. (The Fight Roll):

If this is equal to or greater than the Fight value of the opponent, the Russian is killed.

If it is less, the rider rolls 1D6 (Kill Roll):

The Rider suffers a wound on a roll of 1-3. On 4-6 the rider is killed.

ENCOUNTER TABLE

1D6	Encounter
1-	Flat & Level
2	Flat & Even
3	Ground Obstacle
4	Man Obstacle
5	Cannon Fire
6+	Musketry Fire

MAN OBSTACLES TABLE

1D6	Obstacle:	Evade
1	Corpse	2
2-3	Wounded Man	3
4	Dead Horse	4
5-6	Riderless Horse	5

GROUND OBSTACLES TABLE

1D6	Obstacle:	Evade
1-3	Uneven Ground	2
4	Bushes	3
5	Rocks	4
6	Ditch	5

CANNON FIRE TABLE

1D6	Type:	Hit	Kill
1-	Double Canister	5	4
2	Canister	4	3
3	Round Shot	2	5
4	Cannon Ball	2	5
5	Exploding Shell	4	2
6+	Shrapnel	3	1

If the man is in spaces 1-12 (Just starting out) add 2 to the roll

If the man is in spaces 17-19 (Closest to the battery) subtract 2 from the roll

MUSKETRY FIRE TABLE

1D6	Type:	Hit	Kill
1-2	Musket Fire	2	3
3-4	Musket Volley	3	3
5-6	Rifle Shot	4	3

MELEE TABLE

2D6	Opponent:	Fight
2	Officer with Saber	5
3	Cossack with Sword	4
4	Russian Lancer	4
5	Greatcoat with Bayonet	3
6	Artilleryman	2
7	No Opponent this Turn	X
8	Artilleryman	2
9	Cossack with Sword	4
10	Russian Lancer	4
11	Greatcoat with Bayonet	3
12	Officer with Saber	5

WOUNDS

A man with one or more wounds gets -1 to Rally rolls.

A man with two or more wounds gets -1 to Morale & Evade rolls.

A man with three or more wounds gets -1 to Fight rolls.

FRONT RANK OPTION

At the beginning of the game you may choose to have your troop be in the front rank of the Charge.

If so, during the approach treat all Man Obstacle Encounters as Flat.

In spaces 15-19, treat Flat & Level rolls as Cannon Fire.

STRAGGLERS

On the way back any encounters with wounded men add 1 wounded rider to your troop.

SCORING

Get 2 points for every man that makes it back alive.

Get 1 point for every Russian killed during the Melee.

HISTORY

Of the 673 men who went into action 113 were killed and 247 badly wounded.

ADDITIONAL MATERIAL

by Ron Pehr

Started playing this last night. Realizing that continual dice rolling is what happens in a solo game, I have to say it got a bit laborious to do exactly the same rolls twelve times each turn (until, of course, you start losing troopers). Rather than marking position on the card for each man, I laid them out next to numbered pieces of paper (could use chits or dice) indicating what space they were on, as the troop is seldom broken far apart. Thus, if most of the troop is at, say, "4" there'll be stragglers at "3" maybe "2" and the hard-chargers at "5" so you don't actually have to lay out all 20. Alternately, could do that, have a sort of board marked out in 20 spaces and put the cards for each trooper in whatever space he's reached. Here are the cards I made for the captain and the troopers. You put

check marks on the lines for the status, in pencil so it can be erased and re-used.

CAPTAIN:

Name:

Skills: Riding (+1 evade)

Horsemanship (+1 spur)

Fighting (+1 fight)

Wounds: one (-1 rally)___

two (-1 morale, -1 evade)___

three+(-1 fight)___

Morale: Hurried (must spur next turn)___

Hesitate (spur or don't move next turn)___

Retreat ___

Spur Points:___

TROOPER:

Name:

Skills: Riding (+1 evade)___

Horsemanship (+1 spur)___

Steadfast (+1 morale)___

Fighting (+1 fight)___

Tough (+1 kill)___

Wounds: one (-1 rally)___

two (-1 morale, -1 evade)___

three+(-1 fight)___

Morale: Hurried (must spur next turn)___

Hesitate (spur or don't move next turn)___

Retreat ___

Spur Points:___

The Trumpeter is same as a "Trooper" just label it as such.

Have presumed that if Trumpeter demoralized he nevertheless adds the +1 when rallying roll made if in same space as Captain, and that the Captain similarly can rally himself.

CHINESE WARLORDS

INTRODUCTION

These battles take place in China in the 1920's.
Anarchy and Lawlessness reign.

Now is the time for enterprising individuals to gain power.

UNIT TYPES	Move	Force	Range	Cost	Carry	Notes
Poorly Armed Peasants	2	1	1	1	-	Cannon Fodder
Gun toting Thugs	2	3	1	2	-	
Well Armed Bodyguards	2	5	1	3	-	
Trusted Lieutenant	2	3	1	3	-	
Warlord	2	9	1	-	-	You only get one
Assorted Vehicles	6	1	1	3	1	
Machine Gun	2	7	1	4	-	
Artillery piece	1	4	3	6	-	Small cannon or mortar
Armored Vehicle	4	10	2	8	1	APC, Light Tank
Boats	4	1	1	3	2	

Carried units are destroyed if the unit carrying them is destroyed.

Assorted Vehicles includes: Trucks, cars, jeeps, motorcycles, etc.

TURN SEQUENCE

1. INITIATIVE
2. INCOME
3. UPKEEP
4. RECRUITMENT
5. MOVEMENT
6. COMBAT

INITIATIVE

Roll high on 1D6 to see which player goes first in all of the following phases this turn.

INCOME

Collect revenue from villages and stronghold.

UPKEEP

Total the cost of all your units and divide by 10.

Pay this amount in income.

This covers food, pay, gas, and ammo

If you cannot meet upkeep, lose 1D6 units of your choice.

RECRUITMENT

Units start in or adjacent to villages and strongholds.

There are no limits to purchases of Peasants, Thugs, Bodyguards, and Lieutenants.

Every time you go to buy one of the other types roll 1D6 (Availability Roll):

On a roll of 1-3 there are none of that type left available to you this turn.

MOVEMENT

You may move your units a number of spaces up to their Movement rating.
No stacking limit: Any number of units per space.

COMBAT

Units may attack enemy stacks in range.
A unit may attack once per turn.
Carried units may attack.

COMBAT RESOLUTION TABLE

FORCE RATIO	Attacker:Defender							
	1D10	5+:1	4:1	3:1	2:1	1:1	1:2	1:3+
1	A	K2	K2	K	K	K	R	R
2	K2	K2	K	K	K	R	R	R
3	K2	K	K	K	R	R	R	R
4	K	K	K	R	R	R	-	-
5	K	K	R	R	R	-	-	-
6	K	R	R	R	-	-	-	-
7	R	R	R	-	-	-	-	-
8	R	R	-	-	-	-	-	-
9	R	-	-	-	-	-	-	-
0	-	-	-	-	-	-	-	-

All results are against the defending stack.

A = All units in stack killed.

K2 = 2 Units Killed & Stack must retreat 1 Space or loose another unit.

K = 1 Unit Killed & Stack must retreat 1 Space or loose another unit.

R = Stack must Retreat 1 Space. 1 Unit killed if unable to retreat.

A stack may only retreat once per turn.

The defender chooses which units are lost.

A stack cannot attack unless it contains a warlord or lieutenant or it was attacked last turn.

Attacks on a single stack may be combined.

Attacks by units in the same stack must be combined.

TERRAIN	Income	Foot	Vehicles	Defense
Villages	1	1	2	5
Stronghold	4	1	2	15
Open	-	1	2	0
Road	-	1	1	0
Rice Paddies	-	2	-	1
Jungle	-	2	-	2
Water	-	-	1*	0

The values for Foot and Vehicles are the cost in movement points to enter the space

* = Boats only. Other vehicles cannot enter water.

Defense values are added to the defending stacks force value.

Defense values represent cover, booby traps, and extra defenders.

MAP

Use a hex grid. Place terrain features as desired.

Villages are often near rivers.

Roads connect villages.

Rice Paddies will be adjacent to villages.

STARTING FORCES

Each side begins with:

- 1 Stronghold
- 1 Warlord
- 3 Peasants
- 2 Thugs
- 1 Bodyguard

VICTORY CONDITIONS

Kill opponents Warlord or capture his stronghold.

WARLORD SPECIAL ABILITIES

1D10 ABILITY

- 1 Drug Trade: +1 Revenue
- 2 Prostitution Ring: +1 Revenue
- 3 Railway: +1 Revenue
- 4 Begin game with Control of one nearby village
- 5 Trade contacts: +1 to Availability rolls
- 6 Popularity: Get 2 peasant units for the price of one
- 7 Begin game with 3 extra Bodyguard units
- 8 Mechanics: +2 to Availability rolls of Vehicles
- 9-0 Begin game with 2D6 extra income

CHRONOS

>
>ver 1.1
>by **Gottardo Zancani (zak965@libero.it)**
Chronos is a game of
Time exploration for 3-5 players, inspired by Lloyd Krassner's
Timeline.

Game Components

- Tiles (player home)
- >TimeWarp Tile
- Tiles (12 eras, 3 tiles for each era)
- >Leader counters (in 5 different colors)
- >Agent counters (in 5 different colors)
- >Time Portal counters (in 5 different colors)
- >Control counters (in 5 different colors)

The Map

The Time Map is
built using square tiles (8cm x 8cm is a good choice) that represents the
different ears (from prehistory to the near future): every era is characterized
by

- o >[TL] a numeric value (from 1 to 12)
- o representing the abstract timeline, where 1 is the prehistory and 12 is the far
o future.
- o >[VP] the number of victory point
- o gained when the era is controlled by a player
- o of the era to
- o the control

>TL	>Era Name	>VP	>RE
>1	>Prehistory	>1	>3
>2	>Egyptian	>2	>4
>3	>Rome	>3	>4
>4	Barbarian Invasions	>3	>5
>5	>Crusades	>4	>5
>6	>Renaissance	>4	>6
>7	>Napoleonic	>5	>6
>8	Colonial Empires	>5	>7
>9	WWI	>6	>7
>10	>WWII	>6	>8
>11	Year 2000	>7	>8
>12	Near Future	>7	>9

Every player also

controls an "House of Time" Tile: this is the start tile for all the player units; only units belonging to player that owns the House of Time can enter this Tile.

The TimeWarp tiles

represent point of non-continuity in the temporal flux: units cannot enter in this Tiles.

Time Controllers

Every player

controls three types of units: each unit has an Influence and Movement capability, represented in the counters as I/M:

>Name	>Influence	>Movement	>Max #
>Leader	>5	>1	>1
>Agent	>2	>2	>4
>Explorer	>*	>4	>3

The number of units

is fixed: this means that you can have a max of 8 units in play.

Game

Setup

Put all the Era and

TimeWarp tiles on the TimePool: shuffle the Time Pool and deal 5 tiles to each player. Tiles are kept secret until played.

Each player roll

2D6: high roll goes first and place one Era tile in the table.

Until the table

contains a number of tiles equal to 3 times the number of players (i.e. on a 4 player game you must have 12 played tiles) each player in turn must place one tile in the table following the Basic placement rules

>Basic placement rules:

- A. >Each era must be placed so that at
- B. least one side of the tile is adjacent to an era whose TimeLine [TL] value is
- C. immediately precent or successive. The other sides can be adiacent to any era
- D. without restriction (but will be usable for movement only by the Explorers -
- E. see below for details).
- F. >You can always place an era
- G. adjacent to a TimeWarp.

If you cannot place

any tile you can pass or discard one tile and draw another one (face up so that every one can see it): if the newly drawn tile can be played you must do it or pass.

When all the needed

Era/TimeWarp tiles have been placed return all unused tiles to the Time Pool.

Starting with the

last one every player can now place his House of Time adiacent to any Era tile. No House of Time can be adiacent to another House of Time.

Each player must

then place the Leader counter in his House of Time: you must then choose 3 units (agents or explorers) and place them with the Leader.

Game

Sequence

The game proceed in

game turns: the turn sequence is the following

- >Determine initiative
- >First Player segment
- >Second Player segment

- >...
- >Last Player segment

To determine the initiative each player rolls 2D6: high result goes first. During your segment you can do one of the following actions:

- **>Movement**
 - >: select any one unit; you can move it in the TimeMap of a number of eras equal or less to the unit movement capability *following the TimeLine sequence*. Explorers can "jump" between two adjacent Eras not in sequence if the TL difference between the two tiles is less or equal to the remaining movement points.
- **>Portal movement**
 - >: a unit can move from the House of Time the Time Portal.
- **>Recruit**
 - >: you can place any one unit currently not in the Time Map in your House of Time. Explorers can also be placed with your Leader.
- **>Control**
 - >: one Leader or Agent can try to gain control of a non-controlled era where the counter is placed; roll a D10 adding the unit Influence value and subtract the Era resistance and one point for every "enemy" unit in the era. If the result is greater than zero then the era is controlled: put a marker on the era and gain the relative Victory Points. In any case remove your units from the era (you can recruit them later); if the control attempt is successful any enemy unit in the era is also removed, otherwise the enemy units are unaffected.

>Example:

>a Leader is trying to gain control of a Napoleonic Era Tile; in this tile an Explorer of another player is also present. The player rolls 1D10 and gets a result of 6: he adds 5 points for the Leader influence and subtract 7 for the Era resistance and 1 for the enemy Explorer. The final result is

6
 $(\text{roll}) + 5(\text{leader}) - 7(\text{resistance}) - 1(\text{enemy}) = 3$

>The control attempt is successful:
 remove the leader and put a control marker.

- **>Exploration**
 - >: remove any one unit not in the House of Time to try an exploration of the Time Flux; roll 1D10: on a result of 0 the unit is lost in the Flux. With a result of 1-9 you've discovered a new temporal line: draw a tile from the Time Pool. If you can place it, following the basic placement rules, adjacent to the Era where was the agent you must do it. Otherwise you must place it in the Time Map on any legal position: discard the tile only if there is not a legal position in the Time Map.
- **>Portal Creation**
 - >: you can remove a unit to create a Time Portal in any Era. The time Portal can be later used to move units from the House of Time to the era where the portal has been created.

End of the game.

The game ends when a player has 22 Victory Points (15 in the Easy game).

>Easy-Game

Scenario

The basic game

include all the tiles and to win you need 22 VP. Alternatively you can use only the Era with TL 1-5: in this case you only need 15 VP to win the game.

Optional

rule: Change control

For more warlike

games you can allow a Control action on a controlled Era: in this case subtract an additional modifier of RE/2 (round fractions down) to the control dice roll to represent the actual control but allow up to units to collaborate in the control attempt (both are removed).

>Variants

You can easily

create game variants by

- o >Creating new Eras, with different
- o TL (higher or lower) and/or using different VP/RE values.
- o >Create new unit types
- o >Define a different mix for the
- o TimePool (example: remove low TL tiles, include more "central" TL tiles to make
- o easier the placement, increase high TL tiles).

CITY STATES

INTRODUCTION

War and politics in ancient Greece.

DICE

Six and Ten sided dice are required.

THE BOARD

Use a map of the Aegean circa 430 B.C.

Divide the map into spaces, either hexagonal or irregular shaped.

Make sure to include cities that existed at the time.

VICTORY

Control the most city states at the end of 36 turns.

ALTERNATE FANTASTICAL BOARD

Have the map be geographically inaccurate collection of islands and small land masses. Include the following city states: Athens (Athenians), Sparta (Spartans), Troy (Trojans),

Archea (Archeans), Ionia (Ionians), Thebes (Thebians), Corinth (Corinthians), Thrace (Tracians), Crete (Cretans), Doria (Dorians), Amazonia (Amazonians), Macedonia (Macedonians)

TERRAIN CHART

There are several types of spaces:

Type	Move Cost	Stack	Defense	Notes
Water (Sea)	1	4	-	Fleets only
Clear	1	5	-	
Farms	1	4	-	
Fishing Villages	1	4	-	Fleets may dock
Mountainous	X	X	-	Impassable
Mountain Pass	2	1	+7	
Forest	2	2	+3	
Swamp	2	2	-2	
Hills	2	3	+4	
Cities	2	4	+5	Fleets may dock
Sandy Coast	1	4	-	Fleets may beach
Rocky Coast	2	3	-1	

Move Cost = Move cost of unit to enter the space.

Stack = Maximum number of Armies or fleets that may occupy the space.

Defense = Modifier a Defending unit gets to its Defense roll.

(Attackers do not get the modification!)

SCALES

Each space = 400 square miles.

Each turn is = 1 Month.

An army unit is composed of 5000 men of various troop types.

Most troops were heavily armed hoplites, supported by light infantry, and

some cavalry/chariots.

A Fleet unit is composed of 25 Triremes (Each carries 170 rowers and 30 marines/officers).

SETUP

Each player chooses one city on the map to be their home city.

Players should not choose adjacent cities.

Shuffle the deck.

Each player is dealt a hand of 5 cards.

Each home city starts with 2 Armies, 2 Rowers and 2 Fleets. (Or 4 Armies if landlocked)

Each home city starts with a treasury containing 10 Gold.

Each home city starts with 3 Leaders.

Each home city starts with 6 City Traits.

Roll on charts to determine Hero Traits and City Traits.

Players roll high on 1D10 to determine turn order.

All minor cities are considered to be neutral.

HOME CITIES

Home cities have a base income = 7 Gold per turn.

Home cities have Defense Modifier = +8

MINOR CITIES

Any city not chosen to be a Home city is a minor city.

Minor cities have a base income = 1D6 Gold per turn.

Roll once at the beginning of the game.

This base income is fixed for the remainder of the game.

The map may have base incomes of cities written onto it.

UNITS

There are 6 types of units: Armies, Rowers, Fleets, Transports, Baggage, and Leaders.

Armies and Rowers have a recruitment cost of 2 gold.

Armies and Rowers have an upkeep cost of 1 gold per turn each.

Baggage has a recruitment cost = 1 and no upkeep.

Transports has a recruitment cost = 2 and no upkeep.

Fleets have a recruitment cost = 4 and no upkeep.

Leaders have no recruitment cost or upkeep.

Transports are merchant round ships, whereas Fleets are composed of

Trireme long boats (warships).

STACKING RULES

Each terrain type has a stacking limit.

Stacking limits apply only to Armies, Fleets and Transports.

Leaders and Baggage do not count against stacking limits.

A Fleet can carry one unit of Rowers and 2 Baggage units.

An Army (Not on a transport at sea) can carry up to 4 Baggage units.

A Transport can carry one Army unit or 8 Baggage units.

An Army or Fleet can carry any number of Leaders.

COUNTERS

Use counters or chits to represent units.

Each player has a set of counters of a unique color.

Armies, baggage, rowers, transports, and Fleets are non-unique.

Leaders are unique so each counter must be numbered or named.

Use counters to represent gold

Additional unit status counters are necessary to identify the following conditions:
Razed, Hostile, Starvation

THE DECK

Players share a common deck.

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

TURN SEQUENCE

Players take turns.

Each turn has 9 phases:

1. Draw Phase
2. Revenue Phase
3. Upkeep Phase
4. Recruit Phase
5. Diplomacy Phase
6. First Move Phase
7. Sea Battle Phase
8. Land Battle Phase
9. Second Move Phase

DRAW PHASE

Draw 2 cards from the deck.

Maximum hand size = 7 cards.

Discard excess cards.

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

REVENUE PHASE

Collect revenue from your Home City, and all Minor cities you control.

Revenue is in "Gold".

Cities under siege cannot produce revenue.

A city is considered to be under siege if there is an enemy army (or rowers) or fleet adjacent to it.

Hostile minor cities generate only half revenue (rounding up).

Razed cities produce no income.

Each city with Razed counters on it may remove 1 counter this phase.

UPKEEP PHASE

An Army or Rowers must be in or adjacent to a friendly city to receive upkeep.

Razed cities and Cities under siege cannot provide upkeep.

Pay 1 gold to upkeep each such Army and Rowers you control.

Units completely surrounded by enemy units cannot receive upkeep, but they can use baggage counters.

If a unit receives upkeep or uses up a baggage counter remove any starvation counters on it.

Leaders and ships do not require upkeep.

If a Baggage unit is used up discard it.

If a unit does not receive upkeep or baggage roll 1D6 (The upkeep roll):

1-5 Nothing. Put a starvation counter on the unit.

6+ The unit disbands or surrenders.

Add 1 to the roll for every starvation counter on the unit.

Subtract 1 from the roll if the unit is in farmland or fishing village terrain.

RECRUIT PHASE

Each city may recruit 1 Army or Rowers or Fleet or Transport.
To recruit (Build) a Fleet or transport, the city must be adjacent to the sea.
Each city may recruit up to 6 baggage units per turn.
Newly recruited units are placed in the city space.
Pay the Recruitment cost of the unit.
The unit starts in the City.
Each Home City state may also make one 1D10 'Experience Roll' per turn.
1-9 Nothing happens
10 Gain 1 Leader 50% or Gain 1 Random City Trait 50%
Razed, besieged, and hostile cities may not recruit.

DIPLOMACY PHASE

Every player gets one free diplomacy roll per turn.
Leader Traits, City Traits, and Cards allow additional diplomacy rolls.
When making a diplomacy roll, target any hostile, neutral, or enemy controlled minor city state.
Roll 1D6 (The Diplomacy Roll):
1-5 Nothing Happens
6+ Remove Hostility counter or Gain control of Neutral city state or Enemy city state revolts.
Add one to the Diplomacy roll if the city is hostile.
If there is a revolt, place 1D3 Rebel units in the City.
They will attack any Enemy units in the city.
If a city contains no enemy units and only rebel units, it becomes neutral.
Discard rebel units from a neutral city.
Place a control marker on any city you control.

FIRST MOVE PHASE

Units have a certain number of Move points they can use per turn.
Armies and Rowers can move 4 spaces on land.
Leaders can move 6 spaces on land.
Armies "use up" 2 movement points to enter Forest & Hill spaces.
Manned Fleets can move 10 spaces by sea.
Transports can move 8 spaces by sea.
A Fleet requires rowers aboard to move and fight.
Transports may carry rowers, but do not require them to move.
Fleets and Transports can enter city, sandy, and fishing village coastal hexes.
Baggage that is not carried cannot move by itself.
Leaders move with Armies and Fleets or independently.
Your units may not enter Neutral or enemy cities.
Your units cannot enter spaces occupied by enemy Armies, Rowers, or manned Fleets.
If your Armies, Rowers, or manned Fleets enter a space containing only enemy Leaders, Baggage, Transports, or unmanned Fleets you capture them.
Captured Baggage & Transports change to your color.
Captured Leaders may be ransomed or put to death.
Units may pick up/ drop off baggage freely.

SEA BATTLE PHASE

Your units at sea may attack enemy units in an adjacent sea space.
You may combine the attacks of all of your units adjacent to an enemy stack.
For every Fleet unit attacking roll 1D10 (Attack Roll) and add any City Trait bonuses to get the Attack Total.
The opponent rolls 1D10 (Defense Roll) + bonuses for every defending Fleet in the stack to get the Defense Total.
Leader Traits can modify Battle rolls.
Both players may play cards to increase or modify these Battle totals.
The side with the higher Battle total is the winner.
The loser must roll 1D6 (Casualty Roll) for each of his Fleets/Transports in the battle:

1-4 the unit was destroyed/captured (And any Leaders/Armies/Rowers/Baggage onboard)
5-6 the unit retreats to an adjacent space containing no enemies
(If this move is not possible the unit is destroyed)
Transports with Armies get a battle roll of 1D6.
Ships in coastal spaces are considered to be beached. They may be attacked this turn.

LAND BATTLE PHASE

Your units may attack enemy units in an adjacent space.
You may combine the attacks of all of your units adjacent to an enemy stack.
For every Army unit attacking roll 1D10 (Attack Roll) and add any City Trait bonuses to get the Attack Total.
The opponent rolls 1D10 (Defense Roll) + bonuses for every defending Army in the stack to get the Defense Total.
Leader Traits can modify Battle rolls.
Both players may play cards to increase or modify these Battle totals.
The side with the higher Battle total is the winner.
The loser must roll 1D6 (Casualty Roll) for each of his units in the battle:
1-4 the unit was destroyed/captured.
5-6 the unit retreats to an adjacent space containing no enemies
(If this move is not possible the unit is destroyed)
Rowers get a battle roll of 1D6.
Cities get a Defense roll of 1D6. There is always a garrison present.
(This is in addition to any armies present)
Attackers get +1 to their rolls if they are attacking a hostile city.
Terrain defense modifiers only apply to a unit if it is Defending.
You may attack a neutral city. A neutral city will have 1 Army present.
If you defeat the defending army of the neutral city immediately move an attacking unit into the city.
You gain control of the captured city, but it is hostile.
Put a control marker and a hostility counter on the city.
If you capture a city you may also plunder it for 3D6 Gold. Put 3 Razed counters on the city.
If you plunder a city you may also destroy it: Put a total of 6 Razed Counters on it.
Ships in coastal spaces are considered to be beached. They may be attacked this turn.

SECOND MOVE PHASE

All of your units may move again.
Your Fleets and transports must end their move in city, sandy, and fishing village coastal hexes.
If a Fleets or transport is unable to do this roll 1D6 (Navigation Roll):
1-4 Nothing
5-6 Storms sink the unit.
Note: Beached Ships do not get terrain defense modifiers.

LEADERS

For each newly recruited leader roll 1D6 (Leader Roll):
1-3 1 Skill
4-5 2 Skills
6 3 Skills
Roll on the Leader skills table to determine what these skills are.
Record the Leaders skills, name, and chit identification.

LEADER SKILLS TABLE

1D100	Skill	Effect
01-04	Heroism	Stack gets + 1D6 added to Battle Total
05-08	Strategist	All units in stack get +1 to Battle Rolls
09-12	Oratory	Get 1 extra Diplomacy roll per turn.

13-16	Courage	All units in stack get +2 to Defense Rolls
17-20	Leadership	All units in stack get +1 to Battle Rolls
21-24	Judgment	Get 1 extra Diplomacy roll per turn.
25-28	Brilliance	Stack gets + 1D6 added to Battle Total
29-32	Adventurous	All units in stack get +1 to Attack rolls
33-36	Ambitious	Get 1 extra Diplomacy roll per turn.
37-40	Charisma	All units in stack get +1 to Battle Rolls
41-44	Admiral	Fleets in stack get +2 to Battle Rolls
45-48	General	Armies in stack get +2 to Battle Rolls
49-52	Honorable	Get 1 extra Diplomacy roll per turn.
53-56	Organization	Nearest friendly city may recruit 1 extra unit per turn.
57-60	Logistics	Units in stack get -1 to starvation rolls & +1 Move point/turn.
61-64	Politician	Get 1 extra Diplomacy roll per turn.
65-68	Intellectual	Get 1 extra Diplomacy roll per turn.
69-72	Intrigue	Get 1 extra Diplomacy roll per turn.
73-76	Siegecraft	Units in stack get +2 Force when attacking or defending cities.
77-80	Benevolent	Get 1 extra Diplomacy roll per turn.
81-84	Diplomacy	Get 1 extra Diplomacy roll per turn.
85-88	Statecraft	Maximum hand size +1
89-92	Resolve	All units in stack get +1 to Battle Rolls
93-96	Economics	Income of Home city +1
97-00	Historian	Hero counts as 1 city for victory conditions at end of game.

CITY TRAITS TABLE

These include technology, resources, superior unit types, and cultural attributes associated with the city.

D6D6	Trait	Effect
11	Stoicism	Units get -1 to starvation rolls
12	Greek Fire	All Fleets get +1 to Battle Rolls
13	Seamanship	All Fleets & Transports get +1 Movement Points
14	Slavery	Home City Income +1
15	High Culture	Get 1 extra Diplomacy roll per turn
16	Code of Laws	Get 1 extra Diplomacy roll per turn
21	Siegecraft	Units get +2 to attack cities
22	Fortifications	Units get +2 when defending cities
23	Trade	Home City Income +1
24	Mining	Home City Income +1
25	Shipbuilding	All Fleets get +1 to Battle Rolls
26	Bronze Panoply	All Armies get +1 to Battle Rolls
31	Democracy	Get 1 extra Diplomacy roll per turn
32	Hoplites	All Armies get +1 to Battle Rolls
33	Peltasts	All Armies get +1 to Battle Rolls
34	Cavalry	Opponent gets -1 to Casualty rolls
35	Triremes	All Fleets get +1 to Battle Rolls
36	Phalanx	All Armies get +1 to Battle Rolls
41	Chariots	All Armies get +1 to Attack Rolls
42	Discipline	All Armies get +1 to Battle Rolls
43	Archers	All Armies get +1 to Battle Rolls
44	Rowers	All Fleets get +1 to Battle Rolls
45	Courage	All Units get +1 to Defense Rolls
46	Militaristic	All Units get +1 to Attack Rolls
51	Naval Tactics	All Fleets get +1 to Battle Rolls
52	Training	All Armies get +1 to Battle Rolls
53	Ram & Prong	All Fleets get +1 to Battle Rolls
54	Wine	Home City Income +1
55	Sea Worthy	Fleets get -1 to Navigation Rolls
56	Athletic	All Armies get +1 Move points.
61	Long Walls	Units defending Home City get +4
62	Professnl Army	All Armies get +1 to Battle Rolls
63	Silver Mines	Get +3D10 gold one time only
65	Olive Oil	Home City Income +1
66	Pottery	Home City Income +1

CARD LIST

Card Name:	Effect:
Break Formation	Add 1D10 to your battle total.
Treasure	If you capture a city get 1D10 gold.
Savage Fighting	Add 1D6 to your battle total.
Determined Resistance	Add 1D10 to your defense total.
Allies Leave	Opponent gets -1D10 to his battle total.
Forced March	Army Stack gets +2 Movement points this turn.
Disorganization	Opponent gets -1D10 to his battle total.
Starvation	Put a starvation counter on all units in target besieged city.
Withdrawal	All your units in battle get +1 to casualty roll.
Strong Position	All your Armies in battle get +3 to defense roll.
Boarding Actions	All your Fleets in battle get +3 to battle roll.
Strong Garrison	Add 1D10 to your defense total when defending a city.
Diekplus Circle	All your Fleets in battle get +3 to defense roll.
Threatened	Opponent gets one less Diplomacy roll this turn.
Superior Numbers	All your units in battle get +2 to battle roll.
Economic Blockade	Opposing city generates no income next turn.
Storms	All ships in target square must make a navigation roll.
Marathon	Army Stack gets +2 Movement points this turn.
Night Raid	Add 1D10 to your attack total.
Contributions	Gain 2D6 Gold.
Narrow Channel	Add 2D10 to your defense total in sea battle.
Coercion	Gain 1 extra Diplomacy roll this turn.
Short supplies	Remove 1D6 Baggage units from target stack.
Defiance	Opponent gets one less Diplomacy roll this turn.
Natural Allies	Gain control of target neutral city
Formal Agreement	Gain control of target neutral city
For the Common Defense	Gain control of target neutral city
Intrigue	Gain 1 extra Diplomacy roll this turn.
Alliance	Gain control of target neutral city
Political Ties	Gain 1 extra Diplomacy roll this turn.
Hesitation	Target stack may not attack this turn.
Delaying Action	All your units in battle get +1 to casualty roll.
Racial Ties	Gain 1 extra Diplomacy roll this turn.
Narrow Defile	Add 2D10 to your defense total in land battle.
Colonial Ties	Gain 1 extra Diplomacy roll this turn.
Reconnaissance	Add 1D10 to your battle total.
Bribes	Gain 1 extra Diplomacy roll this turn.
Elite Units	Add 1D6 to your battle total.
Artful Diplomacy	Gain 1 extra Diplomacy roll this turn.
Outflank	Add 1D10 to your battle total.
Failure	Target Leader that lost a battle is discarded.
Revolt	Target enemy controlled minor city revolts.
Exiled	Target Leader is removed from game for 2D6 turns.
Election	Discard one leader and Gain one new Leader
Political Rivalry	Opponents units cannot move or attack on his next turn.
Reinforce Wings	Add 2D6 to your defense total in land battle.
Ideological Ties	Gain 1 extra Diplomacy roll this turn.
Relieving Force	Stack gets +2 Movement points if in aid of a city.
Grand Strategy	Draw 1D6 cards.
Spy	Look at opponents hand.
Assassination	Kill target leader.
Intervene	Gain 1 extra Diplomacy roll this turn.
Pitched Battle	All your units in battle get +2 to battle roll.
Plague	All units in city make an upkeep roll at +2.
Desertions	All units in stack make an upkeep roll.
Treachery	Add 1D10 to your battle total.
Atrocities	Opponent gets one less Diplomacy roll this turn.
Brutality	Opponent gets one less Diplomacy roll this turn.
Massacre	Opponent gets one less Diplomacy roll this turn.
Enslavement	Opponent gets one less Diplomacy roll this turn.
Executions	Negate a revolt.
Promise of Clemency	Gain 1 extra Diplomacy roll this turn.

Suspicious	Opponent gets one less Diplomacy roll this turn.
Liberators	Gain 1 extra Diplomacy roll this turn.
Attack Beached Ships	Add 2D10 to your attack total vs. Fleets/Transports.
Ransom Prisoners	Gain 1D6 Gold.
Truce	No one may attack until the end of your next turn.
Ambassador	Gain control of target neutral city.
Exact Tribute	Target enemy controlled minor city revolts.
Install Governments	Target enemy controlled minor city revolts.
Install Garrisons	Target enemy controlled minor city revolts.
Negotiations	Gain 1 extra Diplomacy roll this turn.
Coup	Opponents Home city gets 1D6 Razed Counters.
Social Division	Opponents units cannot move or attack on his next turn.
Internal Jealousies	Opponent loses 2D6 Gold.
Escape	All your units in battle get +1 to casualty roll.
Disaffected	Opponent gets one less Diplomacy roll this turn.
Skirmish	All your units in battle get +1 to casualty roll.
Raids	Target city produces no income next turn.
Surprise Attack	Add 2D10 to your attack total.
Tactical Ruse	Add 2D6 to your defense total.
Military Blunder	Opponent gets -2D10 to his battle total.
Right Flank Drift	Add 1D6 to your battle total in land battle.
Sapping	Add 1D10 to your attack total vs. city.
Siege Works	Add 1D6 to your attack total vs. city.
Siege Artillery	Add 1D6 to your battle total at siege.
Block Escape	Opponents units in battle get -1 to casualty roll.
Cavalry Pursuit	Opponents units in battle get -1 to casualty roll.

MINOR STATE TRAIT OPTIONAL RULE

Roll a city trait for each minor city state.

As long as a player controls that city, his home city also gets that trait.

CIVIL WAR POKER

INTRODUCTION

It's your move Mr. Lee.

THE DECK

The Deck has five suites.

Each suite has 10 cards.

The 5 Suites include:

1. Infantry
2. Cavalry
3. Artillery
4. Generals
5. Terrain

The Deck also has 2 wild cards:

1. The Union
2. The Confederacy

There is a total of 52 cards in the deck.

FIVE CARD DRAW RULES

The turn sequence has 6 phases:

1. Ante In Phase
2. Dealers Phase
3. Ante Up Phase
4. Reinforcements Phase
5. Last Ante Phase
6. Charge Phase

ANTE IN PHASE

Minimum bet: 2 bits.

DEALERS PHASE

Everyone is dealt 5 cards.

ANTE UP PHASE

Ante up, match the ante, or fold.

REINFORCEMENTS PHASE

Discard up to 3 cards.

Get replacement cards from dealer.

LAST ANTE PHASE

Ante up, match the ante, or fold.

CHARGE PHASE

All players reveal their hands.
Best hand wins the pot.

RANKING COMBOS

In order from worst to best:
1 pair or 2 of a kind (2 cards of the same suite)
2 pairs
3 of a kind
Full House (1 pair and 3 of a kind)
4 of a kind
Straight (1 card of each of the 5 suites)
5 of a kind

TIE BREAKERS

Lets say you have a pair of Infantry and your opponent has a pair of Cavalry.
Who wins?

Infantry beats Cavalry.

Cavalry beats Artillery.

Artillery beats Infantry.

Generals beat all other suites.

All other suites beat Terrain.

In a full house tie compare the 3 of a kinds.

Lets say you both have 3 of a kind Generals. Who wins?

See who has the 'high card' amongst their remaining cards.

Cards in order from low to high:

Terrain, Infantry, Cavalry, Artillery, Generals, Wild cards.

CARD ART

For those inclined to illustrate their cards.

Infantry, Cavalry, and Artillery provide a good venue to depict

Uniforms, weapons, action scenes, and insignia.

General cards can have portraits of famous generals.

Terrain cards can include forts, battlefields, states, cities, and maps.

The Wild cards should portray the flags of the two sides.

Classic Dungeon Crawl

By Sir Gerard Luft, KDM

Introduction

A Long time ago, in a part of Wisconsin far, far away... This simple card and dice miniature game is based off of the very original Dungeons and Dragons, back in the days of Chainmail and the Classic Dungeons and Dragons boxed set. If the game rules seem a bit simple and occasionally clumsy, they are supposed to be. That was the charm of the "Proto-D&D" fantasy miniature wargaming.

Components

If you have miniatures, you can expand the combat listed below to include terrain and movement. But don't make sophisticated terrain! "Proto-D&D" terrain is best if they are simply drawn images on 3"x5" cards.

You will need plenty of six sided dice (d6). You will need to construct the decks listed below. There is a common deck for each of the six dungeon levels. You'll have to reach a certain level with your character in order to advance to the next dungeon level. Use index cards as your character sheets, so that you can keep track of Gold Pieces (GP) and Experience Points (EP) earned.

If you have the original Chainmail rules and the very Original Dungeons and Dragons Rules (three book, white cover set), you can add various rules to increase authenticity and depth to this game (e.g., more selection of magic items).

The 1979 Edition Chainmail

Medieval Miniature Rules are available for purchase as an ESD from WotC:

<http://store.yahoo.com/svgames-store/tsr6002esd.html>

The original Dungeons and Dragons rules (from the three books of the white boxed set) are available for free at:

<http://www.geocities.com/classicdnd/dnd.htm>

Players and Characters

This game can be played with 1 to 3 players. For solo play, this is a simple solitaire adventure system for "proto-D&D" fantasy miniature battles. For two to three players, it becomes a competition to survive (be warned that multiplayer games can get very lengthy; it's best to take this game in sessions like you would a modern D&D adventure, breaking between dungeon levels).

Each player choose one of the three characters provided: Fighting Man (Veteran), Magic User (Medium) or Cleric (Acolyte). For each monster you defeat, your character receives the listed gold pieces for that creature. Experience Points (EP)= GP + 10%. Each Class level has Experience Point requirements. When you meet the next level (e.g., Warrior for 2nd Level Fighting Man, Seer for 2nd Level Magic user, and Adept for 2nd Level Cleric), then you acquire the new stats listed.

In addition to GP, roll 2d6 for each creature to determine if a magic weapon is present: on a roll 12 a magic item is present (Sword +1 for Fighting Man, Mace +1 for Cleric, and Dagger +1 for Magic User). Magic Weapons give a +1 to Medieval Combat and Fantasy Combat Attack Score. If you have the Classic Dungeons and Dragons rules, feel free to use the Magic Item tables to add variety to the Game.

The Turn

For multiplayer games, players take turns taking their turn in a clockwise fashion. The player who last went serves as the next player's referee (he rolls for the monsters).

1. Draw a card from the
2. particular dungeon level deck.
3. Fight the Monster using the
4. Chainmail Medieval Combat Resolution abridged version (for Dungeons Levels 1
5. and 2; found under the Dungeon Level 1 Section), or the Chainmail Fantasy
6. Combat Resolution abridged version (for Dungeon levels 3 through 6; found under
7. the Dungeon Level 3 Section).
8. If your character dies, your
9. out of the game (though it would be prudent to continue as referee for the
10. other player(s)).

Dungeon Level 1

Characters: Start with Veteran, Medium or Acolyte. Your character then advances in its class according to the experience points you gain by defeating monsters and villains (1gp=1ep)

Class Level	Attack	Health	Spells	Experience Required
Veteran	1	1		0
Warrior	2	2		2000
Medium	1	1	Sleep	0
Seer	1	1	Light, Sleep	2500
Acolyte	1	1		0
Adept	1	2	Cure Light Wounds	1500

Spell Descriptions:

Sleep- Defeats 2-16 monsters of health 1, 2-12 monsters of health 2, 1-8 monsters of health 3, and 1 monster of health 4.

Light- Dispels

Darkness

Darkness: human characters can not attack.

Cure Light Wounds: heals 1

Health

Charm person: Humans, elves,

dwarves, kobolds, goblins, orcs, hobgoblins and gnolls must roll 7 or higher on 2d6 or be defeated.

Chainmail Medieval Combat Resolution

1. Roll 1d6 for character and
2. monster (if the game warrants it, the player to the right of the current player
3. may roll for the monster, acting as referee for that conflict). The
4. highest roll wins initiative. Reroll ties.
5. Cast Spell or Attack: The
6. character going first rolls #d6 (#= Attack score). For each 6 rolled, subtract
7. 1 hit from the target's health. If the target's health drops to
8. 0 or less, then that character is defeated.
9. Repeat step 2 for the

10. character that lost initiative.

Dungeon Level 1 Deck (4 of each card)

Creature	Attack	Health	Gold
Kobold	1	1	6
Goblin	1	1	6
Orc	1	1	20
Skeleton	1	1	0
Bandit	1	1	20

Dungeon Level 2

Characters

Class Level	Attack	Health	Spells	Experience Required
Swordsman	3	3		4000
Conjurer	2	2	Sleep, Light, Charm, Invisibility	5000
Priest	2	3	Cure Light Wounds, Light	3000

Spells Descriptions:

Invisibility- +4 Attack on next
turn upon coming out of Invisibility to fight
Detect Invisibility- Negates
Invisibility

Dungeon Level 2 Deck (4 of each card)

Creature	Attack	Health	Gold	Special and Spells
Hobgoblin	1	1	20	
Zombie	1	1	0	
Ghoul	2	2	125	Paralysis 7
Gnoll	1	1	20	
Warrior	2	2	20	
Conjurer	2	2	20	Sleep, Light, Charm, Invisibility
Berserker	1	1	20	
Theurgist	2	2	75	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility
Elf Conjurer	2	2	20	Sleep, Darkness, Charm, Invisibility
Elf Warrior	2	2	20	
Dwarf Warrior	2	2	20	
Elf Theurgist	2	2	75	Sleep (x2) , Darkness, Charm, Invisibility, Detect Invisibility

Dungeon Level 3

Characters

Class Level	Attack	Health	Spells	Experience Required

Hero	0	4		8000
Swashbuckler	+1	5		16000
Theurgist	-2	2	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility	10000
Thaumaturgist	-2	3	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5	20000
Vicar	-1	4	Cure Light Wounds (x2)	6000
Curate	-1	4	Cure Light Wounds (x2); Hold Person	12000

Spell Descriptions:

Fire Ball #- Deals # points of

damage to all creatures in 3" Diameter. Certain monsters and characters are allowed to make a save roll to avoid damage:

Slowness- Creature affected

attacks only once every other combat round

Haste- Creature affected attacks

twice per combat round.

Hold Person- Defeats any 1

humanoid creatures. Save roll allowed: 9.

Chainmail Fantasy Combat System

Following the multiplicity of the "pre-D&D" system, the characters now enter into a new level of combat with powerful fantasy creatures and legendary characters.

1. Roll 1d6 for character and
2. monster (if the game warrants it, the player to the right of the current player
3. may roll for the monster, acting as referee for that conflict). The
4. highest roll wins initiative. Reroll ties.
5. Cast Spell or Attack: The
6. character going first rolls 2d6 (characters add (subtract) their Attack bonus
7. (penalty) to the roll). Characters must have a modified roll equal to or
8. greater than the monster's Defense Score in order to hit. Monsters
9. must roll equal to or greater than their attack score in order to hit the
10. character. One hit causes 1 point of damage.
11. Repeat step 2 for the
12. character that lost initiative.

Dungeon Level 3 Deck (4 of each card)

Creature	Attack	Defense	Health	Gold	Special and Spells
Wight	9	6	3	125	Silver, drains 1 class level upon a successful hit
Anti-Hero	7	7	4	125	
Thaumaturgist	9	7	3	125	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5
Swashbuckler	6	7	3	275	
Magician	9	7	5	275	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2)
Dwarf Anti-Hero	7	7	4	125	
Elf Anti-Hero	7	7	4	125	
Dwarf Swashbuckler	6	7	3	275	
Elf Thaumaturgist	9	7	3	125	Sleep (x2) , Darkness, Charm, Invisibility, Detect Invisibility, Fire Ball 5
Elf Magician	9	7	5	275	Sleep (x2) , Darkness, Charm, Invisibility, Detect

					Invisibility, Fire Ball 5 (x2)
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Dungeon Level 4

Characters

Class Level	Attack	Health	Spells	Experience Required
Myrmidon	+1	6		32000
Champion	+2	7		64000
Magician	-2	3	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2)	35000
Enchanter	-1	4	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2); Polymorph Other	50000
Bishop	-1	5	Cure Light Wounds (x2); Hold Person (x2); Cure Disease; Sticks to Snakes	25000
Archbishop	0	6	Cure Light Wounds (x2); Hold Person (x2); Cure Disease (x2); Sticks to Snakes; Quest	50000

Spell Description:

Polymorph Other- Defeats an

opponent by changing its form to a non-lethal one. Save roll: 7

Charm Monster: As per Charm

Person, but for Monsters. Roll 3d6: if number equals or exceeds the creature's Health, it is charmed.

Dimension Door: Allows the magic

user to teleport to 36" away from the opponent. Allow 1 extra attack for the magic user if miniatures are not used.

Hallucinatory Terrain- Draws an

opponent towards an illusion of terrain. If miniatures are not used, allow the magic user an extra attack.

Continual Light- Prevents

Darkness for the remainder of the dungeon level.

Sticks to Snakes- Creates

poisonous snakes to attack the opponent: Attack 10, Defense 10, Deadly Poison Save roll: 9

Quest- Defeats one creature by

sending it on a Quest for atonement. Save roll: 10

Dungeon Level 4 Deck (4 of each card)

Creature	Attack	Defense	Health	Gold	
Wraith	8	11	4	500	Magic, Deadly Disease inflicted upon a successful hit- will kill character at the end of combat unless cure disease spell is used
Ogre	8	9	4	170	
Evil Priest	9	7	3	170	
Myrmidon	6	7	5	275	
Werewolf	7	8	4	275	Silver, Lycanthropy
Weretiger	7	8	5	275	Silver, Lycanthropy
Werebear	7	8	6	275	Silver, Lycanthropy
Wereboar	7	8	4	275	Silver, Lycanthropy
Enchanter	9	10	4	275	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2); Polymorph Other

Gargoyle	8	9	4	275	Magic
Dwarf Myrmidon	6	7	5	275	
Elf Enchanter	9	10	4	275	Sleep (x2) , Darkness, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2); Polymorph Other

Silver- Can only be damaged with silver weapons.

Magic- Can only be damaged with magic weapons.

Lycanthropy- If character is reduced to half Health Score by the Lycanthrope, then he will become a Lycanthrope of the same type unless cure disease spell is used.

Dungeon Level 5

Characters

Class Level	Attack	Health	Spells	Experience Required
Superhero	0	8		120000
Lord	+1	9		240000
Warlock	-2	5	Sleep (x2) , Light, Charm, Invisibility (x2), Detect Invisibility, Fire Ball 5 (x3); Polymorph Other (x2)	75000
Sorcerer	-1	6	Sleep (x2) , Light, Charm, Invisibility (x2), Detect Invisibility, Fire Ball 5 (x3); Polymorph Other (x2); Teleport	100000
Necromancer	0	7	Sleep (x2) , Light, Charm, Invisibility (x2), Detect Invisibility (x2), Fire Ball 5 (x3); Polymorph Other (x3); Teleport, Cloudkill,	200000
Wizard	0	8	Sleep (x2) , Light, Charm, Invisibility (x2), Detect Invisibility (x2), Fire Ball 5 (x4); Polymorph Other (x3); Teleport, Feeblemind, Cloudkill	300000
Wizard, 12 th Level	0	8	Sleep (x2) , Light, Charm, Invisibility (x2), Detect Invisibility (x2), Fire Ball 5 (x4); Polymorph Other (x4); Teleport (x2); Cloudkill, Feeblemind; Disintegrate	400000
Wizard, 13 th Level	0	8	Sleep (x3) , Light, Charm, Invisibility (x3), Detect Invisibility (x2), Fire Ball 5 (x5); Polymorph Other (x4); Teleport (x2); Cloudkill, Feeblemind; Disintegrate (x2)	500000
Patriarch	-1	7	Cure Light Wounds (x2); Hold Person (x2); Cure Disease (x2); Sticks to Snakes (x2)	100000

Levels beyond Lord: +1/2

Attack/+1/2 Health for every 240000 experience points

Levels beyond Patriarch: +1/3

Attack/+1/2 Health for every 100000 experience points Spells: 9th

33322, 10th333333, 11th 44433, 12th44444,

13th55544

Levels beyond Wizard:

Spell Descriptions:

Teleport: Allows magic-user to avoid a conflict.

Cloudkill: Kills all in 3"

diameter which moves at 6" per turn away from the caster. Save roll:

7

Feeblemind: Mentally disables an

enemy magic user, preventing him from casting spells. Save roll: 10

Disintegrate: destroys 1

creature. Save roll: 9

Dungeon Level 5 Deck (4 of each card)

Creature	Attack	Defense	Health	Gold	
Troll	8	9	6	500	Regenerate 1/2
Black Knight	8	8	8	500	
Wyvern	8	10	7	500	
Spectre	6	11	6	1000	Magic, drains 2 class level upon a successful hit
Mummy	7	11	5	500	Magic, Deadly Disease inflicted upon a successful hit- will kill character at the end of combat unless cure disease spell is used
Minotaur	8	9	6	275	
Manticore	8	9	6	500	
Cockatrice		9	5	500	Turn to Stone 7
Sorcerer	10	10	6	500	Sleep (x2) , Light, Charm, Invisibility (x2), Detect Invisibility, Fire Ball 5 (x3); Polymorph Other (x2); Teleport
Hydra	8	10	12	2000	
Medusa		9	4	2000	Turn to Stone 7

Dungeon Level 6

Characters

Lords, Wizards and Patriarchs of 13th level or higher

Dungeon Level 6 Deck (4 of each card)

Creature	Attack	Defense	Health	Gold	
Giant	9	9	12	2000	
Dragon	8	10	12	2000	Dragonfire 7
Hydra	8	10	12	2000	
Basilisk		6	6	2000	Turn to Stone 7
Gorgon		6	8	2000	Turn to Stone 7
Chimera	8	8	9	2000	
Vampire	7	8	9	2000	Magic, drains 2 class level upon a successful hit, Regenerate 1/1
Evil Lord	7	8	9	2000	
Wizard	10	9	8	2000	Sleep (x2) , Light, Charm, Invisibility (x2), Detect Invisibility (x2), Fire Ball 5 (x4); Polymorph Other (x3); Teleport, Feeblemind, Cloudkill
Evil High Priest	9	5	7	2000	Cure Light Wounds (x2); Hold Person (x2); Continual Light (x2); Sticks to Snakes (x2)

Classic Dungeon Crawl Thoth file available at:

www.angelfire.com/games4/doctorwhoeyespy/cdc.zip

Classic Space Opera

By: Sir Gerard Luft, KDM

Introduction

Before there was Traveller, there was Starfaring! In some circles, Starfaring, by White Buffalo Games, is named as the first science fiction role playing game. Like the legendary Chainmail/ Dungeons and Dragons Fantasy Miniature Game, the Starfaring's rules were crude and the artwork was horrible.

Components

You will need as many six-sided dice as you can and construct the card decks listed below. Like Classic Dungeon Crawl, this game tries to capture the essence of the original game, but in a manner that adapts the rules to a little more play-worthiness. Like Classic Dungeon Crawl, miniatures are highly advised to be included in this card and dice game.

The original rules for Starfaring can be obtained for free at:
<http://www.angelfire.com/zine/gotdeleted/Starfaring.html>

Goal

One Player

Explore intergalactic space and fight the Slish (enemy aliens)!

Multiple Player

Explore intergalactic space and fight the Slish (enemy aliens), and pay off your ship!

Your Ship and Crew

Each Ship Master (player) starts with a ship

Scoutship

Compliment Ship Master (Captain)
and 9 Crew
Power 3
Toughness 3

Crewman	Power	Toughness
Captain (Ship Master)	N/A	N/A
First Lieutenant	2	3
Lieutenant	2	2
Science Staff Officer	1	2
Engineering Staff Officer	1	2
Chief Scout	2	1
Quartermaster	1	1
Fire Control Specialist	1	1
Engineer's Mate	1	1
Coxswain	1	1

Power represents Physique as well as Mentality and Psionic. Toughness represents Health.

The Turn

For multiplayer games, each Ship Master takes their turn going clockwise. The player who last took their turn serves as Galaxy Master (referee) for the current player.

1. Subetheric Encounters-
2. Starships in Starfaring can travel intergalactic distances via a Star Gate
3. system (wormholes) and pangalactic distances via a Hyperspace Drive (replete
4. with Warp Factors). Regardless of the system used, each turn begins with
5. encounters in the Sub-Ether. Draw one card from the Subetheric Encounter
6. Deck

Subetheric Encounter Deck

Encounter	Description	# in Deck
Cthulhu	-2 Power to crewman with the highest Power (Cthulhu Dreams)	3
Debris	-1 Toughness to Ship	5
Berserker Ship (extra-dimension robots out to exterminate all organic life)	2/3	3

Space Battle Rules- Battle is considered simultaneous. Space and time are abstract when playing out Subetheric battles with miniatures. The ships should begin 12" across from each other. Basically allow each ship to move 1". Berserker Ships will always fly at the Starship on a direct heading. Each ship rolls 1d6 each turn. In order to score a hit, one must roll equal to or higher than the score indicated to hit. To hit scores change as ships are closer together:

Range	To Hit: USS Philadelphia	To Hit: Slith Saucer* or Berserker Ship
12"	5	6
10"	5	6
8"	4	6
6"	4	5
4"	3	4
2"	3	4
Nose to nose	2	3

* Slith Ships are allowed 5

Attack rolls per combat round

If a ship scores a hit it inflicts its Power score as Damage. Damage is subtracted from the target ship's Toughness score. If toughness should fall to 0 or less, that ship is destroyed.

2. Normal Space Encounters- Upon
3. returning to Normal Space, one draws a card from the Normal Space Encounter
4. Deck.

Normal Space Encounter Deck

Encounter	Description	# in Deck
-----------	-------------	-----------

Slush ship	2/3	4
Slush ship	1/2	4
Slush ship	1/1	4
G.C. Radiation	-1 Toughness to 1 random crewman	4
Meteor Strike	-1 Toughness to Ship	2
Power crystal malfunction	-1 Power to Ship	2
Triggered supernova	Roll 5 or 6 on 1d6 to avoid the destruction of the Ship; If the Ship survives by jumping into Hyperspace, then it will return to 1 Star Crystal left in the solar debris.	2

3. Planet Type- Draw 1 card from
4. the Planet Type Deck.

Planet Type Deck

Planet	# in Deck
No Intelligent Life	12
pre-industrial civilizations	1
pre-atomic energy civilizations	1
pre-global high technology civilizations	1
united world culture	1
Life with interplanetary space travel and advanced technology	1
Life with interstellar space travel. Probably uses Star Crystals	1

4. If there is life on that
5. planet, draw as many cards from the Landing Party Encounter Deck as you have
6. crewmembers +1 (ergo, if you still have all nine crew members, then you draw 10
7. alien cards to do battle with).

Landing Party Encounter Deck

Power	Toughness	Number in Deck
2	3	12
2	2	12
1	2	12
2	1	12
1	1	12

Paying off the Loan

With interest included, you owe 120,000mc (mega credits=1000000 credits)
The Imperial Scout Service pays you the following:

<u>Item</u>	<u>Compensation</u>
Star Crystals	100,000 mc.
Every Planet discovered	11,000 mc.
Contact with new	5,000 mc.

Intelligent life
Contact with new 10,000 mc.
Interstellar life
Destruction of alien spacecraft 500 mc.
Hostile life forms only, like the Slith.
By the end of the 3rd
turn you must pay 50% of the principal and interest=
60,000mc
By the end of the sixth turn you
must pay off the remainder of the loan= 60,000mc

CLINICAL STUDIES

INTRODUCTION

Players are rival medical scientists trying to out-publish each other.

OBJECTIVE

The player to accumulate the most Publisher Points at the end of the game wins. The game ends when the last card is drawn from the deck.

THE DECK

Players share a common deck.
The deck contains 6 card types:
Study
Methodology
Statistics
References
Journal
Flaw
Research

SETUP

Each player starts with a hand of 7 cards.

TURN SEQUENCE

Players take turns.
Each turn has 3 Phases:
Research Phase
Publish Phase
Flaw Phase

RESEARCH PHASE

Draw 1 card.
Max hand size is 10 cards.
Discard excess cards.
Research cards are played at the end of this phase.

PUBLISH PHASE

You may attempt to publish a Study.
To publish you must play a combination of 'Publishing' cards that includes:
1 Study Card
1 or more Methodology Cards
1 or more Statistics Cards
1 or more References Cards
1 Journal Card
Each card played is worth one Publisher Point.

FLAW PHASE

If you published this turn your opponent may play (discard) one or more Flaw cards. Each Flaw card played negates one 'Publishing' card of the indicated type. Negated cards are discarded.

You play cards from your hand to replace the negated cards.

After this cardplay, if the Study does not contain at least one card of each 'publishing' type the study does not get published and all remaining cards are returned to your hand.

CARD TYPE NOTATION

S = Study
 M = Methodology
 T = Statistics
 R = Reference
 J = Journal
 F = Flaw
 X = Research

CARD LIST	Type	Notes
High Impact Factor	J	Worth 3 Publisher Points
Timely Publication	J	Worth 2 Publisher Points
Prestigious Journal	J	Worth 2 Publisher Points
Peer Reviewed Journal	J	Worth 2 Publisher Points
Core Journal	J	Worth 2 Publisher Points
Medical Journal	J	Worth 2 Publisher Points
Honorary Authorship	J	
Trade Journal	J	
Supplement	J	
Electronic Journal	J	
Reputable Affiliation	J	
Qualified Authorship	J	
Poster Presentation	J	
Citations	R	
Review Articles	R	
Literature Evaluation	R	
Drug Monographs	R	
Common Knowledge	R	
Tertiary Literature	R	
Research Reports	R	Worth 2 Publisher Points
Landmark Trials	R	Worth 2 Publisher Points
Abstract Search	R	
Indexing Services	R	
Secondary Literature	R	
Electronic Database	R	
Primary Literature	R	Worth 2 Publisher Points
Randomized Controlled Trial	S	Worth 3 Publisher Points
Placebo Controlled	S	Worth 2 Publisher Points
Multi-Center Study	S	Worth 2 Publisher Points
Prospective Study	S	Worth 2 Publisher Points
Cohort Study	S	Worth 2 Publisher Points
Case Report	S	
Case Control Series	S	
Cross-Sectional Study	S	
Retrospective Study	S	
Parallel Study	S	
Crossover Study	S	
Meta-Analysis	S	
Survey Research	S	
Sound Methods	M	
Steering Committee	M	
Informed Consent	M	
Inclusion/Exclusion Criteria	M	
Baseline Assessment	M	Worth 2 Publisher Points

Double Blind	M	Worth 3 Publisher Points
Stratified Randomization	M	
Run-In Phase	M	
Internal Validity	M	
External Validity	M	
Intention to Treat Analysis	M	
Surrogate End Points	M	
Sub-Group Analysis	M	
Secondary Outcomes	M	
Null Hypothesis	T	
Normal Data Distribution	T	
Contingency Tables	T	
Sensitivity & Specificity	T	
Regression & Correlation	T	
Descriptive Statistics	T	
Inferential Statistics	T	
P-Value Significance	T	Worth 3 Publisher Points
Confidence Intervals	T	
Hypothesis Testing	T	
Parametric Tests	T	
Relative Risk Reduction	T	Worth 2 Publisher Points
Power Analysis	T	
Analysis of Variance	T	
Revisions	X	Draw 2 cards
Evidence Based Medicine	X	Draw 2 cards
Publish or Perish	X	Draw 2 cards
Loss to Follow-up	X	Opponent must discard 2 cards
Duplicate Publication	F	Negate a Journal card
Peer Review Lag Time	F	Negate a Journal card
Conflict of Interest	F	Negate a Journal card
Unorthodox Ideas	F	Negate a Journal card
Inappropriate Test	F	Negate a Statistics card
False Positive	F	Negate a Statistics card
Sample Size Too Small	F	Negate a Statistics card
Sampling Error	F	Negate a Statistics card
Hawthorne Effect	F	Negate a Methodology card
Protocol Deviation	F	Negate a Methodology card
Confounding Variables	F	Negate a Methodology card
Systematic Error	F	Negate a Methodology card
Plagiarism	F	Negate a Reference card
Paraphrase	F	Negate a Reference card
Sin of Omission	F	Negate a Reference card
Data Dredging	F	Negate a Study card
Positive Outcome Bias	F	Negate a Study card

COLONIAL EMPIRES

INTRODUCTION

Card game for 3-5+ players.

Each player is a colonial empire trying to amass wealth and influence.

The game encompasses the time frame from 1600-1850.

THE DECK

Players share a common deck.

There are 4 types of cards in the deck:

Colonial Resource Cards

Industry Cards

Influence Cards

Event Cards

EUROPEAN IMPERIAL POWERS

Each player chooses to be one of the following 5 empires:

Portuguese

Spanish

English

French

Dutch

If more people insist on playing, additional empires may include:

Ottoman

Russian

German

Italian

COLONIAL REGIONS

There are 10 colonial regions ripe for exploitation:

Middle East

North Africa

South Africa

India

China

East Indies

Central America

North America

South America

West Indies

COLONIAL RESOURCE CARDS

Card Name	Income
Sub Sahara Africa Gold	2
Sub Sahara Africa Ivory	2
Sub Sahara Africa Diamonds	3
Sub Sahara Africa Slaves	3
North Africa Grain	1
North Africa Wines	2
North Africa Iron Ore	2
North Africa Minerals	2
North Africa Antiquities	3

China Silk	3
China Jade	2
China Pearls	2
China Tea	2
China Porcelain	3
Middle East Rugs	2
Middle East Wine	1
Middle East Opium	3
Middle East Spices	2
Middle East Incense	2
North America Timber	2
North America Furs	2
North America Cotton	3
North America Tobacco	3
South America Cocoa	2
South America Coffee	3
South America Gold	3
South America Rubber	2
Central America Gold	3
Central America Corn	1
Central America Artifacts	2
Central America Tomatoes	2
Central America Potatoes	2
West Indies Lumber	2
West Indies Fish	2
West Indies Rum	3
West Indies Sugar	2
India Ivory	2
India Rugs	2
India Spices	2
India Seed Oil	1
India Rubies & Sapphires	3
East Indies Spices	3
East Indies Vanilla	2
East Indies Palm Products	1
East Indies Rubber	2
East Indies Coconut oils	2

INDUSTRY CARD LIST

Industry	Income
Glass & Lenses	1
Clockworks	1
Gunsmiths	3
Cloth works	2
Hand Tools	2
Medicinals	1
Iron Works	3
Furniture	2
Textiles	2
Machinery	2
Coal Mining	3
Printing Presses	2
Herring Fisheries	2
Shipbuilding	3
Musical Instruments	1
Chemical Industry	2
Grain Mills	2
Whaling	1
Canning	2
Railroads	3

INFLUENCE CARD LIST

Card Name	Number in Deck	Influence Level
Technology	5	4
Manpower	5	5
Leadership	5	6
Nationalism	5	7

EVENT CARD LIST

Card Name	Number in Deck
Revolutions	5
War	5
Unrest	5

TURN SEQUENCE

Each turn has 8 phases:

1. Draw Phase
2. Unrest Phase
3. Revenue Phase
4. Revolution Phase
5. War Phase
6. Peace Phase
7. Build Phase
8. Trade Phase

DRAW PHASE

Each player draws 2 cards.

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

Maximum hand size is 10 cards. Discard excess cards.

UNREST PHASE

A player may play a Unrest card targeting one Colonial region.

The target colonial region produces no income this turn.

The played unrest card is discarded.

Unrest cards represent failed rebellions.

REVENUE PHASE

Each player collects revenue.

Revenue is measured in income units.

Each empire produces a base 10 Income units.

Each Colonial Resource and Industry also produces Income units.

Gain 2 extra Income units if you control all the Colonial cards in one Region.

REVOLUTION PHASE

A player may play a Revolution card targeting one Colonial region.

Discard all Resource cards on the target colonial region.

The played Revolution card is removed from the game.

Revolution cards represent successful rebellions such as the

American Revolution.

Empires may continue to invest after the revolution.

WAR PHASE

A player may play a War Card. This is the Attack Leader.
The attacking player picks one opponent to be the defending leader.
All other players must pick a side. These are the allies.
All players must bid their income into 3 categories:

1. Europe
2. Seas
3. Colonies

Each player writes their bids on a piece of paper.

A player must bid all of his Income units received in Revenue Phase.

Players may use the Influence level of Influence cards as Income units.

Include the value of Influence cards played into the written bid.

Influence cards are discarded at the end of the bid after they are used.

Bids are revealed simultaneously.

If there is a tie, the defenders win the category.

The side that wins in two categories wins the War.

The winning Leader may take over control of two colonial resource cards in

play from the losing leader or steal two random cards from his hand.

All the winning allies may take over control of one colonial resource card in

play from any one loser or steal one random card from a losers hand.

PEACE PHASE

Skip this phase if a War was fought this turn.

Each player makes secret bids in 5 categories:

1. Expansion
2. Raiding
3. Trade
4. Infrastructure
5. Diplomacy

Each player writes their bids on a piece of paper.

Bids are revealed simultaneously.

A player must bid all of his Income units received in Revenue Phase.

Players may not save Income units from turn to turn.

If there is a tie, no one wins the category.

The player who wins the Expansion category may draw an extra card from the deck.

The player who wins the Raiding category forces a target player to

discard a random card.

The player who wins the Trade category may give any one card from his hand to another player and take any one card from that players hand.

The player who wins the Infrastructure category gets an extra Build Phase.

The player who wins the Diplomacy category may steal one random card from an opponents hand. Discard it if it is an industry card, otherwise keep it.

Players may use the Influence level of Influence cards as Income units.

Include the value of Influence cards played into the written bid.

Influence cards are discarded at the end of the bid after they are used.

BUILD PHASE

Each player may put one Colonial Resource card or Industry card into play.

These cards are played face up in front of the player.

These cards are not discarded.

They generate income for their owners every turn in Revenue phase.

Industry cards represent revenue sources within a player's home country.

A player may put two or more Colonial Resource cards into play if they are all from the same region.

TRADE PHASE

Players may trade cards.

VICTORY

The player with the highest revenue on turn 15 is the winner.

GAME DESIGNERS NOTES

At least 3 players are necessary to maintain some balance of power.

OPTIONAL IMPERIAL POWERS

Portugal - always last to join an alliance

Spanish - bonus \$1 to Colonies bid for War

England - bonus \$1 to Sea bid for War

French - bonus \$1 to Europe bid for War

Dutch - if starting hand has no industry, discard cards and redraw

Germany - after bids revealed, may swap values of diplomacy and raiding bid

COLONIAL FLORIDA

INTRODUCTION

Historical period: Florida 1513 (Ponce de Leon) - 1821 (American possession)

Card & board game for 2-3 players.

Each player represents one colonial power: Spanish, British, or French

THE DECK

Players share the Enhancement deck.

The deck contains two types of cards: Income Cards & Combatants.

THE MAP

The Map is a circular ring divided into 36 spaces.

Spaces need to be large enough to put cards on.

The spaces are marked as follows:

- 1 Gulf Stream (Start/End Space)
- 2 Intracoastal Waterways
- 3 St Augustine (Settlement)
- 4 Mangrove Swamps
- 5 Unexplored Wilderness
- 6 Cowford (Settlement)
- 7 Payne's prairie
- 8 Indian Trails
- 9 New Smyrna (Settlement)
- 10 Hardwood Hammock
- 11 Barrier Islands
- 12 Fort Caroline (Settlement)
- 13 Pond Apple Slough
- 14 King's Road
- 15 Fort Matanzas (Settlement)
- 16 Cypress Stand
- 17 Lakes
- 18 Fort Picolata (Settlement)
- 19 St. Johns River
- 20 Wild Coast
- 21 Cape Canaveral (Settlement)
- 22 Beaches & Sandbars
- 23 Wetlands & Estuaries
- 24 Santa Maria de Loreto (Settlement)
- 25 Everglades
- 26 Old Spanish Road
- 27 San Luis (Settlement)
- 28 Sawgrass
- 29 Quagmire
- 30 San Marcos (Settlement)
- 31 Coral Reefs & Seagrass Beds
- 32 Sand Hills
- 33 Pensacola (Settlement)
- 34 Pine Barrens & Flatwoods
- 35 Sinkholes & Limestone Springs
- 36 Tallahassee (Settlement)

PIECES

Each player has one pawn and 12 control markers.

Disease, Hurricane, Pirate, or Indian Raid Markers are needed.

VICTORY

The first player to accumulate 50 Gold is the winner.

TURN SEQUENCE

Each turn has 7 phases:

Rebuild Phase
Hurricane Phase
Pirate Phase
Indian Raid Phase
Disease Phase
Income Phase
Action Phase

REBUILD PHASE

Remove one Raze counter from each settlement that has one.

HURRICANE PHASE

Roll 3D6 and move the Hurricane Marker counterclockwise.
If the Hurricane lands on a Settlement place 1D6 Raze markers on it.
Enhancements are destroyed on a roll of 1 on 1D6 (roll for each)

PIRATE PHASE

Roll 2D6 and move the Pirate Marker counterclockwise.
If the Pirate lands on a Settlement, the settlement is attacked by 1D3 combatants. If the defenders lose, place 1D6 Raze markers on the settlement. This includes the effects of bandits, outlaws, corsairs, slavers, wreckers, & buccaneers.

INDIAN RAID PHASE

Roll 1D6 and move the Indian Raid Marker counterclockwise.
If the Indian Raid lands on a Settlement, the settlement is attacked by 1D3 combatants. If the defenders lose, place 1D6 Raze markers on the settlement.
Major tribes included: The Seminoles (Creeks), Miccosukee, Tequesta, Tocobaga, Timucuan, Apalachee, Calusa, and Choctaws.

DISEASE PHASE

Roll 1D6 and move the Disease Marker counterclockwise.
If the Disease lands on a Settlement place 1D6 Raze markers on it.
Diseases of the time included: Yellow Fever, Malaria, Typhus, and Cholera.
Combatants present are killed on a roll of 1-2 on 1D6

INCOME PHASE

Each settlement generates income.
Income = 1 + the number of Income cards attached to the settlement.
Make an additional 1 Gold if the settlement has at least one Labor and One non-labor income card attached.

The settlement makes an additional 1 Gold for each two Income cards of the same type, such as two 'Civilization' cards or two 'Sea' cards.
 Razed settlements do not generate income.
 If an opposing pawn is on your settlement the settlement generates no income.

ACTION PHASE

Players take turns moving their pawn.
 Roll two six sided dice, pick one, and move that many spaces clockwise.
 A Player must skip his turn if his pawn occupies the same space as a Disease, Hurricane, Pirate, or Indian Raid Marker
 If your pawn lands on a settlement not controlled by anyone, you are the "Founder" of the Settlement. Place one of your control markers on it.
 If your pawn lands on a settlement you already control then remove 1D6 Raze Markers from it. If the settlement has no Raze markers draw one card from the Enhancement Deck. Attach the enhancement card to the settlement.
 If your pawn lands on an opposing settlement you may attack it if you control either of the two Settlements next to it and at least one of them has a combatant card attached. To resolve the attack, roll $(1 + X)D6$ where $X =$ the number of combatant cards you are committing from adjacent settlements. The defender rolls $(2 + X)D6$ where X equals the number of all combatants attached to the attacked settlement. Reroll ties. The higher roll wins. The loser loses all committed combatants. The winner loses one combatant (but not his last one) on a roll of 1-3 on 1D6. (Fortress cards are never destroyed, they switch hands instead)
 If the defender won nothing further happens.
 If the attacker won he gains control of the attacked settlement. He replaces the Control marker with one of his own and may transfer one of the Attacking Combatants to the newly conquered Settlement.
 If you control any Moveable Combatants, you may move them on your Turn, to an adjacent settlement you control.

ENHANCEMENT DECK CARD TYPE NOTATION

T = Trade
 L = Labor (Florida was very underpopulated)
 F = Food Crop
 K = Cash Crop
 V = Civilization
 A = Animal Resource
 W = Wood Resource
 S = Sea Resource
 C = Combatant
 M = Movable Combatant
 X = Special Enhancement
 # = Number of that card in the deck

ENHANCEMENT DECK

Card Name	#	Type	Notes
Provincial Capitol	2	V	(Taxation) Capitols earn 2 Gold per turn
Busy Port	4	T/S	
Importers	1	T/S	(South American Rubber, Caribbean Rum)
Plume Trade	1	A	(Bald Eagles, Pelicans, Wading Birds)
Hunting	1	A	(Deer, Beaver, Otter, Alligator, Manatee)
Slaves	1	L	
Indigo Plantation	1	K	
Trading Post	1	T	(Indian Traders)
Frontier Women	1	L	
Bustling Town	1	V	(Shops, Markets, Taverns, Inns)
Entertainment	1	V	(Brothels, Bath Houses, Billiard Parlors)
Citrus Groves	1	F	(Oranges, Grapefruit)
Orange Groves	1	F	

Naval Stores	1	W/S	(Pitch, Resin, Tar, Turpentine)
Artisans	1	L	
Indentured Servants	1	L	
Cattle Ranches	1	A	(Livestock)
Fishing	1	A/S	(Fish, Sea Turtles)
Trapping & Harvesting	1	A/S	(Sponges, Shellfish, Shrimp, Lobster)
Farms	1	F	(Squash, Potatoes, Corn, Rice)
Missions	1	V	(Ministers, Missionaries)
Tobacco	1	K	
Timber	1	W	
Barrel Staves	1	W	
Sugarcane	1	F	
Smuggling	1	T/S	
Indian Labor	1	L	
Land Grants	1	L	
Cubans	1	L	
Scots	1	L	
Minorcans	1	L	
Cutthroats & Thieves	2	X	Settlement makes -1 Income
Fortress	6	C	Cannot be used to attack
German Mercenaries	1	M	
Armed Black Slaves	1	C	
Indian Allies	2	C	(Painted Indians)
Militia	2	C	
Garrison	2	C	
Soldiers	4	M	(Conquistadores, Redcoats)
Cannons	4	C	
Warship	4	M	(Sailors, Marines)
Privateers	2	M	
Provincial Units	2	C	

LINKS

[Short Florida History](#)
[Old Florida Maps](#)

COLONIALS

INTRODUCTION

Card game for 2-4 players.

Each player controls a coastal colonial settlement in 17-18th Century North America.

Each player's colony is from an opposing European group including:

The English, French, Spanish, and Dutch.

VICTORY

The first player to accumulate:

30 Population, 20 Gold, 10 Resources, and 3 Town Improvements wins.

If you ever reach zero population, you automatically lose.

THE DECK

Players share a common deck.

TOKENS

Use tokens to represent Population.

Use coins to represent Gold.

SETUP

Each player starts with 10 Population and 5 Gold.

TURN SEQUENCE

Players take turns.

Each turn has 8 phases:

Draw Phase

Growth Phase

Hardships Phase

Revenue Phase

Upkeep Phase

Resources Phase

Trade Phase

Raid Phase

DRAW PHASE

Draw 3 cards from the deck.

Max hand size is 7 cards.

Discard excess cards

GROWTH PHASE

Gain 1 Population Token.

Play (discard) Settlement cards from your hand.

For each Settlement card played, gain 1D6 Population Tokens.

HARDSHIPS PHASE

Play (discard) Hardship cards on your opponents.
For each Hardship card played, an opponent loses 1D6 Population Tokens.

REVENUE PHASE

Gain 1 Gold.
For each Resource you control gain 1 Gold.
For each Oppression card on you, lose 1 Gold.
Gain +1 Gold if you have the most resources of a given type (Agriculture, Sea, Trade, etc.)

UPKEEP PHASE

Pay 1 Gold for each of your Combatants.
Discard Combatants not paid for.

RESOURCE PHASE

Play Resource cards for free.
Play Oppression cards on your opponents for free.
Play Leader cards for free.
Pay 1 Gold for a Resource.
Pay 1 Gold to recruit a Combatant.
Pay 2 Gold for a Town Improvement.
Pay 3 Gold to build a Fort.
All these types of cards are considered to be Permanents.
They stay face up in play from turn to turn.
(You may have up to 1 Resource per 3 Population Tokens)

TRADE PHASE

Players may trade Cards, Gold, Promises, and Population.

RAID PHASE

You may raid (attack) opposing players.
Roll 1D6 for each of your combatants and for each battle card you play (discard).
(You cannot play more battle cards than you have combatants)
A roll of 1 inflicts one casualty.
A Fort negates 1 casualty per turn.
For each casualty, your opponent must discard one Combatant.
If no Combatants are left discard Resources, and then
Town Improvements, and then 1D6 Population Tokens.

CARD LIST NOTATION

R = Resources
S = Settlement (Discard when played)
H = Hardships (Discard when played)
O = Oppression
C = Combatants
B = Battle (Discard when played)
F = Forts
T = Town Improvements
E = Events (Discard when played)

L = Leader

CARD LIST

Card Name:	Type	Notes
Cod Fishing	R	Sea
Subsistence Crops	R	Agriculture
Dairy Farming	R	Agriculture
Cash Crop	R	Agriculture
Tobacco	R	Agriculture
Corn Crops	R	Agriculture
Lumber	R	Manufacturing
Iron Works	R	Manufacturing
Cattle	R	Animals
Trappers	R	Animals
Fishery	R	Sea
Apple Groves	R	Agriculture
Squash & Pumpkins	R	Agriculture
Livestock	R	Animals
River Boats	R	Trade
Wheat & Barley	R	Agriculture
Farmers Market	R	Trade
Furs & Skins	R	Animals
Trading Post	R	Trade
Plantations	R	Agriculture
Textiles	R	Manufacturing
Oats & Rye	R	Agriculture
Wool	R	Animals
Smuggling	R	Trade
Whaling	R	Sea
Merchants	R	Trade
Shipbuilding	R	Manufacturing
Rice & Indigo	R	Agriculture
Port	R	Trade
Shellfish	R	Sea
Hunting	R	Animals
Brewery	R	Agriculture
Religious Sect	S	
Exiles	S	
Protestants	S	
Slaves	S	
Pilgrims	S	
Colonists	S	
Puritan Migration	S	
Catholics	S	
Settlers	S	
Haven	S	
Sponsor	S	
Lutherans	S	
Prisoners	S	
Baptists	S	
Company Charter	S	
Royal Charter	S	
Immigrants	S	
Quakers	S	
Disease	H	
Sickness	H	
Starvation	H	
Hunger	H	
Food Shortage	H	
Smallpox	H	
Frontier Conditions	H	
Epidemic	H	
Long Winter	H	
Religious Intolerance	H	

Religious Heresy	H	
Indian Raids	H	
Indian War	H	
Witch Hunt	H	
Taxation	O	
Stamp Act	O	
Navigation Acts	O	
Import Duties	O	
Coercive Acts	O	
Fire	E	Discard any card in play
Peace Pact	E	Opponent may not attack this turn
Peace Treaty	E	Opponent may not attack this turn
Armistice	E	Opponent may not attack this turn
Free Land	E	Draw 3 cards
Self Government	E	Draw 3 cards
Self Sufficiency	E	Draw 3 cards
Confederation	E	Draw 3 cards
European War	E	Draw 3 cards
Mayflower Compact	E	Draw 3 cards
Poor Richard's Almanac	E	Draw 3 cards
The Great Awakening	E	Draw 3 cards
Meetinghouse	T	
Church	T	
Common Area	T	
Town Government	T	
Legislative Assembly	T	
Grammar School	T	
College	T	
Public Library	T	
Printing Press	T	
Newspaper	T	
Post Office	T	
General Hospital	T	
Naval Blockade	B	
Ambush	B	
Night Attack	B	
Surprise Attack	B	
Raid	B	
Counterattack	B	
Long March	B	
Massacre	B	
Siege	B	
Skirmish	B	
Hostilities	B	
Militia	C	
Colonists	C	
Colonials	C	
Royal Troops	C	
Indian Fighters	C	
Volunteers	C	
Irregulars	C	
Native American Allies	C	
Indian Allies	C	
Imperial Force	C	
Reinforcements	C	
Frontiersmen	C	
Cannons	C	
Fleet	C	
Warships	C	
Ship Squadrons	C	
Contingent	C	
Soldiers	C	
Infantry	C	
Artillery	C	
Raiding Party	C	
Punitive Expedition	C	

Garrison	F	
Fortifications	F	
Earthworks	F	
Entrenchments	F	
Outpost	F	
Governor	L	Counts as a Town Improvement
General	L	Counts as a Combatant
Industrialist	L	Counts as a Resource
Entrepreneur	L	Counts as a Resource
Preacher	L	Gain +1 Population per Turn
Minister	L	Gain +1 Population per Turn
Proprietor	L	Gain +1 Population per Turn
Promoter	L	Gain +1 Population per Turn
Diplomat	L	Opponent must pay 2 Gold to attack you
Director	L	Counts as a Resource
Dissident	L	You are Immune to Oppression cards
Revolutionary	L	Counts as a Combatant
Scientist	L	Counts as a Town Improvement
Captain	L	Counts as a Combatant
Privateer	L	Counts as a Combatant

LINKS

[History Place](#)

[Colonials](#)

[Colonial Wars](#)

COMBAT DICE

by Jörg Hansen

Combat Dice (CD's) are a very comfortable and easy way to resolve battles in any game system

on any detail level. Lots of our self developed games use CD's, and even our favourite warpspawn games like Artifact or the Warp Skirmish System can be varied with CD's if you

feel the need for a change.

CD's are 6-sided dice with two sides called 'hits' (5 and 6 on a common die) and one side

called 'Oops' (the 1). The remaining sides have no meaning. And here's how to use them on

different levels of detail:

1. level - keep it simple, stupid

Each combatant has a certain strength. Both sides throw as many CD's as their strength says,

and the fighter who has more hits wins. The loser might be killed or lose as many hitpoints

as the difference between the amounts of hits.

2. level - fast skirmish

Each player might have a defending power as well. The attacker throws as many CD's as his

attack value says, the defender corresponding to his defending power. If the attacker scores

more hits than the defender, the target loses (life, 1 hitpoint, the difference between the

amounts of hits). The attacker may not lose this turn.

3. level - different character traits

Each player might have different character traits that can be rolled out against each other.

For example: Gunnery vs. ship size, if hit then weapon power vs. defense shields etc. You

can design this in any detail level you like (some details suck and tend to slow down the

gameplay, so do some playtesting).

4. level - modifiers (tabletop gaming etc.)

You can use this in combination with any level - just give modifiers under certain circumstances. Let weapons add a number of CD's to your strength, let a distance to the fire target determine if the attacker has to reduce his gunnery (half of the CD's or anything), let your character double a defensive power if he's taking cover etc.

Another way of modifying might be the adding/subtracting of CD's, maybe when doing combined attacks etc. You get the idea - let your imagination flow :)

Critical hit/miss

If your CD roll delivers only "Hits", this might be declared as critical hit, which can lead to any consequences you like - target destroyed, secret roll revealed, extra attack etc.

If your CD roll delivers more "Oops" than "Hits", this might be declared as critical miss, which can lead to any consequences you like - weapon jam / out of ammo, self-inflicted wound, loss of all further action points this round etc.

RPG with CD's

We even play some RPG's with CD's - it's easy. Just let the character traits determine the

number of CD's to be rolled, and give the challenges/obstacles a certain power that a) has to

be reached with hits, or b) determines the number of CD's that can be rolled against the

player's roll.

Designer's note

CD's are not our invention. Lots of games use some kind of CD's (for just one example see

Universal Game Systems / Rules of War). But since we made our own cool-looking set of CD's,

we discovered that lots of games easily can be adapted to them, which often spices up even long-sellers. We learned that a lot of "realism" can be added with CD's without the usual disadvantage of getting the gameplay too complicated. The advantage for game designing is the fact, that the designer only has to deal about the different character traits and their balance - and even the level of detail can be varied very easily. The advantage for the gamers is the simplicity of use and result. If you have any comments/critic/suggestions/ideas, we're eager to hear from you at j_hansen@web.de.

COMBAT DICE

INTRODUCTION

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

EQUIPMENT

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

TURN SEQUENCE

Combat Phase
Initiative Phase
Maneuver Phase
Attack Phase
Damage Phase

COMBAT ROLL PHASE

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

INITIATIVE PHASE

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

MANEUVER PHASE

If the winner of the initiative phase also has a higher maneuver score, than that player may rethrow his dice.
The new scores will only affect the attack & damage phases.

ATTACK PHASE

Conduct this phase in order of initiative.
Compare your Attack score to your opponents Dodge score.
If your Attack score is higher you have 'hit' your opponent.
If your Attack score is equal or lower, your attack misses.

DAMAGE PHASE

Conduct this phase in order of initiative.
You can only do damage if you hit your opponent in Attack phase.
Compare your Damage score to your opponents Armor score.
If your Damage score is equal or lower, your attack does no damage.
If your Damage score is higher you have 'damaged' your opponent.
Your attack does damage equal to the difference.
Damage is subtracted from your opponents Hit point total.

A combatant reduced to 0 Hit points is unconscious.
A combatant reduced to -2 Hit points is dead.

BASIC COMBATANTS

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

BASIC COMBAT DICE

The basic combat die is the common six sider.

Roll	Score
1	Attack
2	Dodge
3	Damage
4	Armor
5	Initiative
6	Maneuver

SAMPLE COMBAT TURN

A warrior rolls 6 basic combat dice.
He rolls: 2, 3, 1, 3, 5, 3
His scores: Attack = 1; Dodge = 1; Damage = 3; Armor = 0; Initiative = 1; Maneuver = 0
His opponent, the myrmidon, also rolls 6 basic combat dice.
He rolls: 6, 4, 1, 4, 5, 3
His scores: Attack = 1; Dodge = 0; Damage = 1; Armor = 2; Initiative = 1; Maneuver = 1
They tie in initiative, so attacks are simultaneous.
The myrmidon attacks but the warrior dodges.
The warrior hits. The myrmidon fails to dodge.
The warrior does 3 damage, but the myrmidons armor blocks 2 damage.
The myrmidon loses 1 hit point.

ADVANCED RULES

DAMAGE DICE

Along with the basic dice roll two more six-sided dice of a different color.
If the fighter inflicts no damage than ignore the damage dice.
Add the two dice to see what additional affects are incurred by the damage.

2D6	Result
2	Bleeding
3	Hurt Arm
4	Double Critical
5	Disarm
6	Stunned
7	No effect
8	Stunned
9	Knockdown
10	Break Armor
11	Hurt Leg
12	Blinded

Stunned- Opponent uses 1 less basic combat die next turn.
Disarm- Opponents attack and damage scores are at -2 until the player rolls a maneuver score = 2+ to retrieve the weapon.
Knockdown- Opponents attack and damage scores are -1 until player rolls a maneuver score = 2+ to get back up.

Hurt Arm- Opponents attack and damage scores are -1 permanently.
Hurt Leg- Opponents dodge and maneuver scores are -2 permanently.
Double Critical- Roll twice more on this table.
Break Armor- Opponents armor score is -1 permanently.
Bleeding- Opponent suffers 1 additional hit in Damage phase for 1D6 more turns.
Blinded- Opponent uses 3 less basic combat dice permanently.

SPECIALTY COMBAT DICE & ADVANCED COMBATANTS

More powerful fighters will have 1D6 more hit points and 1D6 specialty dice.
Specialty dice are the result of natural ability and years of training.
Specialty dice are picked according to character concept.
Specialty dice are thrown in addition to the basic dice during the combat roll.
Specialty must be colored different from the basic dice, the damage dice, and each other.
Below are examples of specialty dice.

STRENGTH

D6	Score
1	Damage
2-6	None

ARMOR

D6	Score
1	Armor
2-6	None

PROWESS

D6	Score
1	Attack
2-6	None

EVASION

D6	Score
1	Dodge
2-6	None

MANEUVER

D6	Score
1	Maneuver
2-6	None

INITIATIVE

D6	Score
1	Initiative
2-6	None

WEAPONS & ARMOR MODIFIERS

These modifiers affect the scores of the combat roll.

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

SKILLS

These are in addition to the specialty dice.
 Two Weapon Style: Treat one attack roll as a dodge roll, or one dodge roll as an attack roll.
 Riding Horse: Maneuver +1, Initiative +1. Take 1D3 Damage if you are knocked off.
 Martial Artist: No penalty for being unarmed
 Blind Fighting: Immune to Blind damage results
 Berserker: Dodge -1, Attack +1
 Adrenaline Rush: Take 1 Hit point of Damage to roll 1 extra basic combat die.

SPECIAL COMBAT ACTIONS

Player must have a maneuver score = 2+ to use one of these.
 Shield Bash: Treat one Armor roll as an attack roll.
 Parry: Treat one Attack roll as an armor roll.
 Pommel Strike: Treat one Damage roll as an attack roll.
 Retreat: Treat one Attack roll as a dodge roll.
 Feint: Your Attack score = 0. Gain one extra basic combat die next turn if you are not hit this turn.
 Sand in the Eyes: Treat two Damage rolls as a Blinded damage result. Blindness lasts 1D3 turns.
 Grapple: Wrestling maneuver. If attack hits, all of opponents non-maneuver scores are at -1 until the player rolls a maneuver score = 2+ to break free. Both combatants are disarmed.

MAGIC

Spellcasters may forgo 1 or more combat dice to gain spells on a 1 to 1 basis. A unit must keep at least 3 combat dice.
 Additional Spells may be learned instead of Specialty dice.
 A spell may be used only once per combat.
 One spell may be cast per turn.
 Before players make their combat roll, the spellcaster declares which spell he is casting, if any.
 For a spell to 'hit' an opponent, the attack roll must be greater than the dodge roll.

SPELL LIST

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

RANGED COMBAT

The first 1D6-2 rounds are ranged combat rounds.

Only Ranged spells, Bows, and thrown weapons may be used to attack.

Ranged weapons and ranged spells cannot be used during normal melee rounds.

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

GLADIATORS

Secutor: Short sword, Medium shield, Light Armor

Retiarius: Net, Trident, Dagger, No armor

Thracian: Short sword, Small shield, Light armor

Murmillo: Large sword, Medium shield, Medium armor

Dimachaeri: 2 Short swords, No armor (Has Two-weapon Style skill)

Samnites: Short sword, Large shield, Medium Armor

COMPUTER GAME VERSION OF COMBAT DICE

Microsoft Visual Basic

Programmed by Dragyn Rain

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

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:
Click here 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:
Maneuver Phase
Deploy Phase
Attack Phase

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 Broadsides, 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.

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 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
Broadsides	8	
Rake the Bow	2	
General Melee	4	
Boarding Action	4	
Outmaneuver	4	
Special Damage	4	
Rarities	4	
Superior Assets	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)

COMPANY COMMANDER

INTRODUCTION

Card & Dice game for 2 players.
WWII Simulation of Combat between two infantry companies.
One player represents the Americans, the other is the Germans.

VICTORY

The first player to destroy or rout 10 enemy squads or units wins.
If after 2 turns, you ever have units at a all three fronts and your
opponent only has units at one or none, you automatically win.

THE DECKS

The game uses 3 decks.
Players share a common Tactics Deck.
Each player has their own unique Squad Deck.

MARKERS

Markers (counters, tokens) required:
Casualty Markers
Pinned Markers

DICE

six sided dice (D6) are needed.

FIELD OF PLAY

Each player deploys his units into one of three Fronts:
Center, Left Flank, and Right Flank.

UNIT STATS

Strength = Each point of Strength represents 1-5 men.

SETUP

Determine who goes first randomly.

TURN SEQUENCE

Players take turns.
Each turn has 6 phases:
Deploy Phase
Tactics Phase
Recon Phase
Suppression Phase
Assault Phase

DEPLOY PHASE

Draw 3 cards from your Squad deck.

Deploy these units to your Fronts.

You may deploy 0-1+ units to each front (center, left & right)

Units are deployed Face up.

If your Company Commander is in play, you may draw an extra Squad or Tactics card.

During this phase you may move non-pinned units from one front to an adjacent front.

A unit that is moved cannot attack (or Recon) this turn.

TACTICS PHASE

Draw 2 cards from the Tactics deck.

Max hand size is 7 cards. Discard excess cards.

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

RECON PHASE

Recon Units may go on a Recon Mission.

Missions are into the enemy front directly across from them.

Roll 1D6 (Recon Roll):

Roll Result:

1-2 Spotted (Make one Suppression Roll against the Recon unit)

3-4 Nothing

5-6 Success

On a Success result you may do one of 2 things:

1. Look at your opponents hand

2. All suppression rolls vs the target front this turn are at +1

A unit on a mission cannot attack this turn.

SUPPRESSION PHASE

Units with long range attacks are capable of suppression fire.

(Artillery, Mortars, Tanks, Heavy Machine Guns on Tripods)

Units attack into the enemy front directly across from them.

Roll 2D6 (Suppression Roll) for each unit with Suppression Fire.

Roll Result:

2-7 Nothing

8-10 One Random Enemy Unit gets a Pinned Marker

11+ One Random Enemy Unit gets a Casualty Marker

Units that attack in Suppression Phase cannot attack in Assault Phase.

Support cards may be played to give you a number of Suppression rolls.

Declare which enemy Front is being targeted when using Support cards.

Support cards are discarded when played.

A Pinned unit cannot do suppression fire.

A unit with casualty markers equal to its Strength is destroyed (remove from play).

ASSAULT PHASE

Declare which of your units are attacking (= assaulting).

Units attack into the enemy front directly across from them.

Defending enemy units get to attack first, then attacking units.

Roll XD6 (Fire Roll) for each unit.

X = the Strength of the Unit minus the number of casualty markers on it.

Roll Result

1-3 Nothing

4-5 One Random Enemy Unit gets a Pinned Marker

6 + One Random Enemy Unit gets a Casualty Marker

Some Tactics Cards increase/decrease the number of Fire Rolls made.
A Pinned unit cannot make Fire rolls.
A unit with casualty markers equal to its Strength is destroyed (remove from play).

RALLY PHASE

Each unit with Pinned Markers on it may roll 1D6 (Rally Roll)

Roll Result:

1-4 Nothing

5-6 Remove one Pinned Marker

If a unit has more Casualty & Pinned Markers on it than its base Strength it routs (remove the unit from play).

A Leader unit (HQ) that has not moved or attacked this turn may attempt to rally a target pinned unit. (Make a Rally Roll +2)

Leader units get +2 to Rally themselves.

ARMORED VEHICLES

Armored units get to make an armor save when they are hit.

Roll 1D6 (Armor Roll):

Roll Result:

1-5 Nothing

6 Ignore a Pinned Result/Treat a Kill Result as a Pinned Result

Units with heavier armor get a bonus to this roll.

Note: Tanks are immune to damage caused by snipers.

FLANKING

If your opponent has no units left on a Front, your units on that front may attack into an adjacent Front with a +1 on all Fire & Suppression rolls.

CARD LIST NOTATION

U = Units (Squads & Vehicles)

UI = Infantry Squad

S = Support (Attacks by Artillery & Airplanes)

STR = Strength

= Copies of that card in the deck

Assault = The unit gets +1 to Fire Rolls when Attacking (Assaulting)

Defense = The unit gets an extra 2 Fire Rolls when Defending

Anti-Tank = Any damage done by this unit is randomly distributed to Vehicles or artillery units first.

Medium Tank = (Armor(Roll +2)+ Suppression + Anti-Tank + Assault)

AT Gun = (Suppression + Anti-Tank + Defense + unit cannot Assault)

AMERICAN SQUAD DECK CARD LIST

Card Name	Type	STR	#	Notes
Company HQ	U	1	1	Leader
Platoon HQ	U	1	3	Leader
Rifle Squad	UI	2	3	
Replacement Squad	UI	2	2	Morale Rolls at -1
Heavy Rifle Squad	UI	3	1	
Engineering Squad	UI	2	1	Assault
Half Squad	U	1	2	
Recon Team	U	1	2	Recon
Browning 30 Calibre MG	U	1	1	Defense
Browning 50 Calibre MG	U	1	1	Defense & Suppression
60mm Mortar	U	1	1	Suppression
81mm Mortar	U	1	1	Suppression(Roll +1)

M1A1 Bazooka Team	U	1	1	Anti-Tank
M4A1 Sherman Tank	U	1	1	Medium Tank
M8 Armored Car	U	1	1	Recon(Roll +1) & Armor

GERMAN SQUAD DECK CARD LIST

Card Name	Type	STR	#	Notes
Company Leader	U	1	1	Leader
Platoon Leader	U	1	3	Leader
Jagergruppe Infantry Squad	UI	2	2	
Stosstrup Heavy Squad	UI	3	1	
Pioniere Engineering Squad	UI	2	1	Assault
Half Squad	UI	1	1	
Recon Team	U	1	2	Recon
Light MG 34	U	1	1	Defense
Heavy MG 42	U	1	1	Defense & Suppression
80cm Mortar	U	1	1	Suppression (Roll +1)
Pazerschreck Team	U	1	1	Anti-Tank
Panzer IV G Tank	U	1	1	Medium Tank
Scharfschutze Sniper	U	1	1	Suppression
7.5cm PaK 40 AT Gun	U	1	1	AT Gun
Half Track	U	1	1	Armor & Suppression

TACTICS DECK

Card Name	#	Notes:
Smoke	2	Negate Suppression Roll
Hedgerows	1	Fire rolls vs all Defenders at Front at -1
Open Field	1	Defenders get +1 to Fire Rolls
Tree Line	1	Negate target Fire roll vs Defender
Daylight Push	1	Defenders at front get +1 to Fire Rolls
Woods	1	Fire rolls vs all Defenders at Front at -1
Howitzer Battery	2	4 Suppression Rolls
Artillery Barrage	2	4 Suppression Rolls
Dive Bomber	1	3 Suppression Rolls
Strafing Run	1	3 Suppression Rolls
Air Support	1	3 Suppression Rolls
Air Superiority	1	3 Suppression Rolls (Americans Only)
Radio	1	Draw an extra Squad card in Deploy Phase
Flame Thrower	1	Engineering Squad gets +2 Fire Rolls this turn
Commando Raid	1	Recon Squad gets +2 Fire Rolls this turn
Satchel Charge	1	Unit gets +1 Fire Roll
Enfilade	1	All your units on a Front get +1 to Fire Rolls
Grenades	1	Infantry Unit gets +1 Fire Roll
Entrenched	1	Fire Rolls vs Defender at -1
Veteran Unit	1	Target unit can Move & Assault this turn
Green Unit	1	Target unit can do nothing this turn
Shaken	1	Negate Morale Roll
Professionalism	1	Make an extra Morale Roll (German only)
Out of Ammo	1	Target unit can make no suppression Fire for rest of game
Breakdown	1	Target Vehicle cannot Move or Assault for rest of game
Reserves	1	Draw an extra Squad card in Deploy Phase
Reinforcements	1	Draw an extra Squad card in Deploy Phase (Americans Only)
Mine field	1	4 Fire Rolls vs Assaulting Units
Forward Observer	1	All suppression rolls vs the target front this turn are +1
Crossfire	1	All your units on a Front get +1 to Fire Rolls
Seasoned Commander	1	Draw 2 Tactics cards
Rifle Grenades	1	Infantry squad gets 1 Suppression Roll
Machine Guns	1	German Infantry squad gets 1 Suppression Roll
Panzerfausts	1	German non-tank unit gets Anti-Tank ability this turn
Air Reconnaissance	1	Same as successful Recon Mission

Opportunity Fire	1	Defender gets +1 Fire Roll
Unit Separated	1	Put Pinned marker on Non-HQ unit
Fog of War	1	Target Front cannot be attacked this turn
Take Cover	1	Negate Suppression Roll
Awaiting Orders	1	Target Unit cannot assault
Formation Disorder	1	Target Front cannot be assaulted this turn
Surprise Contact	1	Defense&Assault Fire Rolls are simultaneous on target
front		
Ambush	1	Defenders at front get +1 to Fire Rolls
Overrun	1	Fire rolls by all assaulting units at Front at +1
Surrounded	1	Fire rolls by all assaulting units at Front at +1
Breakthrough	1	Fire rolls by all assaulting units at Front at +1
Blitzkrieg	1	Fire rolls by all German assaulting units at Front at +1
Concentrate Force	1	Fire rolls by all assaulting units at Front at +1
Trapped	1	Fire rolls by all assaulting units at Front at +1
Hilltop Vantage	1	Defenders at front get +1 to Fire Rolls
Camouflage	1	Negate Suppression Roll
Mud	1	Negate target Move
Roads	1	Target Unit can Move & Attack this turn
Buildings	1	Negate target Fire roll vs Defender

CONAN

INTRODUCTION

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

THE DECK

All players share a single common deck.

The deck contains six suites of cards:

Conan cards, Locations, Events, Lesser Foes, Major Foes, & Specials.

There are 30+ cards of each suite in the deck.

SETUP

Shuffle the deck.

Each player is dealt 6 cards.

Arm wrestle to determine turn order.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

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

DRAW PHASE

The active player may put the top card of the discard into his hand, or draw the top card of the deck and put that in his hand.

After taking a card, the player should have 7 cards in his hand.

DISCARD PHASE

The active player must discard a card face up to the discard pile.

Maximum hand size is 6 cards. Discard excess cards.

MELD PHASE

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

There are 4 types of combos possible:

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

A Flush is also called a: Straight, Run, Story, Book, Outline.

After a playing a meld, a player draws a replacement hand of six cards.

OBJECT

The game ends when players have gone through the whole deck.

When the game ends, the player with the most Victory Points wins.

CONAN CARD LIST

Card Name:

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

EVENT CARD LIST

Card Name:

Captured
Imprisoned
Enslaved
Lost
Shipwrecked
Treachery
Man-Hunt
Piracy
Lost Treasure
Death of a King
Rescue
Siege
War
Skirmish
Theft
Rebellion
Intrigue
Revenge
Defend the Helpless
Survival

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

EXOTIC LOCATION CARD LIST

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

MINOR FOE CARD LIST

Card Name:	Notes
Aquilonian Dragon Elite Troops	
Aquilonian Black Legion War Host	
Gunderman Spearmen	
Bossonian Archers	
Thandarian Rangers	
Argossean Seafarers	
Aesir Fighters	

The Brotherhood of Pirates
 Bakalah Slavers
 Bamula Warchief
 Black Kingdom Savages
 Outcasts of the Border Kingdom
 Cimmerian Raiders
 Cannibals of Darfar
 Hyborean Slavers
 Sons of Yezm Cultists
 Yezmite Assassins
 Nemedian Adventurers
 Shem Nomads
 Stygian Heavy Infantry
 Pict Naked Warriors
 Vanir Barbarians
 Turanian Horse Archers
 Kozaki Outlaws
 Zamoran Fanatics
 Zingaran Gypsies
 Predators Wolves, Tigers, Lions, Bears, Panthers
 Reptiles Crocodiles, Snakes
 Sea Creatures Sharks, Giant Clams, Octopi
 Temple Guards
 Brigands
 Mercenary Troops
 Royal Guards
 Rebels & Freedom Fighters
 City thugs

MAJOR FOE CARD LIST

Card Name:	Notes:
Snow Apes	Simmians of the Hyrkanian Steppes
Yanidar the Ghoul King	
Akivasha the Vampire	Mind Control
Baboon Demon of Set	Ape/Hound. Flawless Tracker
Beast of the Pictlands	Large Saber Toothed Tiger
Black Men	Magical Talon Clawed Giants
Brylukas	Albino Bat demons. Live in Hives
Chaken	Ape-like tracker-assassin
Children of Jhil	Great bat-like buzzard steeds
Children of Set	Knowledgeable Snake Men
The Crawler	Ferocious Giant Lizard-Snake
Land Dragon	Scaled, Stupid Lizard-Stegosaurus
Ghost Snake	Giant Venomous Constrictor
Ghouls	Nocturnal Humanoid Demons
Golden Serpents	Glowing Hypnotic Eyes
Gray Ape	Giant Voiceless Man-Eating Ape
Mastodon	Wholly Mammoth
Ollam-Onga	Demonic Shape-shifter
Black Scorpion	Large and Deadly
Servants of Bit-Yakin	Ancient evil humanoids
Giant Slug	Can spit Acid
Giant Spider	Poisonous. Sticky Web
Strangling Demon	Summoned to Guard or Hunt
Swamp Beast	Hideous, Glowing, and Scaled
Thog	Huge, Slimy, and Tentacled
Yakhmar	Remora, White furred Ice Worm
Yothga	Demon Plant from the Planet Yag
Jelal Khan	Depraved Turanian Noble
Toth-Amon	Most Powerful Sorcerer of Hyboria
Yara the Priest	Feared Sorcerer of Shadizar
Black Ring	Cult of horrible Wizards
Black Seers	Cult of Necromancers
Globe of Yezud	Turns into a Giant Spider

Stygian Wizard
Jihiji Witchman

SPECIAL CARD LIST

Card Name:	Notes
Brythunian Slave Woman	
Free Companies	Mercenaries
Nestor	Gunderman Mercenary
Taurus of Nemdia	The Prince of Thieves
Valeria of the Red Brotherhood	Female Pirate Captain
Blinding Dust	From Stygian Tombs
Dance of the Changing Serpent	Spell: Trade bodies with a Snake
Books of Skelos	Ancient Source of Mystical Lore
Epemitreus the Sage	Gives advice from the Grave
Fire Dust	
Zenobia	Aquilonian Queen of Conan
Conn	Son of Conan
Teeth of Gwahlur	Fabulous Jewels
Golden Elixir	Restores Strength & Vitality
Hand of Nergal	Gemstone of Great Power
Heart of Ahriman	Piece of a Fallen Star
Heart of Tammuz	Bauble with the Power of Light
Mirror of Thought	Can produce magical images
Pipes of Madness	Hypnotic psychosis
Serpent Ring of Set	Serpent magic
Star of Korala	Power of Seduction
Tulwar of Amir Khurum	Weapon of great power
Well of Skelos	Dimensional gate
Black Lotus	Hallucinatory Drug
Iron Tower	
Temple of Mitra	
Temple of Dagon	
Ancient Pyramid Tomb	
Tower of the Elephant	
Crom	God of the Cimmerians
Dwarf Fool	Speaks the truth
Jeweled Throne	Kingship
Zarkheba	Poisonous River of Death
Hermits of Jelai	Oracles

DISCLAIMER

Conan is a copyrighted, trademarked property.
This is just a fan site.

CONNEXIONS

INTRODUCTION

Based on the idea of the Glass Bead Game from the book *Magister Ludi* by Herman Hesse.

For the amusement & edification of one or more participants.

THE PLAYING FIELD & BEADS

The Internet itself is the playing field.

Individual Web Pages are the "Beads"

Internet Links are how the Beads are connected.

RULES

Pick randomly 2 Ideas from the Idea List.

The goal is to connect these 2 Ideas by a series of linked Web pages.

First, find a page that mentions one of these ideas.

Next follow a link from that page to another page.

(Record the addresses of all connecting pages)

Continue linking until you find your way to a page that

mentions the other idea that you selected.

Note that a page without any links is a dead end.

Using a search engine as a connecting 'bead' is not aesthetically pleasing.

IDEA LIST

Horses

Photosynthesis

The French Revolution

Germ Theory

Occam's Razor

The Big Bang

Existentialism

Pascal's Wager

Original Sin

Zeno's Paradox

Plato's Cave

Hume's Fork

Tabula Rasa

The Categorical Imperative

Cogito Ergo Sum

Entropy

Pythagorean Theorem

Egyptology

Copernicus

Relativity

Fuzzy Logic

The Prisoner's Dilemma

Newton's Laws

Quantum Mechanics

Phenomenology

Eternal Recurrence

Utilitarianism

Art Nouveau

Mendel's Laws

Classical Guitar

Evolution
Superego
Pavlovian Response
The Collective Unconscious
Virtual Reality
Deconstruction
New Age Movement
Surrealism
Conspicuous Consumption
Deficit Spending
Homeopathic Medicine
Dialectical Materialism
Laissez Faire
Luddism

LINKS

[Hipbone Games](#)

[GBG Links](#)

CONQUEST OF DEMARA

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 (used by all players)
A Leader chit pile (used by all players)
The Demara map
50 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 realms, each surrounded by a red border, everything within the border being part of the realm. Each realm is then divided into territories.

Realms	Territories
The Kingdom of Pelidon	9
Baelfonas	2
The Lion Coast	5
The Kingdom of Zarkanul	4
Tam'shara	5
Aevlos	4
The Sword Isles	3
Ebalyn	3
The Empire of Feynal	7
Gronnor	4
Samoroth	5
Ordenheim	3
Pard	2
Kaloidan	5
The Wildlands	6
Eloch Desert	4
The Bone Lands	3
The Plains of Ap Charoth	3

There are also a number of sea territories surrounding the map. Each territory has a number of symbols that mean different things

Symbol	Description
Mountains	Mountain territory
Tree	Forest territory
Wave	Coastal territory
Asterisk	Ice territory
Cactus	Desert territory
Weed	Swamp territory
Skull	Deadlands territory
Dollar Sign	Revenue producing territory

VICTORY

Player will win if they have rulership over 8 realms, 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 in one realm 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 more than one player may start in a single realm.

ACTION DECK

Players share a common action deck.

REVENUE PHASE

Revenue points are called Coin

Each territory produces 1 Coin for each \$ in the territory.

If a player has rulership over a realm, ie: controls all the territories in a realm, then each territory produces 1 additional Coin.

NOTE: The Bone Lands and the Plains of Ap Charoth do not have a complete red border, and so a player cannot have rulership over these realms.

RECRUIT PHASE

A player may choose to draw only two unit chits in order to draw 1 Leader chit. Leader units are Heroes, Sorcerers and Priests.

A unit that has a terrain requirement cannot be recruited unless the player recruiting them controls a territory that has the required terrain. They do not have to be recruited into that territory, control is enough.

Each territory may produce 1 unit.

Magic items can only be attached to their proper leader unit. A leader unit can only have one magic item attached.

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 correct spellcasting unit in the stack. If a leader is slain, their magic items are also discarded.

UNITS

Special Attributes

ATTRIBUTE	Notes
Cavalry	Unit gains +1 force if there is no cavalry units in the opposing stack
Berserker	Unit gains +1 force if they are attacking
Missile	Unit gains +1 force if they are defending
Undead	Opposing stack is a -1 for each undead unit, unless they also possess undead units
Raiders	Add 1 Coin 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.
(n) -home	Unit gains +1 force in (n) terrain. (eg: Mountain-home, +1 force in mountain terrain, etc)
Arcane Spellcaster	Can cast arcane spells
Divine Spallcaster	Can cast divine spells

Units

Unit	#	Speed	Force	Notes
Common Units				
Infantry	20	M	2	
Archers	10	M	2	Missile
Knights	10	F	3	Cavalry
Horse Archers	10	F	2	Missile, Cavalry
Ships	20	F	3	Water, Transport (3)
Airships	5	F	3	Flying, Transport (3)
Siege Engines	10	S	4	May prevent an enemy keep from adding to a battle, but if it does this, siege engines also do not add to the force total
Keep	20	-	6	Keeps remain in the territory they are recruited from. No more than 1 keep per territory.
Mountain Units				
Dwarf Veterans	10	S	3	Mountain-home
Drakes	10	F	3	Flying, Missile
Giants	5	M	5	
Gnoll Warband	5	M	3	Raiders, Berserkers
Goblin Wolfriders	5	F	2	Cavalry, Raiders
Forest Units				
Dryads	10	M	2	Forest-home
Sylvan Warders	10	M	2	Forest-home, Missile
Tremen	5	M	3	Forest-home
Treants	5	S	5	
Bjornagar	5	M	4	Berserkers
Ice Units				
Steppe Berserkers	10	M	3	Berserkers
Yetis	5	M	4	Ice-home
Ulfwerner	5	F	4	Berserkers
Swamp Units				
Nagas	10	M	2	Swamp-home
Bog Lurker	5	S	5	Swamp-home
Bullywugs	10	F	2	Swamp-home, Missile
Deadlands Units				
Skeletons	10	S	2	Undead
Ghosts	5	M	3	Undead
Death Knights	5	M	4	Undead, Cavalry
Demons	5	M	3	Flying
Desert Units				
Sendasti Raiders	10	M	3	Raiders
Scorpions	5	M	4	
Lizard Riders	5	F	3	Desert-home, Cavalry
Coastal Units				
Pirate Ship	5	F	3	Water, Raiders
Kraken	5	S	5	Water
Merfolk	10	M	3	Water

LEADERS

Hero	10	F	6	
Sorcerer	5	F	5	Arcane Spellcaster
Priest	5	F	5	Divine Spellcaster

ACTION DECK

Card	#	Effects
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
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
Storms	1	Target stack in a coastal or sea territory cannot move on their controller's next turn.
Rockfall	1	Target stack in a mountain territory loses 1 unit. Does not effect mountain units
Quagmire	1	Target stack in a swamp territory loses 1 unit. Does not effect swamp units
Ruin	1	Discard target enemy keep
Dragon Rage	1	Target player must discard 3 units or 1 hero
Phalanx	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 Deadlands units gain +1 force
Ambush	1	Battle: Your Raiders units gain +1 force
Rage	1	Battle: Your Berserker units gain +1 force
Chill of the North	1	Battle: Your Ice units gain +1 force
Blazing Sun	1	Battle: Your Desert units gain +1 force
Woodcraft	1	Battle: Your Forest 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.
Favourable currents	1	Battle: Your Water units gain +1 force
Mountaineering	1	Battle: Your Mountain units gain +1 force
Marshdwellers	1	Battle: Your Swamp units gain +1 force
Sword of Might	2	Magic Item: Hero gains +2 force. Cost 3
Sword of Power	1	Magic Item: Hero gains +3 force. Cost 4
Rune Blade	1	Magic Item: Hero gains +4 force. Cost 5
Slayer Sword	1	Magic Item: Hero gains +5 force. Cost 6
Stone Horse	1	Magic Item: Hero gains Cavalry. Cost 3
Bow of Gwynnach	1	Magic Item: Hero gains Missile. Cost 3
Axe of Fury	1	Magic Item: Hero gains Berserker. Cost 3
Winged Boots	1	Magic Item: Leader gains Flying. Cost 4
Prayer Beads	1	Magic Item: Priest gains +1 Force. Cost 2
Holy Book	1	Magic Item: Priest gains +3 force. Cost 4
Holy Staff	1	Magic Item: Priest gains +4 force. Cost 5

Spellbook	1	Magic Item: Sorcerer gains +1 force. Cost 2
Staff of Power	1	Magic Item: Sorcerer gains +3 force. Cost 4
Windfall	1	Gain 15 Coin in the revenue phase
Horn of Plenty	1	Magic Item: Generates 2 Coin in the revenue phase. Cost 4
Shield of Ages	1	Magic Item: Lose 1 less stack after a battle. Cost 4
Crystal Ball	1	Magic Item: Sorcerer or Priest. May look at an opponent's hand once per turn. Cost 4
Earthquake	1	Divine Spell: Battle: Priest's stack gains +5 force
Divination	1	Divine Spell: Look at target stack or opponent's hand
Holy Smite	1	Divine Spell: Battle: Destroy target Undead unit
Divine Aura	1	Divine Spell: Battle: Priest's stack suffers no casualties this battle.
Holy Fire	1	Divine Spell: Battle: Priest's stack gains +4 force
Infuse	1	Divine Spell: Battle: All other units (except undead) in Priest's stack gain +1 force.
Doom	1	Divine Spell: Battle: Priest's stack gains +6 force
Finger of Death	1	Arcane Spell: Battle: Discard target Leader
Conflagration	1	Arcane Spell: Battle: Sorcerer's stack gains +7 force
Tempest	1	Arcane Spell: Battle: Sorcerer's stack gains +9
Destruction	1	Arcane Spell: Destroy target non-leader unit in an adjacent territory
Haste	1	Arcane Spell: All units in Sorcerer's stack become fast
Immobilize	1	Arcane 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 Coin this turn

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COSMOSIS

INTRODUCTION

Card game for 2+ players.

WINNING

Be the first player to score 100 points by making combos.

THE DECK

Players share a common deck.

TURN SEQUENCE

Each turn is divided into 3 Phases:

Search Phase

Observation Phase

Records Phase

SEARCH PHASE

Draw 1 card.

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

Max hand size is 5 cards.

Discard excess cards.

OBSERVATION PHASE

You may make a combo using the cards in your hand.

Types of combos are listed below:

COMBOS

* = Hard Combo

Galaxy Cluster: 3+ Galaxy cards

Active Region: 3+ Active Galaxy cards

Star Cluster: 3+ Star Cards

Solar System: 1 MSS & 2+ Planet Cards

Binary System: Binary & 2 Star Cards &/or Dense Body Cards

Star Birth: Nebula & 1+ (Non-old) Star cards

Accretion Disk: Nebula & MSS & 1+ Planet cards

*Small Star Death: MSS + Red Giant + Nova + White Dwarf

*Large Star Death: Red Super Giant + Super Nova + Neutron Star + Pulsar

*Large Star Collapse: Red Super Giant + Super Nova + Black Hole

RECORDS PHASE

You score points if you made a combo.

Points scored is related to the number of cards in the combo.

Hard combos count as if they had an additional card present.
Discard combo after it is scored.

SCORING TABLE

# of Cards in Combo	Points Scored
3	9
4	16
5	25

CARD LIST NOTATION

A = Active Galaxy
G = Galaxy
S = Stellar Object
M = Main Sequence Star (MSS)
P = Planet
X = Special
= Number of copies of that card in the deck

CARD LIST

Card Name:	Type	#	Notes:
Quasar	A	2	
Seyfert	A	2	
Blazar	A	2	
Super Massive Black Hole	A	2	
Spiral Galaxy	G	2	
Elliptical Galaxy	G	2	
Barred Spiral Galaxy	G	2	
Red Giant	S	2	Star
Nova	S	2	Explosion
White Dwarf	S	2	Old Star
Red Super Giant	S	2	Star
Super Nova	S	2	Explosion
Neutron Star	S	2	Old Star
Pulsar	S	2	Dense
Black Hole	S	2	Dense
Blue Star	M	2	Star
White Star	M	2	Star
Yellow Star	M	2	Star
Nebula	S	4	Gas Cloud
Cepheid Variable	S	2	Star
Binary	S	2	System
Gas Giants	P	2	
Planets	P	2	
Asteroids	P	2	
Moons	P	2	
Red Shift	X	1	Look at next 7 cards in deck
Gravitational Lens	X	1	Draw 2 cards

LINKS

<http://hyperphysics.phy-astr.gsu.edu/hbase/hframe.html>

CRACK OF DOOM

INTRODUCTION

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

VICTORY

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

DISCLAIMER

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

THE BOARD

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

PIECES

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

THE DECK

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

MARKERS

Defeat markers and Corruption markers are needed.

SETUP

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

TURN SEQUENCE

Players take turns.

On your turn draw two cards from the deck, and put them in your hand.

If the deck runs out, shuffle the discard and draw again.

Max hand size is 9 cards. Discard excess cards.

MOVEMENT

On your turn roll one die and move your pawn that number of spaces forward on the track.

Subtract one from the movement die roll for every Defeat marker you have.

Instead of rolling, you may rest and remove one Defeat Marker.

HAVENS

Havens cannot be bypassed: Always stop when reaching one.

When on a Haven remove all Defeat markers and one corruption marker.

When on a Haven you may discard any number of cards and fill your hand to nine cards.

ENCOUNTERS

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

RESOLVING FOE ENCOUNTERS

Roll 1D6. This is the Battle Roll.

Discard Aid cards to increase the Battle Roll result.

Subtract one from the Battle Roll result for every Defeat marker you have.

If the Battle Roll result is equal to or higher than the Foe Strength, the Fellowship escapes (is victorious).

If the Battle Roll result is lower than the Foe Strength, the Fellowship is defeated.

If defeated, the Fellowship gains one Defeat marker and misses its next turn.

USING THE RING

In a Foe encounter you may use the power of the ring to help you win.

Add 2 to your Battle Roll result and gain one corruption marker.

RESOLVING HARDSHIPS

Roll 1D6. This is the Hardship Roll.

Discard Hardship Aid cards to increase the Hardship Roll result.

Subtract one from the Hardship Roll result for every Defeat marker you have.

If the Hardship Roll result is equal to or higher than the Hardship Strength, the Fellowship survives.

If the Hardship Roll result is lower than the Hardship Strength, the Fellowship turns back.

If turned back, the Fellowship moves back 1D6 spaces, and misses its next turn.

ENDGAME

When you arrive on Mount Doom make a Corruption Roll:

Roll 3D6. Subtract the number of corruption markers you have from the roll.

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

CARD LIST TYPE NOTATION

= Number of that card in the deck
 Str = Strength
 F = Foe
 H = Hardship
 A = Aid
 M = Modifier card
 X = Special card

CARD LIST

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

Uruk Hai	1	F	4	Black Orcs
Olog-Hai	1	F	5	Black Trolls
Wargs	1	F	4	Not in Moria
Wastes	6	H	3	
Icy Wastes	4	H	4	Not in Moria
Volcanic Wastes	2	H	5	Mordor only
Fair Travels	2	X	-	Move again this turn (not in evil lands)
Courage	4	A	+1	Foes & Hardships
Hide	1	A	+1	
Disgiuse	1	A	+1	
Frodo	1	A	+2	
Samwise	1	A	+2	
Merry	1	A	+1	
Pippin	1	A	+1	
Power of the Ring	1	X	-	Opponent gains one Corruption Marker
Strife	1	X	-	Opponent with 2+ Corruption misses one
turn				
The Lidless Eye	1	M	+1	Attach to any Foe
Witch King of Morgul		1	F	7 Nazgul

LINKS

[LOTR Fanatics Site](#)

CRACK OF DOOM FORUM

[Click Here](#)

CRIMSON SKY PRIVATEERS

INTRODUCTION

Card game for 2+ players.

Each player controls a squadron of Privateers.

Lead your pilots on missions vs pirate gangs, enemy militias, and commercial zeppelins.

DISCLAIMER

Crimson Skies is a trademarked, copyrighted, licensed property.

This is merely a fan site.

BACKGROUND

Check out the official [Crimson Skies](#) website.

VICTORY

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

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

VP are gained by completing missions.

THE DECK

Players share a common deck.

The deck contains 6 types of cards:

H = Pilots

P = Planes

W = Weapons

M = Maneuvers

D = Damage

V = Missions

DICE & COUNTERS

Six sided dice are needed.

Use counters to mark damage.

SETUP

Each player is dealt 7 cards.

Roll high on 1D6 to see who goes first.

TURN SEQUENCE

Players take turns.

Each turn has 6 phases:

Luck Phase

Recruit Phase

Mission Phase
Defender Phase
Action Phase
End Phase

LUCK PHASE

Draw 2 cards from the deck.
Max hand size is 10 cards. Discard excess cards.

RECRUIT PHASE

You may put a plane card with an attached pilot card into play.

MISSION PHASE

You may play a Mission card.
Also indicate which of your Pilots are going on the mission.
A maximum of 4 pilots may go on a mission.

DEFENDER PHASE

Your opponent may play from his hand: plane cards and pilot cards.
Your opponent may not play more pilot than plane cards.
These cards are 'defending' the Mission.

ACTION PHASE

This phase is divided into a series of rounds.
The current player goes first, followed by the defenders.
The phase ends when one side is destroyed or the active player retreats.
Each pilot, plane, and Mission card has a Force value.
On your round roll a number of six sided dice equal to the total Force of your participating cards.
On your round, you may play (discard) one Maneuver or Weapon card to gain additional Force.
Your opponent may play certain Maneuver cards to decrease your force total.
Every time you roll a "1" your opponent takes one point of damage.
The opponent distributes the damage.
Planes and Mission cards each have a number of hits.
Mission cards have Hits equal to their Force.
Each point of damage on a Mission card reduces its Force by 1.
A plane reduced to zero hits is destroyed and discarded.
Pilots go down with their planes.
A mission card reduced to zero is "Captured" and the turn ends.
You may play a damage card from your hand onto a plane card that has just received damage.

END PHASE

If the active player won in action phase (destroyed all defenders) he gets to put the Mission card into his Victory pile.
A Mission is worth VP equal to its Force.
If the active player retreated or was wiped out, discard the Mission card.

COMMON DECK CARD LIST

Card Name:	Type	Force	Notes:
Air Pilot	H	1	(6 in Deck)
Veteran Pilot	H	2	Opponents Force Total -1(5 in Deck)
Ace Pilot	H	3	Opponents Force Total -2(4 in Deck)
Hairy Engagement	M	-	Active Player may not retreat this round
Surprise Attack	M	6	Active player 1st Round only
Careful Planning	M	7	Active player 1st Round only
Scout	M	5	Look at opponents hand. Active player 1st Round only
Loop	M	-3	
Roll	M	-2	
Defensive Circle	M	-5	
Formation Flying	M	-4	
Stunt Flying	M	-5	Use with non-Heavy Fighter Type Plane
Evasive Tactics	M	-4	
Dive Out of the Sun	M	4	
Withering Fire	W	6	Use with Plane with Good Firepower
Agility	M	-4	Use with Plane with Good Turning Ability
Rapid Climb	M	-4	Use with Plane with Good Acceleration
Out Distance	M	-4	Use with Plane with Good Speed
Hide in the Clouds	M	-4	Use with Plane with Good Range
Stall	M	-4	Use on Plane with Tendency to Stall
Out Maneuver	M	-4	Use on Plane with Poor Turning Ability
Conserve Fuel	M	-4	Use on Plane with Poor Range
Leave Behind	M	-4	Use on Plane with Poor Acceleration
Out Range	M	-4	Use on Plane with Poor Speed
Intercept	M	4	Use with non-Heavy Fighter Type Plane
Strafing Run	M	5	Heavy Fighter vs Zeppelin
.30 Caliber MG	W	1	Use with Plane with .30 MG or better
.40 Caliber MG	W	2	Use with Plane with .40 MG or better
.50 Caliber MG	W	3	Use with Plane with .50 MG or better
.60 Caliber MG	W	4	Use with Plane with .60 MG or better
.70 Caliber Cannon	W	5	Use with Plane with .70 MG
Turret Fire	W	4	Use with Plane with Turrets
AP Rounds	W	2	
Magnesium Rounds	W	2	
Aerial Torpedo	W	5	
Armor Piercing Rocket	W	2	
Beeper & Seeker	W	5	
Bomb	W	3	Force = 6 if used with Bomber
Drill Rocket	W	3	
Flak Rocket	W	1	
HE Rocket	W	4	
Flare Rocket	W	-	Opponents Force Total -3 next turn
Sonic Rocket	W	-	Opponents Force Total -3 next turn
Weapon Turrets	W	3	Use with Zeppelin only
Limp Home	D	-	Plane is removed from Action but is not discarded
Parachute	D	-	Put Pilot of destroyed plane back in your hand
Armor	D	-	Negate one point of damage
Stunned	D	-	Pilot Force = 0 for next 2 rounds
Hit Gas Tanks	D	-	Target Plane destroyed
Hit Cockpit	D	-	Target Plane destroyed
Bullet Proof	D	-	Negate one point of damage vs Zeppelin
The Black Swans	V	9	Pirate Gang
Grain Zeppelin	V	3	Zeppelin
Militia Zeppelin	V	6	Zeppelin
Zeppelin Convoy	V	5	Zeppelin
Armored Zeppelin	V	7	Zeppelin
Freighter Zeppelin	V	4	Zeppelin
The Fortune Hunters	V	12	Pirate Gang
The Medusas	V	8	Pirate Gang
Redmann's Gang	V	10	Pirate Gang
Red Skull Legion	V	11	Pirate Gang
Broadway Bombers	V	10	Militia (Empire State)
Winged Knights	V	12	Militia (Confederation of Dixie)
The Dusters	V	8	Militia (Peoples Collective)

Metro Marauders	V	9	Militia (Nation of Hollywood)
Starfire Squadron	V	9	Militia (Navajo Nation)
Blake Aviation Security	V	11	Militia (Mercenary)

CARD LIST - PLANES

Name:	Type	Force	Hits	FP	Turn	S/A	Range	Manufacturer
F6II Brigand	H	2	3	G.5	Gt	A/P	P	(Fairchild)
P2 Warhawk	B	2	3	G.6	A	A/A	G	(Curtiss-Wright)
E-1C Avenger	FI	2	2	A.6	P	A/A	G	(Grumman)
S2B Kestrel	H	2	3	G.6	P	G/A	G	(McDonnell)
J2 Fury	FI	2	2	A.7	G*	G/A	A	(Curtiss-Wright)
Coyote	H	2	3	A.7	A	A/A	A	(Ravenscroft)
M210 Raven Douglas)	H	2	3	G.5	G	A/A	A	(Whittly &
Peacemaker 370	F	2	4	G.6	At	A/A	A	(William and Colt)
PR-1 Defender	FI	1	1	A.5	G	P/P	P	(Marquette)
P21 Devastator	FB	2	3	G.4	G	P/A	A	(Hughes Aviation)
FB14 Vampire	B	2	4	G.7	P	P/P	G	(Sanderson)
Hoplite	F	1	1	A.3	G	P/P	P	(Ford)
Valiant MkII	F	2	2	A.3	G	A/A	P	(Bell)
Bloodhawk	F	2	2	G.4	G*	G/G	A	(Hughes Aviation)
Firebrand	H	2	3	G.7	P	P/P	G	(Hughes-Lockheed)
Balmoral 140	B	2	3	G.7	Pt	P/P	G	(Bristol)
Hellhound	F	2	2	A.4	Gt	G/A	A	(Focke-Wulf)

H = Heavy Fighter

F = Fighter

FI = Fighter Interceptor

B = Bomber

FP =Firepower (The number is the largest size MG Caliber the plane has)

* = Tendency to Stall

t = Plane has 1 or more Turrets or rear facing guns

Turn = Turning Ability

S/A = Speed (Engine Power)/ Acceleration

G = Good

A = Average

P = Poor

Note: Plane cards are part of the Common Deck

LINKS

[Return to Warpspawn Mainpage](#)

CRO MAGNON

INTRODUCTION

Each player controls a tribe of Paleolithic Homo sapiens.

THE MAP

Use an Ice Age Map of Europe divided up into 30+ irregular territory spaces.

VICTORY

The first player to advance to the Neolithic age and control the most Territories (51+%) on the map is the winner.

NEOLITHIC AGE

There are 11 different categories of Advances. Consult the Advances Table. Tribes start out at the Paleolithic level of Culture & Technology.

As they gain advances they develop a (transitional) Mesolithic culture.

A Tribe is considered to have advanced to the Neolithic Age when it has 3 or more advances in each of the 11 categories.

Make sure to write down every Advance your Tribe gets.

ADVANCES TABLE

1D12	Advance:	Notes:
1	Tools	Materials, Function
2	Hunting	Tools, Techniques
3	Fishing	Tools, Techniques
4	Health	Medicine, Fertility
5	Clothing	Materials, Tools, Techniques
6	Fire	Functions, Tools
7	Gathering	Foods & Tools
8	Religion	Rituals, Beliefs
9	Shelter	Dwellings
10	Prey	Hunted Species
11	Art	Symbolism, Expression
12	Reroll	

BANDS

Population counters (or tokens) are referred to as bands.

A band is a group of families (usually no more than 100 people).

All bands of a player are referred to as his tribe.

Because Bands are so small there is no stacking limit.

SETUP

Roll high on 1D12 to see who goes first.

Each player places 12 Bands in any one territory of their choice.

A Player must pick a territory at least 2 spaces away from another player.

TURN SEQUENCE

Each turn has 7 Phases:

Growth Phase
Migration Phase
Advance Phase
Trade Phase
Progress Phase
Event Phase
Interaction Phase

GROWTH PHASE

Each territory you occupy gains 1 Band.

MIGRATION PHASE

Each of your bands may migrate into an adjacent Territory.

ADVANCE PHASE

Draw two cards from the deck.

TRADE PHASE

If your tribe is adjacent to another tribe, the players may trade Advance cards or Advances with each other.

PROGRESS PHASE

Discard any one Advance card to gain that advance.
Record all your advances on paper.

EVENT PHASE

Roll once on the Event Table:

In the Event of a disaster roll 1D12 and subtract the number of Advances you have in the indicated categories. A positive result is the number of your Bands that are lost. If the event is an Advance type roll 1D12 and subtract the number of Advances you have in the indicated categories. If the result is negative you may draw an Advance card.

EVENT TABLE

1D12	Event:	Notes:
1	Extinction	Disaster: Gathering & Prey
2	Ice Age	Disaster: Shelter & Fire
3	Epidemic	Disaster: Health
4	Famine	Disaster: Fishing & Hunting
5	Goods	Advance: Tools & Clothing
6	Ideas	Advance: Religion & Art
7-12	None	

INTERACTION PHASE

If a territory contains bands from two different tribes, they will interact. Roll on the interaction Table:
 If a side loses more Bands than it has in the space, take casualties from adjacent territories.
 The player with the most Bands in a Territory is considered to be the controller of the territory.

INTERACTION TABLE

1D6	Interaction:	Notes:
1	Trade	Each Tribe gains one advance the other tribe knows.
2	Skirmishing	Each side loses 1 Band
3	Warfare	Each side loses 1D6 Bands
4	Disease	One Random side loses 1D6 Bands
5	Sharing	One Random side gains one advance the other tribe knows.
6	Intermix	1D6 Bands from one random side joins the other tribe.

ADVANCES CARD LIST

Card Name:	Advance:
Healing Herbs	Health +1
Primitive Surgery	Health +1
Midwives	Health +1
Wound Dressings	Health +1
Set Broken Bones	Health +1
Medicine Man	Health +1
Medicinal Plants	Health +1
Domesticate Wolves	Hunting +1
Bow & Arrows	Hunting +1
Spear & Arrow Tips	Hunting +1
Cooperative Hunting	Hunting +1
Atlatl Throwing Spears	Hunting +1
Animal Traps	Hunting +1
Horse Hunting	Prey +1
Mammoth Hunting	Prey +1
Bison Hunting	Prey +1
Bear Hunting	Prey +1
Reindeer Hunting	Prey +1
Giant Sloth Hunting	Prey +1
Bird Hunting	Prey +1
Small Game Hunting	Prey +1
Wooden Hafts & Handles	Tools +1
Pitch, Tar & Bitumen	Tools +1
Chisels & Awls	Tools +1
Borers & Drills	Tools +1
Stone Knives & Blades	Tools +1
Stone Axes & Adzes	Tools +1
Stone Saws & Microliths	Tools +1
Mortars & Pestles	Tools +1
Oil Lamps	Fire +1
Fire Making	Fire +1
Smoked Meats	Fire +1
Warm Hearth	Fire +1
Flint & Iron Pyrite	Fire +1
Sewing & Tailoring	Clothing +1
Furs & Skins	Clothing +1
Leather Curing	Clothing +1
Animal Hides	Clothing +1
Bone Needles & Sinew Thread	Clothing +1
Gather Seeds & Roots	Gathering +1
Gather Vegetables	Gathering +1
Gather Fruits & Nuts	Gathering +1
Gather Shellfish	Gathering +1
Basket Weaving	Gathering +1

Mattocks & Sickles	Gathering +1
Cave Dwellings	Shelter +1
Animal Skin Tents	Shelter +1
Thatch Huts	Shelter +1
Semi-subterranean Houses	Shelter +1
Windbreak Shelters	Shelter +1
Domed Mud-Brick Huts	Shelter +1
Shamanism	Religion +1
Hunting Rituals	Religion +1
Burial Ceremonies	Religion +1
Fertility Cult	Religion +1
Sympathetic Magic	Religion +1
Lunar Calendar	Religion +1
Masks & Jewelry	Art +1
Music & Dance	Art +1
Cave Painting	Art +1
Pictograms	Art +1
Carved Figures	Art +1
Barbed Bone Harpoons	Fishing +1
Fishing Nets	Fishing +1
Dugout Canoes	Fishing +1
Coiled Reed Boats	Fishing +1
Fish Hooks	Fishing +1
Fish Traps	Fishing +1

CARDS, COUNTERS & MAP

Thank you Terry Graham for this fine set: [Download](#)

CROSS & CROWN

INTRODUCTION

Abstract Strategy. 2-4 players.

Players are Royal Dukes using political, religious and military influence to gain the most economic control of a disputed region.

SET UP

Each player gets a set of counters placed in an opaque cup.
Flip coins to determine turn order.

END OF GAME

The game ends when there are no empty spaces left on the board.

VICTORY

The player with the most Victory Points (VP) wins.

VP are determined at the end of the game.

Each settlement has a VP award for control of it.

Gain 1 VP for every direct connection between 2 settlements that is composed of a trail of just your counters.

Gain 1 VP for controlling the most settlements of one type. (Award for each type)

THE BOARD

Use a 10 x 10 Hex map.

20 of the 100 spaces are Settlements.

Draw settlements onto the board.

Try to arrange it that settlements are not adjacent to each other or the side of the map. (Some of this is ok)

Other spaces without settlements are considered to be empty spaces.

If you wish, some spaces may be Mountains where counters cannot be placed.

There are 5 types of settlements as listed in the Settlement table.

SETTLEMENT TABLE

Type	Number	VP
Village	6	1
Town	5	2
Castle	4	3
Mine	3	4
City	2	5

Number = Number of this type of settlement on the board

VP = Victory points awarded for controlling this settlement.

COUNTERS

Each player has a set of counters of a unique color.

A Counter set contains:

6 Monks numbered 1-6 (Religious Influence)

6 Squires numbered 1-6 (Military Influence)

6 Heralds numbered 1-6 (Political Influence)

6 Priests numbered 7-12 (Religious Influence)
6 Knights numbered 7-12 (Military Influence)
6 Counts numbered 7-12 (Political Influence)
3 Bishops numbered 13-15 (Religious & Political Influence)
3 Templars numbered 13-15 (Military & Religious Influence)
3 Barons numbered 13-15 (Political & Military Influence)

TURN SEQUENCE

Players take turns.

On your turn draw 2 random counters from your counter cup.

Place one counter (from your pile of drawn counters) onto any empty square on the board.

Counters may not be placed onto settlements or on top of other counters.

Max hand size is 7 counters. Put excess counters back into your cup.

CONTROL OF SETTLEMENTS

Determine control at the end of the game.

The player having the most counters of one type surrounding a settlement controls it.

For example: Player 1 has 3 Religious counters surrounding a village & no one else has 3+ counters of any one type.

If players have an equal number of counters of different types then use the Superiority Analog:

Military defeats Religious, Religious defeats Political, Political defeats Military.

For Example: Player 1 has 2 Military counters & Player 2 has 2 Political counters. Player 2 gains control.

If players have an equal number of counters of the same type, then the side with the higher number total wins.

For Example: Player 1 has 3 Military counters with a combined total value of 18.

Player 2 has 3 Military counters with a combined total value of 15. Player 1 gains control.

In more complex situations the settlement remains contested and no one gains control.

Note that if a counter is adjacent to 2 settlements it influences both of them.

CRUSADES

INTRODUCTION

Players lead rival bands of Crusaders in their efforts to conquer Palestine 1096-1271.

CHRISTENDOM

Players units never attack each others units or settlements.
They can only attack Turkish troops and Turkish controlled settlements.
The Turks are not controlled by any player.
Crusader nationalities include: German, French, English, Byzantine.

VICTORY

Be the player with the most Victory Points (VP) at the end of Turn 15.
VP's are obtained by controlling settlements.

THE MAP

Use a hex map or a map with irregular spaces.
When making a map incorporate the 4 terrain types.
Include 30+ settlements.
Along the western and northern borders of the Holy Land several desert spaces should be denoted as Invasion Points.
The western invasion points border the Mediterranean Sea.
Invasions by this route required costly passage on the ships of the Italian Maritime Republics.

TERRAIN

There are 4 types of terrain

Type:	Notes:
1. Sea	Impassable
2. Desert	---
3. Mountains	Impassable
4. Settlements	3 types

SETTLEMENT TABLE

There are 3 types of Settlements:

Type:	VP	Defense	Troops	Loot	Supply	Garrison
1. Village	1	0	1D6	1D6x25	3	1
2. Town	2	1	2D6	2D6x25	6	2
3. City	3	2	3D6	3D6x25	9	3

VP = Victory Points the player gets for controlling the settlement.
Troops = Number of Arab troops initially defending the settlement.
Supply = If controlled, the number of baggage the settlement provides per round.
Loot = Amount of Baggage received the first time the settlement is captured.
Defense = Modifies siege rolls.

COUNTERS

Military units are represented by counters.
Each player gets a set of counters of a unique color.

European Unit types include:

Leaders (Kings & Nobles), Knights, Bowmen (Includes Bows & Crossbows), Heavy Infantry, Siege Engines.

Also required is a common set of Turkish counters:

Horse Archers (Includes Nomads & Camels), Cataphracts (Heavy Cavalry), Spearmen, Archers.

Counters are also needed include:

Starvation Counters, Sapping Counters

UNIT STATS

Type:	MP	Attack	Notes
Leaders	4	(+1)	
Knights	4	+3	+3 In open Battle Phase
Bowmen	3	+1	+1 In Bombardment Phase
Heavy Infantry	2	+2	
Siege Engines	1	--	+3 In Bombardment Phase
Horse Archers	5	--	
Cataphracts	4	+3	+3 In open Battle Phase
Archers	3	--	
Spearmen	2	+2	+1 In open Battle Phase

MP = Move Points

Attack = Attack Roll Modifier

DICE

Six sided dice are required.

RECORD KEEPING

Players record their baggage with pen and paper.

THE DECK

Players share a common deck.

SETUP

Each player starts with:

2D6 Leaders

3D6 Knights

4D6 Bowmen

6D6 Heavy Infantry

2D6 Siege Engines

2D6 x 50 Baggage

Players determine turn order by rolling high on 1D6. Reroll ties.

Shuffle the deck.

All settlements start out as Hostile and Unexplored.

(Hostile = Turkish-occupied Settlement)

(Unexplored = Have yet to be the subject of a scouting expedition)

In order each player places his army on one of the invasion points.

STACKING

Any number of units may occupy a single space.

TURN SEQUENCE

Each turn has 13 Phases:

1. Fate Phase
2. Supply Phase
3. Upkeep Phase
4. Movement Phase
5. Open Battle Phase
6. Bombardment Phase
7. Sapping Phase
8. Assault Phase
9. Breach Phase
10. Pillage Phase
11. Starvation Phase
12. Revolt Phase
13. End Phase

FATE PHASE

Each player draws 1 card from the deck.

Place the card in your hand.

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

SUPPLY PHASE

Players gain Baggage from settlements they control equal to the settlements supply value.

UPKEEP PHASE

All of units consume 1 Baggage each.

Leaders and Knights receive their baggage before other unit types.

Units in settlements they control receive their baggage before other units.

For each unit that does not receive baggage roll 1D6 (Desertion Roll):

1-5 = no effect. 6 = a unit disbands.

Remove units in the desert first.

MOVEMENT PHASE

Players take turns moving their units.

Each player gets one turn to move some, all, or none of his units.

Determine turn order by rolling high on 1D6.

Your units may move a number of spaces up to their MP (Movement Point) rating.

Units must be stacked with a Leader to move.

Units may not enter Sea or Mountain spaces.

Units may not enter spaces occupied by opponents units.

If a stack enters a hostile settlement space, the settlement is considered to be under siege.

RULE FOR SCOUTING

When a stack enters a space that is next to an Unexplored settlement, roll to determine how many Turkish troops are garrisoned in the settlement. (The Garrison Roll)

The number of troops is indicated on the Settlement Table.

Half of the troops will be Archers. The rest are spearmen.

Place the indicated Turkish counters onto the settlement.

OPEN BATTLE PHASE

Some cards cause a group of Turkish units to attack an opponent's stack out in the open.

If there are fewer Crusaders than Turks at a siege, (Including any that just arrived through card play) the Turks will emerge from the settlement and attack on a roll of 1-4 on 1D6.

If the Turks are all killed, the Crusaders capture the settlement.

Battles proceed in Rounds.

Each Round has 3 Segments:

1. Missile Unit Attack Segment
2. Shock Unit Attack Segment
3. Morale Check Segment

Missile Unit Attack Segment

Missile Units (Horse Archers, Archers, Bowmen, and Siege Engines) attack first simultaneously.

Units hit on a base roll of 10+ on 2D6.

If they hit, an opposing unit is killed (Defenders choice).

Your opponent chooses which Turkish units are lost.

Rolls are modified by a unit's attack stats.

Leaders do not get attack rolls but each may add a +1 to the roll of any one unit in the same stack once per round.

A unit may receive only one Leader bonus per attack.

Shock Unit Attack Segment

All other non-missile unit types attack next simultaneously.

Otherwise, this segment proceeds exactly like Missile Phase.

Morale Check Segment

Skip this segment if neither side suffered any casualties during this battle round. The side that suffered more casualties during this battle round must make a Morale Check.

If both sides lost the same number of units, the Turks must make the Check.

Roll 2D6:

4 or less The checking side breaks.

5 or more The checking side stands their ground. Proceed with the next battle round.

Roll Modifiers (applicable to both sides):

+2 If the checking side has a larger force

-1 If the checking side has a smaller force

Roll Modifiers (applicable to Crusaders only):

+1 If the Crusader force has a Great Leader

-1 If the Crusader force has no Leader

Roll Modifiers (applicable to Turks only):

-1 If the Crusader force has a Great Leader

+1 If both sides lost the same number of units during this battle round

-x If Turkish force has fewer than 5 units, $x = (5 - \text{total units})^*$

* This modifier only applies if the Turks are able to retreat into a Settlement.

Battle Conclusion

Repeat the Round cycle until one side is destroyed or breaks.

If the crusaders win they regain 1D6 casualties (Men who fled the field).

If a Turkish Force breaks all its units retreat to the settlement or

Flee if there is no Settlement.

If a Crusader stack breaks it retreats into an adjacent space.

If unable to retreat, due to impassible terrain or the presence of opposing forces, the stack is destroyed.

Roll 1D6 for each retreating unit: On a roll of 1-2 it is slaughtered.

Victorious Turks become part of the Settlement's forces, if there is no settlement, the Turks ride off into the sunset.

BOMBARDMENT PHASE

Besieging Missile troops may attack units inside a city.

Units hit on a base roll of 11+ on 2D6. If they hit, an opposing unit is killed (Defenders choice).

The last unit in a settlement cannot be destroyed this way.

If the Crusaders attack, the Archers in the city may simultaneously attack back at +1 to their attack roll.

Each side in the siege only attacks once this phase.

SAPPING PHASE

Besieging troops may attempt to sap the settlement walls. Roll 1D6 (Sapping Roll):

- 1 Sappers Killed: Attacker loses one troop unit.
- 2 Counter Measures: Remove one Sapping Counter.
- 3-4 ---
- 5-6 Undermine the Walls: Put one Sapping Counter on the settlement.

ASSAULT PHASE

The Besieging troops may attempt to Storm the Castle. Roll 2D6 (Assault Roll):

- 4 or less Repulsed & Lose 2D6 troops
- 5-7 Repulsed & Lose 1D6 troops
- 8-9 Breach & Lose 2D6 troops
- 10+ Breach & Lose 1D6 troops

Add 1 to the roll per Sapping counter on the settlement.

Subtract the Defense stat of the settlement from the roll.

BREACH PHASE

If the Besieging troops breached the walls last phase, they enter the settlement and combat proceeds as in Open Battle Phase.

Siege engines may not attack in Breach Phase.

PILLAGE PHASE

If all of the Turkish defenders are killed in Breach Phase, the crusaders capture the city and Loot it.

Baggage gained by looting is equal to the Loot stat in the Settlement table.

A settlement may only be looted once per game.

The player gains control of the settlement.

The player must keep a garrison in the settlement with a number of troops equal to its Garrison level.

STARVATION PHASE

If a settlement is under siege roll 1D6 (Starvation Roll):

- 1-5 Add one starvation counter to the settlement.
- 6 Attackers start fires or disease: Add two starvation counters
- 7 Add one starvation counter to the settlement.
- 8+ The settlement surrenders. Discard all defending units.

Add the number of starvation counters already present to the roll.

Subtract the settlements defense stat from the roll.

If a settlement is ever not under siege immediately remove all starvation counters.

If the city surrenders, the crusaders capture the city and Loot it.

REVOLT PHASE

If a garrison is undermanned the populace of the city will revolt on a roll of 6+ on 1D6.

If there is a revolt, the garrison is automatically destroyed and the city becomes hostile and 'unexplored'.

if Crusader forces intentionally abandon a Settlement, that Settlement immediately becomes Hostile and Unexplored.

END PHASE

Hostile Turkish settlements not under siege will replenish all of their troop losses.
Maximum hand size = 7 cards. Discard excess cards.

CARD LIST

Card Name:	Notes:
Siege Tower	Add 3 to target Assault roll this turn
Battering Ram	Add 2 to target Assault roll this turn
Ladders	Add 1 to target Assault roll this turn
Miners	Add 2 to target Sapping roll this turn
Engineer	Add 2 to target Sapping roll this turn
Traitor	Target Sap, Starve, or Assault roll +1 this turn
Surrender Terms	Add 2 to target Starvation Roll this turn
Desertions	Target stack loses 1D3 troops in supply phase
Plague	Target stack loses 1D6 troops in supply phase
Revolt	Add 3 to target Revolt roll this turn
Uprising	Add 3 to target Revolt roll this turn
Rebellion	Add 3 to target Revolt roll this turn
Unrest	Add 3 to target Revolt roll this turn
Sorties	Opponent Loses 1D6 x 10 Baggage in supply phase
Raiders	Opponent Loses 1D6 x 10 Baggage in supply phase
Spoilage	Opponent Loses 1D6 x 10 Baggage in supply phase
Pilgrims	Gain 1D6 x 10 Baggage in supply phase
Caravan	Gain 1D6 x 10 Baggage in supply phase
Live off the Land	Gain 1D6 x 10 Baggage in supply phase
Merchant Shipping	Gain 1D6 x 10 Baggage in supply phase
Converts	Add 1D6 Spearmen TYAISP
Holy War	Add 1D6 Heavy Inf TYAISP
Reinforcements	Add 1D6 Heavy Inf TYAISP
Knights Templar	Add 1D6 Knights TYAISP
Knights Hospitaller	Add 1D6 Knights TYAISP
Teutonic Knights	Add 1D6 Knights TYAISP
Antioch Mercenaries	Add 1D6 Cataphracts TYAISP
Saracens	Add 1D6 Horse Archers TYAISP
Scythians	Add 1D6 Horse Archers TYAISP
Byzantines	Add 1D6 Archers TYAISP
Carpenters	Add 1D3 Siege Engines TYAISP
Dervishes	TSAB 2D6 Heavy Infantry.*
Counter Attack	TSAB 2D6 Horse Archers & 1D6 Cataphracts.*
Mad Turks	TSAB 3D6 Archers & 3D6 Spearmen.
Saladin	TSAB 2D6 Horse Archers & 2D6 Cataphracts.*
Mohammedans	TSAB 1D6 Horse Archers & 1D6 Cataphracts.*
Infidels	TSAB 2D6 Spearmen.
Jihad	TSAB 2D6 Horse Archers & 1D6 Cataphracts.*
Bandits	TSAB 2D6 Horse Archers & 1D6 Archers.*
Bedouin Nomads	TSAB 3D6 Horse Archers.*
Egyptian Army	TSAB 2D6 Spearmen & 2D6 Cataphracts.*
Mamlukes	TSAB 2D6 Spearmen & 1D6 Cataphracts.*
Relief Force	TSAB 2D6 Spearmen & 1D6 Cataphracts.*
Arabs	Add 1D6 to Target Garrison Roll
Ghulams	Add 1D6 to Target Garrison Roll
Auxilia	Add 1D6 to Target Garrison Roll
Leader dies	Target Leader killed.
Assassination	Target Leader killed.
Troops demand Pay	Target player must repeat his upkeep phase.
Fatigue	Target stack may not move or Assault this turn.
Demoralized	Target stack may not move or Assault this turn.
Skirmishing Turks	OB: Turks are -1 to be hit this Battle
Separate Horse & Foot	OB: Turks get +1 to hit this Battle
Disciplined Ranks	OB: Crusaders get +1 to hit this Battle
Narrow Plain	OB: Crusaders get +1 to hit this Battle
Rally Troops	Gain back 1D6 troops lost this turn.
Find Stragglers	Add 1D6 Heavy Inf to your Army in supply phase
Gambesons	Negate 1 Crusader casualty. (Coat of Leather)

Chain Mail	Negate 1 Crusader casualty.
Plate Mail	Negate 1 Crusader casualty.
Late Arrival	Gain 1 Leader counter at your Invasion Point
Battle Hardened	Target Leader becomes a Great leader.
Surprise	Add or Subtract 1 from target morale check.

TSAB = Target stack attacked by...
OB = Open Battle Phase
* = Play in Open Battle Phase.
TYAISP = to your army in supply phase

CARD NOTES

***Any units a player receives by virtue of cards like 'Holy War' and 'Reinforcements' remain with the player; they do not disappear after one battle.

***Bonuses are cumulative: For example, a player plays 'Siege Tower', 'Ladders', 'Battering Ram', and 'Traitor' all at once.

***There is a limit of 1 OB & 1 TSAB card that can be played against a given stack per turn.

***For cards that target a stack, only a Crusader stack may be targeted.

***Some reinforcement cards provide 'Turkish' units to a player. Turkish type troops that have been recruited into a player's army cannot be left without at least one of the player's 'regular' units to accompany them.

***A victim of Desertions & Plague is allowed to choose which units he must lose. If the result exceeds the number of units in the target stack, the stack is destroyed but the difference is not directed to another stack.

GREAT LEADERS

Designate some Leaders (1D3 per Player at setup) as Great leaders. If any Great Leaders are present in a stack, all units get +1MP. A Great leader gives his +1 bonus to up to 3 troop units. Some Great Crusader Leaders include:
Richard Coeur de Lion, Philip Augustus, Emperor Frederic Barbarossa, King Louis VII, Gilbert the Templar, Garin the Hospitaller, Baldwin I.

GAME DESIGNERS NOTES

Special Thanks to Philip Stiff for Serious Constructive Feedback.

CRYSTAL WARRIORS

PREFACE

Warpplay = Warpspawn Roleplaying.
Roleplaying universe.
Work in progress.
Readers are encouraged to submit material.

INTRODUCTION

Fantasy Setting. All Magic and Technology is a result of Powerful and reliable Crystals.

CHARACTERS

Warriors: Crystal weapons & armor.
Pilots: Pilot crystal powered vehicles
Mages: Able to psychically manipulate the power of the crystals.
Engineers: Create crystal artifacts (Crystal artifacts must be hand crafted)

CRYSTAL ARTIFACT MAGIC

Crystal Caster (Gun that propels exploding crystals)
Shard Caster
Energy Caster
Crystal Armor
Crystal Gates
Crystal Antigravity (Flying discs, fighters, sky ships)
Viewing Crystals
Healing Energy crystals
Crystal Force fields
Torcs (Mental Amplification crystals)
Crystal Towers

FOES

Mostly Interdimensional Demons

CTHULHU SKIRMISH

INTRODUCTION

Board & card game for 2 players.
Battle between two factions in the Lovecraft Universe.
Abstract skirmish level combat.
Each figure represents a single man/creature (unit).

DISCLAIMER

Cthulhu is a licensed property.
This is merely a Fan site.

VICTORY

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

MAP & PIECES

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

FACTIONS

Each player picks one Faction.
Each Faction has its own set of units described in its own unit list.
Each Faction has its own cardset described in its own cardset list.
There are 8 Factions:
Human Investigators
Deep Ones
Humanoids
Yithians
Elder Things
Mi-Go
Serpent People
Cultists

SPELL DECK

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

SETUP

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

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Fate Phase

Move Phase

Attack Phase

FATE PHASE

Draw 3 cards from your deck.

Max hand size = 5 cards.

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

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.

The move card has a number.

This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal.

"Knight" type move cards allow a unit to move like a knight in chess.

Instead of moving just one unit in any direction, you have the

option of moving one or more units forward the indicated number of spaces using a single move card.

ATTACK PHASE

Play (discard) an Attack card to have a unit attack.

The attack card has a number.

This is the range of the attack.

Attacks can be diagonal or orthogonal.

"Knight" type attack cards produce an attack with a range like a knight in chess.

Attacks always do one Hit of damage to the target unless otherwise specified.

Use Chits or coins to record damage.

A unit reduced to zero Hits is killed and removed from the board.

Your opponent may play Defense cards to negate your attack.

UNIT TABLE NOMENCLATURE

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

Hits = Number of Hits that type of unit has.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

K = as a Knight would move in Chess

Type = Purpose of card

INVESTIGATORS UNIT TABLE

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

INVESTIGATORS CARD LIST

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

DEEP ONES UNIT TABLE

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

DEEP ONES CARD LIST

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

HUMANOIDS UNIT TABLE

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

HUMANOIDS CARD LIST

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

ELDER THINGS UNIT TABLE

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

ELDER THINGS CARD LIST

Card Name:	#	Type	Range	Notes:
Hover	4	M	1	
Float	4	M	2	
Glide	3	M	3	
Soar	3	M	4	
Dive	2	M	5	
Roll	2	M	K	
Tentacles	3	A	1	
Constriction	3	A	1	
Crushing Attack	4	M	1	Also Attack Range = 1
Swoop Attack	3	M	2	Also Attack Range = 1
Rigid Skin	2	D	-	
Huge Size	2	D	-	
Flying Dodge	2	D	-	
Ascend	1	D	-	
Sense Without Light	1	X	-	Draw 3 cards
Piping Speech	1	X	-	Draw 3 cards
Ancient Knowledge	4	X	-	Discard to Draw a Spell card

GREAT RACE OF YITH UNIT TABLE

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

GREAT RACE OF YITH CARD LIST

Card Name:	#	Type	Range	Notes:
Contraction	8	M	1	
Expansion	5	M	2	
Nippers	3	A	1	
Lightning Gun Burst	2	A	2	

Lightning Gun Gout	2	A	3	
Lightning Gun Strike	2	A	4	
Lightning Gun Arc	2	A	K	
Lightning Gun Bolt	2	A	5	
Enormous Size	2	D	-	
Elastic Flesh	2	D	-	
Rigid Scales	2	D	-	
Time Travel	1	X	-	Draw 3 cards
Mentalists	1	X	-	Draw 3 cards
Trade Minds	1	X	3	Gain Control of Target
Arcane Secret	2	X	-	Discard to Draw a Spell card

SERPENT PEOPLE UNIT TABLE

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

SERPENT PEOPLE CARD LIST

Card Name:	#	Type	Range	Notes:
Coil	4	M	1	
Twist	4	M	2	
Slither	3	M	3	
Shoot	2	M	4	
Slip & Slide	3	M	K	
Venomous Fangs	2	A	1	
Poisonous Bite	2	A	1	
Taloned Hands	2	A	1	
Constriction	1	A	1	
Spit Poison	2	A	2	
Poisoned Darts	2	A	2	
Firearms	2	A	3	
Sinuous Weaving	2	D	-	
Sneak & Skulk	2	D	-	
Reptilian Scales	2	D	-	
Cold-Blooded	2	X	-	Draw 3 cards
Illusions	2	D	-	Not Degenerates
Sorcery	6	X	-	Discard to Draw a Spell Card

CULTIST UNIT TABLE

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

CULTIST CARD LIST

Card Name:	#	Type	Range	Notes:
Encroach	4	M	1	
March	4	M	2	
Run	3	M	3	
Charge	2	M	4	
Rush In	2	M	K	
Spear	2	A	1	
Dagger	2	A	1	
Machete	2	A	1	
Thrown Knives	2	A	2	
Pistol	2	A	2	

Bolas	2	A	3	
Antique Gun	1	A	3	
Frenzy	2	D	-	
Drugged	2	D	-	
Fanaticism	2	X	-	Draw 3 cards
Ritual Sacrifice	5	X	-	Draw a Spell Card

FUNGI FROM YUGGOTH UNIT TABLE

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

FUNGI FROM YUGGOTH CARD LIST

Card Name:	#	Type	Range	Notes:
Articulate Limbs	4	M	1	
Circle	4	M	2	
Membranous Wings	3	M	3	
Soar	3	M	4	
Dive	2	M	5	
Pitch	2	M	K	
Nippers	2	A	1	
Grapple	2	A	1	
Vivisection	2	A	1	
Dissection	2	A	1	
Drop Attack	4	M	1	Also Attack Range = 1
Chitinous	2	D	-	
Fly Away	2	D	-	
Trickery	2	D	-	
Brain Surgery	1	X	1	Take control of target unit
Antennae	2	X	-	Draw 3 cards
Interstellar Race	4	X	-	Draw 1 Spell Card

SUMMONED UNITS

Some spells can summon units, which appear in an empty space next to the caster. The controller may use Attack & Move cards with the unit. Instead of using the Range on the cards, the cards will be assigned a range according to the spell description of the Unit. Summoned Units cannot use defense cards. A Summoned unit automatically loses 1 Hit per turn.

CONTROLLED UNITS

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

SPELL CARD LIST

Card Name: (Range) Effect
 Spell of Binding: (3) Target cannot move or attack for 4 turns
 Black Binding: (2) Target cannot move or attack for 4 turns
 Dismiss: (2) Move enemy unit up to 3 spaces away from caster
 Summon Fire Vampire: (1) Gain a 7 Hit Unit. Attack range = 1. Move range = 4.
 Summon Baykhee: (1) Gain a 4 Hit Unit. Attack range = 1. Move range = 4.
 Summon Dark Young: (1) Gain a 7 Hit Unit. Attack range = 1. Move range = 1.
 Summon Dimensional Shambler: (1) Gain a 4 Hit Unit. Attack range = 1. Move range = 2.

Summon Flying Polyp: (1) Gain a 9 Hit Unit. Attack range = 1. Move range = 5.
 Summon Formless Spawn: (1) Gain a 6 Hit Unit. Attack range = 1. Move range = K.
 Summon Hunting Horror: (1) Gain an 8 Hit Unit. Attack range = 1. Move range = 3.
 Summon Hound of Tindalos: (1) Gain a 6 Hit Unit. Attack range = 1. Move range = 3.
 Summon Night Gaunt: (1) Gain a 3 Hit Unit. Attack range = 1. Move range = 4.
 Summon Shantak: (1) Gain a 5 Hit Unit. Attack range = 1. Move range = 4.
 Summon Shoggoth: (1) Gain a 10 Hit Unit. Attack range = 1. Move range = 2.
 Summon Xiclotl: (1) Gain a 5 Hit Unit. Attack range = 1. Move range = 1.
 Contact Chthonian: Draw 2 Spell cards
 Contact Star Spawn: Draw 2 Spell cards
 Dread Curse of Azathoth: Attack of Range = 2
 Create Gate: Move Self or Adjacent friendly unit to any open space
 Elder Sign: Negate a Move card just Played
 Voorish Sign: Look at opponents hand. Draw a card from your deck.
 Powder of Ibn-Ghazi: Look at opponents hand. Draw a card from your deck.
 Resurrection: Bring friendly dead unit back to life adjacent to caster. Unit has 1 Hit.
 Shrivelling: Attack of Range = 2
 Glass from Leng: Look at opponents hand. Draw a card from your deck.
 Lamp of Alhazred: Draw 2 Spell cards
 Plutonian Drug: Search Spell Deck for card & put it in your hand
 Shining Trapezohedron: (3) Gain Control of Target
 Bait: Move enemy unit up to 3 spaces towards caster
 Spectral Hunter: Defense
 Bless Blade: Attack of Range = 1
 Body Warping of Gorgoroth: Self or Target gains 1 Hit
 Cast out Devil: Negate target Control Spell or effect
 Call Power of Nyambe: Draw 2 Spell cards
 Ceremonial Dagger: Kill adjacent friendly unit to draw 3 spell cards
 Chant of Thoth: Look at opponents hand. Draw a card from your deck.
 Chime of Tezchaptl: Negate Spell just cast
 Cloud Memory: Opponent must discard Spell Hand
 Clutch of Nyogtha: Attack of Range = K
 Command Spell: (3) Gain Control of Target for 3 turns
 Conjure Glass of Mortlan: Take card from your discard & put it in your hand
 Consume Likeness: Defense
 Bad-Corpse Dust: Negate a Move card just Played
 Barrier of Naach-Tith: Defense or Negate Spell just cast
 Curse Whistle: Draw 2 Spell cards
 Fetch Stick: Attack of Range = 1
 Limbo Gate: Move Self or Adjacent friendly unit to any open space
 Mist of Releh: No Attacks may be made this turn
 Scrying Window: Look at opponents hand. Draw a card from your deck.
 Time Warp: (4) Target is destroyed
 Insanity: Any target unit loses 1 hit
 Curse of Darkness: Destroy Target summoned Unit
 Curse of the Stone: (3) Target cannot move or attack for 4 turns
 Death Spell: (3) Target is destroyed
 Devolution: (2) Gain Control of Target for 3 turns then target runs away
 Dominate: (3) Gain Control of Target for 3 turns
 Dust of Suleiman: Attack of Range = 1
 Eibon's Wheel of Mist: Defense
 Entrhral Victim: (2) Target cannot move or attack for 4 turns
 Explode Heart: (2) Target is destroyed
 Eye of Light & Darkness: All adjacent enemies take 1 Hit of Damage
 Fist of Yog Sothoth: Attack of Range = 4
 Flesh Ward: Caster Immune to Range = 1 Attacks for 5 turns
 Grasp of Cthulhu: (4) Target cannot move or attack for 4 turns
 Hands of Colubra: Attack of Range = 1
 Heal: Self or adjacent unit regains 1 lost Hit
 Implant Fear: (3) Target cannot move or attack for 4 turns
 Keeness of Two Alike: Look at opponents hand. Draw a card from your deck.
 Levitate: Defense
 Living Clothes: Attack of Range = 3
 Look to the Future: Look at opponents hand. Draw a card from your deck.
 Mental Suggestion: (3) Gain Control of Target for 3 turns
 Mesmerize: (2) Gain Control of Target for 4 turns

Mind Blast: Attack of Range = 4
Mind Exchange: (1) Gain Control of Target for 3 turns
Nightmare: (4) Target cannot move or attack for 4 turns
Pipes of Madness: Both players discard all their cards
Power Drain: Steal 2 random spell cards from opponent
Raise Corpse: Bring friendly dead unit back to life adjacent to caster. Unit has 1 Hit.
Red Sign of Shudde M'ell: All adjacent units take 1 Hit of Damage
Remortification: Defense
Seal of Isis: Negate a Spell card just played
Send Dreaming: Draw 2 cards from your deck
Song of Hastur: Attack of Range = 4
Song of Glissande: Caster & 3 Targets within 2 spaces cannot move or attack for 2 turns
Soul Singing: Move enemy unit up to 3 spaces in any direction
Steal Life: Attack of Range = 2. Caster regains 1 lost Hit
Unspeakable Promise: Draw 2 Spell cards
Voice of Ra: Draw 2 cards from your deck
Wither Limb: Attack of Range = 3
Wrack: (3) Target cannot move or attack for 4 turns

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 Advances and who built the most Wonders wins.
You do not have to be in control of the Wonders at the end of the game.
If playing Solo:
Advances score 1 point
Cities score 5 points
Wonders score 15 points

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.

TURN SEQUENCE

Players take turns.
A player will complete all of the following phases in their turn.
1 POPULATION INCREASE PHASE
2 POPULATION DISTRIBUTION PHASE
3 GAIN LEADER PHASE
4 HARVEST PHASE
5 DISASTER CHECK PHASE
6 UPKEEP PHASE
7 WAR PHASE
8 TRADE PHASE
9 BUILD PHASE
10 RESEARCH PHASE
11 INCOME PHASE
One round is completed when all cultures have had one turn.

POPULATION INCREASE PHASE

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

POPULATION DISTRIBUTION PHASE

Assign populations to one of the five specialty categories:
Army, Agriculture, Trade, Labor, and Scholars
A single category cannot be increased or decreased by more than 6 populations.
It costs 1 Gold to raise an army.

GAIN LEADER PHASE

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

HARVEST PHASE

Produce 3 food per Agriculture population.

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 1, the leader dies of old age.

WAR PHASE

A player may attack one opponent.

Other players may send armies and Generals to serve on either side.

Combat proceeds in segments.

The War may last a maximum of 1D6 segments.

Each segment each player rolls 3 dice. These are Battle rolls.

Each roll of 1 causes your opponent to lose 1 army.

Some advances add to your number of battle rolls.

The war may stop if the defender surrenders or the attacker gives up.

If the defender loses all his armies the winner gets to take one form of tribute:

All of the losers gold, or One City (which may contain a Wonder), or 2D6 Population

If playing Solo the 'opponent' will have 4D6 armies and if defeated has

6D6 Gold and no Wonders.

TRADE PHASE

The active Player may trade Gold, food, labor, populations, cities, advances, leaders, 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

Build 1 Wonder for 100 Labor and 50 Gold.

Only 1 Wonder per city allowed.

RESEARCH PHASE

Roll 2D6 per scholar, thinker, or research generator you have.

On a roll of 2 or 12 gain one random advance or a copy of an

Advance known by another player.

INCOME PHASE

Collect Gold: 1 per Trade population and 1 per City.

POPULATION DISTRIBUTION

TYPE:	Upkeep:	Production:	Limit:
Military	1 Food & 1 Gold	None	
Agriculture	1 Food	3 Food	
Trade	1 Food	1 Gold	
Labor	1 Food	1 Labor	
Scholars	1 Food	1 Research Roll	1 per city

CULTURE TABLE

D12:	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
9	Mycenaean	Pottery
10	Phoenician	Navigation
11	Spartan	Military Doctrine
12	Mongolian	Equestrian

Note: Roll a 12 sided die.

Culture & Conquest has been published in the online Winter 2000 issue of the

[ACADEMIC GAMING REVIEW](#)

ADVANCE TABLE

D20:	Advance:	Notes:
1	Pottery	Mitigates Famine & Drought (Store Food)
2	Religion	Population Phase: add 1 to roll (Converts)
3	Astronomy	Research: One additional roll per turn
4	Literacy	Research: One additional roll per turn
5	Medicine	Mitigates Pestilence & Epidemic
6	Coinage	Gold: +1 per city per turn (Facilitates Trade)
7	Engineering	Cities & Wonders cost 20% less in Labor
8	Mathematics	Research: One additional roll per turn
9	Architecture	Cities & Wonders cost 20% less in Gold
10	Law	Mitigates Anarchy
11	Music	Mitigates Unrest (Music soothes the soul)
12	Democracy	Mitigates Civil War & Mad King (No Kings in Democracies)
13	Philosophy	Mitigates Heresy (Public Debate is acceptable)
14	Metal Working	Battle: One additional roll (Iron Weapons & Armor)
15	Drama & Poetry	Counts as 2 points for Victory
16	Art & Sculpture	Counts as 2 points for Victory
17	Military Doctrine	Battle: One additional roll (Strategy & Tactics)
18	Irrigation	Food: +1 per agriculture pop per turn. Mitigates Floods
19	Navigation	Gold: +1 per city per turn (Additional Trade)
20	Equestrian	Battle: One additional roll (Chariots & Cavalry)

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

Roll	Disaster	Population
D20:	Type:	Loss/Notes:
1	Flood	2D6
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 Religion
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	Hurricane	1D6
15	Sands of Time	Lose one random Wonder
16	Mad King	2D6
17	Pestilence	2D6
18-20	Barbarians	War: Attacked by 1D6 Armies: They take all your gold if they win

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

WONDER TABLE

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

LEADERS TABLE

1D6:	Type:	Effect:	Examples:
1	Ruler	Gold: +1D6 per turn	Solomon, Cleopatra, Theseus
2	General	Battle: +1 roll	Sun Tzu, Attila the Hun, Hannibal, Caesar, Alexander
3	Thinker	Research: +1 roll/turn	Homer, Siddhartha, Aristotle, Archimedes, Confucius, Plato
4	Builder	Labor: +1D6 per turn	Nebuchadnezzar, Cheops, Gilgamesh
5-6	Reroll		

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.

CUSTER'S LAST STAND

INTRODUCTION

Board & card game for 2 players.

American West: Indians vs Soldiers

Each figure represents a group of cavalry soldiers or Indian braves.

VICTORY

Destroy your enemies completely.

THE MAP

Use an 8x8 chessboard.

UNITS

Use action figures, chits, or miniatures to represent units.

SETUP

The middle 16 spaces each contain one Soldier unit each.

One of the soldiers in the middle 4 spaces represents General George A. Custer

All spaces on the edge of the board contain one Indian unit each.

THE CARDS

Players share a common deck.

The deck contains 2 of each card in the card list.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Battle Phase

ORDERS PHASE

Draw 3 cards from your deck.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.

The move card has a number.

This is the number of spaces the unit moves.

Moves are diagonal or orthogonal.

Units may not stack.

BATTLE PHASE

Play (discard) an Attack card to have a unit attack.

The attack card has a number.

This is the range of the attack.

Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack is killed and removed from the board.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

X = Special

S = Card can only be used by Soldiers

I = Card can only be used by Indians

B = Both Soldiers and Indians may use this card.

K = As a Knight would move in chess

Type = Purpose of card

User = Which player may use the card

= Number of that type of card in the deck

CARD LIST

Card Name:	Range	Type	User	Notes
Sword	1	A	S	
Tomahawk	1	A	I	
Pistol	2	A	S	
Bow & Arrows	2	A	I	
Rifle	3	A	B	
Sharpshooter	4	A	B	
Revolver	2	A	S	
Knife	1	A	I	
Spear	1	A	I	
Walk	1	M	B	
Run	2	M	B	
Ride	3	M	B	
Plains Rider	4	M	I	
Duck	-	D	B	
Dead Horse	-	D	S	
Reload	-	X	S	Draw 3 cards
War Cry	-	X	I	Draw 3 cards

LINKS

[GENERAL GEORGE A. CUSTER](#)

D&D ADVENTURE SQUARES CARD GAME

By: Sir Gerard Luft, KDM

A Little Classic Gaming

History

In 1983 TSR tried to make miniatures for their Dungeons and Dragons and Advanced Dungeons and Dragons line. It wasn't much more than a year later that they returned to using an outside company to furnish their miniatures. But regardless of what opinions collectors and gamers might have towards their miniatures, they had one outstanding and redeeming feature: Adventure Squares.

Most second generation D&D players recall those simple little 4" by 3" dungeon rooms printed on the backs of the AD&D three pack blister cards. The neatest thing about these humble little terrain cards is that, after you appropriately cut them from the card board back, the name of the beasties that came in that blister lined up to be in the dead middle of the card's flip side.

I know for a fact that I was not the only player in those days that used the adventure squares for solo adventuring. It was simple to do because many of the rooms were repeats or looked very similar. I would take my favorite miniature (the male Paladin with sword from that series) and start with the card that he and his two other Paladin friends came in. Then I shuffled the cards, and placed the stack before me (with the adventure squares facing up). Take the first card, flip her over to find which monster is in that room, and have at it!

Adventure Cards for the D20 Era Gamer

These classic moments of high fantasy gaming might not appeal to greatly to the present generation of D&D players. But clean up the rules a bit, pay lip service to the mighty D20 "super system" and add pretty MTG-like cards. Then you have a very nice adaptation of an old classic.

1. Brush off your favorite
2. D&D character's sheet.
3. Make up a series of about
4. eight monster cards with as simplified stats on them as possible (I cheat and
5. simply use those fantastic D20 Chainmail stats and rules; best thing to happen
6. to the archetype Fantasy Game since the red box Basic Set). Make sure
7. they're at an appropriate level for you character.
8. Shuffle and draw the
9. beasties. The first card is the first dungeon room with the first
10. monster. Hack and Slash! If you loose, you loose. If you win
11. you get treasure and experience and get to proceed to the next dungeon room
12. (i.e., draw the next card).
13. If you make it through the
14. whole deck you can add your experience and treasure (once again I personally
15. take the easy way out by using D20 Chainmail Leveling and Magic Item award
16. rules; but if I fail to get through the dungeon, I level up a monster chosen at
17. random).

My Adventure Squares Card Game

Thoth files:

<http://www.angelifire.com/games4/doctorwhoeyespy/dndas.zip>

(If the link doesn't work,
copy and paste it directly to your browser)

D20 RPG CHARACTER- CCG CARD CONVERSIONS

BY SIR GERARD LUFT, KDM

What is included below is a simple framework to convert D20 RPG characters to “Magic the Gathering-like” CCG cards, and visa versa. For those rare CCG players who have never played MTG, similar systems include: MTG’s Doctor Who, Cactus Games Redemption, Starquest: the Regency Wars, to name a few.

D20 RPG CHARACTERS TO “MTG-LIKE” CCG CARDS

POWER= Att + Average Dmg of primary weapon or total levels of spells available per day

TOUGHNESS= Armor Class + Hit Points

Power	
1	4
2	11
3	23
4	47
5	94
6	188
7	372
8	748
9	1496

Toughness	
1	14
2	28
3	56
4	112
5	224
6	448
7	996
8	1992
9	2984

DEPLOYMENT COST (Power + Toughness)/2= Deployment Cost

“MTG-LIKE” CCG CARD TO D20 RPG CHARACTER

Power	
1	Att0, Average Damage 4; or 1 st level wizard
2	Att+1, Average Damage 6
3	Att+15, Average Damage 8
4	Att+33, Average Damage 14
5	Att+51, Average Damage 43; or 10 th level wizard
6	Att+69, Average Damage 119

7	Att+87, Average Damage 285; or 20 th level wizard
8	Att+105, Average Damage 643; or 25 th level wizard
9	Att+123, Average Damage 1373; or 30 th level wizard

Toughness	
1	AC10, HP4
2	AC16, HP10
3	AC20, HP36
4	AC25, HP87
5	AC30, HP194
6	AC35, HP413
7	AC40, HP956
8	AC45, HP1947
9	AC50, HP2934

D20 TIME LINE

A D20 CONVERSION OF THE LEGENDARY LLOYD

KRASSNER'S TIME LINE

INTRODUCTION

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

The Distant Past is controlled by a magical race known as the Atlanteans.

OBJECT

Gain control of all 12 Eras on the Time Line.

D20

You will need a twenty sided die (d20) in order to play this

variant. This variant's game mechanics herein are derived from the Open Gaming

License of the D20 Systems Reference Document.

THE BOARD

The board is composed of a row of 12 spaces.

These spaces (or Eras) are labeled in the following order:

#	Era:	Force
12.	The Far Future	X
11.	Near Future	48
10.	WWII	24
9.	WWI	12
8.	Age of Imperialism	9
7.	Age of Revolution	6
6.	Renaissance	5
5.	Middle Ages	4
4.	Roman Empire	3
3.	Ancient Civilizations	2
2.	Prehistory	1
1.	Distant Past	X

Force = Force of Units recruited from this time period.

Eras 2-11 have Period troops.

DICE

Six and ten sided dice are needed.

COUNTERS

Each player gets a set of counters of a unique color and with unique unit types. Units are also referred to as troops.

There is also a set of same-color, common, generic period troops:

Have 10 counters to represent Period troops from each Era 2-11.

Mark the Era number on the counter.

ATLANTEAN COUNTER SET

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

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

TERAXIAN COUNTER SET

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

SETUP

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

TURN SEQUENCE

Players take turns.

Each turn has 5 Phases:

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

RANDOM FACTORS PHASE

The active player rolls for two Resources on the Resource Tables below. A Resource can only be used once, and then it is expended.

TIME TRAVEL PHASE

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

CHANGE HISTORY

If you have a unit in an Era you may try to gain control of the Era by interfering with history. Roll 1D20. this is the control roll. On a roll of 12-20 you gain control of the Era. Keep track of control by placing control markers. Changing history involves assassinations, planting ideas, providing assistance, preventing or causing critical events.

RECRUIT TROOPS

If you control an Era you may try to recruit one period unit from it.

Roll 1d20. This is the Period Recruit Roll.

On a roll of 12-20 you gain one unit.

The Atlanteans may make two rolls for the Prehistoric Era.

Keep track of control of period units by stacking them and then placing a control marker on the stack.

The Atlantean Player makes one Atlantean Recruit Roll:

1D20 Recruit
1-4 Wizard
5-8 Warrior
9-12 Warrior & Roll for two Resources
13-16 Monster
17-20 Roll for two Resources

Recruited Atlantean units begin in the Distant Past.

The Teraxian Player makes one Teraxian Recruit Roll:

1D6 Recruit
1-4 Scientist
5-8 Agent
9-12 Combat Team
13 Combat Team & Roll for two Resources
5 Warship
6 Roll for two Resources

Recruited Teraxian units begin in the Far Future.

SEEK & DESTROY

If there are opposing units in the same Era they may fight.

If neither side wants to fight there is no combat.

If one side does not want to fight, it may attempt to hide or escape.

Roll 1D20. This is the Hide or Escape Roll.

On a roll of 12-20 the player may hide all his units. They may not be attacked this turn.

Alternatively, on a roll of 12-20 the player may have all of his non-period units escape.

Escaping units move to an adjacent Era. They may be attacked again in that Era.

Units that fail to hide or escape must fight.

If there is a fight each side adds up :

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

ATLANTEAN RESOURCES

2D20 Card Name	User	Effect
2Astral Travel	W	Move +3 or Escape roll +2
3Astral Gate	WHT	Move +3 or Escape roll +2
4Dimension Door	WT	Move +3 or Escape roll +2
5Ethereal Plane	A	Move +3 or Escape roll +2
6Hermes Portal	WT	Move +3 or Escape roll +2
7Demon Horde	T	F + 9
8Vorpal Sword	T	F + 6
9Celestial sword		H F + 9
10Rune Blade	T	F + 9
11Eldritch Blade		H F + 3
12Maelstrom	W	F + 9
13Firestorm	W	F + 3
14Petrification	W	F + 6
15Possession	W	Control opponents unit this turn
16Time Barrier	W	Units cannot Move past target Era
17Stasis	X	Units cannot move out of Target Era
18Dragon Breath	M	F + 3
19Regeneration	M	F + 6
20Time Walk	X	Take an extra turn
21Speed Time	X	Draw roll for five resources

22	Take from the Future	X	Choose any 1 Resource
23	Summon	W	Stack any 1 New Atlantean unit with Wizard
24	Reverse Time	W	Redo this turn from the beginning
25	See the Future	X	Choose 1 Resource any order
26	Take from the Past	X	Put any one card from your discard into your hand
27	Banish	W	Cause enemy unit to escape
28	Polymorph	W	Destroy enemy unit
29	Stone Rain	W	F + 9
30	Time Vortex	W	Each unit in this Era is destroyed on 12-20 on a d20
32	Armies of the Past	P	Entire Stack Move +3
33	End of Time	X	Opponent must discard 3 Resources
34	Great Wyrm	M	F + 9
35	Myrmidons	T	F + 3
36	Illusions	W	Hide Roll +2
37	Enchanted Weapons	P	F + 3
38	Wizards Sight	W	Opponent gets -2 to Hide Roll
39	Invisibility	A	Hide Roll +2 or F + 3
40	Avatar	H	F + 6

User = What type of unit may use this card.
W = Wizard, H = Hero, T = Warriors, M = Monster, P = Period Troops, A = All, X = None

TERAXIAN RESOURCES

2d20	Card Name	User	Effect
2	Mind Control Device	S	Control opponents unit this turn
3	Tac Nukes	W	F + 9
4-5	Probability Shift	X	Any roll +2 or -2
6	Time Contraction	A	Move +2 or Escape roll +2
7	Time Expansion	A	Move +2 or Escape roll +2
8	Time Skipping	A	Move +2 or Escape roll +2
9	Matter Disrupters	W	F + 3
10	Force Fields	W	F + 6
11	Cybernetics	G	F + 3
12	Plasma Weapons	C	F + 6
13	Spinal Mount	W	F + 9
14	Power Armor	G	F + 9
15	Time Projection	A	Move +2 or Escape roll +2
16-17	Alternate Time Line	S	Destroy Target Unit
18-19	Paradox	X	Destroy Target Unit
20	Time Loop	X	Get an Extra Turn
21	Temporal Rift	X	Opponent must discard 3 Resources
22-23	Time Flux	S	Units cannot Move past target Era
24	Anachronism	P	Move +2
25	Temporal Locator	S	Opponent gets -2 to Hide Roll
26	Time Beacon	X	Units moving to this Era get Move +2
27	Neural Implants	G	F + 6
28	Time Bomb	S	F + 6
29-30	Worm Hole	A	Move +2 or Escape roll +2
31	Temporal Manipulation	X	Roll for five Resources
32-34	Recorded History	A	Any Roll +2
35	Holograms	S	Hide Roll +2
36	Eject Button	A	Escape Roll +2
37-38	Stop Time	S	Units cannot move out of Target Era
39-40	Futuristic Weapons	P	F + 3

S = Scientist, G = Agent, C = Combat Team, W = Warship

DAIMYO

INTRODUCTION

Board & card game for 2 players.
14th Century Japanese Warfare theme.
Each figure represents a company or unit of men.

VICTORY

You win if you kill your opponents Daimyo.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.
There are 10 types of units.

UNITS TABLE NOTATION

K = Katanas
G = Guns
B = Bows
S = Spears
Y = Yes
N = No
Weapon = Weapon type the unit uses.
= Number of that type of unit each player has in setup.

UNITS TABLE

Name:	#	Armor	Horse	Weapon	
Daimyo	1	Y	Y	K	
Ashigaru Spearmen		1	N	N	S
Bushi Gunners	4	N	N	G	
Bushi Spear Cavalry		2	N	Y	S
Warrior Monks	1	N	N	K	
Samurai Swordsmen	1	Y	N	K	
Samurai Horse Archers		2	Y	Y	B
Samurai Archers	2	Y	N	B	
Samurai Heavy Cavalry	1	Y	Y	K	
Samurai Naginata	1	Y	N	S	

SETUP

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

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Battle Phase

ORDERS PHASE

Draw 3 cards.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.

Only units on Foot can use Foot cards.

Only units on Horses can use Horse cards.

Units cannot move through other units except for the Daimyo.

The move card has a number.

This is the number of spaces the unit moves.

Some moves are diagonal, some orthogonal, and some can be either.

"Knight" type move cards allow a man to move like a knight in chess.

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

BATTLE PHASE

Play (discard) an Attack card to have a unit attack.

A unit must use an attack card that is the same as his weapon.

For Example: Archers can only use Bow & Arrow cards.

The attack card has a number.

This is the range of the attack.

Some attacks are diagonal, some orthogonal, and some can be either.

"Knight" type attack cards produce an attack with a range like a knight in chess.

The enemy unit that is the target of the attack is automatically

Killed and removed from the map.

Units cannot attack through other units except for Archers.

Your opponent may play certain Defense cards to negate your attack.

Only units with Armor may use an armor card.

The Daimyo can make two attacks per turn (using two attack cards)

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

U = Any type of Unit

K = Katanas

G = Guns

B = Bows

S = Spears

R = Units with Armor

F = Units on Foot

H = Units on Horses

N = as a Knight would move in Chess
 Type = Purpose of card
 User = What type of unit can use the card

CARD LIST

Card Name:	#	Range	Type	User	Notes
Muskets	2	5	A	G	
Arquebus	3	4	A	G	
Bows	2	3	A	B	Indirect
Arrows	3	N	A	B	Indirect
Spears	3	2	A	S	Orthogonal
Naginas	2	2	A	S	Diagonal
Katanas	3	1	A	K	Diagonal
Swords	2	1	A	K	Orthogonal
March	4	1	M	F	Orthogonal
Advance	4	1	M	F	Diagonal
Run	4	2	M	F	Diagonal
Charge	4	2	M	F	Orthogonal
Canter	2	3	M	H	
Outflank	2	N	M	H	
Ride	2	4	M	H	
Gallop	2	5	M	H	
Difficult Terrain	2	-	-	-	Negate a Move Card
Rally	2	-	D	U	Negate an Attack
Armor	6	-	D	R	Negate an Attack

DAISHO

INTRODUCTION

Common deck card game for two players.
Players are a pair of dueling Japanese fighters.

COMBATANT PERSONAS

Each Player must pick one of the following personas:

Samurai warrior with Katana & Wakizashi (Long & Short Swords)

-Can use Speed cards as Armor cards

Bushi with Nodachi (Large Sword)

-Can use Speed cards as Chop cards

Ronin with Tachi & Tanto (Long & Short Swords)

-Can use Armor cards as Speed cards

Kensai (sword master) with Daisho (Long & Short Swords)

-Can use Armor cards as Combo cards (Two-Sword Style)

Japanese Woman with Naginata (Curved Spear)

-Can use Armor cards as Slash cards

Domin (Farmer) with Tonfa

-Can use Armor cards as Parry cards

Otokodate (Secret Society Fighter) with Gunsen (Iron Fan)

-Can use Chop cards as Block cards

Ashigaru (Foot Soldier) with Yari (Straight Spear)

-Can use Chop cards as Thrust cards

Traveling Monk with Jojutsu (Staff)

-Can use Dodge cards as Parry cards

Ninja with kusari-gama (Chained Sickle)

-Can use Block cards as Speed Cards

Doshin (Policeman) with Jitte (Pair of Forked Dirks)

-Can use Chop cards as Parry cards

Kyokaku (City Rebel) with Nunchaku

-Can use Parry cards as Chop cards

Yamabushi (Warrior Monk) with ono (Pole-Axe)

-Can use Speed cards as Slash cards

Brigand with tetsu-bo (Iron Club)

-Can use Combo cards as Chop cards

Wako (Pirate) with aikuchi (Dagger)

-Can use Armor cards as Dodge cards

Yojimbo (Bodyguard) with katana

-Can use Kai cards as Speed cards

Merchant with Kiseru (Metal smoking pipe)

-Can use Armor cards as Block cards

VICTORY

Slay your enemy by reducing him to zero hit points.

HIT POINTS

Each Swordsman starts with 10 hit points.

DECK

Players share a common deck.

The deck contains 70 cards.

CARD LIST

Name	#	Type	Notes
Chop (Vertical Cut)	10	A	1 Point of Damage
Slash (Horizontal Cut)	10	A	1 Point of Damage
Thrust	10	A	1 Point of Damage
Kai	5	M	1 Point of Damage
Armor	5	D	Negates 1 Point of Damage
Dodge	5	D	Negates Thrust
Parry	5	D	Negates Slash
Block	5	D	Negates Chop
Combo	5	M	Allows 2 Attacks
Speed (Iaijutsu)	10	M	Speed Contest

= Number of that card type in the Deck.

A = Attack card

D = Defense card

M = Modifier card

SETUP

Players start with a hand of 10 cards each.

TURN SEQUENCE

Each turn has 7 phases:

1. First Step Phase
2. Second Step Phase
3. Speed Phase
4. Strike Phase
5. Defend Phase
6. Cut Phase
7. Recover Phase

FIRST STEP PHASE

Both players fill their hands to 10 cards.

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

SECOND STEP PHASE

Both players simultaneously discard up to 5 cards face up.

Both players fill their hands to 10 cards.

SPEED PHASE

Both players simultaneously reveal their Speed cards if they have any.

The player with more Speed cards must choose one advantage:

1. Opponent can play no defense cards except Armor this turn, or
2. Opponent may not attack this turn

No one gains an advantage if the Speeds are tied.

Speed cards are discarded.

STRIKE PHASE

Both players attack by revealing 1 or more attack cards of the same type.

Players may also play Kai cards, if they played at least 1 attack card.

For example: Player A plays 3 Chop cards and 2 Kai cards.

Because Player A played a Chop attack, he cannot Thrust or Slash.
Players may also play 1 combo card each.
A combo card allows you to play 2 different types of Attack cards.
For example: Player B plays a Combo, 2 Chop cards and 2 Slash cards.
In a combo declare to which attack card a Kai card is being attached.

DEFEND PHASE

A Player may play one Dodge card to negate all Thrust cards played against him.
A Player may play one Block card to negate all Chop cards played against him.
A Player may play one Parry card to negate all Slash cards played against him.
Defense cards, negated attack cards, and attached Kai cards are discarded.

CUT PHASE

For every Attack card and Kai card that was not negated the target swordsman loses One Hit point.
Players may play Armor cards to negate one point of damage.
All played cards are discarded.

RECOVERY PHASE

Players may discard up to 5 cards each.

DANTES INFERNO

By C. Gerard Luft

Scenario for WarpQuest.

Click here for the [WarpQuest](#) Core Rules.

PARTY

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

QUEST

To travel through hell from Earth (space1) through the upper hell (gehenna spaces 2 To15) and the lower hell (the abyss spaces16 to 29) and reach the exit out in the lowest pit (exit into purgatoria the last space).

SKILLS

roll1d6
1 COMbat+1
2 AGiLity+1
3 THEOlogy+1
4 WISdom+1
5 PERSonality+1
6 choose a skill

MODULE 1 GEHENNA:

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

MODULE 2 THE ABYSS:

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

DARK CONTINENT

INTRODUCTION

Players are rival Imperial powers expanding their influence and control of the Dark Continent.

PUBLISHED VERSION

Published version of [Dark Continent](#) available from [Schutze Games](#)
Beautiful map and counters. Updated Rules.

OBJECT

The player with the most profit at the end of 9 +1D6 turns wins.

THE MAP

Draw the outlines of the Dark Continent.
The Dark Continent should be divided into 15-25 territories.
The territories should be large enough to hold several stacks of counters.
Draw in Rivers.

Determine the terrain type of each territory:

Terrain Type Table

1D6	Terrain	Def	Pop	Res	Mod
1-2	Plains	+0	+0	+0	+0
3	Jungle	+2	-2	-1	+0
4-5	Desert	+1	-2	-1	+1
6	Mountains	+3	-2	-1	+2
*	Coastal	+0	+1	+1	+0

Def = Combat modifier for defending Armies.

Pop = Modifier to Population Roll.

Res = Modifier to the Resource Roll.

Mod = Modifier to the Resource Type Table Roll.

After terrain type is determined, roll 1D6 to determine the population level of the territory.

The minimum population level = 1.

After population level is determined, roll 1D3 to determine how many resources the territory has. This is the Resource roll. The minimum resource level = 0.

All Coastal Territories have 1 additional Fish resource.

All Territories with rivers have 1 additional Good Crops resource.

For each Resource roll once to determine what type it is:

Resource Type Table

1D6	Resource	Inc	Notes
1	Poor Crops	1	Subsistence
2	Cash Crops	2	Deserts have Poor Crops instead
3	Poor Livestock	3	
4	Good Livestock	4	Deserts & Mountains have Poor Livestock instead
5	Exotics/Luxuries	5	
6	Oil	6	Jungles & Plains have Cash Crops instead
7	Gold	7	Deserts have Oil instead
8	Diamonds	8	
*	Fish	2	

Inc = Income Level of Resource.

Exotics/Luxuries include Ivory, Perfumes, Wild Animals, Dyes, Handcrafts, etc.

Resources & Population level for each territory can be written directly onto the map.

PIECES

Each player has a set of control marker chits of a unique color.
Have white sets of counters with the following markings:

F = Farm
M = Mine
Ft = Fort
T = Town
P =Port
L = Leader
N = Native Army
C = Colonial Army
E = European Army
R = Rebel Army

SETUP

Roll 1D6 high to determine turn order.

In opposite turn order, each player selects one coastal territory to take control of.
That territory will contain 1 Town, 1 Fort, 1 Port, and 1 European Army.

CONTROL

Control is denoted by Control Chits.

A player puts one control chit in every territory he controls.

A player places a control chit on top of every Army he controls.

TURN SEQUENCE

Players take turns.

Each turn is divided into phases:

1. Epidemic Phase
2. Monsoon Phase
3. Famine Phase
4. Mine Disaster Phase
5. Leader Phase
6. Rebellion Phase
7. Production Phase
8. Investment Phase
9. Infrastructure Phase
10. Movement Phase
11. Diplomacy Phase
12. Battle Phase
13. Upkeep Phase
14. Profit Phase
15. Control Phase

EPIDEMIC PHASE

Roll 1D6 for each territory you control.

On a roll of 1 the territory produces no income this turn and all armies in the territory are destroyed.

MONSOON PHASE

Roll 1D6 for each coastal territory you control.

On a roll of 1 the territory produces no income this turn.

FAMINE PHASE

Roll 1D6 for each territory you control.

On a roll of 1 the territory produces no income this turn.

On a roll of 1-2 desert territories produce no income this turn.

MINE DISASTER PHASE

Roll 1D6 for each mine you control.

On a roll of 1 the mine is destroyed.

LEADER PHASE

Roll 1D6. On a roll of 1 place a Leader counter on one of your armies.

An army may have only one Leader. Excess leaders are discarded.

REBELLION PHASE

Roll 1D6 for each territory you control.

On a roll of 1 the territory rebels.

Place 1D2 Rebel Army counters in the territory.

On a roll of 1-2 on 1D6 one of the Rebel armies has a Leader.

The territory produces no income until the Rebel Armies are destroyed.

PRODUCTION PHASE

Each of your farms and mines produce revenue equal to the income value of the resource they are exploiting.

Towns generate income equal to the population of the territory.

Ports generate income equal to 1 + the number of adjacent territories.

INVESTMENT PHASE

Gain 2D6 income from European investors.

INFRASTRUCTURE PHASE

Build Structures and raise armies.

You can only spend what you have earned this turn.

You cannot spend profit from previous turns.

Structure Table

Type	Cost	Notes
Farm	3	Exploit Crops, Livestock, and Exotics/Luxuries
Mine	10	Exploit Oil, Gold, and Diamonds
Fort	6	Defense +1
Town	10	
Port	8	Requires a Town

Army Table

Type	Cost	Upkeep	Combat Bonus	Terrain Bonus
Rebel	6	1	+0	+1 in Jungles
Native	6	1	+0	+1 in Jungles
Colonial	9	2	+2	+1 in Mountains
European	12	3	+4	+1 in Plains

European armies must start in a territory with a port.

Native & Colonial armies can start in any territory you control.

You cannot buy rebel armies.

MOVEMENT PHASE

Your Armies can move to adjacent territories.

More than one army may occupy a space.

An army that is already in a territory with a hostile army cannot move into a space controlled by an opponent.

Armies with leaders can move 2 spaces.

Rebel armies never move.

DIPLOMACY PHASE

If an army moves into a territory controlled by no player roll 1D6.

On a roll of 1-3 the natives resist:

Place 1D2 Rebel Army counters in the territory.

On a roll of 1-2 on 1D6 one of the Rebel armies has a Leader.

The territory produces no income until the Rebel Armies are destroyed.

BATTLE PHASE

Enemy armies in the same territory will fight.

Each army rolls 1D6 and adds modifiers to get a Force Total.

This includes terrain and army type modifiers.

An Army with a leader gets +2.

An army destroys 1 opposing army with a Force total equal to or less than its.

Two or more armies may combine their force totals to destroy one enemy army.

Leaders are destroyed with their army.

UPKEEP PHASE

Pay upkeep for each army.

If upkeep is not paid the army disbands.

PROFIT PHASE

All money not spent this turn is profit for your European Investors.

CONTROL PHASE

If only your armies occupy a territory, remove any enemy control markers, and put down one of your own. Take control of all structures in the territory.

GAME DESIGNERS NOTES

This is Africa of course, but it doesn't have to look like it.

DARK SUN ADVENTURE

INTRODUCTION

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

THE MAP

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

RANDOM MAP & CARD GENERATOR

Another Stunning Addition by Peter Cobcroft:

Click [here](#)

With these additions, you should be able to play a game right away.

PIECES & DICE

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

DECKS

There are 2 common decks:

The Character Deck and the Event Deck

THE CHARACTER DECK

You control a party of adventurers (initially six).

Adventurers are also referred to as Characters.

Characters differ in Race and Class.

There are 4 Class types:

Mage, Ranger, Thief, and Fighter.

THE EVENT DECK

Players share a common Event Deck.

The deck has 3 types of cards: Aid cards, Event cards, & Foe cards

There are 2 types of Foes: Monsters & Humanoids.

Aid cards include: Weapons, Armor, Items, Psionic Powers, & Spells.

Only Fighters can use Armor.

Any class except Mages can use Weapons.

Only Mages can use Spells.

Any Character can use a Power card.

VICTORY

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

SETUP

Roll on the Terrain table for each space on the board.
Each player gets to draw 6 Character cards.
Each player is dealt a hand of 7 Event cards.
Players roll high on 1D20 to see who goes first.
Player's pawns start in the start space.
A Token representing the Rod of Divining is placed in the End Space.
The Start space is a City. The End space is a Ruins.

COURSE OF THE GAME

Phase I

Players take turns moving their Parties towards the End space.

Phase II

The party that reaches the End space first gains possession of the Rod of Divining. To win, that party must turn around & move back to the Start space. This party becomes known as the Rod party. Opposing Parties can now move in either direction. If an opposing party defeats the Rod party in battle, they gain possession of the Rod of Divining and become the new Rod party.

TERRAIN TABLE

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

1D20	Type:	Water	Notes:
1	City State	Y	Civilized
2	Village	Y	Civilized
3	Ruins	16	Foes get +2
4	Scrub Plains	14	
5	Forest Ridge	Y	
6	Canyon	12	
7	Oasis	Y	
8	Sandy Wastes	18	
9	Stony Barrens	16	
10	Rocky Badlands	16	
11	Salt Flats	18	
12	Mountains	14	
13	Silt Basin	18	Peril Level = 8
14	Boulder Fields	16	
15	Smoking Lands	18	Peril Level = 10
16	Tree of Life	10	
17	Sand Dunes	18	
18	Open Bled	18	
19	Desert	18	
20	Hinterlands	16	

CHARACTER DECK CARD LIST

Name:	Class	Notes:
Halfling Clan Protector		F Survival +1
Halfling Guide	R	Survival +1
Halfling Druid Shaman	M	Survival +1
Freed Mul Gladiator	F	Force +2 vs Humanoids
Escaped Mul Slave Thief		T Force +1
Dwarf Weapon Master	F	May use 2 Weapons in Battle
Dwarf Defender	F	Armor Card gets +4 Force
Dwarf Geomancer	M	Spell Card gets +2 Force
Half Elf Outcast	T	Survival +1
Half Elf Beast Master	R	Force +2 vs Monsters
Half Elf Illusionist	M	Discard a card for +2 Stealth

Human Templar Inquisitor	M	Force +1
Human Water Priest	M	Discard a card for +2 Survival
Human Psionic Warlock	T	Psionic Power Card gets +2 Force
Human Bard Assassin	T	Stealth +1
Human Cosmologist	M	May use 2 Spells in Battle
Human Defiler Wizard	M	Discard a card for +2 Force
Human Gladiator	F	Weapon Card gets +2 Force
Human Preserver Wizard	M	Discard a card for +1 to any Roll
Elf Nomad Raider	F	Stealth +1
Elf Silt Stalker	R	Stealth +1
Elf Desert Trader	T	In Trade Phase Discard 1 card to draw 1 card
Elf Windsinger	M	Stealth +1
Half Giant Pit Fighter	F	Force +2 & Stealth -1
Half Giant Mercenary	F	Force +1
Mantis Warrior	F	Force +2 & Cannot use Armor
Thri-kreen Hunter	R	Force +1

CLASS BONUSES

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

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

TURN SEQUENCE

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

EVENT PHASE

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

TRADE PHASE

If you are in a City or Village, draw an Event extra card for every Thief you have in your party.
You may play a Trade card to draw 2 cards or discard your hand and draw 5 new cards.

SURVIVAL PHASE

Each Terrain type has a Water Level (See the Terrain Table).
Roll 1D20. This is the Survival Roll.
If the Modified survival roll is less than the Water level, your party Finds no water this turn and gets 1 Dehydration Token.
If the Modified survival roll is equal to or greater than the Water level, your party finds water: Remove all accumulated Dehydration tokens.

Every time you accumulate a Dehydration token after the second, one Random Party member dies from thirst. Parties in Terrain with a Water level of Y will always find water.

RECRUIT PHASE

If you have less than 6 Characters roll 1D20.
This is the Recruit Roll.
On a roll of 18+ gain 1 new party member.
Add 3 to the roll if you are in a City or Village Space.

MOVE PHASE

Move your party 1D6 spaces.
This is known as the Move Roll.
Add 1 for every Ranger in your party.
(Forward in Phase I or either way in Phase II.)
You may play 1 Transport card to move an additional 1D6 spaces.

ENCOUNTER PHASE

If you are in a space not occupied by an opposing party, any Opponent may play one Foe, Peril, or Delay card on you.
Foes are handled in Battle Phase.
Delay cards cause you to miss your next turn.
If a Peril card is played roll 1D20.
Treat this like a survival roll in Survival Phase.
Peril cards have a Peril Level.
If the Modified survival roll is less than the Peril level, you lose one random party member.
Civilized Perils use Stealth instead of Survival Modifiers.

STEALTH PHASE

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

BATTLE PHASE

If in Move phase you landed on an opposing party, or an opponent played a Foe on you in Encounter Phase, you must fight.
Determine the Force Total of your Party...
Force Total = 1D20 + # of Party Members + All Force Bonuses
You may play one Spell per Mage in your Party.
You may play one Psionic Power or Item per Party Member.
You may play one Weapon per Non-Mage Party Member.
You may play one Armor per Fighter in your Party.
You may play one Ally per Battle.
Note: the 1D20 is referred to as the Battle Roll.
Determine the Force Total of the opposing party the same way.
Reroll ties. The side with the higher total wins.
The loser must discard one random Character.
The winning party gets the Attachments of the discarded character.
The Force Total of a Foe = 1D20 + Foe Level.
If you Defeat a Foe draw 3 cards.
If you lose vs a Foe, discard a random character.
At the end of the phase, discard any Foe card and
Discard all played Spells, Items, Weapons, Armor, Allies, and Power cards.

CARD LIST NOTATION

Card Type:

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

EVENT DECK CARD LIST

Card Name:	Type	Force	Notes:
Sand Storm	D	-	
Dust Storm	D	-	
Ash Storm	DN	-	Peril Level = 10
Lost	D	-	
Heat Wave	N	-	Peril Level = 14
Heat Exhaustion	N	-	Peril Level = 13
Desert Twister	DN	-	Peril Level = 14
Quicksand	N	-	Peril Level = 12
Dangerous Fall	N	-	Peril Level = 11
Assassin	C	-	Peril Level = 13
Templar Accusation	C	-	Peril Level = 15
Telekinesis	P	+3	
Tower of Iron Will	P	+1	+3 vs Humanoids
Mental Barrier	P	+1	+3 vs Humanoids
Thought Shield	P	+1	+3 vs Humanoids
Intellect Fortress	P	+1	+3 vs Humanoids
Empathy	P	+2	Look at Opponents Hand
Telepathy	P	+2	Look at Opponents Hand
Psionic Blast	P	+3	
Psychic Crush	P	+3	
Chameleon Power	P	+1	Or use for Stealth +4
Danger Sense	P	+1	Or use for Stealth +4
Precognition	P	+2	Or Discard to look at next 7 cards in Deck
Combat Mind	P	+2	
Domination	P	+3	
Inflict Pain	P	+3	
Teleport	P	+3	Or use as Transport Card
Disintegrate	P	+3	
Awe	P	+3	
Invincible Foes	P	+3	
Ego Whip	P	+2	
Mind Thrust	P	+2	
Psychic Drain	P	+3	
Botanical Enchantment	S	+3	Potions
Kank Lancers	H	7	Or use as +3 Force Ally
Cistern Fiend	M	15	Surprise Roll -4
Dragon of Tyr	M	20	Ancient Defiler Dragon
Tarek Savages	H	6	Or use as +3 Force Ally
Nikaal Nomads	H	4	Or use as Trade card
Pyreen	L	+4	Psionic Druid

Elf Night Runners	L	-	Stealth +3
So-Ut Rampager	M	9	Great Beast
Braxat	H	10	Huge Horned Armored Hunter
Water Hunters	L	-	Survival +3
Veiled Alliance	L	+2	Counts as a Mage
Psychic Vampire	H	8	Free-Willed Undead
Ride Kanks	R	-	Large Grasshopper Mounts
Gith Ambushers	H	5	Reptilian Elves
Desert Warriors	H	5	Or use as +2 Force Ally
War Chariot	R	-	Or use as +2 force Ally
Howdah	R	-	Or use as Trade card (Cart)
Wagon	R	-	Or use as Trade card
Arakocra Flock	L	+2	Avian Humanoid Eagle Head
Kenku Kidnappers	H	5	Avian Humanoid Hawk Head
Scale Mail	A	+2	Chitin Plates
Splint Mail	A	+2	Bone Plates
Stiffened Leather	A	+2	Molded & Hardened
Fighting Sticks	W	+2	
Shield	A	+2	Stretched Leather
Padded Armor	A	+2	Woven Giants Hair
Piecemeal Armor	A	+2	Bronze Plates
Steel Sword	W	+3	Magical
Horned Helmet	A	+3	Magical
Braxat Hide Armor	A	+2	
Ride Inix	R	-	16 Foot Lizard
Ride Kanks	R	-	Giant Katydids
Ride Mekillot	R	-	6 Ton Lizard
Erdlu Eggs	I	-	Survival +3; Large Flightless Birds
Kank Honey	I	-	Survival +3
Chatkcha	W	+2	Crystal Throwing Wedge
Gythka	W	+3	Polearm with Blades at each end
Impaler	W	+2	Shaft with blades forming a T
Quabone	W	+1	Flexible Bone Rod
Wrist Razor	W	+2	3 Blades
War Club	W	+2	Studded with Flint Chips
Bronze Battle Axe	W	+3	
Crossbow	W	+3	Poisoned Darts
Javelins	W	+2	
Stone Dagger	W	+1	
Conjure Elemental	S	+3	
Dust Devil	S	+2	
Animate Rock	S	+2	
Call Lightning	S	+3	
Control Weather	S	+1	Or use for Survival +3
Wind Walk	S	+2	Or use as Transport Card
Flame Strike	S	+3	
Endure Heat	S	+1	Or use for Survival +3
Pyrotechnics	S	+1	Or use for Stealth +3
Create Water	S	-	Use for Survival +5
Animate Dead	S	+2	Extra +2 vs Humanoid Foe
Control Monster	S	-	+5 Force vs Monster Foe
Resurrection	S	-	Recruit Roll +10
Detection	S	+2	Look at Opponents Hand
Invisibility	S	-	Use for Stealth +4
Neutralize Poison	S	-	Defeat Poisonous Foe
Divination	S	+2	Look at next 7 cards in Deck
Illusions	S	-	Use for Stealth +4
Familiar	S	-	Use for +1 to any roll
Arena Combats	H	13	In City or Village only
Giant Strength Potion	I	+3	
Landmark	R	-	Or use as Trade card
Well	R	-	Or use for Survival +5
Giant Ant Lion	M	10	Sand Trap
Basilisk	M	11	Petrifying Gaze
Yaun-Ti	H	9	Psionic Snake Men
Scorpion	B	3	Poisonous

Slicer Beetles	M	6	Pincers
Caravan	T	-	Or use as Survival +3
Trading Outpost	T	-	Or use as Survival +3
Wyvern	M	7	Poisonous Dragon
Sand Elemental	M	8	Stealth Roll -3
Dao	H	13	Evil Earth Djinn
Bulette	M	8	Armored Land Shark
Dragonne	M	12	Lion Dragon
Obsidian Golems	M	10	Immune to Psionics
Razorwings	M	5	Flying Predators
Asp	B	3	Poisonous Snake
Belgoi	H	2	Humanoid Cannibals
Dune Freaks	H	5	Burrowing Humanoids
Gaj	M	11	Psionic Insect Horror
Athasian Giants	H	10	Immune to Psionics
Tembo	M	8	Monstrous Baby Eaters
Silt Skimmer	R	-	Or use as Trade card

LINKS

[Link Page](#)

DARK SUN EMPIRES

INTRODUCTION

Dark Sun AD&D Theme.

Each player is a Sorcerer King in Control of a City State of Athas.

Module for the [Warp Empires](#) system.

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

DISCLAIMER

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This is merely a fan site.

MAP

Fantasy Europe.

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

1D6 Terrain Type:

1 City State (Revenue = 7 Gold per turn)

2 Village (Revenue = 2 Gold per turn)

3 Safe (Forest, Oasis, Tree of Life)

4 Desert (Open Bled, Dunes, Salt Flats, Plains)

5 Rocky (Barrens, Badlands, Wastes, Boulder Fields)

6 Perilous (Canyons, Ruins, Silt Basin, Mountains, Volcanic)

Units cannot enter Perilous Terrain

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.

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

CARD LIST NOTATION

M = Move
 E = Event
 EI = Intrigue Event
 EB = Battle Event
 SB = Battle Spell (Requires Wizard in Stack)
 S = Spell

COMMON DECK CARD LIST

Card Name	#	Type	Notes
March	12	M	Move 1 Stack
March Orders	8	M	Move 2 Stacks
Grand March	4	M	Move 3 Stacks
Assassin	2	EI	Kill Target Leader
Open Rebellion	2	EI	Put 2D6 Force = 1 Rebels in target city
Revolt	2	EI	Put 1D6 Force = 1 Rebels in target village
Fire Storm	2	SB	Kill 1 Random opposing unit
Expose Traitor	2	EI	Negate Intrigue card
Animate Dead	2	SB	Gain a Force = 5 Unit this Battle
Mind Control	2	SB	Control Random Enemy unit this battle

Spies	2	EI	Look at stack or opponents hand
Disease	2	E	Kill random unit in adjacent stack
Pestilence	2	E	Target City produces no income
Famine	2	E	Target Village produces no income
Halfling Infiltrators	2	E	Kill random unit in adjacent stack
Sandstorm	2	E	Negate Move
Wall of Fire	2	SB	Defending Stack gets unit Force = 8
Divivnation	2	S	Look at next 10 cards in deck
Elven Traders	2	E	Gain 1D6 Gold
Merchant Caravan	2	E	Gain 2D6 Gold
Surprise Attack	2	EB	All Attackers get Force +2
Bold Ploy	2	EB	Stack gets Force +10
Slaughter	2	EB	Losing side is completely eliminated

DARK SUN SKIRMISH

INTRODUCTION

Board & card game for 2 players.

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VICTORY

Destroy all enemy characters.

THE MAP

Use an 8x8 chessboard.

CHARACTERS

Use chits or miniatures to represent creatures.
Each player draws 8 unique characters from the Character Deck.

CHARACTER CARD LIST NOTATION

F = Fighter

M = Mage

CHARACTER DECK CARD LIST

Name	Type	Hits	Skill Card:
Halfling Clan Protector		F	1 Dodge: Defense
Halfling Guide	F	1	Scout: Look at Opponents Hand
Halfling Druid Shaman	M	1	Magics: Draw 2 cards (Max 1/turn)
Freed Mul Gladiator	F	2	Killer Instinct: Attack Range =1
Escaped Mul Slave Thief	F	2	Run Away: Defense
Dwarf Weapon Master	F	2	Slay: Attack Range =1
Dwarf Defender	F	2	Block: Defense
Dwarf Geomancer	M	1	Stone Rain: Attack Range =4
Half Elf Outcast	F	1	Archer: Attack Range = 3
Half Elf Beast Master	F	2	Beast Attack: Attack Range = 3
Half Elf Illusionist	M	1	Illusions: Defense
Human Templar Inquisitor	M	2	Command: Negate Move
Human Water Priest	M	1	Heal: Restore 1 Hit Range = 1
Human Psionic Warlock	M	1	Psionic Attack Range = 3
Human Bard Assassin	F	2	Hidden Weapon: Attack Range =1
Human Cosmologist	M	1	Magics: Draw 2 cards (Max 1/turn)
Human Defiler Wizard	M	1	Death Magic: Attack Range =4
Human Gladiator	F	2	Death Blow: Attack Range =1
Human Preserver Wizard	M	1	Heal: Restore 1 Hit Range = 1
Elf Nomad Raider	F	2	Archer: Attack Range = 4

Elf Silt Stalker	F	1	Stalk: Move Range = 3
Elf Desert Trader	F	1	Items: Draw 2 cards (Max 1/turn)
Elf Windsinger	M	1	Fly: Move Range = 4
Half Giant Pit Fighter	F	3	Mighty Blow: Attack Range = 1
Half Giant Mercenary	F	3	Tough Hide: Defense
Mantis Warrior	F	2	Chitinous Armor: Defense
Thri-kreen Hunter	F	2	Speed: Attack Range = 1

SETUP

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

THE CARDS

Players share a common deck.
Each Character can use Skill cards for different effects.

TURN SEQUENCE

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

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your Characters.
Characters cannot move through other units.
(Exceptions: Teleport Spell)
The move card has a number.
This is the number of spaces the Character moves.
The Unit tables list what type of Move cards each Character can use.
Moves are diagonal or orthogonal (like a Queen in Chess).
Instead of moving just one Character in any direction, you have the option of moving one or more Characters forward the indicated number of spaces using a single move card.

BATTLE PHASE

Play (discard) an Attack card to have a Character attack.
The attack card has a number.
This is the range of the attack.
Attacks are diagonal or orthogonal (like a Queen in chess).
The enemy unit that is the target of the attack takes one point of damage.
Characters reduced to zero Hits are killed and are removed from the map.
Characters cannot attack through other creatures.

CARD LIST NOTATION

M = Movement
 MM = Move by Mage only
 A = Attack
 S = Skill
 AP = Psychic Attack
 AF = Attack by Fighter only
 AM = Attack by Mage only
 D = Defense vs Non-Psychic Attack only
 DP = Defense vs Psychic Attack only
 DF = Defense vs Non-Psychic Attack only by Fighter only
 DM = Defense vs Non-Psychic Attack only by Mage only
 X = Special
 XM = Special by Mage only
 Type = Purpose of card
 # = Number of that type of card in the deck

COMMON DECK CARD LIST

Card Name:	Type	Range	Notes
Advance	M	1	10 in deck
Run	M	2	10 in deck
Charge	M	3	10 in deck
Skill	S	-	6 in deck
Telekinesis	A	3	
Tower of Iron Will	DP	-	
Mental Barrier	DP	-	
Thought Shield	DP	-	
Intellect Fortress	DP	-	
Empathy	X	-	Look at Opponents Hand
Telepathy	X	-	Look at Opponents Hand
Psionic Blast	AP	4	
Psychic Crush	AP	3	
Chameleon Power	D	-	
Danger Sense	D	-	
Precognition	X	-	Look at next 7 cards in Deck
Combat Mind	A	1	
Domination	X	2	Take control of Target
Inflict Pain	AP	2	
Teleport	M	5	
Disintegrate	A	3	
Awe	N	-	
Ego Whip	AP	2	
Mind Thrust	X	-	Opponent must discard 2 Random cards
Psychic Drain	X	-	Steal 1 random card from opponent
Scale Mail	DF	-	Chitin Plates
Splint Mail	DF	-	Bone Plates
Stiffened Leather	D	-	Molded & Hardened
Fighting Sticks	A	1	
Shield	DF	-	Stretched Leather
Padded Armor	DF	-	Woven Giants Hair
Piecemeal Armor	DF	-	Bronze Plates
Steel Sword	AF	-	
Horned Helmet	DF	-	
Braxat Hide Armor	DF	-	
Chatkcha	AF	2	Crystal Throwing Wedge
Gythka	AF	1	Polearm with Blades at each end
Impaler	AF	1	Shaft with blades forming a T
Quabone	AF	1	Flexible Bone Rod
Wrist Razor	AF	1	3 Blades
War Club	AF	1	Studded with Flint Chips
Bronze Battle Axe	AF	1	
Crossbow	AF	4	Poisoned Darts
Javelins	AF	3	
Stone Dagger	A	1	
Dust Devil	DM	-	

Animate Rock	AM	2	
Call Lightning	AM	4	
Wind Walk	MM	5	
Flame Strike	AM	3	
Pyrotechnics	DM	-	
Control Monster	XM	2	Take control of target Character
Resurrection	XM	1	Put killed Character back in Play
Detection	XM	-	Look at Opponents Hand
Invisibility	DM	-	
Divination	XM	-	Look at next 7 cards in Deck
Illusions	DM	-	
Familiar	DM	-	

DEATH RACERS

INTRODUCTION

Mad Max style post-apocalyptic gang-warfare road combat.

GANGS

Each player starts with a gang of 6 Vehicles.
Roll on the Vehicle Table to see what each vehicle is.
Use a separate index card to keep track of each vehicle.
Each vehicle will have a number of pieces of Equipment equal to its size.
Roll on the Equipment Table to see what each piece of Equipment is.
Roll to see how many times each piece of equipment can be used.

THE ROAD

The road is a track divided into 100 segments.
The first square is the Start square.
Add 1D6 obstacle counters to random spaces on the Map

VICTORY

Look at the opposing vehicles.
Designate one player as the Slow Gang.
The other player is the Fast Gang.
The Slow gang wins if he gets 3+ his vehicles to the end of the track,
Otherwise the Fast gang wins.

DESTROYING VEHICLES

If all the crew of a vehicle are killed, the vehicle is abandoned.
Ramming and Fire may destroy vehicles outright.

SETUP

All vehicles of the Slow gang start in the Start space.
The Fast gang player may place his vehicles on any spaces.
The slow gang goes first.

TURN SEQUENCE

Each vehicle gets a turn. Players alternate.
Each turn has 5 phases:
Drop Phase
Ride Phase
Missile Phase
Ram Phase
HTH Phase

DROP PHASE

If a vehicle has Tacks or Oil it may drop one load.

Place a counter of the appropriate type in the vehicles current space.

RIDE PHASE

Each of your vehicles may move 2D6 spaces forwards or backwards.
If a vehicle has a negative speed modifier, you must reduce the roll by that amount.
If a vehicle has a positive speed modifier, you may increase the roll by that amount.
If you moved past or landed on a Tacks or Obstacle, or Oil counter roll 2D6 and add your Maneuverability modifier.
If the modified roll is 7+ you evade the counter.
Add +1 to the roll if the counter is one of yours.
If you fail a Tacks counter your speed becomes -2 permanently.
If you fail an Oil or Obstacle counter your vehicle cannot move next turn.
If you occupy the same space as an abandoned vehicle, instead of moving, you may transfer 1 or more crew to the abandoned vehicle and take control of it.
If you occupy the same space as a friendly vehicle, instead of moving, you may transfer 1 or more crew to the friendly vehicle.

MISSILE PHASE

If you are in range (forwards or backwards) with one or more of your weapons with a Range score of 1+ you may attack a target vehicle.
Each weapon rolls 1D6 and adds its To Hit Modifier. (+1 if Range = 1)
Each target vehicle rolls 1D6 and adds its Armor Modifier.
If the Weapon roll is higher the Vehicle loses 1 crew.
If the weapon is a Fire weapon there is a further 1 in 6 chance the vehicle goes up in a Ball of Flame (Destroyed & all crew killed)
Instead of aiming at the crew you may aim at the tires: If you hit, the speed of the target becomes -2 permanently.

RAM PHASE

If you share the same space as an enemy vehicle you may ram it.
Each vehicle rolls 1D6 and adds their Size & Ram Modifiers. The Higher roll wins.
The loser cannot move next turn and has speed -1 permanently.
If the target has a better speed or maneuverability than the rammer he may avoid the Ram contest on a roll of 4-6 on 1D6.
If you lose a ram contest roll 1D6: On a roll of 5-6 your vehicle is destroyed and all crew are killed (Flipped, smashed, rolled over, crushed, go over cliff)

HTH PHASE

If you share the same space as an enemy vehicle you may attack it in HTH (Hand-to-Hand) combat.
Each vehicle rolls 1D6 and adds their Crew and HTH Modifiers.
The Higher roll wins.
The loser loses 1D3 Crew permanently.
If the target has a better speed or maneuverability than you he may avoid the HTH contest on a roll of 4-6 on 1D6.

VEHICLE TABLE

1D12	Type	Speed	Mnvr	Armor	Size	Crew
1	Motorcycle	+1	+3	0	1	1
2	Dune Buggy	+1	+2	0	2	3
3	Sportscar	+2	+1	1	2	2
4	SUV	--	--	2	3	4
5	Van	-1	--	2	3	4
6	Bus	-1	-2	3	4	6
7	Pickup Truck	--	--	2	3	4

8	18 Wheeler	-1	-2	3	6	8
9	Muscle Car	+1	+1	2	2	3
10	Dragster	+3	-1	1	2	2
11	Jeep	-1	+2	0	2	3
12	Compact	-1	+1	1	2	3

EQUIPMENT TABLE

1D20	Type:	Notes:
1	Pneumatic Dart gun	Range = 4 (2D6 uses only)
2	Nitros	Speed +4 (1D3 uses only)
3	Armor Plates	Armor +1
4	Drag Chutes	Maneuver +4 (1D3 uses only)
5	Flame Thrower	Range = 2 (To Hit +2) (1D6 uses only) Fire
6	Rockets	Range = 6 (1D3 uses only) (lose 1D3 crew)
7	Ramming Spar	Ram +1
8	Buzz Saw	Ram +1
9	Tin Tacks	(1D3 uses only)
10	Oil Dropper	(1D3 uses only)
11	Bows & Arrows	Range = 2 (HTH +1)
12	Modified Engine	Speed +1
13	Passenger	Crew +1
14	Shotgun	Range = 2 (To Hit +1) (1D6 uses only) HTH +2
15	Spiked Wheels	Ram +1
16	Molotov Cocktails	Range = 2 (1D6 uses only) Fire
17	Crossbows	Range = 3 (HTH +2)
18	Grappling Hooks	Range = 2 (1D3 uses only) HTH +1
19	Harpoons	Range = 2 (1D3 uses only) HTH +1
20	Pistol	Range = 1 (1D6 uses only) HTH +2

ZAKS ARMORED TRAIN VARIANT

Special Vehicle: Armored Train

Speed -2

Manoeuvre -3

Armor 5

Size 10

Crew 12

Special Stats: Ram +2, has a standard Pneumatic Dart Gun and cannot use the Armor Plates equipment (reroll).

Special movement rule: the train moves always 1D3+1D3 spaces forward (no reverse move is possible)

The Slow Gang can pick the train instead of two standard vehicles: in alternative a special scenario can be created for it.

GYROCOPTER VARIANT

Special Vehicle: Gyrocopter

Speed +5

Manuver +3

Armor 3 (Not armor but difficulty to hit)

Size 2

Crew 1

Notes: Cannot ram or be rammed. Cannot attack or be attacked in HTH.

Can only attack or be attacked in missile phase.

One of its Equipment choices is automatically Molotov Cocktails with 2D6 uses.

DEITY

INTRODUCTION

Players assume the roles of certain lesser Demigods.
Each demigod begins with a small band of worshipers.
Gain power by building temples and helping your population grow.
Crush your enemies populations with acts of god and the armies of the faithful.
The last remaining immortal is the one true Deity.

OBJECTIVE

Destroy all of your opponent armies, populations, and temples.

WORLD BUILDING PREGAME SETUP PHASE

Use a 10 x 10 or 12 x 12 blank hex map.
Each player takes a turn drawing and then placing a Terrain counter on the map.
Counters are drawn at random from the terrain pile.
The first player places his counter anywhere on the map.
Counters must be placed adjacent to a counter already placed.
A player may discard his counter and draw a new one twice during setup.
Spaces without terrain counters are considered to be oceans or inland seas.

SETUP

Each player rolls 4D6 to determine their starting population.
If the Gods favor you, your rolls will be high.
These may be placed in any one plains hex, not within 6 spaces of opposing units.
Players start with no cards, armies, or temples.
Players roll high to see who goes first.

TURN SEQUENCE

Players take turns.
Each turn has 7 phases:
1 Draw Phase
2 Build Temple Phase
3 Raise Armies Phase
4 Population Growth Phase
5 Miracle Phase
6 Battle Phase
7 Movement Phase

DRAW PHASE

Each player draws one card plus a number of cards equal to the number of temples he controls.
A player may have a maximum of 7 cards in his hand.
Excess cards are discarded.

BUILD TEMPLE PHASE

Replace six Population counters in a single hex with a Temple counter.

A space may only contain a single Temple.
Temples cannot be built adjacent to other Temples.
You may build multiple Temples in this phase.

RAISE ARMIES PHASE

Replace up to half of the Population counters in a hex with Army counters.
You may raise armies in multiple spaces in this phase.
Armies already existing may be converted back to Population counters.

POPULATION GROWTH PHASE

Place a Population counter on each space you control not occupied by an Army or a Temple.
The number of markers in a hex cannot exceed the Terrain limit.
Discard excess counters.

MIRACLE PHASE

A player may use none, some, or all of his cards.
Most cards (miracles) are played during this phase.
Some cards are used during other phases.
A card is used to 'perform a miracle'.

BATTLE PHASE

Armies may attack units in adjacent hexes.
Population counters may not attack.
The attacker rolls 2 dice for every attacking army.
The defender rolls 2 dice for every defending army.
The defender also rolls 1 die for every 2 population counters rounding up.
Every roll of 1 on D6 indicates one enemy counter is destroyed.
Armies are destroyed before populations & populations before Temples.
This procedure is repeated until:
All attacking armies are destroyed.
The attacker decides to retreat.
all defending counters are destroyed.

MOVEMENT PHASE

Population counters & armies may move one space.
Temples cannot move.

CARD LIST

NOTES

Earthquake	Target hex: Destroy 1D6 counters
Crumble	Destroy target Temple
Tidal Wave	Coastal space: Destroy 1D6 counters
Volcanic Eruption	Mountain space: Destroy 1D6 counters
Flood	Target coastal hex and all adjacent hexes
lose 1 population counter each	
Alter Land	Draw a terrain counter. Replace target terrain
on map with it	
Create Land	Draw a terrain counter. Put counter on target
water hex	
Destroy Land	Discard target empty coastal hex
Sacrifice	Discard 3 population counters to draw 2 cards
Prophet	Target hex and all adjacent hexes produce 1
additional population counter	

Holy War	Armies get to attack twice this turn if they survive their first attack
Chasm	Destroy all armies in target space
Fire	Forest space: Destroy 1D6 counters
Famine	Target hex and all adjacent hexes gain no population this turn
Plague	Target hex: Destroy all but 1D6 counters
Fertility	Double the number of population counters in target space
Monsters	Place 1D3 monster counters on any empty space. Treat them like armies except they cannot move & they cannot be turned into population counters. You control them
Blight	Put blight counter on empty hex. No counters may enter this space. Each turn roll 1D6 at the beginning of Miracle phase. On a roll of 1 the Blight disappears
Sanctuary	Counters may not attack target space this turn
Draught	Target Desert hex and all adjacent hexes lose 1 population counter each
Godspeed	Move some or all of the nontemple counters in target space to another space up to Three hexes away
Pestilence	Target Swamp hex and all adjacent hexes lose 1 population counter each
Ressurrection	Play at end of battle phase. Bring back to life all counters destroyed this turn in target hex
Abjuration	Negate the effects of a card played by another player
Hurricane	Target ocean hex: All adjacent hexes lose 1 population counter each
Repopulate	Target hex you control gains 1D6 Population counters

NOTES

The deck should contain two of each card.

TERRAIN COUNTERS LIST

#	TYPE	NOTES
10	Mountains	Defense: One less counter destroyed by attacking armies per roll; Maximum 10 counters
10	Forests	Maximum 15 counters
20	Plains	Maximum 20 counters
5	Swamps	Temples cannot be built in swamps; Maximum 10 counters
10	Deserts	Maximum 10 counters
5	River Valleys	In setup one facing must be kept exposed to the water; Maximum 25 counters

NOTES

In setup put out all terrains except five to be kept in reserve. The maximum counter figures are the terrain limits.

OTHER COUNTERS LIST

Each side gets an unlimited number of population, army, and temple counters.

DENIZENS OF THE DEEP

INTRODUCTION

When Atlantis sunk into the sea, the only survivors who could still occupy the city were the Mermen and the Tritons. Even then, the inhabitants of Atlantis were still plagued with numerous enemies. The evil and powerful Sea Witch has summoned all the enemies of Atlantis together to destroy the city. The Sea King and his faithful allies stand ready to repel the monstrous horde.

GAME CONCEPT

Set piece tactical battle for 2 players.
One player is the Sea King, the other is the Sea Witch.

DICE

Six sided dice are needed.

THE MAP

Use a Hex map.
Each hex contains one of the listed deep or shallow terrain types.

DEEP WATER TERRAIN TYPES (BENTHOS, ABYSS)

Open Ocean- No special rules.
Mountain Peaks- No units may enter.
Upwelling- All attacks into or out of this space are at one less Attack die to a minimum of 1 AD.
Pack Ice- Cost 2 Moves to enter. (Also Fronts)
Current- Put arrow in space. In End phase, move unit 1 hex in direction of current.
Only 1 such move per turn.
Vortex- Any units that enter are destroyed. In End phase, any units adjacent are sucked in on a roll of 1 on 1D6.
Sargasso- Cost 2 Moves to enter.

SHALLOW WATER TERRAIN TYPES (CONTINENTAL SHELF)

Mud Flats- No special rules. (Also Sandy Bottoms)
Sandy Surf- Cost 2 Moves to enter. (Also Large Jagged Rocks, Rocky Bottom, Tidal Flats)
Land- No units may enter. (Also Island, Solid Ice, Sandbar)
Shoreline- - No units may enter. (Also Beach, Breakwater, Sea Walls)
River Outflow- Same as Current.
Coral Reef- - Units get +1 to hide. Cost 2 Moves to enter.
Kelp Forest- Units get +2 to hide. Cost 2 Moves to enter. (Also Seaweed)
Mangrove Estuary- Units get +2 to hide. Cost 2 Moves to enter.
Ruins- Units get +1 to hide. Cost 2 Moves to enter.
Buildings- Units get +2 to hide. Cost 2 Moves to enter.
Whirl Pool- Units that enter receive an attack of 1 AD.

Attacks into or out of this space are at 1 less AD to a minimum of 1.
Hydrothermal Vent- Units get +2 to hide. Cost 2 Moves to enter.
Units that enter receive an attack of 1 AD.
Lava Flow- Any units that enter are destroyed.
In End phase, any units adjacent receive an attack of 1 AD.
Clam Bed- No special rules. (Also Sponge Beds)
Sunken Ship- Units get +2 to hide. Cost 2 Moves to enter.
Crevasse- Units get +1 to hide. (May be considered Deep Water)
Sea Temple- Units get +2 to hide. Cost 2 Moves to enter. Sea King units get +1 AD
Spawning Bed- Sea Witch units get +1 AD

CHITS

Units are represented by chits (cardboard counters).
Unit chits must have the name of the unit.
Chits are used to mark each unit's damage.
Chits are used to mark hiding units.
Chits are used to represent spells and mark their ongoing effects.
Chits can be used for each unit to indicate Moves saved from first move phase.

SETUP

The Sea King sets up his units along one side of the board.
The Sea Witch sets up her units along the other side of the board.

SPELLS

During setup units with Spells receive the indicated number of Spell chits stacked on them.
Spell chits are drawn randomly from a common pile.
Create 2 chits for every spell in the spell list.

VICTORY

If either the Sea King, or the Sea Witch is killed, the other side wins immediately.

TURN SEQUENCE

Players take turns.
The Sea Witch goes first.
Each turn has 4 Phases:
1. First Swim Phase
2. Attack Phase
3. Second Swim Phase
4. End Phase

FIRST SWIM PHASE

A player may move each of his units a number of hexes equal to their Move (Swim) Rating.
Moves not used can be saved for Second Swim Phase.
(You may wish to use chits to record these saved moves)
Units may not move through other units.
Units may not stack.
Large Units may not enter Shallow Terrain types that require two moves to enter.
Units with a Paralyzation counter may not move.
If a unit moves it must discard any hide counters it has.

ATTACK PHASE

A unit may attack an enemy unit that is adjacent.

Units with a Paralyzation or Siren counter may not attack.

Hidden units may only be attacked on a roll of 5-6 on 1D6. This is called the Search Roll.

The attacker rolls a number of six sided dice (Attack dice) equal to its Attack Dice Rating (AD)

The attacker gets +2 AD if attacking a paralyzed unit.

For every roll = 1, the defender takes one point of damage.

Damage markers (chits) are placed underneath the damaged unit.

If the number of Damage Markers is equal to or greater than the Defense Rating (DR) of the unit, it is destroyed.

Each unit may only make one search roll and may only attack once per turn on its controllers turn.

If a hidden unit attacks, it gets two additional Attack dice, and must discard its Hide marker.

Instead of attacking, a unit may attempt to hide.

A unit successfully hides on a roll of 5-6 on 1D6.

A unit adds its Hide Factor to the roll. Various terrains also give a bonus to this roll.

Mark the hidden unit with a Hide marker chit.

UNIT SPECIAL EFFECTS

Poison: Any unit that takes damage from a poisonous unit is automatically destroyed.

Sting/ Shock: If the attack hits the unit takes damage and receives a paralyzation counter.

Entangle: One adjacent target unit receives a paralyzation counter on a roll of 1-4 on 1D6.

This is before and in addition to the units regular attack. The paralyzation counter is removed if the attacker ever moves away from the target.

Mesmerize: One target unit within 2 hexes receives a paralyzation counter on a roll of 1-4 on 1D6.

This is before and in addition to the units regular attack.

Ranged Attack: The unit may attack target units 2 hexes away.

Martyr: Any/all adjacent enemy units must attack this unit.

Siren's Call: All enemy units within 2 hexes receive a Siren counter on a roll of 1-3 on 1D6.

This is before and in addition to the units regular attack. The unit with the siren counter must

move towards the unit that made the Siren attack.

Net Attack: One adjacent target unit receives a paralyzation counter on a roll of 1-3 on 1D6.

This is before and in addition to the units regular attack.

Split: The unit can divide up it's Attack Dice to attack multiple opponents.

SECOND SWIM PHASE

Moves not used in the first Swim phase may be used now.

END PHASE

Some Terrain Attacks occur in End phase.

Spells are cast in End phase.

Paralyzed units cannot cast spells.

At the very end of End phase, the active players Units that have a paralyzation or siren counters on them may remove one counter each on a roll of 1-4 on 1D6.

UNIT LIST ABBREVIATIONS

= Number of that unit in the Basic game setup

AD = Attack Dice

DR = Defense Rating (An "L" next to the number indicates the unit is Large)

MV = Move Rating

HF = Hide Factor

SEA KING FORCES UNIT LIST

Unit Name:	#	AD	DR	MV	HF	Notes
Sea King	1	5	5	4	-	3 Spells
Sea Knights	2	4	2	4	-	-
Mermen Retaria	2	2	1	2	+1	Net attack
Mer Crossbowmen	2	2	1	2	+1	Ranged Attack
Seamancer	1	1	1	2	+1	3 Spells
Siren (Mermaid)	1	1	1	1	+1	Sirens Call
Merman Assassin	1	2	1	3	+3	+1 AD for Hidden attacks
Coral Warriors	1	3	2	2	+1	+2 HF in Coral
Hippocampus Riders	1	3	1	4	-	-
Sea Dragon	1	5	5L	5	-	-
Sword Fish	1	3	1	5	-	-
Dolphin Riders	1	2	1	5	-	-
Sperm Whale	1	5	4L	4	-	-
Narwhale	1	4	3L	3	-	-
Giant Sea Turtle	1	4	6L	2	-	-
Tritons on Seahorses	1	2	1	3	+1	+1 HF in Kelp
Giant Nautilus	1	3	4L	2	-	Mesmerize attack
Mermen	4	2	1	2	+1	-
Mermen Honor Guard	1	2	2	2	-	Martyr
Giant Lion Fish	1	1	2L	1	-	Poison
Aquatic Elves	2	2	1	2	+2	1 Spell
Nixies (Sea Sprites)	1	1	1	3	+3	2 Spells
Plesiosaurus	1	1	2L	3	+1	-
Giant Starfish	1	2	2L	1	-	Entangle
Mystic Remora	1	2	2L	3	-	1 Spell

SEA WITCH FORCES UNIT LIST

Unit Name:	#	AD	DR	MV	HF	Notes
Sea Witch	1	3	5	3	-	5 Spells
Great White Sharks	1	3	2L	3	-	-
Hammerhead Sharks	1	2	1	3	-	-
Killer Whales	1	4	3L	3	-	-
Moray Eels	1	2	1	3	+2	Shock
Manta Rays	1	1	1	5	+1	Sting
Giant Crab	1	2	6L	2	+1	-
Leviathan (Monster Whale)	1	5	10L	4	-	-
Kraken (Giant Squid)	1	6	8L	3	-	Entangle, Split
Sea Serpent	1	4	4L	5	-	Entangle
Giant Octopus	1	3	2L	2	-	Entangle, Split
Giant Man-o-War	1	2	1L	1	-	Sting
Sea Snakes	1	1	1	3	+1	Poison
Water Naga	1	2	1	3	+1	Poison
Piranha School	1	3	3	2	-	Split
Barracuda	1	2	1	4	+1	-
Ichthyosaur	1	2	1	3	-	-
Sahuagin (Sea Devils)	2	3	1	2	+1	Nets
Crab Men Raiders	3	2	2	2	+1	-
Locathah (Men Fish)	4	2	1	3	+1	-
Morkoth	1	2	1	2	-	Siren Song
Sea Hag	1	2	1	2	+1	2 Spells
Kuo-Toa (Amphibian Men)	2	2	2	1	2	+1 1 Spell
Sea Spiders	1	1	1	1	+1	Poison
Sea Troll	1	3	2	2	+1	-
Drowned Sailors	1	2	1	1	-	-

NEUTRAL CREATURES UNIT LIST

Unit Name	AD	DR	MV	HF	Notes:
Giant Oyster	3	3	0	-	Entangle
Giant Anemone	3	2	0	-	Sting, Split
Strangle Weed	2	3	0	-	Entangle, Split
Brain Coral	0	3	0	-	1 Spell
Island Fish	0	20	1	-	-
Water Elemental	4	4	4	+2	-

SPELL LIST

Oyster- Creates a giant Oyster under your control in a target empty Clam bed up to 4 hexes away.

Anemone- Creates a giant Anemone under your control in a target empty Rocky bottom up to 4 hexes away.

Strangle Weed- Creates Strangle Weed under your control in a target empty Kelp forest up to 4 hexes away.

Sirens Song- Caster gains Siren Call ability for 3 +1D3 turns.

Freeze- Target hex up to 4 hexes away becomes Pack Ice. Any unit there receives 2 Paralyzation counters.

Whirlpool- Create a Whirlpool in a shallow hex up to 4 hexes away.

Vortex- Create a Vortex in an empty deep hex up to 4 hexes away.

Eruption- Create Lava in an empty shallow hex up to 4 hexes away.

Healing- Remove 1D6 Damage &/or Paralyzation markers on any friendly units within 3 hexes.

Resurrection- Place one of your destroyed units back into play adjacent to caster.

Tangle Kelp- Target unit up to 4 hexes away receives 2 Paralyzation counters.

Murky Depths- Put Hide counters on 3 adjacent units up to 3 hexes away.

Water Elemental- Creates a Water Elemental under your control in a target adjacent empty hex.

Luminescence- All units within 4 hexes have their hide markers removed.

This spell can be cast anytime.

DESERT STORM SOLITAIRE

INTRODUCTION

Solitaire card game with Desert Storm Theme.

THE DECKS

There are 2 decks:
The Coalition Forces Deck and
The Iraqi Deck

TURN SEQUENCE

Iraqi Phase
Draw Phase
Recon Phase
Attack Phase
Casualty Phase
Scoring Phase

IRAQI PHASE

Draw 5 cards (units) from the Iraqi deck.
Place them face up in front of you.

DRAW PHASE

Draw 5 cards (units) from the Coalition deck.
Keep them in your hand.
If the Coalition deck runs out shuffle the discard and draw from it.

RECON PHASE

If you have a recon card you may discard it to draw 2 cards.
Discard one of these cards and keep the other in your hand.

ATTACK PHASE

Play a (attacking) card from your hand to knock out (destroy: discard) an Iraqi card.
The 'Target' of card you play must match the 'Type' of the target Iraqi card.
Repeat this process until there are no more matches you can make.
Note that all cards that can target Vehicles can also target Positions.
Air units cannot target SAM units.
Played cards are placed face up on to the table in front of you.

CASUALTY PHASE

Lay your remaining unplayed coalition cards from your hand on to the table.
If there are any Iraqi cards left, they attack back, matching target to type.
Each of coalition card knocked out is counted as a casualty.
Discard all remaining cards to their appropriate discard piles.

SCORING PHASE

Score points for the current round.

Get 1 point for every Iraqi card you knock out.

Bases are worth 2 points each.

If you knock out all 5 Iraqi cards get an extra 1 point.

Lose 1 point for every casualty you suffer.

GAME END

The game ends when there are no cards left in the Iraqi deck.

Note your final cumulative score.

CARD TYPE NOTATION

A = Air

V = Vehicle

I = Infantry

P = Position

TARGET NOTATION

A = Air

V = Vehicle

I = Infantry

P = Position

R = Reconnaissance

COALITION FORCES DECK

Card Name:	Type	Target	Notes:
M-1A1	V	V/I	Abrams Main Battle Tank
M-60	V	V/I	Main Battle Tank
British Challenger	V	V/I	Main Battle Tank
Chieftain	V	V/I	Main Battle Tank
French AMX-30	V	V/I	Main Battle Tank
AH-64 Apache	A	V/I	Attack Helicopter
Hellfire Missile	A	V	Can Knock out SAM units
AH-1 Cobra	A	V/I	Attack Helicopter
OH-58D Kiowa	A	R	Scout Helicopter
A-10 Thunderbolt	A	V/I	Ground Support Attack Plane
OV-10 Bronco	A	R	Prop Plane
M-119 105mm	V	V/I	Towed Howitzer
155mm Howitzer	V	V/I	Self Propelled
MLRS	V	V/I	Multiple Launch Rocket System
Hawk	P	A	Medium Range Missiles
Chaparral	V	A/V/I	Self Propelled Short Range Missiles
Stinger	I	A	Shoulder-fired
M-2 Bradley	V	I	Infantry Fighting Vehicle
M-3 Bradley	V	V/I	Cavalry Fighting Vehicle

M-113A3

V I APC

LAV-25	V	R	Light Armored Vehicle
LVTP	V	I	Large APC
Dragon	I	V	Portable Anti-Tank Missile
TOW 2	I	V	Portable Anti-Tank Missile
Patriot	P	A	Missile: Can knock out SCUDS
F-117A	A	P	Stealth Fighter: Last to be knocked out

F-4G Wild Weasel	A	A	Can Knock out SAM Positions
AIM-7 Sparrow	A	A	Missile
AIM-9 Sidewinder	A	A	Missile
F-15 Eagle	A	A/V/I	Fighter-Bomber
Smart Bombs	A	V	Laser or TV Guided
F-16 Fighting Falcon	A	A	Fighter
F-111	A	V/I	Tactical Strike Aircraft
B52 Stratofortress	A	P	Strategic Bomber: Immune to SAMs
A-7 Corsair II	A	V/I	Attack Plane
E-3 Sentry	A	R	Air Force AWACS
Tomahawk	S	P	Cruise Missile
F/A-18 Hornet	A	A/V/I	Navy Strike Fighter
F-14 Tomcat	A	A	Navy Fighter
AGM-54A Phoenix	A	A	Missile
A-6 Intruder	A	V/I	Navy All Weather Attack Plane
AGM-65A	A	V/I	Maverick Missile
Rockeye Cluster Bombs	A	V/I	Can Knock out SAM units
AV-8B Harrier II	A	V/I	Navy VTOL Attack Jet
E-2C Hawkeye	A	R	Navy AWACS
Mirage 2000	A	A	French Superiority Fighter
Battleships	S	V/I	Naval Bombardment
Remote Control Vehicle	A	R	Unmanned
Aircraft Carriers	S	V/I	
U.S. Army	I	V/I	
U.S. Marines	I	V/I	
U.S. Special Forces	I	R	
Coalition Infantry		I	V/I
Spy Satellites	-	R	

IRAQI DECK

Card Name	Type	Target	Notes
MiG-29 Fulcrum	A	A	Fighter
MiG-25 Foxbat	A	A	Fighter
MiG-23	A	A	Fighter
MiG-21	A	A	Fighter
AA-6 Acrid	A	A	Missile
AA-7 Apex	A	A	Missile
AA-8 Aphid	A	A	Missile
AA-2 Atoll	A	A	Missile
Sukhoi Su-7	A	A/V/I	Ground Support
Su-20 Fitter	A	A/V/I	Ground Support
Su-24 Fencer	A	A/V/I	Ground Support
Mirage F-1 Jet	A	A/V/I	
TU-22 Blinder	A	V/I	Bomber
TU-16 Badger	A	V/I	Strategic Bomber
T-72 Main Battle Tank	V	V/I	
T-62 Main Battle Tank	V	V/I	
Vintage Tanks	V	V/I	
Mi-24 Hind	A	V/I	
Exocet Missiles	A	S	
Silkworm Missiles	A	S	
Bo-105 Helicopter	A	V/I	
SA-316 Helicopter	A	V/I	
SA-321 Helicopter	A	V/I	
SA-342 Helicopter	A	V/I	
ZSU-23-4	V	A	Self Propelled 23mm AA
ZSU-57-2	V	A	Self Propelled 55mm AA
Towed AA Guns	P	A	
SA-2	P	A	SAM
SA-3	P	A	SAM
SA-6	P	A	SAM
SA-7	I	A	Shoulder Launched SAM
SA-8	V	A	Self Propelled SAM
SA-14	P	A	SAM

Rolland	V	A	Self Propelled SAM
Frog-7	V	V/I	SSM
SCUD	P	-	SSM: -3 VP if not Knocked out
122mm BM-21	V	V/I	Multiple Missile Launch
D-30 122mm Howitzer	P	V/I	
155mm Howitzer	P	V/I	American made
M-113 A1	V	I	APC
M-113 A2	V	I	APC
MT-LB	V	I	APC
AT-3 Sagger	I	V	Portable Anti-Tank Missile
AT-4 Spigot	I	V	Portable Anti-Tank Missile
Iraqi Popular Army	I	V/I	
Republican Guard	V	V/I	
Peoples Army	I	I	Irregulars
Troop Concentrations	I	V/I	
Million Man Army	I	V/I	
Baghdad	P	-	Base
Oil Refinery	P	-	Base
Ballistic Missile Site	P	-	Base
Air Base	P	-	Base
Nuclear Site	P	-	Base
Bio-Chemical Site	P	-	Base
Headquarters	P	-	Base
Bunkers	P	-	Base
Fortifications	P	-	Base

TWO PLAYER VERSION

Both players are coalition members.

Players take turns and compete to get the best score at end game.

DESTINY

INTRODUCTION

Card game for 2 or more players. Fantasy theme.

THE DECKS

There are 2 decks:
The Treasure deck and the Destiny deck.

DESTINY CARDS

There are 4 types of cards in the Destiny deck:
Character cards, Base cards, Bonus cards, and Multiplier cards.
When illustrating the cards:
Make pictures of armies and creatures for base cards.
Draw weapons, items, events, magics, for bonus cards.
Depict structures and locations on multiplier cards.
There is one of each of the cards listed in the deck lists.

ALIGNMENTS

Each non-character card in the Destiny deck has one of 5 alignments:
Good, Evil, Law, Chaos, or Nature.
Good and Evil are opposed alignments.
Law and Chaos are opposed alignments.

OBJECT

Be the first to accumulate 5 treasure points.

SETUP

Each player draws 7 cards from the Destiny deck.
If there are no character cards, discard and draw again.
If there is 1 or more character cards, the player must chose 1.
This is the character they will use for the rest of the game.
This character becomes the players identity.
It is placed face up in front of the player and not discarded.
The player always gets to use his character's special power.

TURN SEQUENCE

First Aid Phase
Treasure Phase
Draw Phase
Hit Phase
Second Aid Phase
Action Phase
Base Phase
Bonus Phase
Multiplier Phase
Total Phase
Destiny Phase

FIRST AID PHASE

In this phase a player may play one or more character cards from his hand. These cards are played face up in front of the player. They are called Aid cards. The player gains the special ability of these characters for the rest of the turn. Aid cards are discarded at the end of Destiny Phase.

TREASURE PHASE

The treasure card deck is kept face up. Players may look at the order of the cards any time. The topmost card is the current treasure.

DRAW PHASE

Players fill their hands to 7 cards from the destiny pile. If no cards are left, shuffle the discard pile and draw from it.

HIT PHASE

Players may discard some, none, or all of their cards. After discarding players fill their hands to 7 cards from the destiny pile.

SECOND AID PHASE

In this phase a player may play one or more character cards from his hand. These cards are played face up in front of the player. They are called Aid cards. The player gains the special ability of these characters for the rest of the turn. Aid cards are discarded at the end of Destiny Phase.

ACTION PHASE

Players may use the special abilities of their Characters or Treasures in this phase. A player always gets to use the powers of treasures he owns.

BASE PHASE

Each player may play one or more Base Cards. Cards are played face up in front of the player. A player cannot play cards of opposed alignments

BONUS PHASE

Each player may play one Bonus card on each of his Base Cards. The base card and bonus card cannot be of opposing alignments.

MULTIPLIER PHASE

Each player may play one Multiplier card on each of his Base Cards. The multiplier, base, and bonus cards cannot be of opposing alignments.

TOTAL PHASE

Each player calculates the Destiny total of his hand.
 Add the value of the bonus card to the base card.
 Multiply this total by the value of the multiplier card.
 If 2 of a player's cards have matching alignments each gets +1.
 If 3 of a player's cards have matching alignments each gets +2.
 Do this for each base card.
 Add the modified values of each of the player's base cards to get that
 Player's Destiny Total.

DESTINY PHASE

The player with the highest Destiny total wins the round.
 The winner gets to keep the current Treasure card.
 All played cards are discarded.
 In case of a tie, no one gets the treasure.
 The treasure becomes 'buried'.
 The player that wins next round gets the current treasure, and all
 Buried treasures.

CHARACTER CARD LIST

Character: Power
 King: All Base cards used by this player have a value of +2.
 Warrior: Bonus cards +2.
 Wizard: Multiplier cards +1.
 Lover: If 2 of a player's cards have matching alignments each gets an additional +1.
 If 3 of a player's cards have matching alignments each gets an additional +1.
 Barbarian: Chaos cards +1.
 Knight: Law cards +1.
 Dragon: Cannot use bonus cards, but may attach 2 Multiplier cards to a base card.
 The multiplier cards are added together and are then multiplied by the base card value.
 Alchemist: Change the alignment of one of your cards.
 Thief: Steal 1 random card from 1 opponents hand in action phase. Discard 1 card.
 Jester: In action phase cause 2 other players to give each other 1 random card
 from their hands.
 Merchant: Once in each action phase draw 1 card and discard one card.
 Amazon: Treat all Bonus cards as Nature cards.
 Assassin: Cause 1 target Aid card to be discarded in Action phase.
 Ranger: Nature cards +1
 Warlord: Treat Chaos cards as Law cards
 Paladin: Treat Evil cards as Good cards
 Oracle: Look at all hands of all opponents in action phase.
 Rogue: You may play 2 bonus cards on a Base card if no multiplier card is played
 Druid: Treat all multiplier cards as Nature cards.
 Necromancer: Treat all Good cards as Evil cards
 Wraith Lord: Evil cards +1
 Overlord: Destiny total +3
 Emperor: Maximum hand size +1

DESTINY DECK CARD LIST

Alignment	Type	Value
Good	Base	1
Good	Base	2
Good	Base	3
Good	Base	4
Good	Bonus	+1
Good	Bonus	+2
Good	Bonus	+3
Good	Multiplier	x2
Good	Multiplier	x3
Good	Multiplier	x4

Evil	Base	1
Evil	Base	2
Evil	Base	3
Evil	Base	4
Evil	Bonus	+1
Evil	Bonus	+2
Evil	Bonus	+3
Evil	Multiplier	x2
Evil	Multiplier	x3
Evil	Multiplier	x4
Law	Base	1
Law	Base	2
Law	Base	3
Law	Base	4
Law	Bonus	+1
Law	Bonus	+2
Law	Bonus	+3
Law	Multiplier	x2
Law	Multiplier	x3
Law	Multiplier	x4
Chaos	Base	1
Chaos	Base	2
Chaos	Base	3
Chaos	Base	4
Chaos	Bonus	+1
Chaos	Bonus	+2
Chaos	Bonus	+3
Chaos	Multiplier	x2
Chaos	Multiplier	x3
Chaos	Multiplier	x4
Nature	Base	1
Nature	Base	2
Nature	Base	3
Nature	Base	4
Nature	Bonus	+1
Nature	Bonus	+2
Nature	Bonus	+3
Nature	Multiplier	x2
Nature	Multiplier	x3
Nature	Multiplier	x4

TREASURE DECK CARD LIST

Treasure	TP	Special Ability
Lesser Hoard	1	10 of these cards in the deck
Greater Hoard	2	5 of these cards in the deck
Kings Crown	1	Law cards +1
Philosophers Stone	1	Max hand size +1
Crystal Ball	1	Look at all hands of all opponents in action phase
Magic Tome	1	Once in each action phase draw 1 card and discard 1 card
Dragons Hoard	3	
TP = Treasure Points		

DESTROY THE RAIL ROAD BRIDGE

by Marcus Salo

INTRODUCTION

Scenario for WarpQuest: WWII.

Click here for the [WarpQuest](#) Core Rules.

The player controls a combat team of 5 Finnish Army

Recon (Kaukopartio in Finnish) men in a mission far behind

Soviet lines. The mission is to destroy a Rail Road Bridge 60

miles behind the enemy lines. It's January 1943 and it's cold

and dark in the Karelian woods.

THE PARTY

Each party consists of 5 members:

Sergeant V.Korpi

Corpral J.Lahtinen

Jaeger M.Koskinen

Jaeger S.Berg

Jaeger S.Stenstrom.

The Sergeant has 3 skills, Corpral has 2 skills and Jaegers have 1 skill.

The combat team is armed with 5 Suomi SMG's, 1 Sniper Rifle,

Satchel Charges (AT weapon), mines, knives (the puukko's) and

hand grenades. The team is carrying a radio. The team is

skiing 60 miles to the target and 60 miles back to the Finnish

lines.

Skill List Table

1D10	Skill:	Notes:
1	Armed Combat +1	
2	Sniping +1	
3	Agility +1	
4	Non-armed Combat +1	Knives and shovels
5	Survival +1	
6	Sapper Skills +1	Defusing mines, laying mine-fields.
7	Anti-Tank Skills +1	
8	Personality +1	
9	Stealth +1	
10	Pick any Skill	

MODULE 1: "Lahetaas hiihtelemaan kohti sita perkeleen siltaa."

"=Let's hit the skis, boys. The darned bridge is waiting."

Card Name:	Notes:
-40F Temperature	Survival x2
Strong Wind	Survival x2
Soviet Patrol	Armed Combat x2 or Sniping x 2
Soviet Infantry Company	Stealth x 2
Soviet Sniper	Agility & Sniping
Soviet Tank Column	Stealth x 2
Soviet Field Kitchen	Stealth & Non-Armed Combat or Sniping x 2
(if succesfull, eat your stomach full and advance 1d6 spaces forward).	
Great Skiing Weather	No challenge. Advance 1d6 spaces forward.
Exhaustion	Personality x 2
Booby Trap	Sapper Skills x 2
POW Transport Column	Armed Combat x 2 (if succesfull, gain one new Jaeger)
Deep Snow	Survival x 2
T-34 Tank with infantry	AT Skills & Armed Combat
Two T-28 Tanks	AT Skills x 2
Deep Ravine	Agility x 2
Desperation	Personality x 2

Soviet Ammo Dumb	Stealth & Agility
(take weapons and ammo,if succesfull, gain one combat skill)	
Soviet Prison Camp	Armed Combat x 2
(if succesfull, go to target. Soviets are too busy hunting down released prisoners)	
Soviet Recon Hunters	Stealth x 2 or Armed Combat x 2
Soviet Ski Patrol	Armed Combat x 2
Soviet Infantry Column	Stealth x 2

MODULE 2: "Silta on kappaleina, lahetaas pojat saunomaan!"
 "The Bridge has been blown to pieces, let's go to the sauna, boys."

Card Name:	Notes:
Another Recon Team	Personality x 2 (if successful gain two Jeagers)
Soviet Recon Hunters x 2	Sappers Skills x 2 (build mine field) or ArmedCombat
Soviet Spotting Plane	Stealth x 2
-40F Weather	Survival x 2
Deep Snow	Survival & Agility
Soviet Infantry Patrol	Armed Combat x 2 or Sniping x 2
Soviet Ambush	Agility & Armed Combat
Exhaustion	Personality x 2
Lack of Food	Survival x 2
Desperation	Personality x 2
Soviet Sniper	Agility x Sniping
Soviet Partisans	Armed Combat x 2
Soviet Mine Field	Sapper Skills x 2
Two T-34's	AT Skills x 2
Fever	Survival x 2
Tiredness	Personality x 2
Sisu (=Finnish Stubborness)	No challenge, advance 1d6
Jermu (=Grogard) Spirit	No challenge, advance 1d6
Soviet Ski Patrol	Armed Combat x 2
Soviet Truck Convoy	Armed Combat x 2
(if succesfull, spirit goes up, Personality +1)	
Booby Trap	Sapper Skills x 2
Soviet Infantry Company	Stealth x 2
Soviet MG Bunker	Stealth & Sniping
Soviet Parachutist Platoon	Armed Combat x 2
Soviet Infantry Battalion	Stealth x 2
Soviet Stormovik Raid	Agility x 2

There is no artifact in this module. All other Artifact Rules apply.
 When the combat team reaches home, they take a good 3 hour sauna bath, sleep a little and start another mission.
 Enjoy!
 Salo

DEVASTATORS 2500

INTRODUCTION

The larger Interstellar warships go by many categorical names: Dreadnaughts, Battlers, Star Cruisers, and of course, Devastators. Each player controls a Devastator, or ship, represented by his deck. Play pits Devastator vs Devastator. Run out your opponents deck to destroy his ship.

THE DECK

The full Deck contains over 100 cards as described in the Card List. Before playing the first time, the deck will have to be constructed. The backs of all the cards are the same, the front should have the name of the card and its effect written out.

OBJECT

Have the last remaining Devastator. When all of your opponents cards are in his Destroyed pile, you have eliminated him from the game.

SETUP

Shuffle the full deck and deal each player an equal number of cards face down. These smaller decks for each player are called Draw Piles or Systems decks. A System deck represents all the weapon and defense systems on the players ship. Each player draws 5 cards from his system deck. Determine turn order by any convenient method. All ships begin at Long Range from each other.

THE DISCARD PILES

Each player has two discard piles: The Destroyed pile and the Reuse pile.

TURN SEQUENCE

Draw Phase
Move Phase
Launch Phase
Attack Phase
Defense Phase
Damage Phase

DRAW PHASE

Draw two cards from your Systems Deck. If there are ever no cards left in your systems deck, shuffle your Reuse Pile, which becomes your Systems deck. You may have a maximum of 8 cards in your hand. Excess cards go to your Reuse pile. Rule of thumb: Cards you play immediately go to your reuse pile. Cards lost to damage go to your destroyed pile.

If all of your cards are in the destroyed pile you lose.

MOVE PHASE

You may discard one Thruster card from your hand to your Reuse pile to move your ship one step closer to or farther away from an opponents ship.

The Range Steps are:

Short Range ßà Medium Rangeßà Long Range

Keep a record of the ranges between all ships.

LAUNCH PHASE

You may launch a Fighter card.

The Fighter card is placed face up in front of you, and remains there until an opponent destroys it.

ATTACK PHASE

You may play attack cards to attack enemy ships at the appropriate range.

One attack card per target devastator.

The attack card lists its range.

For example: you can only use a Torpedo to attack at long range.

The attack card is played from your hand , and is discarded to your Reuse pile.

Your fighters may always attack.

You may attack an enemy fighter with attack card of any range.

Fighters may also attack other fighters.

When attacking a fighter your opponent must discard the top card of his draw pile into his reuse pile. If the drawn card is a thruster or armor card the fighter evades.

A thruster or armor card may also be played from the hand to save a fighter.

Any other type of card means the fighter is discarded to his owners Destroyed pile.

DEFENSE PHASE

If you attacked, your opponent may play a Thruster card to evade the attack.

The attack will do no damage. This is known as an evasion.

Your opponent may also play one of the more specialized defense cards that will negate an attack of a specific type.

Your opponent may play a Point Defense card to automatically destroy one of your attacking fighters.

Played cards are discarded to that players Reuse pile.

If destroyed, your fighter is discarded to your Destroyed pile.

DAMAGE PHASE

Attack cards not evaded or negated will do damage to your opponents ship.

Each Attack card lists a numerical damage value.

Fighter attacks do one point of Damage.

Your opponent discards a number of cards from his hand and/or from the top of his Draw pile (his choice) equal to the damage inflicted.

These cards go to his destroyed pile.

An Armor card, if discarded from hand or deck, soaks up all the remaining damage, and no further cards are discarded.

You may play the Critical hit and Nuclear warhead cards to increase the amount of damage done by the attack.

CARD LIST

#	Name	Affect
25	Thrusters	Evade or change range one step
12	Armor	Absorbs one Attack and is then Destroyed
3	Plasma Projector	Beam Attack, Short Range, Damage = 4
4	Laser Turret	Beam Attack, Medium Range, Damage = 2
4	Particle Beam	Beam Attack, Long Range, Damage = 3
4	Autocannon	Projectile Attack, Short Range, Damage = 3
3	Rail Gun	Projectile Attack, Medium Range, Damage = 4
4	Meson Gun	Projectile Attack, Long Range, Damage = 2
4	Rocket Salvo	Missile Attack, Short Range, Damage = 2
4	Missile Launch	Missile Attack, Medium Range, Damage = 3
3	Torpedo	Missile Attack, Long Range, Damage = 4
4	Fighter	Any Range, Attack Damage = 1/Turn until destroyed
2	Targeting Computer	Negates an Evasion made by an opponent
2	Nuclear Warhead	Successful Missile Attack does an additional 5 points of damage
2	Critical Hit	Successful Attack does an additional 3 points of damage
2	Jammer	Defense: Negate all Missile attacks this turn
4	Point Defense	Defense: Destroy Fighter or Negate one Missile attack this turn
4	Deflectors	Defense: Negate all Projectile attacks this turn
4	Sand Caster	Defense: Negate all Beam attacks this turn
4	Damage Control	Put one random card from your destroyed pile into your hand
2	Battle Computer	Play in your draw phase to draw an additional 3 cards
2	Tactics	Play in launch phase. Opponent must discard 3 cards to his reuse pile
2	Electronic Warfare	Play in opponents launch phase. He may not attack you this turn

= the number of that card in the deck.

DEVASTATORS 3000

INTRODUCTION

The high tech version of Devastators 2500.

The larger Interstellar warships go by many categorical names:

Dreadnaughts, Battlers, Star Cruisers, and of course, Devastators.

Each player controls a Devastator, or ship, represented by his deck.

Play pits Devastator vs Devastator.

Run out your opponents deck to destroy his ship.

THE DECK

The full Deck contains over 100 cards as described in the Card List.

Before playing the first time, the deck will have to be constructed.

The backs of all the cards are the same, the front should have the

name of the card and its effect written out.

OBJECT

Have the last remaining Devastator.

When all of your opponents cards are in his Destroyed pile, you

have eliminated him from the game.

SETUP

Shuffle the full deck and deal each player an equal number of cards face down.

These smaller decks for each player are called Draw Piles or Systems decks.

A System deck represents all the weapon and defense systems on the players ship.

Each player draws 5 cards from his system deck.

Determine turn order by any convenient method.

All ships begin at Long Range from each other.

THE DISCARD PILES

Each player has two discard piles:

The Destroyed pile and the Reuse pile.

TURN SEQUENCE

Players take turns.

Each turn has 6 phases:

Draw Phase

Move Phase

Launch Phase

Attack Phase

Defense Phase

Damage Phase

DRAW PHASE

Draw three cards from your Systems Deck.

If there are ever no cards left in your systems deck, shuffle your Reuse Pile, which becomes your Systems deck.

You may have a maximum of 8 cards in your hand.

Excess cards go to your Reuse pile.

Rule of thumb: Cards you play immediately go to your reuse pile.

Cards lost to damage go to your destroyed pile.

If all of your cards are in the destroyed pile you lose.

MOVE PHASE

You may discard one Drive card from your hand to your Reuse pile to move your ship one step closer to or farther away from an opponents ship.

The Range Steps are:

Short Range -- Medium Range -- Long Range

Keep a record of the ranges between all ships.

LAUNCH PHASE

You may launch a Fighter Squad card or Nanotech swarm card.

The Fighter or Swarm card is placed face up in front of you, and remains there until an opponent destroys it.

ATTACK PHASE

You may play attack cards to attack enemy ships at the appropriate range.

One attack card per target devastator.

The attack card lists its range.

For example: you can only use a Force Beam Array to attack at long range.

The attack card is played from your hand, and is discarded to your Reuse pile.

Your fighters may attack at short and medium range.

Swarms only attack at short range

You may attack an enemy fighters or swarms with attack card of any range.

Fighters or swarms may also attack other fighters or swarms.

When attacking a fighter or swarm your opponent must discard the top card of his draw pile into his reuse pile. If the drawn card is a drive or armor card the fighter/swarm evades.

A drive or armor card may also be played from the hand to save a fighter/swarm.

Any other type of card means the fighter/swarm is discarded to his owners Destroyed pile.

DEFENSE PHASE

If you attacked, your opponent may play a drive card to evade the attack.

The attack will do no damage. This is known as an evasion.

Your opponent may also play one of the more specialized defense cards that will negate an attack of a specific type.

Played cards are discarded to that players Reuse pile.

DAMAGE PHASE

Attack cards not evaded or negated will do damage to your opponents ship.

Each Attack card lists a numerical damage value.

Fighter attacks do one point of Damage. Swarms do 3 points.

Your opponent discards a number of cards from his hand and/or from the top of his Draw pile (his choice) equal to the damage inflicted.

These cards go to his destroyed pile.

An Armor card, if discarded from hand or deck, soaks up all the remaining damage, and no further cards are discarded.

You may play the Core Penetration card to increase the amount of damage done by the attack.

CARD LIST

#	Name	Affect
25	Tachyon Drives	Evade or change range one step
12	Super Dense Matter Armor	Absorbs one Attack and is then Destroyed
3	Gamma Phasic Lasers	Energy Attack, Short Range, Damage = 2
4	Photon Torpedo Spread	Energy Attack, Medium Range, Damage = 3
4	Wave Motion Gun	Energy Attack, Long Range, Damage = 4
4	Matter Disruptor Banks	Gravitic Attack, Short Range, Damage = 3
3	BlackHole Singularity Generator	Gravitic Attack, Medium Range, Damage = 4
4	Force Beam Array	Gravitic Attack, Long Range, Damage = 2
4	Megaton Fusion Drones	Nuclear Attack, Medium Range, Damage = 2
4	Antimatter Vortex Emitter	Nuclear Attack, Short Range, Damage = 3
3	Supernova Bomb	Nuclear Attack, Long Range, Damage = 4
4	Cybernetic Fighter Squads	S/M Range, Attack Damage = 1/Turn until destroyed
2	Nanotech Swarm	Short Range, Attack Damage = 2/Turn until destroyed
2	Heisenberg Targeting Matrix	Negates an Evasion made by an opponent
2	Core Penetration	Successful Attack does an additional 3 points of damage
4	Gaussian Warp Shield	Defense: Negate all Nuclear attacks this turn
4	Graviton Field	Defense: Negate all Gravitic attacks this turn
4	Dissipater Grid	Defense: Negate all Energy attacks this turn
4	Molecular Reintegration	Put one random card from your destroyed pile into your hand
2	Quantum Battle Computer	Play in your draw phase to draw an additional 3 cards
2	Tactical Superiority	Launch phase. Opponent discard 3 cards to his reuse pile
4	Cloaking Device	Opponents launch phase. He may not attack you this turn

= the number of that card in the deck.

DIAMOND TRADERS

INTRODUCTION

Card game. 2-5+ players.

OBJECT

Have the largest point score at the end of 4 turns.

THE DECK

Players share a common 60 card deck.
There are 5 suites. Each Suite has 12 cards.
Include 3 of each card listed below.

Suite	Value	Notes
Cut	1	Imperfect
Cut	2	Beget
Cut	3	Square
Cut	4	Perfect Round
Color	1	Canary
Color	2	Yellow
Color	3	Off White
Color	4	White
Clarity	1	Carbons
Clarity	2	Slight Inclusions
Clarity	3	Clean
Clarity	4	Flawless
Karat	1	Milli
Karat	2	Half Karat stone
Karat	3	One Karater
Karat	4	Rock
Kind	1	Amethyst
Kind	2	Ruby
Kind	3	Emerald
Kind	4	Diamond

TURN SEQUENCE

There are 3 Phases in a turn:

1. Draw Phase
2. Trade Phase
3. Show Phase

DRAW PHASE

All players draw cards to fill their hands to 12 cards.
If the deck runs out shuffle the discard and draw from it.

TRADE PHASE

All players may trade cards with each other.
Anything goes. Beg, borrow, and steal.
Trades may be public, private, by auction, uneven, I.O.U., etc.
After 10 minutes, or if no one wants to trade anymore, go on to the next phase.

SHOW PHASE

All players simultaneously score points in this phase.

To score points you must play (reveal) one or more "Stones".

A "Stone" is a combination containing 1 card from each of the 5 suites:

Cut, Color, Clarity, Karat, and Kind.

To determine the point value of a Stone:

Multiply together the values of all of the cards in the combo.

For example: Joe plays: Cut = 3, Color = 1, Clarity = 1, Karat = 2, and Kind = 4.

The score for the stone = $3 \times 1 \times 1 \times 2 \times 4 = 24!$

Cards not in a combo do not score points. They are called "Dead Merchandise."

Dead merchandise is kept in the players hand for next turn.

Keep a running total of your cumulative score.

VARIANTS

Very long game: Deal 15+ cards. (3 stones per phase per player possible)

Long Game: Deal 13 or 14 cards.

Short Game: Deal 10 or 11 cards. (6 players possible with 10 or fewer cards)

Very Short Game: Deal 5-9 cards. (Only one stone per phase per player possible)

The Trade Option: During Trade Phase discard 3 cards to draw 1 card.

DOCTOR WHO - THE KEYS OF CHRONOS

AN UPDATED CARD GAME VERSION OF THE 1980 *DOCTOR WHO - THE GAME OF TIME AND SPACE* BY GAMES WORKSHOP

INTRODUCTION

The old Time Lords are gone, and many races are competing to take their place as the Lords of Time. In order to forge a new Gallifrey and a new order of the Lords of Time, the Eighth Doctor must scour time and space to recover the six keys of Chronos. This will insure the new Gallifrey protection from its rivals, and bring order to all time and space.

SET UP

This game may be played with 1 to 4 players.

You will

need to make the four card decks defined below. And like all the other Doctor Who games I have written, you can use DOCTOR WHO CCG cards in lieu. You will also need a twelve sided die (d12), and four Eighth Doctor miniatures, or counters or figures representing the King of Time. The cards create your board.

1. Shuffle the Mission cards and deal six to each player.
2. Shuffle the Key cards and lay them face down on the table moving from left to right and going down to form an 8 x 5 table of cards.
3. Shuffle the Item cards and using the same manner described in #2 lay them face down on top of the Key Cards.
4. Shuffle the Monster cards and using the same manner as # 2 and 3 lay them face down on top of the Item Cards.

PLAYING THE GAME

Each player at the beginning of the game looks on the Mission cards to see which six keys he needs. He needs to collect these key cards in order to win.

All players participating roll a d12. The Player with the highest score goes first.

Each turn the Player's Character can do any TWO of the following actions:

1. Move up to 2 spaces either
 2. orthogonally or diagonally.
 3. Search for the Keys in the
 4. space you are in. You do this first by turning up the top card
 5. over. If it is blank you there is no monster and you can collect the Item
 6. Card and Key Card beneath.
 7. Fight the monster in the space
 8. you are in.
-
- a. Each Doctor character has
 - b. ENERGY of 1. Add the energy of all item cards in your possession to your
 - c. score. The modified number is the number you must roll equal to or less
 - d. than on a 1d12 in order to defeat your foe.

- e. Each monster has an ENERGY
- f. score which is already modified by whatever weapons it normally uses (for those
- g. using DW CCG Cards, this is normally ENERGY + 3). The monster attacks you
- h. simultaneously, rolling a 1d12 (which can be rolled by another player).
- i. If it rolls its ENERGY or less it hits.
- j. Combat is then resolved for
- k. the combat round:

i.
If the Doctor hits and the Monster miss, then the Monster is defeated.

ii.
If the Doctor misses and the Monster hits, then

1.
The Doctor is Stunned (in a multiplayer game)

a.
The Item and Key cards are turned up.

b.
All Key Cards that the Player's Character has that are not blank and are not of the type that space already possessed, is place in that site, and are given to any player who lands in that space and defeats the monster.

c.
The Player must skip two turns before his Character can make any more actions.

2.
The Doctor fails his mission, and the game is over (in a solitaire game)

iii.
If both sides hit, or both side miss, then no one is defeated and the Combat Round is repeated.

- d. The Combat Round continues
- e. until either the Doctor or the alien is defeated.

WINNING

The first player to obtain all six keys matching his Mission cards wins.

MISSION DECK

MISSION CARD	# IN DECK	DW CCG
Key 1	4	Time Past
Key 2	4	Time Present
Key 3	4	Time Future
Key 4	4	Past Watcher
Key 5	4	Present Watcher
Key 5	4	Future Watcher

KEY DECK

KEY CARD	# IN DECK	DW CCG
----------	-----------	--------

Key 1	4	Time Past
Key 2	4	Time Present
Key 3	4	Time Future
Key 4	4	Past Watcher
Key 5	4	Present Watcher
Key 5	4	Future Watcher
Blanks (no key found)	16	Any cards not used in this game

ITEM DECK (1 OF EACH CARD IN THE DECK)

CARD	ENERGY	DW CCG
Fitz Kriener	3	(Ian)
Anji Kapoor	1	(Victoria)
TARDIS		3
space freighter	3	
the collectors	3	(Rutans)
space station	3	
UNISYC soldier		4 (unit soldier)
UNISYC officer		5 (unit corporal)
star cruiser	3	(spar)
UNISYC HQ	3	(unit HQ)
space ship	3	(v ship)
lord Ferran	5	(seers)
robots	3	(chumblies)
underground bunker	3	
the master	5	
us president Mather	5	(brigadier)
Iris Wildthyme	5	(Romana)
TARDIS console room	3	(temp grace)
soldier	4	(Capt. Gilmore)
force field	3	
hads	3	
cloister bell	3	
bomb	3	(Dalek bomb)
time barrier	3	
tmat	3	
trench	3	
empress Miranda	2	(Romana)
galactic fed ambassador		4 (alpha centari)
aliens	5	(exilons)
temporal vortex*	3	(kronton crystals)
deadly gas	3	(hexachromite)
time winds	3	
venusian aikido	3	
starbase	3	
scarlet	6	(Romana)
Miranda's time agents	3	(Space marines)

peaceful aliens	2	(Dulcians)
iris' TARDIS	3	(sidrat)
Sonic Screwdriver	3	
Sonic Toolkit	3	

MONSTER DECK

MONSTER CARD	# IN DECK	ENERGY	DW CCG
Spider Daleks	2	5	Daleks
Controller Spider Dalek	1	6	Black Dalek
Supreme Spider Dalek	1	6	Gold Dalek
Emperor Dalek	1	6	Emperor Dalek
Silverati	2	5	Cybermen
Silverati Leader	1	5	Cyberleader
Silver	1	6	Cybercontroller
Sabbath	1	5	The Master
Sabbath's Time Agents	2	6	Space Marines
Babewyn	3	6	Destroyer or Daemons
Time Wraiths	2	7	Kronos
Feratu	2	5	Goth
Onihr	2	7	Zygons
Kulan	2	5	Bannermen
Imperial Marines	1	6	Space Marines
Imperial Robot Marines	1	7	Raston Robot
Rutans	1	5	Rutans
Sontarans	1	7	Sontarans
Blank (no monsters)	12	-	Any card not used

DOCTOR WHO – THE LORDS OF TIME

BOARD GAME FOR UP TO FOUR PLAYERS

INSPIRED FROM THE ORIGINAL 1975 DOCTOR WHO GAME BY

STRAWBERRY FAYRE

INTRODUCTION

Gallifrey has been removed from space and time, but nature abhors a vacuum. It is up to the inheritors of their legacy to forge a new Gallifrey and a new order of the Lords of Time.

Up to four players may play this game. There are four sides: The Eighth Doctor from Earth, Sabbath from the Moon, and Empress Miranda from the Throne World of the Universal Empire, and the cyborg Silver who has escaped exile from the Planet A2756. Who ever establishes the new Gallifrey wins.

SET UP

You will need 1 six sided die, one of each doctor who miniatures (or chess pawns or counters), a one of each of the four decks described below and the game board (If you can not print the Game Board, you can use a modified Ludo or Parcheesi board).

GAME BOARD:

<http://www.angelfire.com/games4/doctorwhoeyespy/dwlt.JPG>

PAPER MINIATURES:

<http://www.angelfire.com/games4/doctorwhoeyespy/dwltm.JPG>

If you have the DOCTOR WHO COLLECTABLE CARD GAME, you can use cards from it for your four decks. The DW CCG Card that can be used is listed in the farthest right column in the CARD LISTS below. For the most part, the number of spaces that the character causes the drawer to fall back is equal to that card's ENERGY score. So you will not need to mark up any cards (unless you want to put the Eighth Doctor's face on a Doctor card, which looks really cool).

THE RULES

Choose who will start first. Then the turn proceeds clock wise from the first player, until reaching the first player again, in which a new turn begins.

The Players' Characters

begin on the colored square with the picture of their TTC (Time Travel Capsule on it)

The Doctor- The TARDIS;

Blue.

Sabbath- The Jonah;

Red.

Miranda- The Supremacy;

Gold

Silver- Silver's TTC;

Green

The player whose turn it is

rolls a die and proceeds that many spaces clock wise along the board.

If the character lands on any

colored spaces (except those in the two in her or his "home stretch")

then they must draw a card from the designated deck, and fall back the number of spaces indicated.

- a. THE EARTH- Blue
- b. THE MOON- Red
- c. THE IMPERIAL THRONEWORLD-

- d. Gold
- e. THE PLANET A2756- Green

The Players' Characters

must proceed about the game board (which represents the Temporal Vortex, and the current four major Nexus Point Worlds) in order to reach their "home stretch", which consists of two squares matching the color of their adopted home world (not too much unlike Parcheesi or Ludo). In order to enter the NEW GALLIFREY in the center, the Player must do so with an exact roll. If the Players want a sorter game, they may do away with the exact roll rule.

The First Player to have his or her Character reaches the center and establishes the New Gallifrey Wins.

THE EARTH DECK

CARD	# IN DECK	GO BACK # SPACES	DW CCG CARD
The Eighth Doctor	4	2	Any Doctor card
Fitz Kriener	4	2	Ian Chesterton
UNISYC Officer	4	2	UNIT Corporal
Soldier	4	2	Gilmore
Time Agents	4	3	Space Marines
Martians	4	3	Ice Warriors
Onihr	4	4	Zygons

THE MOON DECK

CARD	# IN DECK	GO BACK # SPACES	DW CCG CARD
Sabbath	4	2	The Master
Babewyn	4	3	The Destroyer
Time Agents	4	3	Space Marines
Kulan	4	2	Bannermen
Dinosaur	4	4	Skaracen
Juliet	4	2	Romana
Fendhel-Preditor	4	2	Fendheline

THE IMPERIAL THRONEWORLD DECK

CARD	# IN DECK	GO BACK # SPACES	DW CCG CARD
Miranda	4	2	Romana
Farren	4	2	Seers
Time Agents	4	3	Space Marines
Imperial Marines	4	3	Space Marines
Imperial Marine Robot	4	4	Raston Robot
Rutans	4	2	Rutans

Faction Klade	4	2	Seers
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THE PLANETA2756 DECK

CARD	# IN DECK	GO BACK # SPACES	DW CCG CARD
Silver	4	3	Cybercontroller
Silverati	4	2	Cybermen
Silverati Leader	4	2	Cyberleader
Spider Daleks	4	2	Daleks
Supreme Spider Dalek	4	3	Black or Gold Dalek
Sontarans	4	2	Sontarans
Time Wraiths	4	4	Kronos

DOCTOR WHO – THE SABBATH DAYS

by C Gerard Luft

RULES

The eighth doctor has lost his memory.
He has a whole new band of enemies.
One player plays Sabbath.
The other is the good doctor.
There are three decks:
One for the doctor,
One for Sabbath and
An "elemental" artifact deck.
At the start of each turn each player draws three cards from their deck.
The top card of the artifact deck is revealed.
The players fight this turn for that card.
The winner who gets the most elemental artifacts wins.
The game continues until the last artifact is claimed.
When players run out of cards they do NOT reshuffle.
The doctor begins with the eighth doctor card; Sabbath, with the Sabbath card.
Cards remain on the table (not in the hand) and can never be discarded.

MATERIALS NEEDED

You will need to make the three card decks and have ten sided dice.

SPECIAL NOTE FOR DOCTOR WHO CCG PLAYERS

So you bought the starters and boosters by the box.
Now your swimming in dwccg cards.
In the card lists below names of dwccg cards that you can use to substitute are given.
You will find that the energy, substance and support values add up to the power value (except for Miranda). The power level for resource and Flash cards are 3.
You can find good pictures of the eighth doctor to affix to the doctor card at [yandecent doctor who site](#).
Conceptual pictures of fitz and anji can be found at the fan fiction area of the [timelords uk site](#).
You can use a picture of Orsin Wells with out the beard for Sabbath (this is lance parkins suggestion at least).

THE GAME DRAW PHASE

Each player draws 3 cards. The max hand is 9.
You must discard down to this number.
The top card is revealed on the artifact deck.

CHALLENGE PHASE

Each Player role a 1d10 and adds his character power value to the role.
If the doctor rolls a 10 he gets to roll again (and so on).
Then each player may play any cards from his hand to the table adding those cards valve to the role.
The player with the highest power score wins the artifact.

DAMAGE PHASE

The losing side must discard all the cards played this turn
(except for the doctor or Sabbath.)

The winning side must discard cards equal to losing sides power score.

The remaining cards are returned to the hand.

CARD LIST

Players making their own cards should ignore the parenthesis;

that's for doctor who ccg conversions only.

(dwccg conversion; if not present then the dwccg card has the same name)

the eighth doctor: any doctor card; the sixth doctor is a good expendable card.

Just paste a good paul mcgann doctor picture over the 6th doctor image)

DOCTOR DECK

Name	power	notes
Fitz kriener	3	(ian)
Anji Kapoor	1	(victoria)
Tardis	3	
ice warriors	5	
space freighter	3	
the collectors	6	(rutans)
im foreman	3	(totters yard)
space station	3	
Police detective	3	(police man)
Primitives	4	
unisyc soldier	3	(unit soldier)
unisyc officer	4	(unit corporal)
asian soldiers	3	(mongols)
star cruiser	3	(spar)
unisyc hq	3	(unit hq)
space ship	3	(vship)
lord ferran	5	(seers)
robots	3	(chumblies)
romans	3	
space pod	3	
underground bunker	3	
the master	5	
us president mather	5	(brigadeer)
iris wildthyme	5	(romana)
tardis console room	3	(temp grace)
friendly soldier	4	(capt gilmore)
force field	3	
hads	3	
cloister bell	3	
tardis sickbay	3	(elixier)
bomb	3	(dalek bomb)
time barrier	3	
tmat	3	
trench	3	
Tardis power room	3	(fussion booster)
tardis laboratory	3	(hydromel)
alien ambassadors	3	
emperess Miranda	6	(susan)
galactic fed ambassador	4	(alpha centari)
aliens	5	(exilons)
temporal vortex*	3	(kronton crystals)
tardis forcefields	3	(duranium shields)
deadly gas	3	(hexachromite)
time winds	3	
tardis dormitories**	3	(sanctum)
venusian aikido	3	
hyperspace jump	3	(ftl)
starbase	3	

tardis stellarium	3	view next 1d10 cards in Deck
the doctors room	3	same as sickbay and dorms(meta regenerator)
desperate action	6	(meteorites)
scarlet	6	(morgain)
mirandas time agents	3	(special security)
peaceful aliens	2	(dulcians)
tardis workshop***	3	(k9)
tardis galley****	3	(eye of orion)
iris' tardis	3	(sidrat)
tardis warddrobe room	3	(cameleon circuit)

please note: cards with a special ability are discarded when ability is used
*take a card from discard and put in hand
**same as sick bay-remove fitz and/or anji from discard and put in hand
***remove any non-creature card from discard and put in hand
****take a creature card from discard and put in hand

SABATH'S DECK

name	power	notes
Sabbath	5	(master)
The jonah	3	(tardis)
Kulan	3	(bannermen)
experimental ttc	3	(kartz and rhiemer ttc)
vortex wraiths	6	(kronos)
silver	8	(cybercontroler)
silverati	5	(cybermen)
silverati leader	6	(cyberleader)
gold dalek	7	
black dalek	6	
daleks	5	
hastur	3	(fenrics flask)
sabbaths time agents	3	(special security)
movellans	3	
time corridore	3	
far dist future aliens	3	(monoids)
daemons	8	
aliens	5	(exilons)
primitives	4	
rutans	6	
elder ones	4	(vervoids)
alien monster	4	(shrievenales)
onhir	3	(nimon)
drug	3	(spectrox)
laser canon	3	
death ray	3	
deadly gas	3	(balarium)
Dalek bomb	3	
mind battle	3	
mind drain	3	
teleportation	3	
the players	3	(sidrat)
ransome demand	3	
ogrons	3	
time travem	3	
hyperspace	3	(ftl)
deadly poison	3	(neurotropix)
the remote	3	(drahvin)
deadly desease	3	(dn6)
juliette	3	(sisterhood)
babewyns	6	(destroyer)
meteorites	6	
imperium troops	5	(seers)
krotons	3	
fendahl	4	
ferutu	4	(goth)

imperium police robots	6	(raston)
dinosaur	6	
the unnaturalists	3	(ghostlight)
shub-niggurath	3	(nestene)
dark young	3	(autons)
yog-sothoth	3	(great intelligence)
minions of yog-sothoth	4	(yeti)
lloigar	3	(animus)
minion of lloigar	3	(zarbie)
Sontarans	7	
ice warriors	5	
extortion	3	
web gun	3	
venom gun	3	

ELEMENTALS' ARTIFACT DECK

Name:	Notes:
Matrix	(andromeda sleeps)
Time controler	
Regeneration	(meta regenerator)
Celstis space station	(space station)
Sacred flame	
ttc engineering	(chameleon)
Tardis ttc	
Dimensional interfaces	(trionic lock)
Sidrat ttc	
Transduction barrier	
The needle	(tartarus)
rod	(of rasilon)
ceremonials	(high council)
games	(of rasilon)
records	(of rasilon)
sash	(of rasilon)
Demat gun	
Tomb	(of rasilon)
Anciemt law	(of gallifrex)
Celstis	(cia)
Validium	(silver nemesis)
The labrynth	(oracle)
The Eye	(of harmony)

GOALS

he who has the most elemental artifacts at the end of the game wins!

DOCTOR WHO: EYE SPY

OVERVIEW

The Doctor and Sabbath are both looking for the scattered remnants of the Elementals, the Lords of Time who never existed (see Doctor Who-Adventuress of Henrietta Street). Chief among these artifacts is a black sun, the EYE.

He who controls the EYE controls the new dynasty of Time Lords for the universe. But while the Eighth Doctor has looked without for the Eye, he has not tried to first look WITHIN!

The TARDIS was once infinite, but now only a small part of its interior is accessible. And Fitz is hearing strange sounds behind the unusual walls that have partitioned the TARDIS' interior (see Doctor Who- Trading Futures). And now a door to the mysterious cloister room has opened. Could the EYE have been in there all the while? But one challenge stands in the Doctor's way of exploring the cloister room and unveiling its secrets: SABBATH!

SETUP

This is a board game version of DOCTOR WHO: THE SABBATH DAYS. You will need to be familiar with that game and make a set of cards from SABBATH DAYS in order to play DW: EYE SPY. One Player plays the Doctor. His goal is to move from the CONSOLE ROOM to the CLOISTER ROOM. The other plays Sabbath. His goal is to prevent the Doctor from reaching the cloister room. You will need to make a 10 by 10 board (or print the one provided), each of its hundred squares representing the interior rooms of the TARDIS. The middle two squares of the bottom row mark as the MASTER CONSOLE ROOM (where the Doctor Begins). Near the console room, select a square for each of the following rooms: Doctor's Room, Dormitories, Workshop, Stellarium, Sick bay, and Power room (the Laboratory and Galley share space in the Console Room; you will not need to mark separate rooms for these). The mark the middle two squares at the top row of the board as the CLOISTER ROOM (where Sabbath begins). The Doctor uses a set of the DOCTOR DECK from DOCTOR WHO: THE SABBATH DAYS. This will include all the cards, except: all space ships, space stations and TARDIS cards. Sabbath uses a set of the SABBATH DECK from DOCTOR WHO THE SABBATH DAYS. This deck will include all the cards except for: the Jonah and all space ship AND weapon cards. You will also need a ten sided die (1d10) and a token to represent the DOCTOR and SABBATH (I am certain, the Other would prefer the use of Chess pawns).

THE TURN

1. DRAW PHASE

Each player draws three cards from their decks.

2. MOVEMENT PHASE

Each player rolls a 1d10. If the roll is 1-9, the character may move 1 space, across, up, down, or diagonally. If the roll is a 10, then that character moves two spaces. The Doctor moves first, and then Sabbath moves.

3. CONFLICT PHASE

If the Doctor and Sabbath end up in the same room as each other, a conflict occurs. The rules are the same as combat resolution in DOCTOR WHO THE SABBATH DAYS, including the opened ended 1d10 rule for the Doctor. All cards in the player's hands should be played down to modify their power score. If the Doctor wins this conflict, Sabbath must roll a 1d10, and move back towards the CLOISTER that many squares. If the Doctor losses the conflict, the Doctor must do the same, moving instead towards the CONSOLE ROOM though. However, if the Doctor played a room card (e.g., TARDIS LABORATORY) during the conflict resolution, then he retreats to that room instead. If either of the characters end up retreating outside the confines of the TARDIS (the game board), then that character loses the game.

4. DISCARD PHASE

If there was no conflict that turn, then each player discards his hand.

OBJECT

For the Doctor to win: Sabbath must be driven off the game board through a conflict, or the Doctor must successfully reach the

CLOISTER ROOM.

For Sabbath to win: the Doctor must be driven off the game board through a conflict.

OPTIONAL RULES

If you wish, room cards may be played outside of a CONFLICT to move the Doctor to that particular room. Also, Desperate Action Card may be played to jettison 25 rooms, randomly chosen by rolling the ten sided die twice as a 1d%.
twice as a 1d%.

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.

VICTORY

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

RACES

Each player picks a race:

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

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
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

DOCTOR WHO- REMNANT OF THE DALEKS

BY

SIR GERARD LUFT, KDM

The last of the Daleks have invaded the TARDIS Console Room. And it's up to the Eighth Doctor, Romana and K9 to stop them from taking over the TARDIS. Whoever controls the TARDIS controls all of Causality.

Introduction

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

Set Up

The Doctor

Character Cards

Character	Power	Toughness	Tap
The Doctor	2	1	-
Romana	1	2	+2 Attack Draws to Doctor if in the same area
K9	2	2	+1 Attack Draw to Doctor if in same area

The Dalek

Character Cards

Character	Power	Toughness	Tap
Dalek	2	2	+1 Attack Draw to any Dalek in the same area
Dalek	2	2	+1 Attack Draw to any Dalek in the same area
Dalek	2	2	+1 Attack Draw to any Dalek in the same area

Deck

Area	Power	# in Deck
TARDIS Console Room	1	8
TARDIS Library	0	8
TARDIS Clock Garden	0	8
TARDIS Altar Room	0	8

Miniatures and Map

If you have any problem keeping track of who is in what area each turn, draw up a map of the TARDIS and pull out your Doctor Who actions figures or miniatures! (As a matter of fact, these game rules were modified from a D20 Time Lord conversion we did. We created this system to better capture the fact that

the Doctor's "attacks" are usually not combative per say. Additionally, the card system was created to better streamline an already streamlined system (i.e., D20))

The Turn

1. Each player lays his character
2. cards (and miniatures) out face up before him. Then they draw a card from
3. their deck for each of their characters, going right to left. The cards
4. drawn indicate which area of the Console Room each individual character is that
5. turn (If random location seems unrealistic, one merely needs to watch a few
6. episodes of Doctor Who, Star Wars Episode IV, or any early seasons of Star
7. Trek: the Next Generation, to see the heroes running "like chickens with
8. their heads off" trying to save their derrières; it's just the
9. fun of true space operas!).
10. If any character is in the
11. same area with an opponent character, they may attack that opponent. (e.g., The
12. Doctor, K9 and two Daleks are in the Library.
13. Before a conflict occurs,
14. players must decide if they wish to Tap (rotate 90 degrees/ AKA siding) a
15. character to Support another character in
16. the same area
17. (e.g., K9 taps to support the Doctor, and one Dalek taps to support the other
18. Dalek. Characters tapped due to damage taken in previous turns can not be
19. tapped to support.
20. The attacking characters must
21. choose their targets. A character that is tapped to support can not be
22. targeted. If there is a character that is tapped due to damage, then that
23. character can be targeted. Only characters tapping to support are
24. exempted from being targeted.
25. Players should take turn
26. attacking. However all attacks are considered to be
27. simultaneous.
28. A player draws one card from
29. their deck for each character attacking. The character can draw more than
30. one card if any other characters are tapped to support him or her (e.g.,
31. Tapping Romana when in the same area as the Doctor allows the Doctor to draw
32. two additional Attack Draws when he enters into a Conflict). Each card in the
33. deck has a Power score (either 0 or 1). Take the character's Power
34. score and add that number of +1's that he or she received from their
35. attack draw(s). If the modified Power of the character attacking is
36. greater than the Toughness score of their target, then that character has been
37. injured. The first time a character is injured, that character card is
38. tapped. For the remainder of the game, that injured character can not tap
39. to support another card in the same area. Also, if that tapped character
40. is successfully hit again, then it is removed from the game.
41. After all conflicts have been
42. resolved, characters that were tapped to support are untapped. The cards
43. drawn for character location and Attack Draws are discarded. One does not
44. need to reshuffle the discard pile each turn. But if one does, the
45. probability balance will be much more accurate (this we found after doing some
46. serious play testing with this game).
47. The turn sequence repeats
48. until all characters on one side are defeated. The player with the last
49. "man" standing is the winner.

DW: RoD Thoth files:

<http://www.angelifire.com/games4/doctorwhoeyespy/dwrod.zip>

(If you have problems with this link, just copy and paste it to your browser.)

IMPORTANT NEWS

We have entered the Doctor Who fortieth anniversary celebration year!
This coming year, Paul McGann continues his role as the current Doctor in an
all new production of the legendary Doctor Who serial, Shada. Stay
current with important news about the Doctor, Romana and K9 at:
<http://www.bbc.co.uk/cult/doctorwho/>

DODECA

INTRODUCTION

Abstract strategy game. Similar to chess. Dice are used as pieces.

OBJECT

Capture both of your opponents Dodecas.

THE BOARD

The board is a 10 X 10 grid.

THE PIECES

Dice are used as pieces. They are also referred to as units.

Each player has a set of 20 dice.

Dice come in many colors. The color schemes of the two opposing sets should easily set them apart.

There are 4 types of dice: four sided Tetras, six sided Cubes, eight sided Octos, and ten sided Dodecas.

UNIT CHART

#	Name:	Type:	Abbreviation:	Move:	Capture:
10	Tetras	Four sided dice (D4)		Orthogonal	Diagonal
4	Cubes	Six sided dice (D6)		Diagonal	Orthogonal
4	Octos	Eight sided dice (D8)		Diagonal	Diagonal
2	Dodecas	Ten sided dice (D10)		Orthogonal	Orthogonal

= Number of that dice in a set of 20.

SETUP

You set up your pieces on your back 2 rows.

All 10 of your Tetras go on your second row.

The order of your pieces on your back row: 6,6,8,8,10,10,8,8,6,6.

Before each piece is placed on the board, the die is rolled, and is placed that face up.

For example, you roll a 5 on a six sider. The die is placed on the board with the 5 face up.

Four sided dice are read along the bottom edge.

RULES

Players take turns.

Roll high on a D10 to see who goes first.

On your turn you may do one of 2 things:

1. Move one of your units and reset its face number
2. Reroll a die to reset its face number

When you move a unit you must move it a number of spaces equal to the number on its top face.

Tetras move orthogonally and capture diagonally.

Cubes move diagonally and capture orthogonally.

Octos move and capture diagonally

Dodecas move and capture orthogonally.
Units may never jump over other units.
You may not land on a friendly piece.
If you land on an enemy piece you have captured it.
Captured pieces are removed from the game.
After a piece moves or captures its top face number must be changed +/- 1.
For example a cube of face 5 captures. It can be rotated to the 4 or 6 face.
For example a cube of face 6 moves. It must be rotated to the 5 face.
Instead of moving you may roll one of your dice.
The die is returned to its same space with the result of the roll face up.
A player may not do two rerolls in a row unless he has no other possible move.

DODGE BALL

INTRODUCTION

Board and card game for 2 players.

VICTORY

Eliminate all players on the opposing team.

THE BOARD

Use an 8 x 8 grid (Chessboard)

PIECES

Use pawns, checkers, miniatures, coins, rocks, etc. to represent men. Each team has 6 men (or women).

SETUP

Place your six men on your back row.
Roll on the Skill table once for each of your men.
You may allow your Team Captain 2 Rolls.

STACKING

Men may never stack.

SIDES

Your men may move only on the first 4 rows of your side of the board. Likewise your opponent may only move his men on his side of the board.

THE DECK

Players share a common deck

TURN SEQUENCE

Players take turns.
Each turn has 4 phases:
Draw Phase
Run Phase
Throw Phase
Dodge Phase

DRAW PHASE

Draw 3 cards.

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

RUN PHASE

Play a Move card to move a man that many Spaces, orthogonally or diagonally.

A man can move only once per turn.

THROW PHASE

Play a Throw card to have a man throw at a target that many Spaces away, orthogonally or diagonally.

A man can move only once per turn.

A target opposing player that is Hit is out.

The target opponent may play a Dodge card to Negate a Throw card.

The target opponent may play a Catch card to Negate a Throw, and allow one of your Out players to come back in.

The player comes in at any one of your side spaces.

CARD LIST NOTATION

= Copies of that card in the deck

M = Move

T = Throw

D = Dodge

C = Catch

S = Skill

X = Special

K = As a Knight moves in Chess

Dist = Distance

COMMON DECK CARD LIST

Card Name	#	Dist	Type	Notes
Walk	5	1	M	
Jog	5	2	M	
Run	5	3	M	
Sprint	5	4	M	
Cut Across	5	K	M	
Throw Short	6	1	T	
Throw Near	5	2	T	
Throw Long	5	3	T	
Throw Far	4	4	T	
Side Throw	5	K	T	
Dodge	2	-	D	
Blocking Ball	2	-	D	
Duck	2	-	D	
Dip	2	-	D	
Dive	2	-	D	
Catch	5	-	C	
Skill	10	-	S	
Get Mad	1	-	X	Draw 3 cards
Time Out	1	-	X	Draw 3 cards
Think	1	-	X	Look at opponent Hand
Intimidate	1	-	X	Opponent must discard 2 cards
Penalty	1	-	X	Opponent must discard 2 cards
Return Package	1	-	X	Reflect Throw back on Thrower
Not Looking	1	-	X	Negate a Dodge or Catch card
No Balls	1	-	X	Opponent may not Throw this Turn
Double Teamed	1	-	X	Negate a Dodge card

Aim Low 1 - X Negate a Catch card

PLAYER SKILL TABLE

1D6	Skill	Notes:
1	Dodge	This player may use Skill card as a Dodge Card
2	Fast	This player may use Skill card as a Run Card
3	Aim	This player may use Skill card as a Throw Long Card
4	Catch	This player may use Skill card as a Catch Card
5	Strong	This player may use Skill card as a Throw Far Card
6	Quick	This player may use Skill card as a Cut Across Card

LINKS

[IDBF](#)
[Fun&Games](#)
[Arcade](#)
[Dodge](#)
[Variants](#)
[NES](#)

DOGS OF WAR

INTRODUCTION

Card game for 2-4+ players.

Players build teams of Mercenaries (Merces) and send them on missions.

OBJECTIVE

The player with the most money at the end of the game wins.

Players can keep their money hidden from each other.

SETUP

Roll high on 1D6 to determine turn order.

Each player starts with \$100,000.

Shuffle the deck.

Each player is dealt 7 cards.

MONEY

Use spare change.

One penny = \$1,000.

END OF GAME

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

THE DECK

Players share a common deck.

There are three types of cards in the deck:

1. Mission Cards
2. Mercenary Cards
3. Action Cards

MISSION CARDS

Mission cards contain 3 pieces of information:

1. A brief description of the mission.
2. The skill that applies to the mission.
3. The Danger level of the mission: Low, Medium, or High.

MERCENARY CARDS

These are professional "Character" Mercenaries.

Each Mercenary cards contain 3 pieces of information:

1. A brief description of the Mercenary: Name & Nationality
2. The Skills the Mercenary has.
3. The Fee the Mercenary charges to go on a mission.

Unless killed, a mercenary can be used from mission to mission.

When not on a mission the merc is kept face up in a 'Base' pile next

to the player that controls him.

ACTION CARDS

Most of these affect combat in some way, others say when and how they are used.

BASIC MERCENARIES

Use tokens or whatever to represent basic mercs.

Basic mercs are relatively unskilled mercs hired on site in the third world countries where

the missions take place.

Basic mercs cost \$5,000 each to recruit one Basic Merc Combat unit.

Each unit may actually represent several soldiers.

Basic Mercs stick around for only one mission.

After it is over they disband, and the units are discarded.

In combat each unit contributes one combat die and can sustain one casualty before being destroyed.

TURN SEQUENCE

Players take turns.

Each turn has 7 phases:

1. Contacts Phase
2. Negotiations Phase
3. Recruitment Phase
4. Insertion Phase
5. Execution Phase
6. Extraction Phase
7. Debriefing Phase

CONTACTS PHASE

The current or active player may draw 1 card.

The active player may draw an extra card for \$10,000.

NEGOTIATIONS PHASE

The player may choose to conduct a mission.

The player plays a mission card from his hand onto the table face up.

The player rolls to determine the fee he negotiates:

Mission Danger Level Low = $2D6 \times \$10,000$

Mission Danger Level Medium = $4D6 \times \$10,000$

Mission Danger Level High = $6D6 \times \$10,000$

If after the roll is made, the player does not like the roll, he may choose to not take the mission.

If a mission is not taken, another player may take the mission and put it into his hand.

If no one wants the mission it is discarded.

If more than one other player wants the mission, those players may make a money bid for it.

The bid is secret. Only the winner pays. The bid winner gets the card.

The active player may go on only one mission on his turn.

If the active player chooses not to take a mission, his turn ends.

Payment is made in Debriefing Phase, if the mission is completed successfully.

RECRUITMENT PHASE

The active player assembles his team of mercenaries.

There must be at least one Merc minimum.
The team can have a maximum of 12 mercenaries: Basic and Character.
At least one merc on a team must be a character merc to act as a Leader.
Basic Mercs cost \$5000 to recruit.
Character mercs have their fee written on their card.
The character merc may be from the players hand or 'Base' pile.
There is an extra fee of \$5000 if no character merc has the Pilot skill.

INSERTION PHASE

Roll to determine the number of enemy units present at the mission that must be defeated:
Mission Danger Level Low = 1D6
Mission Danger Level Medium = 2D6
Mission Danger Level High = 3D6
Enemy units are similar to Basic merc units.
Use tokens or chits to represent Enemy units.
Each enemy unit can represent several soldiers, squads, defenses, weapon systems, or vehicles.
One random opponent is chosen to be in control of the enemy units.

EXECUTION PHASE

Execution or Combat phase is broken down into turns.
During each turn the enemy units roll one combat die (CD) each.
Use six sideds (D6) for Combat Dice.
During each turn every merc unit rolls one combat die each.
Some skills allow character mercs to gain extra combat dice rolls.
Combat Action cards may be played for a variety of effects.
Each side may play up to 2 action cards per combat turn.
Most cards allow a side to gain extra combat dice rolls.
For each DC roll made a result of 4-6 inflicts one casualty on the other side.
A roll of 1-3 has no effect.
Casualties are inflicted simultaneously.
For each casualty inflicted on the enemy discard an enemy unit.
For each casualty inflicted on the mercs discard a basic merc unit or a character merc card.
Basic mercs become casualties before Character mercs.
Combat ends when one side is completely killed off.
At the end of a combat turn the active player may choose to abort the mission.
If a mission is aborted the character mercs return to base, and the mission card is discarded.
At the end of execution phase all enemy and basic merc units are discarded.
At the end of execution phase all surviving Character mercs return to base.
If the Merc team has the skill listed on the mission card the merc side gets +2 Combat Dice per combat turn.

EXTRACTION PHASE

For each Character merc that became a casualty in mission phase roll 1D6:
1-4 The merc was killed, maimed, or captured. (Discard)
5-6 The merc was wounded, escaped, retreated. (Goes to base pile)
Add +1 to the roll if one of the mercs had Medic skill.

DEBRIEFING PHASE

If all enemy units were destroyed and there were surviving Character mercs, the mission is successfully completed, and the player may collect the Mission payment fee.
Between turns players may trade cards and money.

MERC SKILL LIST

Skill:	Notes:
Rescue	+1 CD Hostage Situations
Escort	+1 CD Transport
Guard	+1 CD Protect Set Location
Raid	+1 CD Search & Destroy
Clear & Control	+1 CD Take & Hold Territory
Pilot	+1 CD
Medic	+1 CD
Commando	+1 CD
Leadership	+1 CD
Recon	+2 CD on first turn
Sniper	+1 CD
Guerilla Warfare	+1 CD
Veteran	+1 CD
Survival	+1 CD
SWAT Training	+1 CD
Special Forces	+1 CD
Search & Destroy	+1 CD
Loyal	+1 CD
Ex-Marine	+1 CD
Delta Force	+1 CD
Green Beret	+1 CD
Air Force Ranger	+1 CD
Freedom Fighter	+1 CD
Assassin	+1 CD
Tough Guy	+1 CD
Fighting Machine	+1 CD
SOB	+1 CD
Tactics	+1 CD
Frogman	+1 CD
Navy Seal	+1 CD
Soldier of Fortune	+1 CD
Lucky	+1 CD
Security Expert	+1 CD
Artial Arts	+1 CD
Kung Fu	+1 CD
Mechanic	+1 CD Everything works
Demolitions	+1 CD
Law Enforcement	+1 CD Crowd Control

MISSION CARD LIST

Mission Name:	Danger:	Skills:
Rescue Survey Team	M	Rescue
Free Oil Workers	H	Rescue
Rescue TV Reporter	M	Rescue
Rescue Company Personnel	L	Rescue
Liberate Political Prisoners	L	Rescue
Rescue Kidnapped Diplomat	H	Rescue
Free Rebel Captives	L	Rescue
Rescue Hostages	M	Rescue or SWAT
Escort Convoy	L	Escort
Evacuate Foreign Nationals	L	Escort
Escort Foreign Dignitary	M	Escort
Arrange escape of VIP	M	Escort
Escort Arms Shipment	L	Escort
Get supplies to Rebels	L	Escort or Mechanic
Evacuate Presidential Staff	H	Escort
Help Cabinet Minister Escape	H	Escort
Deliver Industrial Equipment	M	Escort or Mechanic
Protect Foreign Nationals	L	Guard
Protect Oil Tanker in Port	H	Guard

Security for Secret Meeting	M	Guard
Protect Well-capping Team	H	Guard
Protect Repair Crew	L	Guard
Protect Pipeline Workers	M	Guard
Guard Red Cross Team	L	Guard
Secure Airfield	H	Guard
Prevent Destruction of Mine	M	Guard
Prevent Looting of Holy Site	L	Guard
Protect Holiday Resort	L	Guard
Destroy Terrorist Cell	H	Raid
Destroy Insurrectionist Group	M	Raid or Search & Destroy
Hunt down Assassins	L	Raid or Assassin
Exterminate Revolutionary Group	H	Raid
Destroy Radar Post	M	Raid
Raid Safe House	M	Raid
Retrieve Mining Equipment	L	Raid
Sabotage Bridge	L	Raid or Demolitions
Sabotage Rail Junction	L	Raid or Demolitions
Retrieve Secret Documents	M	Raid
Intercept Arms Shipment	H	Raid
Open up Border Crossing	H	Clear
Clear Area of Rebels	H	Clear
Clear Roadblocks	M	Clear or Mechanic
Establish Supply Route	M	Clear
Gain control of Mountain Passes	H	Clear
Clear out Village	M	Clear
Rescue Industrialists from Mobs	M	Clear
Foment Trouble	L	Guerilla or Freedom Fighter
Save Art Treasures from Mobs	L	Clear
Suppress Uprising	H	Clear
Secure Support of Separatists	L	Leadership

MERCENARY CARD LIST

Merc Name:	Fee:	Skills:
Patsy the Prick	10,000	Pilot, SOB
The Reverend	10,000	Guard, Escort
Demolition Dan	10,000	Demolition, Guard
Big Johnson	10,000	Clear, Green Beret
Crazy Igor	10,000	Raid, Escort
Doc	10,000	Medic, Leader
Mohammed Abdul	10,000	Freedom Fighter, Guard
Brass Balls Malone	10,000	Rescue, Pilot
Old Blood & Guts	10,000	Veteran, Clear
Snake Eyes	10,000	SWAT, Escort
One Eyed Jake	10,000	Commando, Escort
Bullseye	10,000	Sniper, Rescue
Captain Jack	10,000	Leadership, Pilot
Rosco	10,000	Recon, Raid
Mr. T.	10,000	Tough Guy, Rescue
Bushbaby	10,000	Recon, Clear
Boomer	10,000	Air Force Ranger, Search & Destroy
Fidel	15,000	Guerilla, Leadership, Clear
Chavez	15,000	Guerilla, Pilot, Escort
Victoria Cross	15,000	Sniper, Raid, Medic
Sparky	10,000	Mechanic, Lucky
Helmut	10,000	Raid, Special Forces
Chang	10,000	Kung Fu, Escort
Vance	10,000	Guard, Security expert
Luke	10,000	Mechanic, Soldier of Fortune
Frenchie	10,000	Frogman, Loyal
Segal	10,000	Navy Seal, Martial Arts
Chuck	10,000	Martial Arts, Delta Force
McGuyver	15,000	Mechanic, Tactics, Rescue
Santos	10,000	Assassin, Pilot

Rambo	10,000	Commando, Fighting Machine
Clint	10,000	Ex-Marine, Tough Guy
Bruce	10,000	Law Enforcement, Tough Guy

COMBAT ACTION CARD ABBREVIATIONS

Side: Which side that is affected by playing the card..

R= Resistance: The card can be used by Enemy units only

M= Merc: The card can be used by Mercenary units only

B= Both: Either side may use the card.

Bonus: The number of additional Combat dice that side gets for playing the card.

U= The side that plays the card gets the indicated number of additional units:

Enemy units or Basic Mercs units as appropriate. Units remain until killed.

Duration: How many turns the CD bonus lasts for (or when the card is played):

F= First turn of Combat only

1= Any one turn of Combat

2= Any one turn of Combat except the first

T= Any two consecutive turns of Combat

O= Every other combat turn.

A= The entire rest of the combat

A1= The entire rest of the combat. The card must be played on the first turn

A2= The entire rest of the combat. The card must be played on the second turn or later.

COMBAT ACTION CARD LIST

Card Name:	Side	Bonus	Duration
Guard Tower	R	+1	A1
Ambush	R	+2	F
Heavy Machine Gun	B	+1	A
Sniper	R	+1	A
Surprise Attack	M	+2	F
Grenades	B	+2	1
Rocket Attack	B	+2	1
Anti-Personnel Mines	R	+2	F
Booby Traps	R	+1	F
Reinforcements	R	+2U	2
Heavy Resistance	R	+2U	F
Light Resistance	R	-2U	F
Captured	R	+2	1
Enemy Surrenders	M	+2	1
Veteran Troops	R	+1	A1
Fanatic Troops	R	+1	A
Guerilla Troops	R	+1	A1
They've got a Tank!	R	+1	A
Conscript Troops	R	-1	A1
Night Vision Equipment	M	+1	A1
Helicopter Gunship	M	+2	T
Mortar	R	+2	O
Fortified Position	M	-1	A1
Enemy Routs	M	+2	1
Cut Communications	B	+1	A
Kill Leader	M	+2	A
Surrounded	B	+1	A
Position Compromised	B	+1	A
Smoke Screen	R	-1	1
Civilian Resistance	R	+1	A
Out of Ammo	M	-1	A2
Local Contacts	M	+1	A1
Crossfire	B	+1	A
Doublecross	R	+2	A1
Local Fanatics Ally	M	+2U	F
Local Warlord Allies	M	+2U	F
Local Rebels Ally	M	+2U	F
Disinformation	M	-2	F

Death Squad	R	+1	A1	
Martyrs	R	+1	A	
Know the Terrain	B	+1	A	
Friendly Fire	R	+2	1	
Target Moved	R	+1	A1	
Everything goes to shit	R	+1	A	
Radio Intercept	B	+2	F	
Innocent Bystanders	M	-1	A	

MISCELLANEOUS ACTION CARD LIST

- Careful Planning- Counts as having Rescue and Raid Skill this turn.
- Freelancer- Take control of other players mercenary permanently in your recruit phase.
- Native guide- - Counts as having Escort and Pilot Skill this turn.
- Bribe- Discard \$10,000. Take control of other players mercenary permanently in your recruit phase.
- Renegotiate- Reroll your Negotiations dice roll in Negotiations phase.
- Political Pull- Add 2D6 to your negotiations roll.
- Body Armor- Negate 1 casualty received during combat.
- First Aid- Counts as having Medic skill this turn.
- Unstable Situation- Cause opponent to discard a mission card in negotiations phase before roll is made.
- Lower bid- Steal mission card from opponent in negotiations phase before roll is made.
- Bloodbath- Both sides get +2 CD this combat turn.
- Revenge Killing- Kill any 1 target character Merc during your Debriefing phase.

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.

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:

ZONE TYPE TABLE

1D10	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 = 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
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
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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
Cybercurity	5	3	M	Infiltration
Volunteers	5	2	S	Core
Chemimen	5	2	S	Poison
Specialist	5	4	F	Leader
Citadel	5	5	-	Fortification

BROTHERHOOD 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.

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

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
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](#)

DOUBLOONS & DRAGOONS

INTRODUCTION

Players take the role of Merchant Princes in control of their own city state. Thru conquest and trade they try to outdo their opponents in the quest for Gold & Glory.

MATERIALS

Gold Coins

Map

Dice = 20, 10, and 6 sided

Paper and pencil

Chits to represent units. Each player requires chits of a different color.

OBJECT

Conquer all Cities on the map.

THE MAP

The hex map should contain about 25 cities, many with ocean access.

TERRAIN

NAME MOV DEF TYPE

Clear	1	---	Plains or terrain containing roads and bridges
Rough	2	+1	Forests, Hills
Difficult	2	+1	Mountains, Swamps; Cavalry use all 4 move points to enter
Treacherous	---	---	Mountain Peaks; Cannot be entered
Water	(1)	---	Rivers, Oceans, Lakes; Can only be used by ships
Reefs	(2)	---	Can only be used by ships
Cities	1	+1	Any unit except cannons in a city hex become Garrison units

while there

GAINING CONTROL OF NEUTRAL CITIES

Neutral cities will have a garrison of 1D6 militia units.

Players can gain control of neutral cities by diplomacy or military occupation.

All current trade routes to the city cease to exist. New ones may be established.

SET UP

Each player starts with a Home City, 20 gold, and 3 Militia.

ROUND SEQUENCE

1-Event Phase

- 2-Bid for the Favor of the Church
- 3-Trading Session
- 4-Roll for turn order
- 5-Players take their main turns

EVENTS

One player rolls 1D6

- 1 Black Plague- Random City generates no income this or next turn. Units present are destroyed on a roll of 1-2 on D6.
- 2 Surplus- One random trade good produces no trade income this and next turn.
- 3 Scarcity- One random trade good produces double trade income this and next turn.
- 4 Revolution- One random non-home city and its units become independent.
- 5 Renaissance Master- One random city produces +1 Gold in taxes for the rest of the game.
- 6 Fortification- One random city gains 1 Militia unit.

2-BID FOR THE FAVOR OF THE CHURCH

Players make secret bids for for the favor of the church.

Bids are revealed simultaneously. All gold bid is considered spent.

The highest bid wins. The favor may be used this turn to:

- Make one diplomacy attempt automatically succesful
 - Target stack cannot move or initiate an attack
 - Target city may not be attacked
 - Recruit an extra unit in target city
 - Negate a spy mission
 - Target opponent controlled Non Home City with no garrison (or militia only) becomes neutral
 - Win turn order roll
 - Get +1D6 to next rounds bid
- In case of ties, no one gets the Favor.

3-TRADING SESSION

Players may trade gold, units, cities, promises, or anything of value.

4-ROLL FOR TURN ORDER

Roll D10. High roll takes their Main Turn first.

5-MAIN TURN SEQUENCE

There are 9 phases in the main turn sequence:

- 1-Upkeep
- 2-Taxation Revenue
- 3-Trade Revenue Phase
- 4-Production
- 5-Spy Missions
- 6-Movement
- 7-Battle
- 8-Establish Trade routes
- 9-Diplomacy Attempts

1-UPKEEP

Pay 1 gold per 5 units you control.

Units whose upkeep is not paid are immediately disbanded.

Players may save gold from round to round.

2-TAXATION

Gain 1 gold for each city you control & 3 gold from your Home city.

3-TRADE REVENUE

Gain 1 gold per established trade route.

Each City produces 3 trade goods and demands 3 trade goods.

Roll D20 on the Trade Goods Table to determine goods produced and goods demanded.

Double results are allowed.

TRADE GOODS TABLE

D20	Goods:
1	Silk
2	Wine
3	Spices
4	Artwork
5	Dyes
6	Marble
7	Silver
8	Salt
9	Candy
10	Pearls
11	Perfume
12	Weapons
13	Clothing
14	Wool
15	Mahogany
16	Medicinals
17	Glassware
18	Opium
19	None
20	Roll again twice

4-PRODUCTION

Recruit up to one unit at each city you control per turn.

UNITS TABLE

NAME	TYPE		COST	MOVE
COMBAT				
Musketeers	Infantry Missile	4	2	+1 vs Pikemen & Dragoons
Pikemen	Infantry Shock	4	2	+1 vs Lancers
Dragoons	Cavalry Missile	4	4	+1 vs Pikemen
Lancers	Cavalry Shock	6	4	+1 vs Missile
Cannon	Missile	6	(2)	+1 vs Infantry
Militia	Infantry	3	-	Garrison only
Garrison	Infantry	-	-	+1 vs Cavalry
Officer	Leader	3	4	Required for stack to move
Diplomat	Leader	3	4	Recruit Neutral cities
Governor	Leader	3	4	City generates +1 Taxes
Agent	Leader	3	4	Negates Spy missions
Caravan	Merchant	2	2	Establish Trade Route

Caravel	Merchant Ship	2	2	Establish Trade Route
Galleon	Ship	5	4	Carry up to 4 units
Frigate	Ship	5	4	+1 vs Ships

5-SPY MISSIONS

Roll 1D6 for every Gold you spend.
On a roll of 1 on 1D6 roll on the following table:

D10 MISSION SUCCESS

- 1 -Assassinate: Destroy target Leader.
- 2 -Set Fire: Destroy target ship adjacent to land.
- 3 -Banditry: Destroy target caravan & gain 1D6 Gold.
- 4 -Piracy: Destroy target caravel & gain 1D6 Gold.
- 5 -Sabotage: Target stack cannot move or initiate an attack or action this and next turn.
- 6 -Bribery: Buy opponents stack not in home city: Pay cost of all units.
- 7 -Start Revolt: Target opponent's Non-Home City with no garrison (or militia only) becomes neutral
- 8 -Thievery: Opponent loses and you gain 1D6 Gold.
- 9 -Arson: Target Non-Home City produces no income and cannot recruit this turn or next turn
- 10 -Pick Mission Result.

Agents negate a Spy mission targeting the Hex they occupy on a roll of 1-2 on D6.

STACKING

Any number of units may occupy a single Hex.

6-MOVEMENT

Rough & difficult terrain cost 2 moves to enter.
Units cannot enter a hex occupied by enemy units unless the enemy units are all Leaders.
Military units automatically capture (destroy) enemy leaders in the same Hex

7-BATTLE SEQUENCE

One stack of units may attack an adjacent stack of units.
Stacks may combine their attacks.
Militia and stacks without an officer may not initiate attacks.
Any unit may be attacked. The exception is nonmissile troops may not attack ships.
Merchant and Leader units do not get attack dice.
Both attacking and defending units make attack rolls in the following order:

- 1-Cannons attack
- 2-Ships attack
- 3-Garrisons attack
- 4-Musketeers attack
- 5-Dragoons attack
- 6-Pikemen attack
- 7-Lancers attack

Units of the same type from both sides roll their attack dice simultaneously.
Targets are declared before attack dice are rolled.

An attack will destroy a target unit on a roll of 4-6 on 1D6

If the attacker is +1 against the target, add this to the attack roll.

An attacker is -1 on his roll if the target unit is in a terrain that has a Defense value = +1

Attacks by musketeers and dragoons vs Ships are at -2

Cannons cannot move & initiate attacks in the same turn.

8-ESTABLISHING TRADE ROUTES

Routes between cities you control are established automatically.
Routes can be established automatically with friendly empires.
Merchant units originating from a supply city you control may establish a trade route with a neutral demand city by entering it.
One Supply will satisfy one demand.
Each Trade route will result in a revenue of 1 gold per turn.

9-DIPLOMACY

If a diplomat occupies a neutral city pay 1 gold to make a Diplomacy attempt.
On a roll of 1 on 1D6 gain control of the city and its garrison.
Only one Diplomacy attempt per city per turn.

DR WHO

INTRODUCTION

Players take the role of Renegade Time Lords working for the Celestial Intervention Agency.

Players must work cooperatively to foil the plots of Temporal Marauders. The goals of Temporal Marauders are the destruction or conquest of Gallifrey, Nexus point Earth, or the Universe.

TIME LORDS

Each player is a Gallifreyan Time Lord (Like Dr Who).

Time Lords are also referred to as Field Agents.

Each Time Lord has 9 lives, a particularity of Gallifreyan biology.

If a Time Lord loses all 9 of his lives, he is out of the game.

THE DECKS

There are two decks in the game:

The Time Lord Deck, and the Temporal Marauder Deck.

All players share both decks.

TEMPORAL MARAUDER DECK

There are two types of cards in the Temporal Marauder Deck:

Marauders, and Plot Twists.

Plot Twists add to the Power of a Marauder card placed on top of them.

DICE & COUNTERS

Ten sided dice are required.

Counters are used as 'plot tokens' and to keep track of lives.

WINNING THE GAME

If the players go completely through the Temporal Marauder Deck and defeat all the Marauders, they share a combined win.

The player with the most lives + cards in his Victory pile is the first place winner.

The next is the second place winner, and so on.

LOSING THE GAME

If any Marauder Card ever gets 4 plot tokens on it, the time line is

irreversibly disrupted, resulting in universal disaster. Time and Space unravel.

All players lose. Game over.

TURN SEQUENCE

Each turn has 4 phases:

1. Aid Phase
2. Marauder Phase
3. Mission Phase

4. Plot Phase

AID PHASE

Each player draws 3 cards from the Time Lord Deck.
If the deck runs out, shuffle the discard pile and draw from it.
A player may discard 2 cards to draw 1 card.
Players may trade cards.
Max hand size = 9. Discard excess cards.

MARAUDER PHASE

Draw one card from the Temporal Marauder Deck for each Time Lord.
Place these cards face up in the center of the Table.
If any of the cards are Plot Twist Cards, draw another Temporal Marauder card and place it on top.
Continue until all Plot Twists are covered by a Marauder card.
All of these cards are considered to be in play.

MISSION PHASE

Each player gets one Action Segment in Mission Phase.
Players roll high on 1D10 to determine Segment order.
A player may use his action segment to draw 3 cards.
A player may use his action segment to attempt to defeat any one Marauder in play (A Mission).
Resolve the attempt as follows:
The Time Lord and the Marauder must determine and compare their respective Power Totals.
To get a Power Total, each side rolls 1D10. These are the Power Rolls.
The Time Lord may discard cards from his hand to add their Power to his Power Total.
If the Time Lord rolled a 10, he may add another 1D10 to his Total.
The Marauder adds its inherent power to the roll.
The Marauder adds the power of all its Plot Twists to its Total.
Compare the Power Totals. Higher Total wins.
If the Marauder won, the Time Lord loses one life, and the Marauder remains in play.
If the Time Lord wins, he lives, and puts the Marauder card and its Plot Twists into his Victory Pile.
If it is a tie, the Time Lord is not killed, and the Marauder remains in play.
If the Time Lord won, he gets an extra action segment that can be used this phase only to attempt to defeat another Marauder in play.
A Time lord can only get one extra action segment per turn this way.

COOPERATIVE MISSIONS

Players may cooperate and go on a mission jointly.
Each Time Lord that goes uses up an action segment.
Additional Time Lords may use cards and add 1D10 each to the Power Total of the First.
If they succeed no one gets any extra action segments.
Roll high on 1D10 to see which Time Lord gets to put the cards into his Victory pile.
If they fail, they all lose a life.

PLOT PHASE

Place one Plot Token on each Marauder card in play.

TEMPORAL MARAUDER DECK CARD LIST

Card Name:	Type	Power	Notes:
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The Master	M	+10	Insane Renegade Time Lord
Darvos	M	+7	Creator of the Daleks
Daleks	M	+10	Exterminate! Exterminate!
Cybermen	M	+10	Ruthless descendants of Earths Sister Planet
Sontarans	M	+10	Can Create 1 million Clones per Minute
Ice Warriors	M	+4	Martian Underground Cities
Movellans	M	+7	Robotic Servitor Race
Silurians	M	+6	The first Intelligent Life on Earth
Sea Devils	M	+5	Aquatic Species of Silurians
Rutans	M	+8	Amoeboid Race at war with the Sontarans
Entropy	M	+10	Heat Death of the Universe
Great Vampires	M	+7	Huge Humanoids: Enslave Worlds
Draconians	M	+3	Hostile Aliens
Cessair of Diplos	M	+2	Druidic Goddess Imposter
Daemons	M	+8	Powerful Alien Race
The Hand of Eldrad	M	+2	Silicon Based Life Form
The Last Fendhal	M	+1	Ghoulis creature
The Great Intelligence	M	+4	Purely Mental Cosmic Being
Krynoid Germination	M	+3	Giant Sapient Plant Pods
Mandragora Helix	M	+2	Time Vortex Energy Life Form
Nestene Consciousness	M	+3	Spacefaring Sapient Radiation
Omega	M	+5	Time Lord trapped in Antimatter Universe
Scaroth	M	+4	Last of his race. Stranded on Earth
Terileptils	M	+1	Reptilian race: unleashed the Black Plague
Vardans	M	+1	Energy beings. Pawns of the Sontarans
Warlords	M	+1	Alien Kidnapers. Building an Army of Humans
Zygons	M	+1	Homeless Alien Shapeshifters
Robotic Yeti	M	+1	Servants of the Great Intelligence
Failed Experiment	P	+6	
Earth Invasion	P	+2	
Black Guardian of Time	P	+6	Goal of Universal Chaos
The Time Destructor	P	+6	
Doomsday Weapon	P	+6	
Nova Bomb	P	+4	Space Combat: Ignite Nebulas
Cybermat	P	+2	Robot Insects
Preserved in Ice	P	+2	Suspended Animation
Misjump	P	+2	
Autons	P	+2	Servants of the Nestene Consciousness
Drain theEye of Harmony	P	+6	Power Source of all TARDIS
Ogrons	P	+2	Stone creatures that feed on blood
Interstellar Plague	P	+4	
Nexus Point	P	+2	Shallow areas in the Timestream
Mind Control	P	+4	
Non-Intervention	P	+2	Gallifreyan Doctrine
Psionic Powers	P	+2	

TIME LORDS DECK CARD LIST

Card Name:	Power	Notes:
The Key to Time	+10	Complete Control of time
White Guardian of Time	+10	
Elixir of Karn	--	Gain 1 Life
U.N.I.T.	+3	United Nations Intelligence Taskforce
Violate the 1st law of Time	+1D10	Lose an extra life if the Mission Fails
Rassilon	+10	First & Greatest of Time Lords
Pacification Gun	+4	The target becomes friendly
Fast Regeneration	--	Gain 1 Action segment (after failing a mission)
Mathematicians of Logopolis	+3	
Block Transfer Computation	+5	Used to shape or recreate reality
Charged Vacuum Emboitements	+2	+10 vs Entropy
Chronic Hysteresis	+7	Forced Time Loop
The Doctor	+10	
Earth Empire	+3	Future Conglomeration of Corporate Megaliths
The Federation	+4	Future: Loose Planetary Alliance including Aliens
Gravitron	+4	Future Device: Controls Earths weather

The Sisterhood	+3	Keepers of the Sacred Flame
Hyperspace Travel	--	Gain one Action Segment
Megara	+9	Alien Machines that dispense perfect justice
Perceptual Induction	+3	Illusions of Wish Fulfillment
Temporal Stasis	+3	Isolate an area from time travel
Terminus	+5	Giant Spacecraft at the center of the Universe
Fluidity of Time	--	Discard to remove 1 Plot Token from all Marauders
Alternate Time Line	--	Discard to shuffle target Marauder into Marauder
Deck		
Timestream	--	Discard to remove all Plot Tokens from 1 Marauder
Pharos Project Computer		+2
Pocket Universe	+3	
Gallifreyan Absolute Time	+4	Maintained by the Transduction Barrier
Microjumps	+3	Used for commando style raids
Spatial Overlap	+2	TARDIS tactic. Materialize over physical objects
The Human Factor	+3	
Amplified Panatropic Compiler	+2	APC NET: All Gallifreyan knowledge
Solar Heat Gun	+2	
Chameleon Circuit	+3	TARDIS technology. Camouflage
Temporal Invulnerability	+3	TARDIS technology. Physically indestructible
Temporal Vortex	--	Gain 1 Action Segment. Center of all Time & Space
Gallifreyan Monitors	+3	Detect events that endanger time & space
Cell Regeneration Vault		-- Gain 1 Life
Demat Gun	+4	Dematerialization Weapon
Transmat System	--	Gain one Action Segment. Instantaneous Travel
Field Agent Equipment	+2	Universal Detector, Neutron Ram, Sonic
Screwdriver, etc.		
TARDIS Systems	+3	Homing Beacon, Safety devices, Computer, etc.
Energy Weapons	+3	Stunners, Lasers, Disruptors, Particle Beams, etc.
etc.		
K-9 Unit	+5	Versatile Field Robot Companion
Leela	+4	Amazonian Human Female Companion
Gallifreyan Companion	+3	Lady Romanadvoratrelundar, Susan Campbell, etc.
Human Companion	+3	Jo Grant, Ian Chesterton, Peri Brown, etc.
Alien Companion	+3	Nyssa, Vislor Turlough, etc.
Companions can be reused by a Time Lord in the same Mission phase.		

DISCLAIMER

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DRACULAS CASTLE

INTRODUCTION

Board game for 2+ players.

One side is Dracula and his minions.

The other side is the Vampire Hunter and his assistants.

Action takes place inside Castle Dracula.

VICTORY

Completely eliminate all of your opponent's pawns.

THE BOARD

The board is a map of the interior of Castle Dracula.

All rooms are named.

Clearly depict connections between rooms.

Each room is connected to 1-4+ other rooms.

Rooms found in the Castle include:

The Masters Chambers

The Laboratory

The Torture Chamber

The Privy

The Crypt

The Grand Entrance

The Grand Staircase

The Courtyard

The Bat Cave

The Menagerie

The Library

The Wash Room

The Coffin Room

The Dungeon

The Dissecting Room

The Antechamber

The Study

The Greenhouse

The Servants Chambers

The Balcony

The Kitchen

The Unused Chapel

The Wine Cellar

The Labyrinth

The Grand Hall

The Waiting Room

The Observatory

The Cell

The Bedroom

The Parlor

The Ball Room

THE VAMPIRES

Use a black king to represent Dracula.

Use 3 black pawns to represent the Lesser Vampires.

THE HUNTERS

Use a white king to represent the Vampire Hunter.
Use 4 white pawns to represent the Assistants.

THE DECKS

Each player has his own deck.
Each deck contains 4 of each card listed.

THE VAMPIRE DECK CARD LIST

Cards:	Effect:
Gaseous Form	Defense
Bat Form	Defense
Wolf Form	Attack
Suck Blood	Attack
Claws	Attack
Mesmerize	Attack
Regeneration	Defense
Gift of Darkness	Control
Superhuman Speed	Move
Shadows	Defense

THE HUNTER DECK CARD LIST

Cards:	Effect:
Garlic	Defense
Holy Water	Attack
Cross	Defense
Faith	Defense
Wooden Stake	Attack
Fire	Attack
Mirror	Defense
Salvation	Control
Firearms	Attack
Hunting	Move

SETUP

The Hunters pawns start in the Grand Entrance.
The Vampires pawns start in the Masters Chambers.

TURN SEQUENCE

Players go simultaneously.
Each turn has 5 phases:
1. Draw Phase
2. Write Orders Phase
3. Move Phase
4. Attack Phase
5. Discard Phase

DRAW PHASE

Each player draws 3 cards from his deck.
If the deck runs out shuffle the discard and draw from it.

WRITE ORDERS PHASE

Players write down secretly how they want their pawns to move.
A pawn can be moved into an adjacent room.
A pawn can move twice if the player has a Move Card.

MOVE PHASE

Orders are revealed and the pawns are moved.
Any Move Cards used are discarded.

ATTACK PHASE

If opposing pawns occupy the same room they may attack each other.
To attack, discard an Attack card. This causes one Wound.
Alternatively the attacker may discard a control card.
The defender may discard a Defense card to negate one attack or control card.
All attacks are simultaneous.
A control card cannot be played against Dracula or the Primary Vampire Hunter.
A non-negated control card causes the color of the defending pawn to be switched.

HITS

Dracula can take 3 wounds before being destroyed.
The Vampire Hunter can take 2 wounds before being destroyed.
All other pawns are destroyed with a single wound.

DISCARD PHASE

Discard your hand.

SUPPORT PAGE

Action Card Set & Map Tile Set Available!
[Draculas Castle Support Page](#)

CASTLE MAP

by Themcganndocor@aol
<http://warpspawn.tripod.com/draculascastledungeon.bmp>
<http://warpspawn.tripod.com/draculascastlegroundfloor.bmp>
<http://warpspawn.tripod.com/draculascastleupperfloor.bmp>

DRAGON POKER

INTRODUCTION

Card game. Players use cards to construct a dragon and provide it with treasure.
[Dragons is so stupid!](#)

THE CARDS

The deck contains 68 cards:

- 2 White Heads
- 2 White Bodies
- 2 White Tails
- 2 White Wings
- 2 Green Heads
- 2 Green Bodies
- 2 Green Tails
- 2 Green Wings
- 2 Black Heads
- 2 Black Bodies
- 2 Black Tails
- 2 Black Wings
- 2 Blue Heads
- 2 Blue Bodies
- 2 Blue Tails
- 2 Blue Wings
- 2 Red Heads
- 2 Red Bodies
- 2 Red Tails
- 2 Red Wings
- 2 Gold Heads
- 2 Gold Bodies
- 2 Gold Tails
- 2 Gold Wings
- 4 Dragon Slayers
- 2 Maidens
- 8 Gold Treasures
- 4 Gem Treasures
- 2 Dragon Eggs

TURN SEQUENCE

- 1- Shuffle deck.
- 2- One player is chosen as the dealer (Dragon Master).
- 3- Players ante in.
- 4- The Dragon Master deals out 7 cards to each player
Cards are dealt face down unless house rules state otherwise.
Play starts with the player to the DM's left and proceeds clockwise
- 5- In turn each player may discard up to 6 cards and receive replacement cards.
- 6- Players may now, in turn, raise the ante (Dragon Rage).
Other players must match the raise or drop out.
- 7- In turn, If a player has a Dragon Slayer he must discard it to cause his
opponent to discard a random card from his hand.
- 8- Players reveal their hands. The hand worth the most points wins.
If tied, players split the pot (Dragon Council).

COMBINATIONS

Heads, bodies, tails, and wings are used to construct Dragons.
Dragon eggs are wild cards and can be used as any color body part.

COMBO

POINTS

Serpent (Head & Tail)	1
Beast (Head & Body)	1
2 Serpents or 2 Beasts (Bookends)	2
Winged Serpent (No Body)	2
Tailless Dragon (No Tail)	2
Wingless Dragon (No Wings)	2
Bastard Dragon (2 or 3 Colors)	3
Wurm (No body & 2 Tails)	3
Chromatic Dragon (4 Colors)	4
White Dragon	5
Green Dragon	6
Black Dragon	7
Blue Dragon	8
Red Dragon	9
Gold Dragon	10
Hydra (6 Heads & 1 Body)	12

TREASURE

If a player has one of the combos above, he can earn extra points if his hand contains treasure cards:

TREASURE

POINTS

Gold Treasure	1 per 2 cards
Gem Treasure	1 per card
Maiden	2 (one card max)
Dragon Eggs	1 per card if not used as a body part

VARIANTS

Use 5 card hand size instead of 7 cards.
Play it like Gin Rummy instead of Poker.
Add more combos (Example: The two headed serpent).

DRAGON SLAYERS

INTRODUCTION

Card game for 2 players.
One player takes the role of the Dragon
The other player takes the role of the Slayer
(The adventuring party trying to slay the dragon)

THE DECKS

There are 2 decks:
The Dragon Deck
The Slayer Deck

DICE & IMPLEMENTS

Six-sided dice are needed.
Pen & paper are needed.

VICTORY

If the Dragon is reduced to 0 or less Hit Points the Slayers win.
If all party members are killed, the Dragon wins.

HIT POINTS

The Dragon has 10 hit points.
Party Members (Slayers: Heroes & Men-at-Arms) have 1 hit point each.
Each unblocked attack by the Dragon will kill one party member.
Unblocked attacks by Slayers cause 1 or more hit points of damage to the Dragon.

PARTY GENERATION

The Slayer rolls 8 times on the Recruitment table:
The Slayer records on a piece of paper the composition of the party.
Artifacts must be assigned to a hero that can use the artifact.

RECRUITMENT TABLE

1D6	Recruit:	Notes:
1	Wizard	Hero, Spell Attacks only
2	Warrior	Hero, Sword Attacks only (that do +1 Damage)
3	Archer	Hero, Arrow Attacks only
4	Artifact	Roll on the Artifact Table
5	2 Men-at-Arms	Sword Attacks only
6	Pick one	

ARTIFACT TABLE

1D6	Recruit:	Notes:
1	Magic Sword	Sword Attacks do +1 Damage
2	Magic Arrows	Arrow Attacks do +1 Damage (Can be used 3 times)

- 3 Magic Staff Spell Attacks do +1 Damage
- 4 Magic Potion Bring back killed Hero (Can be used 2 times) in Draw Phase
- 5 Magic Armor Attacks against Warrior negated on a roll of 1-4 on 1D6
- 6 Magic Scrolls Make a Spell atk w/o discarding a Spell Attk card (Use 3 times)

Note: the Scroll attack is a 1 point attack.

If the owner of an artifact is killed another hero that can use it gets it in Draw Phase.

TURN SEQUENCE

The turn is divided into 3 Phases:

1. Draw Phase
2. Slayer Phase
3. Dragon Phase

DRAW PHASE

The Slayer player draws 3 cards from the Slayer Deck.

The Dragon player draws 3 cards from the Dragon Deck.

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

Maximum hand size is 7 cards. Discard excess cards.

SLAYER PHASE

The party may attack the Dragon.

To make an attack, an attack card must be discarded from the players hand.

The party may make multiple attacks.

There must also be one party member alive who can make the attack.

For example: To make a spell attack the party must have at least one Wizard.

Both Warriors & Men-at-Arms may make Sword Attacks.

A party member may make only one attack per turn.

For example: If you have 2 Wizards you could make 2 spell attacks per turn.

Each attack does a base of 1 point of damage to the Dragon.

Some cards indicate they do a base 2 points of damage.

Warriors inflict an additional point of damage when they attack.

Some artifacts increase the amount of damage done by an attack.

The Dragon player may block an attack by discarding a Blocking

Card that targets the attack type.

For example: The Dragon player may discard a 'Magic Resistance' card to negate a spell attack.

DRAGON PHASE

The Dragon may attack the party.

To make an attack, an attack card must be discarded from the players hand.

The Dragon may make multiple attacks.

The Dragon may only use one attack type once per turn.

For example: The Dragon may not make 2 Firebreath attacks in one turn.

The Dragon may only use one body part to make one attack type once per turn.

For example: The Bite and Firebreath attacks are both 'Mouth' attacks so only one may be used.

The Slayer player may block an attack by discarding a Blocking Card that matches the target type.

For example: The Slayer may discard a 'Shield' card to negate an attack vs a Warrior or a Man-at-Arms.

Each attack targets one party member.

Dragons must attack Men-at-Arms first.

After all the Men-at-Arms are killed the Dragon may attack Warriors next.

After all the Warriors are killed the Dragon may attack Archers & Wizards.

DRAGON DECK CARD LIST

Card Name:	#	Notes:
Bite	2	Mouth Attack
Fangs	2	Mouth Attack
Firebreath	2	Mouth Attack
Claws	2	Limbs Attack
Talons	2	Limbs Attack
Crush	2	Limbs Attack
Wing Buffet	2	Wings Attack
Tail Sweep	2	Tail Attack
Magic Resistnce	2	Negates one Spell Attack
Scale Plates	2	Negates one Arrow Attack
Hover	2	Negates one Sword Attack
Dragon Armor	2	Negates one Spell or Sword Attack
Melee	2	Negates one Spell or Arrow Attack
Tough Hide	2	Negates one Sword or Arrow Attack
Dragon Blood	2	Regenerate 1 Hit point
Dragon Rage	2	Discard to draw 3 cards
Swoop Attack	2	Slayer draws 2 less cards next turn
Single Out	1	Dragon may attack any Hero this turn

= Number of that type of card in the Deck.

SLAYER DECK CARD LIST




Card Name:	#	Notes:
Sword	6	Sword Attack for 1 point of Damage
Mighty Blow	1	Sword Attack for 2 points of Damage
Arrow	4	Arrow Attack for 1 point of Damage
Missing Scale	1	Arrow Attack for 2 points of Damage
Lightning Bolt	2	Spell Attack for 1 point of Damage
Fireball	2	Spell Attack for 2 points of Damage
Dodge	2	Negates one Attack made by Dragon
Armor	2	Negates one Attack vs Warrior or Man-at-arms
Out of Range	2	Negates one Attack vs Wizard or Archer
Skill	2	Negates one Attack vs Warrior
Luck	2	Negates one Attack vs Man-at-arms
Retreat	2	Negates one Attack vs Archer
Magic Shield	2	Negates one Attack vs Wizard
Teamwork	2	Discard to draw 3 cards
Grievous Wound	2	Dragon draws 2 less cards next turn
Recovery	1	Return one 'killed' hero to play



















CARDSET















Thanks Zak for this amazing cardset:
Click [here](#) to get it.







Pregenerated Parties for Dragonslayer

by Rich Pizor

Party 1 (Pure Brawn) Men-At Arms  Warriors	Party 2 (Swords & Arrows) Men-At Arms  Warriors	Party 3 (Magic Avengers) Men-At Arms  Warriors
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<p style="text-align: center;"></p> <p>Archers Wizards</p> <p style="text-align: center;"> </p> <p>Artifacts: None</p>	<p style="text-align: center;"></p> <p>Archers</p> <p style="text-align: center;"></p> <p>Artifacts: 3 Magic Arrows Magic Sword</p>	<p style="text-align: center;"></p> <p>Wizards</p> <p style="text-align: center;"></p> <p>Artifacts: 3 Magic Scrolls: Magic Staff</p>
<p>Party 4 (Balanced) Men-At Arms</p> <p style="text-align: center;"></p> <p>Warriors</p> <p style="text-align: center;"></p> <p>Archers Wizards</p> <p style="text-align: center;"> </p> <p>Artifacts: 1 Magic Staff 2 Potions:</p>	<p>Party 5 (Offense) Warriors</p> <p style="text-align: center;"></p> <p>Archers Wizards</p> <p style="text-align: center;"> </p> <p>Artifacts: 1 Magic Staff 3 Magic Arrows:</p>	<p>Party 6 (Rejuvenators) Men-At Arms</p> <p style="text-align: center;"></p> <p>Warriors</p> <p style="text-align: center;"></p> <p>Archers Wizards</p> <p style="text-align: center;"> </p> <p>Artifacts: 2 Potions:</p>

<p>Party 7 (Magically Enhanced) Men-At Arms</p> <p style="text-align: center;"></p> <p>Warriors</p> <p style="text-align: center;"></p> <p>Wizards</p> <p style="text-align: center;"></p> <p>Artifacts: 1 Magic Armor 1 Magic Sword 1 Magic Staff 3 Magic Scrolls:</p>	<p>Party 8 (Symmetry) Men-At Arms</p> <p style="text-align: center;"></p> <p>Warriors</p> <p style="text-align: center;"></p> <p>Archers Wizards</p> <p style="text-align: center;"> </p> <p>Artifacts: None</p>	<p>Party 9 (Ranged Attacks) Men-At Arms</p> <p style="text-align: center;"></p> <p>Warriors</p> <p style="text-align: center;"></p> <p>Archers Wizards</p> <p style="text-align: center;"> </p> <p>Artifacts: 3 Magic Arrows:</p>
<p>Party 10 (Balanced, part 2) Men-At Arms</p> <p style="text-align: center;"></p>	<p>Party 11 (Nothing Special) Men-At Arms</p> <p style="text-align: center;"></p>	<p>Party 12 (Swords Ho!) Men-At Arms</p> <p style="text-align: center;"></p>

<p>Warriors</p>  <p>Archers Wizards</p>  <p>Artifacts: None</p>	<p>Warriors</p>  <p>Archers Wizards</p>  <p>Artifacts: 1 Magic Staff 3 Scrolls:</p>	<p>Warriors</p>  <p>Armor</p> <p>Wizards</p>  <p>Artifacts: 2 Magic Potions: 3 Magic Scrolls:</p>
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DRAGONLANCE COMPANIONS

INTRODUCTION

Takes place 300+ years after the great cataclysm in the world of Krynn. Guide the Companions of the Lance in their exploration of the ruins of Xak Tsaroth to retrieve the Disks of Mishakal needed to defeat Takhisis, the Queen of Darkness.
Card game for 2+ players.

DISCLAIMER

Dragon Lance is a copyrighted, licensed, trademarked property. This is merely a fan site.

THE DECK

Players share a common deck.

GAME END

The game ends when there are no cards left in the deck and everyone passes their turn without capturing a Foe card.

VICTORY

The player with the highest Force total in his Victory pile wins the game.

SETUP

Everyone gathers at the Inn of the Last Home.
Shuffle the deck.
Player who has read the most Dragon Lance books goes first.

TURN SEQUENCE

Each turn has 2 phases:
Adventure Phase
Quest Phase

ADVENTURE PHASE

Draw 4 cards.
Max hand size is 9 cards.
Discard excess cards.

QUEST PHASE

You may capture a Foe card.

Place the Foe card from your hand onto the table face up.
 To capture a Foe card, discard Hero and Aid cards with a total Force equal to or greater than the Force of the Foe card.
 Place the captured Foe card into your victory pile.

HEROES

When capturing a Foe, you cannot play more than one copy of a single Hero.
 Certain Aid cards only work if played with the appropriate Hero.

CARD LIST NOTATION

= Number of that card in the deck.

H = Hero

A = Aid

F = Foe

CARD LIST

Card Name	#	Type	Force	Notes
Tanis Half-Elven	3	H	7	Qualinesti Ranger
Caramon Majere	3	H	5	Fighter
Raistlin Majere	3	H	3	Wizard
Sturm Brightblade	3	H	7	Knight of Solamnia
Goldmoon	3	H	4	Tribal Cleric
Riverwind	3	H	6	Tribal Ranger
Tasselhoff Burrfoot	3	H	3	Kender Thief
Flint Fireforge	3	H	6	Hill Dwarf Fighter
Stealth	1	A	3	
Potion of Strength	1	A	5	
Potion of Healing	1	A	3	
Potion Invulnerability	1	A	7	
Blue Crystal Staff	1	A	-	Cleric gets +7; +5 vs Dragons
Staff of the Magius	1	A	-	Wizard gets +5
Hoopak	1	A	-	Kender gets +3 (Staff Sling)
Battle Axe	1	A	-	Dwarf gets +3
Sword Master	1	A	-	Fighter or Knight gets +2
Archer	1	A	-	Ranger gets +2
Magic Scroll	1	A	-	Wizard gets +5
Magic Wand	1	A	-	Wizard gets +7
Raise Dead Spell	1	A	-	Cleric gets +7
Turn Undead	1	A	-	Cleric Defeats Ghost or Spirit
Detection Spell	1	A	-	Cleric or Wizard gets +3
Immobilization Spell	1	A	-	Cleric or Wizard gets +3
Human Mercenaries	1	F	24	Employed by the Dragon Highlords
Baaz Draconians	1	F	28	Spies of Takhisis
Baaz Draconians	1	F	26	Ground Troops
Giant Spider	1	F	30	Webs
Trolls	1	F	34	Regenerate
Spectral Minion	1	F	22	Ghost
Bozak Draconians	1	F	36	Magic Users; Explode when killed
Gully Dwarves	1	F	20	Nuisances; Enslaved by the Draconians
Black Dragons	1	F	32	Hatchlings; Acid Breath
Wraith	1	F	38	Evil Spirit; Life Drain
Khisanth	1	F	40	Ancient Huge Black Dragon

LINKS

[DragonLance](#)

[DragonLance](#)

[DragonLance](#)

DREDD

INTRODUCTION

Card game for 2+ players.
Based on the comic series Judge Dredd.

DISCLAIMER

Judge Dredd is a copyrighted, licensed property.
This is merely a fan site.

VICTORY

Be the first player to accumulate 100 Prestige Points (PP)
PP are gained by apprehending Criminals.

THE DECKS

Players share 3 common decks:
Judge Deck
Criminal Deck
Event Deck
Each deck has its own discard.
A player will keep cards from all 3 decks in his hand.

DICE

20-sided dice are needed. (D20)

TEAMS

Each player controls a team of up to 4 Characters.
Most characters will be Judges.

STATS

Each Character will have 2 Stats: Fight & Investigate.
A Stat will usually have a value between 0 and 4.
Characters will also have one or more Traits such as:
Judge, Psychic, Alien, etc.

SETUP

The toughest player goes first.
Each player draws 4 cards from the top of the Judge deck.

TURN SEQUENCE

Players take turns.

Each turn has 6 phases:

Logistics Phase
Recruit Phase
Assignment Phase
Investigation Phase
Apprehend Phase
Debriefing Phase

LOGISTICS PHASE

Roll once on the Draw Table.

1D20:	Result:
1-3	Draw top card from the Judge Deck
4-12	Draw top card from the Event Deck
13-18	Draw top card from the Criminal Deck
19-20	Draw top card from the Deck of your Choice

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

A player will keep cards from all 3 decks in his hand.

RECRUIT PHASE

Take Characters from your hand and put them into play.
Your Characters in play are placed face up in front of you.
Characters remain in play until they are wounded/killed in Apprehend phase or some card effect causes them to be discarded.
You may have a max of 4 characters in play.
You may switch one of your characters in play with one in your hand

ASSIGNMENT PHASE

You may put one Criminal card into play from your hand.

INVESTIGATION PHASE

Your Team may attempt to track down any one target criminal in play.
(The whole process is referred to as a Mission)
Roll 1D20. This is the Investigation Roll.
Add the Total Investigation Stats of all of your Characters.
Subtract the Investigation number of the Criminal.
Add 1 if the Team investigated this Criminal last turn.
Both Players may play (discard) Event cards that modify the Investigation Roll.
If the Roll is 11+ the Team tracks down the Criminal.
If the team rolled 10 or less, they could not find the criminal.

APPREHEND PHASE

If your team tracked down a criminal last phase they may now attempt to Apprehend (Capture/Kill) the Criminal.
Roll 1D20. This is the Fight Roll.
Add the Total Fight Stats of all of your Characters.
Subtract the Fight number of the Criminal.
Both Players may play (discard) Event cards that modify the Fight Roll.
If the Roll is 11+ the Team successfully captures the Criminal.
If the team rolled 10 or less, the Criminal gets away and
You must discard one of your Characters.
A Criminal that gets away remains in play.
Put a captured criminal card into your Capture pile.

DEBRIEFING PHASE

The PP of a captured Criminal card = Fight + Investigation values.
 Max hand size is 8 cards.
 Discard excess cards to their appropriate discard pile.

CARD LIST NOTATION

C = Character
 J = Character that is a Judge
 L = Leader Judge
 P = Character is a Psi-Judge
 X = Criminal
 E = Event
 Inv = Investigation
 Psi = Psychic
 TAJ = Take any Judge from the Deck & put it in your hand
 TDJ = Take any Judge from the Discard & put it in your hand
 Team = Characters controlled by one Player
 Neutralized = Character cannot go on Missions (& does not count vs team member limit)

JUDGE DECK CARD LIST

Card Name	Type	Fight	Inv	Notes:
Judge Dredd	L	4	4	Immune to Discard cards
Detective Judge Armitage	J	1	5	(Plain Clothes Brit-Cit)
Treasure Steel	J	2	2	(Rookie)
Judge Anderson	P	3	4	(Accomplished Psi Judge)
Alien Catcher General	C	3	3	Stats +1 vs Aliens
Kwame Assengai	L	4	3	(Pan African Judge)
Psi-Judge Bhaji	P	2	3	(Delhi-Cit)
Judge Bram	J	2	2	(Retired)
Judge Newt	J	5	1	(Brit-Cit Brute)
Shea Coran	J	3	3	(Brit-Cit Babe Vice Judge)
Oz-Judge Bruce	J	3	2	(Laid-back Australian Judge)
Judge Cahill	J	3	3	(Experienced Judge)
Med Judge Cassidy	J	1	3	Discard from play for TDJ
Laverne Castillo	J	2	2	(Reputation of Freezing-Up)
Psi-Judge Corey	P	1	2	(Rookie)
Judge Corzo	J	2	2	(Banana City)
Judge Dekker	J	3	3	(Rookie)
Devlin Waugh (Investigator)	C	3	3	(Vampiric Vatican City
Judge Morphy	J	3	3	(Judge Dredd's Mentor)
Psi-Judge Judge Ekerson	P	1	2	(Rookie)
Judge Giant	J	3	3	(Excellent Street Judge)
Barbara Hershey	J	3	3	Immune to Discard cards
Aiko Inaba	J	2	2	(Hondo City Judge Inspector)
Judge Jack	J	3	2	Discard to give Team Fight +3
Psi-Judge Janus	P	2	2	(Rookie)
Johnny Alpha (Future)	C	4	3	(Mutant Bounty Hunter from the
Sergeant Joyce	J	2	2	(Well Liked Emerald Isle Judge)
Psi-Judge Karyn	P	2	3	(Talented Psychic)
Med Judge Kildare	J	1	2	Discard to give Team Inv +4
Ed MacBrayne	J	4	2	(Tough Calhab Judge)
Judge-Pilot Larter	J	2	1	Vehicle cards get +3
Missionary Man	J	3	3	Stats +1 vs Mutants
Judge Ocks	J	4	1	(Big Judge)
Lola Palmtree	J	1	4	(Undercover Judge)
Judge Perrier	J	3	2	(Veteran of the Apocalypse War)
Judge Inspector Sadu (Inspector)	L	3	4	(Hondo Cities Toughest Judge
Judge Inspector Shimura	J	3	2	(Ronin)
Judge Becky Steel	J	2	2	(Rookie)
Judge Tex	J	2	2	Stats +1 if Leader on Team

EVENT DECK CARD LIST

Card Name	Notes:
The Academy of Law	TAJ
Judge Tutor	TAJ Rookie only
Cadet Judge	TAJ Rookie only (Trainee Judges)
Apocalypse Squad	TAJ or TDJ
Psi-Judge Ecks	TAJ Psi-Judge only (Head of Psi-Division)
Full Recovery	TDJ
Bionic Replacements	TDJ
The Dead Man	TDJ
Resyk	TDJ (Human Body Recycling Plant)
Hall of Heroes	TDJ (Justice Department)
Aggro Drug	Criminal gets Fight +3
Set Trap	Criminal gets Fight +3
Nuclear Attack	Criminal gets Fight +3
Disguises	Criminal gets Inv +3
Atrocities	Criminal gets Inv +3
Manipulations	Criminal gets Inv +3
Klegg Mercenaries	Criminal gets Fight +3 (Aliens)
Psychic Mind Control	Criminal gets Inv +3
Subliminal Messages	Criminal gets Inv +3
Brain Blooms	Criminal gets Inv +3 (Mind Control Parasites)
Biochip Transfer	Criminal gets Inv +3 (NewBody)
Anti-Mugging Suit	Criminal gets Fight +3
The Big Smelly	Criminal gets Inv +3 (Undercity River)
Plot Revenge	Criminal gets Fight +3
Nightmare Gun	Criminal gets Fight +3
Personal Teleport Devices	Criminal gets Fight +3
Psi-Fog	Criminal gets Inv +3
Escape	Criminal gets Inv +3
The Maze	Criminal gets Inv +3 (Giant Housing Development)
Frame for Murder	Criminal gets Inv +3
Rookie Move	Criminal gets Fight +3 if team has Rookie
Protective Detention	Target Character Neutralized for 3 turns
City Hall Computer	Team gets Inv +3
Birdie	Team gets Inv +3 (Lie Detector Device)
Freelance Reporter	Team gets Inv +3
Fergee	Team gets Fight +3 (Honorary Judge Mutant)
Walter the Wobot	Team gets Inv +2 or Fight +2 (Robot Sidekick)
Psi-Judge Fey	Look at next 10 cards in any deck
Oracle Spice	Look at next 10 cards in any deck (Hallucinogenic)
Crime Blitz	Team gets Inv +2 or look at opponent's hand
Foil Plan	Team gets Inv +3
Police Bloodhound Robot	Team gets Inv +3
Interrogation	Team gets Inv +3
The Brotherhood of Marshals	Team gets Inv +2 or Fight +2 (Extra +1 vs Mutants)
Edwin the Confessor	Team gets Inv +3
Wally Squad	Team gets Inv +3 (Undercover Judges)
Trumped Up Charges	Team gets Inv +3
Tweak	Team gets Inv +3 (Alien Companion)
Max Normal	Team gets Inv +3 (Informer)
Unholy Alliance	Team gets Inv +2 or Fight +2
Tek Judges	Team gets Inv +2 or Fight +2
Atlantic Marine Division	Team gets Inv +2 or Fight +2
Justice Spacecraft	Team gets Inv +2 or Fight +2 (Vehicle)
K2000 Samurai Attack Suit	Team gets Fight +3
Massive Assault	Team gets Fight +3
Stumm Gas	Team gets Fight +3
Stubb Gun	Team gets Fight +3 (Devastating Hand held Weapon)
Resistance Forces	Team gets Fight +3
Flying Squad	Team gets Fight +3 (Zipper Bikes & Power Boards)
Lawmaster Bikes	Team gets Inv +2 or Fight +2 (Standard Issue)

Quasar Bike	Team gets Inv +2 or Fight +2 (Upgraded Lawmaster)
Pat Wagon	Team gets Fight +3 (Vehicle)
Modular Fighting Unit	Team gets Fight +3 (K2001 Land Raider & Killdozer)
H-Wagon	Team gets Fight +3 (Hovering Patrol Saucers)
Manta Prowl Tank	Team gets Fight +3 (Riot Control Tank)
Judgment Day	Team gets Fight +3
Drag Nets	Team gets Fight +3
Round up Conspirators	Team gets Inv +2 or Fight +2
Dredds Compartment	Rookie gets Inv +2 or Fight +2
Dimension Jump Globes	Team gets Fight +3
Lawgiver Gun	Team gets Fight +3 (Six Settings)
Lawrod Rifle	Team gets Fight +3 (Weapon)
Colt Widowmaker	Team gets Fight +3 (High Powered Shotgun)
Riot Foam	Team gets Fight +3 (Spray Rubber Encasement)
City-Def Unit	Team or Criminal gets Fight +3
Slay Riders	Team gets Fight +3 (Mutant Marauders)
Will & Courage	Leader Judge gets Inv +2 or Fight +2
Read Minds	Psi-Judge gets Inv +4
Empathy	Psi-Judge gets Inv +4
Deep Psi-Probe	Psi-Judge gets Inv +4
Visit the Future	Look at next 5 cards in all decks if you have a Psi-
Judge	
Pre-Cog	Look at next 10 cards in any deck if you have a Psi-
Judge	
Conduit for Psychic Pain	Psi-Judge gets Fight +4
Telekinesis	Psi-Judge gets Fight +4
Sacrifice	Character gets Fight +5 then Discard Character
Celebrated Case	Put any Criminal in the deck in your hand
Doomsayers	Put any Criminal in the deck in your hand
Escape Titan Penal Colony	Put any Criminal in the deck in your hand
Judge Child	Put any Criminal in the deck in your hand
Freed from the Iso-Cubes	Put any Criminal in the deck in your hand
Psychic Possession	Discard target Psychic Character
Cursed Earth	Criminal gets Inv +2 or Fight +2
Impossible Odds	Criminal gets Fight +3
Suspension	Target Judge Neutralized for 3 turns
The Long Walk	Discard target Judge
Judge Shortage	Discard target Judge
Suicide	Discard target Character
Tender Resignation	Discard target Judge
Random Physical Abuse Test	Target Judge Neutralized for 3 turns
Quarantine Bubble	Target Character Neutralized for 3 turns
Special Judicial Squad (SJS)	Target Judge Neutralized for 3 turns (Judge the Judges)
Major Trauma	Target Character Neutralized for 3 turns
Democratic Referendum	All players discard their hands
Three Laws of Bob	Roll 3 times on the Draw Table
Chief Judge McGruder	Roll 3 times on the Draw Table
Citizen Watchdogs	Opponent must discard 2 cards
The Dredd Syndrome	Opponent must discard 2 cards
Judge Winslow	Opponent must discard 2 cards (Judge Accountant)
The Chieftain	Discard target Criminal (Assassination Squad Leader)
Council of Five	Discard Hand & Roll 5 times on the Draw Table

CRIMINAL DECK CARD LIST

Card Name	Fight	Inv	Notes:
The Mutant	12	12	Future Undead Master of Mega-City One
Ankhor	10	10	Risen Ancient Egyptian God King
Dark Judges	9	12	Death, Fire, Fear, and Mortis
Sisters of Death	10	8	Turned Mega-City One into a Necropolis
Imported Alien Seeds	6	9	Hatch Alien Monsters
Total War	7	5	Democratic Terrorist Group
Ape Gang	8	6	Intelligent Ape Ancestors
Aggro Dome Violence	10	6	Leisure Complex
Judge Death	11	12	Major Recurring Undead Villain

Orlok	7	9	East-Meg Assassin
The Angel Gang	8	9	Pa, Junior, Link, Fink, & Mean Machine
War Marshal Kazan	6	12	Sov General - Started the Apocalypse War
Arachnid Gene Virus	8	9	Turns victims into Giant Spiders
Judge Supremo Batista	7	10	Corrupt Leader of Banana City
Ex-Judge Grice	9	6	Saboteur of the Democratic Referendum
Captain Skank	6	9	Crazed Mutant Pirate with Sea Fortress
Sabbat the Necromagus	10	12	Controls Armies of Zombies
Illegal Bingo Halls	4	3	Very Addictive
Bite Fighting Ring	6	6	Illegal Combat Sport
Blob Crime Ring	10	4	Face Change Surgery
Blitzer	7	8	Contract Killer
Block War	6	10	
Block Mania	10	14	Multiple Block Wars
Illegal Gameshow Studio		7	3 "You Bet Your Life"
Sons of Errin	6	5	Inept Terrorist Liberation Group
Cassidium Infection	9	9	Turns victims into Werewolves
Brotherhood of Mutants	7	9	Quasi-Religious Cursed Earth Group
Brotherhood of Trash	5	7	Wealthy Mutant Group
Chopper	8	8	Famous Fugitive Skysurfer
Renegade Judge Bundy	4	8	Psycho
The Robot Wars	9	11	Renegade Robots
Chief Judge Cal	14	6	Mad Dictator of Mega-City One
Chump Dumpers	8	4	Dump Aliens in Deep Space
Space Condo Evacuation	9	9	
Comic Running Ring	8	3	Illegal 20th Century Comics
Meddling of Cosmus	9	4	Supreme Being
Cosmic Punks	7	7	Gestapo, File-Tooth, & Brainstorm
Dennis the DNA Man	6	7	Illegal Cloning Experiments
The Dinosaur Man	5	7	T Rex Rampage
Dinosaur National Park	6	8	Escaped Dinosaurs
Gang War	7	9	Rival Gangsters
Doomsday Dogs	8	4	Mutant Terrorists
Rico Dredd	8	7	Judge Dredd's Clone Brother
Deliver Vaccine	7	9	Across the Cursed Earth to Mega-City Two
Renegade Judge Morton Judd	6	10	Leader of the Judda Cloned Warriors
Krakken	7	8	Judge Dredd Imposter
Mechanismo Project	8	9	Robot Judge Fiasco
Tek-Judge Eckon	9	3	Illegal Experiments
Eldster Ninja Mud Wrestlers	4	4	Vigilantes
Hunters Club	10	10	Death Aid Charity Sponsored Murders
Elvis the Killer Car	6	6	Robotic Car
Executioner	10	7	Vigilante former cadet
Exo-Men	4	5	Construction Exo-Skeletons
Fairly Hyperman	5	9	Alien Vigilante
Father Earth	7	9	Half Plant Mutant Cult Leader
Professor Fribb	8	3	De-evolution Enzyme
Full Metal Jackets	6	7	Feared Criminal Gang
Futsie	4	3	Victim of Future Shock
Legion of the Damned	6	9	Cursed Earth Robot Army
Gila Munja	7	7	Mutant Assassins
God-Judge	6	6	Los Vegas Mutant Mafia
Juve Gang	4	4	Juvenile Delinquents
League of Fatties	3	5	Stealing Food
Heavy Metal Kids	3	8	Massive Industrial Robots in Revolt
Hellfire Club	6	3	Bloodthirsty Juves
Find the Judge Child	10	9	Dangerous Deep Space Mission
Highwaymen	7	5	Mobile Street Pirates
Howler	5	10	Galactic Dominator Alien
The Invisible Man	10	3	Time Warp Device
Doctor James Julius Gold	8	3	Blackmailed relatives of Cryogenic Heads
Jeffrey Jacobi	8	4	Pathological Killer of Celebrities
Jimp	7	4	Judge Impersonator
Jonni Kiss	8	9	International Euro-Cit Hitman
Komputel	6	8	Automated Hotel that kills its guests
Krong	4	5	Giant Animatronic Ape

Legion	4	11	Super Mutant
Mega-City 5000	7	7	Illegal Annual Biker Gang Race
Mophioso	9	7	Alien Gangsters with Electrical Powers
Mori Colon	5	3	Homicidal Pollster
Mr Moonie	8	6	Criminal Mastermind of Luna-1
Murd the Opressor	6	9	Alien Necromancer
Mutie the Pig	7	6	Rogue Judge Bankrobber
The Neon Knights	7	5	Anti-Robot Vigilantes
Nosferatus	9	9	Shape Shifting Alien Predators
Phantom of the Shoppera		7	4 Crazed Construction Droid
P.J. Maybe	9	3	Smart Psychopathic Juve
Precious Leglock	4	7	Wrestling Robot
Project X	6	9	Artificial Ultimate Sov-Block Judge
Puglies	4	4	Ugly Craze Juve Gang
Rad Beast	4	8	Radioactive Cyborg
Escort Helltrekkers	8	9	Through the Cursed Earth
Raggedy Man	7	8	Cursed Earth Rogue Judge
Raptaurs	9	10	Alien Killing Machines
Red Razors	9	8	Red Deth Gangmember turned Judge
Rinus Limpopop Quintz	8	3	Galactic Alien Salesman & Kidnapper
Judge Kraken	6	8	Judda Replacement for Judge Dredd
Death Fist	7	9	Martial Artist Assassin
Muties Bike Gang	4	5	
Trapper Hag	9	9	Alien Bounty Hunter with Advanced Tech
Troggies	6	6	Mutant Underground Dwellers
Ueno Hama	5	7	Mark IX Simulacrum Spy Robot
Undertone Hankok	4	3	Started a Suicide Fad
Uncle Ump	5	2	Manufacturer of Addictive Candy
Mass Breakout	8	7	Devil's Island
Whitey Logan	7	5	Judge Killer

LINKS

[2000 AD](#)

DROP TROOPS

INTRODUCTION

Futuristic Tactical Miniatures Ruleset.

Each player controls a squad of heavily armed Drop Troopers (Space Marines).

PLAY BALANCE

One player creates the scenario.

The other player chooses which side he wants.

VICTORY

When a scenario objective is completed or one side routs or is wiped out.

The loser has to buy the winner a fig.

SCALES

1 Figure = 1 Man.

1 Turn = 5 Seconds

1 Inch = 5 Meters

MINIATURES

For use with typical Space Marine pewter and plastic figs.

Individual miniatures are also referred to as units, men, troopers, and figs.

DICE

Four, six, eight, ten, etc. sided dice are needed.

SQUAD CREATION

A typical squad will have 2D6 or 3D6 men.

UNIT STATS & UNIT CREATION

Each unit will have its own set of stats that have to be recorded.

Each basic Marine begins with:

1. One main Weapon System
2. One Pistol
3. 1D6 Grenades
4. One Mark 5 Power Armor Battle Suit

Power Suits have 5 built in Systems.

Roll on the Power Suit System Table for each Marine.

Squad Leaders and Officers will always have a Command Module.

A marine can only have a heavy weapon if he has a Carry stat of +1 or greater.

LIGHT MAIN WEAPON SYSTEMS

1D20	Weapon	Accuracy	Damage	Range	AOA	ROF	Ammo
------	--------	----------	--------	-------	-----	-----	------

1	2 Pistols						
2	1 Pistol & 1 HTH						
3	2 HTH Weapons						
4	Laser Rifle	+2	--	24	-	2	1
5	Blaster Rifle	--	+2	16	-	1	2
6	Bolter Assault Rifle	+1	+1	20	-	2	3
7	Bolter SMG	--	--	12	-	3	3
8	Laser Sniper Rifle	+3	--	36	-	1	1
9	Plasma Rifle	+3	+2	8	1	1	3
10	Bolter Squad Gun	+1	+1	24	-	3	4
11	Grenade Launcher	--	*	24	*	1	2
12	Star Caster	+1	--	16	-	3	4
13	Flamer	+3	--	5	3	1	4
14	Gauss Rifle	+2	*	10	--	1	3
15-20	Pick one						

AOA = Area of Affect.

ROF = Rate of Fire = Attacks per Action Point.

Range is in inches.

Light Weapons with an area of affect greater than 0 that miss will deviate in a random direction (1D12 o'clock) for a distance of 1D4 Inches.

Carrying a Squad Gun gives the unit Move -1 & Dodge -1.

BOLTER AMMO

1D8	Type	Notes
1	Shotgun shells	Range Half. Penetration Roll -1. Accuracy +1. Damage Roll +1
2	Armor-piercing	Penetration Roll +1
3	Hollow Tip	Damage Roll +1
4	Tracer	Accuracy +1. Conceal -2.
5	Caseless	ROF +1
6	Large Clip	Ammo Roll +1
7	Flechette	Penetration Roll -1. Range x 1.5
8	Pick One	Or roll on Super Ammo Table

GRENADES

1D6	Type	Damage	AOA
1	Offensive Frag	--	3
2	Incendiary	--	4
3	Armor Piercing	+3	1
4	Blast	+1	2
5	Smoke	None	6
6	Defensive Frag	--	5

These include thrown and Launched Grenades.

The range of a thrown grenade is 5 inches.

Thrown Grenades that miss will deviate in a random direction (1D12 o'clock) for a distance of 1D2 Inches.

HEAVY MAIN WEAPON SYSTEMS

1D12	Weapon	Accuracy	Damage	Range	AOA	ROF	Ammo
1	Continuous Wave Lasgun	+2	--	18	--	4	3
2	Missile Launcher	+2	*	60	*	1	4
3	Grenade Mortar	--	*	40	*	1	3
4	Rail Gun	+1	+3	54	1	3	3
5	Plasma Generator	+3	+4	12	3	1	4
6	Flame Thrower	+4	--	6	4	1	4
7	Gatling Laser	+2	+1	24	1	3	3
8	Chain Gun	+2	+2	20	1	3	4
9	Gauss Cannon	+3	*	16	2	1	3
10	Blaster Cannon	+1	+4	16	2	1	4
11	Sonic Disrupter	+3	+1	8	6	1	2

12 Pick One

Gauss weapons if they hit will damage a suit on a roll of 1-4 on 1D6.

Heavy Weapons with an area of affect greater than 0 that miss will deviate in a random direction (1D12 o'clock) for a distance of 1D8 Inches.

Carrying a Heavy Weapon gives the unit Move -1 and Dodge -1.

MISSILES

1D2	Weapon	Damage	AOF
1	Plasma	+4	5
2	Armor Piercing	+7	1

PISTOLS

1D10	Weapon	Acuracy	Damage	Range	AOA	ROF	Ammo
1	Bolter	--	--	10	--	2	2
2	Blaster	-1	+1	8	--	1	2
3	Laser	+1	-1	12	--	2	1
4	Flamer	+3	--	4	2	1	4
5	Plasma	+3	+1	6	1	1	3
6	Gauss	+2	*	6	--	1	3
7	Needler	+2	-2	8	--	3	3
8	Star Caster	+1	-1	10	--	3	4
9	Twin Bolter	--	--	10	--	3	4
10	Pick						

HTH WEAPONS

1D6	Weapon	Damage	Acuracy	Range	Parry
x	Unarmed	-2	--	1	--
x	Power Suit Fist	--	--	1	--
x	Hand Weapons	--	--	1	+1
x	Pole Arms (2H)	--	--	2	--
1	Chain Sword	+2	+1	1	+1
2	Power Claw	+3	+2	1	--
3	Power Sword	+3	+1	1	+1
4	Power Mace	+4	--	1	--
5	Shock Whip	+1	-1	2	--
6	Power Glaive (2H)	+3	--	2	--

Parry = Dodge bonus vs HTH attacks.

SUIT SYSTEMS TABLE

1D20	System:	Notes:
1	High Density Armor	Armor +1
2	Reflex Augmentation	Move +1, Dodge +1
3	Jet Pack	(Move = 15/+5, Detect +1, Dodge +1) Move -1
4	Sensor Suite	Detect +1 (Including Mines)
5	Stealth Package	Conceal +1
6	Battle Computer	Dodge +1, Initiative +1
7	Advanced Exoskeleton	Carry +1, HTH Damage +1
8	Targeting Computer	Accuracy +1
9	Built in Weapon	50% Light/ 50% Pistol
10	Medtech Kit	Heal bioforms
11	Ammo Reserve	Ammo Rolls +1
12	Engineering Module	Repair machines, equipment, vehicles
13	Bionic Integration	Initiative +1, Move +1
14	Force Field	Armor +1, Conceal -1
15	Gyrostabalizers	Accuracy +1, Carry +1, Dodge -1
16	Command Module	As his action this turn give squad Initiative +2
17	Stim Injector	Dodge +1, Initiative +1, Move +1 for 1D6 turns.

18	Scientific Sampler	Analyze the environment, As action get Detect +2
19	Power Amplifier	Main Weapon gets Damage +1
20	Pick one	

The stat bonuses for Jet packs apply only while the unit is flying.

The first level of Jet pack give Move = 15. Every additional level is Move +5.

Built in weapons can be fired along with held weapons at the same target.

The Stim Injector can be used once per battle. After it wears off the unit is Dodge -1, Initiative -1, Move -1.

ARMOR

Type	Armor	Notes
Nothing	0	Move +1, Dodge +1
Fabrics	+1	
Vacc Suit	+1	
Riot Gear	+2	
Ablation Suit	(+5)	Only vs. energy weapons, Move -1, Dodge -1
Exoskeleton	+3	
Impact Armor	+3	Move -1, Dodge -1
Battle Rig	+4	
Power Armor	+5	Space Marines (Everybody else is just squishies)
Assault Armor	+7	Move -1, Dodge -1
Light Vehicle	+6	
Medium Vehicle	+8	
Heavy Vehicle	+10	

Only Power Armor and Assault Armor have Basic and Advanced Suit systems.

Some custom and experimental suits have more than 5 systems.

Older models have fewer systems.

STANDARD SYSTEMS

In addition to Basic and Advanced Suit systems each suit of Power armor has: Onboard Computers, Communications equipment, Air-tight Life Support systems, Power & Fuel systems, a basic exoskeleton, etc.

ADDITIONAL EQUIPMENT

Explosives

Communications equipment

Medical devices: Healing Bonuses

Mine Sweeper: Detect +5

Engineering tools: Repair bonuses

Land Mines (Damage +3, Conceal +3, AOA = 1')

Scientific gear: Detection Bonuses

TURN SEQUENCE

The turn has 3 phases:

1. Initiative Phase
2. Action Phase
3. Morale Phase

INITIATIVE PHASE

Both Players roll 1D10. This is the Initiative roll.

The smaller force gets +2 to the roll.

The side with the most initiative bonuses gets +3 to the roll.

The side with the lower score must move his units first in Action Phase.

ACTION PHASE

Every unit gets one Action Point (AP).

An AP can be used to do the following things:

1. Attack at Accuracy +1
2. Move and Attack
3. Move at double speed (Move +5)
4. Move and Find Cover (Conceal +1)
5. Move and Evade (Dodge +1)
6. Forward Observer: Call in coordinates to Indirect Fire Weapon Systems
7. All other Actions: Healing, repairing, etc.

The basic Movement rate for all infantry units is 5 Inches/turn.

A unit may make its attack at any time during a round:

Beginning, end, during other units moves, etc.

All attacks are considered to be simultaneous: Every unit can get an attack in.

DETECTION

If there is any possibility the attacker may not be able to see or detect his target roll 1D10. This is the detection roll.

A unit may make one detection roll per turn without losing his action point.

The Attacker adds his Detect skill bonuses.

The target subtracts his Conceal skill bonuses.

If the roll is equal to or greater than 1D10 the attacker may attack the target.

Other Modifications:

Target airborne	Detect +5
Target attacked recently	Detect +1-2
Target stationary	Conceal +1
Target behind cover	Conceal +1-2
Target prone or kneeling	Conceal +1-2
Target at range of 40+	Conceal +1-2

ATTACKS

The attacker rolls 1D10. This is the attack roll.

The attacker adds his Accuracy skill bonuses.

The target subtracts his Dodge skill bonuses.

If the roll is equal to or greater than 1D10 the target has been hit.

Other Modifications:

Target behind cover	Accuracy -1-3
Target prone or kneeling	Accuracy -1-2
Target at over half range	Accuracy -1-4

AMMO

After making an attack a unit must roll 1D6. This is the Ammo Roll.

If the number is equal to or less than the Ammo stat of the weapon,

the trooper must spend an action point to reload or recharge the weapon.

The weapon cannot be used again until then.

PENETRATION & DAMAGE

If an attack hits roll 1D10. This is the Penetration Roll.

The attacker adds his Damage bonuses.

The target subtracts his Armor bonuses.

Add 2 to the roll if the target has no armor.

If the roll is equal to or greater than 1D10 the target has been damaged.

If damage was inflicted Roll 1D8. This is the Damage Roll:

- 1-2 Suit Damaged only. (Suit is damaged on all of the following:)
- 3-4 Unit Wounded: May keep fighting if he receives medical care.

5-6 Unit Incapacitated: May be used in later battles if he receives medical care.
7-8 Unit Killed: May be revived to Incapacitated status if he receives medical care in 1D6 turns.
A damaged suit is Move -2, Accuracy -1, Carry -1, Dodge -2, Armor -1

MEDICAL CARE

Requires a unit with a Medtech Kit or other medical equipment.
Requires an Action Point be used.
Medical attention successful on a roll of 6-10 on 1D10.
Only two field attempts may be made to revive a dead trooper.
Extra skill levels in Medical give +1 to the roll.

REPAIRS

Repair suits, weapons, vehicles etc.
Requires a unit with Engineering Module or other tools.
Requires an Action Point be used.
Repairs successful on a roll of 6-10 on 1D10.
Only three field attempts may be made to repair a piece of equipment.
Extra skill levels in Engineering give +1 to the roll.

MORALE PHASE

The entire squad tests morale under the following circumstances:
Suffered ½ casualties.
Outnumbered x2 or greater.
Lost a Commander.
No commanders left.
Roll 1D10. this is the morale test.
Subtract one from the roll for every condition listed above
On a roll of 2 or less the squad routs.

HEROIC PERSONAS SKILL TABLE

Roll 1 or more times on this Skill table

1D20	Ability:	Effect:
1	Sureshot	Accuracy +1
2	Natural Leader	Initiative +1, Morale test +1
3	Medic	Healing roll +1
4	Mr. Fix It	Repair roll +1
5	Strong Man	Carry +1, HTH damage +1
6	Brawler	HTH damage +1, HTH to hit +1
7	Tough Guy	Armor +1
8	Athletic	Move +1
9	Sentry	Detect +1
10	Sneaky	Conceal +1
11	Reflexes	Dodge +1
12	Pack Rat	Extra Equipment or Custom Suit
13	Empath	Psionic Ability
14	Trigger Finger	ROF +1
15+	Reroll	

PSIONIC ABILITIES

1D6	Power:	Effect:
1	Teleport	Move self anywhere on the map 1D3 times per battle
2	Slow Time	Get double Action Points for 1D6 turns. Once per battle
3	Psionic Blast	Range = 18'. Damage +1. Ignore Armor. 1D3 times per battle
4	Telepathy	Initiative +1D6 and Detect +1D6. Once every 1D3 turns

- 5 Precognition Initiative +1D6 and Detect +1D6. Once every 1D3 turns
 6 Fear Projection Opponent unit in LOS routs for 1D3 turns. 1D6 times per battle

NEOHUMAN RACES

Evolved Neohumans- Have 1D3 rolls on the skill table. Highly intelligent.
 Replace physical skills with mental ones. Pacifistic.
 Transhuman Supersoldiers- Have 1D3 rolls on the skill table. Highly aggressive.
 No Psionics. Superiority complex.
 Bioconstructs- Have 1D6 rolls on the skill table. Huge. No Psionics.
 Also called Anthro-synthetics.
 Bioroids- Have 1D6 rolls on the skill table. Can pass for human.
 Short lifespans. Also called replicants.
 Replace mental skills with physical ones. Natural Armor +1D6
 Clones- Same as Humans. Often have identity issues.
 Mutants- Have 1D6 positive rolls and 1D6 negative rolls on the skill table.
 Usually Disfigured. Also called Distorts.
 Androids- Have 2D6 rolls on the skill table. No Psionics. Very Expensive.
 Can pass for Human.
 Robots- Have 2D6 rolls on the basic suit system table.
 Heavy Worlders- Carry +1, HTH Damage +1, Move -1. Very Short.
 Spacers- Accuracy +1, Carry -1, HTH Damage -1.
 Tall. Live in low gravity environments.
 Cyborgs- Have 1D6 rolls on the basic suit system table.
 Also called Dead-Walkers.

FACTIONS

- 1 Colonial Federation
- 2 Terran Empire
- 3 Andromeda Alliance
- 4 Corporate Mercenaries
- 5 Fringeworld Pirates
- 6 Templars of the Church of Mankind
- 7 Independent Warlords
- 8 Rebel Worlds
- 9 Planetary Defense Forces
- 10 NeoHuman Rebellion

SPACE FANTASY CONVERSION

Space Dwarves- Carry +1, HTH Damage +1, Move -1, Armor +1, Dodge -1.
 Space Elves- Carry -1, HTH Damage -1, Move +1, Dodge +1.
 Space Orcs- Carry +1, HTH Damage +1, Initiative -1

ALIEN RACES

Breeders- HTH to hit +3, HTH Damage +4, Move +5, Dodge +2, Armor +4
 Cunning, Animalistic, Do not use technology.
 Tyrants- HTH Damage +3, Move +2. 4 arms: 2 attacks per turn.
 Large. Intelligent. Aggressive. Biological based technology.

SAMPLE VEHICLES

Hover Cycle- Rider unprotected. 50% of attacks will hit rider. Move = 25.
 Ground Bike- Rider unprotected. 50% of attacks will hit rider. Move = 15.
 Hover Pod- 1 Rider, 1 Passenger. Unprotected. Move = 20. Mounts 1 Heavy weapon.
 Trike- 1 Rider, 1 Passenger. Unprotected. Move = 20. Mounts 1 Heavy weapon.
 LAV- Crew of 2. Light Armor. 2 Heavy weapons. Move = 12
 APC- Driver & 7 Passengers. Medium Armor. Turret with 2 Dual Heavy weapons. Move = 10.

Raider- Crew of 2. Move = 10. 5 Heavy weapons
 Medium Tank- Crew of 3. Move = 10. Medium Armor. 3 Heavy weapons & 1 Large weapon.
 Main Battle Tank- Crew of 4. Move = 8. Heavy Armor. 4 Heavy weapons & 2 Large weapons.
 Battle Walker- 2 Heavy weapons. 1 Pilot. Move = 12. Armor +9. 5 Rolls on Suit Table.
 Crawler- Remote Control. Move = 5. Light Armor. 1 Large weapon.

LARGE WEAPON SYSTEMS

1D6	Weapon	Acuracy	Damage	Range	AOA	ROF	Ammo
1	Missile Racks	-	*	240	*	1	5
2	Magnetic Autocannon	-	*	120	*	2	4
3	Particle Accelerator	-	+7	160	2	2	3
4	Plasma Projector	-	+10	40	3	1	4
5	High Energy Laser	-	+5	200	1	2	3
6	Gaussian Field Emitter	-	*	60	5	1	4

Large weapons are not portable.

They are mounted on vehicles or are considered to be artillery.

Large Weapons that miss will deviate in a random direction (1D12 o'clock) for a distance of 1D12 Inches.

LARGE MISSILES

1D2	Weapon	Damage	AOA
1	Plasma	+6	7
2	Armor Piercing	+15	1

AUTOCANNON SHELLS

1D2	Weapon	Damage	AOA
1	Armor Piercing	+12	1
2	High explosive	+5	4

OFF MAP STRIKES

1D6	Type	Attacks	AOA	Pattern	Acuracy	Damage
1	Smart Bomb	1	5	-	+3	+15
2	Precision Strike	2	6	5	+2	+12
3	Barrage	3	8	20	--	+10
4	Strafe	4	4	10	+1	+8
5	Saturation	5	7	5	-1	+6
6	Tac Nuke	1	10/15/20	-	--	+50/10/5

These attacks can target any part of the map.

These attacks represent artillery, air strikes, cruise missiles, and orbital strikes.

Pattern- Targeted attacks must be within this distance of each other.

Strafe- The pattern is a line of attack.

It costs a unit one AP to call in a off map strike.

The strike arrives 1D6 turns after being called in.

SAMPLE SQUAD

8 Man Colonial Federation Drop Troop.

All units have Laser pistols and 4 Blast Grenades.

SARGE

Heroic Skills- Natural Leader

Weapon - Bolter Pistol & Chain Sword. Ammo: AP

Armor Systems- High Density Armor, Command Module, Engineering Module,

Battle Computer, Sensor Suite

DOC

Weapon - Gauss Rifle

Armor Systems- Medtech Kit, Stealth Package, Engineering Module, Scientific Sampler, Sensor Suite

LUCKY

Weapon - Blaster Rifle

Armor Systems- Power Amplifier, Reflex Augmentation x2, Jet Pack, Battle Computer

PUDGE

Weapon - Plasma Rifle

Armor Systems- Built in Grenade Launcher, Force Field, High Density Armor, Stim Injector, Advanced Exoskeleton

MAC

Weapon - Bolter Squad Gun. Ammo: Tracer

Armor Systems- High Density Armor x3, Sensor Suite, Targeting Computer

HAWK

Weapon - Laser Sniper Rifle

Armor Systems- Stealth Package, Targeting Computer x2, Reflex Augmentation, Sensor Suite

MOUK

Weapon - Missile Launcher. Ammo: Plasma

Armor Systems- Advanced Exoskeleton x2, Targeting Computer, Gyrostabilizers, High Density Armor

GUS

Weapon - Bolter Assault Rifle. Ammo: Caseless

Armor Systems- Engineering Module, High Density Armor, Battle Computer, Stealth Package, Jet Pack

SUPERSOLDIERS

For Space Ranger, Power Ranger, Action figure type action:
Each hero has 10 rolls on the basic suit system table and
10 rolls on the skill table.

HEAVIES

For Heavy Power Armor Action:

Each suit can have:

1 Heavy Weapon or 2 light weapons (Right Arm)

1 Heavy Weapon or 2 light weapons (Left Arm)

1 Heavy Weapon or 2 light weapons (Back/Shoulder Mount)

Heavies have HTH damage +2 & Base Armor value = 8.

SUPER AMMO

Rare, expensive ammunition for Bolters.

Keep track of Individual shells.

A soldier will only have 1D6 shells.

1D10	Ammo	
1	Burster	AOA = 3, Damage Roll +1
2	Micro Missile	Accuracy +3, Penetration Roll +1
3	Hot Flash	Damage Roll +4
4	Grape Shot	Damage Roll +1, Accuracy +4, Range x ½
5	Hunter Seeker	Accuracy +2, Range x 2
6	Safe Cracker	Penetration Roll +3, Damage Roll +1
7	Plasma Shell	AOA = 2, Damage Roll +2
8	Screamer	Same as Fear Projection
9	Numb Numb	Gauss effects, Accuracy +1
10	Brain Bullet	Same as Psionic Blast

DROP TROOP ROSTER CARDS

Thanks Zak!

Click [here](#) for Trooper card.

Click [here](#) for Cyborg card.

Click [here](#) for Alien card.

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.

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 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.

LINKS

[Ironclad Models](#)

DUMBLEDORE'S ARMY

INTRODUCTION

Board & card game for 2 players.

Based on the battle at the end of Harry Potter & the Order of the Pheonix.

Battle between Dumbledore & his Followers vs Voldemort & his Death Eaters.

Abstract skirmish level combat.

Each figure represents a single wizard.

DISCLAIMER

Harry Potter is a licensed, trademarked, copyrighted property.

This is merely a fan site.

VICTORY

The Dumbledore player wins if Voldemort is 'defeated'.

The Voldemort player wins if Dumbledore or Harry is 'defeated'.

THE MAP

Use an 8x8 chessboard.

THE DECK

Players share a common deck.

THE MEN

Use chits, counters, or miniatures to represent wizards.

DUMBLEDORE'S ARMY

Name	Hits	Notes
Dumbledore	5	
Harry Potter	3	Student
Hermione	1	Student
Ron	1	Student
Neville	2	Student
Ginny	1	Student
Luna	1	Student
Sirius	3	Auror
Lupus	2	Auror
Moody	2	Auror
Tonks	2	Auror
Kingsley	3	Auror

Hits = Number of Hits that type of unit has.

VOLDEMORT'S DEATH EATERS

Name	Hits	Notes
Voldemort	4	

Malfoy	3
Bellatrix	3
Dolohov	3
Macnair	2
Avery	1
Rookwood	2
Mulciber	2
Gugson	2
Rodolphus	2
Crabbe	1
Rabastan	2
Nott	1

SETUP

Players place wizards on the squares of their back two rows.

Units may not stack.

The Dumbledore player starts with only the Students in play.

The Voldemort player starts with all Wizards but Voldemort in play.

The Aurors enter play on the fourth turn.

Dumbledore enters play on the seventh turn.

Voldemort enters play on the eighth turn.

Wizards entering play are placed on any square of their back two rows.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Fate Phase

Move Phase

Fight Phase

FATE PHASE

Draw 3 cards.

Max hand size = 5 cards.

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

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your wizards.

The move card has a number.

This is the number of spaces the wizard moves.

Moves can be diagonal or orthogonal.

Instead of moving just one wizard in any direction, you have the option of moving up to 3 wizards forward the indicated number of spaces using a single move card.

FIGHT PHASE

Play (discard) an Attack card to have a wizard attack.

The attack card has a number.

This is the range of the attack.

Attacks can be diagonal or orthogonal.

Attacks do one Hit of damage to the target.
 Use Chits or coins to record damage.
 A wizard reduced to zero Hits is 'defeated' and removed from the board.
 Your opponent may play Defense cards to negate your attack.

CARD LIST NOTATION

* = Spell
 # = Copies of that card in the deck
 Type = Purpose of card
 M = Movement
 A = Attack
 D = Defense
 R = Bounces Spell back at caster
 X = Special Card
 B = Target Wizard cannot use Spells for next 2 turns
 Z = Defense & Move
 P = Defense for target up to 2 spaces away
 Y = Attack or Defense
 K = as a Knight would move in Chess
 C = Target can do nothing for 2 turns
 N = Target can no longer move
 W = Draw 2 cards
 U = Wizard automatically defeated if not blocked

CARD LIST

Card Name:	#	Range	Type	Notes
Crawl	4	1	M	
Walk	4	2	M	
Run	4	3	M	
Sprint	4	4	M	
Apparate	4*	5	M	Students cannot use
Wand Jab	1	1	A	Students only
Grab	1	1	A	
Shove	1	1	A	
Stunning Spell	1*	2	A	
Dodge	1	1	Z	
Duck	1	-	D	
Hide	1	-	D	Students only
Accio	1*	-	D	(Retrieve Object)
Jinx	1*	3	C	
Hex	1*	3	A	
Stupefy	1*	2	A	Stun
Petrificus Totalus	1*	2	C	Paralysis
Break Wand	1	1	B	
Protego	1*	-	R	vs Spells only
Curse	1*	3	A	
Reducto	1	-	X	Opponent must discard 2 cards
Distraction	1*	-	D	Students only
Escape	1	2	Z	Students only
Falling Shelves	1	-	D	Students only
Find Cover	1	-	D	Students only
Colloportus	1*	-	D	Students only (Seal Door)
Alohomora	1*	K	M	(Open Door)
Avada Kedavra	1*	2	A	Death Eaters only
Expelliarmus	1*	2	B	(Knocks wand out of hand)
Disarm	1*	2	B	
Time Turner	1	1	U	(Time Bell Jar)
Ancient Archway	1	1	U	(The Death Chamber)
Impedimenta	1*	3	A	(Knocks Foe Back)
Silencio	1*	-	D	Students only
Counterspell	1*	-	D	vs Spells only
Kick	1	1	A	

Delirium	1*	2	C	(Laughing Madness)
Diffindo	1*	-	P	(Unbinds)
Thought Tentacles	1	1	N	(The Brain Room)
Body Bind	1*	2	A	
Crucio	1*	2	A	(Pain Charm)
Strangle	1	1	A	Death Eater only
Tarantallegra	1*	2	N	(Dancing Charm)
Shield Charm	1*	-	R	
Speed	1	-	D	
Recall	1*	4	A	Dumbledore only
Finite	1*	-	P	(End spell)
Deflection	1*	-	R	
Wingardium Leviosa	1*	-	Y	(Telekinetics)
Unforgiveable Curse	1*	2	A	Death Eater only
Animate Statue	2*	-	Y/P	Dumbledore only
Vanish	2*	K	Z	Dumbledore & Voldemort only
Killing Curse	1*	2	A	Voldemort only
Silver Shield	1*	-	D	Dumbledore only
Great Stun	1*	3	A	Dumbledore only
Flame Whip	1*	4	A	Dumbledore only
Summon Serpent	1*	3	A	Voldemort only
Fawkes the Phoenix	1*	-	D	Dumbledore only
Dispell	1*	-	D	Dumbledore only
Water Cage	1*	2	A	Dumbledore only
Invisible Chains	1*	3	U	Dumbledore only
Order of the Phoenix	1	-	W	Dumbledore player
Death Eaters	1	-	W	Voldemort player
The Dark Arts	1*	2	A	Death Eaters only
Defense Against the DA	1*	-	D	Good Wizards only

DUNE CCG VARIANT

SOLO RULES

By C Gerard Luft

(SEE THE LAST SECTION FOR PLAYING WITH OUT DUNE CARDS)

SET UP

You will need a deck of DUNE CCG card (with an equal amount of cards from each Allegiance) and a paper and pencil.

TURN

The turn consists of drawing one card. You start the game with the CALADAN Homeworld card (you're a vassal of the late Duke Leto Atredies). Your Allegiance is as follows in the first column of the table below. In the Second Column your opponent Allegiance are list:

Player's Allegiances Adversaries

House Atredies Houses Harkonnen & Corrino

Bene Gesserit Sisterhood The Guild

Fremen House Harkonnen

Water Seller's Union Spice Miner's Guild

Dune Smugglers The Guild

You begin with five spice tokens.

When you draw a card each turn, the only figures you need to apply are cost and Allegiance. In this variant of the rules, the cost is how many spice tokens you receive or loose.

If the card is of your allegiances or is a "N/A", you gain its cost in spice tokens. If the card is of the adversary Allegiances, then its cost is how many spice tokens you loose.

WINNING

You win when you obtain 20 spice tokens (adjust to a lower amount if you have a smaller deck). If, at any time during the game, you are reduced to zero spice tokens, you loose.

PLAYING WITHOUT DUNE CARDS

If you do not have a deck, you can use the DUNE CCG CARD SNOOPER, available free at the link below:

[Click Here](#)

Using the FIND IT section to view the entire card list, roll 1d1000 (3 ten sided dice: 1st die is hundreds, 2nd die is tens, and 3rd die is ones). Reroll any number above 662. Then find the card's number. That card is the card you have drawn for this turn.

DUNGEON MASTER

INTRODUCTION

Dungeon Crawl Card game.
One Player is the Dungeon Master (DM)
The other player is the Party Player (PP)

CARD SET AVAILABLE

Click here for a most awesome [Cardset](#) by Jiminy Bollocks (cathto@koeee.com.au)

SETUP

Each player has his own unique deck.
The PP must create an adventuring party.
A party starts with 6 members (Heroes).
Pick 10 cards from the Character Deck.
Discard 4 and keep 6.

CHARACTER DECK

Type	Attributes
Barbarian	Sword x2, Axe x2
Fighter	Sword x2, Armor x2
Knight	Sword, Armor, Shield x2
Paladin	Sword x2, Armor, Bless
Warrior	Sword, Axe, Dagger, Shield
Amazon	Sword x2, Bow, Dagger
Ranger	Sword, Bow, Axe, Stealth
Archer	Bow x3, Dagger
Duelist	Sword x3, Dagger
Dwarf	Axe, Armor x2, Shield
Elf	Sword, Bow, Stealth, Spell
Halfling	Dagger, Stealth x3
Rogue	Sword, Dagger, Stealth x2
Bard	Spell x2, Bless x2
Thief	Dagger, Bow, Stealth x2
Druid	Spell, Axe, Bless, Heal
Wizard	Spell x4
Magician	Spell x3, Dagger
Enchantress	Spell x2, Heal x2
Priest	Bless x2, Heal x2
Cleric	Bless, Armor, Shield, Heal
Monk	Bless, Stealth, Dagger x2

TURN SEQUENCE

Each turn is divided into 5 phases:
Draw Phase
Search Phase
Encounter Phase
Resolution Phase
Treasure Phase

DRAW PHASE

Each player fills their hand to 8 cards from their own deck.
If the deck runs out shuffle the discard and draw from it.

SEARCH PHASE

Each player may discard up to 4 cards and draw replacements.

ENCOUNTER PHASE

First the PP may play one or more Treasure Cards

Second, the DM plays one of the following:

1. Nothing
2. A meld of 1 or more Creature Cards.
3. One Trap Card.

The DM may also play one Room card.

The PP may play a "Secret passage" card to discard a card played by the GM.

RESOLUTION PHASE

The PP plays nothing if the DM played nothing.

The PP may play a Stealth card to eliminate a Trap card if the DM played a Trap card.

If the DM played a trap card and the PP did not play a

Stealth card, one random hero is killed.

If the DM played a meld of Creature cards add up the "Fight" value of all the creatures.

All creatures in the Meld must be of the same type, for instance they must all be Undead, or they must all be Goblinkin.

"X" type creatures may not meld.

Some Room cards add to the Fight total.

The PP may play attribute cards to fight the Meld.

The PP may play one Attribute cards on each of his heroes.

The Attribute card must match one of the heroes' attributes.

Gain "Fight" points equal to the heroes level in that attribute.

For Example: If you play Sword on the Barbarian you get 2 Fight points.

Some cards give an additional bonus vs certain types of creatures.

Add up the Fight point total of the entire party (Minimum = 1).

If the Creature total is equal to or less than the party total, no heroes are killed.

If the Creature total is greater than the party total, one random hero is killed.

If the Creature total is twice the party total, two random heroes are killed.

If the Creature total is three times the party total, three random heroes are killed, and so on.

If any heroes are killed discard all the Treasure cards played.

If all the heroes are killed the DM wins the Game.

TREASURE PHASE

The PP may claim Treasure cards still in play.

Treasures are placed in the PP's Treasure pile.

If the Party ever gains 50+ Treasure points the PP automatically wins.

Play a Prisoner card to gain a new Hero.

If you have a hero with the Heal attribute Play a Heal Card to gain back any Hero killed this turn.

If you have a hero with the Shield attribute Play a Shield Card to gain back any Hero killed this turn.

If you have a hero with the Armor attribute Play a Armor Card to gain back any Hero killed this turn.

Play Experience cards or claim Magic Item cards in play:

One random Hero gets +1 Level in one Random Attribute:

1D10 Attribute:

1 Sword

2 Axe

- 3 Dagger
- 4 Bow
- 5 Stealth
- 6 Spell
- 7 Bless
- 8 Heal
- 9 Armor
- 10 Shield

Treasure cards are the only ones you keep

HERO DECK CARD LIST

Card Name	#	Type	Notes (See Rules)
Silver	6	T	Treasure = 5
Gold	4	T	Treasure = 10
Gems	2	T	Treasure = 20
Magic Items	2	T	Benefits one Hero
Experience	2	X	Benefits one Hero
Secret Passage	2	X	Discard 1 DM card
Prisoner	1	X	Gain 1 Character
Sword	3	A	+2 Fight vs Goblinkin
Axe	3	A	+1 Fight vs Undead & Goblinkin
Dagger	3	A	+1 Fight vs Goblinkin & "X" types
Spell	3	A	+4 Fight vs Swarms
Bless	3	A	+3 Fight vs Undead
Stealth	6	A	Negate Traps
Armor	3	A	Gain back killed Heroes
Bow	3	A	+3 Fight vs "X" type Creatures
Shield	3	A	Gain back killed Heroes
Heal	3	A	Gain back killed Heroes

= Number of that card in the Deck

T = Treasure Card

A = Attribute Card

X = Special Card

DUNGEON MASTER DECK CARD LIST

Card Name	#	Type	Fight
Skeletons	2	U	1
Zombies	2	U	2
Ghouls	2	U	3
Wraiths	1	U	4
Mummies	1	U	5
Vampires	1	U	6
Kobolds	2	G	1
Goblins	2	G	2
Orcs	2	G	3
Ogres	1	G	4
Trolls	1	G	5
Giants	1	G	6
Rats	2	S	1
Bats	2	S	2
Spiders	2	S	3
Scorpions	1	S	4
Wasps	1	S	5
Green Slime	1	S	6
Nymphs	1	X	5
Minotaur	1	X	5
Chaos Warlord	1	X	6
Doppleganger	1	X	6
Hydra	1	X	7
Sorcerer	1	X	7
Djinn	1	X	8
Demon	1	X	9

Dragon	1	X	10
Poison Arrow	1	T	-
Scythe	1	T	-
Pendulum Blade	1	T	-
Spiked Pit	1	T	-
Falling Blocks	1	T	-
Poison Gas	1	T	-
Throne Room	1	R	+3
Treasure Room	1	R	+2
Monster Lair	1	R	+2
Altar Room	1	R	+1
Torture Chamber	1	R	+1
Great Cavern	1	R	+2
Armory	1	R	+1

= Number of that card in the deck.

T = Traps

S = Swarm

G = Goblinkin

U = Undead

X = Creatures that may not meld

R = Room

FAQ's

1) Armor x2 attribute: how do you use it? This means that you can save up to 2 heroes killed if you play an Armor card on this character?

No. If you play an armor card you can either add 2 Fight points (If the character had only Armor x1 then just add 1) or save one character. Add the points if it'll make the difference, otherwise use the card to avoid a casualty. The extra level of armor adds to the fight total, but does not affect the special ability.

2) Stealth x2 attribute: since the DM can only play 1 trap how do you use the x2? As above. If you play a stealth card you can either add 2 Fight points (If the character had only Stealth x1 then just add 1) or negate 1 Trap.

OBSTACLES

Additional Material by Zak

add a new DM card type, Obstacles.

Obstacles have a Fight Value like creatures and can be played by the DM as a 4th option (instead of playing traps, creatures or nothing).

The resolution phase against Obstacles is the same as the vs Creatures case: the only difference is that if the DM win the PP only loose his treasure (no kills). In alternative the PP can play a stealth card to eliminate an obstacle

Add the following cards to the DM deck

#	Name:	Fight
1	Portcullis	5
1	Collapsed Floor	4
2	Reinforced door	3

Add to the PP deck 1 stealth card.

DURABLE GOODS

INTRODUCTION

Economics Game. Players buy raw materials, manufacture products, and then sell them.

RAW MATERIALS DECK

The decks consist of 80 cards or chits

The deck contains 20 each of the following raw materials:

Wood

Plastic

Metal

Fabric

MANUFACTURED GOODS DECK

Also called Durable Goods.

Use chits or cards to represent the following manufactured goods:

-Houses

-Furniture

-Cars

-Appliances

-Clothing

OBJECTIVE

Be the first player to accumulate \$500.

TURN SEQUENCE

1. Raw Materials Phase
2. Production Phase
3. Selling Phase

SETUP

Each player starts with \$50 and no raw materials or products.

RAW MATERIALS PHASE

Scarce raw materials become available.

Draw 12 Raw material cards and place them in 4 piles according to the four types of materials.

Players make a separate bid for each pile.

Bids are written down in secret on a scrap piece of paper.

A player cannot bid more money than he owns. If he does, none of his bids count.

All bids are revealed simultaneously.

The player who bid the most for a pile gets to keep the pile, and must pay his bid price.

Players who lost a bid do not have to pay.

Players may trade or purchase raw materials or goods from each other at any time

PRODUCTION PHASE

One unit of a durable good may be manufactured using the indicated amount of raw materials:

Durable Good	Metal	Wood	Plastic	Fabric
House	1	2	0	0
Furniture	0	2	0	1
Car	2	0	1	0
Appliances	1	0	2	0
Clothing	0	0	1	2

A player may manufacture as many durable goods as he has material available.

A player may make only one type of durable good per turn.

Use chits or cards to represent durable goods.

SELLING PHASE

The Maximum Market value of the first unit of a good sold is \$50

If only one player is selling he automatically gets the maximum value

If more than one player is selling they must bid to sell at a lower price.

The player that quotes the lowest price makes the sale.

The Maximum Market value of the second unit of a good sold is \$40

The Maximum Market value of the third unit of a good sold is \$30

The Maximum Market value of the fourth and greater unit of a good sold is \$20

Use paper and pencil to record profits.

LINK

Durable Goods has been published in the

[ACADEMIC GAMING REVIEW](#)

DWARFLAND WARP PLAY

PREFACE

Warp Play = Warpspawn Roleplaying.
Roleplaying universe.
Work in progress.
Readers are encouraged to submit material.

INTRODUCTION

Fantasy Setting. All characters are dwarves.

CHARACTERS

For each character determine details of
Subrace, Family, Guild, Clan, and Kingdom.

SUBRACES

Grey Dwarves
Red Dwarves
Hill Dwarves
Gnomes
Deep Gnomes
Umli (Frost Dwarves)
Gutter Dwarves (Degenerate)
Black Dwarves (Evil Demon Worshipers)

CHARACTER CLASSES

Warrior
Engineer
Tunnel Fighter
Troll Slayer
Giant Slayer
Rune Master
Gunner (Artillerist)
Craftsman
Miner

FOES

Orcs
Goblins
Trolls
Giants
Dragons

EAGLES OF GLORY

READY AIM FIRE - Custom Variant
By "Ian Milnes" and "Alexander Herklotz"
IMilnes@manukau.govt.nz
klotzher@hotmail.com

INTRODUCTION

Two player Card game depicting Napoleonic era warfare.

THE DECKS

There are 3 decks:

The Battalion decks cards are chosen from an army list.

Note that both opponents choose the same timeframe.

Minimum number of cards is 25, maximum 50.

Note that there is a budget for every card.

The difference of budgets of the opposing decks may not exceed 10%

(The player with the higher budget has to drop some cards to be in range of the allowed budget).

Multinational armies are allowed, as long as a nation is not in both decks.

Units of different nationalities may not stack together.

Generals of other nations may command allied units.

The Tactics deck.

The Commander Decks have also an army list.

Choose up to 6 commanders. Note that they also have a budget, which is added to the overall budget of the battalion decks.

The Tactics deck has 1 of each card in the list, and 2 of each Terrain card

SETUP

Each player creates his Battalion deck.

Each player forms a line of 5 stacks of cards, starting maximum as noted.

The opposing lines face each other.

These stacks are called:

Stack:	Start	Max	Card Limit
Left Flank	2		5
Left Centre	3		6
Centre	3		6
Right Centre	3		6
Right Flank	2		5

Place Battalion cards up to the starting maximum card limit face down in each stack.

Line Infantry and Artillery may be placed in Centre stacks.

Cavalry, Light Infantry and Horse Artillery may be placed in any stacks.

Heavy cavalry may not be placed in any stack at the start of the game.

Shuffle the appropriate Commander Deck, deal yourself 6 cards, and add them to your Reserve deck.

Shuffle your Reserve Deck, and deal yourself a hand of 5 cards.

Once both players have completed above, turn cards in your stacks face up.

They will remain face up for the first turn only.

After the first turn, all cards are played face down, representing the "Fog of War".

VICTORY CONDITIONS

The first player to be routed from 3 of his 5 forward positions loses.

TURN SEQUENCE

Players take turns.

Each turn has 6 phases:

Draw Phase

Terrain Phase

3. Reinforce Phase

4. Attack Phase

5. Morale Phase

6. Discard and Redraw Phase

DRAW PHASE

Draw 2 cards from your Reserve Deck.

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

The maximum hand size is 7. Cards in your hand over the maximum do not have to be discarded until the Discard/Redraw Phase.

TERRAIN PHASE

You may play a Terrain card onto an appropriate stack.

Terrain cards remain in effect for the entire game

REINFORCE PHASE

You may move any or all battalions from your hand to any of your stacks.

All reinforcements from your hand go to the bottom of the stack they reinforce.

Prior to the above, you may reorganise one stack, and move one card from a stack to an adjacent stack.

You may move any card in a stack (You are not limited to the top one)

ATTACK PHASE

You may make up to as many attacks per turn, as the command rating of your army commander.

You may chose to fire attack or melee attack. The respective values are used.

Your battalions are the attackers.

Your opponent's battalions are the defenders.

To attack, flip the top card of one of your stacks face up.

Your opponent flips the card in his line opposite to it over.

Both players roll two ten-sided dice. These are called the Attack rolls.

Add combat modifier (fire or melee) to die roll and compare the difference between the 2 rolls.

Apply the result as follows:

(Attacker to Defender)

Difference: Result:

+11 or greater Defender eliminated, morale check for other battalions in stack

+6 Defender Routs

+3 Defender Shaken

0 Both Battalion cards take immediate morale check.

Battalion Shaken if test failed

-3 Attacker Shaken

-6 Attacker Routs

-11 or worse Attacker eliminated, morale check for other battalions in stack

In fire attacks, attacker takes no negative effects, if defenders fire value = 0.

NOTES

Card eliminated - remove card from play

Card Routs - place card in discard pile

Card Shaken - turn card through 900 Card now fights with -3 modifier.

SUPPORT

One battalion in the same stack as the attacker/defender can provide support to the battling card. Add +3 to the respective die roll. If the supported card is eliminated, the supporter routs. If the supported card is routed, the supporter is shaken. A Shaken card cannot offer support and fights with -3.

INFANTRY VS CAVALRY

Infantry cannot melee-attack cavalry. Both cards are placed at the bottom of their stacks, and the attack counts against the number of attacks that turn. When infantry fire-attacks cavalry, the cavalry can avoid the attack by rolling equal or less than their training value. If they pass, they ride away (move to an adjacent stack), If they fail, they are blown. Alternatively Cavalry can try to melee-attack the infantry by rolling equal or less than their moral value. If they pass, its a melee with the cavalry as attacker. If they fail, they are shaken and fire-fight with the negative modifier.

FORMING SQUARE

When cavalry attack infantry, before the combat is resolved, the infantry must attempt to form square. This is accomplished by the infantry rolling equal or less than their training value with 2D6 (e.g. for a French line infantry card to form square, it must roll a 7 or less.). If the infantry form square, they fight the combat at +6. If they fail to form square, the cavalry fight the combat at +6. The cavalry have a chance to abort the attack if the infantry form square by rolling less than their training value with 2D6 (e.g. for a French Hussar Regiment to abort an attack on a square, it must roll a 7 or less). If this roll is achieved, they can "ride around" the square and not attack it. This counts against the number of attacks that can be made that turn. If the cavalry fail this roll, they must attack the square.

CAVALRY

Cavalry are considered Blown following an attack, or after defense against opposing Cavalry. Place a Blown marker on the card. The Blown status remains until removed by a successful Training Check. The first opportunity for a Training Check to remove Blown status is the Morale Phase in your next turn, i.e. not your current turn. Blown cavalry may not move, attack or support, when attacked they fight with -5.

ARTILLERY

When Artillery attacks, the opposing fire value =0. Artillery cannot be eliminated, routed, or shaken when Fire-ATTACKING Infantry and Cavalry, ie, ignore all -ve combat results. Arty can not melee-attack. Arty can not attack, when just moved.

HORSE ARTILLERY

As artillery EXCEPT they can attack the turn they moved.

NOTES

Destroyed battalions are removed from play.
Surviving battalions are placed face down on the bottom of their stack.
Tactics cards that modify the Attack roll are played before the roll is made.
Tactics cards are discarded immediately when played (to the discard pile).

FLANK ATTACKS

If you destroy all the cards in one of your opponents stacks, the battalions in your stack facing the empty stack get to flank attack the enemy stacks adjacent to the empty stack.
Battalions making Flank attacks are +4 to their Attack roll, but may not attack the enemy reserve stack.
Cavalry regiments making Flank attacks are +7 to their Attack roll (melee-attacks only) and may attack any enemy stack.
Artillery cards do not gain the bonus, although they may Flank Attack.

MORALE PHASE

(Simultaneous)
Every time you destroy an opposing battalion all other units in the stack must take a morale check by rolling 1D10.
To pass a moral check, the player must roll the units moral value or less.
Any card that routs is placed in the Discard Pile. Any card that routs as a consequence of a failed moral check results in a further +1 to the moral check of any remaining cards in the stack who have yet to test. This modifier is cumulative.
Morale checks are done in stack order, ie top card first, then next down, etc, etc.
If a Guard unit (GI, GLI, GC or GLC) is eliminated, any adjacent stack (in addition to the normal moral check for the elimination of a unit), must take a morale check. If the Guard are routed, the stack from which they routed must take a morale check.
Shaken cards can be "revived" by a successful morale check (turn them back through 900). All shaken cards can test in this phase.
If a Shaken card is to be "revived" in the presence of a Commander card, the commander adds his command rating to the moral value of the unit.
A General can add this rating only once per turn.

DISCARD AND REDRAW PHASE

One card in the players hand can be discarded.
The Players hand is then either made back up to 7 cards by drawing from the deck, or reduced to 7 by discarding cards.

DIVISIONAL GENERALS

Each general has a command rating for moral tests.
The general may add this bonus only once per turn.
If the general is the only card in a stack, he is eliminated automatically if attacked.

ARMY COMMANDER

The Army Commander is placed behind the front stacks. His rating determines the number of attacks per turn.
The Army Commander can take over a stack if a Divisional General is killed.
He is then subject to all the rules pertaining to Divisional Generals.

The Army Commander moves onto a stack in the reinforcement phase. This move does not count against the number of reinforcements the player may make. If the Army Commander is killed, the entire army takes a morale check against their morale -1. Any cards in the front line that fail, are eliminated (they quit the battlefield) rather than go to the reserve stack. Any further morale checks for the remainder of the battle are checked against the card morale -1.

TACTICS CARD LIST

Card Name	Effect:
Square Formation	Line Infantry automatically form square
Second Volley	Defending Infantry battalion rolls 3 dice and picks the 2 best
Fire at Will	Get 1 extra attack
Sabers & Pistols	Attacking Cavalry battalion gets 1 extra attack
Rapid Deployment	Draw 1 extra card.
Forced March	Draw 1 extra card, OR retrieve 1 Infantry card from Discard pile.
Infantry Charge	Attacking Infantry +3 to their melee-attack roll (not for lights).
Socket Bayonets	Line Infantry get +3 to their melee-attack roll.
Counter Attack	Defending Cavalry get +5 to their melee-attack roll.
Broken Square	Infantry defending against Cav automatically fail to form square.
Limber	Draw 1 extra card, OR retrieve 1 Artillery card from Discard pile.
Grape Shot	Defending Art get +5 to attack roll (Cannot be used against Art).
Canister Shot	Art get +3 to their attack roll (Cannot be used against Art).
Cannon Ball	Attacking Artillery get +4 to their fire-attack roll.
Fusillade	Infantry battalion gets 1 extra fire attack
Sniper	Cause a stack to make a morale check in its Morale phase.
Column	Get +1 Reinforcement move.
Overrun	Morale check at +1.
Take Prisoners	Routing battalion is eliminated.
Fighting Withdrawal	Defender gets +3 to attack roll.
Difficult Terrain	Opponent gets one less attack this turn.
Enfilade fire	Get +3 to fire-attack roll.
Indirect fire	Attacking art get 1 extra attack vs next card down in opposition stack
Confusion	Opponent draws no cards this turn.
Advance	Get +1 attack this turn.
Scouts	Look at opponent's hand
Rifles	Light Infantry get +3 to their fire-combat roll.
Probe	Get 1 extra attack with any Light Infantry in any of your stacks.
Rearguard Action	Draw 2 extra cards.
Cavalry Reform	Draw 1 extra card, OR retrieve 1 Cav card from the discard pile
Woods (x2)	+3 to defending light infantry
Cavalry cannot melee-attack units in woods	
Reduce Stack limit by 1, only infantry may be placed in woods	
Remains in play	
Hills (x2)	+3 to defending card
+3 to attacking artillery	
Remains in play	
Buildings (x2)	+3 to defending Infantry only
Cavalry cannot melee-attack buildings	
Can be played on a hill (modifiers can be combined)	
Stack limit reduced by 1	
Remains in play	
River (x2)	+3 to all melee-attacked defenders
River affects either flank and next stack in (eg River is played against right flank and right centre)	
Remains in play	

Bridge (x2) Negates effect of river for 1 attacking Infantry or Cavalry card.
Remains in play

ATTACKING EMPTY STACKS

If an empty stack is attacked, the attacker has the option to either flank attack the adjacent stack, or to force his opponent to eliminate a Battalion card in his discard pile (opponents choice).

UNIT LIST

Over 400 Historically accurate units!
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OPTIONAL RULES:

Players can agree a specific budget for their troops before customizing their decks. It is possible to recreate historical scenarios. The number of positions and number of routed positions to win may have to be modified. Take the terrain cards out of the tactics deck and place them before starting the game at the specified positions.
Here are some sample scenarios for EAGLES OF GLORY.

MAIDA, 04.07.1806

French:
6 Line Battalions (6x18=108)
3 Light Battalions (3x20=60)
1 Mounted Chasseurs (19)
General Reynier (4)
Budget: 191 pts.
British:
2 Light Battalions (2x15=30)
9 Line Battalions (9x12=108)
3 Foot Battery (3x10=30)
Generals Stewart, Kempt, Cole, (16)
Akland
Budget: 184 pts.
Terrain:
British
Buildings Free Free
Free Hill Free
French

BUSSACO, 27.09.1810

French
46 Line Battalions (46x13=598)
16 Light Battalions (16x14=224)
2 Hussars (2x19=38)
3 Mounted Chasseurs (3x19=57)
1 Dragoons (1x21=21)

3 Foot Batteries	(3x15=45)
2 Horse Batteries	(2x11=22)
Generals: Ney, Reynier, Merle, Heudelet, Soult, Marchand, Mermet, Loison, Lamotte	(44)
Budget: 1049	
British	
31 Line Battalions	(31x12=372)
3 Riflemen	(3x17=51)
1 Light Dragoons	(1x10=10)
23 Foot Batteries	(23x10=230)
1 Horse Battery	(1x11=11)
2 Foot Guards	(2x26=52)
5 KGL Battalions	(5x12=60)
Portuguese	
12 Line Battalions	(12x10=120)
5 Cacadores	(5x14=70)
Generals: Picton, Spencer, Leith, Craufurd, Campbell, Champalimaud, Spry, von Löwe, Blantyre, Stopford, Barnes	(52)
Budget: 1038	
British-Portuguese	
Hill-Free Hill-Woods-Hill-Free-Free-Buildings Free-Woods	
Free-Hill Buildings-Free-Free-Free-Free-Free Free-Free	
French	

QUATRE BRAS, 16.06.1815

French	
12 Line Battalions	(12x13=156)
4 Light Battalions	(4x14=56)
2 Mounted Chasseurs	(2x19=38)
2 Lancers	(2x25=50)
1 Mounted Chasseurs Guard	(26)
1 Lancers Guard	(29)
2 Cuirassiers	(2x21=42)
3 Foot Batteries	(3x15=45)
1 Horse Battery	(11)
1 Guard Horse Battery	(14)
Generals: Ney, Bachelu, Foy, Pire, Lefebvre-Desnouette, Kellermann	(28)
Budget: 495	
Dutch	
1 Light Battalion	(9)
1 Line Battalion	(8)
3 Militia	(3x4=12)
1 Light Dragoons	(9)
1 Hussars	(9)
British	
20 Line Battalions	(20x12=240)
1 Riflemen	(17)
11 Foot Battery	(11x10=110)
1 Horse Battery	(11)
Brunswick	
2 Light Battalions	(2x4=8)
2 Line Battalions	(2x3=6)
1 Hussars	(10)
Generals: Wellington, Bylant, Picton, van Merlen, Brunswick, Vincke	(34)

Budget: 483

Allied

Free-Free-Building-Free-Free

Free-Free-Building-Free-Free

French

EARTH DEFENSE FORCE

INTRODUCTION

Board & card game for 2 players.

Takes place in the Star Blazers Universe.

Pick your Fleet: Earth Defense Force, Gamillon Empire, White Comet Empire

Abstract skirmish level Ship combat.

Each figure represents a single Ship (unit).

DISCLAIMER

'Star Blazers' is a copyrighted/trademarked property.

This is just a fan site.

VICTORY

You win if you Destroy the opposing Flagship.

THE MAP

Use an 8x8 chessboard.

THE SHIPS

Use chits or miniatures to represent Ships.

Each Player has 5 types of Ships.

EARTH DEFENSE FORCE FLEET TABLE

#	Type	Hits	Class
1	Space Battleship Yamato	3	Flagship
2	Battleship	3	Andromeda, Borodino
1	Carrier	3	Lexington
5	Cruiser	2	Hood, Konigsberg, Mogami
7	Destroyer	1	Airone, Gearing, Lightning

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

Hits = Number of Hits that type of Ship has.

GAMILLON EMPIRE FLEET TABLE

#	Type	Hits	Class
1	Desslok Command Ship	3	Flagship: Imperator, Spirit of Gamilon
2	Battleship	3	Conqueror, Audacious
3	Carrier	3	Revenge, Vengeance, Vindictive, Undaunted
2	Cruiser	2	Eliminator
9	Destroyer	1	Exterminator, Eradicator, Dominator

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

Hits = Number of Hits that type of Ship has.

WHITE COMET EMPIRE FLEET TABLE

#	Type	Hits	Class
---	------	------	-------

1	Magna Flame Ship	3	Flagship: Medarussa
2	Battleship	3	Bringer of Victory
2	Carrier	3	Vengefull, Hailstorm
3	Subspace Submarine	2	Shadow
8	Destroyer	1	Storm

= 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 two rows.
 Ships may not stack.

THE CARDS

Each Player has their own deck.

TURN SEQUENCE

Players take turns.
 Each turn has 3 phases:
 Orders Phase
 Maneuver Phase
 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.
 "Knight" type Move cards produce an attack with a range like a knight in chess.
 Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.
 You cannot move through other units except for Tactical Warps & Subspace Subs.

FIRE PHASE

Play (discard) an Attack card to have a Ship attack.
 The attack card has a number.
 This is the range of the attack.
 Attacks can be diagonal or orthogonal.
 "Knight" type attack cards produce an attack with a range like a knight in chess.
 You cannot attack through other ships except for fighter & SMITE card attacks.
 Every attack does 1 point of damage.
 Wave Motion Guns, Desslok cannons, and Magna Flame Cannons do 2 points of damage.
 Use Chits or coins to record damage.
 A ship reduced to 0 Hits is destroyed and removed from the board.
 Your opponent may play (discard) Defense cards to negate your attack.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

X = Special

K = as a Knight would move in Chess

Type = Purpose of card

Dam = Damage (inflicted or prevented)

= Number of that card in the Deck.

EARTH DEFENSE FORCE CARD LIST

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Shock Cannons	2	1	A	
Energy Cannon	2	2	A	Not on Carriers or Destroyers
Torpedoes	2	3	A	
Missile Salvo	2	4	A	
Wave Motion Gun	3	5	A	Yamato & Battleships only
Battlecraft Squad	2	K	A	
Carrier Battlecraft	1	K	A	Carriers only
Evasive Action	1	-	D	
Damage Control	2	-	D	
Space Defense Battery	1	-	D	Point Defense
Fighter Escort	1	-	D	Point Defense
Command Bridge	2	-	X	Discard to draw 3 cards
Radar	2	-	X	Look at Opponents Hand
Navigate 1	3	1	M	
Navigate 2	3	2	M	
Navigate 3	3	3	M	
Navigate 4	3	4	M	
Navigate 5	3	5	M	
Tactical Warp	1	K	M	

GAMILLON EMPIRE FORCE CARD LIST

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Pulse Lasers	2	1	A	
Energy Cannon	2	2	A	Not on Carriers or Destroyers
Torpedoes	2	3	A	
Missile Salvo	2	4	A	
Desslok Cannon	1	5	A	Command & Battleships only
SMITE Bombers	1	6	A	Command & Carriers only
Battlecraft Squad	2	K	A	
Carrier Battlecraft	2	K	A	Carriers only
Evasive Action	1	-	D	
Damage Control	1	-	D	
Space Defense Battery	1	-	D	Point Defense
Fighter Escort	2	-	D	Point Defense
Command Bridge	2	-	X	Discard to draw 3 cards
Radar	2	-	X	Look at Opponents Hand
Navigate 1	3	1	M	
Navigate 2	3	2	M	
Navigate 3	3	3	M	
Navigate 4	3	4	M	
Navigate 5	3	5	M	
Tactical Warp	1	K	M	

WHITE COMET EMPIRE FORCE CARD LIST

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Pulse Lasers	2	1	A	
Energy Cannon	2	2	A	Not on Carriers or Destroyers
Torpedoes	2	3	A	
Missile Salvo	2	4	A	
Magna Flame Cannon	1	5	A	Flame & Battleships only
Anti-Matter Missiles	1	6	A	
Battlecraft Squad	2	K	A	
Carrier Battlecraft	2	K	A	Carriers only
Evasive Action	1	-	D	
Damage Control	1	-	D	
Stealth	1	-	D	
Space Defense Battery	1	-	D	Point Defense
Fighter Escort	1	-	D	Point Defense
Command Bridge	2	-	X	Discard to draw 3 cards
Radar	2	-	X	Look at Opponents Hand
Navigate 1	3	1	M	
Navigate 2	3	2	M	
Navigate 3	3	3	M	
Navigate 4	3	4	M	
Navigate 5	3	5	M	
Tactical Warp	1	K	M	

EAST FRONT WEST FRONT

INTRODUCTION

Card game for 2 players simulating the conflict in Europe in the Second World War. One player is the Germans, the other is the Allies.

THE DECKS

Each player has his own unique deck.

A deck has one of each of the cards described in its list.

FRONTS

There are three fronts:

1. The East Front
2. The West Front
3. The Mediterranean Front

Each front is represented by 4 Tokens.

(There are 4 East, 4 West, & 4 Med. Tokens)

VICTORY

If the Allied player controls all 4 tokens in any one front he wins.

To win, the German player must control all 4 tokens in both the East and West Fronts.

If the Germans do not win by the end of 1945, they automatically lose.

THE CARDS

Each card has a title.

Each card has a force value.

Each card has a type. There are 4 card types: Leader, Operation, Unit, Special.

Each card lists which Fronts it can be played in. (1, 2, or all 3)

SETUP

Both players shuffle their decks.

Both players control two tokens from each of the 3 Fronts.

TURN SEQUENCE

Each turn has 6 phases:

1. History Phase
2. Production Phase
3. Planning Phase
4. Mediterranean Front Phase
5. West Front Phase
6. East Front Phase

HISTORY PHASE

Each turn represents one year.

The starting year is 1939.

Keep track of what year it is.

A player may keep up to 2 extra, unused cards from the previous turn.
Excess cards are discarded.

PRODUCTION PHASE

Each player draws a number of cards as indicated by the Draw table.
If a deck runs out, shuffle the discard and draw from it.

DRAW TABLE

Year	Allies	Germans	Notes:
1939	3	6	West Front Only
1940	8	12	
1941	9	11	
1942	10	10	
1943	11	9	
1944	12	8	
1945	13	7	

If the Germans control all 4 Med Tokens they get +1 cards
(Control of North Africa & the Balkans)

If the Germans control all 4 West Tokens they get +2 (Defeat of Britain)

If the Germans control all 4 East Tokens they get +2 (Conquest of the Soviet Union)

The Germans get -1 if the Allies control 9 total tokens.

PLANNING PHASE

A player may discard up to 3 cards and draw an equal number of replacement cards.

MEDITERRANEAN FRONT PHASE

Both players play one or more cards from their hands in a stack face down to the table.
Only cards that say they can be used in the Mediterranean Front may be played.

A maximum of 1 Leader card, 1 Operations card, 2 unit cards, and
1 Special card may be played.

Both stacks are simultaneously revealed.

The player with the highest total Force wins.

The winner takes one Mediterranean front token from his opponent.

WEST FRONT PHASE

If the German player controls all 4 West Front tokens, skip this phase.

Both players play one or more cards from their hands in a stack face down to the table.
Only cards that say they can be used in the West Front may be played.

A maximum of 1 Leader card, 1 Operations card, 2 unit cards, and
1 Special card may be played.

Both stacks are simultaneously revealed.

The player with the highest total Force wins.

The winner takes one West front token from his opponent.

EAST FRONT PHASE

If the German player controls all 4 East Front tokens, skip this phase.

Both players play one or more cards from their hands in a stack face down to the table.
Only cards that say they can be used in the East Front may be played.

A maximum of 1 Leader card, 1 Operations card, 2 unit cards, and
1 Special card may be played.

Both stacks are simultaneously revealed.

The player with the highest total Force wins.

The winner takes one East front token from his opponent.

CARD LIST NOTATION

A = All Fronts
E = East Front
W = West Front
M = Mediterranean Front
S = Special
L = Leader
O = Operation
U = Unit

GERMAN DECK CARD LIST

Card Title:	Type	Force	Fronts	Notes:
Blitzkrieg	S	2	A	
Lightning War	S	2	A	
Hitler	L	2	A	
Paratroops	U	2	A	
Air Superiority	S	2	A	
Nazi Propaganda	S	2	A	
Professionalism	S	2	A	
Stuka Dive Bombers	U	2	A	
Massed Armor	U	2	A	
Panzer Divisions	U	2	A	
Luftwaffe	U	2	A	
Guderian	L	2	A	
Wolf Packs	U	2	A	
U-Boats	U	2	A	
Jet Fighters	U	2	A	1944+
Speer	-	-	-	
Himmler	L	2	A	
Dietrich	L	2	A	
Manstein	L	2	A	
Model	L	2	A	
SS Troops	U	2	A	
Rhundstedt	L	2	A	
Panzer Lehr	U	2	A	
Grossdeutschland	U	2	A	
Non-Aggression Pact	S	3	E	
Russo-Finnish War	O	3	E	
Barbarossa	O	3	E	
Army Group North	U	3	E	
Army Group Center	U	3	E	
Army Group South	U	3	E	
Capture Kiev	O	3	E	
Occupation of Poland	O	3	E	
Annex Czechoslovakia	O	3	E	
Battle of the Atlantic	O	3	W	
Bismarck	U	3	W	
Maginot Line	S	3	W	
The Phony War	O	3	W	
Fortress Europe	S	3	W	
V2 Rockets	U	3	W	
V1 Flying Bombs	U	3	W	
Operation Sealion	O	3	W	
Invasion of Norway	O	3	W	
Capture the Low Countries	O	3	W	
Atlantic Wall	S	3	W	
Occupation of France	O	3	W	
Vichy Regime	S	3	W	
Traverse the Ardennes	S	3	W	
Battle of the Bulge	O	3	W	

Invasion of Yugoslavia	O	3	M
Rommel, the Desert Fox	L	3	WM
Italian Navy	U	3	M
Mussolini	L	3	M
Tobruk	O	3	M
Africa Korps	U	3	M
Gustav Line	S	3	M
Anzio	O	3	M

Notes: Discard the Speer card in Production Phase to draw 3 cards.

ALLIES DECK CARD LIST

Card Title:	Type	Force	Fronts	Notes:
Allied Shipping	S	2	A	
Advanced Radar	S	2	A	
Convoy Support Groups	U	2	A	
American Air Force	U	2	A	
Partisans	U	2	A	
Roosevelt	L	2	A	
Assassination Plot	S	2	A	
Fuhrers Interference	S	2	A	
British Intelligence	S	2	A	
American Industrial Might	S	2	A	
Economic Strangulation	S	2	A	
Crack Enigma	S	2	A	
Allied Manpower	S	2	A	
Liberation	S	2	A	
Stalin	L	3	E	
Arctic Convoys	S	3	E	
T-34 Tanks	U	3	E	
Red Army	U	3	E	
Communism	S	3	E	
Soviet Air Force	U	3	E	
Scorched Earth	S	3	E	
Russian Winter	S	3	E	
Siege of Leningrad	O	3	E	
War without Mercy	S	3	E	
Siberian Troops	U	3	E	
Rasputitsa	S	3	E	
Moscow Counteroffensive		0	3	E
Zhukov	L	3	E	
Timoshenko	L	3	E	
Defense of Stalingrad	O	3	E	
Operation Citadel	O	3	E	
Night Bombing Raids	S	3	W	
Strategic Bombing	S	3	W	
Royal Air Force	U	3	W	
Battle of Britain	O	3	W	
Evacuation at Dunkirk	S	3	W	
British Expeditionary Force	U	3	W	
Operation Overlord	O	3	W	
D-Day	O	3	W	
Operation Fortitude	S	3	W	
French Underground	S	3	W	
Operation Cobra	O	3	W	
Operation Market Garden		0	3	W
Churchill	L	2	WM	
Royal Navy	U	2	WM	
Free French	U	2	WM	
Flying Fortress	U	2	WM	
Charles de Gaulle	L	2	WM	
Eisenhower	L	2	WM	
Montgomery	L	2	WM	
Patton	L	2	WM	
Bradley	L	2	WM	

El Alamein	O	3	M	
Operation Torch	O	3	M	
Tunisia	O	3	M	
Soft Underbelly	S	3	M	
Operation Husky	O	3	M	
Monte Cassino	O	3	M	
Break the Gothic Line	O	3	M	
Atomic Bomb	S	7	A	1945+

GAME DESIGNERS NOTES

World War II in under an hour!

Will do the Pacific Theatre as a separate game.

I hope I didn't give the Mediterranean theatre too much emphasis.

MORE CARDS

Here's a few more examples of cards (titles only) you might want to add:

Japan Attacks Russia (What if)

Japan Defeated (What if)

Destruction of Army Group Center

P51 Mustang

Sherman Tanks

Easy Company

Red Ball Express

Nazi Treasure

Code-breakers

Normandy Hedgerows

Mulberry Harbors

Invasion of Crete

Drive to the Rhine

Operation Typhoon

Katyusha Rockets

Lend Lease Program

Tiger Tanks

Operation Anvil

British Electronics

VARIANTS

Make it that certain 'American' cards cannot be played until 1942+.

EGYPT

INTRODUCTION

Card game simulating 3000 years of rule by the Pharaohs of ancient Egypt.

CARD LIST

#	Name	Point Value
7	Hieroglyph	0
7	Slaves	1
7	The Nile	2
7	Temples	3
7	Chariots	4
7	Pharaohs	5
7	Pyramid	6
7	The Gods	7
7	Ankhs	Wild

= number of cards in the deck of that type.

TURN SEQUENCE

Players take turns

Draw Phase

Control Phase

Dynasty Phase

End Phase

DRAW PHASE

All players draw enough cards to fill their hands to 7 cards.

CONTROL PHASE

Simultaneously, each player reveals one meld, if they have one.

A meld is 2 or more cards of the same type.

Ankh cards are wild.

Only one meld is revealed (of the players choice), even if the player has more melds.

A player may decide not to reveal a meld, even if they have one or more melds.

The meld with the most cards wins control of Egypt.

If two or more melds have the same number of cards, then the cards with the highest point value wins. If point values are tied, then no one wins.

If no one reveals a meld or no one wins then the last player to control Egypt wins. If the game is just beginning and no one has controlled Egypt yet, then the turn ends.

First example: John plays 2 Hieroglyph cards (value = 0) and Randy plays 2 God cards (value = 7). Randy wins.

Second example: John plays 3 Hieroglyph cards and Randy plays 2 God cards. John wins.

DYNASTY PHASE

The controller of Egypt draws one random card from any players hand.

The current controller of Egypt may play one or more melds this phase.

Each meld played earns that player tribute points equal to the point value of all cards played.

For example: The controller plays 4 chariot cards (value 4) and 3 pharaoh cards (value 5).

He gets 16 (4 X 4) tribute points for the chariots and 15 (3 X 5) points for the pharaohs.

There are 2 special melds that can be played in Dynasty phase:

Pyramid Builders combo: 1 card each: Pharaoh, Slaves, Pyramid (12 points)

Priests combo: 1 card each: Temple, Hieroglyph, God (10 points)

END PHASE

All melds played this turn go to the discard.

Players may discard up to 3 cards.

Players must discard down to 5 cards.

END OF GAME

The game ends after 10 turns. Each turn represents 300 years.

If the deck runs out before the 10th turn, shuffle the cards and keep playing.

VICTORY

The player with the most accumulated tribute points at the end of the game is the winner.

DESIGNING THE CARDS

There are 63 cards in the deck. Seven of each of nine types.

All cards have the same backs.

Each card must have on its front, its name and numerical value.

Each card can have unique illustrations and writings.

For example: Research hieroglyphs and use a different one for each hieroglyph card.

Some gods from Egyptian mythology:

Ra the sun god

Anubis, guardian of the dead

Bast the cat goddess

Horus the avenger

Isis the goddess of fertility

Osiris the god of nature

Thoth the god of knowledge

Ptah the creator of the universe

Set the god of evil

Some Pharaohs from the history book:

King Menes (United upper and lower Egypt)

Zoser (King of the third Egyptian dynasty)

Cheops (King of the fourth Egyptian dynasty)

Amosis (Liberated Egypt from the Hyksos)

Amenhotep, Thutmose (& Hatshepsut), Ikhnaton

Tutankhamen, Seti, Ramses, Ptolemy, Cleopatra

ELDER THINGS & OUTER GODS

INTRODUCTION

Card game for 2-6 players.

Each player takes control of one of the six major races.

PREFACE

During the 2 billion year time period before the evolution of man, many different alien species, races, and entities have made Earth their home.

Of these, there are six groups who stand out as being the most numerous and most powerful. These groups of colonizers include:

1. The Elder Things
2. Cthulhu and his Spawn
3. The Flying Polyyps
4. The Great Race of Yith
5. Mi-go, the Fungi from Yuggoth (Pluto)
6. The Serpent People

All of these races fought each other for dominance on the planet.

Often they would summon beings from other places, times, and dimensions to help them fight their Wars.

OBJECT

Destroy all of your opponent's cities.

COUNTERS

Each player gets a set of counters of a unique color.

A counter set includes 3 types of units:

1. Cities
2. Populations
3. Relics

SET-UP

Each player starts with 5 cities and 20 Populations.

NOTES

Mi-Go cities are mountain-top mining colonies.

The cities of the Flying Polyyps were composed of giant windowless black basalt towers.

TURN SEQUENCE

Players take turns.

Each turn has 7 phases:

1. Recruit Phase
2. Aggression Phase
3. Power Phase
4. Sacrifice Phase
5. Allies Phase
6. War Phase
7. Destruction Phase

RECRUIT PHASE

The active player rolls once on the Recruitment Table.

RECRUITMENT TABLE

1D8	Gain:
1-3	1 Population Counter
4-5	2 Population Counters
6	3 Population Counters
7	1 Relic
8	1 City

AGGRESSION PHASE

The active player rolls once on the Conflict Table.

CONFLICT TABLE

1D6	Action:
1-2	Isolation (Peace): Your turn ends.
3-4	War of Survival: Attack a random player this turn.
5-6	War of Submission: Attack a player of your choice this turn.

POWER PHASE

The Active player (attacker) and the defender fill their hands to 5 cards.

SACRIFICE PHASE

The attacker and defender commit as many population counters and relics as they want to the upcoming battle.

A player cannot commit more populations and relics than he currently has.

Committed populations are referred to as armies.

ALLIES PHASE

Other players (Not the attacker or defender) may add one or more of their own Population counters to an army of their choice.

WAR PHASE

For each population committed, roll once on that race's Battle Table.

A Battle Table roll will result in either a Force value, or the option to use a spell.

For each relic played one additional spell may be used.

To use a Spell, play a spell card to the table from your hand.

Every Spell card has a force value.

Each side of the conflict adds up their Total Force Value received from Battle Rolls and Spells.

DESTRUCTION PHASE

The side with the highest Total Force Value wins the War.

The loser has one city destroyed.

All populations, spells, and relics used in the battle by all players are

destroyed and discarded.

ELDER THINGS BATTLE TABLE

1D10	Force	Result
1-4	2	Elder Thing: Tentacle Attacks
5-6	8	Shoggoth: Servitor Race
7-10	*	Spell

CTHULHU BATTLE TABLE

1D10	Force	Result
1	23	Cthulhu: Great Old One
2	8	Star Spawn of Cthulhu
3	6	Greater Deep One: Father Dagon or Mother Hydra
4-8	1	Deep Ones
9-10	*	Spell

MI-GO, THE FUNGI FROM YUGGOTH BATTLE TABLE

1D10	Force	Result
1-2	1	Mi-Go: Nippers Attack
3-4	5	Mi-Go: Grapple & Drop Attack
5	3	Mi-Go Surgeon
6-10	*	Spell

FLYING POLYPS BATTLE TABLE

1D10	Force	Result
1	2	Windblast
2	4	Windstorm
3	1	Fixing Attack
4	5	Large Size & Tentacle Attack
5	3	Invisibility
6-10	*	Spell

THE GREAT RACE OF YITH BATTLE TABLE

1D10	Force	Result
1	2	Large Size & Pincer Attacks
2-5	5	Yithian Lightning Guns
6-7	6	Mental Telepathy
8-9	9	Time Travel
10	*	Spell

SERPENT PEOPLE BATTLE TABLE

1D10	Force	Result
1	1	Degenerate Serpent People
2-3	2	Serpent People with hand Weapons
4	4	Illusions
5	6	Poisons
6-10	*	Spell

SPELL CARD LIST ABBREVIATIONS

Note that all spells are used to summon some sort of powerful creature.

LSR = Lesser Servitor Race
 GSR = Greater Servitor Race
 GOO = Great Old One
 LIR = Lesser Independent Race
 GIR = Greater Independent Race
 OG = Outer God
 EG = Elder God
 A = Avatar

SPELL CARD LIST

Summoned Creature:	Type	Force	Notes:
Abhoth	OG	12	Grey Horrid Protean Mass; Monstrous Spawn
Ahtu	A	16	(Nyarlathotep) Giant Tendriled Tree
Atlach-Nacha	GOO	6	Huge Spider with humanish face
Azathoth	OG	30	Mindless Seething Amorphous Daemon Sultan
Bast	EG	6	Cat Goddess
Bokrug	GOO	6	Great Water Lizard
Byakhee	LSR	2	Tame Interstellar Winged Things; +2 with Hastur
Chaugnar Faun	GOO	9	Elephantine Humanoid Blood Sucker
Cthonians	GIR	6	Giant Tunneling Squid-Worms
Colors of Outer Space	GIR	8	Invisible Life Force Feeders
Cthugha	GOO	13	Great Cloud of Living Fire
Cyaegha	GOO	16	Green Glowing Eye with Tentacles
Daoloth	OG	15	The Render of Veils
Dark Young	GSR	5	Black Ropy Tree; +2 if played with Shub-Niggurath
Dholes	GIR	35	Gigantic Burrowing Worms
Dimensional Shamblers	LIR	4	Malign Ape-Insect Humanoids
Eihort	GOO	10	Many Legged Bloated Oval of the Labyrinth
Formless Spawn	LSR	7	Viscous Black Slime; +2 with Tsathoggua
Ghasts	LIR	3	Repulsive Guttural Bipeds
Ghathanothoa	GOO	15	Loathsome Extra-galactic Horror
Ghouls	LIR	2	Rubbery, Canine Humanoids
Glakki	GOO	10	Spiny Oval Lake Monster
Servants of Glakki	LSR	2	Undead decaying Slaves; +3 with Glakki
Gnoph-Keh	GIR	5	Hairy Ice Beast
Gugs	LIR	6	4-armed Giants with terrible Maws
Hastur the Unspeakable	GOO	15	Titanic Aquatic Being
Hounds of Tindalos	GIR	5	Ichorous Scavengers; live at right angles to time
Hunting Horrors	GSR	5	Great Viperine Flyers
Hypnos	EG	12	God of Sleep
Ithqua	GOO	13	Wendigo; Wind Walker
King in Yellow	A	7	(Hastur) Tall Man-like being
Leng Spiders	LIR	5	Immense Bloated Web spinning Purple Spiders
Lesser Other God	OG	10	Giant Mindless Dancing Monstrosities
Loigor	GIR	7	Reptilian Energy drainers; +2 with Ghathanothoa
Moon Beasts	LIR	3	Pink Toadish Torture Lovers
Nightgaunts	LSR	2	Oily black faceless winged demons; +2 with Nodens
Nodens	EG	6	Hoary King of the Sea
Nyarlathotep	OG	30	Messenger of the Outer Gods; A Thousand Forms
Nyogtha	GOO	9	Cavern dwelling Iridescent Gelatinous Blackness
Quachil Utaus	GOO	8	Tiny withered God of time, death, and decay
Rat-Things	LSR	2	Tiny evil servants
Rhan-Tegoth	GOO	6	Large Globular Fish eyed Blood sucking Crab
Sand Dwellers	LSR	3	Clawed emaciated sand encrusted desert stalkers
ServitorsoftheOuterGods	GSR	4	Tentacled Toad pipers; +1 with Outer Gods
Insects from Shaggai	LIR	5	Tiny Technologically Advanced Mental Parasites
Shantaks	LSR	3	Huge Scaled Horse Head Steeds; +1 with Outer Gods
Shub-Niggurath	OG	17	The Black Goat of the Woods with a thousand young
Shudde M'ell	GOO	13	Greatest of the Cthonians
Star Vampires	LIR	5	Invisible dripping blob; sucker tipped appendages
Tsathoggua	GOO	11	Large sleepy bunny-eared furry Toad
Tulzscha	OG	10	Belching column of sick cold green flame
Beings from Xiclotl	LIR	5	Stupid carnivorous plant creatures
Y'Golonac	GOO	8	Large headless biped with mouths in its palms

Yibb-Tstll	OG	12	Pulsating Many Breasted Black Body
Yig	GOO	9	Bipedal Snake God
Yog-Sothoth	OG	40	Conglomeration of Iridescent Globes
Zhar	GOO	13	Dual Mountain of Sensate Quivering Flesh
Zoth-Ommog	GOO	12	Cone shaped body with tentacles & reptilian head

CARDSET BY ZAK

You can find cards for Elder Things & Outer Gods at the following addresses:

<http://digilander.iol.it/warpspawn2/ETOG/coc1.zip>

<http://digilander.iol.it/warpspawn2/ETOG/coc2.zip>

<http://digilander.iol.it/warpspawn2/ETOG/coc3.zip>

<http://digilander.iol.it/warpspawn2/ETOG/coc4.zip>

<http://digilander.iol.it/warpspawn2/ETOG/coc5.zip>

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ELEMENTAL CHESS

INTRODUCTION

Chess Variant.
2 player game.
Earth, Air, Water, Fire Theme.

THE BOARD

Use a standard 8 x 8 chessboard.

THE PIECES

Each player has a set of 24 pieces.

A set contains:

2 Air Rooks
2 Air Bishops
2 Air Knights
2 Water Rooks
2 Water Bishops
2 Water Knights
2 Fire Rooks
2 Fire Bishops
2 Fire Knights
2 Earth Rooks
2 Earth Bishops
2 Earth Knights

A piece will have to somehow denote which of the 4 elements it belongs to in addition to what type it is and to which player it belongs.

SETUP

Players place a dividing screen along the middle of the board.
A player does not see how his opponent sets up his pieces.
Players set up their 24 pieces in any way on their back 3 rows.
When both players are finished setting up, the screen is removed.
Determine turn order by house rules.

THE RULES

Players take turns.
Just as in normal chess, you must move or capture with one of your pieces every turn.
Air pieces can only capture Water & Fire pieces.
Water pieces can only capture Fire & Earth pieces.
Fire pieces can only capture Earth & Air pieces.
Earth pieces can only capture Air & Water pieces.

VICTORY

You win if you capture all your opponent's pieces of one element.
For example: you capture all 6 of his fire pieces.

EMPIRES OF MYSTARA

INTRODUCTION

D&D Theme.

Module for the [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.

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.

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 Karameikos	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).

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
Meteor Swarm	1	Wizard Spell: Destroy non-leader unit in adjacent space
Animate Dead recruit	1	Chaotic Wizard Spell: Target Undead units cost 0 to
Teleportation Space	1	Wizard Spell: Move Wizard & any Leaders w/him to any
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

EMPOREX

INTRODUCTION

Players take the roles of rival Noble Houses in a war to control a neutral space sector.

WORLD TYPE INCOME UNITS AVAILABLE

Lortran	Homeworld	5	Psychic Veterans
Gurati	Homeworld	5	Anthrosynthetic Berserkers, Cyborg-Commandos
Kadesh	Homeworld	5	Fanatics, Warrior Priests
Nitrix	Homeworld	5	Suicide Squads
Quayat	Desert	1	Desert Warriors
Parallax	Industrial	3	Nukes & Jumpships
Mercurium	Mining	3	Nukes & Miners- Defenders
Frost	Ice	1	Ice Barbarians
Computus	Machine	3	Robot Death Machines
Bolavor	Jungle	2	Jungle Fighters
Aquara	Ocean	1	Sea Monsters- Defenders
Punah	Pleasure	3	Amazonians
Griddox	Prison	1	Prison Soldiers
Yoravar	Shipyard	4	Jumpships (cost 4 each)
Zenceti	Alien Ruins	1	Psychic Natives- Defenders
Eden	Church	2	Solar Templars
Mox	Gem	4	Miners- Defenders
Hellish	Radioactive	2	Subterranean Mutants & Nukes
Dalton	Research	1	Transhuman Supersoldiers & Nukes
Bazarium	Commerce	3	Mercenaries & Jumpships
Seedeem	Hive World	2	Imperial Conscripts
Pyreen	Pacifist	1	Diplomacy
Scorch	Volcanic	1	Nukes & Lava Projectors- Defenders
Marx	Clone	1	Clone Soldiers

Notes: Homeworlds always have House Troops and Damper Field unit types available.

ALLIES

BENEFIT

Sisteria	Noble Action = 1	
Emporex	2 Imperial Centurions &	Diplomacy = 1
Mercenary Guild	4 Mercenaries	
Imperial Navy	3 Jumpships	
Spacing Guild	2 Jumpships & Income =1	
Church of Mankind	Diplomacy = 2	
Mercantile Consortium	Income = 2	
Imperial Beaurocracy	Strategic Planning =1	
Black Market	2 Nuclear Arsenals & Income = 1	
Imperial Secret Police	2 Imperial Death Squads & Assassination = 1	
Colonial Council	1 Colonial Ranger & Diplomacy = 1	
5th Sector Rebels	3 Rebels & Sabotage = 1	
Surgeons of Silex	Recruit Noble =1 & Income = 1	
Discordian Heretics	4 Heretics	
Imperial Aristocracy	Noble Action= 1 or Recruit Noble =1	
Rimspace Pirates	2 Pirates	
Imperial Army	3 Imperial Shock Troops	

Allies represent galactic powers that will become involved in the conflicts between Noble houses. Income will be collected every turn in production phase. Army, jumpship, and arsenal units will be stationed on the players homeworld in setup. Other benefits imitate Noble actions and can be used once per turn.

SPECIAL UNITS	COST	AD	NOTES
Noble	-	+1	Psychic; Gives First Strike
Jumpships	6	-	Transport 3 Armies &/or Nukes

Nuclear Arsenal (Nukes)	5	5	One use. Can be used vs. Jumpships
Damper Field	2	-	Nuke attacks must destroy these first

AD = Attack Dice

ARMIES	COST	AD	NOTES
House Troops		2	+1 When Defending
Psychic Veterans		4	Lortran; Negate 1 Psychic
			attack on roll of 1-3 on D6
Anthrosynthetic Berserkers		5	Gurati; +2 When Attacking
Cyborg Commandos		4	Gurati; First Strike When
			Attacking
Kadesh Fanatics		1	Kadesh; Sacrifice for +1
Kadesh Warrior Priests		5	Kadesh; Psychic
Nitrix Suicide Squads		3	Nitrix; Sacrifice for +2
Desert Warriors		5	+1 & First Strike When
			Defending Quayat
Ice Barbarians		3	+1 & First Strike When
			Defending Frost
Jungle Fighters		1	+1 & First Strike When
			Defending Bolavor
Prisoner Soldiers		1	Before battle roll 1D6.
			On 1-2 they escape.
Subterranean Mutants		4	Psychic; First Strike When
			Defending
Solar Templars		7	Psychic
Amazonians		5	
Robot Death Machines		7	
Clone Soldiers		1	
Colonial Rangers		7	Self Transport
Imperial Shock Troops		6	+1 When Attacking
Imperial Centurions		3	+2 when Defending
Imperial Death Squads		4	+1 & First Strike When
			Attacking
Imperial Conscripts		1	
Rimspace Pirates		4	Self Transport
Discordian Heretics		1	Sacrifice for +1
Transhuman Supersoldiers		5	Before battle roll 1D6.
			On 1-2 they all join opponent.
Mercenaries		2	Pay them 1 Mega Credit to
			Attack
Rebel Freedom Fighters		4	First Strike When Attacking
			+1 vs Imperial units
Sea Monsters		5	Defenders
Miners		1	Defenders
Psychic Natives		1	Psychic; Defenders
Lava Projectors		3	Defenders

TERMS

Attack Dice- The unit rolls this many D6 in battle. Every roll of 1 destroys one opposing unit of the defenders choice.

Psychic- When in battle this unit rolls on the Psychic Attacks Table to potentially get additional attack dice.

Jumpships- The only way to get around. A jumpship can carry up to 3 nuclear arsenals/army units and any number of Nobles. Jumpships have a maximum range of 3 hexes. They must begin and end their movement in a planetary system. If destroyed, all on board are also destroyed.

Nobles- The leaders of a House. An army unit commanded by a Noble gets +1 Attack Dice and First strike. If the unit is destroyed in battle, the Noble is too, if there are no other friendly armies remaining.

Self Transport- These units have their own jumpships. If they are destroyed their jumpships are also lost. They cannot transport other troops or Nukes.

First Strike- These units roll their Attack dice before the other

units. All first strike dice are rolled simultaneously. And then all other attacks are rolled simultaneously.

Defenders- These units cannot leave their planet of origin.

Cost- The cost in income to purchase the unit. Units of income are called 'Solats'.

Nuclear Arsenals- 'Nukes' can be launched from jumpships or the ground. They can target armies or a single jumpship. Once used they are destroyed.

PSYCHIC ATTACKS TABLE

1D6	Attack Dice	Affect
1-3	0	Negligible
4	1	Psionic Blast
5	2	Telekenetic Maelstrom
6	3	Molecular Disruption

TURN SEQUENCE

1- INITIATIVE- Roll high on 1D6 to determine who goes first.

2- PRODUCTION- Collect Income from all worlds and allies

3- UPKEEP- Pay 1 Income per 10 ships, arsenals, and armies you control

4- RECRUIT NOBLES- Roll 1D6. One noble recruited on a roll of 1.

Some allies allow additional rolls.

5- RECRUIT TROOPS- One unit can be purchased on each world per turn & two from Homeworlds. Extra troops/ships/nukes from Allies may be purchased on a players Homeworld.

6- MOVEMENT- Jumpships can move up to 3 Hexes. They must land in a system.

7- NUCLEAR EXCHANGE- Occurs between enemy units in the same system.

Attack Dice from Nuclear arsenals are rolled simultaneously by both sides.

8- BATTLE- First strike attacks are resolved first & then all other attacks. This is repeated until one or both sides are eliminated.

If all units are killed the defender remains in control of the planet.

9- NOBLE ACTIONS- See List

10- PLANET CONTROL- Take control of any planet you have armies on.

STACKING

Any number of units may occupy the same hex. Battles occur when enemy units occupy the same hex.

NOBLE ACTIONS LIST

A Noble that did not move or fight this turn may take a 'Noble' action.

Noble actions are successful on a roll of 1 on 1D6.

Some Allies can do Noble Actions.

Nobles (& allies) do not have to be in the same system as their target.

* Diplomacy: Take control of target World that has no enemy armies on it.

* Assassination: Target noble killed. A player may only make one assassination attempt per turn.

* Intrigue: Take control of target ally. If the ally provided armies or ships, you gain control of these. Only one intrigue attempt per turn.

* Sabotage: Destroy target army, jumpship, or arsenal.

* Govern: Income of world + 1D6-1D6; Automatic success, minimum +1

* Strategic Planning: Automatic success. +1 or -1 to Initiative roll next turn.

THE MAP

Use a 10 x 10 hex grid. Homeworlds will be located in the corners.

Distribute the other 20 worlds by using the 1D10 to determine the coordinates. Only one world per hex. For additional 'terrain' distribute Nebulas, blackholes, and supernovas. Jumpships cannot travel through these obstacles. Other terrain can include Imperial jump stations and Star systems with no planets. These spaces can be jumped to but they cannot be controlled and they provide no resources. Another possibility are Stargates that allow instant travel between distant regions of the map.

CHITS

Use 'chits' or counters to represent all units: allies, armies, jumpships, etc. Each player should have a set of blank 'control' marker chits of a unique color. Put control markers on worlds and unit stacks to indicate ownership. Ally chits are placed next to the owning player, not on the map.

SET UP

Each player begins with:

1 Homeworld

3 Nobles

3 House Troops

3D6 Solats

Any 2 Armies unique to that homeworld

1 Nuclear Arsenal

2 Jumpships

X Random Allies: 8 in a 2 player game, 5 with 3 players, 4 in a 4 player.

VICTORY CONDITIONS

Control every planet on the map.

VARIANTS

Larger maps, Specific scenarios, Jumpships move 4, Higher upkeep costs...

ENCLAVE

INTRODUCTION

Players lead post-holocaust armies in a battle for survival.

MAP

Grid 6 X 6 for a total of 36 Territories.

Use large spaces that several stacks of chits can fit in.

Territory identity is unknown until revealed by exploration.

CHITS

Units, terrain, equipment, events, and control markers are represented by counters or chits.

There are five piles of chits:

Event Pile

Territory Pile

Recruit Pile

Equipment Pile

Territory Marker Pile

RECORD SHEETS

Keep track of food, fuel, medicinals, and ammo produced, stored, & used.

OBJECT

Occupy opponents Enclave.

SETUP

Players control Enclaves located in opposite corners of the map.

Each player starts with a reserve of 3D6 Food.

Each player starts with:

3 Paramilitary units (Attack =2, Move=1, Guns and 1D6 Ammo).

Roll high to determine which player goes first.

TURN SEQUENCE

Players alternate turns

Event Phase

Recruit Phase

Search Phase

Move Phase

Claim Phase

Attack Phase

Recovery Phase

Production Phase

Upkeep Phase

EVENT PHASE

Roll 2D6. These are the X and Y coordinates on the map.

Draw one Event chit.

Units in that space are affected by the event chit.

Put event chit back in pile.

EVENT CHITS

Underground Dwellers

Dead Walkers

Cannibals

Giant Cockroaches

Giant Rats*

Plague Zombies*

Contaminated Food

Biohazards

Radiation

Fallout

Accident

Acid Rain

Flash Flood

Locust Swarm

 this players next turn

Poisoned Water

Serendipity

Good Hunting

Travelers

Notes:

* All opponents die after combat on 1-3 on D6 from disease.

Hazard Attacks are non combat attacks against units. Sources are usually environmental: Radiation, weather, disease, etc. Roll 1D6 per attack level. Unit destroyed on any roll of 1-2

NOTES

Combat Attack Rating =3; Resolve combat immediately

Combat Attack Rating =4; Resolve combat immediately

Combat Attack Rating =2; Resolve combat immediately

Combat Attack Rating =2; Resolve combat immediately

Combat Attack Rating =1; Resolve combat immediately

Combat Attack Rating =3; Resolve combat immediately

Units cannot move on their next move phase

All units receive a level 3 Hazard Attack

All units receive a level 2 Hazard Attack

All units receive a level 3 Hazard Attack

Units cannot move on their next move phase

All units receive a level 1 Hazard Attack

This and adjacent sites: Units cannot move this turn

This and adjacent sites do not produce anything until

All units receive a level 2 Hazard Attack

Roll on the random salvage table

Gain 1D6 Food

Draw one recruit chit

RECRUIT PHASE

Roll 1D6 for every recruit roll you get.

On a roll of 1 draw a recruit chit.

Place the recruited unit in a territory you control that can recruit.

SEARCH PHASE

Search an unsearched territory

MOVE PHASE

Move your units.

Units marked with an F symbol use up one Fuel to move.

Any number of friendly units may be stacked together.

Units may be moved into but not through spaces occupied by enemy units.

Units entering an unclaimed space must stop.

CLAIM PHASE

Units entering an unexplored space may draw a territory chit to reveal its identity.

Units entering an unexplored or unguarded enemy space take control of it.

Use markers to indicate territorial control.

ATTACK PHASE

Enemy units that occupy the same territory fight.
 Each side rolls 1D6 for each level of Attack.
 Units with guns may use up one ammo per attack to get two extra attack rolls.
 The defending side gets +1 Attack roll if they are in their Enclave or a fortified location.
 The side with the most rolls of 1 inflicts one casualty of opponents choice.
 The side with the most rolls of 2 inflicts one casualty of same players choice.
 The side with the most rolls of 6 receives one less casualty of same players choice.
 Players keep rolling until one side is killed off or the attacker retreats.
 The attacker may retreat back to the space he came from.

RECOVERY PHASE

If a stack has lost some but not all of its units this turn roll 1D6 for each unit lost
 On a roll of 1 the unit is returned to play
 A medicinal unit may be expended to give the unit a 1-3 chance of recovering
 Do not roll for units that have deserted

PRODUCTION PHASE

Territories produce food and fuel.
 Food and fuel may be saved from turn to turn.
 Enclaves may produce 1 Fuel (Ethanol) instead of 2 Food up to 3 Fuel per turn.

UPKEEP PHASE

Each unit must be fed 1 Food or the unit will disband on a roll of 1-3 on D6.
 Units farthest from the Enclave will be the first to be lost.

TERRITORY CHITS	NOTES
1-4 Enclaves	One per player; Produce 8 food; Get 2 Recruit rolls per turn
5 Hydroponic Farm	Produces 6 food per turn
6 Military Armory	First to search finds 1 gun with 1D6 ammo
7 Garage	First to search gets one vehicle
8 Hospital	First to search salvages 1D6 Medicinals
9 Fallout Shelter	Units in this space ignore events, Defending side gets +1 Attack roll
10 Pharmacy	First to search salvages 1D6 Medicinals
11 Junk Yard	First to search gets one vehicle
12 Greenhouse	Produces 4 food per turn
13 Rubble	First to search gets 1 roll on the Random salvage table
14 Ruins	First to search gets 1 roll on the Random salvage table
15 Movie Theatre	Gets 1 Recruit roll per turn
16 Refugee Camp	Gets 1 Recruit roll per turn
17 Oil Rig	Produces 2 Fuel per turn
18 Gas Station	First to search salvages Reserve of 3D6 Fuel
19 Pipeline	First to search salvages Reserve of 3D6 Fuel
20 Clinic	First to search salvages 1D6 Medicinals
21 Dog Farm	Produces 4 food per turn
22 Wilderness	Produces 1D6 - 2 food per turn
23 Cartel	Controller may trade 4 food for 1 fuel in Production phase
24 Farmer Brown	Produces 4 food per turn
25 The Doc	Produces 1 medicinals per turn
26 Squatters	First to enter draws 1 Recruit chit
27 Apartments	First to enter draws 1 Recruit chit
28 Supermarket	First to search Salvages 3D6 Food
29 Hot spot	Units entering receive one Hazard attack (Rating =1) each per turn
30 Shanty town	First to enter draws 1 Recruit chit
31 Police Station	First to search finds 1 gun with 1D6 ammo
32 Badlands	First to enter draws 1 Event chit that affects this space
33 Brothel	Gets 1 Recruit roll per turn
34-36 Barren	Nothing

If it is a 2 or 3 player game the other enclaves are considered to be 'barren' spaces.

RECRUIT CHITS

UNITS	ATTACK	MOVE	NOTES
Cycle Gang	3	2F	Choppers
Street Gang	2	1	
Vigilantes	2	1	
Sewer Mongoloids	3	1	
Angry Mob	1	1	
Youth Brigade	1	1	
Mutants	2	1	
Distorts	2	1	
Scavengers	1	1	
Raiders	2	2F	Dune Buggies
Loner	3	1	Comes with gun & 1D6 Ammo
Road Warrior	3	2F	Muscle Car
Nomads	2	2	Horses; Require 2 Food
Degenerates	1	1	
Bandits	2	1	
Renegades	2	1	
Desperados	2	2F	Convertible; Come with guns & 1D6 Ammo
Mountain Men	2	1	
Psychic Mutant	4	1	
Punks	1	1	
Skate Rats	1	2	Skateboards
Pilot with Gyrocopter	1	6F	Evades attacks on a roll of 1-4 on D6;
	May move past enemy units		
Doctor	1	1	Heals units on a roll of 1-3 on D6 in
	Recovery Phase		
Survivalists	2	1	Come with guns & 1D6 Ammo
Police gang	3	1	Come with guns & 1D6 Ammo
Go-gang	2	2F	Motorcycles
Greasers	2	3F	Hotrods
Attack dogs	2	2	Cannot use guns or vehicles

Notes:

The F designation indicates the unit requires fuel to move.

RANDOM SALVAGE TABLE

1D6	EQUIPMENT
1	Gun with 1D6 ammo
2	2D6 Food
3	2D6 Fuel
4	Vehicle
5	1D6 Medicinals
6	Recruit one unit

GUNS

Guns & Ammo may immediately be assigned to any unit.
Once the ammo is out the guns are useless.

VEHICLES

The vehicle may immediately be assigned to any unit that does not already an F designation.
The units move rating becomes 2F.

DESIGNERS NOTES

Guns do not give a great combat advantage.

It is assumed the units have a variety of substitute ranged weapons such as crossbows, blowguns, spring loaded dart guns, air pressure needle guns, fire bombs, flame throwers, and homemade muskets.

Also tactics, the element of surprise, are very important.

ENDLESS PATROL

INTRODUCTION

Solo card game.
WWII Western Front.
Player controls a squad of American GI's on patrol.
Fight German units.

THE DECKS

There are 2 separate decks:
The GI Deck and the Patrol Deck.
They have separate discard piles.

VICTORY

Get completely through the Patrol Deck.
You lose if all of your squad members become casualties.

THE SQUAD

Your squad has 15 soldiers.
Use tokens to keep track of soldiers.

SETUP

Start with a hand of 4 cards dealt from the GI deck

TURN SEQUENCE

Each turn has 4 phases:
Supply Phase
Contact Phase
Fire Phase
Casualty Phase

SUPPLY PHASE

Draw 1 card from the GI deck and put it in your hand.
Max hand size = 5 cards.
Discard excess cards.
If the deck runs out shuffle the discard and draw from it.

CONTACT PHASE

Turn over the top card of the Patrol Deck.

FIRE PHASE

The Patrol card will have a number or an AT (Anti-Tank) symbol or both.
Play a GI card with an AT symbol to defeat a Patrol card with an AT symbol.

The number is called the Bullet Number.
 Play GI cards with a total Bullet number that equals or exceeds the
 Bullet number of the Patrol card to defeat it.
 Discard the defeated Patrol card, and all GI cards played to defeat it.

CASUALTY PHASE

If you did not defeat a Patrol card in play you take one casualty.
 Loose one soldier.
 The Patrol card stays in play (face up on the table) until it is defeated.
 Each patrol card in play inflicts a casualty every turn it remains in play.

GI DECK CARD LIST

Card Name	Notes
Portable Flamethrower M1	3, AT
M3 Grease Gun	3
Thompson Sub-machinegun	4
Browning Automatic Rifle	4
Browning M1919 Machinegun	5
45 Colt automatic Pistol	1
M2 Carbine	2
M2 60-mm Mortar	4
M1 Garand Rifles	3
M1903 Springfield Sniper Rifle	4
Anti-tank Rifle Grenade M9A1	AT
M1 Bazooka	AT
Grenade down the hatch	AT
Satchel Charge	AT
Fragmentation Grenade	3, AT
Radio Artillery Support	AT
Radio Ground Support	AT
Fire Section	3
Assault Section	4, AT
Swarm Tank	4, AT
Reconnaissance	L
Binoculars	L
Tactics	L
Mission Briefing	L
Smoke Grenades	D
Camouflage	D
Combat Engineer	D
Behind Cover	D
Leadership	D
Medic	D

L = Look at next 5 cards in Either Deck then draw 1 GI card.

D = Discard to negate a casualty just incurred then draw 1 GI card.

PATROL DECK CARD LIST

Card Name	Notes
Flammenwerfer Team	AT, 2
Assault Pioneer Team	3
Concrete Emplacement	AT
Panzergrenadiers	5
Machinegun Team	4
Machinegun Nest	AT, 4
Pillbox	AT
House Clearing Infantry	4
SS Troops	5
Hitler Youth	3
Stormtroopers	5

Luftwaffe Paratroopers	5
Sniper	2
AT Gun Team	AT, 3
Wehrmacht Infantry	4
Tank Killer Squad	4
Mortar Team	AT, 3
Artillery Position	AT, 3
Nebelwerfer Unit	AT, 2
Flak Gun Position	AT, 3
Ammo Dump	AT, 2N
Fuel Depot	AT, 2N
Truck Convoy	AT, 2N
Airfield	AT, 2N
Supply Halftracks	AT, 2N
Cargo Tractor	AT, 2N
Armored Car	AT
Patrol Car	AT
Panzerspahwagen	AT
Troop Carrier	AT, 4
Volkswagen Kubel	AT, 2
Hummel SPG	AT
Panzer IV	AT
Junker Divebomber	9AAI
Me109 Strafing	9AAI
Minefield	I
Shelling	I
Panther Tank	AT
Tiger Tank	AT
Marder Tank Killer	AT
Reservists	2
Occupied Farmhouse	AT, 4
Bunker	AT

AA = GI cards with AT cannot be used.

I = This card makes only one attack and is then discarded.

N = This card inflicts no casualties. Draw 2 cards if you Defeat it.

CARD SET AVAILABLE

[Click Here](#)

FAQ's

1) During the Fire Phase, you play GI cards against a patrol card, do you mean you play enough GI cards where the sum of the bullet #'s are greater than or equal to the patrol bullet #?

YES

2) And if you can't defeat a patrol card and it stays in play do you still on the next turn sequence draw an additional patrol card?

YES

3) How do the cards work with both AT and a bullet #?

USE EITHER THE BULLET # OR THE AT ABILITY.

ESCAPE FROM LA

INTRODUCTION

Solo card, dice & board game.
Based on the Movie of the same name.
Take on the role of Snake Plisskin.

DISCLAIMER

Escape from LA is a licensed, copyrighted, trademarked property.
This is only a fan site.

CARD SET

Click [Here](#) for the cardset
Thanks Steve!

VICTORY

Escape & Activate the Electro-Magnetic Pulse in the last Step.

LOSING

You lose if you ever get killed, or you do not get the antidote in 10 hours.

GEAR

Dice, tokens, and paper & pencil are needed.

WOUNDS

If you get a Wound, you have a -1 to all coordination & combat dice rolls in this & the next 2 steps.

TURN SEQUENCE

The game has 17 steps.
Start with step 1 & play your way through.
(You may want to draw out a gameboard to show all of the steps.)

THE DECK

Collect cards when you are told.
There is no hand size limit.
Play (discard) cards to modify appropriate dice rolls.
(You may play the card after the roll)

CARD LIST

Card Name:	#	Notes
Savvy	5	Get +1 to Wit Challenge Rolls

Skill	5	Get +1 to Combat Challenge Rolls
Reflexes	5	Get +1 to Coordination Challenge Rolls
Luck	5	Get +1 to any Challenge Roll

= Number of copies of that card in the deck

STEP 1

The Deal...

(Starting Step)

You (Snake) are captured & inoculated with a Neurotoxic virus.

You have 10 hours to live.

You make a deal with the President to retrieve the control disk

Stolen by his daughter Utopia and given to Cuervo Jones,

Leader of the Peruvian Shining Path.

Cuervo can be found in LA, now a lawless Island prison.

Proceed to step 2.

STEP 2

Get Equipped...

Pistols, Automatic rifle, Overcoat, matches, blow-dart, and a single use Holographic field projector.

Draw 5 cards from the Deck.

Use up 1 hour.

Proceed to step 3.

STEP 3

Use a very fast Nuclear Powered Mini-sub to get to LA...

1D6: Result (This a Coordination Challenge Roll)

1-2 Sub Crashes: Snake is killed

3-4 Make a wrong turn. Use up 1 hour.

5-6+ Make good time. Use up ½ hour.

Proceed to step 4.

STEP 4

Move off the beach, go inland, looking for Cuervo...

1D6: Result (This a Wit Challenge Roll)

1-4 Looking everywhere: Use up ½ hour & roll again

5-6+ Find Cuervo & Utopia in a Parade. Use up 1 hour & Proceed to step 5

STEP 5

The Parade turns into a Car Chase including Motorcycles & horses...

1D6: Result (This a Combat/Coordination Challenge Roll)

1-3 You are wounded

4-6+ You are not wounded

Cuervo & Utopia get away.

Proceed to step 6.

STEP 6

Have a showdown with 4 of Cuervo's Men...

1D6: Result (This a Combat/Wit Challenge Roll)

1 You are Killed

2-3 You are wounded

4-6+ Fake 'em out with Texas Rules (can toss)

Get directions from Map to the Stars Eddie. Use up ½ hour.

Proceed to step 7.

STEP 7

Shortcut through Beverly Hills...

1D6: Result (This a Wit Challenge Roll)

1-2 You are carved up by the Surgeon General for Replacement parts.

3-4 You are captured but you get away. Use up 1 hour.

5-6 You avoid capture.

You make a friend: Taslima. Draw 1 Card.

Proceed to step 8.

STEP 8

You walk down the Freeway...

Use up 1 hour.

Eddie picks you up in Cuervo's convertible.

Proceed to step 9.

STEP 9

Eddie betrays you to Cuervo...

1D6: Result (This a Wit Challenge Roll)

1-4 You are captured by Cuervo. Proceed to step 10

5-6 You avoid capture. Proceed to step 11

STEP 10

Cuervo forces you to play Death Basketball...

1D6: Result (This a Coordination Challenge Roll)

1 You Fail & are killed

2-3 You Win but Cuervo kills you anyway

4-6+ You Win & get away during an aftershock.

Use up 1 hour.

Proceed to step 11.

STEP 11

You ambush Cuervo...

1D6: Result (This a Combat Challenge Roll)

1-3 You are wounded. (Shot by Eddie)

4-6+ You are not wounded.

You escape into the sewer without the disc.

Use up 1 hour.

Proceed to step 12.

STEP 12

You wind up in an Aqueduct & are forced to surf a Tidal Wave...

1D6: Result (This a Coordination Challenge Roll)

1-3 You are Killed

4-6+ You land in the Convertible with Eddie.

Proceed to step 13.

STEP 13

Eddie takes you to gang leader Hershe Las Palmas to get help...

1D6: Result (This a Wit Challenge Roll)
1-3 Hershe refuses to help. You run out of time. (game over)
4-6+ Herse agrees to help. Draw 4 cards.
Use up 1 hour.
Proceed to step 14.

STEP 14

You make a Glider Assault vs Cuervo & his army assembled at Happy Kingdom.
Eddie makes the switch...

1D6: Result (This a Combat Challenge Roll)
1 You are killed
2 You are Wounded. Roll again
3-4 Keep Fighting. Roll again
5-6+ You get the disc. Use up 1 hour. Proceed to step 15.

STEP 15

You try to make a getaway in the rescue helicopter...

1D6: Result (This a Combat Challenge Roll)
1-3 Cuervo shoots you down with a Missile launcher. (You're dead)
4-6+ You fly away with the disc & Utopia.
Eddie shoots Cuervo.
Use up ½ hour. Proceed to step 16.

STEP 16

You make it back. (Crash-landing)
You are back in Government custody.
You get the antidote.
Proceed to step 17.

STEP 17

You have a Standoff with the President...
1D6: Result (This a Wit Challenge Roll)
1-3 The President gets the disc & throws you in Jail.
4-6+ You activate the EMP and disappear.

ESKIMO

INTRODUCTION

Card, Board, & Dice game for 2-4+ players.
Each player is an Eskimo (Inuit) Hunter.

WINNING

At the end of the game, the player with the most Food Points wins.
Food points are gained by collecting (hunting) Animal cards.
The game ends when all Animal cards have been collected.
Get 1 FP for each Special card in your hand at the end of the game.

THE BOARD

The Board is a circular track divided into 16 spaces:

Space #	Name:	Type	Notes:
1.	Ice	I	
2.	Coast	H	
3.	Ice	I	
4.	Igloo	S	Snowhouse (Season of Dark)
5.	Ice	I	
6.	Thin Ice	H	
7.	Ice	I	
8.	Domoid	S	Sod & Whalebone
9.	Ice	I	
10.	Tundra	H	
11.	Ice	I	
12.	Tent	S	Skin Covered (Season of Light)
13.	Ice	I	
14.	Ice Bergs	H	
15.	Ice	I	
16.	Stonehouse	S	Stone & Driftwood

S = Shelter

H = Hunting Grounds

I = Ice

PIECES

Each player has a pawn to represent his Eskimo Hunter
Six sided dice are needed.

THE DECKS

There are 2 Decks:

1. The Animal Deck
2. The Hunter Deck

THE ANIMAL DECK

Each Animal card has a Food value from 1 to 4.
Each Animal can only be hunted with certain types of Weapons.

THE HUNTER DECK

The Hunter deck includes 3 card types:

1. Hunting Weapons
2. Transportation
3. Special

SETUP

Each player places his Eskimo Pawn in a Shelter Space.
Each player draws 2 cards from the Hunter Deck.
Roll high on 1D6 to see who goes first.

HUNTING GROUND SPACES

Each Hunting Ground Space must have an Animal Card on it Face up.
If at any time a Hunting Ground is empty, immediately draw the next Animal card from the Animal Deck and place it on the Hunting Ground.

TURN SEQUENCE

Players take turns.
Each turn has 5 Phases
Travel Phase
Ice Phase
Shelter Phase
Hunt Phase
Transport Phase

TRAVEL PHASE

Roll 1D6 and move that many Spaces clockwise or counterclockwise.

ICE PHASE

If you land on an "Ice" Space nothing happens.

SHELTER PHASE

If you land on a Shelter Space draw one card from the Hunter deck, Show it to all players & put it in your hand.
If you drew a Special card, you may not move again until after your Next turn (At home not hunting); However you may search the deck for A Weapon & a Transport card & put them in your hand.
You may carry a maximum of 4 Hunter cards.
Discard excess cards.

HUNT PHASE

If you land on a Hunting Ground space, you may hunt the Animal there.
To get the Animal, discard an appropriate Weapon card.
Your Eskimo has caught the Animal and must carry it back to any Shelter.
The Eskimo cannot hunt again until after it visits a Shelter.
Keep all Animals you've hunted in a pile beside you.
To catch a Walrus or Whale you must also discard a Boat card.

TRANSPORT PHASE

You may discard a Transport card to move again (Go back to Transport Phase).

CARD LIST NOTATION

= Copies of that card in the Deck
FP = Food Points
H = Hunting Weapons
T = Transportation
S = Special

ANIMAL DECK CARD LIST

Animal Name	#	FP	Notes
Seal	4	2	Sea Mammal
Sea Lion	2	2	Sea Mammal
Walrus	1	4	Sea Mammal
Bowhead Whale	1	4	Whale
Bottlenose Whale	1	4	Whale
Narwhal	1	4	Whale
Char	1	2	Fish
Salmon	2	2	Fish
Sea Birds	1	1	Birds
Waterfowl	1	1	Birds
Migrating Birds	1	1	Birds
Bird Eggs	1	1	No Weapon card needed
Caribou	1	3	Hoofed
Reindeer	1	3	Hoofed
Musk Ox	1	3	Hoofed
Small Game	2	1	Wolves, Foxes, Hares
Polar Bear	2	4	Hibernating

HUNTER DECK CARD LIST

Card Name	#	Type	Notes
Harpoon	3	W	Sea Mammals & Whales only
Spear	3	W	Any
Bow & Arrows	2	W	Any
Bait & Snare	2	W	Small Game & Birds only
Fish Hooks	2	W	Fish only
Sledge	2	T	Dogs
Sled Dogs	2	T	Dogs
Huskies	2	T	Dogs
Kayak	4	T	One Seat Boat
Umiak	2	T	Deep Rowboat
Clothing	1	S	Fur Parka, Mittens, Boots
Sports	1	S	Ball, Blanket Toss, Hand Football
Games	1	S	Cats Cradle, Bones
Fun	1	S	Storyteller, Tongue Twisters, Funny Faces
Music	1	S	Tambourine, Singing, Pentatonic Scale
Customs	1	S	Ridicule Contest, Hospitality
Food Preservation	1	S	Frozen, Air Dried, Decayed
Food Preparation	1	S	Eat Raw Flesh or Lightly Boiled
Tools	1	S	Seal oil Lamp, Knives, Pots, Ivory Needle
Carvings	1	S	Toys, Fetishes, Ivory, Bone, Soapstone
Language	1	S	Aleut, Eskimoan, Syllable Language
Religion	1	S	Medicine Man, Food Taboos, Ceremonies

EUROPE AT WAR

INTRODUCTION

War in Europe in the 18th & 19th Centuries.
Module for the [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
Major City	4
Capitol City	5

AUTOMATIC FORTIFICATIONS

Major Cities & Capitol Cities always have 1 Fortification unit.
If Destroyed, it is rebuilt the next turn for free.

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

Ships can move in open Sea & Coastal spaces.
Stacks (except for ships) without Generals cannot move.
All Stacks get 1 free move per turn.

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.

RECRUITMENT RULES

Units must start in Capitol Spaces.

RAIDERS

A Stack containing light troops will prevent an opponent from getting
Free Upkeep from any territory this stack is adjacent to.

BATTLE RULES

Leaders generate no Force unless matched with troops of equal or greater force value.
If a Fortification is present the Battle is a Siege.
Fortifications of the loser are not automatically destroyed and
the losing side does not have to retreat in a Siege.

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)

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 Unit roughly represents 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)

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	C	4	FF	
Hussars	10	CL	3	FF	

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	C	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	C	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	C	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	
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	C	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	2	Move 1 stack
Operational Move	2	Move 2 stacks
Grand Strategy	2	Move 3 stacks
Garrison	2	Siege: Fortification gets +5 Force
Siege	2	Siege: Destroy target Fort
Bayonet Charge	2	Battle: Heavy Infantry get +3 Force each
Wheel About	2	Battle: Cavalry get +2 Force each
Outflank	2	Battle: Light Units get +2 Force each
Bombardment	2	Battle or Siege: Artillery get +2 Force each
Encirclement	2	Battle: Stack gets x2 Force
Counterattack	2	Battle: Defender gets x1.5 Force
Rearguard Action	2	Battle: Loser takes half Casualties
Forced March	2	Move 1 Stack
Columns	2	Move 1 Stack
Surprise	2	Battle & Sea: Attacking Stack gets Force x2

Enlistments	2	Recruit 2 random units
Shock Action	2	Battle: Lancers & Heavy units get +2 Force each
Skirmishing	2	Battle: Light Units get +2 Force each
Target Artillery	2	Battle: Destroy target Artillery Unit
Lead Column	2	Battle: Leader gets +10 Force
Column Attack	2	Battle: Heavy Infantry get +3 Force each
Lance Charge	2	Battle: Lancers get +5 Force each
Light Cavalry Pursuit	2	Battle: Losers take 1 extra casualty
Successive Volleys	2	Battle: Heavy Infantry get +3 Force each
Rear Attack	2	Battle: Cavalry get +4 Force each
Flank Attack	2	Battle: Cavalry get +3 Force each
Defensive Formation	2	Battle: Heavy Infantry get +3 Force each
Square Formation	2	Battle: Heavy Infantry get +3 Force each
Rapid Attack	2	Battle: Cavalry get +2 Force each
Blunder	2	Battle: Stack Force reduced by ½
Disordered Infantry	2	Battle: Heavy Infantry get -2 Force each
Fire by Rank	2	Battle: Heavy Infantry get +3 Force each
Broken Ground	2	Battle: Heavy Infantry get -1 Force each
Form into Line	2	Battle: Heavy Infantry get +3 Force each
Good Roads	2	Move 1 Stack
Telescope	2	Look at opponent's hand
Disciplined Fire	2	Battle: Heavy Infantry get +3 Force each
Canals	2	Move 1 Stack
Forage	2	Gain 1D6 Revenue Points
Dysentary	2	Discard 2 random units from target Stack
Logistical Problems	2	Negate Target Move
Live off the Land	2	Gain 1D6 Revenue Points
Food & Fodder	2	Opponent loses 1D6 Revenue Points
Desertions	2	Target Stack loses 1 Random unit
Light Cavalry Raiders	2	Opponent loses 1D6 Revenue Points
Attack Supply Convoy	2	Opponent loses 1D6 Revenue Points
Light Infantry Raiders	2	Opponent loses 1D6 Revenue Points
Protect Baggage Trains	2	Negate Target Move
Strategic Defense	2	Siege: Fortifications get +10 Force each
Careful Planning	2	Battle: Leader gets +10 Force
Tactical Skill	2	Battle: Leader gets +10 Force
Diplomacy	2	Opponent may not attack this turn
Treaty	2	Opponent may not attack this turn
Confusion	2	Opponent must discard 2 random cards
Deception	2	Opponent must discard 2 random cards
River Crossing	2	Negate Target Move
Provisions from Locals	2	Gain 1D6 Revenue Points
Assault	2	Siege: Attacking Infantry get +2 Force each
Distraction	2	Battle/Siege: Attacking Stack gets +10 Force
Control Bridge	2	Move 1 Stack
Compel Action	2	Target Opponent's Stack must Move
Flanks Protected	2	Battle: Stack gets +10 Force
Master of Strategy	2	Draw 3 cards
Countercharge	2	Battle: Defending Cavalry get +2 Force each
Crowding	2	Battle: Stack suffers 1 additional casualty
Attrition	2	Battle: Both sides suffer 1 extra casualty
Retreat into River	2	Battle: Losing side loses 1 extra casualty
Take Prisoners	2	Battle: Losing side loses 1 extra casualty
Concentrate Force	2	Battle: Stack gets +10 Force
Interior Lines	2	Move 1 Stack
Detachments	2	Negate Target Move
Grand Battery	2	Battle: Artillery get +3 Force each
Defense in Depth	2	Siege: Defenders get +2 Force Each
Fortified Towns	2	Siege: Defenders get +2 Force Each
Probing Attacks	2	Battle: Light Units get +1 Force each
Revenge	2	Target Stack with Leader must move to Attack
Attack Weak Point	2	Battle: Stack gets +10 Force
Hidden Movements	2	Battle: Stack gets +10 Force
Long Siege	2	Siege: Attacking Stack gets +10 Force
Courage	2	Battle: Leader gets +10 Force
Imagination	2	Draw 3 cards

Mortar Bombs	2	Siege: Attacking Artillery gets +5 Force each
Redoubts	2	Siege: Forts get +5 Force each
Enfilade Fire	2	Battle or Siege: Artillery get +4 Force each
Trenches	2	Siege: Infantry get +2 Force each
Sorties	2	Siege: Defending Infantry & Cavalry get +1 Force each
Strong Position	2	Battle or Siege: Defending Stack gets +10 Force
Superb Fortifications	2	Siege: Forts get +5 Force each
Lines of Communication	2	Move 1 Stack
Diversions	2	Battle: Stack gets +10 Force
Repulse	2	Battle: Heavy Infantry get +3 Force each
Move Up & Deploy	2	Move 1 Stack
Hold Firm	2	Battle: Heavy Infantry get +3 Force each
Weaken the Center	2	Battle: Stack gets +10 Force
Concealed Battery	2	Battle: Artillery get +3 Force each
Bullet Wound	2	Battle: Leader gets -10 Force
Orderly Withdrawal	2	Battle: Loser takes 1 less casualty
Rout	2	Battle: Loser takes 1 extra casualty
Artillery Support	2	Battle: Artillery get +3 Force each
Costly Victory	2	Battle or Siege: Winner take 1 extra casualty
Reserves	2	Battle: Stack gets +10 Force
Final Main Attack	2	Battle: Heavy Cavalry get +4 Force each
Dispersed	2	Battle: Stack gets -10 Force
Base of Supplies	2	Gain 2D6 Revenue Points
Blockade	2	Siege: Attacking Stack gets +10 Force
Magazines	2	Gain 1D6 Revenue Points
Winter Quarters	2	Opponent may not move any stacks this turn
Reinforcements	2	Gain 2 Random units
Keen & Resourceful	2	Battle: Leader gets +10 Force
Concealed Troops	2	Battle: Stack gets +10 Force
Ambush	2	Battle: Defending Stack gets +10 Force
Volunteers	2	Gain 2 Random units
Invasion	2	Move 1 Stack
Secret March	2	Move 1 Stack
Swift March	2	Move 1 Stack
Vigorous Attack	2	Battle or Siege: Attacking Stack gets +10 Force
Reconnoiter	2	Look at Opponent's hand
Reconnaissance	2	Look at Opponent's hand
Hide in Terrain	2	Battle: Light Infantry get +3 Force each
Cover & Concealment	2	Battle: Light Infantry get +3 Force each
Sabers & Pistols	2	Battle: Light Cavalry get +3 Force each
Open Order	2	Battle: Light Infantry get +3 Force each
Harrassment	2	Battle: Light Units get +3 Force each
Attack Column	2	Battle: Light Units & Cavalry get +3 Force each
Absorb Enemy Fire	2	Battle: Light Infantry get +3 Force each
Sharpshooters	2	Battle: Light Infantry get +3 Force each
Marksmen	2	Battle: Light Infantry get +3 Force each
Menaces	2	Negate Target Move
Good Morale	2	Battle or Siege: All Units get +1 Force
Demoralized	2	Battle or Siege: All Enemy Units get +1 Force
Night March	2	Move 1 Stack
Veteran Troops	2	Battle: All Units of Experienced Leader get +1 Force
Quick Deployment	2	Battle: Heavy Infantry get +3 Force each
March Formation	2	Move 1 Stack
Reverse Slope	2	Battle: Stack gets +10 Force
Rally	2	Battle: Stack gets +10 Force
Refuse Flank	2	Battle: Stack gets +10 Force
Blocking Terrain	2	Battle: Stack gets +10 Force
Lost Orders	2	Negate a card just played
Esprit de Corps	2	Battle: All Units get +1 Force each
Line of Battle	2	Battle: Heavy Infantry get +3 Force each
Hail of Canister	2	Battle: Artillery get +4 Force each
Howitzer Shells	2	Battle: Artillery get +2 Force each
Bouncing Round Shot	2	Battle: Artillery get +3 Force each
Roar of Cannon	2	Battle & Sea: Artillery & Ships get +2 Force each

Exploding Shrapnel	2	Battle: Artillery get +2 Force each
Expert Drill	2	Battle: Heavy Infantry get +3 Force each
Disorganized	2	Battle: Opposing Stack gets -10 Force
Lure by False Retreat	2	Battle: Stack gets +10 Force
Roll up the Flank	2	Battle: Stack gets x2 Force
Cavalry Charge	2	Battle: Cavalry get +3 Force each
Earthworks	2	Siege: Units with Forts get +2 Force each
Avoid Battle Phase	2	Move Stack out of Battle at end of Opponents Move
Ineptitude	2	Battle: Stack with Leader gets half Force
Bloody Fight	2	Battle: Both sides take 1 extra casualty
Staff Corps	2	Move 1 Stack
Experienced Officers Force	2	Battle: All Units of Experienced Leader get +1
Interdiction Phase	2	Move Stack into Battle at end of Opponents Move
Local Contributions	2	Gain 2D6 Revenue Points
Coinage Debasement	2	Gain 2D6 Revenue Points
Increase Taxes	2	Gain 2D6 Revenue Points
Loans	2	Gain 2D6 Revenue Points
Allied Subsidies	2	Gain 2D6 Revenue Points
Grapeshot	2	Sea: Stack gets +10 Force
Boarding Actions	2	Sea: Stack gets +10 Force
Cross the T	2	Sea: Stack gets x2 Force
Chain Shot	2	Sea: Stack gets +10 Force
Bar Shot	2	Sea: Stack gets +10 Force
Break Enemies Line	2	Battle & Sea: Stack gets x2 Force
Hot Shot	2	Sea: Stack gets +10 Force
Fire Ships	2	Sea: Stack gets +10 Force
Broadsides	2	Sea: Ships get +2 Force each
Favorable Winds	2	Move Sea Stack
Favorable Currents	2	Move Sea Stack
Capture Ship	2	Sea: Winner gains control of 1 enemy ship
Commerce Raiders	2	Opponent loses 1D6 Revenue Points
Blockade Port	2	Opponent loses 1D6 Revenue Points
Squall	2	Target Sea Stack loses 1 random Ship
Mutiny	2	Target Sea Stack loses 1 random Ship
Storms at Sea	2	Negate Move of Target Sea Stack
Bypass Strongpoints	2	Move 1 Stack through territory containing Fort
New Recruits	2	Gain 2 random Units
Conquest	2	Move 1 Stack
Fight on Your Terms Campaign	2	Battle: Defender gets +10 Force
Replacements	2	Move 1 Stack
Talent & Enterprise	2	Gain 2 random Units
Live at Expense of Enemy	2	Battle: Leader gets +10 Force
Procure Provisions	2	Take 1D6 Revenue Points from Opponent
Favorable Terrain	2	Gain 2D6 Revenue Points
Oblique Attack	2	Battle: Stack gets +10 Force
Advance in Echelon	2	Battle: Stack gets +10 Force
Favorable Disposition	2	Battle: Heavy Infantry get +3 Force each
Exploit Weakness	2	Battle: Stack gets +10 Force
Tactical Innovation	2	Battle: Stack gets +10 Force
Screen Movements	2	Battle: Stack gets +10 Force
March by Divisions	2	Battle: Light units get +3 Force each
Cover Gaps with Firepower	2	Move 1 Stack
Battlefield Mobility	2	Battle: Heavy Infantry get +3 Force each
Turn the Flanks	2	Battle: Artillery get +3 Force each
Offensive Feint	2	Battle: Stack gets +10 Force
Force Battle	2	Battle: Stack gets +10 Force
Delay Adversary	2	Move 1 Stack into Battle
Encounter Battle	2	Negate Target Move
Chain of Command	2	Move 1 Stack into Battle
Grand Maneuver	2	Move 1 Stack

EVOLVED

INTRODUCTON

It took 3.5 billion years to make this game.

WINNING

The player with the most species at the end of the game wins.

COUNTER SETS

Each player has a set of counters of a unique color.
Each counter set has 100+ counters.
Each set has ten counters marked #1, another ten marked #2, and so on.

THE GLOBE

The map is a 6 X 6 grid.
It has 36 spaces.
9 spaces are "Land" spaces.
9 are "Open Water" spaces.
18 are "Island" spaces.
The top row and bottom row are Arctic (Polar)
The two middle rows are Tropical.
The intermediate rows are Temperate.

SPECIES

Have an index card for each of your species.
Every species has 5 attributes.
Record on the card the values of the attributes.
Also, be sure to name your species.
(Kingdom, Phyllum, Class, Order, Family, Genus, Species)

SETUP

Each player starts with one species with the following attributes:
Diet = Herbivore
Terrain = Water
Climate = Hot Adapted
Size = Tiny
Speed = Slow
This will be each players "#1" species (use #1 counters).
Each player starts with 3 population counters.
Place counters in 3 adjacent spaces not containing opponent's populations.

TURN SEQUENCE

The turn is divided into 6 phases:
Geologic Time Phase
Random Events Phase
Mass Extinctions Phase
Reproduction Phase
Speciation Phase

GEOLOGIC TIME PHASE

The game ends after 16 turns.

Move a time marker one space (Era, Period, Epoch) on the following track:

1. Archean (Start)
2. Proterozoic
3. Paleozoic
4. Cambrian
5. Ordovician
6. Silurian
7. Devonian
8. Carboniferous
9. Permian
10. Mesozoic
11. Triassic
12. Jurassic
13. Cretaceous
14. Cenozoic
15. Tertiary
16. Quaternary (End)

RANDOM EVENTS

Players share a common deck.

Each player fills hand to 7 cards.

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

MASS EXTINCTIONS

Extinction cards may not be played until the Ordovician Period

Players take turns playing Extinction cards.

The player with the (most) fastest species goes first.

If there is a tie, the smartest player goes first and play proceeds clockwise.

To play the cards Predation, Competition, and Parasitism you must have a Species with the indicated attributes in the same space as an opponent's Species with the indicated attributes.

For example: You play Predation: Pick one of your Carnivore Species and pick any one species of a smaller size. In all spaces that contain populations of both, the prey populations are removed from play.

REPRODUCTION

A space may contain an absolute maximum of 3 species (Total of all players).

In each space that you have species, pick one of those species to reproduce.

Add one Population Counter of the appropriate type to the space.

SPECIATION

Play (discard) an evolve card to have one of your populations evolve.

Replace one population counter with a counter that has an unused number.

Roll once on the Evolution table.

The Roll determines which attribute of the population changes.

The Attribute goes up or down one level.

Roll 1D6: on 1-3 go up. On 4-6 go down.

If you are at one end of the scale you automatically move towards the other end.

The population becomes a new species.

Write up a new index record card for it.

A population may only evolve once per turn.

MIGRATIONS

For each of your species, you may pick up to X number of populations to move to an adjacent space.

X is determined by the Species Speed Attribute.

You may move a species into a space that already has 3 species in it.

If a space has too many species, a random species in that space is destroyed.

CARD LIST

Card Name:	#	Notes:
Behavioral Isolation	1	Evolve
Temporal Isolation	1	Evolve
Geographic Isolation	1	Evolve
Mechanical Isolation	1	Evolve
Gametic Isolation	1	Evolve
Polymorphism	1	Evolve
Adaptive Radiation	1	Evolve
Genetic Variability	1	Evolve
Sexual Reproduction	1	Evolve
Mutations	1	Evolve
Natural Selection	1	Evolve
Survival of the Fittest	1	Evolve
Biodiversity	1	Evolve
Crossing Over in Meiosis	1	Evolve
Hardy-Weinberg Disequilibrium	1	Evolve
Glacier Movements	1	Evolve
Climate Shift	1	Evolve
Gene Flow	1	Evolve
Genetic Drift	1	Evolve
Missing Link	1	Evolve
Evolutionary Dead End Species	1	Extinction: Kill all populations of target
Predation	5	Extinction: Carnivore kills Smaller Species
Competition	5	Extinction: Kill Species with 2+ same Attributes
Parasitism	5	Extinction: Carnivore kills Larger Species
Asteroid Impact	1	Extinction: All Large and Huge species Killed
Ice Age	1	Extinction: All Hot Loving Species
Global Warming	1	Extinction: All Cold Loving Species
Volcanic Activity	2	Extinction: All populations in target space Killed
Sterile Hybrid	1	Extinction: Kill 1 newly evolved population
Mechanical Defenses	1	Negate a Predation card
Chemical Defenses	1	Negate a Predation card
Behavioral Defenses	1	Negate a Predation card
Symbiosis	1	Negate a Parasitism card
Mutualism	1	Negate a Parasitism card
Commensalism	1	Negate a Parasitism card
Resource Partitioning	1	Negate a Competition Card
Find new Niche	1	Negate a Competition Card
Find new Habitat	1	Negate a Competition Card
Hydrothermal Vents	1	Gain one Population of the starting Species type
Continental Drift	1	Move an extra population
Land Bridge	1	Move an extra Land population
Colonization	1	Move an extra population
Pangea Breaks Apart	1	Move an extra population
Pioneer Species	1	Move an extra Tiny/Small population
Geographic Dispersal	1	Move an extra population
Vestigial Organs	1	Pick result of any Dice roll
Directional Selection	1	Pick result of any Dice roll
Sexual Selection	1	Pick result of any Dice roll
Common Ancestor	1	Pick result of any Dice roll
Analogous Structures	1	Pick result of any Dice roll
Homologous Structures	1	Pick result of any Dice roll

Reproductive Success	1	Gain 1 extra population in 1 space
Exponential Growth	1	Gain 1 extra population in 1 space
Climax Community	1	Gain 1 extra population in 1 space
Keystone Species	1	Carnivore gets +1 Population in 1 space
Living Fossil	1	Target Population Avoids Extinction
Top of the Food Chain	1	Large/Huge Carnivore get +1 Population

= number of that type of card in the deck.

EVOLUTION TABLE

1D6	Attribute:
1	Diet
2	Terrain
3	Climate
4	Size
5	Speed
6	Pick one

DIET ATTRIBUTE

Level	Type
3	Carnivore
2	Omnivore
1	Herbivore

TERRAIN ATTRIBUTE

Level	Type	Species must live in:
1	Water	Water or Island Spaces
2	Land	Land or Island Spaces

CLIMATE ATTRIBUTE

Level	Type	Species must live in:
1	Hot Loving	Tropical
2	Hot Adapted	Tropical/Temperate
3	Temperate	Temperate
4	Cold Adapted	Arctic/Temperate
5	Cold Loving	Arctic

SIZE ATTRIBUTE

Level	Type	Max Populations of this Species per Space:
1	Tiny	6
2	Small	5
3	Medium	4
4	Large	3
5	Huge	2

SPEED ATTRIBUTE

Level	Type	Notes
1	Sedentary	Move 0 population per turn
2	Slow	Move 1 populations per turn
3	Fast	Move 2 populations per turn
4	Flyer	Move 3 populations per turn

FAQS

What about amphibious creatures that appeared towards the end ?

I stayed away from all mention of specific groups: Dinosaurs, reptiles, amphibians, insects, mammals, aves, crustaceans, arthropods, cnidaria, porifera, mematodes, planaria,

etc. The problem is that each group only evolved once, and from distinct ancestors that also only evolved once: This would leave most players out of the loop: For example: the person who got the amphibians would be the only one who could evolve into higher vertebrates.

Can carnivores exist by themselves in a space i.e. with no other species present? You state that only 3 species can exist in a space. Does that include only herbivores or carnivores as well? Why not have also carnivores live in a space each of which will "feed" off a species? That would mean that if 3 species are in a space, another 3 carnivore species could live there as well, or even more carnivores as they would feed on the smaller carnivores etc.

Actually I always just assumed every space actually held hundreds of thousands of species in all their multitudes. The limitations are just on those few species the players control.

Also a related question to max # of species per space is, what happens if there are 3 species in but another one wants to move in from outside? Can't it make the move? Can it

move in but someone of the inhabitants dies if it doesn't move off etc?

This requires some playtesting to see what would be the most "fun" solution. For now, lets say that they can move, and if a space has too many species, a random species in that space is destroyed.

Could you clarify which species is allowed to move where, ie can a land species move from

land to island or vice versa?

Island spaces are fair game to "Land" and "Water" species.

How about species reproduction speed - life cycle etc?

That is a function of the existing Speed & Size attributes.

Why Victory only to the player with biggest no. of species? Why not include total # of species counters on board, total # of spaces occupied by player or even VP bonus for solely occupying spaces of climatic zones, etc?

That is all very doable. However, total number of population counters favors small species.

How about a few extra cards to include gaia transformation, i.e. card stating that an island space becomes open water and some other open water space becomes island or something of the sort?

I had thought of that, but it would require tiles for land and Island spaces. Then there is the problem of species already in a space getting pushed out.

F-14 TOMCATS

by Markus Salo (msalo71@yahoo.com)

INTRODUCTION

Solo Dice Game.

Simulation of an American solo F-14 Bombing Mission in the Middle East circa 1987. Pretty much like Microprose F-15 II. No realism, I think no Tomcat would do a solo bombing mission.

MATERIALS

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

MISSION

The mission consists 25 waypoints, first and last of which is home base. Draw the waypoints as circles connected with lines on a piece of paper. There are two targets in a mission, primary and secondary targets. First target is 2d6 waypoints from the 1st waypoint, the second 2d6 waypoints from the first target. Roll on the target table to determine what the targets are.

TARGET TYPES

Roll to see what the target is:

1D6	Type:	Objective Points:	Objective Damage points
1	Truck Convoy	2	2
2	Temporary Bridge	2	2
3	Fuel Dump	2	2
4	Ammo Storage	2	2
5	HQ Bunker	3	3
6	Power Station	4	4

CONTACT

On every turn roll 1D6.

On a roll of 1 on 1D6 the strike force encounters hostile forces. Roll 1D6 again:

On a roll of 1-3 on 1D6 a SAM site is encountered.

On a roll of 4-6 on 1D6 a flight of Mig-23's are encountered.

SAM SITE

1D6 Missiles are launched at the Strike Force.

For each Missile make a Counter Measure Roll of 1D6:

On a roll of 4-6 the missile is spoofed and misses.

Each Counter Measure Roll costs the player one Chaff and Flare.

When the player runs out of Chaff and Flare, no Counter Measure Rolls can be done.

For each missile not spoofed, roll 1D6 Evade Roll:

On 1-4 on d6 player evades the missile.

If the missile hits the player, the player gets one damage point.

MIG-23 Flogger FLIGHT

1D6 Migs will attack the player.

The player can intercept the Migs with missiles.

If the player fires an AMRAAM, he rolls a Missile Roll on 1d6.
 On 3-6 the AMRAAM hits one Mig and destroys it.
 If the player fires an Sidewinder, the missile hits one Mig on 4-6 on 1d6.
 If the player uses his guns, he hits the enemy with 5-6 on 1d6.
 All the unintercepted Migs hit the players plane with one damage point.

BOMBING RUNS

Player can hit the target with Mavericks or Machine Cannon.
 Maverick hits the target with 4-6 on 1d6, the gun with 5-6.
 The player can make multiple passes over the target and can fire just one weapon per pass.
 At every pass he has to roll a new Contact Roll (and face new enemies on 1 on 1d6)
 The Maverick causes 2 Damage points on the target if hits,
 the Cannon only one Damage point.
 To destroy a target, a different amount of damage points are needed.
 See target table (Objective Damage Points).

F-14 Armament	Type	Hit Roll	d6	Ground Damage
10 Machine Cannon Bursts	A-A/A-G	5-6		1

2 AMRAAMS A-A 3-6

2 Sidewinders	A-A	4-6	
2 Mavericks	A-G	4-6	2
12 Chaff and Flares	Counter measure		

A-A = Air to Air

A-G = Air to Ground

DAMAGE TO F-14

F-14 can take up to 7 damage points.
 When full, the player can try to bail out.
 The player is able to bail out and be rescued with 3-6 on 1d6.

SCORING

Keep a running tally of points and kills while you play.
 You get awarded medals and promotions accordingly.
 You start with no medals and at a rank of 2nd Lt.

PROMOTION TABLE

2nd Lt	starting rank
1st Lt	5 missions and 15 points
Captain	15 missions, 25 points
Major	20 missions, 45 points
Lt Col	30 missions, 80 points
Col	50 missions, 100 points

MEDAL TABLE

Purple Heart	successful bail out and rescue
Ace (not a medal)	5 kills
Air Man's Medal	15 kills
Distinguished Flying Medal	20 kills
Congressional Medal of Honour	35 kills

TWO PLAYER VARIANT

Two players can play simultaneously as a team.

The player with higher rank is the leader, the other player the wing man.

The leader attacks always first.

When attacked by missiles, the first missile attacks the leader, the second the wingman, the third the leader and so on. Same thing with the Migs.

FABULOUS THUNDERBIRDS

INTRODUCTION

Supermarionation.
Card & board game for 2-4 players.

DISCLAIMER

"Thunderbirds" is a licensed, copyrighted property.
This merely a fan site.

THE BOARD

12 X 12 Square Grid.
Each space should be big enough to hold one card.

DICE

Twelve and six sided dice are needed.

CARDS

There are two decks:
The Emergency deck and the Responder deck.
All players share both decks.
Also needed is a set of Time counters.

PAWNS

Each player gets a set of pawns.
Each set should be of a different color.
One player has the red set, the other has a blue set, etc.
Each set has 6 different pawns. See the Pawn Set Table.
Pawns must be numbered or marked to differentiate them.
Each pawn represents a vehicle and its pilot (driver).

PAWN SET TABLE

Vehicle:	Description:	Pilot:
Thunderbird 1	Silver Scout Plane	Scott Tracy
Thunderbird 2	Green Freighter	Virgil Tracy
Thunderbird 3	Orange Space Rocket	Alan Tracy
Thunderbird 4	Yellow Submersible	Gordon Tracy
Thunderbird 5	Orbital Space Station	John Tracy
FAB 1	Pink Rolls Royce	Lady Penelope

BASES

Each player has his own secret island base located in a corner of the Map.

SETUP

Each player starts with all six of his pawns located on his Secret Base.

STACKING

Pawns may not stack or move through (jump) other pawns.

There are two exceptions:

You may stack all of your pawns on your Secret Base.

Move cards that allow:

Instant automatic transport, swapping pawn locations and Knight type moves.

END GAME

The game ends when all cards have been drawn from the emergency deck and

There are no emergency cards left on the board.

OBJECTIVE

The player with the most cards in his rescue pile at the end of the game wins.

TURN SEQUENCE

- 1 Countdown Phase
- 2 Alert Phase
- 3 Organization Phase
- 4 Response Phase
- 5+ Move Phases

COUNTDOWN PHASE

Remove a Time Counter from every Emergency card on the Board.

If an Emergency card has no counters left put it in the Discard.

ALERT PHASE

Roll 1D6:

Roll	New Emergencies
1	0
2-3	1
4-5	2
6	3

For each new emergency draw 1 card from the Emergency deck.

Roll 1D12 twice to get the coordinates for each new emergency.

Place the emergency card in that space on the board.

Roll 1D6 and place that many Time counters on the Newly placed Emergency card.

If the rolled coordinates indicate a base or existing emergency, reroll the coordinates.

If the rolled coordinates indicate a space occupied by a pawn, place the pawn on its owners base.

ORGANIZATION PHASE

Shuffle the Responder deck together with its discard.

Each player fills their hand up to six Responder cards.

RESPONSE PHASE

Each player rolls 1D12.
 The player with the highest roll gets his move phase first and so on.
 Reroll ties.

MOVE PHASES

Each player gets one move phase, order determined in response phase.
 Discard one of your Response cards to move one of your pawns a
 Distance indicated by the card.
 Moves can be orthogonal or diagonal unless otherwise stated.
 You may move none, some or all of your pawns.
 A pawn can be moved multiple times in a single phase.
 You may save any cards you did not use for next turn.
 You may discard any of your cards you do not want.
 Each Emergency card has a solution.
 A solution will involve some combination of two pawns.
 If during your Move phase you move two pawns adjacent (orthogonal or diagonal)
 To an Emergency card that satisfy that card's solution requirements, you
 Complete the rescue: place that emergency card into your rescue pile.
 Each player has their own Rescue pile.

CARD LIST ABBREVIATIONS

TB = Thunderbird

EMERGENCY DECK CARD LIST

Emergency:

Bomb aboard airliner
 Vehicle trapped in raging inferno
 Lady Penelope tied to Railroad track
 Reporters trapped in underground river
 Controllers trapped in teetering relay station
 Toppled rocket probe in countdown
 Agent trapped in vault with explosives
 Hood captures Brains and TinTin
 Construction workers on high ledge
 Archeologists captured by Zombites
 Probe on collision course with sun
 Foil mystery airliner saboteur
 Banker trapped in airless vault
 Atomic power plant ablaze
 Family trapped in burning mall
 Impersonators frame International Rescue
 Saboteurs with nuclear bomb
 Rescue crew of sinking tanker
 Duchess imprisoned in burning mansion
 Monotrain heading for broken track section
 Trapped in Amazon by mutant alligators
 Actors trapped in cave-in
 Oil rig on fire
 Atomic logging machine out of control
 Break in dam
 Plane Hijacking
 Giant Solar Reflector Misaligned
 Space Station in Decaying Orbit

Solution:

Fab + TB1
 Any two TB
 Any two TB
 TB2 + TB4
 Any two TB
 TB4 + Any TB
 Any two: TB1, 2, 3
 Fab + Any TB
 Any two TB
 TB1 + Any Pawn
 TB3 +TB5
 Any 2 Pawns
 Fab + Any TB
 Any 2 Pawns
 TB1 +TB2
 TB5 + Any TB
 Fab + Any TB
 TB4 +TB5
 TB2 + Any Pawn
 Any 2 Pawns
 Any two: TB 2, 3, 4
 Any 2 Pawns
 TB1 +TB4
 TB1 +TB2
 Any two TB
 Fab + Any TB
 TB2 + Any Pawn
 TB3 +TB5

RESPONDER DECK CARD LIST

Card Name:	#	Notes:
Move 1	3	

Move 2	3	
Move 3	3	
Move 4	3	
Move 5	3	
Move 6	3	
Move 7	3	
Move 8	3	
Move 9	3	
Move 10	3	
Move K	3	Move like a Knight in Chess
Return to Base	2	Move one of your pawns back to your base
False Alarm	1	Move opponents pawn back to his base
SOS	2	Draw 2 cards from Responder deck
Red Alert	2	Switch location of TB5 and any other TB
Deploy Sub	1	Move TB4 adjacent to TB2
Delay	1	Negate a move card just played
Quick Responder	1	Automatically win roll in Response Phase

= Number of that card in the deck

LINKS

[Thunderbirds are go!](#)
[thunderbirdsonline](#)

GAME DESIGNERS NOTES

Game may work better/worse on 10 X 10 or 20 X 20 board.

FAIRY CIRCLE RING

INTRODUCTION

It is Spring Equinox in the Sylvan woods. The little people, also referred to as Fairies, or Fey have gathered to celebrate. After feasting, storytelling, gossiping, and singing they gather around the Fairy circle ring to play a game they call the Dance of Eights. The fairies dance in groups until they finally form a perfect circle of eight dancers. The winners get laurel leaves and an extra helping of Pixie dust on their elderberries.

THE DECK

The deck contains 2 of each card described in the Card List. All of the cards represent Fey Dancers.

SETUP

Each player is dealt 8 cards. The oldest player is the dealer. The deck (the remaining cards) are placed down up in the center of the play area. One card from the top of the deck is flipped face up into the discard area. Cards in the discard area are not stacked on top of each other.

TURN EVENTS

Players take turns. The youngest player goes first. On your turn you may draw a card from the deck and put it into your hand, or... You may take any one card from the discard area and put it into your hand. After gaining a card you must discard any one card from your hand into the discard area face up.

WINNING

If a player has made a "Ring" of the 8 cards in his hand he or she wins. Show the hand to the other players. For a hand to be a ring it must satisfy the following requirements:
Four of the dancers must be Male.
Four of the dancers must be Female.
You must have an even number of Tiny dancers (0, 2, 4...).
You must have an even number of Small dancers (0, 2, 4...).
You must have an even number of Big dancers (0, 2, 4...).
(Example- you can have 2 or 4 tiny dancers, but not 3 or 5)
You must have an even number of Mischievous dancers (0, 2, 4...).
You must have an even number of Good dancers (0, 2, 4...).
You must have an even number of Evil dancers (0, 2, 4...).
You must have dancers of at least two elements (Earth, Water, Sky, Forest).
You cannot have an odd number of dancers of one element.

CARD LIST

Fey Type:	Sex	Size	Align	Element
Drow	F	B	E	E
Siren	F	B	E	W
Siren	F	B	E	W
Elf	F	B	G	F

Unicorn	F	B	G	F
Unicorn	F	B	G	F
Nymph	F	B	G	W
Nymph	F	B	G	W
Nereid	F	B	M	W
Nereid	F	B	M	W
Centaur	F	B	E	F
Dryad	F	B	E	F
Dryad	F	B	G	F
Sidhe	F	B	G	F
Faerie Queen	F	B	E	S
Faerie Queen	F	B	G	S
Mermaid	F	B	E	W
Mermaid	F	B	G	W
Sea Elf	F	B	E	W
Goblin	F	S	E	E
Nixie	F	S	E	W
Nixie	F	S	E	W
Faerie Dragon	F	S	E	S
Sprite	F	T	G	S
Sylph	F	T	G	S
Sylph	F	T	G	S
Fairy	F	T	M	S
Fairy	F	T	M	S
Pixie	F	T	M	S
Drow	M	B	E	E
Troll	M	B	E	E
Troll	M	B	E	E
Elf	M	B	G	F
Triton	M	B	G	W
Triton	M	B	G	W
Centaur	M	B	G	F
Sidhe	M	B	E	F
Sea Elf	M	B	G	W
Goblin	M	S	E	E
Imp	M	S	E	E
Imp	M	S	E	E
Red Cap	M	S	E	F
Red Cap	M	S	E	F
Dwarf	M	S	G	E
Dwarf	M	S	G	E
Satyr	M	S	M	F
Satyr	M	S	M	F
Gnome	M	S	E	E
Gnome	M	S	G	E
Faerie Dragon	M	S	G	S
Sprite	M	T	G	S
Gremlin	M	T	M	E
Gremlin	M	T	M	E
Brownie	M	T	M	F
Brownie	M	T	M	F
Leprechaun	M	T	M	S
Leprechaun	M	T	M	S
Pixie	M	T	M	S

TABLE ABBREVIATIONS

Sex:

F = Female

M = Male

Size:

T = Tiny

S = Small (Half man size)

B = Big (Man size or larger)

Alignment:

M = Mischievous
G = Good
E = Evil
Element:
E = Earth
W = Water
S = Sky
F = Forest

FALL OF FRANCE

INTRODUCTION

Solo Card Game.

10 May 1940.

The player takes the role of the Germans invading the West.

OBJECTIVE

You win if you run the Allied deck out of cards:

The Allied forces collapse and you conquer France in 6 weeks.

If you ever accumulate 10 delay tokens, the Allies have stopped you and you must fight a long war against France.

THE DECKS

There are two decks:

The Allied Deck and the German Deck.

CARD TYPES

The German Deck contains 6 card types:

Strategy

Units

Air Power

Movement

Leadership

Allied Blunder

SETUP

Shuffle both decks.

TURN SEQUENCE

There are 3 phases per turn:

Allied Defense Phase

German Logistics Phase

German Planning Phase

German Blitzkrieg Phase

ALLIED DEFENSE PHASE

Draw 5 Allied Cards and place them face up on the table.

GERMAN LOGISTICS PHASE

Draw 7 cards from the German Deck and put them in your hand.

Leadership cards may be discarded to draw 2 cards.

GERMAN PLANNING PHASE

You may discard up to 4 cards and draw replacements.

GERMAN BLITZKRIEG PHASE

You must try to make a meld from your hand.

A meld consists of one card of each of the following 5 types:

1 - Strategy

2 - Units

3 - Air Power

4 - Movement

5 - Allied Blunder

If you make the meld and you have a Force total greater than the Allied force total, discard all the Allied cards.

If you make the meld and you have a Force total less than the Allied force total, discard all the Allied cards and gain a delay counter.

If you do not make the meld gain 1 delay counter and shuffle the Allied cards back into the deck.

At end of turn Discard all German cards in play & in your hand.

THE ALLIED DECK CARD LIST

Card Name	Force
British Royal Air Force	2
British Expeditionary Force	2
French Artillery	2
Military Assets	2
Superior Artillery	2
Attritional Warfare	1
Superior Tanks & Vehicles	2
Static Warfare	1
Penny-Packets	1
Scattered Forces	1
Light Mechanized Division	1
Heavy Armored Division	2
Mechanized Infantry	2
Pillbox Tanks	1
British Armored Division	2
French B-1 Tanks	2
Superior Firepower	2
Obsolete British Planes	1
Belgian Forces	1
Dutch Forces	1
Occupy Defensive Positions	1
Third Rate French Divisions	1
Rugged Terrain	1
Belgian Forts	1
Fortress Holland	1
Main Fortified Lines	2
Poor Fortifications	1
French Forces	2
General Robert Prioux	2
Allied Line	1
French Light Cavalry	1
Allied Bombers	1
Allied Military Action	1
German Traffic Jams	2
Allied Formations	1
Natural Defensive Lines	2
Overstretched French Divisions	1
Wooded Hills & Rivers	1
Inept Counterattacks	1
Substantial Forces	2
Fighting Retreat	1
Panzers Overextended	2

Dunkirk Evacuation	1
Parity of Forces	2
British Attack	2

CARD LIST NOMENCLATURE

L = Leadership
 S = Strategy
 M = Movement
 U = Unit
 B = Allied Blunder
 A = Air Power

THE GERMAN DECK CARD LIST

Card Name	Type	Force
German High Command	L	-
Adolf Hitler	L	-
General Erich von Manstein	L	-
Talented Field Commanders	L	-
Armored Blitzkrieg	S	2
Netherlands Surrenders	S	1
Belgium Surrenders	S	2
Imaginative Plan	S	2
Good Fortune	S	1
Swift & Decisive Campaign	S	2
All-arms Formations	S	2
Lightning War	S	2
Seize the Initiative	S	2
Boldness	S	2
Modified Fall Gelb	S	2
Leak False Plans	S	1
Attack Airfields	S	1
Attack Communications	S	1
Bomb Rotterdam	S	1
Battle in the Open	S	1
Consolidate Bridgeheads	S	1
Lines of Communication	S	1
Concentrate Force	S	1
Inside Allied Decision Cycle	S	2
Poor Planning	B	2
Allies Overwhelmed	B	2
Defeatism	B	1
Political Turmoil	B	1
Maginot Mentality	B	2
Diluted Armored Strength	B	2
Failure to Coordinate	B	2
Few Radios	B	1
Independent Airpower	B	1
Belgium Neutrality	B	2
Fatally Flawed Plan D	B	2
Namur-Sedan Gap	B	2
Allied Retreats	B	1
Lack of Belgian Resistance	B	1
Fail to Block the Roads	B	1
Wait for Main Attack	B	1
Exhausted & Disorganized	B	1
Postpone Attacks	B	1
Allied High Command Paralysis	B	2
Gaps in Allied Lines	B	2
Ardennes Breakthrough	M	2
River Crossings	M	1
Bridging Equipment	M	1
Dramatic Gains	M	2

Reach the English Channel	M	2
High Tempo Operation	M	2
Advance into the Low Countries	M	1
Bypass Strongpoints	M	1
Drive Through Defenders	M	1
Armored Spearhead	M	2
Panzer Corridor	M	2
German Assault	M	1
Encirclement	M	2
Outflank	M	2
Thrust Vectors	M	1
Deep Penetrations	M	1
Rapid Exploitation	M	2
Surprise Advance	M	2
Seize Intact Bridges	M	1
Maneuver Warfare	M	1
Superior Air Power	A	2
Luftwaffe	A	2
Close Air Support	A	2
Airborne Forces	A	1
Luftwaffe Flying Corps	A	2
Aerial Bombardment	A	1
Junkers Ju-87's	A	1
Bomb Moving Troops	A	1
Heavy Air Attack	A	2
Stuka Dive Bombers	A	1
Mechanized Forces	U	2
Panzer Divisions	U	2
Motorized Infantry	U	1
Motorized Engineers	U	1
Motorized Artillery	U	1
Signallers	U	1
Army Group A	U	2
Army Group B	U	2
Army Group C	U	2
PzKw I	U	1
PzKw II	U	1
PzKw III	U	2
PzKw IV	U	2
PzKw 35/38t	U	2
Parachutists & Gliders	U	1
Special Forces	U	1
Advanced Elements	U	2
Wehrmacht	U	1
Superior Armored Divisions	U	2
Good All Around Tanks	U	1

Note: The Deck contains 2 of each listed Air Power Card

FALL OF THE AZTECS

INTRODUCTION

Two player set piece strategic game.
One player controls the Aztecs.
The other player controls the Spaniards and their allies:
The Totonac, Tlascalans, Texcocoans, and Cholula.

VICTORY CONDITIONS

The Spaniards must capture the Aztec leader Cuahtemoc.
The Aztecs must capture the Spanish leader Cortez.

THE MAP

Use a hex map.
The map describes the Capitol city: Tenochtitlan.
One side of the city is bordered by lake Texcoco.
Indicate housing, roads, plots, jungle, water, and temple hexes.
Walls line the borders between hexes.
The city is geometrically organized.
The city is surrounded by walls except the parts bordered by water.
There are some internal walls.

CHITS

Use counters or chits to represent units.

SETUP

The Aztecs have 45 warrior units and one Cuahtemoc unit.
The Spaniards have the following units:
5 Totonac units.
10 Tlascalan units.
5 Cholula units.
5 Texcocoan units.
15 Rogue Aztec units.
13 Brigantines (Boats).
5 Conquistador units and one Cortez unit.
The Aztecs are inside the city. The Spanish are outside.
Every city must have at least 3 units in it.
Each unit represents 10,000 indians or 100 Spaniards.

TURN SEQUENCE

Event Phase
Spanish Move Phase
Spanish Attack Phase
Spanish Rally Phase
Aztec Move Phase
Aztec Attack Phase
Aztec Rally Phase
Fire Phase

EVENT PHASE

Roll twice on the Event Table.

EVENT TABLE

D6 EVENT

1-3 1 Aztec dies of disease/starvation
4-6 1 Spanish Ally dies of disease/starvation
A player picks which of his units succumbs.

MOVEMENT PHASES

Units may not stack except for units riding brigantines.
A unit gets 1D6 move points. Roll for each unit before it moves.
A unit can get 2D6 move points but it cannot attack.
Roads and clear hexes cost 1 point to enter.
Housing and plots costs 2 point to enter.
Walls cost 2 points to pass.
Temples and jungles cost 3 points to enter.
Only units on brigantines can move on water spaces.
It costs brigantines 1 point to enter a water hex.
Units may pass through friendly units.
Units may not enter or pass through spaces occupied by enemy units.
Routed units cannot be moved toward enemy units.
If a routed unit is ever adjacent to an enemy unit, it must move away or be destroyed.
Units cannot enter spaces with a fire counter.

ATTACK PHASES

A unit can attack an adjacent enemy unit.
Routing units cannot attack.
An attacking unit rolls 1D6.
All rolls of 5-6 on 1D6 indicate the defending enemy unit is defeated.
On a natural or modified roll of 1 the attacker is defeated.
Conquistadors get +1 to their rolls.
Units attacking routed units get +1 to their rolls.
Leader units and friendly units adjacent to leader units get +1 to their rolls.
Spanish units attacking Aztec units behind city walls get -1 to their rolls.
Aztecs attacking Conquistadors or Cortez get -1 to their rolls.
Units on Brigantines get -1 to their rolls.
If a unit is defeated roll 1D6.
On a roll of 1-2 the unit is destroyed.
On a roll of 3-6 the unit is routed.
A routed unit must immediately move away from the attacking unit exactly 1D3 move points or be destroyed.
Routed units are flipped over.
Each friendly unit adjacent to the routing unit also routs on a roll of 1-2 on 1D6.
If the defeated unit was in a housing hex, put a fire counter on the space.
A unit that defeats an enemy unit may move 1 space and attack again.

RALLY PHASES

This players routed units not adjacent to enemy units may rally.
Roll 1D6 for each unit.
The unit is flipped face up on a roll of 5-6.
Add +1 if adjacent to a leader unit.

FIRE PHASE

Fires go out on a roll of 1-2 on 1D6. Remove the fire counter.

AZTEC LINKS

[Link Page](#)
[The Conquest](#)

FANTASY FIGHT CLUB

INTRODUCTION

2 Player game. Combat between 2 opposing fantasy warbands.

Game progresses in 2 stages:

Recruit Stage

Battle Stage

THE DECKS

There are 5 Decks:

Warrior Deck

Weapon Deck

Armor Deck

Spell Deck

Fight Deck

DAMAGE

Use tokens to keep track of hits, ammo, and spell effects.

Six sided dice are needed.

RECRUIT STAGE

Players create their Warband:

Each player is dealt 10 Warriors.

Each player is dealt half of the Weapon deck.

Each player is dealt half of the Armor deck.

Lay out your warriors on the table in front of you face up in 2 rows.

The Rows are the front row and the back row.

There must be at least as many or more warriors in the first row as the second.

Assign weapon and armor cards to your warriors.

Assigned equipment cards are placed face up partially under the warrior.

A warrior can have one shield and one helmet.

A warrior can have a Full suit of armor or one or more Partial armor cards.

A warrior can carry several weapons but can only use one per turn.

Each unit that has spells draws that number of spell cards from the spell deck.

Spell cards are placed under the warrior face down.

Warriors using 2 handed weapons may carry shields but do not benefit from them.

BATTLE STAGE

The opposing warbands fight.

Each turn has 3 phases:

Draw Phase

Tactics Phase

Attack Phase

DRAW PHASE

Discard some or all unused Fight cards from last turn.

Each player fills their hand to 7 cards from the Fight Deck.

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

TACTICS PHASE

Make sure the warriors in your front row equal or outnumber your back row. Warriors can freely be moved from one row to the other this phase. Designate which of his weapons each of your warriors is using this turn. The weapon of choice is placed on top of his stack of equipment. Some spells are used in this phase.

ATTACK PHASE

Warriors with ranged weapons attack first.

Warriors with ranged weapons with higher range scores attack before ones with lower scores.

Warriors with ranged weapons can attack from the front or back row.

Warriors may either attack warriors in the opponents front row or roll 1D6:

1-3 Attack target in front row

4-5 Hesitate: Do not attack

6 Attack target in back row

For each ranged attack roll 1D6. On a roll of 4-6 the attack hits.

Add the attackers skill and subtract the targets dodge roll.

Subtract 1 if the attacker is attacking from the back rating.

If the defender is hit but has a shield roll 1D6.

If the roll is within the shields blocking range the attack is blocked.

Thrown weapons do not have to be used in ranged attacks, they may be used for HTH instead.

Note that thrown weapons have limited ammo if they are used in ranged combat.

Many Spells have ranges and so are played at the same time as ranged attacks.

A spell is discarded after it is played. A spellcaster can only cast one spell per turn.

Next warriors in the front row with HTH (Hand-to-hand) weapons may attack targets in the opponents front row.

Warriors that have the Backstab ability may roll 1D6:

1-4 Do not attack this turn

5-6 Attack a target in the opponents back row

Opposing Warriors pair up. The warrior with the highest speed rating picks his opponent first and so on until all

Warriors in the front rows have picked, or have been picked.

If one side has more warriors they may double up on enemy warriors.

For each pairing roll 1D6:

1-3 The warrior with the greater speed attacks first

4-6 The warrior with the weapon with longer reach attacks first

For each HTH attack roll 1D6. On a roll of 4-6 the attack hits.

Add the attackers skill and subtract the targets dodge rating and weapon parry value.

If the defender is hit but has a shield roll 1D6.

If the roll is within the shields blocking range the attack is blocked.

If an attack hits roll 1D6.

Add the warriors damage bonuses and subtract the opponents armor bonuses.

If the result is positive, the target warrior loses that many hits.

If a warrior is reduced to 0 or less hits it is killed.

WARRIOR DECK CARD LIST

Name	Race	Dam	Speed	Skill	Dodge	Hits	Spells	Notes
Ogre	H	+4	-2	-	-2	10	0	Reach +2
Goblin	H	-1	+1	-	+2	4	0	Reach -1
Orc	H	-	-	-	-	5	0	
Hobgoblin	H	+1	-	+1	-	7	0	
Kobold	H	-1	+1	-	+2	3	0	Reach -1
Warrior	M	+1	+1	+2	+1	6	0	May use 2 HTH wpns
Knight	M	+1	-	+1	-	6	0	
Barbarian	M	+2	+1	+1	+1	8	0	
Assassin	M	-	+1	+1	+1	5	0	Back-Stab
Half-Orc	H	-	-	-	-	6	0	

Rogue	M	-	+2	+1	+1	4	0	Back-Stab
Bandit	M	-	+1	-	-	5	0	Back-Stab
Dwarf	H	+2	-1	-	+1	7	0	Reach -1
Elf	H	-1	+2	+2	+2	4	1	Damage +2 with Bow
Wizard	M	-2	-2	-	-1	2	5	
Sorcerer	M	-1	-1	-	-	3	4	
Warlock	M	-	-	-	-	4	3	
Shaman	H	-	-	-	-	5	2	
Bugbear	H	+3	+1	+1	+1	9	0	Reach +1
Centaur	H	+2	+1	+1	-1	8	0	Damage +1 with Bow

H = Humanoid

M = Human

Backstabbers and Spellcasters cannot wear armor, shields, or helms

WEAPON CARDS

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

H = HTH

T = Thrown

2-H = Two-Handed Weapon

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

ARMOR CARDS

Name	Type	Armor	Block	Speed	Notes
Great Helm	H	1	-	-	
Pot Helm	H	1	-	-	
Kettle Helm	H	1	-	-	
Greek Helm	H	1	-	-	
Viking Helmet	H	1	-	-	
Conical Helm	H	1	-	-	
Pointed Helm	H	1	-	-	
Plate Mail	F	4	-	-2	Dodge -1
Full Plate	F	4	-	-2	Dodge -1
Chain Mail	F	3	-	-2	
Leather	F	1	-	-	

Padded	F	1	-	-	
Studded	F	2	-	-1	
Banded	F	3	-	-2	
Ring Mail	F	2	-	-1	
Scale Mail	F	3	-	-2	
Splint Mail	F	3	-	-2	
Bear Skins	P	1	-	-	
Hauberk	P	1	-	-	
Greaves	P	1	-	-	
Armbands	P	1	-	-	
Breast Plate	P	1	-	-	
Target Shield	S	0	1-2	-	
Buckler	S	0	1-2	-	
Round Shield	S	0	1-3	-1	
Kite Shield	S	0	1-4	-1	Dodge -1
Large Shield	S	0	1-4	-1	Dodge -1
Medium Shield	S	0	1-3	-1	
Small Shield	S	0	1-2	-	

S = Shield

P = Partial Armor

F = Full Suit of Armor

H = Helmet

SPELL DECK CARD LIST

Spell Name	Range	Effect
Bloodlust	T	All your warriors get +2 damage and +1 skill this turn
Freeze	10	Target warrior neutralized this and next turn
Fireball	12	Target warrior suffers 2D6 points of damage
Lightning Bolt	12	Target warrior suffers 2D6 points of damage
Magic Missiles	6	Distribute 1D6 points of damage amongst enemy warriors
Control	2	Control opposing warrior this turn (he moves to your front rank)
Shield	T	Negate all ranged attacks vs your warriors this turn
Charm	2	Target warrior made helpless this turn
Raise Dead	T	Gain back killed Warrior
Heal	T	Heal 2D6 lost Hits among your warriors
Counter	C	Negate spell just cast by an opponent
Avoid Fate	C	Negate Fight card just played by an opponent
Invulnerability	T	Target warrior gains 5 armor this and next turn
Invisibility	T	Target warrior gains Dodge +4 and HTH skill +3
Illusions	C	Negate attack made by target warrior
Haste	T	All your warriors get +2 Speed and +1 dodge this turn
Shatter	9	Destroy target weapon or shield. Bearer takes 1D3 damage.
Curse	4	Target Warrior gets -3 to all rolls for 1D6 turns
Petrification	3	Target warrior neutralized for 1D6 turns
Paralyzation	4	Target warrior made helpless this turn

Neutralized warriors cannot attack or be attacked

Helpless warriors cannot attack, but may be attacked

T = Cast in Tactics Phase

C = Counter spell. Cast when appropriate

FIGHT DECK CARD LIST

Card Name	Effect
Backstab	Target warrior may attack warrior on opponents back row
Height Adv.	Target warrior in your back row may attack warrior on opponents back row
Shield Wall	Negate target attack
Martyr	Change target of attack to one of your other warriors
Sword Breaker	Destroy target weapon, helm, or shield involved in HTH.
Flurry	Warrior in HTH gets an extra attack
Rain of Arrows	Warrior gets an extra ranged attack
Wild Magic	Spell caster gets to draw an extra spell card
Mighty Blow	HTH attack does extra 1D6 damage

Magic Resist Negate spell cast by opponent
Poisoned edge Damaged enemy loses 1 hit every Tactics phase
Painful Wound Damaged enemy is skill -1, dodge -1, damage -1, and speed -1
Fly True Ranged attack does extra 1D6 damage
Stunned Damaged enemy made helpless this turn
The Fight deck has 2 of each card listed

ZAKS FFC VARIANT.

The main changes are:

Warband are built with 1 Champion and 5 warriors

Players can split the warband in two groups

Terrain cards are played on the groups to advantage them or to create some difficulties

Groups can collaborate in attack or defence

Click here to see [Champion FFC](#)

FANTASY FIGHT CLUB

INTRODUCTION

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

Recruit Stage

Battle Stage

THE DECKS

There are 5 Decks:

Warrior Deck (include standard Warriors and Champions).

Weapon Deck

Armor Deck

Spell Deck

Fight Deck

DAMAGE

Use tokens to keep track of hits, ammo, and spell effects.

Six sided dice are needed.

RECRUIT STAGE

Players create their Warband:

Take the Champion cards out of the Warrior deck; shuffle both decks.

Each player is dealt 5 Warriors and 1 Champion. You can replace any one Warrior with the next card on the Warrior deck.

Each player is dealt half of the Weapon deck.

Each player is dealt half of the Armor deck.

Lay out your warriors on the table in front of you face in one or two groups; each group can have up in 2 rows.

The Rows are the front row and the back row.

There must be at least as many or more warriors in the first row as the second.

Assign weapon and armor cards to your warriors.

Assigned equipment cards are placed face up partially under the warrior.

A warrior can have one shield and one helmet.

A warrior can have a Full suit of armor or one or more Partial armor cards.

A warrior can carry several weapons but can only use one per turn.

Each unit that has spells draws that number of spell cards from the spell deck.

Spell cards are placed under the warrior face down.

Warriors using 2 handed weapons may carry shields but do not benefit from them.

BATTLE STAGE

The opposing warbands fight.

Each turn has 4 phases:

Draw Phase

Tactics Phase

Move Phase

Attack Phase

DRAW PHASE

Discard some or all unused Fight cards from last turn.

Each player fills their hand to 7 cards from the Fight Deck.

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

TACTICS PHASE

Make sure the warriors in your front row equal or outnumber your back row.

Warriors can freely be moved from one row to the other this phase.

Designate which of his weapons each of your warriors is using this turn.

The weapon of choice is placed on top of his stack of equipment.

Some spells are used in this phase.

MOVE PHASE

In this phase you can

- Split your group in two groups (if you have just one group in play):
no cards are needed to split.

- Combine two groups in one: you must play a Move card or discard 2 Fight cards to combine your groups into one.

- Play a Terrain card on any group: the selected group won't be able to attack in the next Attack Phase

(you can play also a Terrain card on a group owned by another player)

- Play a Move card or discard 2 Fight cards to remove a Terrain on a group of yours

- Play a Move card or discard 3 Fight cards to remove a Terrain on any group.

ATTACK PHASE

The active player designate his attacking groups and the targets. The other two players (not the target obviously) can send one or more groups in support to the attacker or to the defender. When two or more groups collaborate the resulting front row is composed of

all the single front rows of each group (the same apply to the back row).

Warriors with ranged weapons attack first.

Warriors with ranged weapons with higher range scores attack before ones with lower scores.

Warriors with ranged weapons can attack from the front or back row.

Warriors may either attack warriors in the opponents front row or roll 1D6:

1-3 Attack target in front row

4-5 Hesitate: Do not attack

6 Attack target in back row

For each ranged attack roll 1D6. On a roll of 4-6 the attack hits.

Add the attackers skill, subtract the targets dodge roll and add the attack modifier of the terrain (if any) where the defender is placed.

Subtract 1 if the attacker is attacking from the back rating.

If the defender is hit but has a shield roll 1D6.

If the roll is within the shields blocking range the attack is blocked.

Thrown weapons do not have to be used in ranged attacks, they may be used for HTH instead.

Note that thrown weapons have limited ammo if they are used in ranged combat.

Many Spells have ranges and so are played at the same time as ranged attacks.

A spell is discarded after it is played. A spellcaster can only cast one spell per turn.

Next warriors in the front row with HTH (Hand-to-hand) weapons may attack targets in the opponents front row.

Warriors that have the Backstab ability may roll 1D6:

1-4 Do not attack this turn

5-6 Attack a target in the opponents back row

Opposing Warriors pair up. The warrior with the highest speed rating picks his opponent first and so on until all

Warriors in the front rows have picked, or have been picked.

If one side has more warriors they may double up on enemy warriors.

For each pairing roll 1D6:

1-3 The warrior with the greater speed attacks first

4-6 The warrior with the weapon with longer reach attacks first

For each HTH attack roll 1D6. On a roll of 4-6 the attack hits.

Add the attackers skill and subtract the targets dodge rating and weapon parry value.

If the defender is hit but has a shield roll 1D6.

If the roll is within the shields blocking range the attack is blocked.

If an attack hits roll 1D6.

Add the warriors damage bonuses and subtract the opponents armor bonuses.

If the result is positive, the target warrior loses that many hits.

If a warrior is reduced to 0 or less hits it is killed.

WARRIOR DECK CARD LIST								
Name	Race	Dam	Speed	Skill	Dodge	Hits	Spells	Notes
Ogre	H	+4	-2	-	-2	10	0	Reach +2
Goblin	H	-1	+1	-	+2	4	0	Reach -1
Orc	H	-	-	-	-	5	0	
Hobgoblin	H	+1	-	+1	-	7	0	
Kobold	H	-1	+1	-	+2	3	0	Reach -1
Warrior	M	+1	+1	+2	+1	6	0	May use 2 HTH wpns
Knight	M	+1	-	+1	-	6	0	
Barbarian	M	+2	+1	+1	+1	8	0	
Assassin	M	-	+1	+1	+1	5	0	Back-Stab

Half-Orc	H	-	-	-	-	6	0	
Rogue	M	-	+2	+1	+1	4	0	Back-Stab
Bandit	M	-	+1	-	-	5	0	Back-Stab
Dwarf	H	+2	-1	-	+1	7	0	Reach -1
Elf	H	-1	+2	+2	+2	4	1	
Wizard	M	-2	-2	-	-1	2	5	
Sorcerer	M	-1	-1	-	-	3	4	
Warlock	M	-	-	-	-	4	3	
Shaman	H	-	-	-	-	5	2	
Bugbear	H	+3	+1	+1	+1	9	0	Reach +1
Centaur	H	+2	+1	+1	-1	8	0	Damage +1 with Bow
CHAMPIONS								
Drak	H	+4	-	+1	+1	12	0	(+) FireBreath (ranged weapon): Dam +2, Speed +2, Reach 6 Cannot use any other ranged weapon
Spydo	H	+2	+1	+1	+2	10	0	(+) Poison (ranged weapon): Range 5: if hits the adversary suffers a -2 skill in the next HTH and then is neutralized for 1D6 turns
Krab	H	+2	+1	+2	-	9	0	3 arms: can use a shield and 2 one hand weapons (and make 2 attacks) or a shield and a 2 hand weapon gaining the shield benefits.
Durin	H	+3	-	+2	+2	14	0	Start the game with his Battle Axe (2-H) Snaga: Dam +5, Reach 3, Parry 1
Cad'Vrr	H	+2	-	+2	-	8	3	Regenerate 1 hit every turn
Moloch	H	+8	-1	+1	-	16	0	Armor 3. Cannot use any additional weapon or armor

H = Humanoid

M = Human

Backstabbers and Spellcasters cannot wear armor, shields, or helms

(+) can be used in addition to the standard HTH attack

WEAPON CARDS

Name:	Dam	Range	Speed	Reach	Parry	
Dagger (1)	-	1T	+2	1	1	
Katar	-	H	+2	1	1	
Dirk	+1	H	+1	2	1	
Short Sword	+1	H	+1	2	1	
Long Sword	+2	H	-	3	1	
Scimitar		+2	H	-	3	1
Tulwar	+2	H	-	3	1	
Broad Sword	+2	H	-1	3	1	
Bastard Sword	+2	H	-1	4	1	
Great Sword (2-H)		+3	H	-2	5	1
Knives (4)	-1	1T	+2	1	1	
Javelins (3)	+1	3T	+1	-	-	

Short Bow (2-H)	-	4	-	-	-	
Long Bow (2-H)	+1	6	-	-	-	
Light Crossbow (2-H)	-	5	-	-	-	
Heavy Crossbow (2-H)	+3	8	-	-	-	
Compound Bow (2-H)		+2	7	-	-	-
Whip	-	H	+1	8	-	
Maul	+1	H	-	4	1	
Club	-	H	+1	2	1	
Spiked Mace	+2	H	+1	3	1	
Flail	+1	H	-	4	-	
Battle Axe (2-H)		+4	H	-1	3	1
War Hammer (2-H)		+3	H	-1	4	1
Spear (1)		+2	2T	+1	7	1
Halberd (2-H)	+3	H	-1	6	1	
Staff (2-H)	-	H	+1	5	2	
Hand Axe (2)	+1	1T	+1	2	1	

H = HTH

T = Thrown

2-H = Two-Handed Weapon

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

ARMOR CARDS

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

S = Shield

P = Partial Armor

F = Full Suit of Armor

H = Helmet

SPELL DECK CARD LIST

Spell Name	Range	Effect
Bloodlust		T All your warriors get +2 damage and +1 skill this turn
Freeze	10	Target warrior neutralized this and next turn
Fireball	12	Target warrior suffers 2D6 points of damage

Lightning Bolt	12	Target warrior suffers 2D6 points of damage
Magic Missiles	6	Distribute 1D6 points of damage amongst enemy warriors
Control	2	Control opposing warrior this turn (he moves to your front rank)
Shield	T	Negate all ranged attacks vs your warriors this turn
Charm	2	Target warrior made helpless this turn
Raise Dead	T	Gain back killed Warrior
Heal	T	Heal 2D6 lost Hits among your warriors
Counter	C	Negate spell just cast by an opponent
Avoid Fate	C	Negate Fight card just played by an opponent
Invulnerability	T	Target warrior gains 5 armor this and next turn
Invisibility	T	Target warrior gains Dodge +4 and HTH skill +3
Illusions	C	Negate attack made by target warrior
Haste	T	All your warriors get +2 Speed and +1 dodge this turn
Shatter	9	Destroy target weapon or shield. Bearer takes 1D3 damage.
Curse	4	Target Warrior gets -3 to all rolls for 1D6 turns
Petrification	3	Target warrior neutralized for 1D6 turns
Paralyzation	4	Target warrior made helpless this turn

Neutralized warriors cannot attack or be attacked
 Helpless warriors cannot attack, but may be attacked
 T = Cast in Tactics Phase
 C = Counter spell. Cast when appropriate

FANTASY FIGHTERS

INTRODUCTION

Card game of Fantasy combat.

THE ACTION DECK

The Deck contains 10 of each of the following 5 card types:

R = Red

B = Blue

G = Green

W = White

K = Black

TURN SEQUENCE

Players take turns.

Each turn has 3 Phases:

Encounter Phase

Maneuver Phase

Strike Phase

ENCOUNTER PHASE

Both players fill their hands to 6 cards.

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

MANEUVER PHASE

Players may discard up to 4 cards and draw replacements.

STRIKE PHASE

The Active player may make an Attack.

Attacks require a combination of 2 or more cards to be played.

An Attack will do damage as described in the Fighters Description.

The Defender can make a defense combo to negate or lessen the damage.

A Fighter can only make Attacks or Defenses listed in the Fighters description.

All played cards are discarded.

OBJECT

Reduce your opponent to zero or fewer Hit Points.

FIGHTERS

Before fighting, each player must select a fighter.

Some Fighters are better than others.

This is reflected in their Gold cost.

All fighters have hit points and a list of Actions.

FIGHTER ACTIONS

The description of an Action will include:

1. What combination of cards must be played to generate the Action (The Cost).
2. Whether the action is an Attack, Defense or Special (A/D/S).
3. How much damage the action inflicts or blocks, if any.
4. Special effects caused by the Action.
5. The Name of the Action.

FIGHTER LISTS

GAYWUF GREAT WARRIOR OF THE HIGH PLAINS

Gold Cost = 20

Hits = 10

Action:	Type	Cost	Effect
Hack	A	RR	2 Dam
Hack & Slash	A	RRG	3 Dam
Lunge	A	BBKK	4 Dam
Behead	A	KKWWW	5 Dam
Duck	D	RG	2 Dam
Block	D	RGB	3 Dam
Run Away	D	BBWWG	5 Dam
Swiftiness	S	WW	Draw 3 cards
Trickery	S	GGK	Opponent discards 2 Random cards
Boasts	S	GG	Opponent discards 1 Random card

LOD THE CONJURER

Gold Cost = 20

Hits = 5

Action:	Type	Cost	Effect
White Rabbit	D	WW	2 Dam
Card Tricks	S	RB	Draw 3 cards
Poof	D	BBBRW	5 Dam
Sparkler	A	RR	2 Dam
Smoke	D	RKG	3 Dam
ESP	S	WB	Look at Opponents hand
Sleight of Hand	S	GBK	Opponent discards 2 Random cards
Healing Potion	S	GGGWW	Heal 4 Dam
Hypnotize	S	BBBRG	Opponent discards 4 Random cards
Lightning Bolt	A	RRWWW	5 Dam
Paralyze	S	RKKB	Opponent discards 3 Random cards
Negation	S	WW	Negate Special card just played
Crystal Ball	S	BKW	Look at next 7 cards in deck
Plink	A	BR	2 Dam
Hocus Pocus	S	WKBG	Draw 5 cards

SMOGG THE SCARLET FLAMING DRAGON

Gold Cost = 25

Hits = 15

Action:	Type	Cost	Effect
Firebreath	A	RRWG	4 Dam
Scales	D	BB	2 Dam
Claws	A	KWG	3 Dam
Vicious Bite	A	KKRGG	5 Dam
Tail Whip	A	GK	2 Dam
Armored Plates	D	GGB	3 Dam
Spikes	A	RK	2 Dam

Fly Away	D	WWWKK	5 Dam
Swoop	S	BWG	Opponent discards 2 random cards
Dragon Rage	S	RRGG	Draw 5 cards

GAME DESIGNERS NOTES

Will add more Fighters when I'm not so tired.

FANTASY FLIERS

INTRODUCTION

Miniatures rules for aerial skirmishes.

All combatants (Fliers) include a mount with usually one rider.

SET UP

One player designs the scenario and provides all the miniatures.

The Scenario should include two groups of adversarial fliers.

The other player picks which of the two groups he wants to control.

Make 1-2 chits for each spell in the spell list.

The scenario designer may designate specific spells in the scenario or distribute random spell chits to spell casters after groups are picked.

DESIGNING FLIERS

Pick a mount.

Fill up the mount with riders and weapons.

(Most mounts can carry 2-4 Size = 1 riders and weapons)

For each rider pick a race and class.

MOUNT STATS

Maximum Speed- Top speed in inches per turn.

The Flyer can never normally exceed this without magic or special items.

Acceleration- The maximum amount in inches a flyer can increase his current speed per turn.

Deceleration- The maximum amount in inches a flyer can decrease his current speed per turn.

This does not include momentum used up by turning, climbing, and diving.

Turn Radius- The maximum amount in degrees a flyer can change his facing per inch moved.

Each time a flyer changes facing it uses up one inch of movement.

For example a flyer with a current speed of 5 may fly forward 5 inches, or as one possibility

fly 3 inches and make 2 turns. Turning radii are in increments of 15 degrees.

Climb- The number of inches that must be traveled before the flyers altitude can be increased by one level.

Each time a flyer increases altitude one level, it uses up one inch of movement.

Flyers that can hover have a climb value = 0.

Dive- The number of inches that must be traveled before the flyers altitude can be voluntarily

decreased by one level. Diving does not cost any inches to do.

Flyers that can hover have a dive value = 0.

Mounts have 2 Flying Characteristics: Speed & Maneuverability.

These determine the base values of the other stats such as Acceleration and Climb

SPEED STAT

Speed	Level	Max	Accel	Decl	Climb	Dive	Dodge	Init
Extremely Slow	1	2	1	1	4	4	-1	-1
Very Slow	2	4	1	2	4	3	-	-
Slow	3	6	2	2	3	3	-	-
Average Speed	4	8	2	3	3	2	-	-
Fast	5	10	3	3	2	2	-	-

Very Fast	6	12	3	4	2	1	-	-
Extremely Fast	7	14	4	4	1	1	+1	+1
Extremely Fast-2	8	15	4	5	1	1	+1	+1
Extremely Fast-3	9	16	5	5	1	1/2	+1	+1

MANEUVERABILITY STAT

Maneuverability	Level	Turn	Dodge	Init
Very Poor	1	15	-1	-1
Poor	2	30	-	-
Average	3	45	-	-
Good	4	60	-	-
Very Good	5	90	+1	+1
Very Good-2	6	105	+1	+1
Very Good-3	7	120	+1	+1
Very Good-4	8	135	+1	+1

Hits- Damage the flyer can sustain before falling or dying.

During battle, keep a running tab of Hits remaining.

If reduced to 0 or less hits the mount is killed/destroyed.

Capacity- Number of Riders or Large Weapons the Mount can carry.

If this is exceeded reduce Maneuverability and speed stats by half (round down).

Capacity may not be doubly exceeded.

If the mount is under capacity increase stats by one rank each.

TURN SEQUENCE

Each turn has 2 phases:

Initiative Phase

Main Phase

INITIATIVE PHASE

Determine move order.

Each Flier rolls 1D10 and adds any Initiative modifiers.

High roll moves and attacks first in Main phase.

Next highest roll moves and attacks second in Main phase, and so on.

Reroll ties.

Get +3 to roll if you are diving out of the sun.

Get +10 to roll for first turn surprise.

MAIN PHASE

During Main Phase every flier gets to move and attack.

RATE OF FIRE

Weapons with a ROF of 1 can be used once per turn.

Weapons with a ROF of 2+ can be used up to that many times per turn.

A ROF of ½ can be fired once every other turn.

A ROF of 1/3 can fire once every third turn.

For fractional ROF's it is assumed the rider is spending the time in between

Shots actively reloading.

If the rider is making other attacks the reloading time must be made up.

MOVING

Keep track of each fliers current speed.

Speed is measured in inches per turn.

Keep track of each fliers current altitude.

Altitude is measured in inches above the table.
Use counters to indicate altitude and speed.
Maximum altitude is 3 feet above the table.
Keep track of the fliers forward facing. (the miniature has this function)
See the Mount Stat section for rules on accelerating, turning, etc.
Flyers may attempt to increase their value in any stat +1 at the risk of losing control.
At the beginning of his move roll 1D8:
On a roll of 1-3 the Flier loses control.
A flier out of control cannot attack during his move.
Mounts that cannot hover have a minimum speed = 1.
If forced speed = 0 for any reason, the mount stalls and falls.

ATTACKING

A flier may attack at any point during his move.
Keep track of ammo used, spells used, and current Hit Point totals.
To attack line of sight must not be blocked.
Flyers block line of sight.
Attacks hit on a roll of 6-10 on 1D10.
Add attackers bonuses to hit. Subtract defenders dodge bonuses.
If the attack hits roll 1D8:
On a roll of 1-6 the attack hits the Mount.
On a roll of 7-8 the attack hits the Rider.
If there are multiple riders on a mount pick one at random.
Some mounts completely enclose their riders: subtract 1 from roll.
If there is a hit, roll a number of 1D6 equal to the weapons damage stat.
This is the number of Hit points the target loses.
Targets reduced to 0 hits are killed/destroyed.
Subtract the targets armor stat from the damage inflicted.
Some attacks do not do damage but have other effects.
Targets of Bombs must be under the attacker.
Every time a flyer is hit the rider will fall on a roll of 1 on 1D6.
A hovering flyer is +1 Tohit and -1 Dodge.

ATTACKS FROM BELOW

Flyers cannot attack targets greater than 3 inches above them.
Attacks at targets 1-3 inches above the attacker are at 3/4 listed range.

ATTACKS FROM ABOVE

Weapon Ranges are reduced as follows if attacking a target at a lower altitude:

Height above target	Range is % of Listed
1-3 inches	1.00
4-6 inches	0.50
7-9 inches	0.25
9+	0.00

SPELL ATTACKS

Spell attacks must hit their target like any other attack.
If they hit some spells then allow a 'Magic Save'. Roll 1D8:
On a roll of 1-6 the spell takes effect.
On a roll of 7-8 the spell does not take effect.
Add the defenders Magic resistance to the roll.

WEAPON FIRING ARCS

Mounted Weapons of size 1 have a firing arc of 90 degrees.

Mounted Weapons of size 2 have a firing arc of 60 degrees.
Mounted Weapons of size 3+ have a firing arc of 30 degrees.
Most mounted weapons will be positioned forward facing.
Hand Weapons and spells attacks can be made in any direction.
Attacks with a range of "Adjacent" means the figs must be touching.

FALLING

Some attacks will result in the target mount or rider (or both) falling.
Figures that fall will hit ground at the end of the turn. Roll 1D6:
Rolls of 6+ will cause death. Add 1 per inch fallen.
Subtract 1D6 if landing on "soft" ground or water.
Another flyer may, as its move, attempt to catch the faller. Roll 1D10:
1-5 do not catch flyer. 6-10 catch flyer.
Add 1 if catching a rider. Subtract 3 if the target is petrified
Add catchers Speed and Maneuverability stats. Subtract 9.
Subtract 1 if above the faller. Add 3 if below.
Subtract 2 if the faller is heavier than the catcher.
A Flyer carrying a Mount has its Speed and Maneuverability stats reduced to 1.
Riders may be equipped with parachutes:
They fall 2 inches the first turn, and float down 1 inch per turn thereafter.

POISON ATTACKS

If the attack hits roll 1D8:
1-2 No Effect
3-4 Roll again at the end of next turn.
5-6 Sick: Target is -2 to all rolls for the rest of the battle.
7 Paralyzed: Target cannot do anything for the rest of the battle: Will fall.
8 Death: Will fall.
For stink bombs, disease, & flatulence the result is automatically: sick.
If it hits the contents of the bag of scorpions gets 1 attack each turn for 1D6 turns.
Nonliving mounts are immune to poison.
Arrows may be coated with poison.

RAM ATTACKS

Units may ram.
Ramming attacks are +1 Tohit.
If it's a miss the attacker moves past the target.
If it's a hit the defender takes damage = 1D6 + the current speed of the rammer.
Blunt rams and Piercing rams also add the speed of the rammer.
The attacker takes 1D6 damage.

GRAB ATTACKS

The attacker grabs the target.
The target cannot move (except to get closer to the attacker) or attack until it breaks free or is dropped.
If the attacker moves the grabbed target moves with it.
To break free roll 1D6 at the end of the turn:
1-2 hold not broken. The grabber may move and do damage next turn.
3-4 hold not broken. The grabber may not move but may do damage next turn.
5-6 the target breaks free.
Each turn after the first the attacker may automatically inflict 1D6 hits of damage.
A Flyer grabbing a Mount has its Speed and Maneuverability stats reduced to 1.

PETRIFICATION, GAZE, FREEZE, PARALYZE ATTACKS

If the attack hits the defender gets a Magic Save just like in the Spell attack section.

If the defender fails its save, it is immobilized, and will fall.

For gaze attacks the attacker and defender must be facing each other.

These attacks have no effect on nonliving targets.

STUN ATTACKS

If the attack hits roll 1D6:

On a roll of 4 or higher the target loses its next attack.

WEB & NET ATTACKS

If the attack hits the target is entangled. Roll 1D6:

1-2 the target cannot attack

3-4 Target flyer Speed and Maneuverability stats reduced by 1 each

5 Target flyer Speed and Maneuverability stats reduced to 1

6 Target falls

The target may attempt to break free of the webs.

Roll 1D6 at the end of the turn:

1-3 still entangled 4-6 the target breaks free.

Web and net attacks include bolas, goo guns, and lassos.

MESMERIZE ATTACKS

The attacker and defender must be facing each other.

If the attack hits the defender gets a Magic Save just like in the Spell attack section.

If the defender fails its save, it misses its next attack and must hover or fly at its slowest speed. Nonliving targets are unaffected.

FEAR ATTACKS

The attacker and defender must be facing each other.

If the attack hits the defender gets a Magic Save just like in the Spell attack section.

If the defender fails its save, it misses its next attack and must fly away at top speed.

Nonliving targets are unaffected.

SMOKE & GAS

This action produces a 1 inch diameter 'cloud' of smoke, gas, etc.

If the to hit roll is missed place the cloud next to the target.

A target is not required.

Smoke, Bubbles and ink jets block line of sight.

If a flyer moves through gas or spores roll on the poison attack table.

If a flyer moves through mines or bombs it will be hit on a roll of 1-3 on 1D6.

Gas Clouds, Ink jets, Bubbles and Parachute bombs fall 1 inch per turn.

Smoke rises 1 inch per turn. Balloon mines do not move.

FIRE & ACID ATTACKS

If hit by a fire or acid attack roll 1D8 at the end of the turn:

1-4 Fire extinguished, Acid neutralized. Do not roll again next turn.

5-6 Smoldering, burning: Take 1 hit point of damage: roll again next turn.

7-8 Burst into flames: Take 1D6 hit point of damage: roll again next turn.

Subtract 3 if doused with water.

Subtract 1 if trying to extinguish fire without water. (Cannot attack)

Catapult missiles and arrows may be set on fire.

BREATH WEAPONS

Roll 1D6 to see which type of breath weapon the mount has:

Roll	Type	Range	Tohit	ROF	Dam	Ammo	Type	Notes
1	Fire	5	+1	1/3	3	U	F	Fire
2	Frost	4	+2	1/3	1	U	F	Freeze
3	Lightning	6	-	1/3	2	U	F	Stun
4	Poison Gas	3	+2	1/3	0	U	F	Gas
5	Steam	3	+2	1/2	1	U	F	
6	Acid	3	+2	1/3	2	U	F	Acid

SPECIAL ATTACKS BY MOUNTS

Type	Range	Tohit	ROF	Dam	Ammo	Type	Notes
Sonic Blast	4	+1	½	1	U	F	Stun
Sting	1	-	1	1	U	F	Poison
Bite	A	-	1	2	U	F	
Hooves	A	-	1	1	U	F	
Venomous Bite	A	-	1	1	U	F	Poison
Beak	A	-	1	2	U	F	
Talons	A	-	1	2	U	F	
Claw	A	-	1	2	U	F	
Tail Spike	5	-	½	2	4	360	
Horn	A	-	1	2	U	F	
Poisonous Tentacles	2	-	1	1	U	360	Poison
Tentacles	2	+1	1	2	U	360	Grab
Mesmerize	4	-	1	0	U	F	Mesmerize
Electrical Sting	1	-	½	1	U	360	Stun
Gaze	4	-2	1	0	U	F	Petrify
Web	4	-	1	0	U	F	Web
Fear Attack	5	-	1	0	U	F	Fear
Flatulence	3	+2	½	0	8	R	Gas
Disease	1	+1	1	0	U	360	Disease
Ink Jet Defense	3	-	1/3	0	8	R	Gas

F = Attack is into the forward 180 degree arc

R = Attack is into the rear 180 degree arc

360 = Attack can be made in any direction

A = Adjacent

MOUNT LIST

Type	Speed	Mnvr	Hits	Cap	Notes
Bat	7a	5	20	2	Sonic Blast Attack
Dragon Fly	7a	5H	15	1	
Flying Fish	5a	2	25/1	3	
Butterfly	4a	3	10	2	Also: Moth
Wasp	7a	5H	15/1	2	Sting Attack
Bee	4a	4H	15	2	Sting Attack
Flying Squirrel	6a	5	20	2	Bite Attack
Winged Snake	6a	5	30/1	2	Venomous Bite Attack
Katydid	7a	1	25/1	3	Also: Grasshopper
Skiff	4	3	20	3	Also: Dinghy, Rowboat, Catamaran
Metal Disk	4	4H	30/1	3	
Crystal Orb	5	4H	20/1	4E	Also: Sphere, Cube, Pyramid
Kettle Pot	3	2H	30/2	3	Also: Goblet
Gryphon	6a	5	30	2	Beak & Talons Attack
Manticore	5a	4	35	2	Bite & Claw & Tail Spike Attack
Wyvern	6a	5	25/1	2	
Magic Carpet	7	5H	15	2	
Contraption	4	2	30/1	4	

Rocket	7	1	20	3	
Balloon	1	1H	10	3	
Dragon	6a	4	40/2	4	Bite & Claws & Breath Attack
Fire Drake	7a	5	30/1	2	Bite & Claws & Breath Attack
Biplane	6	2	15	3	Also: Triplane, monoplane
Throne	5	5H	40/2	3	
Skull	6	4H	30/1	4E	Bite Attack
Hang Glider	3	3	10	2	
One Man Dirigible	2	2H	15	3	
Gyrocopter	4	5H	15	4	
Archimedes Screw	3	4H	15	2	
Flying Machine	5	3	20/1	3	
Wind Board	4	4	10	2	Also: Surfboard
Cloud	1	1H	10	4	Insubstantial
Bicycle	2	4	5	2	
Saucer	5	5H	25/1	4	
Narwhale	3a	3	20	4	Horn Attack
Jellyfish	1a	2H	10	3	Poisonous Tentacles Attack
Skeletal Dragon	6	4	30/1	4	Bite & Claws Attack
Boulder	6	2H	40/2	4	
Raft	1	1H	10	4	
Sphinx	4a	3	30	3	Claws Attack
Pegasus	5a	4	20	2	Hooves Attack
Nightmare	6a	3	25	2	Hooves & Fear Attack
Beetle	5a	4H	20/1	4	
Squid	7a	2	20/1	3	Ink Jet Defense; Tentacle Attack
Nautilus	4a	3H	30/1	4	Tentacle Attack; Mesmerize Attack
Bird of Prey	6a	5	20	2	Beak & Talons Attack
Shell	4	4H	20/2	3	
Kite	4	3H	10	2	
Roc (Rukh)	5a	2	35	4	Beak & Talons Attack
Manta Ray	6a	4	25	3	Electrical Sting Attack
Wind Spider	5a	5	15	3	Web & Venomous Bite Attack
Flying Pig	4a	4	25	4	Gas Attack (Rear Arc)
Chimera	5a	4	30	2	Bite & Horn & Breath Attack
Peryton	7a	5	20	2	Horn & Claw Attack
Mini-Sub	4	2H	30/2	4E	Jules Vern Style
Cockatrice	4	4	15	2	Gaze Attack
Chariot	4	3	25/1	4	Also: Sled, Carriage, Wagon, Cart
Albatross	4	4	20	4	
Pterodactyl	5	4	20	3	Bite Attack
Plague Fly	5	5	15	2	Disease
Winged Tiger	5	3	30	2	Bite & Claw Attacks
Jabberwocky	4	2	25/1	3	Beak & Talon Attacks
Mechanical Bird	7	5	20/2	2	Beak Attack
Ornithopter	6	4	15	3	
Winged Centaur	5	4	15	2	Hooves & Hand Weapon Attack
Flying Unicorn	6	5	15	2	Hooves & Horn Attack
Steam Engine	3	2	35/2	4	
Archaeopteryx	4	4	20	2	Beak Attack

a = the mount is alive.

E = enclosed rider.

H = the mount can hover.

Hits column notation (x/x): Hits/Armor

Cloud Mounts can only be damaged by elemental attacks.

Wild and intelligent mounts do not require a rider.

RIDER RACE LIST

Race	Size	Speed	Mnvr	Hits	Notes
Human	1			10	
Elf	1			8	+1 on Tohit rolls; +1 spell
Dwarf	1			12	Hand Weapons +1 damage, Magic Resistance
+1					
Gnome	½			8	

Halfling	½			6	
Goblin	½			7	
Kobold	½			5	
Orc	1			10	
Lizardman	1			12	Armor +1
Zombie	1			12	Regenerate 1 Hit point per turn
Ogre	2			20	Armor +1, Initiative -1
Giant	3			30	Armor +2, Initiative -2
Hawkman	1	6	5	9	
Succubi	1	6	5	11	
Sprite	½	7	5	4	+1 spell
Demon	2	6	5	17	Armor +1
Gargoyle	2	4	5	16	Armor +3
Djinn	2	7	5	19	+3 Spells
Golem	2			25	Armor +3, Initiative -2
Simian	1			12	Hand Weapons +1 damage and +1 range
Catman	1			7	Dodge +1, Initiative +1
Beastman	1			12	
Forsyth	2			15	4 armed humanoids
Octopoids	1			8	+2 spells
Siren	1			6	Mesmerize attack
Naga	2			14	Sting attack
Imp	½	7	5	3	+1 spell
Mantis Man	2			13	Armor +1, Initiative +1, Claw Attack
Gremlins	1/4			2	Cannot use hand weapons

Size = 1 flyers are normal size.

Size = ½ flyers are small size. Hand Weapons do -1 damage and get -1 range.

Size = 2 flyers are normal size. Hand Weapons do +1 damage and get +1 range.

Size = 3 flyers are normal size. Hand Weapons do +2 damage and get +2 range.

Each rider can hold/carry a fair number of hand weapons/ items.

A reasonable number of extra hand weapons can be stored on the mount.

Riders may carry shields: Negate an attack that hits the rider on a roll of 1-2 on 1D6.

Riders may wear helmets: Armor +1 and Initiative -1.

Leather Armor: Armor = 1, Chain Mail: Armor = 2, Plate Armor = 3

RIDER CLASS LIST

Class	Notes
Knight	Fighter, Plate Armor, Hits +2D6
Warrior	Fighter, Chain Armor, Hits +2D6, Initiative +1
Rogue	Hits +1D6, Dodge +2, Tohit +1, Initiative +1
Soldier	Hits +1D6, Fighter, Chain Armor, Dodge +1
Wizard	Spells +2D6, Magic Resistance +1
Cleric	Spells +1D6, Chain Armor, Hits +1D6
Barbarian	Fighter, Hits +3D6, Magic Resistance +1
Amazon	Fighter, Hits +1D6, Dodge +1, Initiative +1
Archer	Hits +1D6, Tohit +2

For Fighters hand Weapons do +1 damage.

RIDER EXPERIENCE TABLE

1	Hits +1D6
2	+1 damage with hand weapons
3	Initiative +1
4	Tohit +1
5	+1 Spell
6	Magic Resistance +1
7	Dodge +1
8	Mount gets +1 Speed
9	Mount gets +1 Maneuverability
10	Tough: Armor +1

Roll 1D10 on this table to beef up riders and make them extra heroic.

SUPERIOR MOUNT TABLE

- 1 Hits +1D10
- 2 Magic Resistance +1
- 3 Capacity +1
- 4 Speed +1
- 5 Maneuverability +1
- 6 Armor +1

Roll 1D6 on this table for meaner mounts.

WEAPON LIST

Name	Range	Tohit	ROF	Dam	Ammo	Type	Notes
Acid Sprayer	4	+2	1	1	6	M	Acid
Gasser	3	+2	1	0	4	M	Gas
Stink Bomb	3B	-	1	0	1	B	Gas
Poison Dart	5	-2	1	0	6	H	Poison
Cast Net	3	-	1	0	1	H	Net
Weighted Net	1	+2	1	0	1	B	Net
Lasso	4	-	½	0	U	H2	Net
Mechanical Claw	2	-	1	0	U	M	Grab
Incendiary Bomb	1B	-	1	4	1	B	Fire
Hand Grenade	4	-	1	2	U	H	
Horn of Blasting	5	+2	1/2	1	U	H/M	Stun
Flame Thrower	5	+2	1	2	4	M	Fire
Fire Ball Gun	8	+2	1/3	3	U	M2	Fire
Lightning Globe Caster	7	+1	1/2	2	U	M2	Stun
Freeze Ray	6	+2	1	1	7	M	Freeze
Rocket	20	-1	1	9	1	M	
Trebuchet	19	-2	¼	6	4	M3	
Scorpion	10	-	½	3	8	M	
Ballistae	13	-	1/3	4	6	M2	
Short Bow	8	-	1	1	20	H2	
Long Bow	10	-	1	2	16	H2	
Great Bow	12	-	1	3	12	H2	
Arquebus	6	-	½	2	9	H2	
Catapult	15	-1	1/3	5	6	H2	
Bombard	17	-1	¼	7	5	M3	
Swivel Gun	10	-	½	3	15	M	
Javelin	1/7	-	1	2	U/3	H	
Dagger	A/3	-	1	1	U/1	H	
Harpoon Gun	10	-	1/2	3	5	M	Grab
Trident	1	-	1	2	U	H	
Throwing Disk	5	-	1/2	1	R	H	
Thunder Hammer	A/5	-	1/2	2	U/R	H	
Boomerang	5	-	1/2	1	R	H	
Vortex Gun	12	+2	1/3	1D6	5	M2	
Blunderbuss	4	+1	1/2	1	6	H2	
Sniper Rifle	15	+1	½	2	9	H2	
Musket	8	-1	1	1	12	H2	
Hand Axe	A/5	-	1	2	U/2	H	
Gatling Gun	9	-	3	2	12	M2	
Star Caster	7	-	3	1	15	M	
Pelter	6	-	4	1	32	M2	
Needler	5	-	3	0	21	M	Poison
Crossbow Repeater	8	-	2	2	20	M	
Pellet Gun	7	-	2	1	14	M	
Dart Gun	6	-	1	2	10	M	Poison
Blow Gun	4	-1	½	0	7	H2	Poison
Goo Gun	5	+1	½	0	5	M	Web
Bag of Scorpions	2	-	1	0	1	H	Poison
Web Shooter	4	+1	½	0	6	M	Web
Net Gun	6	+2	½	0	5	M	Net
Ball and Chain	1	-	1	2	U	H	

Lance	2	-	1	3	U	H	
Pike	3	-	1	3	U	H2	
Spear	2/6	-	1	2	U/1	H	
Halberd	2	-	1	3	U	H2	
Sling	6	-1	½	1	9	H	
Sling Staff	8	-1	½	2	8	H2	
Bubble Projector	4	+1	1	0	6	M	Bubbles
Grappling Hook	5	-	½	1	1	H2	Grab
Inferno Bomb	1B	-	1	8	1	B	Fire
Boiling Oil	1B	+2	1/9	2	1	M	Fire
Circular Saw	1	-	1	3	U	M	
Chain Saw	1	-	1	2	U	M	
Blunt Ram	A	+1	A	2	U	M	
Piercing Ram	A	+1	1	3	U	M	Grab
Banshee in a Bottle	3	+4	1	1	U	H2	Stun
Shot Put	3	-	1	1	6	H	
Steam Cannon	14	-	1/6	6	5	M3	
Organ Gun	9	+2	¼	2	5	M	
Tessla Coil	11	-1	1/3	3	U	M	Stun
Smoke Generator	1	-	1	S	20	M	Smoke
Whip	2	-	1	1	U	H	
Cat-o-nine-tails	1	+1	1	2	U	H	
Bola	5	-	½	1	2	H	Net
Rocket Spear	13	-1	1/2	4	3	M	
Horseshoes	4	-	1	1	4	H	
Spore Caster	3	-	1	0	5	M	Spores
Balloon Mines	1	-	1	1	8	B	
Parachute Bombs	1	-	1	1	12	B	
Spit in the Eye	2	-2	½	0	U	-	Stun
Molotov Cocktail	3	-	1/2	2	3	H2	Fire
Flintlock Handgun	5	-	1	2	7	H	
Crossbow Pistol	4	-	1	1	9	H	
Sword (short HTH weapons)	A	-	1	2	U	H	
Onager	14	-1	½	1	14	M	
Jettison	4	+1	¼	3	1	M	
Drill	1	-	1	2	U	M	

ROF = Rate of Fire.

Ranges are in inches.

If range is indicated by x/x the first value is hand-to-hand, the second is thrown.

B = The weapon is a bomb.

U = Unlimited Ammo

H = Hand weapon (1 handed)

H2 = Hand weapon (2 handed)

M = Mounted weapon. Size =1

M2 = Mounted weapon. Size =2

M3 = Mounted weapon. Size =3

R = Returns to Thrower

SPELL LIST

Petrify - Range = 4. Target suffers 'Petrify' effect. Target may save.

Paralyze- Range = 4. Target suffers 'Paralyze' effect. Target may save.

Death- Range = 4. Target suffers 'Death' effect. Target may save.

Fear- Range = 4. Target suffers 'Fear' effect for 1D6 turns.

target may save at end of every turn.

Lightning- Range = 10. Damage = 3. Target suffers 'Stun' effect.

Fireball- Range = 6. ToHit +2. Damage = 4. Target suffers 'Fire' effect.

Disintegrate- Range = 4. Target suffers 'Death' effect. Target may save.

Web- Range = 4. ToHit +2. Target suffers 'Web' effect. Target may save.

Cold Blast- Range = 4. ToHit +2. Damage = 1. Target suffers 'Freeze'

effect. Target may save.

Counter- Target incoming spell negated.

Reflect - Target incoming spell targets its caster.

Heal- Cast on self or friendly target within 1 inch. Target heals 3D6 lost hit points.

Deflect - Pick new target for incoming spell.

Ice Shards- Range = 6. Get 5 attacks of Damage = 1 each.
Ice Ball- Range = 8. Damage = 2. Target suffers 'Freeze' effect. Target may save.
Illusions- Creates an imaginary flyer within 5 inches.
Opponents in range attack illusion on a roll of 1-3 on 1D6.
Illusion lasts until hit. Moves like mount it resembles.
Invisibility- Cast on Self or friendly flyer within 3 inches. Flyer is -3 to be hit.
Invisibility lasts 1D6 turns or until flyer is hit.
Acid- Range = 2. ToHit +2. Damage = 3. Target suffers 'Acid' effect
Flying- Cast on self or friendly rider within 1 inch. Target can fly for the rest of the battle. Speed = 4. Maneuverability = 3.
Gas Cloud- Creates a 3 inch diameter poison gas cloud within 6 inches of caster.
Mesmerize- Range = 4. Target suffers 'Mesmerize' effect for 1D6 turns.
target may save at end of every turn.
Winds- Self or flyer within 5 inches gets acceleration +1D6 this turn.
Force Field- Self or flyer within 4 inches gets Armor +6 for 1D6 turns.
Curse- Range = 4. Target gets -1 to all rolls for the rest of the battle.
Blessing- Self or Range = 2. Target gets +1 to all rolls for the rest of the battle.
Teleport- Self or Range = 2. Move target to any location on the map
Tornado- 10 inches tall. 1 inch in diameter. Starts next turn within 5 inches of caster.
Can move 1D6 inches per turn. Caster controls movement. Lasts 1D6 turns.
Mounts within 1 inch take 1D6 damage.
Black Sphere- 1 inch in diameter. Starts next turn within 5 inches of caster.
Speed = 4 Maneuverability = 3. Caster controls movement. Lasts 1D6 turns.
Make Ramming Attack. If hit, flyers save vs magic or are annihilated.

MAGIC ITEMS.

Items can take many forms: Weapons, armor, staves, wands, jewelry, rings, etc.
Power items: Mimic a spell and have 1D6 charges.
Personal items: Mimic a result of the rider experience table. Work continuously.

OBSTACLES

Clouds- Block line of sight. Determine diameter and height.
Winds- Increase acceleration +1 in one direction and decrease it in the opposite direction.
Rain- No fire results. All ToHit rolls at -1
Solid Earth- Mountain Peaks, Cliffs, Towers, Floating Cities, Bridges
Larger Flyers- Ships, Barges, Leviathans, Ancient Dragons, Hulks

OPTIONAL RULES: HEX MAPS

Convert inches into hexes.
Replace the Turn Radius stat with the MTR (Move Turn Ratio) stat.

ManeuverabilityLevel	MTR	
Very Poor	1	4
Poor	2	3
Average	3	3
Good	4	2
Very Good	5	2
Very Good-2	6	1
Very Good-3	7	1
Very Good-4	8	½

The MTR is the number of hexes the flyer must move forward before turning 1 hex face.
All Mounted Weapons have a firing arc of 60 degrees.
Flyers in adjacent hexes are considered to be at range = 1 or adjacent depending on the attack mode of the attacker.

OPTIONAL RULES: TWO-DIMMENSIONAL PLAY

Ignore Climb, Dive, and Altitude stats and rules.
For bombing purposes, if 2 flyers occupy the same space, the flyer that entered the space last is considered to be at the higher altitude. Otherwise, consider all flyers and obstacles to be at the same altitude.

SAMPLE SCENARIO: WIZARDS RUN

A small group of Adventurers on a quest are ambushed by motley band of Sky Pirates. The wizards get a minor victory if they make it off the end of the map.

The Wizards have 3 Flyers:

Rider: Ezerus the Arcanus

Class: Wizard Race: Human Spells: 5

Items: Hail Machine (Ice Shards, 6 charges), Dragon Scale Suit (Armor = 5)

Mount: Flying Machine with Lightning Globe Caster

Rider: Sheva the Enchantress

Class: Wizard Race: Sprite Spells: 3

Items: Wand of Illusions (Illusions, 3 charges)

Mount: Butterfly with Web Gun

Rider: Favian the Adept

Class: Knight Race: Human

Items: Sword, lance and shield

Mount: Chimera with Horn of Blasting

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The Sky Pirates have 4 Flyers:

Rider: Captain Churl

Class: Warrior Race: Orc

Items: Hand Axes and Lasso

Co-pilot (Gunner/Loader): Mawgi

Class: Soldier Race: Kobold

Items: Hand Grenades and Daggers

Mount: Flying Pig with Catapult

Rider: Lobo

Class: Warrior Race: Lizardman

Items: Spear and Shield

Mount: Pterodactyl with Weighted net and Pellet Gun

Rider: Grock

Class: Rogue Race: Beastman

Items: Whip

Mount: Bat with Flame Thrower

Rider: Scagg

Class: Archer Race: Goblin

Items: Short Bow

Mount: Dragon Fly

FANTASY HEROES

INTRODUCTION

Card Game. Fantasy conquest made simple.

THE DECKS

There are 2 decks, the Territory deck, and the Battle deck.

The Territory deck has 15 cards.

There are 5 types of territories: Castles, Mountains, Towers, Forests, and Swamps.

The Territory deck has 3 cards of each.

The Battle Deck has 60 cards.

There are 4 types of Battle cards: Heroes, Minions, Artifacts, and Spells.

The Battle Deck has one of each of the cards listed in the Card Lists under these four headings.

OBJECTIVE

Control all of the territory cards.

SETUP

Each player gets 4 territory cards dealt randomly from the territory deck.

After setup the territory deck is no longer used.

All players draw a card from the battle deck. The player who draws

the highest BV or AV score goes first. The next highest goes second, and

so on. Redraw in case of ties.

Each player starts with 7 cards.

TURN SEQUENCE

Players take turns. Each turn has 2 phases:

1. Draw Phase
2. Attack Phase

DRAW PHASE

Draw 3 cards.

You may have a maximum of 7 cards in your hand.

If you ever have more than 7 cards at the end of a phase, discard the excess cards.

If the deck runs out, shuffle the discard and continue play.

ATTACK PHASE

If you have a hero in your hand you may attack.

If you don't want to attack you may skip this phase.

If you want to attack, pick one of your opponents territories to be the target of your attack.

Play one of your heroes face up on the table.

You may also play one artifact card.

You may also play one or more Minion cards whose territory matches that of the attacking hero.

For example: A barbarian may have a Giant as a minion, but not a vampire.

You may also play one or two spell cards if allowed.

Each hero has a spell level of 0, 1, or 2. This is the number of spells the hero may cast during the battle.
 Add up the AV (Attack Value) of the Hero plus the BV (Battle Value) of all his minion, spell, and artifact cards. This is the "Total Attack Score."
 The Defender may play a Hero.
 The Defender may play one artifact card, only if he played a hero.
 The Defender may also give his hero spells according to the heroes spell level.
 The Defender may play Minion cards that match his heroes territory and the territory that is being attacked.
 The Defender may play Minion cards that match his territory that is being attacked even if he does not play a hero.
 Attacker and Defender may continue playing cards until they both pass.
 Add up the Defenders BVs and DV (Defense Value) to get a "Total Defense Score."
 Compare the total scores of the attacker and the defender.
 If the Attackers Score is higher, he gets to keep the territory card, and draws 2 cards.
 If the Defenders Score is equal or higher he keeps his territory card and draws 3 cards.
 All cards played during the battle on both sides are discarded.

TERRITORY CARD LIST

Name:	#
Castle	3
Mountain	3
Forest	3
Tower	3
Swamp	3

HERO CARD LIST

Name	Territory	AV	DV	Spells
Knight	Castle	1	5	0
Castle Minions get +1BV				
Priest	Castle	1	1	2
The Priest can negate one spell cast by opponent during the battle.				
Cleric	Castle	1	3	1
+3 BV versus Swamp Minions				
Barbarian	Mountain	6	3	0
Cannot use Artifacts				
Warrior	Mountain	4	4	0
Shaman	Mountain	3	1	1
Mountain Minions get +1BV				
Druid	Forest	1	3	1
Forest Minions get +1BV				
Ranger	Forest	2	4	0
+3 BV when battle at Forest				
Enchantress	Forest	1	1	1
The Enchantress takes control of one opposing minion before totals are compared.				
Wizard	Tower	1	1	3
Sorcerer	Tower	3	1	1
The Sorcerer may use one non-tower minion.				
Rogue	Tower	3	3	0
The Rouge steals one random card from his opponents hand when played.				
Warlock	Swamp	1	3	1
+3 BV versus Forest Minions				
Necromancer	Swamp	1	1	2
Swamp Minions get +1BV				
Lich	Swamp	3	1	1
+3 BV when battle at Swamp				

MINION CARD LIST

Name	Territory	BV	Special
Peasants	Castle	1	+1 BV if Defending Castle
Archers	Castle	2	+1 BV if Defending
Pikemen	Castle	3	+1 BV if Defending, -1 BV if Attacking
Griffins	Castle	4	
Archangel	Castle	5	+1 BV versus Swamp Minions & Heroes
Goblins	Mountain	1	Discard a card to get +1 BV
Orcs	Mountain	2	+1 BV if Attacking
Ogres	Mountain	3	
Trolls	Mountain	4	
Giant	Mountain	5	+1 BV if Defending Mountain
Pixies	Forest	1	Hero gets +1 Spell Level
Elves	Forest	2	Hero gets +1 Spell Level
Dwarves	Forest	3	+1 BV versus Mountain Minions
Unicorns	Forest	4	Hero gets +1 Spell Level
Dragon	Forest	5	Opponent must discard one random card
Gnomes	Tower	1	+1 BV if Defending Tower
Myrmidons	Tower	2	
Golems	Tower	3	Negate one of opponents spells
Djinn	Tower	4	Hero gets +1 Spell Level
Demon	Tower	5	+1 BV if Attacking
Skeletons	Swamp	1	
Zombies	Swamp	2	
Swarm	Swamp	3	Destroy level 1 Minion
Wraiths	Swamp	4	+1 BV at Swamp
Vampire	Swamp	5	+1 BV versus Castle Minions

Notes: When played the swarm destroys one opposing minion of BV=1

ARTIFACT CARD LIST

Name	BV	Notes
Rune Staff	5	Draw one card when played
Celestial Sword	4	AV +1
Titans Armor	3	DV +1
Spell Shield	2	Negate one of opponents spells during battle
Ring of the Magi	1	Hero gets +1 Spell Level

SPELL CARD LIST

Name	BV	Effect
Bless	0	All of your minions get +1 BV
Cone of Cold	2	Opponent must discard one random card.
Lightning Bolt	3	Destroy opponents Artifact.
Fireball	3	All of your opponents Minions are -1 BV
Disintegrate	5	
Illusions	X	X = 1+ Casters spell level
Invisibility	3	
Petrification	0	Destroy one of opponents Minions.
Charm	0	Take control of one of opponents Minions.
Cataclysm	0	Destroy all Minions in battle so far.
Scrye	0	Look at opponents hand.
Fortune	0	Draw 3 cards.
Summon	0	During battle use any Minion card in your hand.
Wall of Fire	0	Your opponent may not attack you on his turn.
Fly	0	You may make a second attack this turn.

Notes: Play Fly after your first attack, if you have a second hero ready.

Play Wall of Fire at the beginning of your opponents attack phase.

Play Scrye and fortune at any time.

DESIGNERS NOTES

For a short game, let the winner be the player with the most territories

when the deck runs out.

FANTASY SKIRMISH

INTRODUCTION

Board & card game for 2 players.
Battle between two Fantasy Armies.
Abstract skirmish level combat.
Each figure represents a single hero, monster, or unit.

VICTORY

You win if you kill all opposing units with Leadership Skill.

THE MAP

Use an 8x8 chessboard.

FIGURES

Use chits or miniatures to represent units.

ARMIES

Pick which type of army you want.
Currently available choices include: Dwarves, Orcs, Goblins, Elves, Feudals.
Future additional lists may include: Barbarians, Undead, Hobgoblins

BUILDING YOUR ARMY

Each Figure has a cost value.
A standard army will be worth 150 points.
An Army must include a Leader.
A standard army must have 16 figs.

SETUP

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

THE CARDS

Players share a 90 card common deck.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Fate Phase
Move Phase
Attack Phase

FATE PHASE

Draw 3 cards.

Max hand size = 5 cards.

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

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.

The move card has a number.

This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal.

Units cannot move through other units.

"Knight" type move cards allow a unit to move like a knight in chess.

The Knight move cards can only be used by units with a Move stat of 3+.

Instead of moving just one unit in any direction, you have the

option of moving up to three units forward the indicated number of

spaces using a single move card.

ATTACK PHASE

Play (discard) an Attack card to have a unit attack.

The attack card has a number.

The unit must have a Strength value equal to or greater than the value of the Attack card in order to use it.

Attacks can be diagonal or orthogonal.

The attack can be at a range equal to or less than the range stat of the attacking unit.

Units with ranged attacks cannot attack over (through) other units.

Each attack does one point of damage.

A unit reduced to zero Hits is killed and removed from the board.

Your opponent may play Defense cards to negate your attack.

A unit that becomes immobilized cannot move, attack, defend or use SA's.

SPECIAL ABILITIES

Most units have one special ability (SA).

Discard a SA card to have a unit use its special ability.

Some SA's do not require a SA card to be discarded.

SPELLS

A unit as its special ability may know one or more spells.

Before the game starts, pick which spells the unit knows.

Spells must be picked from that races Spellbook list.

To cast a spell, just discard a SA card.

COMMON DECK CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

N = Negate Move

SA = Special Ability

Str = Strength

= Number of that card in the deck

Type = Purpose of card

COMMON DECK CARD LIST

Card Name:	#	Type	Notes
Move 1	10	M	move unit exactly 1 space
Move 2	8	M	move unit exactly 2 spaces
Move 3	6	M	move unit exactly 3 spaces
Move 4	4	M	move unit exactly 4 spaces
Move K	2	M	move unit as a Knight
Attack 1	8	A	unit with Strength 1+ may attack
Attack 2	7	A	unit with Strength 2+ may attack
Attack 3	6	A	unit with Strength 3+ may attack
Attack 4	5	A	unit with Strength 4+ may attack
Attack 5	4	A	unit with Strength 5+ may attack
SA	20	SA	Unit may use its Special Ability
Defend	5	D	Negate Attack card played by opponent
Negate	5	N	Negate Move card played by opponent

UNIT SPECIAL ABILITIES LIST

Attack = The unit may discard a SA card (instead of an Attack card) to make an attack.

Shield = The unit may discard a SA card (instead of a Defense card) to negate an attack on itself.

Martyr = The unit may discard a SA card to take the damage directed at an adjacent unit.

Slay = The unit does 2 points of damage instead of one.

Leadership = All adjacent units get a Strength value of +1.

Berserk = The unit may make an additional attack each turn.

Spells (X) = The unit knows X number of spells.

Throw = The unit may discard a SA card to make an attack of a range of exactly = 2.

Explode = The unit may discard a SA card to kill itself and do 1 damage to all adjacent units.

Regeneration = The unit may discard a SA card to regain one lost hit.

Scout = If adjacent to an enemy unit, the unit may discard a SA card to look at your opponents hand.

Indirect Fire = The unit may make ranged attacks over other units.

Trample = The unit may continue to move after attacking.

Ride = The Unit may move twice per turn

Net = Target of range = 2 is Immobilized for 3 turns.

DWARF ARMY LIST

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
9	Troll Slayer	2	2	1	3	Slay
11	Giant Slayer	2	3	1	4	Slay
8	Crossbows	2	1	3	2	None
10	Gunners	2	1	3	3	Attack
7	Clansmen	2	1	1	2	Shield
7	Axers	2	1	1	2	Throw
8	Berserkers	2	1	1	3	Berserk
7	Runner	3	1	1	1	Scout
9	Longbeards	2	1	1	2	Leadership
7	Hammers	2	1	1	2	Attack
8	Shield Bearers	2	2	1	1	Shield, Martyr
12	Champion	2	3	1	4	Attack
12	Dwarf Lord	2	3	1	3	Leadership
10	Rune Lord	2	2	1	2	Spells (3)
14	War Machine	4	4	1	4	Trample
7	Powder Keg	3	1	1	1	Explode
6	Adept	2	1	1	1	Spells (1)
11	Steam Cannon	1	1	5	3	Indirect Fire

DWARF SPELL BOOK

Spell	Notes:
Thunder	Attack with range of exactly = 4
Stone Skin	Self or adjacent unit gets Shield Ability for 4 turns
Mend	Restore one lost hit to self or adjacent unit
Sharpness	Self or adjacent unit gets Attack Ability for 4 turns
Lore	Look at next 7 cards in the deck
Petrify	Range = 4. Target immobilized for 4 turns
Stone Rain	Indirect Attack with range of exactly = 4

ORC ARMY LIST

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
9	Assassin	3	2	1	2	Slay
9	Archers	3	1	3	1	Attack
7	Scimitars	2	1	1	2	Attack
9	Spy	4	1	1	2	Scout
15	Chieftain	3	3	1	4	Leadership
10	Shaman	2	2	1	3	Spells (3)
6	Hedge Wizard	1	1	1	1	Spells (2)
11	Boar Riders	4	2	1	2	Ride
7	Spears	2	1	1	2	Throw
6	Clubbers	2	1	1	1	Martyr
16	Ogre	3	4	1	5	Throw
13	Troll	3	3	1	4	Regenerate
10	Catapult	1	1	5	2	Indirect Fire
10	Black Orcs	3	2	1	3	None
11	Champion	3	3	1	3	Berserk
10	Half Orcs	3	1	3	2	None
7	Guards	2	1	1	2	Shield
8	War Drums	1	1	1	1	Leadership

ORC SPELL BOOK

Spell	Notes:
Blood Rage	Self or adjacent unit gets Berserk Ability for 4 turns
Fire Ball	Attack with range = 4
Reattach	Self or adjacent unit gets Regenerate Ability for 4 turns
Curse	Range = 3. Target cannot use SA's and is -1 to Move stat for 8 turns
Poison	Self or adjacent unit gets Slay Ability for 4 turns

GOBLIN ARMY LIST

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
8	Raiders	3	1	1	2	Attack
9	Grenadiers	2	1	2	3	Explode
6	Irregulars	2	1	1	1	Martyr
9	Witchdoctor	2	1	1	1	Spell (3)
9	Alchemist	2	1	2	1	Spell (2)
7	Spearchuckers	2	1	1	2	Throw
8	Fanatics	2	1	2	2	Berserk
9	Shortbows	3	1	3	1	Indirect
10	Gob Lobber	1	1	5	2	Indirect
12	Wolf Riders	4	2	3	2	Ride
10	Hero	3	2	1	3	Attack
11	King	2	2	1	2	Leadership
7	Cut Throat	3	1	1	1	Slay
11	Rocket Launcher	1	1	5	3	Explode
11	Bugbears	3	3	1	3	Attack
6	Net Casters	2	1	1	1	Net
7	Infantry	2	1	1	2	Attack
7	Scouts	3	1	1	1	Scout

GOBLIN SPELL BOOK

Spell	Notes:
Summon Goblin	Put an irregular into play adjacent to caster
Poisons	Self or adjacent unit gets Slay Ability for 4 turns
Instability	Self or adjacent unit gets Explode Ability for 3 turns
Evil Eye	Attack with range of exactly = 3
Hex	No unit may enter target empty square for 5 turns
Amulets	Self or adjacent unit gets Shield Ability for 4 turns
Warflame	Self or adjacent unit gets Leadership Ability for 3 turns

ELF ARMY LIST

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
13	Rangers	3	2	4	3	Slay
10	Warriors	3	2	1	3	Attack
10	Unicorn	4	1	1	3	Ride
13	Elf Lord	4	2	1	2	Leadership
10	Arch Mage	2	1	1	1	Spell (4)
7	Mage	2	1	1	1	Spell (2)
12	Arch Druid	3	2	1	2	Spell (3)
6	Druid	2	1	1	1	Spell (1)
9	Riders	4	1	1	2	Ride
9	Guardians	2	2	1	3	Shield & Martyr
11	Hunters	3	1	3	2	Indirect & Scout
11	Archers	2	1	4	3	Indirect
7	Spears	2	1	1	2	Throw
9	Scout	3	1	3	1	Scout
7	Swords	2	1	1	2	Attack
10	Ballista	1	1	5	3	None
11	Warrior Maiden	3	1	1	2	Leadership
13	Treant	2	4	1	5	Shield
11	Great Eagle	4	1	1	2	Fly, Ride, & Scout

ELF SPELL BOOK

Spell	Notes:
Tangle Roots	Range = 4. Target immobilized for 4 turns
Healing Ways	Restore one lost hit to self or adjacent unit
Energize	Self or adjacent unit gets Berserk Ability for 4 turns
Tree Meld	Self or adjacent unit gets Shield Ability for 4 turns
True Aim	Self or adjacent unit gets Attack Ability for 4 turns
Wild Winds	Negate Attack made against self or adjacent unit
Vision Pool	Look at next 7 cards in deck

FEUDAL ARMY LIST

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
7	Footmen	3	1	1	1	Martyr
6	Squire	3	1	1	1	None
14	Knights	4	3	1	4	Ride & Shield
10	Longbowmen	2	1	4	2	Indirect
8	Archers	2	1	3	1	Indirect
9	Crossbowmen	2	1	3	2	None
11	Trebuchet	1	1	5	3	Indirect
10	Catapult	1	1	5	2	Indirect
13	King	4	2	1	2	Leadership
15	Nobles	4	2	1	4	Leadership
9	Wizard	2	1	1	1	Spells (4)
7	Magician	2	1	1	1	Spells (2)
8	Priest	2	1	1	1	Spells (3)

8	Halberdiers	2	1	1	3	Attack
7	Swordsmen	2	1	1	2	Attack
8	Shieldmen	2	2	1	1	Shield & Martyr
8	Pikemen	1	1	1	4	None
8	Rogue	3	1	1	1	Scout & Slay

FEUDAL SPELL BOOK

Spell	Notes:
Crystal Ball	Look at opponents hand
Blessing	Self or adjacent unit gets Attack Ability for 4 turns
Holy Armor	Self or adjacent unit gets Shield Ability for 4 turns
Smite	Self or adjacent unit gets Slay Ability for 4 turns
Teleport	Self or adjacent unit transported to any empty Square
Lightning Bolt	Attack with range of exactly = 4
Haste	Self or adjacent unit gets Move +1 & Berserk Ability for 3 turns
Sanctuary	Negate Attack made against self or adjacent unit
Dispell	Negate Spell cast by opposing unit

FARSCAPE THE CARD GAME

by Peter Cobcroft
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INTRODUCTION

Multi-player Card game.
Space Opera / Sci-Fi theme.
Warp / Euchre type Format.

DISCLAIMER

Farscape is a copyrighted, trademarked, licensed property.
This is merely a fan site.
Warning - this game contains spoilers for the entire series.

OBJECTIVE

To have the characters with the highest scores by the time the series ends. The character with the highest score is deemed to be the 'star' of the series.

THE DECKS

There is one common deck to draw from.

CARD RANDOMIZER UTILITY

Click [Here](#) for randomizer.

CARD TYPES

Character cards.
Event cards.
Character Exit cards.
Play Change cards.

SETUP

Each player receives 5 cards. The player in the blackest clothing goes first. Play proceeds clockwise.

TURN SEQUENCE

Draw a card
Play a card
Obey any special rules on a card

GAME END

The game ends when the 'End of Season' card is played. Note - longer games can be played if four seasons are run. When the 'End of Season' card is played, reshuffle all cards and keep a running score.

MAXIMUM CARDS

A player may not have more than five cards in their hand at the beginning of their turn, unless the rules have changed.

DRAW A CARD

Unless the play rules have changed, a player only draws one card from the deck.

If there are no cards left to draw from, reshuffle the discard pile and keep going.

PLAY A CARD

Unless the play rules have changed, a player only plays one card from their hand. They may play it to the active area in front of them, or they may discard the card to the discard pile.

Character cards are placed in front of the player whose turn it is. Event cards are placed on top of Character Cards and add to the score of the Character Card, they may also be played on other Event cards for a cumulative effect. Event cards can be played on other player's Characters. If doing so decreases MH or PH to zero, then the character and all events for that character are immediately discarded.

Character Exit Cards are placed on top of all the Events of a particular Character (either yours or someone else's). Rotate the pile sideways - no further cards can be played on it. Character Exit cards can be played on another player's Character if legal.

Play Change cards can never be discarded from you hand, and when played they take effect immediately. Place Play Change cards next to the discard pile, they are in effect until another card supercedes them.

CHARACTERS

A character, when played, usually starts with 2 Mental Health (MH), 2 Physical Health (PH) and usually 1 in another characteristic (C, T, R, A). If either MH or PH is reduced to zero, the character is out of the game. Take the Character card, and any Event cards played on that character and put them in the discard pile.

Event cards usually increase one of a character's four scores - comedy, tragedy, romance or action. It is the sum of these scores that gives a character's final score. An Event card can only be played on another Event card or an un-Exited Character.

Character Exit cards are played on a character so that they form a complete character journey, only when a character has had an Exit card played on them do they count towards your score when the game ends. Some Exit cards reduce your scores in certain attributes if they are played. If it reduces an attribute below 1, then it can not be played on that Character.

LEGEND

C Character card
E Event card
X Character Exit card

P Play Change card

Tr Tragedy

Co Comedy

Ro Romance

Ac Action

MH Mental Health

PH Physical Health

Character Descriptor Notes:

Abbreviation - Name: (Game Effect) Description:

H - Hunted: A group is actively chasing you.

E - Exiled: You may not go home.

B - Betrayed: You were betrayed by someone you trusted.

A - Authority: (+1 Tr) You once held a position of authority.

M - Mistrust: (+1 Tr) Other character mistrust you.

HA - Hidden Ally: One other character is loyal to you.

UM - Ulterior Motives: You have your own agenda.

N - Naive: (+1 Tr) You don't understand the universe as well as everyone else.

MU - Mentally Unstable: (+2 Tr, -1 MH) You suffer from a mental illness.

EU - Emotionally Unstable: (+2 Tr, -1 MH) You are childish.

CHARACTER CARD LIST

Name:	Description:	Notes:
Pa'u Zotoh Zhaan	Delvian Priest	H
Aeryn Sun	Ex-PeaceKeeper Commando	B, E
Ka D'Argo	Luxan Warrior	B
Chiana	Nebari Thief	E, H
Dominar Rygel XVI	Hynarian Royalty	E, A
Commander John Crichton	Human Scientist	E, N, H
Captain Bilar Crais	PeaceKeeper Captain	H, M, A
Scorpius	PeaceKeeper Special Ops	UM, A, HA, M
SikozuSvalaShantiSugaysiShanu	Kalish Biloid	UM
Pilot	Pilot	E, N
Joolushko Tunay Fento Hovalis	Interior Student Naive	N
Utu-Noranti Pralatong	Traskan Herbologist	UM
Stark	Banik Strykera	MU, UM
Jothee	Luxan Hybrid	EU, HA
Moya	Leviathan	E
Talyn	Leviathan Hybrid	EU, N, H
Lieutenant Braca	PeaceKeeper Officer	A, UM, HA
Commandant Mele-On Grayza	PeaceKeeper Officer	A, M

CHARACTER EXIT CARD LIST

Name	Description	Notes
Martyrdom	Zhaan (SIW:WFTW)	-3 Tr if not Hunted
Martyrdom	Crichton (IP:IA)	-3 Ro if not Exiled
Martyrdom	Crais (ITLD:WISC)	-3 Ac if not Mistrust
Martyrdom	Talyn (ITLD:WISC)	Any
Betrayed and killed	Aeryn (DMD)	-3 Ro if not Betrayed
Settled down with own species	Jool (WWL)	-3 Co if not Naive
Executed	Stark (TUT)	-3 Co if not Mentally
Unstable		
Running from awkward situation	Jothee (SAL)	-3 Ac if not Emotionally
Unstable		
Spiritual quest	Stark (F)	-3 Tr if not Ulterior
Motives		
Switch Sides	Sikozu (BT)	Any
Court Martialled	Grayza (WSS:LB)	-3 Ac if not Authority

EVENT CARD LIST

Name	Description	Notes
Make friends w. useful skills	Crichton (P)	+1 Ac
Get secondhand equipment		+1 Ac
Unexpected holiday	Crichton (JC, TL), Aeryn (TL)	+1 Tr, +1 PH
Joyful anomaly	Crichton, Rygel, Chiana (TTLG)	+1 Co, +1 MH
Share personal tragedy	D'Argo (TGAS)	+1 Tr, +1 MH
Upgrade equipment	Crichton (TTBRC)	+1 Ac
Rescue unfortunate	All (BTBW)	+1 Ac
Start relationship	(PKTG, TF, OOTM, RA)	+1 Ro
Heal emotional damage	(TTS), AS (TC), Z (MTB), BC (FT)	+1 MH
Party	(LATP, SNS, WGFA)	+1 MH
Information on personal quest	(ACN, TL, AHR, THM, ITLD)	+1 Ac
Make friends of own species	(LATP, TF, VM, F, ACN, WWL, WSS:HTK)	+1 Ro
Enemy becomes useful ally	Crais (LGAM:PB), Scorpius (CBC)	+1 Ac
New power	Chiana (LT)	+1 Ac
Reunited with lover	Crichton (F)	+1 Ro
Training	(MAA)	+1 Ac, +1 MH
New ship	D'Argo (SAL), Crais (FT)	+1 Ac
Presumed dead is returned	(SOD, ACN, TFS)	+1 Tr
Stripped	Crichton (P)	+1 Co
Robbed	Crichton (P), Natira (LGAM)	+1 Tr
Make new enemies	JC (THM, LATP), Aeryn (P)	+1 Tr
Exploited	P (DNAMS), KD, Z (TGIFA), J (SNS)	+1 Tr
Disturbing anomaly	Crichton (AHR, TTLG)	-1 MH
Create personal tragedy	AS/JC (SAL, DWTB), C/KD (SOD)	+1 Tr, -1 MH
Lose loved one	JC (DMD), St (SIW:WFTW), C (TTS)	+1 Tr
Betrayed by rescuee	(BABABTTF, DR, ABL, F)	+1 Tr
Insanity	All (CDM)	-1 MH
Attacked by friend	J (EM), JC (TFAL, RA), KD (TFAL)	+1 Tr
Loved one becomes enemy	Aeryn (R)	+1 Tr
Mind read	(N, THM, WGFA, ISTFIA, THM)	+1 Co, +1 Tr
Captured	JC (often), (ISTFIA), AS (BHTB)	+1 Tr, +1 Ac
Tortured	JC (often), Sc (WSS:HTK), BC (THM)	+2 Tr, -1 PH, -1 MH
Psychological torture	JC (WGFA), BC (TOBM), Z (PIYW)	-2 MH
Betrayed	Crais (FT), All (FT)	+1 Tr
Possessed	JC (often), C (LT), BC (GEM)	+1 Tr, -1 PH
Dark secret revealed	Aeryn (TWWW)	+1 Tr
Dark secret faked	Aeryn (GEM)	+1 Tr
Spacewalking/trapped in space	(TGAS, FT, LATP:IDIT, GEM, DWTB)	-1 PH
Put on trial	Zhaan (R:U/DALD), All (TUT)	+1 Ac
Petrified	Crichton (LATP:IDIT)	-1 PH
Beheaded	Crichton (LATP:TMC)	-1 PH
Dismembered	Sikozu (CK, TS)	-2 PH
Time travel	JC (BABABTTF), All (DD, K)	+1 Co, +1 Tr, +1 Ac
Tested	Crichton (AHR), Crichton (UR)	+1 Ac
Cloned	D'Argo, Chiana, Crichton (EM)	+1 Co, +1 Tr, +1 Ro, +1
Ac		
Dress in drag	JC (CBC, SNS), KD (CBC, UR)	+1 Co
Farting	Rygel (many episodes)	+2 Co
Vomiting	(LMST, LMST, TTLG, CBC)	+1 Co
Urination	Rygel (TGIFA), Crichton (OOTM)	+1 Co
Sneezing	All (BTBW, HOTR)	+1 Co
Spitting	R (P), JC (N), BC (THM), S (I, WSS:HTK)	+1 Co
Nosepicking	Rygel, Crichton	+1 Co
Mind control/Possession	(ABL, season 2, LT, APM)	+1 Tr
Self mutilation	KD (IET, TGAS, VM), C (TTS), Sc (rods)	+1 Tr
Jealousy	KD (season3), JC (GEM), BC (season2)	+1 Ro
Attempted suicide	Jool (EM)	+1 Tr
Fear	often	+1 Tr
Betrayal	R (FT), BC (FT, R), Sc (Promises)	+1 Tr
Hostage/Kidnapping	(ISTIA, LGAM:WFLT, WSS, WWL:R)	+1 Ac
Terrorism	All (ITLD)	+1 Ac
Murder	(DR, HOTR, THM, ABL, CDM, TWWW, APM)	+1 Tr
Euthanasia	Chiana (HOTR)	+1 Tr
Birth	Chiana/Moya/Talyn (FT)	+1 Ro
Child abuse	Scorpius (I)	+1 Tr

Drugs	(TGIFA, SNS, M), JC (DWTB, season4)	+1 Co
Massacre	Locals (DD)	+1 Ac
Inter species Sex	(LATP, AHR, M, SOD, I, LGAM)	+1 Ro
Same species Sex	JC (RIB), AS (TWWW), R(F)	+1 Ro
Adultery	D'Argo, Chiana, Jothee (SOD)	+1 Tr, +1 Ro
Carnal knowledge	(SOD, ACN, HOTR, K)	+1 Tr, +1 Ro, -1 MH
Fetish/Bondage	(LGAM:WFLT, WGFA)	+1 Ro, -1 MH
Group sex	(implied WGFA)	+1 Ro, +1 Co
Incest	Crichton/Leslie (implied WGFA)	+1 Tr, -2 MH
Rape	Rylana (I), (implied WSS:FA)	+1 Tr, -1 MH
Homosexuality/Bisexuality	(implied WGFA, OOTM), Chiana	+1 Co
Masturbation	(OOTM)	+1 Co
Prostitution	Chiana (implied, often)	+1 Tr
Nudity	Zhaan (P, TFAL), Crichton (P)	+1 Co
Specific trait emphasized character	All (M)	Double highest stat of

PLAY CHANGE CARD LIST

Name (Description)	Notes:
Body swap (All but JC(UR)) player to the left	Move every un-Exited Character cards and events one
Body swap (All but Z(OOTM)) player to the right	Move every un-Exited Character cards and events one
Wormhole (All (often))	Play reverses direction
Wormhole (All (often))	Play reverses direction
Quick Draw	Players now draw +1 cards per turn
Hidden Cache	Players now draw +1 cards per turn
Ambidextrous	Players now must play +1 cards per turn
Ambidextrous	Players now must play +1 cards per turn
Play whole hand	Players must play all cards in their hand per turn
Delete rule	Discard one Play Change card
Delete rule	Discard one Play Change card
Cliff Hanger (every season)	Hand size is reduced by 1
Cliff Hanger (every season)	Hand size is reduced by 2
Anticlimax	Hand size is now 7 cards
Virtual reality game	(Chiana, Crichton (JQ))*
End of Season	The season ends
* = Swap any of your un-Exited Characters for one other player's else's un Exited Characters, including all Events played on the characters.	

LINKS

- [FSTCG Live Journal](#)
- [Official Site](#)
- [Best episode guides](#)
- [Best trivia about episodes](#)
- [Best music videos and screen captures](#)

FAST GAME SYSTEM

WARPSPAWN CONVERSIONS

by Zak

Meka Tac Conversion for Fast Game System (FGS)

- Movement

Meka movement capabilities are directly usable as Movement Points in FGS, with Large Meka being able to move 3MP and very fast ones having 8MP.

Mekas are in HTH only if the relative counter is adjacent.

- Combat

Range conversion

Same Sector (+2 to Hit): 1-4 range

One Sector (+1 to Hit): 5-9 range

Two Sector: 10-20 range

Three Sector: 21-30 range

Examples:

- a Large Flamethrowers (range 3) can fire only in the same sector (with a +2 hit)

- a Medium Missile Launchers (range 18) can fire up to two sectors of distance

Bomb: effects all Mekas in the same sector

Drop Troop Conversion for Fast Game System (FGS)

- Movement

Basic Movement is 4MP: Double Speed is 8MP

Movement bouns malus must be considered as +/- MP. Example: the Reflex

Augmentation Suit System gives +1MP.

Jet Pack: 12MP.

Units are in HTH only if the relative counter is adjacent.

- Combat

Range conversion

Same Sector: 1-5 range

One Sector: 6-12 range

Two Sector: 13-24 range

Three Sector: 25-40 range

Four Sector: 41+ range

FEDERATION

INTRODUCTION

Star Trek 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

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.

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:

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 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 system 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 Homeworld 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	
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
Shipyards 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
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 control	2	Gain 2 extra Revenue this turn per Minor Race you
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

FEUDAL LORDS

INTRODUCTION

Card Game for 2 + players.

Each player is a medieval Noble trying to expand his Fiefdom and Glory at the expense of his neighboring warlords.

VICTORY

Be the first to accumulate 50 Glory.

THE DECK

Players share a common deck.

SETUP

Each player starts with one land in play:

Their Manor, which generates 2 Gold per turn.

Each player starts the game with a hand of 7 cards.

Oldest player goes first.

TURN SEQUENCE

Players take turns.

Each turn has 7 phases:

Gold Phase

Glory Phase

Land Phase

Vassal Phase

Fate Phase

Event Phase

Battle Phase

GOLD PHASE

Income is in "Gold".

Your Lands/vassals generate Revenue this turn.

You may buy the Kings Confidence Token this Phase.

The Token costs 5 Gold.

GLORY PHASE

Your Lands/vassals generate Glory this turn.

If you control the Kings Confidence Token gain 1 additional Glory.

LAND PHASE

Put one Land card from your hand into play in your domain.

VASSAL PHASE

Put Vassal & Company cards from your hand into play in your domain.

FATE PHASE

Draw 2 cards from the deck.
You may buy extra cards for 5 Gold each.

EVENT PHASE

You may play one Event card from your hand.

BATTLE PHASE

You may attack an opponent (Petty Wars).
Players total the value of all cards they control with a Battle value.
Players may play Battle Event cards to increase their Battle value.
Other players may (ally) contribute vassals, companies, and battle events to either side.
The player with a higher Battle total rolls 3D6.
The other player rolls 2D6.
The winner of the roll wins the Battle.
The winner of the Battle gets to take one Land card from his opponent or plunder up to 6 gold from his opponent.
The loser must discard one Battle card.

CARD LIST

Card Name:	#	Type:	Cost	Notes:
Holy Day	4	E	0	No Battles are allowed this turn
Crusade	2	E	0	Discard X Knights to gain 2X Glory
Peasant Revolt	2	E	0	Opponent collects no gold this turn
Tournament	2	E	0	Gain 1 Glory per knight you control
Kings Feast	1	E	3	Gain 6 Glory
Court Intrigue	4	E	3	Gain 5 Glory
Scutage	2	E	X	Gain 1/2X Glory
Scandal	2	E	4	Opponent loses 7 Glory
Royal Hunt	2	E	0	Gain 3 Glory & 2 Gold
Pageantry	2	E	2	Gain 4 Glory
Ransom Knights	2	E	0	Take 4 Gold from opponent
Harvest	2	E	0	Gain 3 Gold for each Farm you control
Market Day	2	E	0	Gain 1 Gold for each Land you control
Merchants Guild	2	L	2	Gold = 1/Turn
Vineyard	2	L	3	Gold = 2/Turn
Farm	6	L	1	Gold = 1/Turn
Grazing Lands	4	L	0	Gold = 1/Turn
Village	4	L	2	Gold = 2/Turn
Destriers	1	L	3	Gold = 2/Turn
Toll Road	1	L	1	Gold = 1/Turn
Mine	2	L	4	Gold = 2/Turn
Tax Collector	1	V	1	Gold = 1/Turn
Falconry	1	L	3	Glory = 1/Turn
Herald	2	V	1	Glory = 1/Turn
Church	4	L	1	Glory = 1/Turn
Monastery	1	L	3	Glory = 1/Turn
Abbey	1	L	2	Glory = 1/Turn
Cathedral	2	L	4	Glory = 2/Turn
Master Craftsman	1	V	3	Glory = 1/Turn
Poet	1	V	2	Glory = 1/Turn
Troubadour	1	V	1	Glory = 1/Turn
Courtiers	6	V	2	Glory = 1/Turn
Advisor	1	V	3	Glory = 2/Turn

Patronage	1	V	2	Glory = 1/Turn
Champion Knight	7	V	6	Battle = 7
Hospitaller Knights	1	C	5	Battle = 6
Knights of the Templar	1	C	5	Battle = 6
Secular Knights Order	6	C	4	Battle = 5
Sergeantry	2	C	3	Battle = 4
Armored Infantry	4	C	2	Battle = 3
Foot Soldiers	6	C	1	Battle = 2
Archers	4	C	1	Battle = 1
Crossbowmen	2	C	3	Battle = 3
Yeomen	2	C	3	Battle = 4
Mercenary Company	4	B	2	Battle = 3
Breach	4	B	2	Battle = 5 (Attacker only)
Siege	4	B	4	Battle = 7 (Attacker only)
Relief Forces	2	B	2	Battle = 5 (Defender only)
Concentric Castle	4	L	6	Battle = 6 (Defense only)
Excommunicated	1	E	4	Discard target Vassal
Murder & Foul Deeds	4	E	2	Discard target Vassal
Treachery	1	E	2	Look at opponents hand & steal 1 card
Thieves & Banditry	2	E	0	Opponent loses 4 gold
Black Plague	2	E	0	Discard target Company/Land
Inquisition	1	E	0	All players must discard one Vassal
L = Land				
E = Event				
V = Vassal				
B = Battle Event				
C = Company				

NOBLE RANK

Lands	Rank	Bonus Glory
1	Vassal Knight	+0
4	Baron	+5
8	Earl	+7
16	Duke	+9

FEYDEN WARP PLAY

PREFACE

Warp Play = Warpspawn Roleplaying.
Roleplaying universe.
Work in progress.
Readers are encouraged to submit material.

INTRODUCTION

Fantasy setting.
Characters are miniature humans/sprites.

CHARACTERS

Each player gets 1-2 traits.

CHARACTER TRAITS

1D10	Trait
1	Healing Magic
2	Divination Magic
3	Warrior Ways
4	Survival Skills
5	Befriend Animals
6	Wings
7	Water Breathing
8	Stealth
9	Plant Magic
10	Quickness

ENEMIES

Ratlings
The Alchemist
Birds of Prey
Snakes
Predators
Insects
Fungoids
Fire Sprites
Witch
Goblinoids
Imps
Humans

CHARACTER CLASSES

Protector
Guide
Forester
Inventor
Healer

FIEFS

INTRO

Medieval Dukes contest for gold and lands.

OBJECT

The player with the most gold at the end of the game wins.

BOARD

The board is a 3x3 grid.
The Central square is the Palace.
The 8 Surrounding squares are the lesser Fiefs.

DECK

Players use a common deck.
The deck contains 78 cards.

PIECES

Use coins to represent Gold.
Each player has a set of pieces of a unique color.
Use colored cardboard counters (chits) for pieces.
There are 4 types of pieces in a set:
Control markers, Bishops, Nobles, & Knights.
A set should have 9+ of each piece type.
Control markers are blank.
Bishops, Nobles, & Knights are called pawns
Mark bishop counters with a "B"
Mark noble counters with a "N"
Mark knight counters with a "K"

PAWN CHART

UNIT(PAWN)	FORCE	NOTES
------------	-------	-------

Bishops	1	Inquisitions +2
Nobles	1	Coups +2
Knights	1	Sieges +2

SETUP

Each player starts in control of one corner Fief.
Players put all of their pawns into their starting Fief.
Each player starts with 3 Bishops, 4 Nobles, and 5 Knights.
Each player starts with 6 gold and a hand of 7 cards.
Determine turn order alphabetically.
The first player to go in a game must lose 4 gold & 1 card.

TURN SEQUENCE

Players take turns.

Each turn has 6 phases:

1. Draw Phase
2. Taxes Phase
3. Move Phase
4. Event Phase
5. Contest Phase
6. Recruit Phase

DRAW PHASE

Draw 1 card.

You may pay 2 gold to draw an extra card.

If the deck runs out the game ends.

Maximum hand size is 7 cards. Discard excess cards.

TAXES PHASE

Gain 3 gold.

Gain an additional 1 gold for each Fief you control.

Gain an additional 2 gold if you control the Palace.

MOVE PHASE

You may move any 1 of your pawns to an adjacent space.

Pawns may move orthogonally but not diagonally.

You may move your pawns into Fiefs controlled or occupied by other players.

You may discard a move card from your hand to move a pawn of the type indicated on the card.

EVENT PHASE

You may play an Excommunication card to cause any target opponents pawn to be removed from the game.

You may play a plague card on a target square.

All players with pawns on the square must remove 1 of those pawns from the game.

You may play a Peasant Revolt to cause a target control marker to be removed.

Play a Crusade card to cause a target Knight to be removed from the board for 3 turns. The Knight returns to the palace in Event phase with 5 gold.

The Pilgrimage card is a "crusade" card for Bishops.

The Envoy card is a "crusade" card for Nobles.

All "Played" cards are discarded.

CONTEST PHASE

Play a contest card to try to gain control of target Fief (or Palace).

You must have a Pawn in the target Fief.

There are 3 types of contest cards:

Siege, Inquisition, and Coup cards.

If no one controls the Fief you gain control of it.

Place a control marker on Fiefs you control.

If another player controls the Fief there will be a contest.

Both players must determine their force total for the contest:

A pawn is worth 1 Force point.

A knight is an additional +2 in Siege contests.

A bishop is an additional +2 in Inquisition contests.

A noble is an additional +2 in Coup contests.

Certain cards can be discarded (Armies, Courtesans, and Heresy) to add additional Force. These are called ally cards. Players may increase force by +1 per gold paid. Players secretly write down how much gold they are bidding on scrap piece of paper. The gold bids & allies are revealed simultaneously. The player with the most Force wins the contest. The current controller wins ties. The winner gains control of the Fief (or the Palace) The loser must retreat one his pawns into an adjacent space. You may play as many contests as you have contest cards. You may initiate a contest of any type, for any square, once on your turn, without discarding a Contest card, for a price of 3 gold. Sieges cannot take place at the palace.

RECRUIT PHASE

You may discard a "Gain" card to gain a pawn of the type indicated on the card. You may pay 3 gold to gain a pawn of any type. New pawns start in a Fief you control or the Palace.

CARD LIST

#	Card Name:	Effect:
6	Move Bishop	
6	Move Noble	
6	Move Knight	
6	Siege	
6	Inquisition	
6	Coup	
4	Courtesans	Force = +2 in coups
4	Armies	Force = +2 in battles
4	Heresy	Force = +2 in Inquisitions
4	Gain Knight	
4	Gain Bishop	
4	Gain Noble	
3	Crusade	
3	Pilgrimage	
3	Envoy	
3	Excommunication	
3	Plague	
3	Peasant Revolt	

= Number of that card in the deck

FIREBASE NAM

INTRODUCTION

Vietnam War theme.
Card game for 2 players.
One player is a defending US Firebase.
The other player is the attacking VC/NVA.

DECKS

There are 2 decks, one for each player.
Each deck contains 3 copies of each card in the card list.

VICTORY

Any player who wins 3 hands in a row automatically wins.
The player who wins the most hands out of 9 hands wins.

TURN SEQUENCE

Each turn has 3 phases:
Draw Phase
Tactics Phase
Resolution Phase

DRAW PHASE

Each player draws 7 cards.
If there are no cards left in the deck, shuffle the discard and draw from it.

TACTICS PHASE

Players may discard up to 4 cards and draw replacements.

RESOLUTION PHASE

Players reveal their hands.
Each player determines their Combat Force Total (CFT) for their hand.
The US player has 4 suites:
(F)ortifications, (D)efenders, (A)irpower, and (S)upply.
Add up the Force Values of all (F)ortification cards and add 1.
This is the (F)ortification Total (FT).
Add up the Force Values of all (D)efender cards and add 1.
This is the (D)efender Total (DT).
Add up the Force Values of all (A)irpower cards and add 1.
This is the (A)irpower Total (AT).
Add up the Force Values of all (S)upply cards and add 1.
This is the (S)upply Total (ST).
The US CFT = FT x DT x AT x ST.
The VC player has 4 suites:
(I)nfantry, (S)upport, (T)actics, and (M)orale.
Add up the Force Values of all (I)nfantry cards and add 1.
This is the (I)nfantry Total (IT).
Add up the Force Values of all (S)upport cards and add 1.

This is the (S)upport Total (ST).
 Add up the Force Values of all (T)actics cards and add 1.
 This is the (T)actics Total (TT).
 Add up the Force Values of all (M)orale cards and add 1.
 This is the (M)orale Total (MT).
 The VC CFT = IT x ST x TT x MT.
 The Player with the highest CFT wins the hand.

US CARDLIST

Card Name	Type	Force
Sandbags	F	1
Wired Perimeter	F	2
Claymore Mines	F	3
Dug-In	F	4
Bunkers	F	5
Rifle Company	D	1
Mortars	D	2
M60 Machineguns	D	3
Bravo Battery	D	4
Beehive Rounds	D	5
Skyhawk Ground Support	A	1
Huey Cobra Gunships	A	2
B52 Cluster Bombs	A	3
Phantom Napalm Strike	A	4
AC-47 Gunship	A	5
Resupply	S	1

VC CARDLIST

Card Name	Type	Force
Diversiory Attack	I	1
Swarm Attack	I	2
Massed VC Attack	I	3
NVA Mainforce Unit	I	4
Revolutionary Army	I	5
50 Calibre Machineguns	S	1
Rocket Propelled Grenades	S	2
Mortar Fire	S	3
Recoilless Guns	S	4
Soviet 130mm Field Guns	S	5
Perimeter Gaps	T	1
Concealment	T	2
Tunnel Complexes	T	3
Night Attack	T	4
Detailed Plan	T	5
Test US Willpower	M	1

FIVE ARMIES

INTRODUCTION

Board & card game for 2 players.

Battle between the Free Peoples & the Goblinfolk for control of Smaug's treasure at the end of the Hobbit (by JRR Tolkein).

Each figure represents a warband of many troops.

DISCLAIMER

'Middle Earth/The Hobbit' are copyrighted/trademarked properties. This is just a fan site.

VICTORY

You win if you kill off 10+ of your opponents units.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.

Each side has 4 types of units.

UNITS TABLE NOTATION

Weapon = Weapon Cards the unit uses.

= Number of that type of unit each player has in setup.

Move = The types of Move Cards the unit can use.

FREE PEOPLES UNIT TABLE

Name	#	Move	Weapon
Dwarves	3	1-2	Hammers
Men	6	1-3	Swords & Spears
Elves	5	1-4	Bows & Arrows
Eagles	2	1-5	Claws

GOBLIN UNIT TABLE

Name	#	Move	Weapon
Trolls	3	1-4	Hammers
Orcs	6	1-3	Swords & Spears
Goblins	5	1-2	Bows & Arrows
Wargs	2	1-5	Claws

SETUP

Each player places one unit on each square of his back two rows.

Units may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Battle Phase

ORDERS PHASE

Draw 3 cards.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.

Units cannot move through other units except for the Eagles.

The move card has a number.

This is the number of spaces the unit moves.

The Unit tables list what type of Move cards each unit can use.

Moves are diagonal or orthogonal.

"Knight" type move cards allow a man to move like a knight in chess.

Instead of moving just one unit in any direction, you have the

option of moving one or more units forward the indicated number of

spaces using a single move card.

BATTLE PHASE

Play (discard) an Attack card to have a unit attack.

A unit must use an attack card that is the same as his weapon.

For Example: Elves & Goblins can only use Bow & Arrow cards.

The attack card has a number.

This is the range of the attack.

Attacks are diagonal or orthogonal.

"Knight" type attack cards produce an attack with a range like a knight in chess.

The enemy unit that is the target of the attack is automatically

killed and removed from the map.

Units cannot attack through other units.

Your opponent may play a defense card to negate your attack.

Elf and Warg units can make two attacks per turn (using two attack cards)

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

X = Special Card

K = as a Knight would move in Chess

Type = Purpose of card

= Number of that type of card in the deck

CARD LIST

Card Name:	#	Range	Type	Notes
Very slow	5	1	M	
Slow	4	2	M	
March	3	3	M	
Fast	2	4	M	
Very Fast	1	5	M	
Claws	3	1	A	
Hammers	3	1	A	
Bows	2	3	A	
Arrows	2	K	A	
Swords	3	1	A	
Spears	2	2	A	
Tough	2	-	D	Negate Attack
Scout	2	-	X	Look at Opponents Hand
Magic	2	-	X	Discard to draw 2 cards

FIX BAYONETS

INTRODUCTION

Board & card game for 2 players.
WWI Theme. Abstract skirmish level combat.
Man to Man fighting in the Argonne Forest 1918.
One player is the defending American Lost Battalion.
The other player is the attacking German Stormtroopers.

VICTORY

You win if you kill both of your opponents Officers.

THE MAP

Use a 8X8 chessboard.

THE MEN

Use chits or miniatures to represent men (Soldiers)
There are 5 types of soldiers:
Officers, Riflemen, Snipers, Runners and Heavy Weapon Specialists.
Each player starts with:
2 Officers
10 Riflemen
2 Heavy Weapon Specialists
1 Runner
1 Sniper

SETUP

Each player places 2 men on each square of his back row.
Soldiers may stack. There is no stacking limit.

THE CARDS

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

TURN SEQUENCE

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

ORDERS PHASE

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

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your men.

The move card has a number.

This is the number of spaces the man moves.

Moves can be diagonal or orthogonal.

The Zigzag card allows a man to move like a knight in chess.

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

A single man can move only once per turn.

A runner can move twice per turn.

You cannot move men into or through enemy soldiers.

Your opponent may play a rough ground card to negate your move.

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.

Moves can be diagonal or orthogonal.

The Grenade card is an attack with a range like a knight in chess.

The enemy soldier that is the target of the attack is automatically

Killed and removed from the map.

The American Heavy Weapons Specialist can only use the Machine Gun card.

No other soldier may use the Machine Gun card.

The German Heavy Weapons Specialist can only use the Flame Thrower card.

No other soldier may use the Flame Thrower card.

Officers can only use Pistol cards.

Only Snipers can use Sniper Cards.

If a stack of soldiers is hit, then one man, of the defenders choice, will be

Killed unless the attack was made by a Grenade, Machine Gun or a

Flame Thrower in which case all the men in the stack will be killed.

Your opponent may play a trees card to negate your attack.

CARD LIST NOTATION

A = Attack

M = Move

T = Terrain

K = as a Knight would move in Chess

'Germans Only' cards can only be used by the German player.

'Americans Only' cards can only be used by the American player.

CARD LIST

Card Name:	Type	Range	Notes
Bayonet	A	1	
Pistol	A	1-2	
Flame Thrower	A	2-3	Germans Only
Grenade	A	K	
Rifle	A	3	
Rifle	A	4	
Machine Gun	A	4-5	Americans Only
Sniper	A	5-6	
Crawl	M	1	
March	M	2	
Double Time	M	3	
Zigzag	M	K	

Run	M	4	
Charge	M	5	
Advance	M	2	Germans only
Counter Attack	M	3	Americans Only
Trees	T	-	Negate an Attack Card
Fox Holes	T	-	Negate an Attack Card. Americans Only
Rough Ground	T	-	Negate a Move Card
Hold Ground	T	-	Negate a Move Card. Germans only

STRATEGIC VERSION

Play with hands face up.

FLEETS OF THE IMPERIUM

INTRODUCTION

Board & card game for 2 players.
Space Combat in the Games Workshop Warhammer 40K Space Fleet Universe.
Pick your Fleet: Tyranid, Imperial, Eldar, or Necron.
Abstract skirmish level combat.
Each figure represents a single Ship (unit).

DISCLAIMER

'Warhammer 40K/ Space Fleet' is a copyrighted/trademarked property.
This is just a fan site.

VICTORY

You win if you Destroy the opposing Flagship.

THE MAP

Use an 8x8 chessboard.

THE SHIPS

Use chits or miniatures to represent Ships.
Each Player has 5 types of Ships.

FLEET TABLE NOTATION

= Number of that type of Ship you start the game with.
Hits = Number of Hits that type of Ship has.
L = Large; S = Small

IMPERIUM FLEET TABLE

#	Type	Hits	Move	Size	Notes
1	Emperor Capital Ship	6	1-2	L	Flagship
2	Gothic Battleship	4	1-3	L	
3	Firestorm Cruiser	3	1-4	L	
4	Thunderbolt Cruiser	2	1-5	S	
6	Cobra Destroyer	1	1-6	S	

TYRANID HIVE FLEET TABLE

#	Type	Hits	Move	Size	Notes
1	Hive Ship	6	1-2	L	Flagship
2	Dark Prowler	4	1-3	L	
3	Void Fiend	3	1-4	L	
4	Kraken	2	1-5	S	
6	Wardrones	1	1-6	S	

ELDAR FLEET TABLE

#	Type	Hits	Move	Size	Notes
1	Void Stalker	6	1-2	L	Flagship
2	Wraithship	4	1-3	L	
3	Shadow Hunter	3	1-4	L	
4	Eclipse Cruiser	2	1-5	S	
6	Hellbore Escort	1	1-6	S	

NECRON FLEET TABLE

#	Type	Hits	Move	Size	Notes
1	Cairn Class Tomb Ship	6	1-2	L	Flagship
2	Scythe Class Harvest Ship	4	1-3	L	
3	Reaper Class Harvest Ship	3	1-4	L	
4	Jackal Class Raider	2	1-5	S	
6	Dirge Class Raider	1	1-6	S	

SETUP

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

THE CARDS

Each Player has their own deck.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Orders Phase
Maneuver Phase
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.
The Fleet Tables list what type of Move cards each unit can use.
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.
 "Knight" type attack cards produce an attack with a range like a knight in chess.
 Each attack does 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.

CARD LIST NOTATION

M = Movement
 A = Attack
 D = Defense
 X = Special
 L = Only Large ships can use this card
 S = All ships can use this card.
 K = as a Knight would move in Chess
 Type = Purpose of card
 Dam = Damage (inflicted or prevented)
 # = Number of that card in the Deck.

IMPERIUM CARD LIST

Card Name:	#	Range	Size	Type	Notes
Space Marines	2	1	S	A	
Ram	2	1	L	A	
Laser Batteries	3	2	S	A	
Broadsides	2	2	S	A	
Prow Laser	2	3	S	A	
Vortex Torpedoes	2	4	S	A	
Fusion Cannon	2	5	L	A	
Inferno Cannon	1	6	L	A	
Fighter Squad	2	K	S	A	
Void Shields	2	-	S	D	
Evasive Action	2	-	-	D	Small Ships only
Massive Hull	2	-	L	D	
Adeptus Mechanicus	2	-	S	D	
Tactical Genius	2	-	-	X	Discard to draw 3 cards
Adeptus Astronomica	2	-	-	X	Look at Opponents Hand
Navigate 1	5	1	-	M	
Navigate 2	5	2	-	M	
Navigate 3	4	3	-	M	
Navigate 4	3	4	-	M	
Navigate 5	2	5	-	M	
Navigate 6	1	6	-	M	

TYRANID CARD LIST

Card Name:	#	Range	Size	Type	Notes
Hull Grinder	3	1	S	A	
Power Bite	1	1	S	A	
Genestealers	4	1	S	A	
Bone Ram	1	1	L	A	
Infect	1	1	S	A	
Tentacles	2	2	L	A	
Mind Assault	2	2	S	A	
Death Burner	2	3	L	A	
Hell Blaster	2	4	L	A	
Shock Ram	2	5	L	A	
Spore Mines	2	6	S	A	
Drone Swarm	2	K	S	A	

Regenerate	2	-	S	D	
Death Frenzy	2	-	-	X	Discard to draw 3 cards
Sensory Cluster	2	-	-	X	Look at Opponents Hand
Navigate 1	5	1	-	M	
Navigate 2	5	2	-	M	
Navigate 3	4	3	-	M	
Navigate 4	3	4	-	M	
Navigate 5	2	5	-	M	
Navigate 6	1	6	-	M	

ELDAR CARD LIST

Card Name:	#	Range	Size	Type	Notes
Aspect Warriors	2	1	S	A	
Pulsar Lance	2	3	S	A	
Wraithcannon	2	4	L	A	
Darkstar Fighters	2	K	S	A	
Eagle Bombers	2	6	S	A	
Laser Batteries	2	2	S	A	
Plasma Torpedoes	2	5	S	A	
Holo Fields	2	-	-	D	
Maneuverability	2	-	-	D	
Evasive Action	2	-	-	D	
Speed & Agility	2	-	-	D	
Bonesingers	2	-	-	D	
Farseer	2	-	-	X	Look at Opponents Hand
Deadly Grace	2	-	-	X	Discard to draw 3 cards
Solar Sail	2	K	-	M	
Navigate 1	3	1	-	M	
Navigate 2	4	2	-	M	
Navigate 3	4	3	-	M	
Navigate 4	4	4	-	M	
Navigate 5	3	5	-	M	
Navigate 6	3	6	-	M	

NECRON CARD LIST

Card Name:	#	Range	Size	Type	Notes
Gauss Particle Whip	2	6	S	A	
Lightning Arc	3	4	S	A	
Energy Tendrils	2	4	S	A	
Portal Warriors	2	1	S	A	
Nightmare Field	2	3	S	A	
Sepulchre	1	3	L	A	
Star Pulse Generator	2	5	S	A	
Scarab Swarm	2	K	S	A	
Energy Drain	2	2	L	A	
Reactive Hulls	2	-	-	D	
Power Flow	2	-	-	D	
Fade Out	2	-	-	D	
Stealth	2	-	-	X	Look at Opponents Hand
Command Core	2	-	-	X	Discard to draw 3 cards
Inertialess Drive	2	K	-	M	
Navigate 1	5	1	-	M	
Navigate 2	4	2	-	M	
Navigate 3	4	3	-	M	
Navigate 4	3	4	-	M	
Navigate 5	2	5	-	M	
Navigate 6	2	6	-	M	

FLOWER POWER

INTRODUCTION

Party Game. Relive the 60s or experience them for the first time.

EQUIPMENT

Three six-sided die are needed.
A pawn for each player is needed.
Lots of tokens of 5 different colors are needed.

SETUP

Players pawns start on the first line of the Game board List.
Roll high on the D6 to determine turn order.

TURN SEQUENCE

On their turn a player rolls one die and moves that many lines down the list.
Each line begins with a one letter symbol:

Symbol	Experience	Token Color
S	Sex (Love)	Red
D	Drugs	Green
R	Rock & Roll	Blue
P	Political Activism	Purple
A	Self Actualization	Yellow
H	History	None
V	Vietnam War	None

When you land on a line take one colored token according to the type of experience.
History lines do not provide tokens.

GOING TO WAR

If you land on a V line move your pawn to the first line of the second smaller list known

as the: Vietnam War Tour of Duty List.

When you reach the end, place your pawn back on the main list on the same line.

After a tour of duty when moving off the line roll three dice instead of one.

END OF GAME

The game ends when all players have reached the end of the list.

WHO WINS

Each player adds up all his tokens in each of the 5 types of experiences:
Sex (Love), Drugs, Rock & Roll, Political Activism, and Self Actualization
The player with the highest score in the most experiences is the winner.
Ties remain ties.

GAME BOARD LIST

Symbol	Experience
H	Welcome to the 60's
S	Free Love
D	Day Tripper
R	Deadhead
P	Flower Power
A	Join a Commune
H	Soviets down U-2
S	Hippie Chick
D	Tahitian Gold
R	Yellow Submarine
P	Campus Radicalism
A	Tune in Turn on Drop out
H	Eisenhower warns of Military-Industrial complex
S	Flower Child
D	Mary Jane
R	Woodstock
P	Publish Underground Newspaper
A	Transcendental Meditation
H	Arms Race
S	Sexual Revolution
D	LSD Tab
R	San Francisco Scene
P	Grassroots activism
A	Youth Counterculture Movement
H	Bay of Pigs
S	Birth Control Pill
D	Score some Weed
R	Jimmi Hendrix
P	Peace March
A	Macrobiotic Food
H	Cold War
S	Groupies
D	Smoke Pot
R	Record Collection
P	Burn Draft Card
A	Move to Haight-Ashbury
V	Volunteer for Vietnam
S	Find somebody to Love
D	Psychedelic
R	Hi-Fi
P	Support the Black Panthers
A	Watch 2001
H	Shepard launched into space
S	Soul Mate
D	Mushroom Tea
R	8 Track Player
P	Civil Rights Demonstration
A	Watch Easy Rider
H	Marilyn Monroe dies
S	Quickie
D	Brownies
R	The Doors
P	Sit-in at Greensboro
A	Peace Symbol
H	John Glenn in orbit
S	Wild, Naked, & Free
D	Roll a Joint
R	Janice Joplin
P	Join the NAACP
A	Read Silent Spring
H	First Communications Satellite
S	Casual Sex
D	Bong
R	The Who
P	Non-violent Protest

A Join the Peace Corps
 H Cuban Missile Crisis
 S Tantric Sex
 D Dr. Timothy Leary
 R The Rolling Stones
 P Meet Dr. Martin Luther King Jr.
 A Road Trip across America
 H "Ich bin ein Berliner"
 S Computer dating
 D Electric Kool-Aid Acid Test
 R Monterey Pop Festival
 P Race Riots
 A Hitch-hike across America
 V Drafted into Vietnam
 S Wham-Bam Thank you Ma'am
 D Overdose
 R Dance on American Bandstand
 P Congress of Racial Equality
 A Study Eastern Philosophy
 H "I have a dream"
 H Manson Murders
 S Inter-racial Sex
 D Hash
 R Bob Dylan
 P Campaign for JFK
 A Convert to Buddhism
 H Johnson Administration
 S Masters & Johnson
 D Cocaine
 R Folk music scene
 P Seat on the Freedom Ride
 A Brainwashed by Cult
 H Kennedy Slain
 S Summer of Love
 D Mescaline
 R British Invasion
 P Campaign for Goldwater
 A Write Great American Novel
 H Malcom X assassinated
 S Long Hair
 D Bad Trip
 R Motown
 P Free Speech Movement
 A Write Radical Poetry
 H Cassius Clay knocks out Sonny Liston
 S Co-ed Dorms
 D Dealer
 R Mamas and the Papas
 P Protest at Berkeley
 A Pop Art Influence
 H Medicare signed in
 S Be-in orgy
 D Pusher
 R Buffalo Springfield
 P Anti-War Protest
 A Burn your Bra
 H Martin Luther King Murdered
 S Mini-skirts
 D Opium
 R Age of Aquarius
 P Join Greenpeace
 A Campus Intellectuals
 H Neil Armstrong on Moon
 S Go-Go Dancers
 D Hallucinations
 R Jefferson Airplane

P Join National Organization of Women
 A Yoga
 H Chicago Seven
 S Body Painting
 D Addiction
 R Join a Rock & Roll Band
 P March on the Pentagon
 A Make your own Tie Dye
 S Mrs. Robinson
 R The Monkees
 P Takeover Columbia University
 A Underground Comix
 S Sex & the Single Girl
 R The Times they are a Changin
 P Become Union Organizer
 A Read Feminine Mystique
 S Sexually Transmitted Disease
 H Welcome to the 70's

VIETNAM WAR TOUR OF DUTY LIST

Symbol	Experience
A	Boot Camp
A	Vietcong
H	Gulf of Tonkin Crisis
H	Operation Rolling Thunder
H	Operation Star Light
A	Mekong Delta
A	Search & Destroy
S	Me love you long time
H	Bomb Hanoi
H	Operation Cedar Falls
H	Operation Junction City
D	Agent Orange
A	On Point
H	Khesanh
H	Tet Offensive
H	Saigon
A	Massacre at Mai Lai
P	Purple Heart
A	Shell Shock
R	Shipped Home

GAME DESIGNERS NOTES

Feel free to add to or to change the lists.

FOKKER

INTRODUCTION

WWI Biplane dog fighting.
Get in your Sopwith Camel and take out some Albatrosses.
1 plane per player.

BOARD

Use a Hex map.
The map should depict a sky with clouds, or a WWI battlefield.

PIECES

Each player gets to fly one WWI era fighter plane.
The model or figure or pawn must fit within 1 space of the map
Six sided dice are needed

DECK

Players share a common deck.
The deck has 52 custom cards.

ALTITUDE

There are 6 steps of Altitude (1-6).
Use a six sided die to record the altitude of your plane.
The ground would be considered altitude = 0.

AMMO

A plane can shoot a maximum of 12 times.
Use dice to record Ammo.

SETUP

Planes start on opposite ends of the map facing towards the middle.
Planes start at an altitude of 1D6.
Your plane starts with a velocity = 3
Players start with 2 cards each.

TURN SEQUENCE

During every round each player gets a turn.
At the beginning of each round each player rolls high on 1D6 to determine turn order. Reroll ties.
Keep the turn order constant in a 2 player game.
Each turn has 2 phases:
1. Draw Phase
2. Move Phase
2a. Shoot Segment
2b. Observer Shoots Segment

DRAW PHASE

Draw 2 cards from the common deck.
Maximum hand size = 6.
Discard excess cards.
If the deck runs out, shuffle the discard and use it.
You may discard 2 cards to draw 1 card once on your turn.

MOVE PHASE

Your plane must move a number of spaces equal to it's velocity.
Velocity ranges from 0 to 6.
Use a die to record your plane's velocity.
You may freely change your facing 1 arc (hex side or 60 degrees) anytime during your move.
You may freely increase (Climb) or decrease (Dive) your altitude 1 step anytime during your move.
You may freely increase or decrease your velocity by 1 anytime during your move.
You may discard a move card from your hand to gain extra movement anytime during your move.
The number of Move cards you can play per turn is determined by plane type.
A description of the movement allowed by each type of Move card:
Left: change your facing 1 arc to the left.
You may decrease your altitude 1 step.
Right: change your facing 1 arc to the right.
You may decrease your altitude 1 step.
Hard Left: change your facing 1 arc to the left and velocity +1.
You may decrease your altitude 1 step.
Hard Right: change your facing 1 arc to the right and velocity +1.
You may decrease your altitude 1 step.
Forward: Velocity +1 or -1.
You may increase or decrease your altitude 1 step.
Slide Left: Move your plane into the space 1 arc to the left of forward.
Do not change the plane's facing. You may decrease your altitude 1 step.
Slide Right: Move your plane into the space 1 arc to the right of forward.
Do not change the plane's facing. You may decrease your altitude 1 step.
Immelman (Loop): Move backwards 4 spaces. Do not change the plane's facing.
You may increase or decrease your altitude 1 step.
You must have a velocity of 5+ to do a loop.
If your ending velocity = 0 or 1, your opponent may play a Stall card on you.
If you stall, you must play a recover card or you immediately drop 2 steps of altitude.
If this puts you at 0 or less steps you crash.
All cards played are discarded.
Two planes in the same hex at the same altitude crash.

SHOOT SEGMENT

This segment is part of your Move phase.
You make take this segment at any point during your Move phase.
You must discard a Shoot Card to attack.
If your opponent is 6 spaces directly in front of you he takes 1D6-5 hits.
If your opponent is 5 spaces directly in front of you he takes 1D6-4 hits.
If your opponent is 4 spaces directly in front of you he takes 1D6-3 hits.
If your opponent is 3 spaces directly in front of you he takes 1D6-2 hits.
If your opponent is 2 spaces directly in front of you he takes 1D6-1 hits.
If your opponent is 1 space directly in front of you he takes 1D6 hits.
The target must be at the same altitude or 1 step lower.
A plane that takes 6 or more hits is shot down.
The target player may discard a Recover card to evade the attack.
The attacker may also play a stall card on an opponent that was hit.
Every time a plane is hit for 1 or more points of damage roll 1D6.
On a roll of 1 on 1D6 roll on the Critical Hit Table.

OBSERVER SHOOTS SEGMENT

This segment is part of your Move phase.

You make take this segment at any point during your Move phase.

If your plane has an observer, play a Shoot card to let him attack.

The observer attacks into the 60 degree arc behind the plane.

If your opponent is 3 spaces behind you he takes 1D6-4 hits.

If your opponent is 2 spaces behind you he takes 1D6-3 hits.

If your opponent is 1 space directly behind you he takes 1D6-1 hits.

The target must be at the same altitude or 1 step higher.

A plane that takes 6 or more hits is shot down.

The target player may discard a Recover card to evade the attack.

The attacker may also play a stall card on an opponent that was hit.

Every time a plane is hit for 1 or more points of damage roll 1D6.

On a roll of 1 on 1D6 roll on the Critical Hit Table:

CRITICAL HIT TABLE

1D6	Hit	Notes
1	Pilot Killed	Kill the observer first if there is one.
2	Engine Damaged	Max Speed -2.
3	Gas Tank Punctured	Plane must land in 2D6 turns.
4	Cables Severed	Maneuverability -1.
5	Controls Jammed	Hand Size -2.
6	Struts Damaged	Plane can no longer climb or loop.

CARD LIST

Card	#	Type
Left	6	M
Right	6	M
Slide Left	3	M
Slide Right	3	M
Forward	9	M
Hard Left	3	M
Hard Right	3	M
Immelman	3	M
Stall	3	--
Recover	3	--
Shoot	9	--
Ace	1	--

Notes:

M = Move card

The Ace card may be used as any other type of card except stall.

AIRCRAFT TYPES

Name	Side	Maneuverability	Observer
Sopwith Camel	Allies	2	No
Bristol F2b	Allies	1	Yes
Fokker D-V11	German	2	No
Albatros C-V	German	1	Yes

Maneuverability is the number of Movement cards a plane may use on its Move turn.

Planes with observers have a max speed of 5.

Planes without observers have a max speed of 6.

ACES

Ace pilots get +1 Maneuverability.

Aces have 5+ kills.

AERIAL OBSTACLES

These include Clouds & Balloons.
Use counters to indicate these on the map.
Indicate the altitude of Clouds and balloons.

CLOUDS

Clouds may occupy 1 or more hexes.
Planes may move into or through clouds.
Planes cannot shoot into or through clouds.

BALLOONS

Balloons occupy 1 hex.
Planes may shoot down balloons. (1 hit destroys them)
Planes that move into balloons crash.

GROUND ATTACKS

Ground units are stationary.
Use counters to indicate ground units on the map.
Rifles have a range of 1 hex and 1 altitude step.
Machine guns have a range of 1 hex and 2 altitude steps.
Flak guns have a range of 3 hexes and 6 altitude steps.
If an enemy plane comes in range of one of your ground units,
discard a shoot card to do damage in your shoot phase:
Rifles do 1D6-5 damage.
A machine gun does 1D6-4 damage.
A Flak gun does 1D6-2 damage.

VICTORY

Shoot down your opponents.
Other scenario objectives may include:
Shooting down balloons, spotting missions, aerial photography,
strafing/bombing trenches, dropping propaganda leaflets, etc.

COUNTER SET

The following counter & card set was created by Janne Thörne:
jan.thorne@mail.bip.net
Janne has also made sets for Blitz, Cannonade & Midway.

LINKS

[Biplane Dogfight Game](#) Rabbidgerbal

FORTAC

INTRODUCTION

Abstract board & card strategy game for 2 players.

THE BOARD

Use a 4x4 grid.

THE PIECES

Each player has 4 men (pieces, pawns, tokens, etc.).
One player is Red, the other is Black.

THE DECK

Players share a common deck.

VICTORY

Victory is achieved by being the first to make 2 different Combos.

A Combo is made by placing your 4 pieces into one of 4 arrangements:

1. Occupy all 4 corner spaces of the board (Corner Combo)
2. Occupy 4 spaces in a row diagonally (Diagonal Combo)
3. Occupy 4 spaces in a row orthogonally (Orthogonal Combo)
4. Occupy the 4 center spaces of the board. (Center Combo)

You must verbally declare a Combo on the turn you form it.

After your first combo play continues from the same positions & with the same hands.

Your second combo must be of a different type from the first.

SETUP

Each player places his 4 men in the 4 spaces of one corner.

Diagrammatically (R = Red, B = Black, E = Empty) it would appear thus:

RREE

RREE

EEBB

EEBB

Each player is dealt a hand of 3 cards from the deck.

Cards are always placed face up in front of the player.

Players can always see their own and each other's hand.

Red goes first.

TURN SEQUENCE

Players take turns.

Each turn has 2 phases:

1. Move Phase
2. Draw Phase

MOVE PHASE

To move one of your men, discard one of your cards and
Move the man according to the rules on that card.
(To move you must play (discard) a card)
You must move if it is at all possible.
If it is impossible for you to move, your opponent automatically wins.
You may only play one card (make one move) in this phase.
At the end of Move phase you must have 2 cards in your hand.

DRAW PHASE

Draw phase always comes after move phase.
Draw the top card of the deck and put it in your hand face up.
At the end of Draw phase you must have 3 cards in your hand.

THE COMMON DECK

Card Name:	#	Notes:
Hop	4	Move orthogonally 1 space
Skip	4	Move diagonally 1 space
Jump	4	Jump over adjacent piece
Trade	4	Trade places with adjacent piece
Switch	4	Switch places with non-adjacent piece
Rook	2	Move piece like Rook in Chess
King	2	Move like a King in Chess
Horse	4	Move like a Knight in Chess
Bishop	4	Move like a Bishop in Chess
Zip	2	Move to any empty corner space
Zap	2	Move to any empty non-corner space
Push	4	See Notes

= Copies of that card in the deck.

PUSH CARD

This one requires a little extra explanation:
Move 1 piece into an adjacent space already occupied by another piece.
The other piece is pushed into the next space over in line.
Two pieces in a row can be pushed like this.
The furthest pushed piece must have somewhere to go, there must be an
Empty space for it to be pushed into. It cannot be pushed off the board.

FRENCH REVOLUTION

INTRODUCTION

Card game for 2+ players.
Simulation of the French Revolution (starting 1789).

VICTORY

The first player to accumulate 10 Reform points is able to consolidate the Revolution and wins the game.

THE DECK

Players share a common deck.

SETUP

The most 'French' player begins as the leader of the Revolution.

TURN SEQUENCE

Each turn has 4 phases:

Unrest Phase

Revolution Phase

Reform Phase

Tactics Phase

UNREST PHASE

Each player fills their hand to 10 cards.
If the deck runs out, shuffle the discard and draw from it.

REVOLUTION PHASE

The Current leader of the revolution may play Oppression cards.
Other players may play Unrest cards & at least one Tactics card.
The player that plays the most Oppression or Unrest cards wins the turn and becomes the new leader of the Revolution.

REFORM PHASE

The current leader of the Revolution may play Reform cards.
This player gets 1 Reform Point for every Reform card played.
Other players may play Anti-Revolutionary cards to negate Reform cards on a one to one basis.

TACTICS PHASE

Players may discard any cards from their hand they don't want.

CARD LIST NOTATION

U = Unrest
T = Revolutionary Tactics
R = Reforms
O = Oppression (Reactionary Tactics)
A = Anti-Revolutionary

REVOLUTIONARY DECK CARD LIST

Card Name:	Type:
Intellectuals	U
Student Uprising	T
Rebellion	T
Peasant Mob	T
Aristocrat	A
Guillotine	O
Unequal Taxation	U
Political Crisis	U
Increasing Population	U
Inflation	U
Food Shortages	U
Impoverishment	U
Low Wages	U
Rents & Dues	U
Scapegoats	T
Social Injustice	U
Economic Hardship	U
Reforming Aspiration	U
Governmental Impotence	U
Rural Revolt	T
Parisian Riot	T
National Assembly	R
French Constitution	R
Censorship	O
Centralized Government	R
Representative Government	R
Nationalize Church Lands	R
Executive Power	R
Legislative Power	R
Modernization	R
Abolish Feudal Institutions	R
Legal Equality	R
Rising National Debt	U
Popular Sovereignty	R
Ministers	O
Civil War	T
Foreign War	U
Universal Male Suffrage	R
Religious Tolerance	R
Rebuild Institutions	R
Instrument of Reform	R
Metric System	R
Church Sympathizers	A
Conservatism	O
Liberalism	U
Departements	R
Altar to Reason	R
Free Speech	R
Freedom of the Press	R
State Emergency	O
Extreme Politicians	U
Democratic Language	U
Executions	O

War with England	U
Catholic Clergy	A
Commoners	T
Bloodshed	O
Parliamentary Regime	R
Royalists	A
Landowners	A
Nobility	A
Malcontents	U
Intrigue	T
Class Divisions	U
Parisian Radicals	U
The Directory	A
Coup d'etat	T
Great Reforms	R
Formal Abolition	R
Declarations	R
Individual Rights	R
Separation of Church & State	R
The Rights of Man	R
Theocratic Absolutism	A
Revolutionary Politics	U
Feudal Privileges	A
Estates General	O
Absolute Monarchy	O
Emigration of Noblemen	U
Papal Rejection	A
Leader Discredited	U
Questioning Authority	U
War with Austria	U
War with Prussia	U
Intimidation	O
The Reign of Terror	O
Rhetoric	O
Street Fighting	T
Firing Squads	O
Parisian Insurrection	T
Republican Constitution	R
The Convention	R
Ideological Crisis	U
Storm the Bastille	T
Pillage & Burn	T
"Let Them Eat Cake"	U
King Louie XVI	A
Marie Antoinette	U
Liberty, Equality, Fraternity	U
Feuillants	O
Jacobins	U
Girondists	U
Rumors of Treason	U
Revolutionary Tribunal	O
Revolutionary Calendar	R
Robespierre	O
Ultrarevolutionaries	U
The Indulgents	U
Goddess of Reason	U
Cult of the Supreme Being	O
Arrests	O
Purges	O
Aspirations of the Bourgeois	U
Outbreak of Violence	T
The Great Fear	T
Destroy Feudal Dues Records	R
Counterrevolutionary Court	O
Frenzied Mobs	T
Storm the Tuileries	T

Massacres	T	
Plebiscite	T	
Corruption	U	
Put Down Insurrection	O	
Overthrow the Government	T	
American Revolution	U	
Rousseau	U	
Voltaire	U	
Montesquieu	U	
Lists of Grievances	T	
The Third Estate	U	
Laissez-faire	U	
Abolition of slavery	R	
Naval War with America	U	
Vendee	A	
Clergy Civil Constitution	R	
Nation in Arms	T	(meaning conscription)
Legislative Assembly	R	

LINKS

[History of the French Revolution](#)

FAQ's

In the Revolution Phase:

(1) What is the purpose of the Tactical cards? Do you mean that you cannot play an Unrest card without playing a Tactical card too?

A)Yes. You must play a Tactics card in order to have any of your Unrest cards count.

(2) Can the current leader play only Oppression cards?

A)Yes, he can only oppress, just as the others can only rebel.

(3) If players play an equal number of Oppression or Unrest cards, does the current leader remain the leader for the next turn?

A)Current Leader wins ties.

(4) As I read the rules, the Current Leader plays Oppression cards, then the other players play Tactical and Unrest cards. Is this go-around done once before moving on to the Reform Phase?

A)Yes, just once. Each player may play 1 or more cards.

In the Reform Phase:

Leader plays Reform cards. Others play

AntiRevolutionary cards to negate this. Do you only go around the table once in this phase?

A)Yes just once. Each player may play 1 or more cards.

NOTES

This game is also published in the Academic Gaming Review: [Click Here](#)

FREUDIAN SLIP

INTRODUCTION

Players immerse themselves in a mass psychosis directed by the cards and their own subconscious desires.

THE DREAMERS DECK

The deck will have to be constructed before play is possible.

The deck contains 100+ cards.

Each card has a single word printed on it.

Noun, Verb, and Adjective cards are all mixed together.

A big comfortable couch is also recommended.

SETUP

All players are dealt 7 cards.

The player with the most psychological baggage goes first.

DREAM SEQUENCE

Players take turns.

A player on his turn describes the details of an imaginary dream.

The player must incorporate the word on one of his cards into his monologue.

The card is discarded and a replacement card is drawn.

The player must stop after 2 minutes of talking and ends his turn unless the other participants wish him to continue.

The next player to his left starts her turn, and continues the dream where the previous player left off.

A player may only use one card during his turn.

As in real dreams, the dream does not have to make any sense. (except unconsciously)

ENDING THE DREAM

When two players pass on their turns the dreamer awakens and the game is over.

WINNING

There is no real winner, however players may vote to see who wins in any or all of the following categories:

Biggest Freudian Slip Award

Biggest Id Award

Biggest Ego Award

Biggest Superego Award

Stuck in the Oral Phase Award

Stuck in the Anal Phase Award

Stuck in the Genital Phase Award

Most Jungian Award

Most Surreal Award

Most Sublime Award

The individual who gets the most awards is declared the most in need of Psychoanalysis.

CARD LIST

Building
Killing
Running
Singing
Eating
Screaming
Vomiting
Swallowing
Sucking
Biting
Pulsating
Throbbing
Gagging
Smothering
Climbing
Falling
Digging
Drowning
Crawling
Pushing
Flying
Growing
Walking
Choking
Swimming
Dying
Gasping
Sleeping
Crying
Moaning
Thrusting
Spinning
Floating
Waiting
Calling
Lying
Quivering
Erupting
Oozing
Staring
Searching
Stealing
Groping
Lurking
Giving
Taking
Hard
Soft
Limp
Wet
Hairy
Smooth
Huge
Tiny
Grey
Black
White
Scared
Happy
Sick
Fragile
Strong
Above
Below
Inside
Hot

Cold
Empty
Full
Hungry
Angry
Sharp
Broken
Fire
Ice
Water
Smoke
Tower
Stone
Mother
Father
Brother
Sister
Mask
Paint
Hole
Clouds
Ladder
Horse
Sand
Flower
Tree
Teeth
Tongue
Bird
Boat
Sea
Cup
Box
Music
Man
Woman
Child
Bones
Animal
Beasts
Bug
Clock
Chair
Fruit
Car
House
Book
Ring
Garden
Door
School
Church
Money

TV

Fear
Soul
Gun
Machine
Rain
Food
Stench

GAME DESIGNERS NOTES

For inspiration try to remember some of the dreams of your childhood.

FUSILLADE

INTRODUCTION

Two-player card game of Napoleonic Warfare.

THE DECK

Players share a common deck.

The deck contains three types of cards: Unit, Tactics, and Strategy.

The deck contains one of each of the cards described in the lists.

TROOPS

Each player starts with 100 points of troops.

Use change to keep track of troop points.

VICTORY

Reduce your opponents troop total to zero.

SETUP

Each player is dealt 7 cards.

Flip a coin to see who goes first.

TURN SEQUENCE

Players take turns. Each turn has 4 Phases:

Deploy Phase

Attack Phase

Casualty Phase

Maneuver Phase

DEPLOY PHASE

Draw 3 cards.

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

Leader or Action Cards may be discarded to draw extra cards equal to the cards force.

A Light Infantry or a Cavalry unit card may be discarded to look at your opponent's hand.

Artillery Unit and Tactics cards may be discarded to cause your opponent to discard one Random card on a one to one basis.

ATTACK PHASE

You may choose to attack or not to attack.

Your opponent may discard an "Enemy Blunder" Card to prevent you from attacking this turn.

To attack play one Unit card face up on the table.

You may play more than one Unit card, but they must all be of the same type.

For example: They must all be Light Infantry, or all Artillery, but not a mix of both.

Your opponent may discard an Infantry Unit card to cause a Cavalry

unit just played to be discarded.

Your opponent may discard a Light Infantry Unit card to cause an Artillery unit just played to be discarded.

Your opponent may discard an Artillery Unit card to cause an Infantry unit just played to be discarded.

Your opponent may discard a Cavalry Unit card to cause a Light Infantry unit just played to be discarded.

Your opponent may discard a Terrain card to cause any attacking unit just played to be discarded.

If any attacking unit cards remain, you may also play:

1.) Tactics cards if they match the unit type.

2.) One Strategy card of each of the five types.

For Example: Play one Morale and one Action card, but not two Morale cards.

CASUALTY PHASE

Add up the value of all the cards you played.

Add two to your total for each card you played in excess of 5.

This total is the number of casualties inflicted on your opponent.

Your opponent loses that many troop points.

Your opponent may discard a Morale card to reduce casualties by half.

MANEUVER PHASE

If you did not attack this turn you may discard up to 2 cards and draw replacements.

Maximum hand size is 10 cards.

Discard excess cards.

CARD TYPE ABBREVIATIONS

IU = Infantry Unit

LU = Light Infantry Unit

CU = Cavalry Unit

AU = Artillery Unit

IT = Infantry Tactic

LT = Light Infantry Tactic

CT = Cavalry Tactic

AT = Artillery Tactic

LS = Leader Strategy

MS = Morale Strategy

AS = Action Strategy

TS = Terrain Strategy

EB = Enemy Blunder

UNIT CARD LIST

Card Name	Type	Force
Grenadiers	IU	3
Musketeers	IU	2
Old Guard	IU	3
Young Guard	IU	2
Sappers	IU	1
Gendarmes	IU	1
Grognard	IU	3
Fusiliers	IU	1
Highlanders	IU	2
Troopers	IU	2
Riflemen	LU	3
Partisans	LU	2
Legere	LU	2
Voltigeurs	LU	3

Skirmishers	LU	2	
Landwehr	LU	1	
Cacadores	LU	2	
Militia	LU	1	
Scouts	LU	1	
Jagers		LU	3
Cuirassier	CU	3	
Chasseurs	CU	1	
Mamelukes	CU	2	
Cossacks	CU	2	
Carabiners	CU	2	
Uhlans	CU	3	
Dragoons	CU	1	
Lancers	CU	3	
Reiter	CU	1	
Hussars	CU	2	
Howitzers	AU	3	
Mortars	AU	2	
Horse Artillery	AU	1	
Gun Battery	AU	3	
Field Pieces	AU	2	
Congreve Rockets	AU	1	
Ordnance	AU	2	
6-Pounders	AU	1	
Carronade	AU	2	
12-Pounders	AU	3	

TACTICS CARDS LIST

Card Name:	Type	Force	
Square Formation	IT	3	
Volley Fire	IT	2	
Fire at Will	IT	1	
Disciplined Firepower	IT	3	
Frontal Assault	IT	1	
Bayonets	IT	2	
Fusillade	IT	2	
Fire Drill	IT	2	
Sabers & Pistols	CT	1	
Charge!	CT	2	
Wheel about	CT	2	
Overrun	CT	3	
Attack Column	CT	2	
Hit & Run	CT	1	
Flank Attack	CT	3	
Pursuit	CT	2	
Rapid Deployment	LT	2	
Probe	LT	1	
Screen	LT	1	
Sharpshooters	LT	3	
Cover of Woods	LT	3	
Crossfire		LT	2
Absorb Enemy Fire	LT	2	
Harassment	LT	2	
Limber	AT	1	
Canister	AT	3	
Round Shot	AT	2	
Cannon Ball	AT	2	
Shrapnel	AT	1	
Spherical Case	AT	2	
Enfilade Fire	AT	3	
Bombardment		AT	2

STRATEGY CARDS LIST

Card Name	Type	Force	
Musicians	LS	2	
Captain	LS	3	
Corporal	LS	1	
Lieutenant	LS	2	
Quartermaster	LS	2	
High Morale	MS	2	
Esprit de Corps	MS	3	
Elite Units	MS	2	
Discipline	MS	2	
Rally	MS	1	
Rearguard Action	AS	2	
Refuse Flank		AS	2
Counter Attack		AS	2
Encirclement	AS	3	
Cover Retreat	AS	1	
Blocking Terrain	TS	2	
Redoubt	TS	3	
Low Wall	TS	2	
High Ground	TS	2	
Reverse Slope	TS	1	
Lost Cohesion	EB	2	
Conscripts	EB	2	
Lost Orders	EB	2	
Pinned Down	EB	1	
Broken	EB	3	

GAME DESIGNERS NOTES

I wanted something not as complex as Ready Aim Fire.

GALACTIC CIVILIZATIONS

INTRODUCTION

Board game for 3+ players.
The galaxy is home to 8 major Alien Civilizations.
Each player has several client races.
Help your client races fulfill their Ultimate Destinies.

THE MAP

Use a 10 x 10 grid.
Each square is a "Sector".

DICE

Use Ten sided dice (D10).

CONTROL MARKERS

Each race has a set of control markers of a unique color.

THE DECKS

There are 2 decks: The Client Deck & the Galactic Deck.
Both are common decks.

THE CLIENT DECK

The client deck has 2 cards for each of the 8 races.
If there are 5+ players, let the deck have 4 cards for each race.

SET UP

Determine the starting locations of all the races:
Roll 2D10 to get the X & Y coordinates.
Place a control marker for that race into the indicated sector.
Each player draws 4 client cards. Discard duplicates and redraw.
This determines which 4 races are a players client races during the game.
Players may keep their Races secret until the last turn.

RACE TYPES

#	Race Name:
1	Generalists
2	Cowards
3	Warriors
4	Cryptic Ones
5	Travelers
6	Xenophobes
7	Pacifists
8	Slavers

VICTORY & SCORING

Score at the end of turn 10.

Each race gets 1 point for each sector it controls.

Each race earns extra points for special race specific victory conditions.

Player with highest total VP score wins.

SPECIAL VICTORY CONDITIONS

Generalists - If one of your client races is the Generalists get 20 VP's if the Generalists are Adjacent to all other races.

Cowards - If one of your client races is the Cowards get 20 VP's if the Cowards are Adjacent to only your other client races.

Warriors - If one of your client races is the Warriors gain 2 VP's instead of 1 for each sector the Warriors control.

Cryptic Ones - If one of your client races is the Cryptic Ones gain 20 VP's if they Control at least one sector on every row of the board.

Travelers - If one of your client races is the Travelers get 20 VP's if the Travelers are

Adjacent to all other races.

Xenophobes - If one of your client races is the Xenophobes gain 2 VP's instead of 1 for each sector the Xenophobes control.

Pacifists - If one of your client races is the Pacifists get 20 VP's if the Pacifists are

Adjacent to only your other client races.

Slavers - If one of your client races is the Slavers gain 2 VP's instead of 1 for each sector the Slavers control.

SPECIAL ABILITIES & LIMITATIONS

Generalists - Generalists can use Trade cards as any card type except Evolution, Expansion-2 or 3.

Cowards - If one of your client races is the Cowards, you may, as a War starts move each of their control markers to an empty adjacent sector. (They flee en mass)

The Cowards can use Trade cards as Research or Treaty cards.

Warriors - The Warriors get +2 to War Resolution Rolls.

Warriors cannot use Treaty cards. Warriors may use Trade cards as War cards.

Cryptic Ones - Cryptic ones start with +1D5 Levels in Psychic & Technology.

Travelers - Travelers use Trade cards as Expansion-2 cards.

Xenophobes - Xenophobes can use Trade cards as any card

type except Treaty, Expansion-2 or 3.

Pacifists - The Pacifists may not initiate Wars. Pacifists may use Trade cards as Evolution or Treaty cards.

Slavers - Slavers can use Trade cards as War or Expansion-1 cards. They get Technology +1 every time they win a war vs a Technologically superior race.

TECHNOLOGY & EVOLUTION

Each race starts the game with a technology & psychic levels = 1.

TURN SEQUENCE

Players take turns.

Each turn has 6 phases:

Fate Phase

Expansion Phase

War Phase

Research Phase

Evolution Phase

End Phase

FATE PHASE

Draw 3 cards.

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

EXPANSION PHASE

Play expansion cards.

Each expansion card has a number.

This is the number of adjacent empty sectors a target race can expand into.

Add control markers of the chosen race to the target sectors.

Control markers cannot stack.

Only one race per sector.

WAR PHASE

Play a War card to have a target race attack an adjacent race.

Another player may play a treaty card to negate the War card.

Both sides roll 1D10. This is the War Resolution Roll.

Each race adds its Technology & Psychic level to the roll.

The higher total wins. (nothing happens if there is a tie)

The winner converts ALL enemy sectors adjacent to his own

Sectors into his own color. (replace control markers)

RESEARCH PHASE

Play a Research card on a target race.

The Race gets Technology level +1

EVOLUTION PHASE

Play an Evolution card on a target race.

The Race gets Psychic Level +1.

END PHASE

Discard down to 5 cards.

GALACTIC DECK CARD LIST

Card Name:	#
Expansion-1	5
Expansion-2	4
Expansion-3	3
War	8
Treaty	5
Research	5
Evolution	5
Trade	10

= number of that card in the deck

OPTIONAL TERRAIN RULES

Stargates: Connected to other Stargates on the map

Supernovas: Impassable

Progenitor Ruins: First race to arrive gets Technology +1.

GAME DESIGNERS NOTES

Based on classic sci-fi novels such as:
Ringworld, The Mote in God's Eye.

GALACTIC SUPREMACY

INTRODUCTION

You guessed it. Rival space empires are at it again.
A card game for 2 or more players.

THE DECK

The deck contains 75 cards:

#	Card Type:
15	Research
15	Fleets
15	Sectors
15	Command
15	Leader

= Number of that card type in the deck.

The game can be played with a single common deck, or with each player having their own individual deck. If playing with multiple decks, make sure all cards are returned to their proper owners at the end of the game.

Each Sector contains 100's of colonized worlds.

Each Fleet contains 1000's of ships.

OTHER MATERIALS

A handfull of ten sided dice (D10's)

Coins (to represent megacredits)

One homeworld card for each player.

OBJECT

Conquer the homeworlds of all of your opponents.

SETUP

Each player starts with a Homeworld Sector in play.

Each player draws 2 cards.

Players begin at level one in all nine technologies.

Players roll 1D10 to determine turn order. High roll goes first.

UNITS

Sectors and fleets are collectively referred to as units.

TURN SEQUENCE

Players take turns.

Each turn is divided into 7 phases:

Draw Phase

Production Phase

Command Phase

Build Phase

Attack Phase

Move Phase

Research Phase

DRAW PHASE

Draw one card from the top of the deck

You may draw an extra card for 5 credits.

Exploration: You may discard a Fleet card to draw a card.

If the card drawn is a Sector card you may keep it, otherwise discard the drawn card.

The Draft: You may discard a Sector card to draw a card.

If the card drawn is a Fleet card you may keep it, otherwise discard the drawn card.

Military Intelligence: You may discard a Research card to draw a card.

If the card drawn is a Command card you may keep it, otherwise discard the drawn card.

Military R&D: You may discard a Command card to draw a card.

If the card drawn is a Research card you may keep it, otherwise discard the drawn card.

Maximum hand size is 5. Discard excess cards.

If the deck runs out, shuffle the discard, and continue play.

PRODUCTION PHASE

Homeworld Sectors generate 5 Credits.

Sectors generate 1 credit each.

A leader attached to a Sector generates 2 extra credits.

For each level above the first a player has in all of the technologies of Terraforming, Industry, and Energy, all the worlds of that player generate one additional credit each.

Hand size is increased by a similar amount.

For example: a player has Terraforming = 3, Industry = 5, and Energy = 4.

The extra levels of Industry and Energy do not count.

That player's worlds produce +2 credits per turn and that player has a maximum hand size = 7.

Credits may be saved from turn to turn.

COMMAND PHASE

Unless otherwise specified, the special uses of command cards are enacted in this phase.

Command cards are always discarded when used.

BUILD PHASE

Pay 10 credits to put a Sector card into play from your hand.

Pay 10 credits to put a Fleet card into play from your hand.

The Fleet card must be attached to a Sector.

Pay 5 credits to put a Leader card into play from your hand.

The Leader card must be attached to a unit.

ATTACK PHASE

You may attack an opponents world with one or more of your fleets.

If both players have the same level of Jump Speed Technology or if the attacker is faster, then the defender can only defend the attacked world with whatever fleets are currently there.

If the defender has a higher level of Jump Speed Technology then the defender he can use some or all of his fleets to defend.

The defender may decide not to defend with a Fleet at an attacked Sector.

Move the fleet to any other friendly Sector.

Fleets and Sectors use one die in combat. Homeworld Sectors use 5 dice.

Players compare their respective levels in the following 5 technologies:

Firepower, Range, Defenses, Information, and Sublight Speed.

If one player has a higher level in a technology then that player is said to have a technological advantage.

For each advantage, each of a players units gets one additional combat die.

Presence of a Leader gives the attached unit one additional combat die.

Roll dice separately for each unit involved. These are referred to as combat rolls.

Each unit simultaneously destroys one opposing unit with an equal or lower combat roll.

Sectors win tied combat rolls.

All of the defenders Fleets must be destroyed before the Sector is destroyed.

Repeat this process until only one side remains.

If the attacker wins he may put the colony card in his hand.

If a players Homeworld Sector is destroyed, it goes out of play, and that player loses.

Leaders are destroyed with their units.

Destroyed Fleets and Leaders are discarded.

Units can combine their combat rolls to overcome the combat roll of an enemy unit. For example:

6 Fleets attack a Homeworld Sector. The homeworld rolls a 30. The Fleets collectively roll a 40. One of the six Fleets is destroyed, and the Homeworld is destroyed.

MOVE PHASE

Attach your Fleets in play to any of your Sectors in play.

Attach your Leaders in play to any of your units in play.

A unit may only have 1 Leader attached.

RESEARCH PHASE

Pay 10 credits to play a Research card.

The card is discarded and the player rolls once on the Technology Table.

The technology indicated by the roll is increased by one level for this player only.

Catchup: Pay 15 credits and play a research card to gain one level in a specific technology an opponent is superior to you in.

Directed effort: Pay 20 credits and play a research card to gain one level in a specific technology of your choice.

TECHNOLOGY TABLE

1D10	Technology:
1	Jump Speed
2	Fire Power
3	Range
4	Defenses
5	Information
6	Sublight Speed
7	Terraforming
8	Industry
9	Energy
0	Pick one of the above

TRADE & NEGOTIATIONS

Players may at any time trade cards or make deals.

COMMAND CARD USES

Command cards are discarded when played.

A command card can be played to produce any of the following effects:
Misinformation: Opponent must discard one random card.
Spy: Look at opponents hand.
Strategic Planning: Look at the next 1D10 cards in the deck.
Tactical Superiority: Target unit gets one additional combat die this combat phase.
Surprise: Defender can only defend with fleets already present at Sector.
Ambush: Defender may defend with some or all of his fleets.
Peace Talks: Opponent may not attack you this turn.
Exceed Quotas: Gain 1D10-2 megacredits.
Steal Secrets: Steal 1 random card from opponent on a roll of 1-6 on 1D10.
Counter Espionage: Negate any use of a command card on a roll of 1-8 on 1D10.
Military Sabotage: Opponent must put target fleet back in his hand on a roll of 1-3 on 1D10.
Industrial Sabotage: Opponent loses 1D10-2 megacredits.
Assassination: Kill target Leader on a roll of 1-3 on 1D10.
Strategic Initiative: Get a second attack Phase this turn.

OPTIONAL ADVANCED SETUP RULE

Each player starts the game with 3 random technological advances, 1D10 credits, and 1D5 cards.

GAME DESIGNERS NOTES

If you are illustrating the cards, every card of each card type can easily have its own unique illustration (and subtitles and quotes). For example, you can depict 15 different Leaders or 15 different ships. This works well if each player is assumed to control a different species, or culture. For example: one player's illustrations may portray a reptilian race while his opponent's deck depicts a feline empire. Play using a Common deck can represent a civil war.

GALAX

INTRODUCTION

Tactical Space Ship Combat Mayhem. Advanced Battleships.

MAP & CHITS

Use a space hex grid which has all of the hexes numbered.
Use chits to represent ships. Indicate the ships facing with an arrow.
Each player should use chits of a different color.
Playable with miniatures.

SHIPS

TYPE	COST	MOVE	HITS	SHIELDS	WEAPONS	NOTES
Battlestation	8	0	100	12	10	Can carry 10 Fighter Squads
Dreadnaught	7	2	80	6	8	
Battleship	6	2	60	5	6	
Carrier	5	2	40	4	2	Can carry 6 Fighter Squads
Cruiser	4	3	40	3	4	
Destroyer	3	3	20	2	2	Also: Frigate
Gunboat	2	3	10	1	1	Also: Escort, Scout
Fighter Squad	1	4	5	0	1	Not Jump capable
Transport	1	1	30	0	1	Use for scenario victory conditions

SHIP DESCRIPTIONS

Cost = Does not include cost of weapons
Move = Number of spaces moved or hex facings turned
Hits = Damage before ship is destroyed
Weapons = Number of Weapon Systems that can be mounted
A Battlestation can repair 1 hit per turn to itself or to a friendly docked (in same space) ship.
Docked ships cannot attack.

WEAPON SYSTEMS

NAME	COST	TYPE	RANGE	DAMAGE
Laser	1	Energy	2/4/8	3/2/1D6
Rail Gun	1	Projectile	2/4/8	3/2/1D6
Missile Launcher	1	Missile	12	
Missile	1/6	Missile	12	4D6
Nuclear Missile	1	Missile	12	Destroyed

A Missile Launcher can fire one missile per turn.
Ranges of weapons used by fighters are half of those listed & fighters can only carry 6 missiles.

SHIELDS

TYPE	NEGATES
Albedo Screen	Energy
Inertia Field	Projectile
Jammer	Missile

A shield negates one attack of the indicated

type, and is then destroyed.
Shields are included in the cost of the ship.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
1. Write orders phase
2. Reveal orders phase
3. Resolve actions phase

WRITE ORDERS PHASE

Write separate orders for every ship you control.
First write movement orders.
Ships use movement points to move forward or to make a turn of one hex facing (60 degrees).
Example: Fighter #3 moves 1-R-1-L.
This means move it forward 1, then 1 right turn, then forward 1, then 1 left turn.
Also write attack orders.
Attacks are made from the last space entered.
Indicate the weapon and the number of the space it is targeting.
Weapons fire in all arcs.
Example: Destroyer #2 attack with laser to hex 00435 and nuclear missile to 01667.
Also indicate special orders such as docking.
Players should have two minutes plus one minute per ship to write orders.

REVEAL ORDERS PHASE

No orders or incorrectly written orders result in the ship doing nothing.

RESOLVE ACTIONS PHASE

All actions are simultaneous.
Move ships first then resolve attacks.
Attacks into empty hexes hit nothing.
Attacks into hexes containing enemy units automatically hit a ship of the attackers choice.
One Shield will absorb one attack of the appropriate type. Jammers negate missiles & nukes.
Any attacks not absorbed by shields do damage.
Nukes always destroy their target. Missiles always do 4D6 Hits of Damage.
At range 0-2 Energy & Projectile weapons do 3D6 Damage.
At range 3-4 Energy & Projectile weapons do 2D6 Damage.
At range 5-8 Energy & Projectile weapons do 1D6 Damage.
Ships reduced to 0 or less hits are destroyed at the end of the turn.

SCENARIOS

Training Simulator: Each side starts with 2 Escorts.
Skirmish: 30 points to a side.
Fleet Action: 100 points to a side.

ZOMULGUSTAR GALAX RULES VARIANTS

Click [here](#) for a careful analysis of this game and what we can do about it.

GALAXIAN TREK VARIANT

A version for you [Star Trek](#) fans.

MEKATAC RULES VARIANT

This suggestion was made by Matt R. at Wolfhvl@aol.com:

"...some friends and I have combined Mekatac and Galax. We use the hull sizes and costs from Galax but the weapons and combat rules from Mekatac. Works pretty well..."

We call it [Starmageddon](#)

GAME DESIGNERS NOTES

I know, Yet another space combat game...

and a fuge is a variation on a theme. This one is a catchy tune.

If you really liked this one, try Sea Battles.

GALAXIAN TREK

INTRODUCTION

Version of Galax with a Star Trek Flavor.
All rules are the same except for the following differences.

FEDERATION SHIPS

Federation ships have double the number of Shields.
Federation Fighter squads have one Shield.

KLINGON SHIPS

All Klingon ships have a +1 Move Rating.

ROMULAN SHIPS

Romulan ships can Cloak: A ships location is never revealed unless it was hit last turn.

GORN SHIPS

Sturdy Gorn ships have an extra 50% Hits.

HYDRAN SHIPS

Fighters cost 1/2 Point.
You cannot have more points in Fighters than other ships.

KZINTI SHIPS

Kzinti can ram other ships in the same hex.
Damage to both ships = $XD6$
X = the starting hits of the smaller ship/10.

LYRAN SHIPS

Lyran ships have double the number of Shields.
Lyran Fighter squads have one Shield.

THOLIAN SHIPS

All Tholian ships have a +1 Move Rating.

SHIELDS

Basic Galax has 3 types of shields vs different types of attacks.
In Galaxian Trek there is only one type of shield and it is effective vs all types of attacks.

WEAPON SYSTEMS

NAME	Cost	Range	Damage	Notes
Phaser	1	8	1D6	All Races
Boarding Party	1	1	6D6	All Races
Disruptor	1	4	2D6	Klingons & Kzinti
Launcher	1	-	-	-
Plasma Torpedoes	1/8	6	3D6	Romulans & Gorn
Photon Torpedoes	1/6	4	4D6	Federation
Drone Missiles	1/10	10	2D6	Kzinti
Fusion Beams	1	4	1D6+2	Hydrans
Fusion Bombs	1/2	4	5D6	Hydrans
Tholian Web	1/5	5	*	Tholians
Expanding Sphere Generator	1/3	1/2/3	3/2/1D6	Lyrans

Launchers are required for Missiles, Torpedoes, Bombs, Generators, and Webs.

Ranges of weapons used by fighters are half of those listed.

A ship hit by a Tholian Web has its Move reduced by 1 for 1D6 turns.

Expanding Sphere Generators do damage to all ships in range.

Boarding parties can only be used once.

GALLIC WARS

INTRODUCTION

Card game for 2 players.
One player is the Romans, the other is the Celts.

VICTORY

Eight hands are played.
If a player wins 3 consecutive hands he wins the game.
If not the player who wins the eighth and last hand wins the game.

DECKS

Each player has his own unique deck of 35 cards.
Each deck contains 1 copy of each card in its card list.

CARD TYPES

There are 4 basic card types:

S = Strategy

T = Tactics

R = Resources

M = Morale

There are also 2 other types:

L = Leader: Can be used as any one of the Basic card types.

D = Disadvantage: Have a negative force value.

TURN SEQUENCE

Each turn has 3 phases:

Reinforcements Phase

Strategy Phase

Battle Phase

REINFORCEMENTS PHASE

Each player draws a hand of 8 cards from their own deck.
If a deck runs out, shuffle the discard & draw from it.

STRATEGY PHASE

Each player may discard up to 4 cards & draw replacements.

BATTLE PHASE

Players reveal their hands.

Each card has a Force value of 3-10.

Each player may count the Force from up to 2 cards of each of the 4 basic card types.
(2 Strategy, 2 Tactics, 2 Resources, & 2 Morale)

Disadvantage cards are always counted.

Get the total Force of all cards that can be counted.

Players compare Force totals.
 The player with the highest total wins the hand.
 Discard all cards at the end of the turn.

CELTIC DECK CARD LIST

ROMAN DECK CARD LIST

Card Name:	Type:	Force:	Card Name:
Vercingetorix	L	10	Caesar
Commius	L	5	Labienus
Gauls	R	10	Legions
Tribes	R	9	Centurions
Walled Cities	R	8	Professional Soldiers
Chieftains	R	7	Celtic Allies
Warriors	R	6	Outposts
Warbands	R	5	Engineers
Miners	R	4	Auxiliaries
Archers	R	3	Catapult Artillery
Skill	T	10	Elaborate Siege Works
Charges	T	9	German Horsemen
Surprise Attack	T	8	Rear Attack
Counter Siege Tactics	T	7	Tactical Fortifications
Cavalry	T	6	Contain & Repulse
Sortie	T	5	Reserves
Night Attack	T	4	Battle Plans
Sword & Spear	T	3	Pilum & Gladius
Raiding Strategy	S	10	Decisive Battle
Guerilla Tactics	S	9	Systematic Invasion
Strategic Withdrawal	S	8	Tribe by Tribe
Scorched Earth	S	7	Supply Lines
Defensive Fight	S	6	Campaigning
Relief Force	S	5	Forced March
Druids	S	4	Generals
Scouts	S	3	Spies
Revolt	M	10	Conquest
Freedom Fighters	M	9	Determination
Roman Atrocities	M	8	Discipline
Courage	M	7	Absolute Command
National Unity	M	6	Ambition
Leadership	M	5	Diplomacy
Agreements	M	4	Hostages
Messengers	M	3	Occupation Force
Tribal Divisions	D	-2	Hostile Territory
Women & Children	D	-1	Roman Politics

GAMBLER

INTRODUCTION

Card & Dice game for 2+ players.
Each player is a "Gambler" trying to win Big.

VICTORY

The Winner is the first player to accumulate \$5,000.
If you ever loose all your money, you loose the game.

THE DECK

Players share a common deck.

CARD TYPES

There are five card types:

C = Casino Game (Black Jack, Poker, Craps, & Roulette) Betting

T = Race Track (Dogs, Horses & also Jai alai) Bets

S = Sports (Baseball, Basketball, & Football) Bets

W = Win cards

X = Special cards

MONEY

Use pennies.
Each penny represents \$100.

DICE

Two six sided dice (2D6) are needed.

SETUP

Players roll high on 2D6 to see who goes first.
All players start with \$1,000 dollars.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Draw Phase
Bet Phase
End Phase

DRAW PHASE

Draw 2 cards from the deck.

BET PHASE

Play (discard) a Betting card (Casino, Track, or Sports) from your hand to make a bet. To resolve the Bet, roll on the Wager Table:

WAGER TABLE

2D6	Result
2	Loose \$500 (and so on)
3	Loose \$400
4	Loose \$300
5	Loose \$200
6	Loose \$100
7	Break even
8	Win \$100
9	Win \$200
10	Win \$300
11	Win \$400
12	Win \$500 (and so on)

WIN CARDS

Play (discard) win cards to modify the result of any roll made on the Wager Table. Some Win cards can only be used for certain types of bets (Casino, Track, or Sports).

END PHASE

If you have extra bet cards in your hand, you can play them to make additional bets. You cannot make both Casino & Track bets in the same turn. You may make only one Track bet in a turn. You can make a maximum of 2 Sports bets in a turn. You may play Special cards in this phase. Max hand size is 5 cards. Discard excess cards.

CARD TYPE NOTATION

C = Casino Game Betting
T = Race Track Bets
S = Sports Bets
W = Win cards (use for any bet)
WC = Win cards used only for Casino bets
WT = Win cards used only for Track bets
WS = Win cards used only for Sports bets
X = Special cards

CARD LIST

Card Name	Type	Notes
Big Score	W	+3 to Bet Roll
Racing Program	T	(Dogs or Horses)
Hedge Bet	W	You loose no money on the target bet
Horse Race	T	(Horses)
Trotters	T	(Horses)
Beg	X	Gain 1D6 X \$100
Borrow	X	Gain 1D6 X \$100
Steal	X	Gain 1D6 X \$100
Payday	X	Gain 1D6 X \$100
Pawn	X	Gain 1D6 X \$100
Off Track Betting	S	

Bookie	S	
The Big Game	S	
College Sports	S	
Basketball Season	S	
Trifecta	WT	+5 to Bet Roll
Win	WT	+3 to Bet Roll
Place	WT	+2 to Bet Roll
Show	WT	+1 to Bet Roll
Quinella	WT	+4 to Bet Roll
Kentucky Derby	T	(Horses)
Fantasy Baseball	S	
Roulette	C	(Roulette)
Poker Face	C	(Poker)
Five Card Stud	C	(Poker)
Lotto	X	Play as a Bet card
Big Jackpot	W	+5 to Bet Roll
One Armed Bandit	C	
Super Bowl	S	
World Series	S	
Office Pool	S	
Last Call	T	
Jai Lai	T	(Jai Lai)
Dog Track	T	(Dogs)
Race Course	T	(Dogs or Horses)
Clubhouse Seating	T	
Matinee	T	
Day at the Races	T	(Dogs or Horses)
Winner takes all	WC	+3 to Bet Roll
Sure Thing	W	+1 to Bet Roll
Indian Casino	C	
Poker Chips	C	(Poker)
Craps	C	(Craps)
Hot Table	WC	+1 to Bet Roll
Lady Luck	W	+2 to Bet Roll
Card Shark	WC	+2 to Bet Roll
Sick Gambler	W	-3 to Bet Roll
Change Dealers	WC	-2 to Bet Roll
The House always Wins	WC	-4 to Bet Roll
Wheel of Fortune	C	(Roulette)
Pass Line	C	(Craps)
Snake Eyes	WC	-3 to Bet Roll (Craps only)
Lucky Seven	W	+1 to Bet Roll (not for sports bets)
Full House	WC	+2 to Bet Roll (Poker only)
Royal Flush	WC	+3 to Bet Roll (Poker only)
Two Pairs	WC	+1 to Bet Roll (Poker only)
Black Jack	C	(21)
Hit Me	C	(21)
Big Roller	C	
Private Game	C	(Poker or 21)
Card Counting	WC	+2 to Bet Roll (Poker or 21)
Hot Streak	WC	+3 to Bet Roll
Inside Tip	W	+3 to Bet Roll (Not for casino bets)
Aces High	WC	+1 to Bet Roll (21 only)
Slots	C	
Cruise to Nowhere	C	
Twenty-One	C	(21)
Beginners Luck	W	+3 to Bet Roll
Vegas Junket	C	
Friendly Game	C	(Poker or 21)
Football Season	S	
Greyhounds	T	

GAME DESIGNERS NOTES

This is based on the gambling practices of my father & uncles.

GAMMA CHESS

PREMISE:

This plays like a cross between chess and backgammon

SET UP:

Regular Chessboard and pieces plus two dice

OBJECT:

Move all of your men to your opponents back row.

PLAY:

Players take turns.

URNS:

At the beginning of your turn roll the two dice and consult the table below. This determines which pieces you can move.

1D6	Piece
1	Knight
2	Pawn
3	Rook
4	Bishop
5	King
6	Queen

Example: If you roll 1 on one die and 4 on the other you must move one of your 8 pawns and one of your bishops. If you roll 1 and 2 you must move either two of your pawns or one of your pawns twice. If you roll a piece you no longer have, add one to your roll. If you have no queen go back to one.

MOVES:

Pieces move as normal except that they can only go forward or sideways.

CAPTURING:

A piece can only capture if it is moving forward. The captured piece is immediately put, by its owning player, in a square on its back row.

MOVING OFF:

If you move one of your pieces onto your opponents back row remove it from the game.

SHORTER GAMES:

The first person to move off his king is the winner.

GAMMA WORLD

INTRODUCTION

Card Game based on the RPG Gamma World by TSR.
GW is a trademarked property. This merely a fan site.
You are a leader of a Gamma World Enclave.
Recruit and equip your followers.
Send your followers to capture ruins that will aid your cause.

THE DECK

Players share a common deck.

VICTORY

The game ends when all cards have been drawn from the deck.
The player controlling the most location cards wins.

TURN SEQUENCE

Players take turns.
Each turn has 2 Phases:
Action Phase
Healing Phase

ACTION PHASE

A player gets a base 2 Action Points (APs) on his turn.
An AP can be used to do one of the following:
1. Recruit one Follower.
2. Draw one card from the deck.
3. Play an Item card.
4. Attack a Location.
Some cards will provide additional APs.

RECRUIT A FOLLOWER

Use a token to represent the Follower.
You may attach any number of Mutation cards to the token just played.
If no cards are attached the follower is considered to be a Pure Strain Human (PSH).
If cards are attached, designate the follower as either a Mutant Human or Animal.
The follower has a base Force = 1 and Hits = 2.
Mutations increase Force and Hits totals.
You may have a maximum of 6 Followers in play at one time.

DRAW ONE CARD FROM THE DECK

You may have a maximum of 5 cards in your hand.
Discard excess cards.

PLAY AN ITEM CARD

Attach equipment, weapon, armor, steed, and vehicle cards to your followers.
A Follower can only have one vehicle or steed and one armor at a time.

ATTACK A LOCATION

Play a Location card.

All of your followers attack.

Any one of your opponents may play a Foe card.

Roll the indicated dice to determine the Starting Threat of the Foe.

The Player rolls 1D6 for every point of force his followers have.

Every roll of 1 reduces the Threat by one point.

Simultaneously roll 1D6 for every point of opposing threat.

For every roll of 1 by the threat one of your followers loses 1 Hit.

Roll 1D6 for each hit to see which of your followers takes the damage.

The Steed of a Follower takes damage first.

Keep track of hits by putting damage counters on the followers and Threat card.

Followers & Steeds reduced to 0 Hits are killed.

Repeat this process until the followers retreat or one side is killed off.

If the Threat is eliminated the Followers gain control of the location.

It becomes part of the players growing post-apocalyptic empire.

Note that Armor cards provide Hits.

Armor reduced to 0 Hits is destroyed.

Armor always loses hits before followers.

If the followers retreat or are destroyed discard the location and the threat.

HEALING PHASE

All your followers (not Armor) remove one damage counter each.

Cards with the heal property allow you to remove an extra 1D6 counters.

BREAKDOWN RULE

Roll 1D6 for every time a weapon, equipment, or vehicle is used.

On a roll of 1 that item is discarded (used up, broken, out of power, ammo).

WEAPON CARD LIST

Card Name:	Force	Notes:
Vibro Dagger	+1	
Vibro Blade	+1	
Energy Mace	+1	
Stun Whip	+1	
Needler	+2	No effect on Robots/Androids
Slug Thrower	+2	
Stun Ray Pistol	+2	
Stun Ray Rifle	+2	
Laser Pistol	+2	
Laser Rifle	+2	
Gas Grenades	+2	No effect on Robots/Androids
Energy Grenades	+3	
Frag Grenades	+3	
Photon Grenades	+4	
Mk V Blaster	+3	
Mk VII Blaster Rifle	+3	
Micro Missile	+3	
Small Damage Pack	+3	One Use Only
Torc Grenades	+5	
Fusion Rifle	+4	
Mini Missile	+4	
Matter Bomb	+6	One Use only
Black Ray Pistol	+5	No effect on Robots/Androids

ARMOR CARD LIST

Card Name:	Hits	Force
Sheath Armor	3	-
Plastic Armor	3	-
Inertia Armor	4	-
Energized Armor	4	-
Powered Plate Armor	5	-
Powered Scout Armor	5	+1
Powered Battle Armor	6	+1
Powered Attack Armor	6	+1
Powered Assault Armor	7	+2

VEHICLE CARD LIST

Card Name:	AP
Turbine Car	+1
Hover Car	+1
Flit Car	+1
Environmental Car	+1
Bubble Car	+1
Anti-Gravity Sled	+1

Vehicles give you one extra AP every turn.

STEEDS

Card Name:	Hits	Force	AP
Centisteed	3	-	+1
Podog	2	-	+1
Brutorz	3	+2	+1
Hopper	3	-	+1

EQUIPMENT CARD LIST

Card Name:	Notes:
Rejuv Chamber	Heal
Life Ray	Heal
Medi-Kit	Heal
Mind Booster	AP +1 once per turn
Stim Dose	Force +1 and Hits +1
Solar Energy Cells	Discard to negate a Breakdown result
Atomic Energy Cells	Discard to negate a Breakdown result

EVENTS

Card Name:	Notes:
Healers*	Heal
Archivists*	Put item card from discard into your hand
Seekers*	Destroy Target Item
Brotherhood of Thought*	Discard target Follower (controller may keep items)
De-Evolution	Destroy Target Mutation
Precognition	Look at next 2D6 cards in deck
Telepathy	Look at opponents hand
Latent Mutation	Attach a mutation card to one of your followers
Radiation	Attach a mutation card to one of your followers
Encroach	Attack an opponents location. He may defend with his followers
Repairs	Put item card from discard into your hand
Gene Pool	Put mutation card from discard into your hand
Wasteland	Opponent must discard 1D6 cards.
Yexil Trader	Put a equipment or weapon card from the discard into your hand

Event cards are used once and are then discarded.

* = Cryptic Alliance

MUTATION CARD LIST

Card Name:	Force	Notes
Heat Generation	+2	
Increased Speed	+2	
Light Generation	+2	
Radiated Eyes	+2	
Shapechange	+2	
Sonic Attack	+2	
Wings	+2	
Cryokinesis	+2	
Molecular Disruption	+2	
Pyrokinesis	+2	
Telekinesis	+2	
Illusion Generation	+2	
Light Wave Manipulation		+2
Electrical Generation	+1	+4 vs Robots & Androids
Magnetic Control	+1	+4 vs Robots & Androids
Mental Blast	+4	+0 vs Robots & Androids
Mental Control	+4	+0 vs Robots & Androids
Life Leech	+4	+0 vs Robots & Androids
Gas Generation	+4	+0 vs Robots & Androids
Chameleon Power	+1	Hits +2
Heightened Senses	+1	Hits +2
Density Control	+1	Hits +2
Multiple Body Parts	+1	Hits +2
New Body Parts	+1	Hits +2
Quills/Spines	+1	Hits +2
Absorption	-	Hits +4
Total Carapace	-	Hits +4
Repulsion Field	-	Hits +4
Physical Reflection	-	Hits +4
Force Field Generation	-	Hits +4
Regeneration	-	Heal
Teleportation	-	+1 AP once per turn
Time Field Manipulation	-	+1 AP once per turn
Genius Capability	-	+1 AP once per turn
Defect	-2	Attach to opponents follower when recruited

FOE CARD LIST

Card Name:	Threat	Notes:
Security Robotoids	2D6	Robots
Defense/Attack Borg	3D6	Robots
Warbot	4D6	Robots
Death Machine	5D6	Robot
Gamma Knight	4D6	Power Suit
Blight	2D6	Swarm of Carnivorous Winged Worms
Narl Ep	2D6	Enormous White Mutated Tree
Hissers	2D6	Half Man-Half Snake
Obb	2D6	Intelligent Flying Radioactive Fungus
Orlen	2D6	Dual Brain 4-armed Humanoids
Hoops	2D6	Mass Mind Bunnies with Guns
Serf Brigade	4D6	Militant Psychic Mutants
Badders	2D6	Mutant Medieval Badgers
Sep	2D6	Powerful Burrowing Land Shark
Zarn	2D6	Teleporting Poisonous Beetles
Arks	2D6	Telekinetic Life-leeching Dog-men
Cyborgs	2D6	Robot-Men hybrids
Knights of Genetic Purity*	3D6	Pure Strain Human Supremacists
Restorationists*	3D6	Technologists

Zoopremists*	4D6	Mutant Animal Supremacists
Ranks of the Fit*	4D6	Napoleonic Mutant Animals
Entropists (Red Death)*	3D6	Anarchists
Followers of the Voice*	2D6	Computer Worshipers
Radioactivists*	2D6	Worship Radiation
The Created*	5D6	Android Supremacists
The Iron Society*	4D6	Mutant Supremacists

* = Cryptic Alliance

LOCATION CARD LIST

Card Name:	Notes:
Think Tank	AP (Action Points) +1 to draw cards only
Communications Facility	Hand size +1
Military Installation	Deploy all Weapons in your hand immediately
Agri-Dome	Maximum number of Followers +1
Aqua-Base	Maximum number of Followers +1
Food-Processing-Plant	Maximum number of Followers +1
Hydroponics Farm	Maximum number of Followers +1
Biomorphic Biosphere	AP +1 to recruit followers only
Residential Megastructure	AP +1 to recruit followers only
Recreation Sportsplex	AP +1 to recruit followers only
Missile Silo	Launch Neutron missile: Destroy target location
Mining Operation	Hand size +1
Nuclear Power Plant	Hand Size +1
Space Port	AP +1 to Attack Locations only
Medical Center	Heal
Bunker System	Deploy all Weapons in your hand immediately
Weapons Lab	AP +1 to play Weapon cards only
Armory	AP +1 to play Armor cards only
Industrial Complex	AP +1 to play Vehicle cards only
Research Laboratories	Deploy all Equipment in your hand immediately
Robotics Factory	AP +1 to play Equipment cards only

Note: Deploying (Playing) cards immediately is a one time event.

The Neutron Missile can be used only once.

[Wolf's Gamma World](#)

[Gamma World Links](#)

[Gamma World Files](#)

GANGS OF NEW YORK SKIRMISH

INTRODUCTION

Board & Dice Game for 2 players

Dead Rabbits vs Bowery Boys.

Simulation of an all out Street Melee between two rival NY urban gangs circa 1864.

DISCLAIMER

Gangs of New York is a copyrighted, licensed property.

This is merely a fan site.

VICTORY

Kill your opponents Leader.

MEN

Each player gets a set of 16 men:

8 Knifers

7 Axers

1 Leader

COUNTER SET & BOARD INCLUDED!!!!!!!!!!!!!!!!!!!!

Thanks Janne. Great stuff.

Click [here](#) for set.

THE BOARD

Use a 6 x 8 grid (Cut-down Chessboard).

SETUP

Place your men in your last 2 rows, like thus:

RRRRRRRR

RRRRRRRR

EEEEEEEE

EEEEEEEE

BBBBBBBB

BBBBBBBB

R = Red Gang

B = Blue Gang

E = Empty Space

DICE

10 six sided dice are needed.

TURN SEQUENCE

The turn is divided into 3 phases:

Initiative phase

Dice Phase

Melee Phase

INITIATIVE PHASE

Both players roll 1D6.

High roll wins Initiative.

Reroll ties.

DICE PHASE

Both players roll 5 dice.

ROLL RESULT TABLE

1D6	Result:
1	One knifer may kill an opponent in an orthogonally adjacent space
2	One Axer may kill an opponent in a diagonally adjacent space
3	Your Leader may kill an adjacent opponent
4	Move one of your men one space in any direction
5	Move one of your men two spaces in any direction
6	Move one of your men like a knight in chess

MELEE PHASE

Take turns using one roll at a time.

The Initiative winner goes first

A Leader must be hit ("Killed") four times before he is finally killed.

Men cannot stack. Only one man per space.

LINKS

<http://www.upcomingmovies.com/gangsofnewyork.html>

<http://www.gothamgazette.com/article/feature-commentary/20021223/202/162>

<http://www.imagesjournal.com/2002/reviews/gangsnyc/text.htm>

http://news.nationalgeographic.com/news/2003/03/0320_030320_oscars_gangs.html

<http://www.geocities.com/arnzilla/home.html>

<http://herbertasbury.com/gangsofnewyork/>

GENGHIS KHAN

INTRODUCTION

Solo card game.

13th Century Asia: Take the role of Genghis Kahn:

Expand the Mongol Empire as far as you can in all directions.

GAME END

The game ends at the end of 21 turns.

This represents the death of Genghis in 1227.

VICTORY

Count the number of Foe cards you have captured at the end of the game: this is your base score.

For each Foe Deck you have captured completely, add 10 points to get your final score. (A perfect score would be 100)

THE DECKS

There are 6 decks:

Deck:	Cards:	Type:
Khan	100	
Mongolian Unification	20	Foe
Russia	20	Foe
Khwarizm	20	Foe
Xi Xia	20	Foe
Jin Empire	20	Foe

Cards in Foe decks represent enemy armies, cities, riches and regions.

Cards in the Khan deck represent armies, generals, wealth and tactics.

Each Foe deck has 2 of each card listed in its card list.

SETUP

Shuffle each of the decks separately.

Take each Foe deck and lay it out, so all 20 cards are face up, (partially covered by the one above it) in a row, in random order.

TURN SEQUENCE

Each turn has 3 phases:

Horde Phase

Conquest Phase

Logistics Phase

HORDE PHASE

Draw 5 cards from the Khan deck and put them in your hand.

CONQUEST PHASE

Launch an attack at any one of your Foes.
 Play (discard) cards from your hand to capture the top card of the foe deck.
 Each card has a Force value. The force value of your Card(s) played, must
 Equal or exceed the force of the top card.
 Discard Khan cards you play.
 Keep captured Foe cards in separate Conquest piles.
 Note: The Mongolian Unification Deck must be completely captured before
 any of the other Decks can be attacked.

LOGISTICS PHASE

Max hand size is 6 cards. Discard excess cards.

KHAN DECK CARD LIST

Card Name	Force
Temujin	2
Ordained by Tengri	1
Great Destiny	9
Master of the World	10
United Mongols	7
Steppe Nomads	3
Enormous Army	6
Overrun Sedentary Societies	5
Ravage Cities	4
Skilled Horsemen	8
Whirlwind of Destruction	9
Mongol Rampage	8
Ruthless Killing	7
Foreign Troops	5
City offers no Resistance	10
Taxes & Tribute	1
Looting & Pillaging	2
Enslaved Artisans	3
Cavalry	6
Human Shields	4
Captured Civilians	2
Herd of Spare Mounts	8
Flaming Arrows	7
Mangonels	5
Catapults	6
Hurl Flaming Vessels of Oil	4
Hurl Diseased Bodies	3
Level the City Walls	9
Mongol Destruction	10
Leather Horsehide Armor	1
Small Leather Shield	3
Stirrups	10
Composite Bow	8
Quivers of Arrows	7
Hooked Lance	5
Sword & Mace	4
Saber and Dagger	2
Thick Silk Tunic	1
Whistling Arrowheads	6
Siege Warfare	9
Shoot to the Rear	5
Four Remounts	7
The Great Mongol Hunt	2
Born to the Saddle	6
Bactrian Camels	1
Mobile Force	4
Superior Force	10
Conquered Swear Fealty	9

Merciless	8
Small & Sturdy Ponies	3
Tradition of Warfare	1
Great Raids	5
Women Warriors	2
Superb Marksmen	8
Archery	7
Meat, Milk & Blood	3
70,000 Horse Archers	10
Fire Six Arrows a Minute	6
Disciplined Force	9
Hostages	4
Experienced Commanders	6
10,000 Man Personal Guard	1
Feign Withdrawal	8
Tricks	4
Capture Enemy Commanders	5
Kill Pursuers	7
Attack Weak Regimes	9
General Jebe	10
Shoot at Full Gallop	3
Chinese Bombardiers	2
Enemies offer Treasure & Brides	4
Hurl Hundred pound Stones	1
The Punishment of God	10
Punitive Campaign	3
Mongol Onslaught	9
Sack & Massacre	5
Rumors & Terror	8
Avenge Insult	6
Envelopment	7
Split Forces	2
Cross Wastelands	3
Psychological Warfare	7
Put to the Sword	4
General Subedei	10
Audacious Commanders	8
Reconnaissance in Force	2
Vanquish Armies	6
Cause Rout	9
Smoke Screen	1
Fear & Confusion	5
Unleash River	5
Fierce Battles	6
Power & Wealth	7
Enemies Surrender	9
Intrepid Butcher	8
Cruel Genius	10
Son Jochi	3
Son Chaghatai	2
Son Ogodei	4
Son Tolui	1

MONGOLIAN UNIFICATION DECK CARD LIST

Card Name	Force
Tartars	10
Merkits	6
Blood Brother Jamuqua	8
Lesser Mongol Tribes	4
Army of Toghril	7
Naimans	9
Great Assembly	1
Gobi Desert	2
Karakorum	3

Buryats 5

RUSSIA DECK CARD LIST

Card Name	Force
Prince Yuri	1
Georgia	5
Turkic Tribes	4
Caucasus Mountains	3
Russian Steppe	2
Kiev	9
Galacia	7
Rostov	8
Large Army	10
Russian Principalities	6

KHWARIZM DECK CARD LIST

Card Name	Force
Samarkand	7
Shah Muhammad	9
Large Army	8
Kara-Khitai	4
Kuchlug	3
Bukhara	5
Urgench	6
Nishapur	2
Jalal ad-Din	10
Garrisons	1

XI XIA DECK CARD LIST

Card Name	Force
Fortified Capitol	10
Tanguts	1
Tibetan People	2
Walled Cities	7
Raiders	6
Royalty	3
Mountain Pass	8
Large Army	9
Emperor Xiangzong	5
The Mysterious Kingdom	4

JIN EMPIRE DECK CARD LIST

Card Name	Force
The Silk Road	3
Jin Emperor	6
Jin Dynasty	5
Great Riches	1
Jurchen	2
Large Army	7
40 Foot Walls	10
Elite Troops	4
Zhongdu	9
Juyong Pass	8

GEONOSIS ARENA SKIRMISH

INTRODUCTION

Board & card game for 2 players.

Battle between Jedi knights & Federation allies on Genosis.

Takes place in the Star Wars Universe (Episode II).

Each figure represents a Hero, Jedi, Creature or Unit of Troops.

DISCLAIMER

'Star Wars' is a copyrighted/trademarked property.

This is just a fan site.

VICTORY

The game ends after you go through the deck twice when Yoda and

The clone trooper gunships arrive.

The player who has killed the most opposing units wins.

THE MAP

Use an 8x8 chessboard.

FIGURES

Use chits or miniatures to represent units.

UNITS TABLE NOTATION

= Number of that type of unit each player has in setup.

Move = The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

JEDI UNIT TABLE

Name	#	Hits	Move	Notes
Anakin Skywalker	1	3	1-3	Hero, Jedi
Obi-Wan-Kenobi	1	3	1-3	Hero, Jedi
Padme Amidala	1	3	1-3	Hero, Blaster
Mace Windu	1	3	1-3	Hero, Jedi
Jedi Knights	6	2	1-3	Jedi

Notes:

FEDERATION UNIT TABLE

Name	#	Hits	Move	Notes
Count Dooku	1	3	1-3	Hero, Jedi
Jango Fett	1	3	1-4	Hero, Blasters, Flyer
Geonosians	6	1	1-4	Blasters, Flyers
Battle Droids	8	1	1-2	Blasters
Super Battle Droids	4	2	1	Blasters
Droidekas	2	3	1-3	Blasters

Notes:

CREATURE UNIT TABLE

Name	#	Hits	Move	Notes
Reek	1	4	1-3	Massive Horned Bull like Creature
Acklay	1	3	1-3	Clawed Mantis like Creature
Nexu	1	2	1-3	Saber Tooth Tiger like Creature

Notes:

SETUP

Each player places one unit on each square of his back three rows.
Units may not stack.
In the center 4 squares place the 3 Creatures.

TERRAIN

Some spaces may contain pillars.
Units cannot move or attack through pillars.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Draw Phase
Move Phase
Fight Phase

DRAW PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your units.
Units cannot move through other units except for Flyers.
The move card has a number.
This is the number of spaces the unit moves.
The Unit tables list what type of Move cards each unit can use.
Moves are diagonal or orthogonal.
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.
Any player can move a "Creature".

FIGHT PHASE

Play (discard) an Attack card to have a unit attack.

The attack card has a number.
 This is the range of the attack.
 Attacks are diagonal or orthogonal.
 The enemy unit that is the target of the attack takes one hit of damage.
 Units with zero hits are killed and are removed from the map.
 Units cannot attack through other units.
 Any player can attack with a "Creature".

CARD LIST NOTATION

Type = Purpose of card
 # = Number of that type of card in the deck
 K = as a Knight would move in Chess
 User = What type of units can use the card
 M = Movement
 A = Attack
 D = Defense
 J = Jedi
 B = Blaster
 H = Hero
 C = Creature
 Y = Any unit can use the card
 F = Flyer

CARD LIST

Card Name:	#	Range	Type	User
Light Saber	6	1	A	J
Deflect Blaster	2	2	A	J
Telekinetics	2	3	A	J
Jedi Defense	6	-	D	J
Heroic Defense	4	-	D	H
Short Range	4	1	A	B
Medium Range	3	2	A	B
Long Range	2	3	A	B
Extreme Range	1	4	A	B
Walk	6	1	M	Y
Advance	5	2	M	Y
Run	4	3	M	Y
Fly	3	4	M	F
Pounce	3	1	A	C

CARDSET & COUNTERSET DOWNLOADS

Slick stuff by Jörg Hansen: [GEONOSIS](#)

GERRYMANDERING

DEFINITION

Gerrymandering means changing district lines in order to benefit one political party.

LINK

Gerrymandering has been published in the online Winter 2000 issue of the [ACADEMIC GAMING REVIEW](#)

INTRODUCTION

Players take turns changing the district lines in order to win the election.

EQUIPMENT

Players will need:

Six sided dice (1D6)

Map: 10 X 10 Grid. Each square represents a city block.

Chits: tiny cardboard counters. (Blocks & District Markers)

MAP SETUP

Randomly place 100 Block chits on the map, one chit per space.

BLOCKS

Each block is described by a chit.

Before playing the first game players will have to make 100 chits.

Each block chit has 4 variable characteristics that describe it.

These include: Income, Party, Race, and Issue.

INCOME TABLE

1D6	Income	Abbreviation
1-2	High	H
3-4	Medium	M
5-6	Low	L

PARTY TABLE

1D6	Party	Abbreviation
1-3	Democratic	D
4-6	Republican	R

RACE TABLE

1D6	Race	Abbreviation
1	Black	Black

2 WASP

WASP

3	European	Euro
4	South American	SAmer
5	Caribbean	Carib
6	Oriental	Orient

ISSUES TABLE

1D6	Issue	Abbreviation
1	Taxes	Tax
2	Roads	Road
3	Healthcare	Heal
4	Crime	Crime
5	Education	Edu
6	Environment	Envir

MAKING BLOCK CHITS

Each Block has exactly one randomly determined income, party, race, and issue. Use the abbreviations when writing on the chits:
On the upper left hand corner of the chit write the income.
On the upper right hand corner of the chit write the party.
In the middle of the chit write the race.
On the bottom, write the issue.

SETUP CANDIDATE

Each player has a candidate that is running for office
Each candidate has the following 8 profile characteristics:

1. Income: Determine on the Income Table
2. Party: Determine on the Party Table
3. Race: Determine on the Race Table
4. First Allied Race: Determine on the Race Table (must be different from #3 on this list)
5. Second Allied Race: Determine on the Race Table (must be different from #3 & #4)
6. Primary Issue: Determine on the Issue Table
7. Second Issue: Determine on the Issue Table (must be different from #6)
8. Third Issue: Determine on the Issue Table (must be different from #6 & #7)

PLAYING THE GAME

After setup the game has 4 phases:

1. District lines are drawn
2. District lines are redrawn
3. Census
4. Election

DISTRICT LINES ARE DRAWN

Players take turns. Roll high on 1D6 to determine who goes first.
In the first part the District lines are drawn.
There are 50 District Markers (Blank Chits). They are all the same.
The first player places 1D6 markers on the map, one per block.
The very first marker may be placed on any one of the 9 center squares.
All other markers must be placed on a block adjacent to another marker.
Adjacent means side by side, not diagonal.
The next player places 1D6 markers, then the next, and so on.
This continues until all 50 markers are placed.

Everything under a marker is part of the voting district.

DISTRICT LINES ARE REDRAWN

In the second part the District lines are redrawn.

Turns continue from where they left off.

The game will continue for another $X \cdot D6$ turns. X = number of players.

On a player's turn he may move $1 \cdot D6$ markers.

A marker cannot be moved if it is adjacent to 3 or more markers.

A marker cannot be moved if this action separates the district into 2 or more isolated parts.

A removed marker can then be placed back on the map adjacent to any other marker.

After this then a census is taken of the district

THE CENSUS

Take the 50 blocks in the district and count the number of each variable. For example:

The district may have contained: 16 High income blocks, 19 middle income, and 15 low income; 27 Democrats and 23 Republicans; 9 Blacks, 8 WASPs, 6 Europeans, 10 South Americans, 8 Caribbean's, and 9 Orientals; 10 Taxes, 6 Education, 10 Roads, 9 Health care, 7 Crime, and 8 Environmentalists.

THE ELECTION

Calculate votes for the candidates:

1. For each matching Income block get 2 votes.

For example: A High income candidate would get 32 votes for 16 High income blocks in the district but no votes for middle and low income blocks.

2. For each matching Party block get 1 vote.

3. For each matching Race block get 3 votes.

4. For each matching First Allied Race block get 1 vote.

5. For each matching Second Allied Race block get 1 vote.

6. For each matching Primary Issue block get 3 votes.

7. For each matching Second Issue block get 2 votes.

8. For each matching Third Issue block get 1 vote.

VICTORY

The player with the most votes at the end of the game is the winner.

And your next elected official.

VARIATIONS

For a smaller game play on an 8 X 8 map and use 32 District markers.

Pick your candidates characteristics instead of generating them randomly.

GETTYSBURG

INTRODUCTION

American Civil War card game for 2 players.
Gettysburg: 1-3 July, 1863.
The biggest battle ever fought on the soil of North America.

THE DECK

The deck contains 52 cards, one of each on the card list.
All cards are shuffled together into a single common deck.

SETUP

One side is the Union, the other is the Confederacy.

VICTORY

The first player to win 5 rounds is the winner.

TURN SEQUENCE

Players take turns (rounds).
The Rebel player goes first.
Each turn is divided into 3 phases:
1. Plan Phase
2. March Phase
3. Attack Phase

PLAN PHASE

Both players may discard some, none, or all of their cards.
Players draw cards to fill their hands to a maximum of 6 cards.
If the deck ever runs out of cards, shuffle the discard pile and draw from it.

MARCH PHASE

Both players may discard some, none, or all of their cards.
Players draw cards to fill their hands to a maximum of 6 cards.

ATTACK PHASE

The Union player may only play Union cards.
The Confederate player may only play Confederate cards.
Either player may play cards of the "Either" type.
Played cards are played face up on the table.
All played cards are all revealed simultaneously by both players.
The current player may play one location card if he has one.
Each player may play one officer card.
Each player may play one military unit card.
Players may play up to two battle cards each.
Each player adds up the Force values of his cards.

The player with the higher total wins the round.
 The Union player wins all ties.
 All played cards are discarded.

CARD LIST NOTES

U = Union
 C = Confederate
 E = Either
 O = Officer
 B = Battle
 M = Military Unit
 L = Location

CARD LIST

Type	Side	Force	Card Name
O	U	3	Brigadier General John Buford
B	U	1	Spencer repeating carbines
O	C	6	General Robert E. Lee
O	C	5	Major General Jeb Stuart
O	U	4	Major General George Meade
L	U	4	Cemetery Hill
M	C	6	Confederate 3rd Corps
L	C	3	Seminary Ridge
M	U	3	Union 1st Corps
O	C	3	General Ambrose P. Hill
O	U	2	General Abner Doubleday
M	C	6	Rebel 2nd Corps
O	C	1	General Richard Ewell
M	U	3	Federal 11th Corps
O	U	2	General O. O. Howard
O	U	1	General Shimmelfennig
M	U	3	Federal 3rd Division
L	C	2	Lutheran Seminary
L	U	3	Culps Hill
M	U	3	Union 1st Cavalry Division
B	U	1	Springfield Rifle Musket
B	C	1	Enfield Rifle
O	U	2	Major General John Reynolds
O	U	2	Major General Winfield Scott Hancock
L	U	2	Cemetery Ridge
L	U	3	Little Round Top
L	U	1	Big Round Top
O	C	2	Lieutenant General James Longstreet
M	C	6	Confederate 1st Corps
O	U	1	General Daniel Sickles
M	U	3	Union 3rd Corps
L	C	3	The Peach Orchard
L	C	3	The Wheatfield
L	C	4	Devils Den
B	C	3	Confederate Sharpshooters
L	U	1	Trostle Farm
B	C	2	Smoothbore 12-pounder
B	U	2	Parrot 10-pounder
O	U	2	Brigadier General Gouverneur Warren
B	U	3	Army of the Potomac
B	C	6	Army of Northern Virginia
O	U	2	Brigadier General John Gibbon
B	U	2	Surprise offensive
B	U	4	Longstreet's hesitation
O	C	3	Major General George Pickett
B	U	4	Pickett's charge
B	E	2	Barrage

B	E	2	Bombardment
O	C	2	Brigadier General Lewis Armisted
B	C	3	Rebel Yell
O	U	1	Brigadier General George Armstrong Custer
B	U	2	Union Field Batteries

GLADIATOR SCHOOL

INTRODUCTION

Supplemental meta-game for Gladius.
Players are masters of their own gladiator schools.
Buy them, train them, and send them to the arena.

EQUIPMENT

Six sided dice. Paper. Pencils.
Use coins to represent Gold.

SETUP

Players start with 50 gold and 1 Gladiator.

VICTORY

The player with the most Fame points after 20 turns wins.

TURN SEQUENCE

Each turn has 7 Segments:

1. Slave Segment
2. Auction Segment
3. Arena Segment
4. Combat Segments
5. Earnings Segment
6. Training Segment
7. Reputation Segment

SLAVE SEGMENT

1D6 New gladiators become available.
Roll up starting Attributes/Stats for each gladiator.

AUCTION SEGMENT

Players bid for each slave in turn.
All bidding is verbal and simultaneous.
The highest bid wins.
Only the winning bid pays.
Minimum bid for any Gladiator is twice his Experience.
Large Gladiators cost 2 gold extra.
Any Gladiators not bought are discarded.

ARENA SEGMENT

Decide which of your gladiators are going to fight this turn.
All gladiators fight individually against another gladiator.
A gladiator may only fight in one match per turn.
Players pair up their gladiators with opponent's gladiators.

Pairing may be random or arranged.
Resolve the combats one pair at a time using the Gladius Rules.
If a gladiator loses and did not reduce his opponent to 5 or less hit points, he is killed (Thumbs down.)
If a gladiator loses but did reduce his opponent to 5 or less hit points, he is spared (Thumbs up.)
Any Gladiator reduced to 5 or less hits is wounded and must heal for the rest of the turn.
If a Gladiator is reduced to 0 hits roll 1D6:
1 Mortal Wound: He dies anyway.
2 Maimed: Early retirement.
3 Lame: Lose 1D3 Attribute points or hit points permanently.
4 Shame: Lose 1D3 levels of Charisma.
5 Badly Hurt: Cannot fight next turn
6. Gets off Lucky.
Roll of 3 & 4 also cannot fight next turn.
A gladiator that was not paired up due to a lack of opponents will fight the animals this turn.

EARNINGS SEGMENT

Earn 4D6 gold for each Match you win.
Earn 2D6 gold for each Match you lose.
Earn 2D6 gold for each gladiator fighting animals this turn.
Pay 5 gold upkeep for each Gladiator you own.
Players may trade Gladiators.

TRAINING SEGMENT

Roll 1D6 for each of your gladiators:
Roll 1-3: nothing
Roll 4-6: the gladiator gains an experience point.
Subtract 1 from roll if the gladiator is old.
Add 1 if you spend 5 gold for extra training.
Add 1 if the gladiator won a match this turn.
Add 1 if he defeated a superior foe this turn.
Subtract 1 if the gladiator has 10+ experience.
Subtract 2 if the gladiator has 15+ experience.
Subtract 3 if the gladiator has 20+ experience.
Subtract 2 if the gladiator is healing this turn.
Each time a gladiator gains an experience point, roll once on the Stat table. The gladiator gains one level in that Stat.

REPUTATION SEGMENT

Award Fame points (FPs) at the end of each turn.
1 FP for the most gold
1 FP for the most gladiators
1 FP for each match you win
1 FP for the Gladiator with the most Experience*
1 FP for the Gladiator with the most Charisma*
* These count only if they fought this turn.

GLADIATOR ATTRIBUTES

For each new gladiator determine the following attributes:
*Name
*Nationality
Roll 1D6:
1. Roman

2. Greek
3. Spanish
4. Gaul
5. Arab
6. African

*Age

Roll 1D6:

- 1-2. Younger
- 3-5. Prime
6. Older

*Size

Roll 1D6: Notes

- 1-2. Small
- 3-4. Average
- 5-6. Large +1 level of Strength

*Previous Career

Roll 1D6: Notes

1. Criminal
2. Slave
3. Prisoner Cannot be of Roman Nationality
4. Servant
5. Soldier Minimum starting experience = 4
6. Citizen Minimum bid +2D6 gold

*Starting Abilities

Each new gladiator starts with 1D6 Experience Points.

*Fighting Style

1D6

1. Secutor
2. Retiarius
3. Thracian
4. Murmillo
5. Dimachaeri
6. Samnite

*Match Wins

All new gladiators start with 0 Match wins.

For each 2 wins a Gladiator has, his Charisma increases 1 level.

STATS

All Gladiators start with 0 levels in each of the 6 Stats.

For each experience point roll 1D6 on the Stat table.

The Gladiator gains 1 level in that Stat.

STAT TABLE

1. Strength
2. Skill
3. Endurance
4. Prowess
5. Reflexes
6. Charisma

STRENGTH

For each level of strength, the gladiator will do 1 extra point of damage on a roll of 1 on 1D6 whenever he hits for damage in combat

SKILL

For each level of skill, the gladiator gets to draw 1 extra card in Maneuver Phase on a roll of 1 on 1D6.

ENDURANCE

For each level of endurance, the gladiator Gets 1 additional hit point.

PROWESS

For each level of prowess, the gladiator will negate an opponents defense card on a roll of 1 on 1D6 whenever he hits in combat.

REFLEXES

For each level of reflexes, the gladiator will negate an opponents attack card on a roll of 1 on 1D6 whenever he is hit in combat.

CHARISMA

For each level of Charisma, the gladiator will generate an additional 1D6 gold revenue in earnings phase if he fought this turn.

FIRST BLOOD OPTIONAL RULE

The very first time a gladiator is put in the ring roll 1D6:

1. Coward: He is automatically killed
- 2-5. No effect
6. Blood Lust: He immediately gains 1 Experience point.

PREMADE STARTER GLADIATORS

Make up 40-50+ new gladiators.
Write their attributes on cards.
During auction phase, instead of rolling up new gladiators draw cards.
The benefit being you can reuse the cards from game to game.

VOW OF THE GLADIATOR

"I submit to being burned, chained, beaten, and killed with an iron weapon."

GLADIUS CARDS

Thank you Zak (zak965@libero.it) for posting your [Gladius Support Page](http://digilander.iol.it/zak965/gladius/) at:
<http://digilander.iol.it/zak965/gladius/>
Contains Card Set for Gladius.
Great Artwork. Check this one out!

GLADIUS MINIATURES VARIANT

by Patrick H. Lewis

Introduction:

These rules were designed to be used in conjunction with the Gladius card game and its supplement Gladiator School by Lloyd Krassner. They provide a way of using miniature figures to show the relative distance between the fighters and give the game a little more color and realism with only a moderate increase in complexity. The only extra equipment need for this variant are miniatures representing the gladiators and a rectangular card (the Display) that is divided into three equal parts across its length. The divisions of the card should be big enough to hold two figures. The card I use for my 28mm figures is 4 1/2" long and 1 1/2" wide (12cm x 4cm). It is divided into 3 squares 1 1/2"x 1 1/2" (4cm x 4cm). In place of miniature figures, counters, coins, pawns, salt and pepper shakers or any other suitable markers may be used just as long as the players can distinguish one marker from the other.

How the Display Is Used:

All of the rules of the original game are used, but with the following modifications: At the start of the game the figures are placed at opposite ends of the card facing each other.

During the Maneuver Phase, after drawing and, if necessary, discarding a card, the player may announce that he is "closing" with his opponent, i.e. moving one space closer to him. If the space the gladiator wishes to move into is empty, he may play either an Attack card or a Defense card that he is capable of using, but if the space is occupied, he must play an Attack card and that card will be used in the following Attack Phase. A player may only make a "closing" move toward his opponent, not away from him. The selected card is placed face up on the table. A card that isn't going to be used in the Attack Phase is placed on the discard pile. A card that is going to be used in the Attack Phase remains in front of the player.

During the Attack Phase, those fighters armed with a sword or a dagger may only attack if their opponent is in the same space. The retiarius (who was the inspiration for this variant) may attack at a distance.

If a fighter "closes" with his opponent and enters the same space, he will inflict one less damage point than usual if he has a successful attack. A retiarius that "closes" to a space adjacent to his opponent may use the Trident Thrust attack card and attack from that position, but likewise suffers a one point reduction in damage. No attack can be reduced to less than one point of damage. Fighters that do not move on the Display inflict the full amount of damage points if they have a successful attack.

The Retiarius

The retiarius may use the Cast Net card when he is one or two spaces away from his opponent. (If the retiarius uses the Cast Net card in the same space as his opponent, players should visualize that he is swinging the net to trip or otherwise hinder his opponent.)

He may use the Trident Thrust card when he is one space away or in the same space as his opponent, however, if he is in the same space, the amount of damage is reduced to one damage point due to the difficulty of wielding the trident effectively at very close range. He may only use the Dagger card if he is in the same space.

The Withdraw card can be used by the retiarius in his opponent's Attack phase even if he is not attacked. The card is played and the retiarius may move one or two spaces. (If the retiarius is moved two spaces, simply place the figures at opposite ends of the card.) If his opponent has the Reflexes Attribute, check to see if the card is negated. If the card has been negated, the retiarius may not move and the card is discarded. (Players should visualize that even though an attack wasn't made, the opponent was able to react quickly enough to maintain the relative distance between the combatants.) If the card wasn't negated, the retiarius may move one or two spaces away, however, if he has taken 5 or more hits, he may move only one space.

The retiarius may also move one space away from his opponent if he was attacked and has successfully defended himself using a Leap or Dodge card, however, if he has taken 5 or more hits, he may not be moved.

Other Gladiators

The secutor, thracian, dimachaerus, murmillo, and samnite may use the Leap and Dodge cards in the same manner as the retiarius. (see above) In addition, the thracian may also use his Fleet Footed cards. The restriction on movement in regard to the number of hits applies as well.

Other Cards

All of the other attack cards that may be used by both players (exception: Sand in Eyes) can only be used if the fighters occupy the same space. The Sand in Eyes card may be used in the same space or one space away from an opponent.

Dear Lloyd,

I'm still plugging along on the playtesting, and I haven't settled on the card selection for the Hoplomachus and the Provocator. The Provocator may be redundant, since he seems to me to be very much like a Murmillo or a Samnite. The Hoplomachus, on the other hand, seems to be a lot like a Thracian but armed with a spear, and would have rules regarding the use of the spear that would be similar to the trident. I'm having some second thoughts about the reduction in the Retiarius' damage points when he attacks with the Trident Thrust card in the same square as his opponent. I think that reducing it to 1 point may be a bit too severe. So far, it hasn't been a huge factor in the game, but I did want to give the Retiarius player some incentive for keeping his distance. (As if there weren't enough already?!) I think my rationale for the penalty is sound enough, though. I hate dithering about such things, so I'll let it stand as it is. I'd be interested in your thoughts about it. I hope to give the rules a good workout this weekend. I'll let you know if I have any major changes. It's funny though...I've had several games where the Retiarius is holding a mit full of cards that the Secutor needs and vice versa. Frustrating, but fun!

GLADIUS

INTRODUCTION

Card game for two players. Common deck.

Players are a pair of Roman Gladiators fighting to the death in the arena.

One player is a type of gladiator called the Secutor.

The other player is a type of gladiator called the Retiarius.

VICTORY

Reduce your opponent to zero hit points.

At this point, you have your opponent at your weapons tip, and

you await the final judgment of the cheering crowd.

HIT POINTS

Each Gladiator starts with 10 hit points.

SECUTOR

Secutor: Used an egg-shaped helmet with round eye-holes, greave on one leg, arm protector, legionary-style shield and sword. The secutor was called a "chaser," probably

because he was frequently paired with the retiarius, who used running as one of his tactics.

RETIARIUS

Retiarius ("net-and-trident" fighter): used an arm protector (often topped with a high metal shoulder protector), large net, trident, small dagger, no helmet; the retiarius was the

only type of gladiator whose head and face were uncovered. Since he wore practically no defensive armor, the retiarius was more mobile than most gladiators but was also more vulnerable to serious wounds.

DECK

Players share a common deck.

The deck contains 56 cards.

CARD LIST

Name	#	Ftr	Type	Notes
Trident Thrust	8	R	Atk	3 points damage
Cast Net	4	R	Atk	Immobilize
Withdraw	4	R	Def	
Sword Stab	8	S	Atk	3 points damage
Shield Block	4	S	Def	
Armor	4	S	Def	
Pommel	2	B	Atk	1 point damage
Kick	2	B	Atk	1 point damage
Dagger	2	R	Atk	1 point damage
Shield Bash	2	S	Atk	1 point damage
Disarm	2	B	Atk	Immobilize

Knockdown	2	B	Atk	Immobilize
Sand in the eyes	2	B	Atk	Immobilize
Grapple	2	B	Atk	Immobilize
Duck	2	B	Def	
Leap	2	B	Def	
Dodge	2	B	Def	
Parry	2	B	Def	

= Number of that card type in the Deck.

Ftr = Which type of fighter can use the card.

S = Secutor

R = Retiarius

B = Both

Atk = Attack card

Def = Defense card

SETUP

Players start with a hand of 2 cards each.

TURN SEQUENCE

Players take turns.

The Retiarius goes first.

The turn has 4 phases:

1. Maneuver Phase
2. Attack Phase
3. Defense Phase
4. Hit Phase

MANEUVER PHASE

Draw 1 card from the deck.

You may keep 5 cards in your hand. Discard excess cards.

ATTACK PHASE

Play 1 attack card that your fighter can use, from your hand, face up, onto the table. An Immobilized fighter cannot attack.

DEFENSE PHASE

Your opponent may play a defense card, he can use, to counter your attack. Both cards are discarded.

HIT PHASE

If your opponent does not play a defense card, your attack hits.

There are 2 types of attack cards: Damage & Immobilize.

A damage card reduces your opponents hit point total by the indicated amount.

An Immobilize card means your opponent may not attack next turn.

Discard the attack card.

OTHER GLADIATOR TYPES

The Thracian and Murmillo were often paired together.

To play an alternate gladiator type, remove the 18 cards specific to one type and replace them with

the 18 card set of the new type.

THRACIAN

Thracian: Wide-brimmed crested helmet with visor, high greaves on both legs, arm protector, very small shield, and short, curved sword (Spartacus).

MURMILLO

Murmillo: Were armed in Gallic fashion with helmet, large sword, and shield and were so called from the name of the fish that served as the crest of their helmet.

DIMACHAERI

Dimachaeri: "two-knife men" of the later empire, carried a short sword in each hand.

SAMNITES

Samnites: fought with the national weapons--a large oblong shield, a visor, a plumed helmet, and a short sword.

THRACIAN CARD LIST

Name	#	Ftr	Type	Notes
Sword Slash	12	T	Atk	2 points damage
Buckler	2	T	Def	
Armor	2	T	Def	
Fleet Footed	2	T	Def	

MURMILLO CARD LIST

Name	#	Ftr	Type	Notes
Sword Swipe	6	M	Atk	2 points damage
Stunning Blow	2	M	Atk	Immobilize
Shield	4	M	Def	
Armor	2	M	Def	
Wild Swing	2	M	Atk	3 points damage
Overhead Swing	2	M	Atk	4 points damage

If the Murmillo takes a wild swing, the Murmillo cannot attack next turn.

DIMACHAERI CARD LIST

Name	#	Ftr	Type	Notes
Sword Flurry	6	D	Atk	2 points damage
Crossed Swords	4	D	Def	
Sidestep	4	D	Def	
Double Thrust	4	D	Atk	3 points damage

SAMNITE CARD LIST

Name	#	Ftr	Type	Notes
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Impale	4	SS	Atk	4 points damage
Cut	8	SS	Atk	1 point damage
Passive Shield	4	SS	Def	
Armor	2	SS	Def	

GLADIUS CARDS!!!

Thank you Zak (zak965@libero.it) for posting your

[Gladius Support Page](#) at:

<http://www.geocities.com/gladius965/>

Contains Card Set for Gladius.

Great Artwork. Check this one out!

SOLO RULES

by Gottardo Zancani:

- One common deck
- Draw as usual but the cards of your adversary are not usable for you (fog of war)
- When you attack use a "mini-hand" for the defender: get 2 cards and use any defense card if available
- Your adversary turn; use a "mini-hand" for the defender: get 3 cards and use the best attack card if available

Options:

- Mini-hand is 1-3 cards (depending on the gladiator type), with different defense/attack mini-hands.
- Animals! replace the 18 specific cards with some new cards for lions, tigers, bears. The animals could have different hit points and mini-hand capabilities.

GO CHESS

RULES

Start with an empty chess board.

Standard chess pieces are used.

Players take turns. White goes first.

Place any one of your pieces on any empty space on the board.

You cannot put your opponent's king into check or checkmate.

You cannot place your pawns on your opponent's back 4 rows.

When you have placed all of your pieces, you may begin moving your pieces as in normal chess. At this point all regular chess rules apply.

Capture your opponent's king to win.

GO JOE

INTRODUCTION

G.I. Joe vs Cobra.
2 player game: Board, Cards, Dice.

THE DECKS

There are 2 decks.
One player gets the Joe Deck.
The other player gets the Cobra Deck.
A deck contains one of each card on its card list.
The decks are kept face down.

VICTORY

You win if you ever capture your opponents base, or you control all "Urban" spaces on the board.

THE MAP

The map is a 8 X 8 grid.
Map spaces must be large enough to place a card onto.
In one corner is the Joe Base.
In the opposite corner is the Cobra Base.
The other 62 spaces are a random even mix of these 8 terrain types:
Jungle
Swamp
Sea (Water)
Desert
Mountain
Forest
Urban
Artic (Snow)

TEAMS

Each player starts with 4 teams.
Teams are represented by numbered counters on the map.
Teams may not stack.

SETUP

In setup one of a players teams starts in his base.
The other 3 teams are adjacent to the players base.
Each player starts with a hand of 8 cards.
Roll high on 1D6 to see who goes first.

THE CARDS

Each card represents a Soldier or a vehicle and driver.

Each card has 3 Value Categories:

Firepower (FP)

Close Combat (CC)

Tactics (TAC)

TURN SEQUENCE

Players take turns.

Each turn has 4 Phases:

1. Planning Phase
2. Logistics Phase
3. Mission Phase
4. Combat Phase

PLANNING PHASE

Draw 2 cards from your deck or

Place a new Team Counter on your base if it is empty.

A Team may have a maximum of 5 team Members.

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

Maximum hand size is 10 cards. Discard excess.

LOGISTICS PHASE

You may place unit cards from your hand face down under any team counter that is on or adjacent to your base.

If a team is in your base you may put all of its cards into your hand.

MISSION PHASE

You may move all of your teams up to one space each or

Move 2 of your teams 2 spaces each or

Move 1 of your teams 3 spaces.

A team cannot move through other teams.

You may move your teams onto Enemy teams.

Armor (& Driver) Units can move face up on their own up to 2 spaces.

Air (& Pilot) Units can move face up on their own up to 4 spaces.

Armor & Air units moved seperately can join another Team.

Reveal an Intelligence Unit to look at the cards in an adjacent enemy team.

COMBAT PHASE

If two opposing teams occupy the same space they will fight.

Both players flip their cards face up.

Next, roll 1D6 to determine the type of fight:

Roll: Result:

1-2 All units use their Firepower Score in this Fight.

3-4 All units use their Close Combat Score in this Fight.

5-6 All units use their Tactics Score in this Fight.

Each player Adds up the appropriate score for all their units.

Friendly Artillery units within 2 spaces can add their Firepower score to a Firepower or Tactics type Fight if either team has a communications unit.

Leader units give a +1 to each other unit in the Team.

If 3 or more of your units are from the same Service branch get +1 per unit.

If you are the attacking (current) player and you have Recon units get +1D6.

If you are the defending player and you have Ambush units get +1D6.

For each unit has skill in the current terrain type get +1D6.

A Team defending its base gets +1D6.

If an Armor unit Faces an Anti-Armor unit the Armor unit gets -3.

If an Air unit Faces an Anti-Air unit the Air unit gets -3.

The player who had the highest total wins the combat.
 The losing team counter and all of its units are discarded.
 The winning team loses 1D6-3 random units (1D6-5 if the team has a Medic).
 Air Units are never casualties in Close Combat fights. Retreat them to a friendly team.

SERVICE

Service (SV) relates to what military organization the Trooper is closest to.

GJ = G.I. Joes
 NF = Night Force
 TF = Tiger Force
 SM = Slaughter's Marauders
 RG = Renegades
 CB = Cobra
 PP = Python Patrol
 IG = Iron Grenadier
 DN = Dreadnoks

JOE DECK CARD LIST

HERO	SV	FP	CC	TAC	NOTES
Muskrat	NF	2	4	4	(Swamp) Fighter
Repeater	NF	4	2	2	Machine Gunner
Shockwave	NF	2	3	4	SWAT Specialist (Urban)
Spearhead & Max	NF	3	4	4	Point man & Bobcat
Charbroil	NF	5	2	2	Flame Thrower
Lightfoot	NF	2	2	5	Explosives Expert (Demolitions)
Bazooka	TF	6	1	3	Missile Specialist (Anti-Armor)
Duke	TF	3	3	4	First Sergeant (Leader)
Dusty	TF	3	3	4	(Desert) Trooper
Flint	TF	2	4	4	Warrant Officer (Leader)
Lifeline	TF	1	1	2	Medic
Roadblock	TF	5	4	2	Heavy Machine Gunner
Footloose	SM	3	3	3	Infantry Trooper
Low-Light	SM	4	3	4	(Recon) Spotter
Mutt & Junkyard	SM	2	4	4	Animal Control
Spirit	SM	4	4	4	Tracker (Forest)
Sgt. Slaughter	SM	3	4	5	Commander (Leader)
Stormshadow	GJ	2	6	5	Ninja (Recon)
Downtown	GJ	6	2	3	Mortarman (Artillery)
Recoil	GJ	3	4	5	Long Range (Recon) Patrol
Rock & Roll	GJ	6	2	2	Gatling Gunner
Scoop	GJ	1	1	3	Communications
Snake-Eyes	GJ	3	5	5	Commando (Leader)
Ambush	GJ	3	3	5	Concealment Specialist (Ambush)
Capt. Grid Iron	GJ	3	4	4	Captain (Leader)
Free Fall	GJ	3	3	4	Paratrooper (Air)
Pathfinder	GJ	3	3	4	(Jungle) Assault Specialist
Salvo	GJ	6	1	3	Anti-Armor Trooper
General Flagg	GJ	3	2	4	General (Leader)
Wet-Suit	GJ	5	2	4	S.E.A.L. (Water)
Wild Bill	GJ	4	2	4	(Air) Cavalry Scout
Sub-Zero	GJ	4	2	4	Winter Operations Spec. (Snow)
Topside	GJ	3	3	4	Navy Assault (Sea)man
Breaker	GJ	2	2	4	Communications (& Leader) Officer
Flash	GJ	4	2	3	Laser Rifle Trooper
Grunt	GJ	2	2	2	Infantry Trooper
Rock n' Roll	GJ	5	2	2	Machine Gunner
Scarlet	GJ	4	5	5	Counter (Intelligence)
Short Fuze	GJ	6	2	3	FLAK* (Anti-Air)
Stalker	GJ	3	4	4	Ranger (Leader)
Zap	GJ	6	2	2	Bazooka Soldier (Anti-Armor)
Steeler	GJ	8	4	3	MOBAT* Commander (Armor)
Grand Slam	GJ	4	2	4	HAL* (Artillery)

Airborne	GJ	3	3	4	Helicopter Assault Trooper (Air)
Doc	GJ	1	1	3	Medic
Clutch	GJ	6	2	3	VAMP* Driver (Armor)
Gung-Ho	GJ	3	4	3	Jarhead Marine (Water)
Snow Job	GJ	4	3	4	Arctic Trooper (Snow)
Trip Wire	GJ	2	2	4	Mine Detector (Demolitions)
Ace	GJ	8	2	4	Fighter Pilot (Air)
Hawk	GJ	6	3	4	MMS* (Artillery)
Cover Girl	GJ	7	3	4	Wolverine Driver (Armor)
Falcon	GJ	3	2	4	Glider Pilot (Air)
Recondo	TF	3	4	4	(Jungle) Trooper
Rip Cord	GJ	3	3	4	HALO* Jumper (Air)
Cutter	GJ	6	2	4	Hovercraft Pilot (Water)
Deep Six	GJ	5	3	4	S.H.A.R.C. Sub Pilot* (Water)
Thunder	GJ	9	3	4	Self-Propelled Gun (Artillery)
Shipwreck	GJ	3	3	4	Sailor (Water)
Quick Kick	GJ	0	5	5	Martial Artist
Lady Jaye	GJ	2	2	5	Covert Operations (Intelligence)
Alpine	GJ	3	4	4	(Mountain) Trooper
Airtight	GJ	3	3	4	Hostile Environments
Tollbooth	GJ	2	2	4	Combat Engineer (Demolitions)
Frostbite	TF	5	3	4	(Snow) Cat Driver
Heavy Metal	GJ	8	5	3	Mauler M.B.T. (Armor)*
Keel Haul	GJ	2	2	5	Admiral (Water & Leader)
Mainframe	GJ	2	2	4	Computer Specialist
(Intelligence)					
Beach Head	GJ	4	4	4	Ranger (Recon)
Dialtone	GJ	2	2	4	Communications
Sci-Fi	GJ	5	2	3	Laser Trooper
Cross-Country	GJ	6	4	3	H.A.V.O.C. Driver* (Armor)
Lift Ticket	GJ	6	2	4	Tomahawk Pilot (Air)
Slip-Stream	GJ	7	2	4	Conquest X-30 Pilot (Air)
Fast-Draw	GJ	6	2	3	Mobile Missile Specialist
(Artlry)					
Jinx	GJ	1	5	5	Ninja (Intelligence)
Crazylegs	GJ	3	3	4	Paratrooper (Air)
Sneak Peek	GJ	2	3	5	Advanced (Recon)
Law & Order	GJ	2	4	4	M.P. & K-9 (Urban)
Tunnel Rat	GJ	3	3	4	E.O.D. (Urban)
Psyche-Out	DJ	2	2	5	Psy-Ops (Intelligence)
Outback	GJ	3	4	5	Survivalist (Jungle)
Falcon	GJ	4	4	5	Green Beret (Recon)
Chuckles	GJ	2	3	5	Undercover (Intelligence)
Red-Dog	RG	3	5	3	Combat Specialist
Taurus	RG	3	3	4	Demolitions
Mercer	RG	4	3	3	Small arms Specialist
Rumbler	GJ	6	3	4	Fast Attack Vehicle (Armor)
Payload	GJ	8	2	4	Defiant Pilot (Air)
Back-Stop	GJ	7	4	3	Persuader Driver (Armor)
Hit & Run	GJ	3	3	3	Infantry
Ghostrider	GJ	8	3	5	Phantom X-19 Stealth Fighter
(Air)					
Wildcard	GJ	7	4	3	Mean-Dog Driver (Armor)
Budo	GJ	0	7	3	Samurai
Skidmark	GJ	5	3	3	(Desert) Fox Driver
Armadillo	GJ	10	5	3	Rolling Thunder Driver (Armor)
Windmill	GJ	7	2	4	X-Wing Chopper Pilot (Air)
Super Trooper	GJ	4	4	5	Secret Infiltration Unit (Recon)
Hard-Ball	GJ	6	2	4	Multi-Shot Grenadier (Artillery)
Blizzard	GJ	3	3	4	Arctic Attack Soldier (Snow)
Skystriker	TF	7	2	4	Tiger Rat Pilot (Air)
Stalker	GJ	4	4	5	Tundra Ranger (Recon)
Starduster	GJ	2	2	4	JUMP* Jet Pack (Air)
Stretcher	GJ	0	2	3	Medical Specialist
Wind-Chill	GJ	6	2	4	Arctic Blast Driver (Snow)
Hot-Seat	GJ	8	3	3	Raider AFV* Driver (Armor)

Dog-Fight	GJ	7	2	4	Mudfighter Pilot (Air)
Long Range	GJ	9	3	4	Thunderclap Driver (Artillery)
* Motorized Battle Tank					
* Multi-Purpose Attack Vehicle					
* Field Light Attack Cannon					
* Heavy Artillery Laser					
* Jet Mobile Propulsion Unit					
* Mobile Missile System					
* Main Battle Tank					
* High Altitude Low Opening					
* Heavy Articlated Vehicle Ordinance Carrier					
* Submersible High Speed Attack Recon Craft					
* Armored Fighting Vehicle					
* Wolverine = Armored Missile Vehicle					

COBRA DECK CARD LIST

ENEMY	SV	FP	CC	TAC	NOTES
Copperhead	PP	3	3	4	(Swamp) Air Boat Pilot
Crimson Guard	PP	3	3	3	Elite Trooper (Intelligence)
Python Officer	PP	3	4	4	Officer (Leader)
Tele-Viper	PP	1	1	4	Communications
Python Trooper	PP	2	2	2	Patrol Infantry
Python Viper	PP	3	3	4	Assault Trooper
Voltar	IG	3	3	6	General (Leader)
Metal-Head	IG	6	1	3	Anti-Tank Specialist (Anti-Armor)
Undertow	IG	3	5	4	Frogman & Barracuda (Water)
Annihilator Trooper	IG	3	3	4	Elite (Air)borne Heli-Pack
Gnawgahyde	DN	2	5	4	Poacher (Jungle)
Road Pig	DN	4	5	3	R.A.M. Rider* (Driver)
Alley-Viper	CB	4	4	4	(Urban) Assault Trooper
Frag-Viper	CB	6	2	4	Grenade Thrower
Toxo-Viper	CB	3	2	4	Hostile Environment Trooper
HEAT Viper	CB	6	1	3	Bazooka Man (Anti-Armor)
Night-Viper	CB	3	3	5	(Recon) Fighter
Laser-Viper	CB	5	2	3	Laser Trooper
Night Creeper	CB	3	5	4	Cobra Ninja (Recon)
Range-Viper	CB	4	3	4	Wilderness Trooper (Forest)
Rock-Viper	CB	3	4	4	(Mountain) Trooper
SAW-Viper	CB	5	2	3	Heavy Machine Gunner
Cobra Commander	CB	3	3	6	Supreme Commander (Leader)
Destro	CB	3	3	5	Weapons Supplier (Leader)
B.A.T.	CB	4	4	3	Battle Armored Trooper
Overkill	CB	3	5	4	B.A.T. (Leader)
Eel	CB	5	2	4	Under(water) Specialist
Firefly	CB	3	3	4	Saboteur (Demolitions)
Incinerator	CB	5	2	2	Flamethrower
T.A.R.G.A.T.*	CB	3	3	5	(Air)
Cobra Officer	CB	3	4	4	Officer (Leader)
Cobra Trooper	CB	2	2	2	Infantry
S.N.A.K.E. trooper	CB	5	5	3	Heavy Infantry
H.I.S.S. Driver*	CB	6	4	3	Battle Tank (Armor)
F.A.N.G. Pilot*	CB	5	2	4	Attack Copter (Air)
Cobra Viper Glider	CB	3	1	4	Pilot (Air)
Major Bludd	CB	3	3	4	Mercenary Terrorist (Leader)
Wild Weasel	CB	8	2	4	Cobra Rattler Pilot (Air)
Stinger Driver	CB	7	4	3	AFV (Armor)
Baroness	CB	2	3	5	(Intelligence & Leader) Officer
Zartan	CB	2	5	6	Master of Disguise (Intelligence)
Torch	DN	2	4	1	Stupid Thug
Ripper	DN	0	5	2	Malignant Criminal
Buzzer	DN	0	5	3	Anti-social Intellectual
Snow Serpent	CB	3	3	4	Cobra Polar Assault (Snow)
Lampreys	CB	5	2	4	Cobra Hydrofoil Pilot (Water)

Tomax & Xamot	CB	2	3	5	Lawyers (Leader & Intelligence)
Zarana	CB	3	5	5	Assassin (Intelligence)
Zandar	CB	3	4	5	Camouflage Expert (Ambush)
Dr. Mindbender	CB	0	2	6	Master of Mind Control (Leader)
Vipers	CB	3	2	2	Cobra Infantry
Monkeywrench	DN	3	3	4	Terrorist (Demolitions)
Motor-Viper	CB	3	2	4	Cobra Stunt Driver
A.V.A.C. Pilot	CB	6	2	4	Firebat Rocket Fighter (Air)
Serpentor	CB	2	3	6	Cobra Emperor (Leader)
Strato-Viper	CB	6	2	4	Night Raven Pilot (Air)
Thrasher	DN	8	5	3	Thunder Machine Driver (Armor)
Sea Slug	CB	5	3	4	Sea Ray Navigator
W.O.R.M.S.	CB	7	4	4	Maggot Driver (Artillery)
Ice-Viper	CB	6	3	4	Wolf-Driver (Snow)
Zanzibar	DN	2	3	3	Pirate (Water)
Gyro-Viper	CB	7	2	4	Fast Attack Copter (Air)
Techno-Viper	CB	2	2	4	Battlefield Technician
Raptor	CB	2	3	4	Cobra Falconer
Croc Master	CB	0	4	4	Reptile Trainer (Swamp)
Big Boa	CB	3	3	3	Boot Camp Trainer (Leader)
Crystal Ball	CB	0	2	5	Hypnotist (Intelligence)
Secto-Viper	CB	3	3	4	Amphibious Operations (Water)
Star-Viper	CB	7	2	4	Stiletto Pilot (Air)
Hydro-Viper	CB	2	3	4	Under(water) Elite Trooper
Astro-Viper	CB	8	3	5	Cobranauts (Air)
Ferret	IG	9	4	3	D.E.M.O.N. driver* (Armor)
Nullifier	IG	5	3	4	Anti-Gravity Pod Pilot (Air)
Aero-Viper	CB	6	2	4	Condor Z25 Pilot (Air)
Desert Scorpion	CB	3	3	4	(Desert) Fighter
Flak-Viper	CB	6	2	2	Anti-Aircraft Trooper (Anti-Air)
Darklon	IG	7	4	3	Evader Driver (Armor)
Wild Boar	CB	8	5	2	Razorback Driver (Armor)
Track-Viper	CB	9	5	3	H.I.S.S. II driver (Armor)
Cobra Overlord	CB	10	5	6	Dictator Driver (Leader & Armor)
Decimator	CB	5	2	4	Hammerhead Driver (Water)
Vapor	CB	6	2	5	Hurricane VTOL Pilot (Air)

* Trans Atmospheric Rapid Global Assault Trooper

* Rapid Fire Motorcycle

* High Speed Sentry

* Fully Armed Negator Gyrocopter

* Dual Elevating Multi Ordinance Neutralizer

* System: Neutralizer Armed Kloaking Equipment

NOTES

The troopers in the card lists are based on the Action Figures circa 1988-1992.

To make more cards follow the following Guidelines for determining

Firepower, Close Combat, and Tactics Values:

FIREPOWER VALUE

Firepower (FP) relates to long range combat.

Values were assigned according to the equipment carried by the action figure:

FP Ranged weapon:

0 None

1 Pistol or Crossbow Pistol

2 Shotgun, Machine Pistol, Bow, Crossbow

3 Automatic Rifle, Sub-Machine Gun

4 Light Machine Gun, Sniper Rifle, Laser

5 Heavy Machine Gun, Flame Thrower

6 Bazooka, Missiles, Rockets, Mini-Gun, Grenade Launcher

7+ Vehicle mounted weapon systems

CLOSE COMBAT VALUE

Close Combat (CC) relates to Hand-to-Hand (HTH) combat, armed or unarmed.

Troopers are given a base value of 3 modified as follows:

Ninja or HTH specialist +1

Big Muscles +1

Holds 1 HTH Weapon +1

Holds 2 HTH Weapons +2

Encumbered -1

Non-combat Specialist (Such as a Medic) -1

Animal Companion +1

Green -1

Vehicle -1

Armored vehicle +1/+2

TACTICS VALUE

Tactics (TAC) relates to employing winning combat strategies.

Troopers are given a base value of 3 modified as follows:

(Even Basic Troopers in this game are considered to be highly trained combat veterans)

Ninja +1

Survival Training (Desert, Aquatic, Arctic etc.) +1

SWAT Training +1

Demolitions +1

Leader +1

General +1

Non-combat Specialist -1

Character doesn't look too smart -1

Green -1

Animal Companion +1

Flying +1

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JOE LINKS

Go to [Yo Joe](#)

Goblin Quest

INTRO

Teams of Goblins run around, get into mischief, wreak havoc, and try to not get killed.
Not unlike Space Scouts.

THE CARDS

Players draw from a common deck that includes:
Mission, Threat, Mishap, and Aid cards.

SETUP

You get 4 Goblins. Determine their skill picks, either by rolling on the chart or making your own choices.
One Goblin is the Boss and gets 3 skills. The rest all get 2 picks apiece.

TURN SEQUENCE

Players take turns. Each turn has 3 phases:

1. Draw Phase
2. Action Phase
3. End Phase

OBJECT

Be the first team to reach X Victory Points (50 is good).

Missions are worth from 1 to 7 points, depending on difficulty.

Threats are worth from 0 to 3 points.

Victory Points can be spent on giving your Goblins new skills (4 skills max).

Replacing a regular Goblin that has been lost costs 4 VPs, plus 4 VPs for each skill pick. New Goblins get 2 skill picks, even if replacing the Boss.

DRAW PHASE

Draw 2 cards. If the deck runs out, the game ends, and whoever has the most Victory Points wins.

ACTION PHASE

You may decide whether to go on a Mission or hang out in the Warren.

If you hang out in the Warren, you may replace any Goblins that you have been lost. Goblins cost 4 VPs to replace, plus 4 VPs for each skill pick (max 2 until he's gone on at least 1 mission). You may also spend VPs to give new skill picks to your current Goblins (5 VP per pick, max 4) or to draw one card. You can only do this once per turn.

If you go on a Mission, play a Mission card from your

hand.

Before you begin the Mission, any player (yourself included) may play a Threat on top of the Mission. Each player who wishes to do so plays one Threat at a time, starting with the player to your left and going around until every player has played all the Threats that they want.

Once all the Threats have been played, they must be faced one at a time (in reverse order from how they were played). If your team has skills that match those on the Threat card, the Threat is overcome- add its Victory Points to your score and discard it. Otherwise, you fail the Threat.

If all Threats are overcome, the team faces the Mission. If they have skills that match those on the Mission card, they complete the Mission successfully. Add its Victory points to your score and discard it. Otherwise, you fail the Mission.

During a Mission (and/or Threat) you may play Aid cards to give your crew extra skills. Your opponents may play Mishap cards to cause your crew to lose skills. Aid and Mishap cards affect the team for the rest of the turn, and are discarded during the End Phase.

If the Mission or a Threat is failed, roll on the Failure Result Table and go to the End Phase. The Mission remains face up on the table, and any Threats that you failed to overcome are left on top of it. Any player may attempt to complete it during their turn.

END PHASE

If you have more than 10 cards in your hand, discard down to 10.

FAILURE RESULT TABLE

2d6	Result	Effect
2-3	Boss Lost	Your team's Boss is eliminated, and replaced by the Goblin with the most skill picks
4-6	Delayed	Miss Next Turn.
7-9	Goblin Lost	Randomly eliminate one of your team's Goblins (not the Boss).
10-11	Lose Stuff	Discard 2 cards at random from your hand
12	Lucked Out	Nothing happens

GOBLIN SKILLS:

Sneaking	Avoiding notice, moving stealthily
Run Away	Moving quickly and getting away from threats
Fighting	Exactly what it sounds like
Break & Enter	Infiltrating, getting where you aren't supposed to be
Taunting	Verbal fisticuffs and insult contests
Fast-talk	Talking your way out of tight spots
Magic	The mystic arts
Alchemy	Mixing things with other things and seeing what happens
Engineering	Tinkering, demolitions, and traps (setting and disarming)
Look Out	Scouting and perception
Useless Lore	Riddles and book learning
Willpower	Ability to resist temptation and/or terror

LEADER GOBLIN SKILL TABLE:

1D6	Result
1	Fast-talk
2	Fighting
3	Sneaking

4 Run Away
 5-6 Pick Any

FIGHTER GOBLIN SKILL TABLE:

1D6 Result
 1-2 Fighting
 3-4 Run Away
 5 Taunting
 6 Pick Any

NINJA GOBLIN SKILL TABLE:

1D6 Result
 1-2 Sneaking
 3 Break & Enter
 4 Look Out
 5 Fighting
 6 Pick Any

TINKER GOBLIN SKILL TABLE:

1D6 Result
 1 Alchemy
 2 Useless Lore
 3 Break & Enter
 4-5 Engineering
 6 Pick Any

TALKER GOBLIN SKILL TABLE:

1D6 Result
 1-2 Fast-talk
 3 Willpower
 4 Taunting
 5 Run Away
 6 Pick Any

SMART GOBLIN SKILL TABLE:

1D6 Result
 1 Willpower
 2 Magic
 3 Alchemy
 4 Engineering
 5 Useless Lore
 6 Pick Any

MISSION CARD	SKILLS REQUIRED	POINT VALUE
Hunt Alchemical Fungi	Look Out, (Alchemy / Useless Lore X2)	3
Kidnap Important Person	Fighting, Sneaking	4
Deliver Message	Run Away	2
Deliver Threat	Taunting, Run Away	3
Assassinate Enemy General	Sneaking X2, Fighting X2	4
Explore Cavern Complex	Look Out X2	3
Reconnoiter Castle	Break & Enter X2, Sneaking, Look Out	5
Cannon Fodder Duty	Fighting X2 / Run Away X2	6
Break Open Gate	Sneaking, (Demolitions / Break & Enter X2)	4
Steal Magical Scrolls	Break & Enter X2, Magic, Run Away	5
Terrorize Villagers	Fighting X2 / (Engineering, Fighting)	5
Operate Siege Engine	Engineering X2	3

Repair Siege Engine	Engineering X3	4
Unlock Magic Vault	Magic X2 / Engineering X3	5
Distract Guards	Run Away, (Taunting / Fast-Talk)	3
Entertain Dark Lord	Fast-Talk X2 / Useless Lore	4
Spy On Enemy Leaders	Sneaking	2
Hunt Cavern Critters	Look Out, Sneaking, Fighting	4
Guard The Warren Nursery	Look Out, Fighting	2
Find Magical Talking Skull	Magic, Look Out X2	4
Explore Dark Wizard's Tower	Sneaking X2, (Magic X2 / Run Away X2)	6
Pick On Kobolds	Fighting / Taunting	1
Tame Demonic Hell Frogs	Magic X2 / Fighting X3	5
Rag Out (Goblin Insult Contest)	Taunting X2	3
Dig New Warren	Engineering X2, Demolitions	4
Learn Arcane Secrets	Useless Lore, Magic	2
Undermine Fortification	Engineering X2	4
Plant Traps In The Warren	Engineering	1
Investigate Haunted Ruins	Look Out, (Willpower X2 / Run Away)	3
Steal Food From Trolls	Sneaking, Run Away X2	4
Steal A Dragon's Treasure	Sneaking X3 / Run Away X4	7
Survive A Goblin Game Show	Useless Lore X2 / Willpower X2 / Fast-Talk	5
Scout Ahead For Orc Warband	Look Out X2	3
Translate Ancient Scroll	Useless Lore X2	2
Escort Through Haunted Forest	Look Out X2, (Run Away / Fighting)	5

NOTES:

Commas in the "Skills Required" field mean "and".

Slashes (/) in the "Skills Required" field mean "or".

X# means that there must be at least that number of skill picks in your team to fulfill the mission.

A listing like "Sneaking, (Engineering/Break & Enter X2)" means that to fulfill the requirements you must have at least 1 pick of Sneaking and either 1 pick of Engineering or 2 picks of Break & Enter.

A listing like "Fighting X2/(Fighting, Engineering)" means you need 1 pick of Fighting and either 1 pick of Demolitions or another pick of Fighting.

THREAT CARD	SKILL TEST	POINT VALUE
Human Guards	Sneaking X2 / Fast-Talk X2	1
Angry Orc	Fighting X2 / Fast-Talk X2 / Run Away	2
Big Dog	Run Away X2 / Fighting	1
Cornered	Fast-talk / Run Away X2	1
Spike Trap	Look Out / Engineering X2	1
Haughty Sorcerer	Magic X3 / Taunting	2
Locked In!	Break & Enter	1
Noticed By Goblin King	Fast-Talk X2	1
Horse Barbarians	Sneaking / Fast-Talk X2 / Run Away X3	2
Cave-in	Engineering	1
Backfire	Engingeering / Alchemy X2	0
Bored Gods	Fast-Talk	2
Forbidden Tome	Magic / Useless Lore X3	1
Cunning Trap	Look Out, (Engineering X2 / Break & Enter)	1
Hostile Cave Fauna	Look Out, Fighting	1
Strange Plants	Look Out or Useless Lore / Alchemy X2	1
Scared By Own Shadow	Willpower	1
Riddles And Engimas	Useless Lore	0
Raging Demon	Magic X2 / Run Away	3
Serious Malfunction	Engineering X2	1
Shifty Trader	Fast-Talk X2 / Taunting	1
Enemy Patrols	Sneaking X2	1
Bumbling Peasant	Fast-Talk / Sneaking	1
Pack Of Feral Dogs	Run Away / Fighting	1
Evil Cultists	Sneaking / Run Away	1
Angry Wizard	Magic X2	1
Dark Elf Slave Hunters	Sneaking X3	1
Rival Goblin Tribe	Fighting X2 / Fast-Talk X2	1

Tasty Treats	Willpower	1	
Unidentified Scary Thing	Willpower X2	2	
Wake The Dead	Magic X2 / Run Away	2	
Angry Mob	Sneaking / Run Away X2	1	
Low-level Adventurers	Fighting	1	
Critter Collectors	Sneaking / Run Away / Fighting	1	
Shapeshifter	Run Away X2	1	
Dumb Guard	Sneaking X2 / Fast-Talk	1	
Magical Storm	Magic X2	2	
Wrath Of The Gods	Fast-Talk X2 / Run Away	2	
Harem	Willpower X2	1	
Ancient Illusions	Useless Lore X2 / Magic	1	
Animated Statue	Magic or Sneaking / Run Away	1	
Mind Control	Willpower X2 / Magic	1	
Placed On Point Guard	Look Out X2	1	
Ambush	Look Out, (Run Away / Fighting)	1	
Crushing Boredom	Willpower X2	0	
Hungry Troll	Fast-Talk / Sneaking	1	
Humorless Minotaur	Sneaking / (Taunting X2, Run Away)	1	
Mouthy Kid	Willpower / Taunting	1	
Ancient Engine	Engineering	X2	1
Barred Gate	Break & Enter	0	
Unattended Shiny Thing	Willpower	0	
Massive Mutt	Run Away	1	
Obnoxious Do-gooders	Fighting X2	1	
Orc Bullies	Fast-Talk / Taunting / Run Away	1	
Intricate Toy	Engineering	0	
Porno	Willpower	1	
Good Lighting	Sneaking	0	
Local Militia	Fighting	1	
Dissension In The Ranks	Fighting / Taunting / Fast-Talk	0	
Them's Fightin' Words!	Fighting X2	1	
Chris The Gnoll	Taunting X2 / Fighting	1	
WTF Is A Bugbear?	Fighting	1	
Glowing Goop	Alchemy / Magic X2	1	
Nemesis	Fighting, Taunting	1	
Dark Elf Skrewmädchen	Willpower, Run Away	2	
Puzzle Lock	Engineering X2 / Break & Enter	1	
Cave Slime	Fighting / Sneaking	1	
Killer Klown	Willpower, (Fighting / Run Away)	1	
Goblin Flying Machine	Engineering X3	3	
Dwarf Warriors	Fighting X3 / (Fighting X2, Taunting)	1	
Caverns & Catacombs	Look Out	0	
The Talking Devil Head	Taunting X2	1	
AID CARD SKILL GAINED			
Doggerel	Substitute 2 Magic picks for 1 of any other skill.		
Weird Shrooms	Alchemy / Magic		
Preparation	Double one skill score for this Mission only		
Lucky Mofo	Any single skill		
Bambi Eyes	Fast-Talk		
Fakeoutery	Fast-Talk		
Crotch Soccer	Fighting		
Gob Fu	Fighting		
Clever Diversion	Sneaking		
Goth Goblin (Black Clothes)	Sneaking		
PH34R!	Run Away		
"Hey, LOOK!"	Run Away		
Yo Mama Jokes	Taunting		
3rd Grade Toilet Humor	Taunting		
Set Up Them The Bomb	Engineering		
Goblin Utility Belt	Engineering		
Ritalin	Willpower		
Loyalty Through Pugilation	Willpower		
Anarchist's Cookbook	Alchemy		
Eureka!	Alchemy		

Rhyming Dictionary	Useless Lore	Magic
Inspired Zot!		Magic
Read That Somewhere	Useless Lore	
Total Nerd		Useless Lore
Found Key Under Rock	Break & Enter	
"Candygram!"		Break & Enter
Keen Goblin Senses		Look Out
X-Ray Specs		Look Out
MISHAP CARD		SKILL LOST
Luck Runs Out		Any 2 Skill Picks
Distraction		Look Out
Temptation		Willpower
Fixation		Run Away
Irrational Fear		Fighting
Slip Of The Tongue		Fast-Talk
"I Said Philips Head!"		Engineering
Tongue-Tied		Taunting
Weak Rhymes		Magic
Bad Acid		Alchemy
Spent Class Drawing Comics		Useless Lore
Protected With "The Club"		Break & Enter
Jingling Change In Pocket		Sneaking

SOLO-PLAY RULES

Only hang on to Aid cards. Play Missions and face Threats in the same turn that you draw them. Mishap cards apply to the next Mission/Threat, and are then discarded. You can only hang out in the Warren the turn after you fail a Threat/Mission

GOLDEN AXE

INTRODUCTION

Solitaire Card game.

Based on the side Scroller Video game of the same name.

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VICTORY

Defeat the Death Adder.

CHARACTERS

You start with 5 Characters:

Characters:	Hits	Magic	Speed	Damage	Notes:
Warrior	10	2	2	+1	Bastard Sword
Dwarf	10	1	1	+2	Battle Axe
Woman Warrior	8	3	3	+0	Long Sword
Sprite	6	4	4	-1	Trident
Centaur	12	1	3	+1	Staff

Hits = Damage Character can take before perishing

Magic = Damage done by Magic cards

Speed = Foes avoided by using an Evade card

Damage = Bonus Damage done by Attack cards

SETUP

Shuffle the Deck.

Place the Death Adder card on the bottom of the deck.

Choose which Character you are starting with.

TURN SEQUENCE

Flip Phase

Fight Phase

Foe Phase

Finis Phase

FLIP PHASE

Turn over top card of deck.

If it is a Foe card place it face up on the table.

If it is any other type of card put it in your hand.

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

FIGHT PHASE

You may play an Attack card to do damage to a Foe in play.

The Damage done by a Attack card must go to a Single Foe.

Use coins to keep track of Damage.

A Foe with damage equal to or greater than its Hits is destroyed.

Discard a used Attack card.

You may use additional Attack cards from your hand vs additional targets.

The Running Charge card does damage equal to the Speed of the Character

You may play a Magic card to do X damage to all Foes in play.

X = Magic Level of Character.

FOE PHASE

Every Foe in play may Attack.

Foes do damage equal to their Hits minus their Damage.

A Character Reduced to Zero or less Hits is Destroyed.

If a Character is destroyed, you may continue play with one of your remaining Characters.

You may negate damage from X Foes by playing an Evade Card.

X = The Speed of the Character

FINI PHASE

You may play a Healing Potion Card to Heal X Damage.

X = The Magic of the Character.

Max hand size is 5 cards. Discard excess cards.

CARD LIST

Card Name	#	Type	Hits	Notes
Jumping Attack	2	A	3	
Throw Opponent	2	A	2	Flip
Slash	2	A	1	
Thrust	2	A	1	
Cut	2	A	1	
Beat Down	2	A	2	
Dragon Mount	2	A	3	Fire Breathing
Lizard Mount	2	A	2	Tail Swipe
Running Charge	2	A	S	
Magic Attack	4	A	M	
Evade	4	D	S	
Healing Potion	4	H	M	
Skeleton	5	F	1	Tulwar & Shield
Ork	5	F	2	Club
Barbarian	4	F	3	Spiked Mace
Amazon	4	F	4	Hand Axe
Hill Giant	3	F	5	Large Hammer
Knight	2	F	6	Sword
Death Adder	1	F	7	Big Axe

CARD LIST NOTATION

A = Attack

D = Defend

H = Heal

F = Foe

S = Speed

M = Magic

LINKS

[GA](#)
[GAIL](#)

GOLEMS

INTRODUCTION

Fantasy Wargame for 2-4 players.
You are a mighty Wizard.
Use your Magic to make Golems to defeat you enemies.

VICTORY

Destroy all opposing Wizards.

DICE, CHITS, COUNTERS, TILES, COINS, & CARDS

Tiles are used to make the Map.
Each player has a set of numbered chits of a unique color.
Numbered Chits are used to represent Golems.
Cards are used for 2 Decks: The Golem Deck & the Event Deck
Coins represent Mana.
Counters are stacked with units to record damage.
Ten sided dice are needed to play.

TERRAIN TILE LIST

Terrain Type:	#	Notes:
Tower	4	One in each Corner: Mana +1
Village	1	Needed to recruit Flesh Golems
Mud Flats	1	Needed to recruit Clay Golems
Quarry	1	Needed to recruit Stone Golems
Gem Mine	1	Needed to recruit Crystal Golems
Iron Mine	1	Needed to recruit Iron Golems
Ice Cave	1	Needed to recruit Ice Golems
Gold Mine	1	Needed to recruit Gold Golems
Ruins	1	Needed to recruit Bone Golems
Desert	1	Needed to recruit Sand Golems
Forest	1	Needed to recruit Wood Golems
Hills	1	Needed to recruit Bronze Golems
Mountain	1	Needed to recruit Obsidian Golems
Salt Flats	1	Needed to recruit Salt Golems
Workshops	1	Needed to recruit Clockwork Golems
Silver Mine	1	Needed to recruit Silver Golems
Volcano	1	Needed to recruit Basalt Golems
Monolith	8	Mana +1
Water	12	Barrier to Movement
Wasteland	24	

THE MAP

Use a Chessboard.
Each space is known as a Territory.
The corner spaces are Towers.
Randomly distribute the remaining 60 Terrain Tiles.

SETUP

Each Player starts in control of 1 Tower.

Each player gets dealt 6 Golem cards & 3 Event cards.
Each player starts with 20 Mana saved up.
Randomly determine who goes first.
Your Tower Contains your Wizard who does not move.
A Wizard is small, soft, man-shaped, has 5 Hits, Force +7, and Armor +7.
The Wizard may freely stack with Golems in the Tower.

TURN SEQUENCE

Players take turns.
Each turn has 7 phases:
Power Phase
Craft Phase
Fate Phase
Spell Phase
Move Phase
Battle Phase
End Phase

POWER PHASE

Gain 4 Mana.
Gain 1 extra Mana for each Monolith & each Tower space you occupy.
Mana is used to make Golems, cast Spells, and draw extra cards.
Mana may be saved from turn to turn.

CRAFT PHASE

You may build a Golem in this phase.
Play 1 Material, 1 Size, and 1 Shape card.
Calculate the Hits, Move, Force, & Armor of your Golem.
You must control certain spaces to use certain Material cards.
If you do not control the appropriate materials space, you can still craft the Golem, but it costs double Mana.
A Units cost to build, in Mana, is equal to its Force + Hits.
Represent the Golem with a numbered chit from your color set.
Record the ID number & stats for the new Golem.
Place the chit on or adjacent to your Tower.
Discard played cards.

FATE PHASE

Draw 3 cards in any combination from the Event Deck &/or Golem Deck.
Each player maintains 2 separate hands: an Event card hand & a Golem card hand.
Max hand size is 7 cards (for each hand). Discard excess cards.
If a deck runs out, shuffle the discard and draw from it.
Pay 5 Mana to draw an extra card from either deck.

SPELL DECK

All players may play Spell cards.
All Spell cards cost 2 Mana each to play.
Spell cards are discarded after being played.

ADJACENCY RULE

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

CONTROL OF SPACES

For purpose of access to Materials needed to build Golems.
One of your golems must occupy the space or
The space must be empty, and you must have a golem adjacent to it.

STACKING RULE

In a single space you may stack up to 4 golems.
No two Golems in a stack may have the same size, shape, or hardness.
(2 Golems with the same trait will destroy each other)
Units from opposing players cannot occupy the same space.

MOVE PHASE

You may move some, none, or all of you units.
Units can move up to 1 to 4 spaces depending on their shape
Units cannot enter or move through Water spaces.
Exception: Flying units may pass through water spaces.
Units cannot move through other units, except for flying units.
The stacking limit must be strictly enforced.
Some Spell cards will affect the Movement of units & Stacks.

BATTLE PHASE

You may attack adjacent enemy stacks with your own stacks.
Resolve conflicts between two opposing stacks, one at a time.
A turn may have multiple battles between multiple stacks.
Battles are fought in Rounds.
Player may play Battle cards at any time during the round.
During each round, each Golem, in turn, in both opposing stacks gets to attack once.
Small units always attack before Medium size & Large units.
Medium size units always attack before Large units.
Start with the Active player (Player whose turn it is)
Pick which of your golems is attacking, and what its target is.
Both players roll 1D10.
The attacker adds the attacking golems Force modifier.
The defender adds the target golems Armor modifier
If the Attackers modified roll is equal or higher, the Target loses 1 hit.
A golem reduced to zero hits is destroyed & discarded.
The other player then attacks and so on.
This repeats until one side is completely eliminated.
Extra Attacks (From Battle Cards) are made, in turn, like regular attacks.
Units in Towers get Armor +1.

END PHASE

If you won a battle, you may put any of your Soft Golems that
were killed in the battle back into play. (They Regenerate)

GOLEM DECK CARD LIST

Card Name:	Type	Hard	Force	Armor	#
Flesh	M	S	+1	-	1
Clay	M	S	+1	-	1
Stone	M	R	+3	+2	1
Crystal	M	R	+3	+2	1
Iron	M	M	+4	+3	1
Ice	M	H	+2	+1	1

Gold	M	M	+4	+3	1
Bone	M	H	+2	+1	1
Sand	M	S	+1	-	1
Wood	M	H	+2	+1	1
Bronze	M	M	+4	+3	1
Obsidian	M	R	+3	+2	1
Basalt	M	R	+3	+2	1
Clockwork	M	H	+2	+1	1
Salt	M	S	+1	-	1
Silver	M	M	+4	+3	1
Card Name:	Type	Hits	Force	Armor	#
Small	Z	1	-	+1	4
Medium	Z	2	+1	+2	4
Large	Z	3	+2	+3	4
Giant	Z	4	+3	+4	4
Card Name:	Type	Move	Force	Armor	#
Man	S	2	-	-	4
Beast	S	3	+1	-	4
Flyer	S	4	-	-1	4
Juggernaut	S	1	+1	+1	4

Types: M = Materials, Z = Size, S = Shape
Hard (hardness): S = Soft, H = Hard, R = Rock, M = Metal
= Number of copies in the deck

EVENT DECK CARD LIST

Event:	Type	Notes:
Swoop	B	Target Flyer gets extra Attack this Round
Maul	B	Target Beast gets extra Attack this Round
Club	B	Target Man gets extra Attack this Round
Crush	B	Target Juggernaut gets extra Attack this Round
Dodge	B	Target Small or Medium Golem gets +7 Armor
Fast Attack	B	Target Small or Medium gets extra Attack this Round
Great Bulk	B	Target Large or Giant Golem gets +5 Armor
Stomp	B	Target Large or Giant gets extra Attack this Round
Splatter	B	Attack vs Soft Target is +5 Force
Shatter	B	Attack vs Hard Target is +5 Force
Crumble	B	Attack vs Rock Target is +5 Force
Crack	B	Attack vs Metal Target is +5 Force
Haste	S	Target Stack may move twice this Turn
Ritual Mana	S	Gain 7 Mana
Elemental Storm	S	One Force +3 Attack vs each Golem in Stack
Power	S	Golems in Stack get +1 Force for 2 turns
Protection	S	Golems in Stack get +1 Armor for 2 turns
Portal	S	Move your target Stack to any empty space
Divination	S	Look at opponents hands & next 7 cards in decks
Dispell	S	Negate Spell just played
Repair	S	Remove all Damage in target stack
Theft	S	Steal 1 random card from opponent
Transformation	S	Permanently change size, shape, or material of Golem

S = Spell cards

B = Battle cards (only used in Battle Phase)

Note: The Event deck contains 2 copies of each card listed.

OPTIONAL RULES

GOLEM SPECIAL ABILITIES

Material:	Notes:
Flesh	Healing: Removes 1 Damage Marker from self at end of your turn
Clay	Promethean: May change Shape at the beginning of each turn
Stone	Massive: Hits +1
Crystal	Magical: Gain +1 Mana per Turn

Iron	Very Hard: Armor +2
Ice	Freeze: 1 target opposing golem in battle gets Force -2
Gold	Inspirational: All Golems in stack get Force +1
Bone	Undead: Armor +1 & Force +1
Sand	Blinding Dust: All opposing golems get Force -1
Wood	Growth: Discard a card to grow 1 size larger (Max Giant size)
Bronze	Defender: All Golems in Stack get Armor +1
Obsidian	Wisdom: May stack without conflict
Basalt	Fireball: Get one extra attack at beginning of Battle
Clockwork	Assorted Weapons: Force +2
Salt	Sea Salt: Force +3 if adjacent to a Water Space
Silver	Quicksilver: Move +1

CARD & TILE SETS AVAILABLE

Amazing Images by Peter Cobcroft (curufea@yahoo.com)

Click [here](#)

GRAIL

INTRODUCTION

Fantasy Card game. 2-6 players.

Players take the role of Arthurian Knights on the quest for the Holy Grail.

OBJECT

The first player to accumulate 7 'Quest' tokens is the winner.

MATERIALS

There are 65 cards in the deck.

Players will have to create their own cards in order to play.

The backs of all cards are the same.

The front of each card should include: Its name, level, type, and whether it is a 'Test' or an 'Aid'.

A six sided die is required to play.

7 'quest tokens' per player are needed.

SETUP

Place all the 'Quest' tokens in a pile in the center of the table.

Each player draws 4 cards.

To determine turn order each player cuts the deck.

The player who cut to the highest level card is goes first.

Shuffle the deck.

TURN SEQUENCE

Players take turns. Each turn is divided into phases.

1. Draw Phase
2. Fate Phase
3. Adventure Phase
4. Quest Phase

DRAW PHASE

Draw 2 cards.

If the deck runs out, reshuffle the discard pile and continue.

Maximum had size is 7 cards. Discard excess cards.

FATE PHASE

Declare whether or not you are questing for the grail this turn.

If you are not questing, your turn ends and you may draw one extra card.

If you are questing take a 'Test' card of level 5 or higher and place it face down.

This is your 'Quest' card for the turn.

ADVENTURE PHASE

The opponent to your left may play a 'Test' card of level 6 or less.

You may play one or more 'Aid' cards.
 Roll 1D6 and add the value of the 'Aid' cards.
 If this total is equal to or greater than the level of the Test card, than you have passed the test.
 If the total is less, than your turn ends immediately.
 All cards played are discarded.
 If you passed the test than the other players going clockwise may each in turn test you.
 This continues until no opponents offer any more tests.

QUEST PHASE

Play one or more 'Aid' cards.
 Roll 1D6 and add the value of the 'Aid' cards.
 If this total is equal to or greater than the level of the Quest card, than you have completed the quest.
 If you have completed the quest than gain one Quest token.
 If the total is less, than you do not get a quest token.
 All cards played are discarded.
 If you accumulate 7 Quest tokens, than you are deemed worthy to receive the Holy Grail, and you win.

CARD LIST: TESTS

Name	Level	Type
Mordred	7	Battle, Knight
Morgan le Fey	8	Magic, Lady
Dragon	8	Battle, Monster
Black Knight	6	Battle
Ogre	5	Battle, Monster
Questing Beast	8	
Bandits	4	Battle
Brigands	4	Battle
Pirates	4	Battle, Sea
Mad Knight	5	Knight
Jester	4	
Jousting Tournament	6	Battle, Knights
Wolf	4	Battle, Animal
Bear	4	Battle, Animal
Lion	5	Battle, Animal
Boar	3	Battle, Animal
Green Knight	7	Knight, Magic
Flooded River	4	
Shipwreck	5	Sea
Black Plague	5	
Waylaid by Beggars	3	
Waylaid by Children	3	
Bridge Troll	5	Battle, Monster
Serpent	6	Sea, Monster
Wood Nymph	5	Magic, Lady
Giant	7	Battle, Monster
Tricked by Dwarf	4	
Waylaid by Peasants	3	
Waylaid by Pilgrims	3	
Frigor & Waste	5	
Take Vow	5	
Take Oath	5	
Evil Hag	5	Battle, Magic, Monster, Lady
Rescue Princess	6	Battle
Incubus	6	Battle, Magic, Monster, Lady
Visit the land of Faerie	6	Magic
Griffin	5	Battle, Monster
Queen Maab	8	Magic, Lady

CARD LIST: AID CARDS

Name	Level	Notes
Sword	0	Level 3 in Battle
Lance	0	Level 4 in Battle
Shield	0	Level 3 in Battle
Armor	0	Level 3 in Battle
Steed	1	Cannot be used at Sea
Squire	1	Level 2 in Battle
Men-at-Arms	2	Level 3 in Battle
Magic Philtre	2	
Your Lady's Token	2	Level 3 vs Lady
Chivalry	1	Level 2 vs Knight
Strength	1	Level 3 vs Animal
Prayer	1	
Courage	2	Level 3 vs Monster
Virtue	3	Level 4 vs Lady
Valor	4	
Bravery	2	
Friendly Castle	2	Cannot be used at Sea
Lady of the Lake	4	Level 5 vs Sea
Helped by Arthur	5	
Helped by Merlyn	3	Level 5 vs Magic
Helped by Lancelot	4	
Helped by Gwynevere	3	Level 5 vs Lady
Helped by Gawaine	1	
Helped by Galahad	2	
Helped by Tristram	2	
Helped by Priest	1	
Helped by Hermit	1	
Prophecy	3	

GRAND TOUR

THE MAP

On a blank sheet of paper draw 10 cities

Name each of the cities

Draw lines connecting each city to its nearest neighbors

Do not cross lines

Two cities can may be directly connected by one or more lines

Each city should be connected to at least 4 or more lines

For each line roll 1D10 on the Terrain Table

Write the terrain type on the line

THE DECK

The Deck should contain 5 of each Vehicle card

OBJECT

Be the first player to visit each of the 10 cities, or

Be the player that visited the most cities before the last card is drawn from the deck

TERRAIN TABLE

D10 TERRAIN

1	Road
2	Airport
3	Ocean
4	Tracks
5	Bus Route
6	Sidewalk
7	River
8	Helicopter Pad
9	Dunes
10	Truck Stop

CARDS

VEHICLES

Sports Car
Jumbo Jet
Ocean Liner
Passenger Train
City Bus
Bicycle
Ferry
Helicopter
Dune Buggy
18-Wheeler

TERRAIN

Road
Airport
Ocean
Tracks
Bus Route
Sidewalk
River
Helicopter Pad
Dunes
Truck Stop

SETUP

Roll high on D10 to determine turn order
Each player draws 2 cards
Players start in different cities
In reverse turn order players place their pawn on a city of their choice

TURN SEQUENCE

1. Draw Phase-

Player draws 1 card

2. Move Phase-

A player may move his pawn to a connected city if he has a vehicle card that matches the terrain

The vehicle card is discarded after it is used

The player may move more than once in a turn if he has the right cards

You cannot enter a city another player occupies

Keep track of which cities you have visited

3. Planning Phase-

If the player did not move he may draw an extra card

4. Discard Phase-

The player must discard cards in excess of seven

All cards are played and discarded face up

GAME DESIGNERS NOTES

Remember what cards have been played

GRECOS

INTRODUCTION

Wargame for 2 or more players.
Mythological Greek theme.

VICTORY

Occupy all 6 City States on the Board.

DICE, CHITS, COUNTERS, TILES, & CARDS

Tiles are used to make the Map.
Chits are used to represent Units.
Cards are used for Events.
Counters are stacked with units to record damage.
Tile, chit, counter, and card sets are common to all players.
Six sided dice are needed to play.

TERRAIN TILE LIST

There are 4 terrain types:

Type:	#	Type	Recruit:
Coastal	14	L	None
City State	6	L	Hero, Hoplites, Ships
Forest	4	L	Cyclops, Amazons, Centaurs, Nymphs
Mountains	4	L	Harpies, Pegasus, Eagle
Ruins	4	L	Medusa, Hydra, Minotaur
Abyss	4	W	Titan, Sirens, Kraken, Tritons
Sea	28	W	None

= Number of Tiles in Terrain Tile Set

Type = Land or Water

Recruit = Type of units can be recruited there

THE MAP

Use a Chessboard.
Randomly distribute the Terrain Tiles.

SETUP

Each Player starts with one Hero unit located in a City State.
Randomly determine who goes first.

UNIT CHIT LIST

Unit Name:	#	Force	Move	Hits	Notes:
Hero	8	5	2	2	Men
Hoplites	8	2	1	2	Men, Army
Ships	8	2	3	1	Water
Medusa	2	5	1	1	Monster, Women
Minotaur	2	3	2	2	Giant, Equine
Pegasus	2	2	4	1	Flying, Equine
Centaurs	2	3	3	1	Equine, Army

Amazons	2	3	1	1	Women, Army
Cyclops	2	3	1	2	Giant
Harpies	2	3	4	1	Flying, Women
Sirens	1	4	1	1	Women, Water
Nymphs	1	2	1	1	Women
Hydra	2	3	1	3	Monster
Kraken	1	5	1	3	Monster, Water
Tritons	2	2	1	1	Men, Army, Water
Titan	1	5	2	3	Giant, Land & Water
Eagle	2	3	5	1	Flying

Move = Move points per turn

TURN SEQUENCE

Players take turns.

Each turn has 4 phases:

Recruit Phase

Event Phase

Move Phase

Battle Phase

RECRUIT PHASE

Draw 1 Unit Chit from the common pile.

Keep your Chits in a pile.

Units are recruited from specific Territories.

If you have a Unit in an appropriate Territory, you may put a Unit Chit from your pile into play on that territory or in an adjacent territory that is empty or occupied by a unit you control.

ADJACENCY RULE

Units or spaces must share a common border to be adjacent.

Diagonal spaces and units are not adjacent.

STACKING RULE

You may stack up to 4 of your units in a single space.

Summoned units do not count against this limit.

Units from opposing players cannot occupy the same space.

EVENT PHASE

Draw 1 Event card.

Max hand size is 5 cards. Discard excess cards.

MOVE PHASE

Each unit has a number of Move Points (MP).

Water units can only move on Water spaces.

Land units can only move on Land spaces.

Flying units may move through Water spaces.

Flying units may not end their turn in a water space.

Heroes and Army units may travel on water spaces if stacked with a Ship.

A Hero while stacked with a Pegasus gains Flying & Move = 4.

The stacking limit must be strictly enforced.

Non-flying units cannot enter or move through a space containing enemy units.

BATTLE PHASE

You may attack adjacent enemy stacks with your own stacks.
Resolve conflicts between two opposing stacks, one at a time.
A turn may have multiple battles between multiple stacks.
Battles are fought in Rounds.
During each round, each unit, in turn, in both opposing stacks gets to attack once.
Start with the Active player (Player whose turn it is)
Pick which of your units is attacking, then Roll 1D6.
If the roll is equal to or less than the attacking units Force, an enemy unit loses 1 hit.
The defender decides which of his units is hit.
A unit reduced to zero hits is destroyed.
The other player then attacks and so on.
This repeats until one side is completely eliminated.
Women units attacking a stack containing Men units get Force +1
Instead of having a unit attack, you may play an Event card.
Every time the Hydra loses 1 Hit it gets Force +1.

EVENT DECK

Event:	Notes:
Pandoras Box	All players draw 5 cards
Visit Oracle at Delphi	Look at next 7 cards in Deck
Blessing of Kronos	Player takes another turn after this one
Blessing of Zeus	All Men units get an extra attack this round
Blessing of Poseidon	All Abyss units get an extra attack this round
Blessing of Atlas	All Giant units get an extra attack this round
Blessing of Hermes	All units in stack get Move +2 this turn
Blessing of Nike	All Flying units get an extra attack this round
Blessing of Prometheus	Replace target unit with one in your pile
Blessing of Hera	All Monster units get an extra attack this round
Blessing of Pan	All Forest units get an extra attack this round
Blessing of Apollo	All Equine units get an extra attack this round
Blessing of Ares	All your units get Force +1 this Battle
Blessing of Athena	All Women units get an extra attack this round
Blessing of Artemis	All Army units get an extra attack this round
Blessing of Asclepius	All units in target stack are restored to full Hits
Blessing of Tyche	Draw 2 cards
Betrayal	Gain control of target Unit during battle
Volcano Erupts	Destroy random unit in target stack on Mountain
Whirlpool	Destroy random unit in target stack at Sea
Trojan Horse	All units in target stack get an extra attack this round
Wings of Icarus	Move your Hero Unit to any Space
The Odyssey	Move your Hero Unit to any Space
The Fates	Negate an Event card just played
Golden Fleece	All units in target stack are restored to full Hits
Lost	Target Stack cannot Move this turn
Storm	Target Stack cannot Move this turn
Wine of Dionysus	Target Stack cannot Attack this turn
Lotus Eaters	Target Stack cannot Attack this turn
Cornucopia of Demeter	All units in target stack are restored to full Hits

GREEK FIRE

INTRODUCTION

Ramming Speed!!!

EQUIPMENT

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

SHIP LOG

Keep records of each ship for:
Ship Name, Captains name
Captain skills, Crew Skills
Current number of Crew, Ammo
Ship Size, Modified Base Rowing Speed
Number & Types of Advantages
Victories

VICTORY

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

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

CREW QUALITY

Crews can be poor, good, or elite.

ADVANTAGES

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

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
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.

FIRE PHASE

Ships on fire lose 1D10 crew per fire counter.

Roll 1D6 for each fire counter:

- 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:

1 Floundering: -1D6 Move points
2-3 Against the Wind: -1 Move Point this turn
4-7 No effect
8-9 Catch the wind: +1 Move Point
10 +2 Move Points
11+ +3 Move Points

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.

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
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
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.

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:

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.

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.

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.

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.

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:
Open water	
Shallows	Run aground
Rocky Shallows	Roll on Ramming Table
Gulf Stream	+1 to Sailing Roll
Rough Waters	-1 to Sailing Roll
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](#)

GREEK HEROES

INTRODUCTION

Scenario for WarpQuest.

Click here for the [WarpQuest](#) Core Rules.

Each player controls a Greek Hero on a Quest to retrieve the Golden Fleece.

YOUR HERO

Each player has one Hero (Pawn).

A Hero has 6 skills.

Heroes are Male (The Woman skill is actually an advantage).

Roll on the Main Hero Skill Table to see what skills the Hero gets

MAIN HERO SKILL TABLE

1D6	Skill:
1	Wit +2
2	Strength +2
3	Archer +2
4	Sword +2
5	Navigation +2
6	Roll on Minor Skill Table...

MINOR HERO SKILL TABLE

1D6	Skill:
1-2	Healing +2
3-4	Music +2
5-6	Swift +2

Notes: There are other skills such as flying, woman, gold, etc. that can only be acquired through relics & companions & blessings.

MODULES

There is no Module 1 and Module 2. There is just one Module.

The 'Artifact' is the Golden Fleece.

Whoever controls the Golden Fleece gains Healing +4 and Gold +4

FOES & TESTS

These are the Challenge cards.

If you fail a Challenge you must either discard a Companion or go back 2D6 spaces.

RELICS, COMPANIONS, & BLESSINGS

Treat Blessings like regular Aid cards. They are used once and discarded.

Relics and Companions stay in play permanently.

CHALLENGE DECK CARD LIST

Card Name:

Notes:

Centaur	Foe: Music or Wine or Sword
Chimera	Foe: Wit or Flying (Petrification)
Cyclops	Foe: Wit or Archer or Wine (Blind him)
Dragon	Foe: Archer (Locate the soft spot)
Gorgon	Foe: Wit (Medusa)
Harpy	Foe: Sword or Archer (Screeching)
Hydra	Foe: Strength, Wit (Regenerating heads)
Lion	Foe: Music or Strength or Healing (Thorn in paw)
Minotaur	Foe: Wit or Music (In Maze)
Sphinx	Foe: Wit (Riddle)
Griffon	Foe: Music or Sword or Blessing of Prometheus
Sirens	Foe: Wit or Navigation or Flying (Song)
Sea Serpent	Foe: Navigation or Strength or Flying
Kraken	Foe: Flying or Navigation (Giant Sea Monster)
Hecatoncheire	Foe: Sword or Blessing (100 Handed Giant)
Antaeus the Giant	Foe: Strength (He is weak if not touching ground)
Cerberus	Foe: Strength or Wit (3-Headed dog Guards underworld)
Erymanthian Boar	Foe: Strength or Swift or Wit
Stymphalian Birds	Foe: Archer or Wit
Cretan Bull	Foe: Wit or Strength
Ceynean hind	Foe: Swift or Wit
Diomedes wild mares	Foe: Wit or Swift (flesh eaters)
King Midas	Foe: Wit (His touch turns all to gold)
Satyr	Foe: Wit or Gold or Wine or Music (Half man, half goat)
Nymph	Foe: Strength or Woman (Seduces men)
Circe	Foe: Wit or Woman (Sorceress, turns men into pigs)
Pirates	Foe: Sword or Gold or Wine or Wit or Navigation
Lepers	Foe: Healing or Music (Spread their disease)
Philosophers	Foe: Wit (Argue with the Sophists)
Lotus Eaters	Foe: Wit or Healing or Music (Powerful Drug)
Amazons	Foe: Woman or Wit (Seduce their Queen)
Aphrodite	Foe: Woman (Goddess of Love)
Hypnos	Foe: Companions (God of Sleep)
Oceanus	Foe: Navigation or Demigod (Titan of the Sea)
Duel	Foe: Sword
Wrath of the Furies	Foe: Blessing
Cursed by a God	Foe: Blessing
Olympic Games	Test: Swift or Strong
Long Journey	Test: Navigation or Swift or Flying
Labyrinth	Test: Wit or Swift
Whirlpool	Test: Navigation or Flying
Shipwreck	Test: Navigation or Flying
Lost at Sea	Test: Navigation or Flying
Augean Stables	Test: Wit or Strength
Gold of Midas	Relic: Gold +4 (Discard after 3 uses)
Wine of Dionysus	Relic: Wine +4 (Discard after 3 uses)
Nectar of the Gods	Relic: Wine +4 (Discard after 3 uses)
Blade of Hephaestus	Relic: Sword +2
Lyre of Apollo	Relic: Music +2
Owl of Athena	Relic: Wit +2
Aegis Shield	Relic: Defeats all Foes (Return to Zeus in 5 Turns)
Arm-band of Zeus	Relic: Strength +2
Winged Sandals	Relic: Flying +4 (Gift of Hermes)
Helm of Invisibility	Relic: Defeats all Foes (Return to Hades in 5 Turns)
The Argos	Relic: Navigation +2 (Legendary Ship)
Lightning Javelins	Relic: Archer +2 (Discard after 3 uses)
Wings of Icarus	Relic: Flying +4
Cornucopia of Demeter	Relic: Sword +2 (Ambrosia feeds Army)
Hyppolita's golden girdle (Amazons)	Relic: Gold +4, Healing +2 (Gift of queen of the Amazons)
Pan's Flute	Relic: Music +2
Hesperides garden Apples	Relic: Healing +2 (Discard after 3 uses)
Ancient Mariner	Companion: Navigation +2
Scholar	Companion: Wit +2
Pegasus	Companion: Flying +4
Poseidon's Gift Horse	Companion: Swift +2

Temple Maiden	Companion: Woman +2, Healing +2
White Eagle of Zeus	Companion: Flying +2
Phoenician Mercenaries	Companion: Sword +2
Argonauts	Companion: Sword +2
Promethean Clay	Companion: Any one skill +2 (Pick at Draw)
Idmon (seer of Argos)	Companion: Wit +2
Helena	Companion: Woman +4
Andromeda	Companion: Woman +4
Persian War	Foe: Sword or Navigation
Amazon War	Foe: Sword or Archery
Trojan War	Foe: Sword or Wit
Peloponesian War	Foe: Sword or Navigation
Pandoras Box	Shuffle discards into deck
Visit Oracle at Delphi	Look at next 7 cards in Deck
Made King	Target Hero gains skill of Gold +4
Blessing of Kronos	Aid: Move Forward 1D6 Spaces or Blessing +4
Blessing of Poseidon	Aid: Navigation +2 or Blessing +4
Blessing of Atlas	Aid: Strength +2 or Blessing +4
Blessing of Hermes	Aid: Swift +2 or Blessing +4
Blessing of Nike	Aid: Sword +2 or Blessing +4
Blessing of Prometheus	Aid: Wit +2 or Blessing +4
Blessing of Hera	Aid: Healing +2 or Blessing +4
Blessing of Pan	Aid: Music +2 or Blessing +4
Blessing of Apollo	Aid: Music +2 or Blessing +4
Blessing of Ares	Aid: Sword +2 or Blessing +4
Blessing of Athena	Aid: Woman +2 or Blessing +4
Blessing of Artemis	Aid: Archer +2 or Blessing +4
Blessing of Asclepius	Aid: Healing +2 or Blessing +4
Blessing of Tyche	Aid: Move Forward 1D6 Spaces or Blessing +4
Visit Olympus	Move Forward 1D6 Spaces
Child of Zeus	Hero gains Demigod +4
Hermes, God of Thieves	Discard one Relic
Eris, Goddess of Strife	Discard one Companion
Inspired by the Muses	Aid: Move Forward 1D6 Spaces

NOTES

This is a conversion of Agea.

GREEN PLASTIC MASSACRE

INTRODUCTION

Combat rules for plastic Army men.

MATERIALS

Army Men
Safety Goggles
Yard stick
Marbles
Golf balls
Tennis balls
Dice
Pencils
'Terrain' (Furniture, Books, Cans, Boxes, Fine China)

SETUP

Armies start at opposite ends of the room.
Determine turn order: High roll gets to go first each turn.

TURN SEQUENCE

Each figure gets to move once and attack once per turn.
Mortars, Machine guns & artillery can either move or attack during a turn.

MOVEMENT

Unit Type	Feet
Fixed Artillery	0
Mortar/MG team	1/2
Infantry	1
Tank	2
Horse	2
Horse & Cart	1
Other vehicles	3

ATTACKING

A figure can only attack another unit if it is in range.
Any unit knocked over by an attack is killed.

ATTACK RANGES

Weapon	Feet
Pistol	2
Flame Thrower	1
Bazooka	3
Rifle	4
Prone Rifle	3
Sniper	5

SMG

3

Machine Gun	4
Grenade	1
Hand to Hand	1/6
Mortar	7
Artillery	Any
Radio (Artillery)	Any
Tank Main Gun	Any

ATTACK RESOLUTION

Pistol- Stand over the attacker. Drop a marble from the tip of your nose.
Rifle- Standing 10 feet away from the target throw a marble.
Sniper- Standing 5 feet away from the target throw a marble.
SMG- Standing 15 feet away from the target throw 3 marbles simultaneously.
Machine gun- Standing 15 feet away from the target throw 6 marbles simultaneously.
Grenade- Standing 5 feet away from the target throw a golf ball.
Bazooka- Standing 10 feet away from the target throw a golf ball.
Mortar- Standing 15 feet away from the target throw a golf ball.
Flamethrower- Stand over the attacker. Drop a tennis ball from the tip of your nose.
Artillery- Standing 15 feet away from the target throw a tennis ball.

HAND TO HAND ATTACKS

This occurs between two infantry within 2 inches of each other.
Roll 1D6 to determine the method of resolution:

- 1- Thumb wrestling
- 2- Arm wrestling
- 3- Staring contest
- 4- Pencil fight
- 5- Slaps
- 6- Rock, Paper, Scissors

The winner of this contest kills the opposing figure.

GAME DESIGNERS NOTES & SAFETY RULES

Wear goggles at all times.
Never throw at another human being or animal.
Resolve disputes with dicerolls if necessary.
You may want to substitute other lightweight, blunt projectiles such as wiffleballs or playdough.
Cowboy & Indian version: Use rubberbands for arrows.

GROGNARDS

INTRODUCTION

Board & card game for 2 players.
Napoleonic warfare theme. Abstract skirmish level combat.
Each figure represents a company or unit of men.

VICTORY

You rout the enemy if you destroy 9+ of his units.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.
There are 3 types of units:
Cavalry, Infantry & Artillery.
Each player starts with:
4 Cavalry
8 Infantry
4 Artillery

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 1 copy of each card in the Card list.

TURN SEQUENCE

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

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your units.
 The move card has a number.
 This is the number of spaces the unit moves.
 Moves can be diagonal or orthogonal.
 "Knight" type move cards allow a unit to move like a knight in chess.
 Instead of moving just one unit in any direction, you have the
 option of moving one or more units forward the indicated number of
 spaces using a single move card.

FIRE PHASE

Play (discard) an Attack card to have a unit attack.
 The attack card has a number.
 This is the range of the attack.
 Attacks can be diagonal or orthogonal.
 "Knight" type attack cards produce an attack with a range like a knight in chess.
 The enemy unit that is the target of the attack is automatically
 Killed and removed from the map.
 Cavalry units can only use Cavalry Cards.
 Infantry units can only use Infantry Cards.
 Artillery units can only use Artillery Cards.
 Your opponent may play certain Defense cards to negate your attack.

CARD LIST NOTATION

M = Movement
 A = Attack
 R = Artillery
 I = Infantry
 C = Cavalry
 D = Defense
 U = Any type of Unit
 K = as a Knight would move in Chess
 Type = Purpose of card
 Use = What type of unit can use the card

CARD LIST

Card Name:	Range	Type	Use
Socket Bayonets	1	A	I
Sword Bayonets	1	A	I
Grenadiers	2	A	I
Fusillade	2	A	I
Volley	3	A	I
Three Deep Line	3	A	I
Musketry	3	A	I
Rifles	4	A	I
Sharpshooters	4	A	I
Echelon	1	M	I
Advancing Line	1	M	I
March	2	M	I
Column	2	M	I
Skirmishers	K	M	I
Double Canister	1	A	R
Canister	2	A	R
Roundshot	3	A	R
Mortar	K	A	R
Cannonballs	4	A	R
Spherical Case	5	A	R
Shrapnel	6	A	R
Limber	1	M	R
Artillery Wagon	1	M	R

Lances	1	A	C	
Sabers	1	A	C	
Overrun	1	A	C	
Pistols	2	A	C	
Carbines	3	A	C	
Trot	1	M	C	
Canter	2	M	C	
Gallop	3	M	C	
Outflank	K	M	C	
Charge	4	M	C	
Spur	5	M	C	
Open Order	-	D	I	Negate an Artillery attack
Square Formation	-	D	I	Negate a Cavalry attack
Rally	-	D	U	Negate any Attack
Wheel About	-	D	C	Negate any Attack
Screen	-	D	I	Negate any Attack

TERRAIN

Terrain is optional.

There are 6 types:

Clear- No effect.

Deep Water- Units cannot move into it or through it.

Forest- Units can move or attack into it or out of it, but not through it.

Hill- Units cannot attack through it, except for Artillery attacks of 5-6.

Redoubt- Attacks into a redoubt fail 50% of the time (flip a coin).

Units cannot move or attack through a redoubt.

Shallow Water or Marsh- Units cannot move through it.

GROUND WAR 3000

INTRODUCTION

Sci-Fi themed Board & card game for 2 players.
Each figure represents a vehicle, mech, or infantry squad.

VICTORY

You rout the enemy if you destroy 9+ of his units.

THE MAP

Use an 8x8 chessboard.

UNITS

Use chits or miniatures to represent units.

There are 3 types of units:

Mechs, Infantry & Vehicles.

Each player starts with:

2 Mechs (3 Hits each)

8 Infantry (1 Hit each)

6 Vehicles (2 Hits each)

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 copies of each card in the Card list.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Fire Phase

ORDERS PHASE

Draw 3 cards.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.
 The move card has a number.
 This is the number of spaces the unit moves.
 Moves can be diagonal or orthogonal.
 Instead of moving just one unit in any direction, you have the option of moving up to 3 units forward the indicated number of spaces using a single move card.

FIRE PHASE

Play (discard) an Attack card to have a unit attack.
 The attack card has a number.
 This is the range of the attack.
 Attacks can be diagonal or orthogonal.
 The enemy unit that is the target of the attack takes 1 point of Damage.
 A unit that is reduced to zero hits is destroyed and removed from the map.
 Your opponent may play certain Defense cards to negate your attack.
 Mechs may make up to 2 attacks per turn.

CARD LIST NOTATION

M = Movement
 A = Attack
 D = Defense
 V = Vehicles
 I = Infantry
 R = Mechs
 H = Heavy: Applies to Mechs & Vehicles
 L = Light: Applies to Infantry & Vehicles
 B = Bipedal: Applies to Infantry & Mechs
 U = Any type of Unit
 K = as a Knight would move in Chess
 X = Place an extra infantry unit on any open space on the Board
 N = Negate Move card just played
 S = Negate Move card just played & target takes 1 point of damage
 E = Look at Opponents Hand
 C = Draw 2 cards
 J = Opponent must discard 2 random cards
 Z = Move 1 Space & Attack at range = 1
 Type = Purpose of card
 Target = What units are targeted by the attack
 User = What type of unit can use the card

CARD LIST

Card Name:	Range	Type	User	Target
Close Assault	1	Z	U	U
Pulse Rifles	1	A	I	I
High Tech Sniper	2	A	I	I
Nuclear Mortars	K	A	I	U
Thermal Grenades	1	A	I	H
Laser Bazooka	2	A	I	H
Man Portable Missiles	3	A	I	H
Crush Underfoot	1	Z	R	L
Pummel	1	A	R	H
Flame Cannon	2	A	H	U
Laser Cannon	4	A	H	U
Auto-Cannon	3	A	H	U
Plasma Cannon	3	A	H	U
Particle Cannon	4	A	H	U
Tac-Nukes	5	A	H	U
Swarm Attack	1	Z	I	R

Fighting Advance	1	Z	I	U
Ground Pounders	1	M	B	-
Exoskeleton	2	M	B	-
Jump Troops	3	M	I	-
Mechanized Infantry	2	M	L	-
Infiltration	1	M	Z	-
Drop Ship	-	X	-	-
Robotic Legs	1	M	H	-
Treads	1	M	V	-
Tracks	1	M	V	-
Wheels	2	M	V	-
Hovercraft	3	M	V	-
Anti-Gravity	4	M	V	-
Gyro-Jet	5	M	V	-
Skimmer	K	M	V	-
Lumbering Gait	1	M	R	-
Level Ground	3	M	R	-
Fast Pace	4	M	R	-
Crush Buildings	K	M	R	-
Pinned	-	N	-	I
Fall	-	S	-	R
Terrain Obstacle	-	N	-	L
Rough Ground	-	N	-	V
Power Armor	-	D	I	-
Rubble	-	D	I	-
Take Cover	-	D	L	-
Force Fields	-	D	H	-
Heavy Armor	-	D	H	-
Massive Bulk	-	D	R	-
Robotic Minefield	-	S	-	U
Orbital Bombardment	5	A	U	U
Close Air Support	4	A	U	U
Call in Artillery	3	A	U	U
Electronic Warfare	-	E	-	-
Battle Computer	-	C	-	-
Jam Communications	-	J	-	-
Decoy Signal	-	D	U	-

GUILD MASTER

INTRODUCTION

Players take the role of founding fathers of a medieval town.
The best builder earns the title of Guild Master.

THE CARDS

There are 116 cards listed.
These will have to be manufactured by the players.
Information on the card must include:
The card name, resources it provides, and bonuses it receives.

SET UP

Shuffle the Deck thoroughly.
Each player is dealt 5 cards.
Determine player turn order by any convenient method.

TURN SEQUENCE

Players take turns. A turn consists of the following phases:

1. First Draw Phase
2. First Trade Phase
3. Discard Phase
4. Second Draw Phase
5. Second Trade Phase
6. Build Phase

DRAW PHASES

The current player may draw up to 5 cards.
If you already have 5 or more cards in your hand you can't draw anymore cards.

TRADE PHASES

The current player may trade cards with other willing players.
Trades cannot be forced. A player never has to show his cards or do a trade.
Trades do not have to be equal. For example: Two for one.

DISCARD PHASE

The current player may discard from zero to three cards into the discard pile.

BUILD PHASE

The current player picks one resource category out of the 10 available.
If the player has any cards of that resource in his hand he may 'build' them.
'Built' cards are placed face up in front of the player.
A player 'owns' all the location cards he builds.
These cards count towards the players' victory calculation at the end of the game.

END OF GAME

The game ends at the end of the turn the last card is drawn from the deck.

VICTORY CALCULATION

When the game ends each player adds up all the points they've accumulated in each of the 10 resource categories.

Players may want to keep a running total during play.

Each location put in play provides two resource points in one category or one resource point in two categories.

Example: TT = Two resource points in the Trade/ Transportation resource category

Many cards give a bonus resource point if you own another specific card.

Example: You get an extra T for the Trade Route card if you also own the Cross Roads card.

The player with the highest score in the most categories is the winner.

RESOURCE CATEGORIES

#	Categories	Abbreviation
1	Food/ Agriculture	F
2	Trade/Transport	T
3	Construction/ Materials	C
4	Religion/ Church	R
5	Government/ Nobility	G
6	Military/ Fortifications	M
7	Public Health	P
8	Arts/ Entertainment	A
9	Learning/ Education	L
10	Industry/ Crafts	I

CARD LIST

Location Name	Resources	Bonus
Cross Roads	TT	
Trade route	TT	Cross Roads +T
Farmland	FF	Irrigation +F
Irrigation	FF	
Grainmill	FF	Farmland +F
Vineyard	FF	
Quarry	CC	
Mason	CC	Quarry +C
Gold Mine	TT	
Salt Mine	FF	
Iron Mine	II	
Smelter	II	Iron Mine +I
Logging Camp	CC	
Lumbermill	CC	Logging Camp +C
Carpenter	CI	Lumbermill +C
Papermill	II	Lumbermill +I
Fishing Village	FF	
Pearl Divers	II	Fishing Village +I
Ranch	FF	
Hunting Grounds	FF	
Herbalist	IP	
Orchard	FF	
Stone Walls	MM	Mason +M
Castle	MG	
Guard Tower	MM	Castle +M
Moat	MM	
Gatehouse	MM	Stone Walls +M

Apothecary	PI	
Brothel	AA	Port +A
Bath House	AP	Aqueduct +P
Sewers	PP	
Aqueduct	PP	Architect +P
Library	LL	Printing Press +L
Builders Hall	CC	Mason +C
Blacksmith	II	Iron Mine +I
Armorer	MI	Iron Mine +I
Barracks	MG	Arena +M
Marketplace	TT	
Bowyer	MI	
Fletcher	MI	Bowyer +I
Stables	MT	
Temple	RR	
Wizards Tower	LL	
Merchant Shops	TT	
Merchants Guild	TT	Merchant Shops +T
Spice Merchant	FT	
Tavern	AA	Brewery +A
Inn	AT	Cross Roads +T
Alchemist	LI	
Inventor	LI	
Scribe	LI	Papermill +I
Brewer	FA	
Woodcarver	II	Logging Camp +I
Glassblower	II	
Tanner	II	Cattle Ranch +I
Weaver	II	
Tailor	II	
Bakery	FF	Granary +F
Jeweler	II	Gold Mine +I
Palace	GG	
Townhall	GG	Town Square +G
Docks	TT	
Shipyards	TT	Port +T
Fishing Fleet	FF	Fishing Village +F
Merchant Fleet	TT	Port +T
Caravan	TT	Trade Route +T
Theatre	AA	Schoolhouse +A
Garden	FP	
Wheelwright	TI	Blacksmith +T
Cobbler	II	Tanner +I
Dye Maker	II	Fishing Village +I
Port	TT	Docks +T
Warehouses	TT	
Bazaar	TT	Marketplace +T
Granary	FF	Farmland +F
Catacombs	RP	Temple +R
Graveyard	PP	Cathedral +R
Shepherd	FF	
Monastery	RR	
Shrine	RR	
Cathedral	RR	Shrine +R
Almshouse	PP	Monastery +P
Hospital	PP	Surgeon +P
Kings Highway	TT	
Surgeon	PP	
Barber	PP	
Architect	CC	
Greenhouse	FA	Glassblower +A
Circus	AA	
Fairgrounds	AA	
Dungeon	GG	Castle +G
Gambling Hall	AA	
Pub	AA	Brewery +A

Town Square	TG	Cross Roads +T
Butcher	FF	Ranch +F
Rug Merchant	TI	
Schoolhouse	LL	
Tollbooth	GG	Bridge +G
Bridge	TT	
Sculptor	AA	Quarry +A
Sage	LL	University +L
University	LL	Library +L
Printing Press	LI	Dye Maker +L
Fortune Teller	AA	
Thieves Guild	TT	Bazaar +T
Candlestick Maker	II	Beekeeper +I
Clock Maker	II	Inventor +I
Laundry	PP	Aqueduct +P
Jousting Pavilion	AM	Fairgrounds +A
Archery Range	AM	Fletcher +M
Arena	AM	
Toymaker	AI	
Beekeeper	FI	

GAME DESIGNERS NOTES

You can of course add more cards, remove some, change others, etc.

A few key changes would give the game a Roman flavor.

Other 'flavors' could include: Western town, Space colony, Military base, Modern city, Renaissance city state, Oriental town, Arabian city, Industrial Era town, etc.

The resource categories may be changed as well to suit the milieu.

The above card list is not strictly medieval. There are anachronisms, fantasy elements, and

cross-cultural references. You may want to clean it up to make it historically accurate.

INSPIRING RESPONSE

Hello!

My name is Aaron Dalton, I am a High School English Teacher in Evanston, Wyoming. I am also an avid gamer, and stumbled across your site from the ed games newsletter. Wow! What a resource.

I had an opportunity to create about 75% of the cards for your game "Guildmaster". We were able to play a modified version, each student allotted 3 cards, plus a few random students with 4 or 5. We played two rounds, and it went really well. Our "Guildmaster" had 16 points in one resource, but ended up owing many favors for cards given to her.

I designed the cards with roads. As the students built their holdings, they had to match up the roads, and tape them to the chalkboard. The resulting city was very chaotic, and went along well with our non-fiction reading "The Labyrinthine City of Fez" by Anais Nin. It served as a take-off point for our discussion of the story.

Thank you very much! It is always fun to meet a fellow gamer, and to try something new.

Please send any replies to redbaronaaron@yahoo.com.

Sincerely,
Aaron Dalton

LINK

Guild Master has been published in the [ACADEMIC GAMING REVIEW](#)

INCREASED PLAYER INTERACTION VARIANT

by Marcelo Paschoalin (fermmoylle@ig.com.br)

The changes on the original rules are on ALL CAPS. The major changes on the game are below. Everything else is the same as the original.

-
1. First Draw Phase
 2. GUILDMASTER PHASE
 3. First Trade Phase
 4. Discard Phase
 5. Second Draw Phase
 6. Second Trade Phase
 7. Build Phase

DRAW PHASES

ALL PLAYERS may draw up to 5 cards.

If you already have 5 or more cards in your hand you can't draw anymore cards.

GUILDMASTER PHASE

Using his hand of cards, each player makes a hidden bid to achieve the title of Guildmaster. After all the players have decided on the amount of cards they will bid, they must tell to the other players the amount chosen. If there's a draw, the players not involved on the draw must choose by open vote who will be the Guildmaster. If there's no agreement on that, chance will dictate who will be the Guildmaster (coin toss, dice roll, lottery numbers...).

TRADE PHASES

ALL PLAYERS may trade cards with other willing players. THERE'S NO LIMIT ON

TRADES.

Trades cannot be forced. A player never has to show his cards or do a trade. Trades do not have to be equal. For example: Two for one.

DISCARD PHASE

ALL PLAYERS may discard from zero to three cards into the discard pile.

BUILD PHASE

THE GUILDMASTER picks one resource category out of the 10 available.

If the PLAYERS HAVE any cards of that resource in his hand THEY may 'build' them.

'Built' cards are placed face up in front of the player.

A player 'owns' all the location cards he builds.

These cards count towards the players' victory calculation at the end of the game.

VICTORY CALCULATION

When the game ends each player adds up all the points they've accumulated in

each
of the 10 resource categories.
Players may want to keep a running total during play.
Each location put in play provides two resource points in one category or
one resource
point in two categories.

Example: TT = Two resource points in the Trade/ Transportation resource
category

Many cards give a bonus resource point if you own another specific card.

Example: You get an extra T for the Trade Route card if you also own the
Cross Roads card.

**EACH PLAYER GAINS POINTS EQUAL TO THE AMOUNT OF RESOURCE POINTS ON HIS
WORST CATEGORY, PLUS ONE POINT ON EACH CATEGORY HE HAS MORE RESOURCE
POINTS THEN THE OTHER PLAYERS.**

**IF MORE THEN ONE PLAYER LEADS A CATEGORY WITH THE SAME AMOUNT OF RESOURCE
POINTS OF ANOTHER PLAYER, BOTH GAIN THE BONUS POINT.**

Example:

On the end of a game with 5 players, the resource points on the 10
categories (F, T, C, R, G, M, P, A, L, I) are below:

Sue: 10, 4, 4, 4, 0, 3, 6, 3, 0, 12

Tom: 5, 8, 2, 2, 2, 5, 6, 6, 6, 4

Jeff: 6, 9, 4, 0, 5, 1, 5, 8, 1, 7

Bill: 7, 10, 1, 2, 2, 4, 3, 4, 2, 9

Jane: 5, 7, 2, 1, 2, 4, 1, 5, 5, 12

Sue ends the game with 5 points (0 on the worst category; leads on F, C, R,
P, I)

Tom ends the game with 5 points (2 on the worst category; leads on M, P, L)

Jeff ends the game with 3 points (0 on the worst category; leads on C, G, A)

Bill ends the game with 2 points (1 on the worst category; leads on T)

Jane ends the game with 2 points (1 on the worst category; leads on I)

GUNDAM WING

by Emil Srdoc

INTRODUCTION

Variant of Mekatac incorporating Mobile Suit Gundam background material.

DISCLAIMER

Mobile Suit Gundam is a licensed, copyrighted property.
This is merely a fan site.

PIECES

Use Miniatures.
Dice required.
Paper and pencil required.

SETUP

One player designs the scenario.
The other player picks which side he wants to control.

TURN SEQUENCE

1. Initiative Phase
2. Movement Phase

INITIATIVE PHASE

If 6 or less mobile suits are fighting, roll 1D10 for each Mobile suit in Play. Add move points to the roll. Highest roll moves first, lowest roll moves last. All the rest are in between, based on their roll. If there are two or more suits with same initiative, roll their dice again.

If more suits are involved, roll 1D10 for each side, and add slowest unit's move points. Suits are then moved starting with the side that rolled highest, and moving alternately until all Suits have had opportunity to move.

In addition to this, you can make an activation roll for each Suit you wish to move. This is done by rolling a 1D6, and if the roll is equal to or less than Pilot's quality, you get to move the suit. Pilot's quality can go from 2 for Green to 5 for Elites. (6 is reserved for ZERO system users)

MOVEMENT PHASE

Each suit can attack with each of its Weapons once per turn.

Suit can attack at any point during its move phase.

Unless punch/kick attack is made, in which case no other weapon may be used.

SUIT	MOVE	SIZE	
SIZE	POINTS	HITS	CLASS
2	8	10	Small
3	8	10	Small
4	7	10	Small

5	7	15	Medium
6	6	15	Medium
7	6	20	Medium
8	5	20	Medium
9	5	25	Large
10	4	25	Large
11	4	30	Large
12	3	30	Large

Notes: One move point can be used to move the suit forward one inch or for one turn of up to 60 degrees.

Cost is equal to suit's size.

Gundams cost is size*3, but their size and hits are doubled, while all other values remain unchanged.

ATTACKS

Ranged attacks hit on a roll of 6+ on 1D10.

HTH attacks hit on a roll of 3+ on 1D10.

If target is Small, -1 to hit, if Large, +1.

If suit moved this turn: -1 to hit with ranged weapons.

The ranges listed are long range.

Attacks at half this distance (rounded up) are +1 to hit.

Firing at point blank (quarter long range, rounded down) are +2 to hit.

If in HTH combat, add speed difference between attacking and defending suit.

Plasma weapons & Flamethrowers are +1 to hit.

The Bomb is a self destruct mechanism. All suits within 1 inch take 4D10 Damage.

Polearms attack all targets within range and in weapons attack arc.

Any HTH weapon used against hand weapons has -4 to hit, against polearms only -2.

HTH weapons ignore all sorts of protection.

All weapons attack into a 180 degree arc.

The arc is determined by the suits weapon configuration.

Arcs include: (F)orward, (L)eft, (R)ight, and (B)ack. The arcs overlap.

Only 1 class of weapon may attack into an arc during 1 turn.

CRITICAL DAMAGE TABLE

D10	System Damaged	Notes:
1	Leg Destroyed	Suit cannot move or change facing but can still attack
2	Pilot Shaken	Pilot takes 1D6 hits
3	Jets destroyed	No move bonus & Fall if flying. If none available treat as Leg hit.
4-5	Weapon	1 Random system destroyed
6	Reactor Core	Suit will explode as bomb if 1-3 rolled on 1D6. Roll after hit, and at the begining of next turns.
7	Computers	Suit has -2 to hit on all attacks
8	System Shock	Suit can do nothing on its next move
9	Topple	Suit spends next turn getting up. No move or attack
10	Electrical Fire	Take 1D4 Damage at the beginning of every turn

Notes: Roll on the hit table for each 5 damage (rounded down) a hit inflicted after penetrating defences for ordinary suits. That is, 5-9 damage points penetrated give 1 roll, 10-14 gives 2 rolls, etc.

Gundams roll on hit table once for each 10 points of damage that manage to get through. Pilots have 6 hits each.

A Flying suit that falls loses 2D6 X 10% of its full Hits.

WEAPON SYSTEMS

All ranges are in inches.

Laser Weapons:	SIZE	DAMAGE	RANGE	AMMO	COST
Lasgun	1	1D8	8	U	1
Lascannon	2	2D8	12	U	2.5
Particle Accelerator	3	3D8	16	U	4

Missile Launchers:	SIZE	DAMAGE	RANGE	AMMO	COST
Small	1	1D10	8	6	1
Medium	1	2D10	12	3	1.5
Large	1	3D10	16	2	2
X-Large	1	4D10	20	1	1.5
Ballistic Weapons:	SIZE	DAMAGE	RANGE	AMMO	COST
Rail Gun	1	1D10	8	12	1.5
Rail Cannon	2	2D10	12	8	3
Siege Gun	3	3D10	16	6	4.5
Plasma Weapons:	SIZE	DAMAGE	RANGE	AMMO	COST
Plasgun	1	1D10	6	10	1
Plasma Rifle	2	2D10	8	8	2
Plasma Cannon	3	4D10	10	6	4
Mega Cannon	3	5D10	12	4	4
Flamethrowers:	SIZE	DAMAGE	RANGE	AMMO	COST
Small	1	2D10	2	10	.5
Medium	2	4D10	3	8	1.5
Large	3	6D10	4	6	2.5
Mortars:	SIZE	DAMAGE	RANGE	AMMO	COST
Small	1	1D8	18	10	2.5
Medium	2	2D8	24	8	5
Large	3	3D8	30	6	7.5
Machineguns:	SIZE	DAMAGE	RANGE	AMMO	COST
Vulcan	.5	1D6	4	12	.5
Machine Gun	1	2D6	6	8	1
Chain Gun	2	4D6	8	6	2
Gatling Gun	3	8D6	10	5	4

OTHER SYSTEMS SIZE COST NOTES

Armor	1	1	60/hits (round down) gives damage reduction from ranged weapons. Gundams double dam. red.
Shield	1	1	-4 to opponent's HTH hit roll from assigned arc.
Jammer	1	1	-1 to opponent's ranged hit roll
Defender	.5	1	Reduces ranged damage at max. -4. Each forms a protective barrier 1 to 1/4 inch wide.
Bomb	1	1	Self destruct
Sidearms	1	1	Claws, Jaws, etc.
Thrown Weapon	-	1	Upgrade for shields, sidearms or Hand wpn. Range: 2 inch. Can be used only once.
ReThrown Wpn.	1	2	Same as Thrown, but can be used Unlimited number of times.
Hand Weapon	1	1	Swords, sabres, etc. Range: .5 inch
Polearm	1	2	Spears, Scythes, etc. Range: 1 inch
Targeter	1	1	+2 to hit with one ranged attack
Power boost Wpn. or Polearm	1	1	+2 damage per Damage Dice rolled by Laser, Plasma, Hand
Jets	1	2	30/hits (round down) gives move bonus. Gundams double move bonus.
ZERO system	-	5	-2 to opponenent's ranged hit, -4 to opponenent's HTH hit roll, +4 to initiative.
AI control	-	2	size *1.5 while all other values (basic cost, too) remain unchanged. -8 to initiative.

If Defenders barrier is 1" wide, dam. red. is -1. If the barrier is 1/4" then dam. red. is -4 for each barrier. When barrier width is stated, add all damage reductions together. Nearest part of the barrier cannot be more than 1" away from the suit.

HAND TO HAND DAMAGE TABLE

WEAPON CLASS	DAMAGE
PUNCH/KICK	1D6
SIDEARM	2D6
HAND/POLEARM	2D10

In Punch/kick attack add/subtract 1 damage per size difference between Attacker and Defender.

MISSILE & BALLISTIC ROUNDS (only one can be used at the same time)

Type:	Weapons using:	Notes:
Armor Piercing	Machineguns, Missiles, Ballistics	+1 damage per Damage
Dice rolled		
AI Guided	Missiles	To Hit +1
High Explosive wide circle	Mortars, Missiles	Area of Affect = 1 inch
Nuke shell	XL missiles	Destroys everything in 10" circle. Costs additional 2.5

GUNDAM 2000

FACTIONS:

Gundams (Good guys)

Earth Sphere Alliance (Connection with previous seasons of GW)

OZ/Romefeller Foundation (Bad guys)

Sanc Kingdom (Peacecrafts' home)

Mariemaia's Army (OZ's remnants in Endless Waltz)

White Fang (Ultra-nationalistic Colonials)

Magamac Corps (Quatre's family troops)

MOBILE SUITS

Early Gundams:

NAME	SIZE	COST	EQUIPMENT
Wing	8(16)	44	3 Jets, Mega cannon(R), 2 Machine gun(F), Hand Wpn.(R), Shield(L), 5 Armor, Targeter
Shenlong	8(16)	41	Jets, Polearm(R), ReThr. 2xSidearm(R), 2 Med. Flame(R), 2 Vulcan(F), Shield(L), 5 Armor
Deathscythe	8(16)	44	3 Jets, Machine gun(L), Polearm(R), 2 Vulcan(F), Thr. Shield+H Wpn.(L), 3 Jammer, 5 Armor
Sandrock	8(16)	42	Jets, 2 2xSidearm(L&R), 2 Vulcan(F), Thr. Shield+H.wpn.(L), 7 Armor
Heavyarms	8(16)	42	Jets, Gatling gun(R), 2 Machine gun(F), 2 Vulcan(F), Sidearm(L), 7 Armor, Targeter

Late Gundams:

NAME	SIZE	COST	EQUIPMENT
Wing ZERO	12(24)	74	7 Jets, 2 Mega cannon(R), 2 Vulcan(F), Hand Weapon(R), Shield(L), 8 Armor, ZERO
Altron	10(20)	60	2 Jets, Polearm(R), 2 ReThr. 2xSdarm(L&R), 2 Med. Flame(L&R), 2 Vulcan(F), 6 Armor
Deathcythe Hell	10(20)	58	5 Jets, 2xPolearm(R), 2 Vulcan(F), Thr. Shield+H.Wpn.(L), 3 Jammer, 7 Armor
Sandrock Kai	10(20)	52	2 Jets, 2 2xSidearm(L&R), 2 Plasma rifle(L&R), 10 Armor
Heavyarms Kai	12(24)	65	3 Jets, 2 Gatling gun(L), 4 Machine Gun(F), 2 Vulcan(F), 9 Armor, Targeter

EW Gundams:

NAME	SIZE	COST	EQUIPMENT
Wing Z Custom	12(24)	74	7 Jets, 2 Mega cannon(R), 2 Vulcan(F), 2 Hand weapon(L&R), 8 Armor, ZERO
Nataku	10(20)	54	2 Jets, 2 ReThr. 3xSidearm(L&R), 2 Vulcan(F), 7 Armor, 2 Shield(L&R)
Deathcythe Cst.	10(20)	57	5 Jets, 2xpolearm(R), 2 Machine gun(F), 4 Jammer, 7 Armor
Sandrock Cst.	10(20)	53	3 Jets, 2 3xSidearm(L&R), 2 Vulcan(F), 10 Armor
Heavyarms Cst.	12(24)	65	3 Jets, 2 Gatling gun(L), 4 Machine gun(F), 10 Armor, Targeter

Early OZ forces:

NAME	SIZE	COST	EQUIPMENT
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Tallgeese Armor	10	24	3 Jets, Plasma rifle(R), Hand Weapon(R), Shield(L), 3
Aries	4	9	Jets, Plasma Rifle(R), Armor
Leo miss.(L)	5	10+1/2	Rail Cannon(R), 2 Armor Optional: Hand weapon(L) or L
Taurus	7	16	2 Jets, Plasma Rifle(R), 3 Armor
Tragos	8	16	2 Plasma Rifle(L&R), 4 Armor
Late OZ forces:			
NAME	SIZE	COST	EQUIPMENT
Tallgeese3	10	25	3 Jets, Mega cannon(L), Hand Weapon(R), 3 Armor
Virgo	4(6)	16	Jets, Plasma cannon(R), 4 Defender, AI
Mercurius Gnd.	4(8)	26	Jets, Hand Weapon(R), Plasgun(L), 10 Defender
Vayeate Gundam	4(8)	22	Jets, Plasma cannon(R), 2 Armor, Shield(L), Targeter
Also used: All of the early models			
Mariemaia's Army(EW):			
NAME	SIZE	COST	EQUIPMENT
Serpent	10	16+4/6	2 S miss.(L), 4 Armor Optional: 2 Chain gun(R) or Plasma cannon(R), L miss(R)
Also used: Leo, Taurus, Nataku Gundam			
White Fang:			
NAME	SIZE	COST	EQUIPMENT
Epyon Z Gundam	10(20)	62	5 Jets, 2xHand weapon(R), Shield(L), 2 Polearm(B), 9 Armor, power boost, ZERO
Virgo2	6(9)	24	2 Jets, Plasma Cannon(R), 8 Defender, AI
Also used: Taurus			
Maganac Corps:			
NAME	SIZE	COST	EQUIPMENT
Maganac	6	12	Plasma Rifle(R), 2 Armor, Sidearm(L), Targeter
Oliphant	6	12	Plasma Rifle(R), Chain gun(L), 2 Armor

OLD GUNDAM

FACTIONS:

Earth Federation

Duchy of Zeon

Federal mass produced suits:

NAME	SIZE	COST	EQUIPMENT
GM	6	12	2 Vulcan(F), Hand weapon(R), Plasma rifle(L), 2 Armor
GM2	8	17	Jets, 2 Vulcan(F), Hand weapon(R), Plasma rifle(L), 3 Armor
GM Sniper	6	13.5	Siege gun(R), 2 Armor, Targeter
GM Cannon	6	15	Med. Mortar(F), 2 Vulcan(F), 3 Armor

Zeon mass produced suits:

NAME	SIZE	COST	EQUIPMENT
Zaku	6	14	Rail cannon(R), Hand weapon(R), L miss.(L), 2 Armor
Zaku2	8	19	Jets, Rail cannon(R), Hand weapon(R), L miss.(L), 3 Armor
Zaku Cannon	6	16	Med. Mortar(F), L miss.(R), 3 Armor
Dom	6	13	Plasgun(L), 2 M miss.(F), Hand weapon(R), 2 Armor
Rock-dom	8	18	Jets, Plasgun(L), 2 M miss.(F), Hand weapon(R), 3 Armor
Rock-dom2	10	23	2 Jets, Plasgun(L), 2 M miss.(F), Hand weapon(R), 4 Armor
Gelgoog	8	18	2 Jets, Plasma Rifle(L), Hand weapon(R), 3 Armor
Gelgoog2	10	22	2 Jets, 2 Plasma rifle(L&R), 4 Armor
Gouf	8	14	Chain gun(L), 4 Armor Optional: Shield(L), Hand wpn.(R) or Rail cannon(R)

Federal Gundams:

NAME	SIZE	COST	EQUIPMENT
Gundam	5(10)	24+3/2	Jets, 2 Vulcan(F), Hand weapon(L), Beam rifle(R), 3 Armor Opt: 2 L miss.(L) or 2xSdarm(L)
Alex Gundam	6(12)	32	2 Jets, Hand wpn.(R), 2 Machine gun(L&R), Shield(L), Beam rifle(R), 4 Armor

Zephirantes G. 6(12) 33 3 Jets, 2 Hand wpn.(L&R), 2 Vulcan(F), Beam rifle(R), 4 Armor

Zeon's responses:

NAME	SIZE	COST	EQUIPMENT
Tetra Gundam	5(10)	27	2 Jets, 2 Hand weapon(L&R), Chain gun(R), 4 Armor
Zaku Kai	8	19	2 Jets, Hand weapon(L), Rail cannon(R), 3 Armor
Physalis Gundam	6(12)	35	2 Jets, 2 Vulcan(F), 2 H. Wpn.(L&R), 1 shield(L), 1 XL missiles + nuke shell(R), 5 Armor

LINKS

[Official Gundam
Gundam.com](#)

GUNSLINGERS

INTRODUCTION

Board & card game for 2+ players.
Wild West Theme.
Battle between gunslingers.
Abstract skirmish level combat.
Each figure represents a single man (unit).

VICTORY

You win if you kill all enemy gunslingers.

THE MAP

Use an 8x8 chessboard.

MAP FEATURES

Use chits to indicate terrain features:
Fence
Building
Tree
Canyon
Water
Clear (Unmarked spaces)

GUNSLINGER DECK

Use pawns, chits or miniatures to represent gunslingers on the map.
The gunslinger deck contains one card representing each gunslinger.

ACTION HANDS

Each gunslinger has his own hand of action cards.
If you are controlling more than one gunslinger, you will have a hand for each one.

GUNSLINGER DECK CARD LIST NOTATION

C = Cowboy
O = Outlaw
I = Indian
L = Lawman
S = Soldier
P = Pistol
R = Rifle

GUNSLINGER DECK CARD LIST

Name	Type	Gun	Guts	Legs	Smarts	Cool	Arms	Eyes	Hands
The Kid	C	P	2	5	4	2	2	2	2
Cowhand	C	P	2	4	5	2	3	3	2

The Prospector	C	P	3	3	5	3	4	2	2
The Sheriff	L	P	3	3	5	3	3	3	3
Texas Ranger	L	R	3	4	6	3	3	4	3
Bounty Hunter	L	R	4	4	5	4	3	4	3
Apache Warrior	I	R	3	5	5	2	4	3	3
Blackfoot Scout	I	R	2	5	6	3	3	4	3
Shootist	O	R	3	4	5	3	3	4	3
Pistoleer	O	P	3	4	5	4	3	4	4
The Mexican	O	P	4	3	4	3	4	2	2
Mountain Man	O	R	4	3	6	4	4	3	2
Yankee	S	R	3	4	5	2	3	3	2
Rebel	S	R	3	4	4	3	3	4	2
Miner 49'r	C	P	2	3	4	3	2	2	2
Homesteader	C	R	2	3	3	1	2	2	1
Drifter	C	R	2	4	4	3	2	5	2
Trapper	C	R	4	4	5	3	4	3	2

GUNSLINGER ATTRIBUTES

Each gunslinger has 7 numerical attributes:

Guts: Number of hits he can take before dying.

Smarts: Maximum action card hand size.

Cool: Number of action cards he can draw in Draw Phase

Legs: Max number of spaces he can move in one turn.

Arms: Ability in HTH combat (Allows use of certain cards)

Eyes: Weapon Accuracy (Allows use of certain cards)

Hands: Max number of attacks the gunslinger can make per turn.

SETUP

Set up the board with terrain feature chits.

Determine how many gunslingers each player will control.

Each player places his gunslingers on squares of his back two rows.

Each Gunslinger starts with a full hand of cards.

THE ACTION CARDS

Gunslingers share a common deck of action cards.

The deck contains 3 copies of each card in the Card list.

TURN SEQUENCE

gunslingers take turns.

Each turn has 3 phases:

Draw Phase

Move Phase

Shoot Phase

DRAW PHASE

Draw a number of action cards equal to the gunslingers Cool attribute.

Max hand size = Smarts Attribute.

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

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move your gunslinger.

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.
 A man can only use one move card per turn.
 Men may not stack.

SHOOT PHASE

Play (discard) an Attack card to have the gunslinger attack.
 The attack card has a number.
 This is the range of the attack.
 Attacks can be diagonal or orthogonal.
 "Knight" type attack cards produce an attack with a range like a knight in chess.
 Attacks do one wound (Hit of damage) to the target.
 Use Chits or coins to record damage.
 A man reduced to 0 Hits (Guts) is killed and removed from the board.
 Each hit reduces the value of all attributes by one.
 Your opponent may play 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

CARD LIST

Card Name:	Range	Type	Notes
Sprint		5	M Only gunslingers with legs attribute 5+
Run	4	M	Only gunslingers with legs attribute 4+
Scurry	K	M	Only gunslingers with legs attribute 4+
Hurry		3	M
Break Away	3	M	
Strut	2	M	
Walk	2	M	
Creep	1	M	
Cautious Approach	1	M	
Dodge	-	D	Negate attack if you moved last turn
Duck	-	-	D Negate attack: Only gunslingers w legs attribute 4+
Sun in your Eyes	-	D	Negate attack if you are in a Clear Space
Cover	-	D	Negate attack if you are in a Building Space
Prone	-	D	Negate attack if you did not move last turn
Out of Sight	-	D	Negate attack if you are in a Non-clear Space
Behind Rocks	-	D	Negate attack if you are in a Canyon Space
Wild Shot	-	D	Negate attack if shooter moved this turn
Behind Tree	-	D	Negate attack if you are in a Tree Space
Surrender Terms	-	D	Negate attack by a lawman
Low on Ammo	-	D	Negate attack if opponent attacked already this turn
Loss of Blood	-	D	Negate attack by wounded man
Misfire	-	D	Negate attack of range 2+
Stampede	-	D	Negate attack if you are in a Fence Space
Planned Shot	6	A	Only gunslingers with a rifle & eyes attribute 4+
Careful Aim	5	A	Rifle only
Sharp shot	5	A	Only gunslingers with a rifle & eyes attribute 4+
Line up Target	4	A	Only gunslingers with a rifle & eyes attribute 4+
Long Barrel	4	A	Rifle only
Brace Rifle	4	A	Rifle only

Trick Shot	K	A	Only gunslingers with a rifle & eyes attribute 4+
Dead shot	3	A	Only gunslingers with pistols & eyes attribute 4+
Guns Blazing	3	A	
Fanfiring	2	A	Pistol only
Six Shooter	2	A	Pistol only
Two-fisted Shooter	2	A	Pistol only
Easy Target	3	A	Rifle only
Out in the Open	3	A	Only vs target in a clear space
Short Range	2	A	
Shoot from the Hip	2	A	
Shot in the Back	3	A	Only vs surrounded Target
Ricochet	K	A	
Ambush	3	A	Only if you are in a building
Quick Draw	2	A	Only gunslingers with hands attribute 4+
Cause Avalanche	3	A	Only vs Target in Canyon
Rifle butt	1	A	Rifle only
Bowie Knife	1	A	Cowboys only
Pistol Whipped	1	A	Pistols only
Set Fire	1	A	Only vs gunslingers in buildings
Saber Cut	1	A	Soldiers only
Strangle	1	A	Only vs gunslingers with lower Arms attribute
Fisticuffs	1	A	Only gunslingers with Arms attribute 4+
Tomahawk	1	A	Indians only
Reload	-	X	Draw 3 cards
Cock	-	X	Draw 2 cards
Way Blocked	-	X	Negate a Move Card just played
Difficult Footing	-	X	Negate a Move Card just played
Pinned Down	-	X	Negate a Move Card just played

Note: The Deck has 2 copies of each Move card.

OPTIONAL RULE -- HORSES

Gunslingers on Horses have a legs attribute = 6, and may play 2 Move cards per turn.
 Gunslingers on Horses have a eyes attribute modifier of -2.
 Discard any card from the gunslingers hand to mount/dismount.
 If you are hit flip a coin. If tails your horse is shot out from under you.

OPTIONAL RULE -- SHOTGUNS

Treat Shotguns like Rifles except:
 Maximum range = 4
 Treat range = 5 cards as range = 3 cards.

OPTIONAL RULE -- RIFLE & PISTOL

Some gunslingers may carry both a rifle and a pistol.
 Only one can be used to attack in a turn.
 Discard any card from the gunslingers hand to switch weapons.

4 WAY SHOWDOWN

4 players each with one gunslinger.
 Gunslingers start in the corner squares.

HACK & SLASH

INTRODUCTION

You are a Barbarian Warrior surrounded by enemies.
Kill them all before they kill you.
Solo card game.

THE BARBARIAN

You have 10 hit points.
If you are reduced to zero Hit points you lose.

VICTORY

The game ends when you go to draw a card and there are none left.
If you go through the whole deck without dying you win (You have escaped).
Your score is equal to the number of hits you have left plus
the number of attackers you killed.

TURN SEQUENCE

Draw Phase
Slay Phase
Attackers Phase

DRAW PHASE

Draw one to three cards.
Put Attacker Cards face up in front of you.
Keep Defense and Kill cards in your hand.
Max hand size = 6 cards. Discard excess cards.

SLAY PHASE

Discard Kill cards with a total Attack value equal to or greater than the Force value
of
An Attacker to cause that Attacker to be killed (Discarded).

ATTACKERS PHASE

Each Attacker does one hit point of damage to you.
Discard Defense cards with a Defense value equal to or greater than the
Force value of an attacker to negate the point of damage done by that attacker.
You can suffer a max of 4 points of damage per turn.

CARD LIST

Card Name	Type	Attack	Def	Force
Shield Bash	K	1		
Gutted	K	2		

Impale	K	3	
Skewer	K	4	
Run-Through	K	5	
Hilt Punch	K	1	
Sliced	K	2	
Disemboweled	K	3	
Beheaded	K	4	
Cut in Half	K	5	
Lop off Arm	K	1	
Split Open	K	2	
Crush Skull	K	3	
Cut Jugular	K	4	
Stabbed in the Heart	K	5	
Thrown Sword	K	1	
Back Breaker	K	2	
Thrown Body	K	3	
Neck Breaker	K	4	
Crush Windpipe	K	5	
Thrown Dagger	K	1	
Strangulation	K	2	
Skewered	K	3	
Cut Down the Middle	K	4	
Toss off Cliff	K	5	
Sword Parry	D		1
Dodge Blow	D		2
Shield Block	D		3
Side Step Blow	D		4
Leap to Safety	D		5
Duck	D		1
Weapon Catch	D		2
Intimidation	D		3
Protected By Armor	D		4
Speed	D		5
Animal Instincts	D		1
Danger Sense	D		2
Prowess	D		3
Grapple	D		4
Trip	D		5
Deflection	D		1
Reflexes	D		2
Cunning	D		3
Back to Wall	D		4
Withdraw	D		5
Jump	D		1
Dumb Luck	D		2
Crossed Swords	D		3
Sword Breaker	D		4
Strength Contest	D		5
Spearman	A		1
Swordsman	A		2
Rider with Lance	A		3
Knife Fighter	A		4
Warrior with Battleaxe	A		5
Fighter with Falchion	A		1
Halberdier	A		2
Torturer with Axe	A		3
Chef with Cleaver	A		4
Archer with Shortbow	A		5
Footman	A		1
Crossbowman	A		2
Saber Wielding Warrior	A		3
Watchman with Dirk	A		4
Brute with Warhammer	A		5
Spear Chucker	A		1
Fanatic with Scimitar	A		2
Guard with Poleaxe	A		3

Taskmaster with Whip	A	4
Knight with Claymore	A	5
Celt with Throwing Axes	A	1
Soldier with Broadsword	A	2
Mercenary with Mace	A	3
Champion with Flail	A	4
Pit Fighter with Trident	A	5

HARRY POTTERS FIRST YEAR ADVENTURE

INTRODUCTION

Board game for 2-4 players.
Help Harry recover the Sorcerers Stone.

DISCLAIMER

Harry Potter & the Sorcerers Stone is a Licensed, trademarked, copyrighted property.
This is merely a fan site.

VICTORY

The player with the most house points at the end of the game wins.
The game ends when someone defeats Voldemort in the last space of the dungeon.

THE BOARD

The board is composed of 3 parts:
The first straight run: Dagon Alley
The Center Loop: Hogwarts
The last straight run: The Dungeon
(Diagram Format):

```
Invitation to Hogwarts {Start}
V
Gringotts Bank
V
Ollivanders Wand Makers
V
Familiar Shoppes
V
Platform 9¾
V
Mirror of Aricept ----->          Great Hall -----> Hall Ways
/\
Herbology Class                      V
/\                                   Dorm Rooms
Wizards Chess                        V
/\                                   Transformations
Dark Woods                            V
/\                                   Class
Defense Against the                  V
Dark Arts Class                      Library
/\                                   V
Hagrids Cottage                      Quidditch
/\                                   Field
Charms Class <----- 3rd floor <----- potions class
v fluffy
v devils root
v flying keys
v live chess match
v sorcerers stone
```

the pieces each player gets one pawn representing their wizard (& friends). setup
players put their pawns on the invitation to hogwarts starting space. roll high on 1d6
to see who goes first. reroll ties. record keeping each player has several attributes
(skills, abilities) to keep track of: - house affiliation - magic skill - flying skill

- study skill - chess skill - house points - clues - wealth - wand type - familiar type
 - chocolate frogs - all flavor beans - other possessions turn sequence players take
 turns. on your turn move your pawn. follow the direction of the arrows. on the straight
 runs, move one space per turn. you automatically move forward one space unless
 otherwise directed. while on the center loop move 1 space or roll 1d6 and move that
 many spaces. you move counterclockwise on the loop. each space has its own special
 rules to follow when you enter it. invitation to hogwarts space starting space. roll
 1d6 to determine your early childhood: 1d6 result: 1-2 raised by nice wizards 3 raised
 by mean wizards 4 raised by nice muggles 5-6 raised by mean muggles roll 1d6 to
 determine your magical talents: 1d6 result: notes: 1 inept magic skill -1 2-3 mediocre
 4-5 gifted magic skill +1 6 wizards mark automatically defeat voldemort roll 1d6 to
 determine additional talents: 1d6 result: notes: 1-2 studious study skill +1 3-4
 natural flyer flying skill +1 5-6 chess player chess skill +1 roll 1d6 to see how soon
 you get in: 1d6 result: notes: 1-2 early admissions move forward one space now 3-4
 standard admissions no effect: move forward next turn 5-6 letter hidden by muggles do
 not move. roll again on this table next turn. gringotts bank space roll 1d6 to
 determine how much wealth you have: 1d6 wealth: wealth modifier: 1-2 poor -1 3-4 modest
 0 5-6 rich +1 roll 1d6 to determine other circumstances of your visit to the bank: 1d6
 result: 1-3 escorted by hagrid: gain 1 clue. 4-6 uneventful ollivanders wand makers
 space roll 1d6 to determine the quality of the wand you get: add your wealth modifier
 to the roll. 1d6 wand notes 1 hand me down magic skill -1 2-4 oak wood 5-6 pheonix tail
 magic skill +1 familiar shoppes space roll 1d6 to determine what familiar you get: add
 your wealth modifier to the roll. 1d6 familiar 1 toad 2 rat 3 cat 4-5 barn owl 6 snow
 owl platform $9\frac{3}{4}$ space roll 1d6 to determine what happens: add 1 if you were raised by
 wizards. subtract one if muggles raised you. 1d6 event: notes: 1-2 miss the train do
 not move forward: roll again next turn 3-4 enjoy the ride no effect: move forward
 beginning of next turn 5-6 catch the express gain extra turn: move forward one space
 now also gain 1d6 chocolate frogs & 2d6 all flavor beans. the great hall space if it is
 your first time landing on the great hall space, you must undergo the sorting ceremony:
 roll to determine what house you belong to: 1d6 house: 1 gryphendor 2 hufflepuff 3
 ravenclaw 4 slytheryn 5-6 pick one if you roll a house someone already has roll again.
 all players should belong to different houses. this space is considered to part of the
 center loop. second and later times you land on this space roll to see what happens:
 1d6 event: 1-2 holiday dinner: miss your next turn. 3 troll in the dungeon: roll on the
 troll incident table. 4-5 common meal: nothing 6 mail call: roll on the mail table.
 troll incident table add your magic skill to the roll. 2d6 outcome: 1-7 mauled by
 troll: go to hospital and miss next 2 turns & lose 10 house points. 8+ defeat troll:
 gain 10 house points. mail table add 1 if you have a barn owl add 2 if you have a snow
 owl 1d6 mail: 1 no mail 2-3 letters 4 newspaper: gain 1 clue 5-6 get a package: roll on
 the package table package table roll to determine the contents of the package: 1d6
 contents: 1 sweater from home 2 1d6 chocolate frogs 3 rememberall: reroll one roll in
 the future 4 2d6 all flavor beans 5 cloak of invisibility (roll again if you have one)
 6 nimbus 2000: flying skill +1 (roll again if you have one) hallways space roll to
 determine what happens: add 1 if you have a cloak of invisibility. 1d6 event 1 caught
 after hours by the grounds keeper: lose 5 house points 2 lost: miss your next turn. 3
 no event 4 moving staircases: immediately move 1d6 spaces. 5 waylaid by peeves: miss
 your next turn. 6 secret passage: immediately go to any other space in the loop 7
 observe altercation between snape & quirrel: gain 1 clue. dorm rooms space roll to
 determine what happens: 1d6 result: 1-3 get a good nights sleep. 4-5 midnight jaunt: go
 immediately to the hallways space. 6 go home for break: miss next 2 turns
 transformations class space roll to determine what happens: add study skill to roll.
 1d6 result 1 late to class: lose 5 house points from professor mcgonigill. 2-3
 daydreaming 4-5 complete assignments: gain 1d6 house points 6+ study hard: magic skill
 +1 library space roll to determine what happens: add study skill to roll. 1d6 result 1
 get tutored: study skill +1 2 daydream 3-4 cram: get +1 to next study skill roll. 5
 caught in the forbidden book section: lose 5 house points 6+ research: gain 1 clue
 quidditch field space roll on the flying lessons table: add your flying skill to the
 roll. 1d6 result: 1 broken wrist: go to hospital and miss next 2 turns 2 miss hooch
 catches you flying without permission: lose 5 house points 3-4 flying skill +1 5-6
 remedial lessons 7+ get accepted on the quidditch team if you get on the team roll on
 the quidditch team table instead of the flying table. if you join the team you get a -1
 to your study skill. you may decline to go on the team. if so, treat the accept result
 as: remedial lessons. quidditch team table 1d6 schedule: 1 minor injury: go to hospital
 and miss next turn 2 good workout 3-4 practice: flying skill +1 5 quidditch match: roll
 on the quidditch match table 6 quidditch match: roll on the quidditch match table. plus
 someone casts a spell on your broomstick during play (gain 1 clue one time only)

quidditch match table add your flying skill to the roll. 1d6 results 1-5 you lose 6 you win: gain 50 house points roll to see if you were injured during the match: add one to the roll if your broom was bewitched. 1d6 results 1-3 no injury 4-5 minor injury: go to hospital and miss next turn 6 grievous injury: go to hospital and miss next 2 turns hospital space the end result of many a misadventure. potions class space roll to determine what happens: add study skill to roll. 1d6 result 1 not paying attention in class: lose 5 house points from professor snape. 2 lab mishap: go to hospital and miss next turn 3-4 lab work 5 complete assignments: gain 1d6 house points 6+ brew potion: get +1 to one future dice roll 3rd floor space roll to determine what happens: 1d6 event 1 caught by the grounds keeper: lose 5 house points 2-4 chased away by the grounds keeper's cat 5-6 scared off by fluffy (gain 1 clue one time only) if you have 5 or more clues, instead of rolling to move, you may immediately go to this space from any other space on the loop. if you are on the 3rd floor space and have 5 or more clues, instead of rolling to move, you may enter the dungeon part of the board. when moving through the dungeon move one space per turn, so you must first get past fluffy, and then the devils root, and so on. charms class space roll to determine what happens: add study skill to roll. 1d6 result 1-3 practice wand technique & levitation with professor flitwick. 4-5 pass test: gain 1d6 house points 6 study hard: magic skill +1 hagrids cottage space roll to determine what happens: 1d6 result: 1 watch baby dragon hatch: miss next turn 2-3 "i shouldn't have told you that": gain 1 clue 4 fluffy's secret: automatically get past fluffy 5 hagrids home cooking 6 malfoy snitches on you. get detention: go to dark woods and lose 50 house points. defense against the dark arts class space roll to determine what happens: 1d6 result: 1-3 popular demonstrations by stuttering professor quirrel. 4-5 pass test: gain 1d6 house points 6 study hard: magic skill +1 dark woods space roll to determine what happens: 1d6 result: 1 attacked by voldemort: go to hospital and miss next 2 turns 2-3 saved from voldemort by a centaur. (gain 1 clue one time only) 4 meet a unicorn 5 avoid werewolves 6 lost in the woods: miss next turn. wizards chess space roll to determine what happens: 1d6 result: 1-3 friendly game 4 long game: miss next turn 5-6 study strategy: chess skills +1 herbology class space roll to determine what happens: 1d6 result: 1-3 collections 4 plant lore: automatically get past devils root 5 pass exam: gain 1d6 house points 6 pick herbs: get +1 to one future dice roll mirror of aricept space roll to determine what happens: subtract 2 if you have previously been obsessed. add 1 if you were raised by a mean family. 1d6 result: notes: 1-2 glance 3-5 linger miss next turn 6 obsessed stay in this space for 1d6 turns. fluffy space try to get past the giant three headed dog. roll to determine what happens: add your magic skill to the roll. (you automatically get past fluffy if hagrid told you the secret.) 2d6 result: 2-8 get bitten: go to hospital and miss next 2 turns 9+ get past fluffy: you may continue. devils root space find the weakness of this dangerous plant. roll to determine what happens: add your magic skill to the roll. (you automatically get past the roots if you learned your plant lore in herbology class) 2d6 result: 2-8 left hanging: go to hospital and miss next 2 turns 9+ get past the roots: you may continue. flying keys space try to capture the correct key. roll to determine what happens: add your flying skill to the roll. 1d6 result: 1-5 multiple puncture wounds: go to hospital and miss next 2 turns 6 get past the keys: you may continue. live chess match space try to outmaneuver the white side roll to determine what happens: add your chess skill to the roll. 1d6 result: 1-3 cut down by the white queen: go to hospital and miss next 2 turns 4-6 checkmate the white king: you may continue. sorcerers stone space you must face voldemort and keep him from getting the stone. roll to determine what happens: add your magic skill to the roll. (you automatically defeat voldemort if you have a wizards mark) 2d6 result: 2-11 voldemort overpowers you: go to hospital and miss next 2 turns 12 defeat voldemort: everyone goes to the great hall. if you defeat voldemort, dumbledore awards you 170 house points & game ends. links

HASTINGS

INTRODUCTION

Card game for 2 Players.
Simulation of the Battle of Hastings 1066 AD.
William, Duke of Normandy has invaded England, defended by
The Anglo-Saxon King, Harold Godwin.

VICTORY

The First player to accumulate 5 Victory markers at any one Front wins.

THE DECKS

Each player has their own unique 63 card deck.
There is a Norman deck and an Anglo-Saxon deck.
Each deck has 4 types of cards:
Units, Leaders, Strategy, and Weapons.
Each card has a numerical force value between 2 and 7.

THE PLAYING FIELD

There are 3 Fronts between the players:
Left Flank, Center Front, and Right Flank.

TURN SEQUENCE

Each turn is divided into 4 phases:
Players act simultaneously in each phase.
Draw Phase
Strategy Phase
Deploy Phase
Melee Phase

DRAW PHASE

Each player draws 10 cards from their own deck.
If your deck runs out, shuffle the discard, and draw from it.

STRATEGY PHASE

Each player may discard up to 5 cards and draw replacement cards.

DEPLOY PHASE

Players play cards facedown to each of the three Fronts.
The cards played to a Front may include:
1 Unit card, 1 Leader card, 1 Strategy card, and 1 Weapon card.
Certain cards can only be played at the Flanks or the Center.

MELEE PHASE

Players reveal (turn face-up) their cards at each Front.
 Add up the Force value of all of your cards at a Front.
 The player with the highest value at a Front gains a Victory marker for that Front.
 Discard all cards in play and in hands after all 3 Fronts have been resolved.

CARD TYPE NOTATION

C = Center
 F = Flanks (Left & Right Fronts)
 A = Any Front
 S = Strategy (Also Morale & Terrain Advantages)
 W = Weapons (And Armor)
 L = Leader
 U = Units

ANGLO-SAXON DECK CARD LIST

Card Name	#	Type	Front	Force
King Harold	1	L	C	7
Gyrth Godwin	1	L	A	6
Leofwine Godwin	1	L	A	5
Housecarls	3	U	C	7
Fyrdmen	3	U	F	3
Elite Troops	3	U	C	6
Heavy Infantry	4	U	A	4
Militia	4	U	F	2
Heavily Armed Soldiers	3	U	C	5
Shields	4	W	A	5
Spears	3	W	F	3
Clubs	3	W	F	2
Broad Swords	3	W	A	4
Axes	4	W	A	6
Large Battle Axes	3	W	C	7
Narrow Front	2	S	A	5
Steep Slopes	1	S	F	4
Gullies	1	S	F	4
Asten Stream	1	S	A	2
Crest of Senlac Hill	1	S	A	6
Defensive Position	1	S	A	5
Compact Phalanx	1	S	A	4
Repulse Attackers	2	S	A	6
Solid Wall of Shields	2	S	A	5
Grim Hand-to-Hand Fighting	2	S	A	4
Cutting & Hacking	2	S	A	4
Stabbing & Bludgeoning	2	S	A	3
Melee	1	S	A	5
Hold Your Ground	1	S	A	7

NORMAN DECK CARD LIST

Card Name	#	Type	Front	Force
Duke William of Normandy	1	L	C	7
Count Eustace of Boulogne	1	L	F	6
Count Alan of Brittany	1	L	F	5
Men-at-Arms	4	U	F	4
Mounted Knights	4	U	A	7
Breton Contingent	3	U	F	2
French Formation	3	U	F	3
Mercenaries	3	U	F	5
Norman Formation	3	U	C	6
Rain of Arrows	3	W	A	4
Chain Mail	4	W	A	5

Swords	4	W	A	3
Axes	3	W	A	2
Lances	3	W	C	7
Strong Horses	3	W	A	6
Rally Troops	1	S	A	6
Dispell Rumor of Williams Death	1	S	A	5
Encircle & Destroy Pursuers	1	S	F	6
William the Veteran	1	S	A	5
Well Rested Force	1	S	A	3
Archers Fire with Impunity	1	S	F	4
Archers Empty their Quivers	1	S	A	3
Archers Aim high in the Air	1	S	A	4
Day of Ceaseless Combat	1	S	A	4
Draw them off the Ridge	1	S	A	5
False Retreat	1	S	A	5
Ruse de guerre	1	S	A	6
Surround Undisciplined Troops	1	S	A	5
Attack after Attack	2	S	A	4
Close Combat	1	S	A	3
Fray the Anglo-Saxon Ranks	1	S	A	5
Cavalry Charge	2	S	A	4
Cut them Down	1	S	A	5

HASTINGS FORUM

[Click Here](#)

HE-MAN SKIRMISH

INTRODUCTION

Board & card game for 2 players.

Choose your side:

He-Man or Skeletor

Takes place in the Masters of the Universe setting.

Each figure represents one Fighter.

DISCLAIMER

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VICTORY

Destroy your opponents Leader.

THE MAP

Use an 8x8 chessboard.

FIGHTERS

Use action figures, chits, or miniatures to represent Fighters and vehicles.

UNITS TABLE NOTATION

L = Leader

S = Spellcaster

W = Warrior

F = Flying Warrior

V = Vehicle

FV = Flying Vehicle

HE-MAN UNIT TABLE

Name	Hits	Type	Description
He-Man	3	L	Most Powerful Man in the Universe
Man-At-Arms	2	W	Master of Weapons
Teela	2	S	Goddess of Magic
Orco	1	S	Court Magician
Ram-Man	1	W	Human Battering Ram
Fisto	1	W	Heroic Hand-to-Hand Warrior
Mekaneck	1	W	Human Periscope
Stratos	1	F	Heroic Winged Warrior
Moss Man	1	W	Master of Camouflage
Sy-Klone	1	F	Heroic Fist-Flinging Tornado
Man-E-Faces	1	W	Heroic human ... robot ... monster
Rio Blast	1	W	Heroic Transforming Gunslinger
Extendar	1	W	Warrior Machine
Roboto	1	W	Heroic Mechanical Warrior
Clamp Champ	1	W	Master of Capture
Zodac	1	W	Cosmic Enforcer

Battle Cat/Cringer	1	V	Heroic Fighting Tiger
Battle Ram	1	FV	Sky Sled with Missile Launcher
Blaster Hawk	1	FV	Flyer with Disk Launcher
Laser Bolt	1	V	Heroic Road Rocket with Lasers
Road Ripper	1	V	Heroic Warrior Carrier
Stridor	1	V	Armored War-Horse with Guns
Wind Raider	1	FV	Assault Lander with Grappling Hook
Zoar	1	FV	Heroic Flying Falcon

HE-MAN UNIT SPECIAL ABILITY TABLE

Unit	Special Ability Card Effect:
He-Man	Thunder Punch (Attack range = 1)
Man-At-Arms	Draw 3 cards. Keep Attacks & discard others
Teela	Magic Staff (Attack range = 1)
Ram-Man	Battering Ram (Move range = 3 and then Attack range =1)
Orco	Disappear (Defense)
Fisto	Flying Fists (Attack range = 1)
Mekaneck	Look at opponents hand
Stratos	Fly (Move range = 4)
Moss Man	Camouflage (Defend)
Sy-Klone	Tornado Punch (Attack range = 1)
Man-E-Faces	Confuse (Defense)
Rio Blast	Gunslinging (Attack range = 3)
Extendar	Extension (Attack range = 2)
Roboto	Metal Hull (Defense)
Clamp Champ	Capture (Range =2) Negate Move
Zodac	Laser Pistol (Attack range = 3)
Battle Cat/Cringer	Tiger Bite (Attack range = 1)
Battle Ram	Missile Launcher (Attack range = 4)
Blaster Hawk	Disk Launcher (Attack range = 3)
Laser Bolt	Lasers (Attack range = 3)
Road Ripper	Peel Out (Move range = 3)
Stridor	Guns (Attack range = 2)
Wind Raider	Grappling Hook (Attack range = 2)
Zoar	Swoop (Move range = 3)

SKELETOR UNIT TABLE

Name	Hits	Type	Description
Skeletor	3	LS	Evil Lord of Destruction
Evil-Lyn	2	S	Evil Warrior Goddess
Beast Man	2	W	Evil Henchman
Blade	1	W	Evil Master of Swords
Trap Jaw	1	W	Otherworldly criminal
Stinkor	1	W	Evil Master of Odors
Clawful	1	W	Warrior with the Grip of Evil
Mer-Man	1	W	Evil Ocean Warlord
Two Bad	1	W	Double-Headed Evil Strategist
Spikor	1	W	Untouchable Master of Evil Combat
Ninjor	1	W	Evil Ninja Warrior
Tri-Klops	1	W	Evil and Sees Everything
Faker	1	W	Evil Robotic He-Man Imposter
Webstor	1	W	Evil Master of Escape
Whiplash	1	W	Evil Tail-Thrashing Warrior
Jitsu	1	W	Evil Master of Martial Arts
Fright Fighter	1	VF	Evil Dragonfly Attack Vehicle
Screech	1	VF	Evil Barbarian Bird
Land Shark	1	V	Jaws & 2 Large Cannons
Night Stalker	1	V	Evil Armored War-Horse
Panthor	1	V	Evil Savage Cat
Spydor	1	V	Evil Stalker with 6 legs & Guns

Notes: There are 2 Fright Fighters and 2 Spydors

HE-MAN UNIT SPECIAL ABILITY TABLE

Unit	Special Ability Card Effect:
Skeletor	Disappear in a Mist (Defense)
Evil-Lyn	Crystal Ball: Look at next 10 cards in any deck
Beast Man	Beast Strength (Attack range = 1)
Blade	Swords (Attack range = 1)
Trap Jaw	Bite (Attack range = 1)
Stinkor	Odors (Defense)
Clawful	Grip of Evil (Range =2) Negate Move
Mer-Man	Watery Escape (Defense)
Two Bad	Draw 3 cards. Keep Moves & discard others
Spikor	Untouchable (Defense)
Ninjur	Ninja Stars (Attack range = 2)
Tri-Klops	Look at opponents hand
Faker	Mistaken Identity (Defense)
Webstor	Escape (Defense)
Whiplash	Tail-Thrashing (Attack range = 1)
Jitsu	Martial Arts (Attack range = 1)
Fright Fighter	Rotating Cannons (Attack range = 3)
Land Shark	Large Cannons (Attack range = 4)
Night Stalker	Armored (Defense)
Panthor	Savage Bite (Attack range = 1)
Screeech	Swoop (Move range = 3)
Spydor	Guns (Attack range = 3)

SETUP

Each player places one Fighter on each square of his back two rows.
You may stack 8 vehicles with any 8 of your fighters.
A Fighter may only stack with 1 vehicle.
A vehicle may only stack with 1 fighter.
Fighters may not stack with other fighters.
Vehicles may not stack with other vehicles.
A Fighter and his vehicle move together as a unit.

THE CARDS

Players each have their own deck.

TURN SEQUENCE

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

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your units.
Units cannot move through other units except for flyers.

The move card has a number.
 This is the number of spaces the unit moves.
 Moves are diagonal or orthogonal.
 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.
 A non-flying Fighter without a vehicle can move a maximum of 2 spaces.
 A Fighter with a non-flying vehicle can move a maximum of 3 spaces.
 A flying Fighter without a vehicle can move a maximum of 4 spaces.
 A Fighter with a flying vehicle can move a maximum of 5 spaces.

BATTLE PHASE

Play (discard) an Attack card to have a unit attack.
 The attack card has a number.
 This is the range of the attack.
 Attacks are diagonal or orthogonal.
 The enemy unit that is the target of the attack takes one point of damage.
 A unit with a vehicle that is hit takes no damage but must discard the vehicle.
 A Fighter reduced to 0 hit points is removed from the map.
 Units cannot attack through other units.

SPECIAL ABILITY CARDS

Every Fighter and Vehicle has a Special Ability that can be activated when its owner plays (discards) a Special Ability card.

CARD LIST NOTATION

M = Movement
 A = Attack
 D = Defense
 X = Special
 K = As a Knight would move in chess
 Type = Purpose of card
 # = Number of that type of card in the deck

HE-MAN CARD LIST

Card Name:	#	Range	Type	Notes
Special Ability	7	-	X	
Move	6	1	M	
Move	5	2	M	
Move	5	3	M	
Move	3	4	M	
Move	2	5	M	
Reflecting Shield	2	-	D	
Battle Armor	2	-	D	
Power Sword	2	1	A	Can only be played on He-Man
Sword	2	1	A	
Battle Axe	2	1	A	
Mace	2	1	A	
Magic Spell	3	K	A	Spellcasters only
Blast Pistol	2	3	A	
Laser Rifle	2	4	A	
MegaLaser	1	5	A	
Cosmic Key	1	-	X	Discard to draw 3 cards

SKELETOR CARD LIST

Card Name:	#	Range	Type	Notes
Special Ability	7	-	X	
Move	6	1	M	
Move	5	2	M	
Move	5	3	M	
Move	3	4	M	
Move	2	5	M	
Dragon Armor	2	-	D	
Havok Staff	2	1	A	Can only be played on Skeletor
Terror Claws	2	1	A	
Spiked Club	2	1	A	
Whip	2	2	A	
Ball & Chain	2	2	A	
Crossbow	2	3	A	
Magic Spell	3	K	A	Spellcasters only
Artileray	1	5	A	

HEART PATIENT

INTRODUCTION

Each player takes the role of a Heart patient.

OBJECT

Be the patient to live the longest.

THE DECK

Players share a common deck.

The deck contains 6 types of cards:

1. Medical Interventions
2. Lifestyle Modifications
3. Surgery
4. Pathological Events
5. Drug Therapies
6. Heart Attack Cards

All the types of cards are shuffled together into a single deck.

SETUP

Each player rolls up a character or patient.

For each patient roll for the 17 Risk Factors.

Shuffle the deck.

TURN SEQUENCE

Players take turns.

The player with the most real life risk factors goes first.

On your turn draw one card from the deck.

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

If the draw is a Medical Interventions or Surgery card, put it into your hand to be used later.

If the draw is a Lifestyles Modifications card play it immediately (face down to the table in front of you).

The effects of a Lifestyles Modification card lasts for the rest of the game.

If the draw is a Pathological Events card play it immediately (face down to the table in front of you).

The effects of a Pathological Events card lasts for the rest of the game.

If the draw is a Drug Therapy card put it in your hand or play it immediately (face down to the table in front of you).

The effects of a played Drug Therapy card lasts for the rest of the game.

If the draw is a Heart Attack Card see the Heart Attack Rolls Section.

HEART ATTACK ROLLS SECTION

Heart attack cards indicate conditions that may precipitate a Heart Attack or MI (Myocardial Infarction)

When a player draws a Heart Attack card he must make a Heart Attack Roll:

Roll the ten sided die once (1D10).

Add all modifiers. Some are positive (Bad), some are negative (Good).

Modifiers come from:

The patients original Risk Factors.

Drug Therapy, Pathological Events, and Lifestyle Modifications in play.
 Drug Therapy, Medical Interventions, and Surgery cards played from the players hand.
 Every Bad Risk factor adds +1 to your heart attack roll.
 Every Very Bad Risk factor adds +2 to your heart attack roll.
 Every Very Very Bad Risk factor adds +3 to your heart attack roll.
 If your modified Heart Attack Roll is 10 or greater, then you die.
 A player may discard drug therapy cards, and intervention cards to further modify the roll.
 A player may discard a Heart Attack card before the roll is made by discarding a Monitoring card.
 As soon as a player survives his first Heart Attack roll he is considered to have Coronary Heart Disease (CHD)
 The terms Coronary Heart Disease (CHD) and Ischemic Heart Disease (IHD) are synonymous.
 If you survive you also gain the trait s/p MI. (Status Post MI, meaning you've had a heart attack)
 Players with s/p MI (CHD) get a +1 to all future heart attack rolls.
 The terms Heart Attack and Myocardial Infarction (MI) are synonymous.
 DOC = Drugs of Choice. If you have a DOC for a condition get -1 to your heart attack roll.
 For Heart Attacks the DOCs are Diuretics & Beta Blockers.
 Medical Intervention Cards and Surgery Cards are discarded after being used.

RISK FACTORS

1. SEX

1D6	Sex
1-3	Male (Bad)
4-6	Female (OK)

2. RACE

1D6	Race
1-3	White (DOC: Beta Blockers, ACE Inhibitors)
4-6	Black (DOC: Calcium Channel Blockers, Diuretics)

3. AGE

1D6	Age
1-2	Younger
3-4	Middle age >45 Males, >55 Females (Bad)
5-6	Older >55 Males, >65 Females (Very Bad)

4. FAMILY HISTORY

1D6	Family History of Cardiovascular Disease
1-4	No Incidence (OK)
5-6	Yes (Bad)

5. SMOKING

1D6	Smoking
1-4	None (OK)
5	1 Pack per Day (Bad)
6	2 PPD (Very Bad)

6. BLOOD PRESSURE

1D10 Blood Pressure (Systolic/Diastolic)
 0 <120/80 optimal 1 <130/85 normal 2>130/85 High Normal
 3-7 140/90+ Stage 1 Hypertension (Bad)
 8-9 160/100+ Stage 2 (Very Bad)
 10 180/110+ Stage 3 (Very Very Bad)

7. ALCOHOL

1D6 Alcoholism
 1-5 None
 6 Heavy Drinker (Bad) +1 to roll on following table

8. CLINICAL HISTORY

1D6 History of Cardiovascular Accidents/Disease
 1-5 None
 6 Yes. Roll on the Major Complications Table

9. MAJOR COMPLICATIONS TABLE

1D10 Complication (all are Very Bad Risk Factors)
 1 Hypothyroidism
 2 Renal Disease
 3 Liver Disease
 4 Non-Insulin-Dependent Diabetes (DOC: ACE Inhibitors)
 5 Pulmonary Disease
 6 Familial Hypercholesterolemia
 7 Gout (DC Diuretics)
 8-10 Previous MI

10. LDL

1D6 Low Density Lipoproteins {Lipids}
 1-3 Low (OK) Actual numbers depend on presence of CHD and number of other risk factors
 4-6 High (Bad) Initiate Drug Therapy

11. HDL

1D6 High Density Lipoproteins {Lipids}
 1-2 <35 (bad) initiate drug therapy
 3-5 35-60 (ok)
 6 <60 (good)
 negative risk factor (heart attack roll modifier -1) 12. tg 1d6 triglycerides {lipids}
 1-2 below 250 3-4 251-400 (ok) 5-6 above 400 (bad) initiate drug therapy 13. total
 cholesterol 1d6 total cholesterol {lipids} 1 below 200 2-3 200-240 (ok) 4-6 above 240
 (bad) initiate drug therapy 14. diabetes 1d6 diabetes 1-4 no 5-6 yes (very bad), dc
 beta blockers & diuretics, doc: ace inhibitors 15. physical activity 1d6 physical
 activity 1-5 sedentary (bad) 6 active 16. weight 1d6 weight 1-3 normal 4-6 overweight
 (obese) bad 17. salt sensitivity 1d6 salt sensitivity 1-3 normal 4-6 sensitive (bad)
 card list: medical interventions physical examination monitoring clinical evaluation
 monitoring laboratory tests monitoring patient education monitoring follow-up visits
 monitoring ecg (electrocardiogram) monitoring exercise tolerance testing monitoring
 (the treadmill) cardiac imaging monitoring ambulatory holter monitor monitoring stress
 thallium scan monitoring (invasive) cardiac catheterization monitoring (invasive) sl
 ntg sublingual nitroglycerin. heart attack roll modifier -2 iv ntg intra-venous
 nitroglycerin. heart attack roll modifier -3 oxygen heart attack roll modifier -1 iv
 morphine heart attack roll modifier -1 unfractionated heparin heart attack roll
 modifier -4 enoxaparin heart attack roll modifier -4 (low mw heparin) dalteparin heart
 attack roll modifier -4 (low mw heparin) glycoprotein iib/iiiainhibitors heart attack

roll modifier -2 streptokinase thrombolytic. heart attack roll modifier -4 reteplase thrombolytic. heart attack roll modifier -5 tenecteplase thrombolytic. heart attack roll modifier -5 lidocaine anti-arrhythmic. heart attack roll modifier -3 card list: surgeries stent heart attack roll modifier -6 angioplasty heart attack roll modifier -5 coronary artery bypass graft heart attack roll modifier -7 (cabg) heart transplant heart attack roll modifier -10 (very rare) artificial heart heart attack roll modifier -9 (very rare) pace maker heart attack roll modifier -8 card list: lifestyle modifications smoking cessation program smoking risk factor becomes none. dietary therapy step i weight becomes normal dietary therapy step ii weight becomes normal registered dietician negate 1 lipid risk factor or weight becomes normal aerobic exercise program physical activity risk factor becomes active alcoholics anonymous alcohol risk factor becomes none. noncompliant discard any one of an opponent's drug therapies. sodium salt restriction heart attack roll modifier -1. mineral supplements heart attack roll modifier -1. (potassium, ca, & mg) card list: pathological events myalgia/ arthralgia discontinue (dc) all hmg coa reductase inhibitors. flushing, itching, gi upset discontinue niacin and niaspan. constipation, bloating discontinue verapamil, gemfibrozil, fenofibrate, and bile acid resins. liver function test is high discontinue all lipid lowering drugs except bile acid resins. congestive heart failure (chf) only if patient is s/p mi. very bad risk factor. (heart failure) chronic obstructive pulmonary disease(copd) only if patient is s/p mi. very bad risk factor. dc beta blockers. (heart failure) left ventricular hypertrophy only if patient is s/p mi. very bad risk factor. (heart failure) myocardial necrosis only if patient is s/p mi. very bad risk factor. (heart failure) ventricular remodeling only if patient is s/p mi. very bad risk factor. (heart failure) cardiogenic shock only if patient is s/p mi. very bad risk factor. (heart failure) coronary atherosclerosis if the patient has any bad lipid levels. increase blood pressure one step. atherosclerotic plaques if the patient has any bad lipid levels. increase blood pressure one step. homocystinemia bad risk factor arteriolosclerosis bad risk factor essential hypertension increase blood pressure one step. secondary hypertension increase blood pressure one step. malignant hypertension increase blood pressure one step. (diastolic>120)

Second Degree Heart Block

Discontinue Beta Blockers

Renal Insufficiency

Very Bad Risk Factor. DOC: ACE Inhibitors

Dry Cough

Discontinue ACE Inhibitors & Angiotensin II Receptor Blockers

Bradycardia

Discontinue Beta Blockers, CCBs

Isolated Systolic Hypertension

Increase Blood Pressure one step.

Bleeding

Discontinue Blood Thinners

Dyslipedemia

LDL levels go up one step.

Endocarditis

Bad Risk Factor

Mitrostenosis

Bad Risk Factor

For Heart Failure the Drugs of Choice (DOC) are: ACE Inhibitors & Diuretics.

CARD LIST: DRUG THERAPIES

Zocor	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Lipitor	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Baycol	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Mevacor	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Pravachol	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Lescol	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Niacin	Lipid Lowering Vitamin. Negate 1 Lipid Risk Factor except LDL
Niaspan	Lipid Lowering Vitamin. Negate 1 Lipid Risk Factor except LDL
Cholestyramine	Bile Acid Resin. Negate 1 Lipid Risk Factor except LDL
Colestipol	Bile Acid Resin. Negate 1 Lipid Risk Factor except LDL
Gemfibrozil	Uptakes lipids into tissues. Negate 1 Lipid Risk Factor except LDL
LDL	

Fenofibrate	Uptakes lipids into tissues. Negate 1 Lipid Risk Factor except LDL
Aspirin	Blood Thinner. Heart Attack Roll Modifier -1
Plavix	Blood Thinner. Heart Attack Roll Modifier -1
Coumadin	Blood Thinner. Heart Attack Roll Modifier -1
Warfarin	Blood Thinner. Heart Attack Roll Modifier -1
Transdermal Patch	NTG vasodilator. Heart Attack Roll Modifier -1
Isosorbide Dinitrate	NTG vasodilator. Heart Attack Roll Modifier -1
Imdur	NTG vasodilator. Heart Attack Roll Modifier -1
Atenolol	Beta Blocker. Slows Heart Rate. Decrease Blood Pressure one step.
Metoprolol	Beta Blocker. Slows Heart Rate. Decrease Blood Pressure one step.
Tenormin	Beta Blocker. Slows Heart Rate. Decrease Blood Pressure one step.
Lopressor	Beta Blocker. Slows Heart Rate. Decrease Blood Pressure one step.
Nifedipine	Calcium Channel Blocker (CCB). Decrease Blood Pressure one step.
Verapamil	Calcium Channel Blocker. Decrease Blood Pressure one step.
Diltiazem	Calcium Channel Blocker. Decrease Blood Pressure one step.
Hydrochlorothiazide	Diuretic. Decrease Blood Pressure one step.
Triamterene	Potassium Sparing Diuretic. Decrease BP one step.
Maxide	Combination Diuretic. Decrease BP one step.
Clonidine Patch	Central Alpha Agonist. Decrease Blood Pressure one step.
Captopril	ACE Inhibitor. Decrease Blood Pressure one step.
Lisinopril	ACE Inhibitor. Decrease Blood Pressure one step.
Enalapril	ACE Inhibitor. Decrease Blood Pressure one step.
Losartan	Angiotensin II Receptor Blocker. Decrease Blood Pressure one step.

Notes: A patient can only be on one Drug of a class at a time.

For example a patient can only be on one Beta Blocker.

Treat Losartan like an ACE I.

CARD LIST: EVENTS: HEART ATTACK CARDS

Sign or Symptom of MI (Myocardial Infarction):	Heart Attack Roll Modifier:
Effort Induced Angina	+1
Unstable (Rest) Angina	+2
Anxiety, Nausea, dizziness, SOB, dyspnea	+1
Vasospastic Angina	+0
Increased Myocardial Oxygen Demand	+1
Silent MI	+0
Exacerbating Factor: Cold	+0
Exacerbating Factor: Physical Activity	+0
Exacerbating Factor: Sex	+0
Exacerbating Factor: Stress	+0
Exacerbating Factor: Sympathomimetic Drug	+1
Exacerbating Factor: Anticholinergic Drug	+1
Hypertensive Urgency	+3
Hypertensive Emergency	+5
Stroke (Not MI)	+4
Aneurysm(Not MI)	+4
Cerebral Hemorrhage(Not MI)	+6
Cerebrovascular Accident	+5
Pulmonary Embolism (Not MI)	+3
Deep Vein Thrombosis	+5
Acute Coronary Syndrome	+1
Ventricular Rupture & Cardiac Tamponade	+8 Only if patient is s/p MI
Saddle Embolus	+6
ST-Segment Elevation	+4
Non-Q-Wave Infarction	+5
Q-Wave Infarction	+7
Coronary Artery Thrombosis	+3
Plaque Rupture	+2
Cardiac Arrest	+3

Elevated Cardiac Enzymes
Virchow's Triad

+3 (CK, CK-MB, Troponin I, LDH)
+3 (Venous Stasis, Vascular Injury, Hypercoagulability)

GAME DESIGNERS NOTES

My apologies to anyone who might be offended by the subject matter.
The goal is to be educational, not morbid.
Expect additional cards and minor rules alterations.
When I'm not writing games, I'm a second year Pharmacy Student.

HEAVY METAL MAYHEM

INTRODUCTION

Poker type game with a Heavy Metal Theme.

DISCLAIMER

"Heavy Metal" is a trademarked, licensed, copyrighted property.
This is merely a fan site.

VICTORY

First player to make 5 melds is the all time winner.

THE DECK

Players share a common deck.

TURN SEQUENCE

Each turn has 4 phases:

Deal Phase

Draw Phase

Meld Phase

End Phase

DEAL PHASE

Fill your hand to 7 cards.

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

DRAW PHASE

You may discard up to 4 cards & draw replacements.

MELD PHASE

You may play a meld.

A meld consists of the following types of cards:

1 Hero (Heroine) card

2 Foe cards

2 Location cards

1 Travel card

1 Special card

Discard all Melded cards.

END PHASE

You may discard any cards from your hand you don't want.

CARD TYPE NOTATION

H = Hero (Heroine) card
F = Foe cards
L = Location cards
T = Travel card
S = Special card

CARD LIST

Card Name:	Type:
Agent	H
Regular Joe	H
Avenger	H
Barbarian	H
Star Warrior	H
Explorer	H
Con Artist	H
Fem Fatale	H
Nymphomaniac	H
Survivor	H
Dimensional Rift	T
Star Portal	T
Caravan	T
Fantastic Steed	T
Alien Vessel	T
Space Hog	T
Gateway	T
Astral Guide	T
Cosmic Whale	T
Space Convertible	T
Gratuitous Violence	S
Gratuitous Sex	S
Full Frontal Nudity	S
Psychedelic Landscapes	S
Gore Fest	S
Epic Adventure	S
Torture Scene	S
Carnage & Mayhem	S
Erotica	S
Sex, Drugs, & Rock-n-Roll	S
Corporate Mercs	F
Giant Lizard	F
Sea of Tentacles	F
Giant Simian	F
Space Pirates	F
Alien Monk Fanatics	F
Evil Doctor	F
Psychopathic Torturers	F
Mutants	F
Deranged Robots	F
Beast Men	F
Void Demon	F
Ancient Alien Shapeshifter	F
Cyborgs	F
Undead Horde	F
Barroom Brawl	F
Space Dogfight	F
Hostile Natives	F
Desert Siren	F
Nameless Horror	F
Ancient Ruins	L
Mining Colony	L
Edge of the Universe	L

Plague Ship	L
Giant Space Station	L
Barren World	L
Deadly Jungle	L
Frigid Waste	L
Asteroid	L
Dead Moon	L
Dreamscape	L
Alien Hulk	L
Megalopolis	L
Research Station	L
Ghost World	L
Nightmare World	L
Alternate Earth	L
Virtual Reality	L
Industrial Wasteland	L
War Zone	L

HERCULES & XENA

INTRODUCTION

Card game for 2+ players.
Score points for creating adventures featuring your
Favorite TV Heroes.

DISCLAIMER

Xena & Hercules are copyrighted, licensed, trademarked properties.
This is merely a fan site.

THE DECKS

There are 2 decks: The Hero Deck & the Foe Deck.
The respective card types are called Hero cards & Foe cards.
Note that all cards have a Point value.

HANDS

Each player keeps 2 Hands: A Foe Hand & a Hero Hand.

END OF THE GAME

The game ends the turn after either deck runs out.

VICTORY

The player with the most Adventure points at the end of the game wins.

SETUP

Each player is dealt 3 cards from both decks.
The most Heroic player goes first.

TURN SEQUENCE

Players take turns.
Each turn has 5 Phases:
Fate Phase
Destiny Phase
Adventure Phase
Boon Phase
End Phase

FATE PHASE

Draw 1 card from each deck.

DESTINY PHASE

You may discard 1 card & draw a replacement card (from 1 deck only).

ADVENTURE PHASE

You may make a Meld if you are able.

A Meld must consist of:

- * 1 or more Plot cards (Foe card)
- * 1-3 Men or Monster cards (Foe card)
- * 1 Legend card (Hero Card)
- * 1 or more Cheese cards (Hero cards)
- * Any number of Aid cards (Hero cards)

Meld cards are played face up to the table.

For a Meld to be legal, the point value total (PVT) of the Hero cards must be equal to or greater than the PVT of the Foe cards.

BOON PHASE

Score Adventure points if you made a Meld last phase.

Adventure points earned = PVT of the Foe cards played.

Discard all melded cards.

END PHASE

If you made a Meld this turn draw 1 card from both decks.

Max hand size is 5 cards (5 Hero cards & 5 Foe cards).

Discard excess cards.

CARD TYPE NOTATION

L = Legend

A = Aid Card

C = Cheese Card

P = Plot Card

M = Men & Monsters

= Number of copies of that card in the deck

HEROES DECK

Card Name:	#	Type	Points	Notes:
Hercules	8	L	8	Son of Zeus
Xena	8	L	7	Warrior Princess
Iolaus	4**	A	6	Warrior; Archer
Gabrielle	4*	A	5	Bard
Salmoneus	1	A	3	Entrepreneur
Autolycus	1	A	4	King of Thieves
Joxer	1*	A	2	Inept Warrior
Chakram	1*	A	3	Throwing Disk
The Pinch	1	A	3	Special Fighting Moves
Charm	1	A	3	Personality
Whoop Ass	1	A	3	
Quick Thinking	1	A	3	Wit
Bravery	1	A	3	Courage & Sacrifice
Great Strength	1**	A	3	
Fighter for Justice	1	A	3	
Trickery	1	A	3	Silver Tongue
Flying Kick	1	A	3	or Kick to the Groin
Special Effects	1	C	1	
Tender Moment	1	C	1	
Sexual Tension	1	C	1	
Lesbian Overtones	1*	C	1	

Biting Sarcasm	1	C	1	
Bad Puns	1	C	1	
Glaring Anachronism	1	C	1	
Out of Character	1	C	1	
Song & Dance Number	1	C	1	
Witty Repartee	1	C	1	
Melodrama	1	C	1	
Titillation & Innuendo	1	C	1	
Modern Sensibilities	1	C	1	
Inspid Dialogue	1	C	1	
Break SOD	1	C	1	Suspension of Disbelief

* = Xena must be in play to use

** = Hercules must be in play to use

Note: Only 1 copy of Gabby or Iolaus can be used in a meld.

FOES DECK

Card Name:	#	Type	Points
Plot of Aphrodite	1	P	1
Plot of Apollo	1	P	1
Plot of Ares	1	P	1
Plot of Hades	1	P	1
Plot of Zeus	1	P	1
Plot of Hera	1	P	1
Plot of Artemis	1	P	1
Plot of Athena	1	P	1
Plot of Poseidon	1	P	1
Plot of Bacchus	1	P	1
Save the Village	1	P	1
Test of Friendship	1	P	1
Rescue Sidekick	1	P	1
Character Growth	1	P	1
Fulfill Prophecy	1	P	1
Titan	1	M	10
Sorcerer	1	M	9
Dream Self	1	M	8
Cyclops	1	M	7
Giant	1	M	7
Warlord	3	M	6
Harpies	1	M	5
Hydra	1	M	7
Minotaur	1	M	6
Centaur	1	M	5
Sea Serpent	1	M	8
Skeletons	2	M	2
Barbarians	1	M	4
Soldiers	2	M	3
Bandits	3	M	3
Amazonians	1	M	4
Pirates	1	M	3
Maze	1	M	4
Ogre	1	M	6
Doppelganger	1	M	7
Backstabber	1	M	5
Evil Warriors	3	M	4

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

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:

- 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 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

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
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
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
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.

RECOMMENDATIONS

Get a copy of "Jane's Fighting Ships of World War I".

HOGWARTS

INTRODUCTION

Card game for 2 or more players.
Based on the Harry Potter Universe.

DISCLAIMER

"Harry Potter" is a licensed, copyrighted, trademarked property.
This is merely a fan site.

VICTORY

The player with the most House points at the end of the game is the winner.
The game ends when all Challenge cards have been overcome.
For a shorter game cut the Challenge deck and use only part of it.

THE DECKS

There are 2 decks: the Common deck and the Challenge deck.
Each deck contains one copy of each card on its respective card list.

DICE

A 10 sided die is needed.

COMMON CARD TYPES

All common cards are either permanent or temporal.
Temporal cards are discarded when played.
Permanent cards stay in play from turn to turn.
Temporal cards include most Spells, Professors, Ghosts, Familiars, Events and Items.
Permanent cards include Students and some others.

CHALLENGE CARD TYPES

Challenge cards will have one or more traits:
Monster, Wizard, Stealth, Mystery, Voldemort, Quidditch

SETUP

Each player begins with 3 cards in play: Harry, Hermione, and Ron.
(From the Starting Character card list)
The youngest player goes first.

TURN SEQUENCE

Players take turns.
Each turn has 6 phases:
1. Time Phase
2. Draw Phase

3. Recruit Phase
4. Magic Phase
5. Challenge Phase
6. Action Phase

TIME PHASE

Remove one wound or detention counter from any student card that has one.
A student card with any wound or detention counters is considered to be inactive.

DRAW PHASE

Draw 2 cards from the Common deck.
Max hand size is 7 cards.
Discard excess cards.
If the deck runs out, shuffle the discard and draw from it.

RECRUIT PHASE

You may put any permanent type cards in your hand into play.
Attach permanent items & familiars to specific students.

MAGIC PHASE

Certain common cards are used/played in this phase.

CHALLENGE PHASE

Put the top card of the Challenge deck onto the middle of the table face-up.
Skip this phase if there is already 3+ Challenge cards face up.

ACTION PHASE

You may attempt to overcome any one Face-up Challenge card.
To attempt, at least one of your main characters must be active.
If there is Challenge worth zero House points available, you must choose it.
Roll 1D10. This is the Challenge roll.
Add bonuses to the roll from any active cards you have in play.
You may play (discard) Temporal cards for additional bonuses.
Your opponent may play certain Temporal cards to decrease your roll.
If your roll is equal to or greater than the Difficulty level of the Challenge card, you overcome the challenge and get to put it in your Victory pile.
If you fail, put 3 detention or 3 wound counters (the Challenge Card will say which) on one of your active student cards.
A student card with any wound or detention counters is considered to be inactive.

STARTING CHARACTER CARD LIST

Card Name:	Type	Type	Notes
Harry Potter	S	P	+5 to Quidditch & Voldemort Challenges
Hermione Granger	S	P	+4 to Mystery & Class Challenges
Ron Weasley	S	P	+3 to Chess Challenges

COMMON DECK CARD LIST

Card Name:	Type	Type	Notes
------------	------	------	-------

Aid of McGonagall	P	T*	Draw 3 Common Cards
Outwit Crabbe & Goyle	E	T*	Look at Opponents Hand
Aid of Dumbledore	P	T	+5 vs Voldemort & Wizard Challenges
Nearly Headless Nick	G	T*	Look at next 2 cards in Challenge Deck
Hedwig the Owl	F	P*	Discard 2 Common cards to draw 1 card
Phoenix Wand	I	P	+1 vs Monster Challenges
Sorting Hat	I	T*	Take any one card from the Common deck
Fred & George	S	T	+5 to Stealth Challenge
Neville Longbottom	S	P	-1 to Wizard Challenges
Madam Pomfrey	W	T*	Remove all Wound Counters from Student
Mandrake Root	I	T*	Remove all Wound Counters from Student
Secret Passage	I	T*	Remove all Detention Counters from Student
Mr & Mrs Weasley	W	T*	Draw 3 Common cards
Moaning Myrtle	G	T	+5 to Mystery Challenge
Scabbers	F	P	Useless: Does nothing
Magical Mishap	E	T	-3 to Class Challenge
Magic Harp	C	T	+5 vs Monster Challenge
Oliver Wood	S	T	+3 to Quidditch Challenge
Lightning Scar	I	T	+5 vs Voldemort Challenge
Broom Ensorcelled	C	T	-3 to Quidditch Challenge
Visit Gringotts	E	T	+3 vs Mystery Challenge
Invisibility Cloak	I	T	+5 to Stealth Challenge
Nimbus 2000	I	T	+5 to Quidditch Challenge
Catch Golden Snitch	I	T	+5 to Quidditch Challenge
Hit by Bludger	I	T	-3 to Quidditch Challenge
Dark Wood Centaurs	W	T	+5 vs Voldemort Challenge
Rumor Mill	E	T*	Look at next 3 cards in Challenge Deck
Hagrid's Secrets	W	T*	Look at next 5 cards in Challenge Deck
Divination Class	W	T*	Look at next 7 cards in Challenge Deck
Polyjuice Potion	I	T*	Look at opponent's hand
Owl Mail	E	T*	Draw 2 Common cards
Chocolate Frogs	I	T	Worth 1 HP in your hand at end of game
Every Flavor Beans	I	T	Worth 1 HP in your hand at end of game
Knuts & Galleons	I	T	Worth 1 HP in your hand at end of game
Petrificus Totalus	C	T	+5 vs Wizard Challenge
Wingardium Leviosa	C	T	+5 vs Monster Challenge
A History of Magic	I	T	+3 vs Mystery Challenge (Book)
Herbology Class	E	T	+9 vs Plant Challenges
Platform 9¾	E	T*	Look at next 7 cards in Common Deck
Hogwarts Express	E	T	Take another turn
Diagon Alley	E	T*	Draw 3 Common cards
Remembrall	I	T*	Look at next 5 cards in Common Deck
Willow Wand	I	P	+1 vs Wizard Challenges
Mahogany Wand	I	P	+1 vs Stealth Challenges
Gryffindor's Sword	I	T	+5 vs Monster Challenges

P = Permanent

T = Temporal

S = Student

I = Item

E = Event

C = Charm (Spell, Enchantment)

W = Wizard

G = Ghost

F = Familiar

* = In Magic Phase

CHALLENGE DECK CARD LIST

Card Name:	DL	HP	CD	Type
Destroy Tom Riddle	9	50	W	V
Escape Voldemort	9	40	W	V
Bypass Fluffy	8	10*	W	M
Defeat the Mountain Troll	6	10	W	M
Outwit Lucius Malfoy	7	Z	D	W
Free Dobby the House Elf	6	(+3)	D	W

Quidditch Cup Match	9	50	W	Q	
Defeat Professor Quirrell	9	50	W	V	
Recover the Sorcerer's Stone	9	50	W	V	
High Marks on Exams	8	30	[-2]	C	
Quidditch vs Slytherin	8	25	W	Q	
Quidditch vs Ravenclaw	7	25	W	Q	
Quidditch vs Hufflepuff		6	25	W	Q
Escape Whomping Willow	8	Z	(-20)	Plant	
Caught out at Night	7	(+2)*	D	S	
The Secret of Nicholas Flannel	7	(+3)	[-2]	Y	
Hide Norbert	7	Z	(-20)	S	
Reveal Lockhart's Mischievous	6	40	D	Y	
Capture Cornish Pixies	5	5	None	M	
Library Restricted Section	6	L	D	S	
Defeat the Basilisk	9	50	W	M	
Life-sized Wizard's Chess	7	10*	W	Chess	
Mirror of Erised	9	(+1)	D	Enchantment	
Avoid Filch & Mrs Norris	6	(+2)	D	S	
Escape the Wrath of Snape	8	Z	(-10)	W	
Secret of the Basilisk	8	30	W	Y	
Potions Class	8	(+1)	(-10)	C	
Transmutations Class	5	10	None	C	
Charms Class	6	10	None	C	
Defense vs Dark Arts Class	6	10	D	C	
Find the Chamber of Secrets	9	50	[-2]	Y	
Winged Keys Challenge	8	10*	W	Q	
Devils Snare Challenge	7	10*	W	Plant	
Late to Class	6	(+1)*	(-5)	C	
Escape the Spiders	9	L	W	M	
Wizard Duel vs Draco	7	5	W	W	
Draco's Trickery	7	Z	D	W	
Peeves Disturbance	7	Z*	D	G	
Trouble with the Dursleys	6	(+2)	[-3]	S	

DL = Difficulty Level

HP = House Points

CD = Cost of Defeat

W = Wounds

D = Detention

Z = Opponent discards 3 random cards

L = Look at the next 5 cards in the Challenge Deck

(-X) = Lose X House Points if you fail the Challenge

(+X) = Draw X Common Cards if you overcome the Challenge

[-X] = Discard X Common Cards if you fail the Challenge

C = Class

S = Stealth

W = Wizard

M = Monster

Y = Mystery

Q = Quidditch

* = You may immediately attempt another Challenge if you succeed.

HOLYQUEST

By C Gerard Luft

INTRODUCTION

This one player game was originally used as a solo adventure system for HOLYQUEST Fantasy RPG (which uses FUDGE). But it is simple enough for anyone to pick up and play as a solo card and dice game. You play a group of four adventurers fighting evil in dungeons and wilderness settings. This game was designed using four fudge dice for attack/ defense and skill resolutions. Below is a chart for using ordinary six sided dice:

FUDGE DICE CONVERSION TABLE

1D6 1DF

1 -1

2 -1

3 0

4 0

5 +1

6 +1

Example: If you roll 4DF with 4D6 and get 1 (-1), 5(+1), 4 (0) and 6 (+1) your roll result would be +1 (-1+0+1+1=+1)

THE NOBLE ADVENTURERS

You begin the game with one of each Character Card:

KNIGHT POWER 4

SCOUT POWER 2,

DETECT TRAPS SKILL

MINISTER POWER 1 (May only Defend)

HEALING SKILL

PROPHET POWER 0

GUIDED MISSILE SKILL

HIDE SKILL

POWER

Power is the number that character adds to his attack or defense rolls in combat.

SKILLS

One skill may be used each turn. To succeed at a skill roll 4DF. On a 0 or +1 and better, the skill is successful.

DETECT TRAPS SKILL

If successful, the Scout detects a trap card played, and the party avoids it

HEALING SKILL

If successful, the injured character being healed is released of one hit

GUIDED MISSILE SKILL

If successful, one target receives 1 Hit

HIDE SKILL

If Successful, the entire party goes unnoticed by opponents. When the Knight and Scout go to attack, they become visible, and can be attacked. But the Minister and Prophet remains unnoticed until they use a skill during that combat turn.

THE TURN

DRAW PHASE

The player draws 4 cards from the MONSTER DECK. All 4 cards are brought into play.

DUNGEON/ WILDERNESS PHASE

If a Dungeon or Wilderness card is drawn it is played onto the table, and remains there until another dungeon or wilderness card is drawn in the following turns. If more than one dungeon or wilderness is drawn in the same turn, only the first card is played. The other cards are discarded.

TRAP PHASE

If any traps are drawn, make a Detect Traps Skill Roll for the Scout for each trap present. If a trap is detected, it is discarded. If it is not, then each player takes one hit, and that card is then discarded. (See Damage below).

MONSTER COMBAT ROUND PHASE

All monsters drawn that turn must be combated at the same time. The good guys go first.

ATTACK AND DEFENSE:

The attacker rolls 4DF and adds their POWER to the roll. The defender then rolls 4DF and adds his POWER to the roll. If the attacker's modified roll is greater than the defender's modified roll, then he scores a Hit (see DAMAGE below). If the defenders are not yet defeated, they may now attack, repeating the process above.

DAMAGE:

When a creature takes a hit, the card is SIDED (tilted 90 degrees). Until healed that character has a -1 to its power. If that character takes another hit, the card is then rotated upside down. Until healed, it has -2 to its Power. If it then takes a third hit, it is defeated (defeated adventurers are removed from the game, and defeated monsters are discarded). The MONSTER COMBAT ROUND repeats itself until one side is defeated. Once combat is concluded the turn begins again. If the MONSTER DECK runs out of cards, reshuffle.

MONSTER DECK

- Number in Deck

M- Monster

T-Trap

D- Dungeon

W-Wilderness

CARD NAME	#	TYPE	POWER / NOTES
GOBLINS	4	M	2
DWARF	4	M	2
SKELETON	4	M	2
ELF	4	M	3
ZOMBIE	4	M	3
GHOUL	4	M	3
WRAITH	4	M	4
WEREWOLF	2	M	5
OGRE	2	M	5
TROLL	2	M	6
WYVERN	2	M	6
COCKATRICE	2	M	6
GIANT	2	M	7
CHIMERA	2	M	7
BASILISK	2	M	7
DRAGON	1	M	8
TRAP	4	T	1 HIT
HIGH WALL	1	D	-1 EXCEPT FOR GIANTS AND FLYING CREATURES
LOW WALL	1	D	-1 ELF, GOBLIN AND DWARF
HUT	1	D	+1 WEREWOLF
MAUSOLEUM	1	D	+1 UNDEAD
QUAGMIRE	1	D	-1 ALL CREATURES
STAKE BARRIER	1	D	-2 ALL CREATURES
BRIARS	1	W	-1 EXCEPT ELF AND FLYING CREATURES
HEDGE ROW	1	W	-1 DWARF AND GOBLIN
HILL	1	W	+1 DWARF
FOREST	1	W	+1 ELF

VICTORY DECK

For each single combat you win, you may draw one card from the victory deck. The Experience Points (ep) are collected as one party. They are required for certain skill prerequisites, but they are not used to purchase skills (example, if the group has 30 ep, they may attach to the appropriate group member skills with a prerequisite of 30 ep). Skill Cards and blessed arms and armor cards are attached to one character and remains with him (providing he makes the prerequisites) until he may be defeated in combat.

- number of cards in the deck

Pr - Prerequisite

#ep - This is the number of experience points the group must currently have to use this card

K, S, M, P - This card is applied to this character: Knight, Scout, Minister, or Prophet respectfully

Notes - What the card imbues to the character it is attached to

CARD NAME	#	Pr	Notes
2 Experience Points	40	-	-
Blessed Arms and Armor +1	2	K, S	+1 Power
Blessed Arms and Armor +2	2	K, S	+2 Power
Blessed Arms and Armor +3	2	K, S	+3 Power
Blessed Arms and Armor +4	2	K, S	+4 Power
Blessed Arms and Armor +5	1	K, S	+5 Power
Healing Draught	10	K, S	Removes 1 hit
Light Skill	1	10 ep	M Blinds 1 opponent: -4 Power
Sneak Attack Skill	1	20 ep	S Instantly kills 1 creature*
Advanced Healing Skill	1	20 ep	M Heals 2 hits

Call Down Fire Skill	1	20 ep	P	Inflicts 1 hit on all opponents in battle
Deadly Hail Skill	1	40 ep	P	Inflicts 2 hits to all opponents in battle
Word of Authority Skill	1	40 ep	M	Causes 1 creature to surrender
Advanced Combat	1	20 ep	K	Power: 5
Weapons Master	1	40 ep	K	Power: 6
Raise Dead	1	60 ep	M	Raises 1 Character from the Dead
Pronounce Death	1	60 ep	P	If Successful, 1 opponent is instantly defeated

* = can only be used on the 1st turn of combat

WINNING

LONG GAME: When the group acquires 80 ep they win

SHORT GAME - EP: Set a ep amount of a lower value

SHORT GAME - SLAY THE DRAGON:

When the Dragon is dead the game is won.

CAMPAIGN –

Play like an on going chess game: when you have to break, try to leave the cards in the position they were at, so you can return to it later.

This is ideal if you use the THOTH PROGRAM, which has a save function.

Card Images are available at: [this page](#)

Hunt The Wumpus

A board game for 2-4 players

Components:

Play Deck

49 terrain squares (10 Clear, 10 Forest, 10 Swamp, 10 Rocky, 5 Lair, 4 Camps of red, green, yellow and blue.)

A playing piece for each Hunter in green, red, blue and yellow

A playing Piece for the Wumpus

1D6

Set Up

The terrain pieces are set up in a 7x7 square, with one lair in the centre, a camp in each corner, and the remaining pieces set up randomly.

The Wumpus is set up in the central Lair.

Each player chooses one of the hunters and places them in the corresponding camp.

Roll 1d6 to determine who goes first in the hunt phase, play proceeding clockwise around the board.

Decide which board edge is North

Each player draws 5 cards

The aim of the game is to kill the Wumpus whilst trying to stop the other players from doing so

Rules

The game is divided into 3 phases:

Wumpus Phase

Hunt Phase

Reconcile Phase

Wumpus Phase

Roll 1d6 and refer to the Wumpus Movement table:

1: Move 1 space North

2: Move 1 space East

3: Move 1 space South

4: Move 1 space West

5: Wumpus does nothing this turn

6: Wumpus moves immediately to the nearest Lair space

If the Wumpus ends its move on the same space as a hunter, then that hunter is attacked. They must discard all cards in their hand and move immediately to their respective Camp. A hunter's hand size is reduced by 1 each time that they are attacked by the Wumpus. If their hand size reaches zero, they are out of the game. If all other players are removed from the game in this manner, then the remaining player wins.

If more than one player is in the space The Wumpus moves to, then they all suffer the attack.

A Wumpus cannot enter a Camp space nor can they leave the board. If the Wumpus is unable to move in a certain direction, then it moves in the next clockwise compass direction.

The Wumpus cannot move diagonally.

Hunt Phase

Each player performs their actions in turn order.

Each Hunter may move 1 space per turn in any direction. Hunters may not leave the board.

If a Hunter ends its turn on the same space as the Wumpus, they may try to kill it. They may play any number of attack cards from their hand. All other players, clockwise around the board, take turns to play any number of evade cards. Calculate the total values for attack and evade. Each hunter has a bonus when using a particular attack. Each type of evade card has a bonus in a particular terrain. All evade cards count double in a Lair space.

If the Evade total is higher, the Wumpus retreats to the nearest unoccupied lair, and the hunter suffers as if they were attacked by the Wumpus.

If the Attack total was higher, then the Wumpus is killed and the killing player wins.

Reconcile Phase

Each player in turn order may discard 1 card from their hand and draw up to their full hand.

Starting hand size is 5, minus 1 for each time they have been attacked by the Wumpus.

If a hunter is on a Camp space, then they may discard and redraw their entire hand.

Hunters

Ulf (Red): +1 to the value of Traps and Snares cards played by this hunter

Bear Claw (Blue): +1 to the value of Bow cards played by this hunter

Actaeon (Yellow): +1 to the value of Net cards played by this hunter

Ningawe (Green): +1 to the value of Spear cards played by this hunter

Cards

Card	#	Description
Attack: Bow	4	Attack Value: 1
Attack: Nets	4	Attack Value: 1
Attack: Spear	4	Attack Value: 1
Attack: Traps and Snares	4	Attack Value: 1
Evade: Run	4	Evade Value: 1 (+1 in Clear terrain)
Evade: Submerge	4	Evade Value: 1 (+1 in Swamp terrain)
Evade: Camouflage	4	Evade Value: 1 (+1 in Forest terrain)
Evade: Cover	4	Evade Value: 1 (+1 in Rocky terrain)
Ambush	2	Play after you move your Hunter. They may move another 2 spaces
Scent in the Air	2	Play before the Wumpus' movement is rolled. Move Wumpus 2 spaces in any direction, obeying normal move restrictions, instead of rolling.
Retreat	2	Move target player to their respective camp. May be played before or after movement. Alternately, a player may use this card to avoid the Wumpus' attack. Play when you are attacked, but only retreat to your camp, do not discard your hand or reduce your hand size.
Hazards	2	Play before target player acts. Target player may not act this turn and does not draw during the Reconcile Phase.

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HUSCARL

INTRODUCTION

Board & card game for 2 players.
Battle between two Norse Tribes.
Abstract skirmish level combat.
Each figure represents a single man (unit).

VICTORY

You win if you kill the opposing Chieftain.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent men.
There are 5 types of men:
Chieftains, Huscarls, Berserkers, Warriors, & Pathfinders.

TRIBE TABLE

#	Type	Hits
1	Chieftain	3
3	Huscarl	2
2	Berserker	2
8	Warrior	1
2	Pathfinder	1

= 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.
The deck contains 3 copies of each card in the Card list.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Fate Phase
Move Phase
Fight Phase

FATE PHASE

Draw 3 cards.

Max hand size = 5 cards.

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

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your men.

The move card has a number.

This is the number of spaces the man moves.

Moves can be diagonal or orthogonal.

"Knight" type move cards allow a man to move like a knight in chess.

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

The Pathfinder can be moved up twice per turn.

FIRE PHASE

Play (discard) an Attack card to have a man attack.

The attack card has a number.

This is the range of the attack.

Attacks can be diagonal or orthogonal.

"Knight" type attack cards produce an attack with a range like a knight in chess.

Berserkers may make 2 attacks per turn (using two different cards)

Berserkers may not make Bow attacks.

Pathfinders may make 2 attacks per turn using Bows (two different bow cards)

Pathfinders may not use Battle Axe cards.

Attacks do one Hit of damage to the target.

Battle Axes do 2 Hits 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.

Berserkers & Pathfinders cannot use Shield or Armor cards.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

K = as a Knight would move in Chess

Type = Purpose of card

CARD LIST

Card Name:	Range	Type	Notes
Dagger	1	A	
Broad Sword	1	A	
Battle Axe	1	A	2 Damage
Spear	2	A	
Thrown Spear	3	A	
Thrown Axe	K	A	
Hunting Bow	4	A	
Crossbow	5	A	
Scout	K	M	
Sprint	5	M	
Charge	4	M	
Run	3	M	

Jog	2	M	
Walk	1	M	
Dodge	-	D	Negate attack of range 3-5
Parry	-	D	Negate attack of range 1-2
Shield	-	D	Negate attack
Armor	-	D	Negate attack

ICE LORDS

INTRODUCTION

Wargame for 2 or more players.
Fantasy Northern theme.

VICTORY

Destroy all enemy units.

DICE, CHITS, TILES, & CARDS

Tiles are used to make the Map.
Chits are used to represent Units.
Cards are used for Spells.
Tile, chit, and card sets are common to all players.
Six and eight sided dice are needed to play.

TERRAIN TILE LIST

There are 4 terrain types:

Type:	#	Cost	Recruit:
Tundra	14	1	-
Glacier	6	2	-
Water	9	(1)	-
Villages	6	1	Norsemen & Barbarians & Ships
Forest	4	2	Wolves & Bears & Sprites
Mountains	4	3	Dwarves & Giants
Peaks	2	3	Dragons
Hills	4	2	Witches & Yetis
Sea	-	(1)	-

= Number of Tiles in Terrain Tile Set

Cost = Cost in Move Points to enter

Recruit = What type of units can be recruited there

THE MAP

Use a Chessboard.

All border spaces are Sea spaces

Randomly distribute the 49 Terrain Tiles to the 49 center squares.

SETUP

Each Player starts with one Hero unit located in a Village Space.

Randomly determine who goes first.

UNIT CHIT LIST

Unit Name:	#	Force	Move	Notes:
Norsemen	4	2	2	Army
Barbarians	4	3	2	Army
Viking Ships	4	1	4	Army, Ship
Drakkar	2	2	4	Army, Ship
Northern Dwarves	4	2	2	Army, Mountain Walk

White Dragon	4	5	5	Flying
Frost Giant	4	4	3	Mountain Walk
Winter Wolves	4	2	4	
Polar Bears	4	3	2	
Ice Witch	4	2	2	Magic
Snow Sprites	4	1	3	Magic, Flying
Hero	A	4	3	
Yeti	4	3	3	Mountain Walk
Ice Elemental	A	4	-	Summoned Unit
Ice Demon	A	5	-	Summoned Unit
Banner	2	+1	-	Relic: Attach to Army
Magic Axe	2	+1	-	Relic: Attach to Hero or Giant
Druids Staff	2	+2	-	Relic: Attach to Witch or Sprite

Move = Move points per turn
A = As Needed

TURN SEQUENCE

Players take turns.
Each turn has 6 phases:
Recruit Phase
Magic Phase
Blizzard Phase
Move Phase
Battle Phase
End Phase

RECRUIT PHASE

Draw 1 Unit Chit from the common pile.
Keep your Chits in a pile.
Units are recruited from specific Territories.
If you have a Unit in an appropriate Territory, or adjacent to an empty appropriate territory, you may put a Unit Chit from your pile into play on that territory or in an adjacent territory that is empty or occupied by a unit you control.

ADJACENCY RULE

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

STACKING RULE

You may stack up to 4 of your units in a single space.
Summoned units and Relics do not count against this limit.

MAGIC PHASE

If you control any Witches or Sprites, draw 2 Spell cards.
Max hand size is 5 cards. Discard excess cards.

BLIZZARD PHASE

Remove tokens from board from last turn.
Use Tokens to represent Blizzards.
Roll 1D6 to see how many blizzards will be put on the map this turn.
Roll 2D8 to determine coordinates of each blizzard.
Units cannot move into, out of, or through a blizzard.

Units cannot attack into or out of a blizzard.

MOVE PHASE

Each unit has a number of Move Points (MP).
Different Terrain types have different Move costs to enter.
For Flying units, the Move cost of all Terrains is one.
Flying units may not end their turn in a Sea or water space.
Units with Mountain Walk pay only 1 MP to enter Mountains or Peaks.
Ships can only move in Sea and Water spaces.
Non-Flying units cannot move on Sea or Water spaces.
Heroes, witches, and armies may travel on sea & water spaces if stacked with a Ship.
The stacking limit must be strictly enforced.
You cannot enter or move through a space containing enemy units.

BATTLE PHASE

You may attack adjacent enemy stacks with your own stacks.
Resolve conflict between two opposing stacks, one at a time.
A turn may have multiple battles between multiple stacks.
Battles are fought in Rounds.
During each round, each unit in turn in both opposing stacks gets to attack once.
Start with the Active player (Player whose turn it is)
Pick which of your units is attacking and Roll 1D6.
If the roll is equal to or less than the attacking units Force, one casualty is inflicted.
If there is a casualty, the defender picks and discards one of his units from the battle.
The other player then attacks and so on.
This repeats until one side is completely eliminated.
A witch or sprite instead of attacking may cast a Spell.

END PHASE

Remove Summoned and Charmed Units from play.

MAGIC SPELL DECK

Spell:	#	Notes:
Summon Ice Elemental	4	Add an Ice Elemental Unit to the Stack
Summon Ice Demon	2	Add an Ice Demon Unit to the Stack
Ice Shield	4	All enemy units get Force -1 this Battle
Snow Storm	4	Place or Remove a Blizzard Token on the Map*
Freeze	4	Target Unit cannot attack this Battle
Ice Shards	4	Force 2 vs Attack all Enemy units this round
Blood Lust	4	All your units get Force +1 this Battle
Healing Powers	4	Put Unit just destroyed in Battle back into play
Charm	2	Take control of target Non-Hero Unit

= copies of this card in the deck.
* = Play during any Blizzard Phase

ILLUMINATI NEW WORLD ORDER

CCG by Steve Jackson
Solitaire Rules

INTRODUCTION

For those who like the power structure building aspect of the INWO CCG.

THE DECK

The deck should contain 1 of each of the Group cards.
Plot cards are not used.
(Hopefully you bought one of the 450 card factory sets.)
No dice or counters are needed.

SETUP

Pick any one Illuminati card.
Play it to the table.
Use a large table.

VICTORY

If your power structure ever contains 20+ cards you win.
You have achieved world domination.
Admire your handiwork.
Ignore the special abilities of the Illuminati.

TURN SEQUENCE

Each turn has 3 phases:
1. Draw Phase
2. Build Phase
3. Reserve Phase

DRAW PHASE

Draw 1 card.

BUILD PHASE

Add the card you just drew to your power structure.
Attach according to the available control arrows.
The group it is attached to must have at least
1 attribute or 1 alignment the same, or be the Illuminati.
You must attach a group if it is possible.
The attachment is always automatic, no attack rolls are made.
If it is not possible to attach the group, the group goes into your
Reserve pile.
Power, Resistance, and special abilities are not used.

RESERVE PHASE

If possible attach card(s) in your reserve pile to your power structure.
If you ever have 3 or more cards in your reserve pile at the end
of the reserve phase you automatically lose.

OPTIONAL RULES

Make the capacity of the reserve pile 5 cards.
Once per game you may switch a card in your power structure with
one in your reserve pile.

IMMORTALS

INTRODUCTION

Each player recruits a group of immortals seeking to gain power over other such groups. Based on the Dungeons & Dragons RPG rule set "Wrath of the Immortals". These associations of Immortals are variously known as Groups, Cliques (informal), and Councils (formal).

VICTORY

Be the first player to control 100 power points worth of Immortals & Resource cards or Reduce all of your opponents to zero power.

ALIGNMENT

Each player at the start of the game picks an Alignment: Neutral, Lawful, or Chaotic
Neutral players can recruit Immortals of any alignment.
Lawful players can only recruit Lawful or neutral Immortals.
A Lawful player may recruit one Lawful Immortal in recruit phase (as an event) without expending a plot counter.
Chaotic players can only recruit Chaotic or neutral Immortals.
An Chaotic player may recruit one Chaotic Immortal in recruit phase (as an event) without expending a plot counter.

TOKENS & DICE NEEDED

Plot Tokens
Neutralization Tokens
Twenty Sided Die

SETUP

Each player starts with a hand of 5 random cards.
Players cut the deck and compare power values of cards.
High value goes first.
Each player starts with one Hierarch Immortal in play of their respective alignment.

THE DECK

Players share a common deck.
The Deck has 4 types of cards mixed in:
1. Immortals
2. Plots
3. Powers
4. Resources

IMMORTALS

Represented by cards.
These are the 'Gods' each player controls.
Each Immortal has 6 Characteristics:
1. Name
2. Alignment
3. Sphere

4. Form (Race)
5. Level/Title
6. Power Points

There are 3 Alignments: Neutral, Lawful, and Chaotic

There are 5 Spheres:

1. Matter (Earth, Polymaths, Monsters)
2. Energy (Fire, Paragons, Magic, Wizards, Elves)
3. Time (Water, Dynasts, Clerics, Druids, Paladins, Avengers, Dwarves)
4. Thought (Air, Epic Heroes, Fighters, Halflings, Mystics, Thieves)
5. Entropy (Void, Undead)

Forms are many and varied.

There are 6 Levels:

Level	Title	Base Power Points
1	Initiate	1
2	Temporal	2
3	Celestial	4
4	Empyrean	7
5	Eternal	10
6	Hierarch	16

RESOURCES

Represented by cards.

These represent things that give the Immortal extra power such as:

Followers, Worshipers, Priests, Pet Monsters, Adventurers, Artifacts, etc.

POWER CARDS

This type of card represents abilities of an Immortal or Resource that give a Boost to a sides power levels during a Foil Plot Attempt.

PLOT CARDS

Not to be confused with Plot Tokens.

These represent actions or events that may have a variety of results.

These do require the expenditure of a Plot Token to play.

Plot cards are played in Destiny phase unless the card specifies otherwise.

TURN SEQUENCE

Players take turns.

Each turn has 4 phases:

Plot Phase

Recruit Phase

Fate Phase

Destiny Phase

PLOT PHASE

Put a Plot Token on each of your Immortals that does not have one already.

(An Immortal may never have more than one plot token at a time)

FATE PHASE

Draw one card & put it in your hand.

You may discard a Plot Token from one of your Immortals to draw an extra card. (this is called Plotting)

Maximum hand size is 7 cards. Discard excess cards.

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

RECRUIT PHASE

You may discard a Plot Token from one of your Immortals to put an Immortal card or a Resource card into play. (This is called Recruiting)
Immortals and Resource cards are played face up on the table in front of you.
Resource cards are 'attached' to (placed partially under) the Immortal that used up the Plot Token to gain the resource.
If you have no Immortals in play (Neutralized Immortals do not count) you may recruit an immortal from your hand for free.

DESTINY PHASE

You may discard a Plot Token from one of your Immortals to play a Plot card. (This is called a Stroke, or Striking)

FOIL PLOT ATTEMPT

Whenever an opposing Immortal discards a plot token to perform an action, (Plotting, Recruiting, Striking) you may attempt to foil the action. To attempt a Foil, one of your Immortals must discard a Plot Token.
Both players must then determine their own Power Total.
Power Total = 1D20 + the Power of the Immortal + the power of all Resources attached to that Immortal + The power of any Power cards played. (play Power cards before the dice roll is made)
The side with the highest power total wins. (Reroll ties)
If the Foiler wins, the action is negated and any card that was to be played is discarded.
If the target of the foil wins, the action succeeds.

CARD LIST: IMMORTALS

Name	Align	Sphere	Form	Level	Power	Notes
Al-Kalim	Law	Time	Man	1	1	Patron of Ylaruam
Alphaks	Chaos	Entropy	Demon	4	7	Prone to Tantrums
Alphatia	Law	Energy	Woman	3	4	Defender of Alphatia
Asterius	Chaos	Thought	Man	5	10	Lord of Thieves
Atruaghin	Law	Matter	Man	6	16	Protector of the Azcans
Atzanteotl	Chaos	Entropy	Serpent	6	16	The Corruptor
Benekander	Law	Energy	Man	1	1	Protector of Mortals
CalithaStarbrow	Neut	Time	Sea-elf	3	4	The Sea Maiden
Diamond	Law	Matter	Dragon	3	4	The Star Dragon
Diulanna	Law	Thought	Amazon	3	4	Patroness of Will
Djaea	Law	Matter	Woman	6	16	Earth Lover
Eiryndul	Chaos	Energy	Elf	4	7	Prankster
Faunus	Chaos	Matter	Satyr	2	2	Ancient protector of Forests
Frey & Freyja	Law	Thought	Pair	4	7	Brother & Sister Warriors
The Great One	Neut	Matter	Dragon	5	10	Ruler of all Dragonkind
Halav	Law	Thought	Man	3	4	Patron of Warriors
Ilsundal	Law	Energy	Old Elf	6	16	The Wise One
Ixion	Neut	Energy	Any	6	16	The Sun Prince
Ka thePreserver	Law	Matter	Dinosar	6	16	The Amber Serpent
Kagyar	Neut	Matter	Old Man	5	10	The Artisan
Karaash	Chaos	Thought	OrcKing	1	1	Patron of Humanoids
Khoronus	Neut	Time	Man	6	16	Father Time
Korotiku	Neut	Thought	Spider	6	16	The Trickster
Koryis	Law	Thought	Man	2	2	Patron of Peace
Loki	Chaos	Entropy	Man	5	10	Prince of Deceit
Masauwa	Chaos	Entropy	Man	5	10	The Spokesman
Mealiden	Law	Energy	Elfmaid	3	4	The Red Arrow
Nyx	Neut	Entropy	Woman	6	16	The Dark Queen
Odin	Law	Thought	Old Man	6	16	The Grey Wanderer

Opal	Neut	Matter	Dragon	3	4	The Sun Dragon
Orcus	Chaos	Entropy	Goatman	5	10	The Black Prince
Ordana	Neut	Time	Treant	6	16	Forest Mother
Pearl	Chaos	Matter	Dragon	2	2	Moon Dragon
Petra	Law	Time	Woman	3	4	Patron of Defenders
Pflarr	Neut	Energy	Jackal	5	10	The Jackal Head
Protius	Neut	Time	Merman	5	10	Old Man of the Sea
Rad	Law	Energy	Old Man	4	7	The Magician
Rafiel	Neut	Energy	Man	4	7	Patron of Shadow Elves
Rathanos	Chaos	Energy	Fire	5	10	Master of Fire
Razud	Neut	Energy	Man	6	16	Patron of Survivors
Talitha	Chaos	Entropy	Woman	5	10	The Spiteful Thief
Tarastia	Law	Energy	Woman	5	10	Patron of Justice & Revenge
Terra	Law	Matter	Woman	6	16	Mother Earth
Thantos	Chaos	Entropy	Mummy	6	16	The Grim Reaper
Thor	Law	Energy	Man	5	10	The Thunderer
Valerias	Chaos	Matter	Female	6	16	Patron of Love
Vanya	Neut	Time	Woman	4	7	Patron of War
Zirchev	Neut	Energy	Man	3	4	The Huntsman

CARD LIST: RESOURCES

Card Name	#	Power	Type	Notes
Followers	3	1	F	
Worshipers	2	1	F	
Religious Sect	2	1	F	
Priesthood	2	1	F	
Armies	2	1	F	
Create Species	1	1	F	
Fanatics	2	1	F	
Clerics	3	1	H	
Avenger	1	3	H	
Adventurers	3	1	H	
Heroes	2	2	H	
Child of Immortal	1	2	H	
Favored Mortals	3	1	H	
Minor Artifact	4	1	A	
Lesser Artifact	3	2	A	
Greater Artifact	2	3	A	
Major Artifact	1	4	A	
Nightmare Diabolus	1	1	M	
Lesser Fiends	1	1	M	
Flicker	1	3	M	Energy only
Jumper	1	3	M	Time only
Notion	1	3	M	Thought only
Baak Guardians	1	3	M	Matter only
Undead Hordes	1	3	M	Entropy only
Servitor Constructs	1	1	M	
Monster Ruler	1	2	M	
Titans	1	3	M	
Dragons	1	2	M	
Exalted Monster	1	3	M	

M = Monsters

A = Artifact

H = Hero

F = Followers

CARD LIST: PLOTS

Card Name	#	Notes:
Steal Followers	2	Take control of Follower
Kill Followers	2	Discard Follower
Steal Monsters	2	Take control of Monster
Kill Monsters	2	Discard Monster

Steal Heroes	2	Take control of Hero
Kill Heroes	2	Discard Hero
Steal Artifact	2	Take control of Artifact
Destroy Artifact	2	Discard Artifact
Steal Power	2	Take 2 random cards from opponent from hand
Destroy Power	2	Opponent must discard 3 random cards from hand
Investigate	2	Look at Opponents Hand
Divine	2	Look at top 7 cards of deck
Master Stroke	2	Draw 4 cards
Capture Immortal tokens)	2	Immortal Neutralized (cannot get/use action
Persuade Immortal	2	Take control of Immortal
Send Immortal to Home Plane	2	Put Immortal back in opponents hand
Kill Immortal	2	Discard Immortal
Free Immortal	2	Immortal loses Neutralized status
Raise Immortal	2	Take Immortal from discard & put in play
Fight Immortal	2	Target gets to Foil. Loser of attempt is killed
Banish Immortal tokens)	2	Immortal Neutralized (cannot get/use action
Explore the Multiverse Marker	2	Immortal gains 1 Level (cannot be Foiled) Use
Delay Immortal	2	Immortal Neutralized for 2 turns
Curse Immortal tokens)	2	Immortal Neutralized (cannot get/use action
Heal Immortal	2	Immortal loses Neutralized status
Poison Immortal tokens)	2	Immortal Neutralized (cannot get/use action
Embarass Immortal tokens)	2	Immortal Neutralized (cannot get/use action

CARD LIST: POWERS

Card Name	Power	Notes
Mortal Identity	1	2 For Time
Provide Guidance to Mortals	1	2 for Thought
Provide Power to Mortals	1	
Wizard Spells	1	2 for Energy
Cleric Spells	1	
Druid Spells	1	
Anti-magic Protection	2	
Manifestation Form	1	
Immortal Strength	1	2 for Matter
Immortal Intelligence	1	2 for Thought
Immortal Charisma	1	
Immortal Wisdom	1	2 For Time
Immortal Constitution	1	
Immortal Speed	1	
Create Magic Items	1	2 for Matter
Immortal Saving Throw	2	
Aura Attacks	2	3 for Energy
Speak all Languages	1	
Immunity to Mortal Attacks	1	
Incorporeal Form	2	
Cast any Mortal Spell	2	3 for Energy
Regeneration	1	
Fly	1	
Bestow	1	
Conceal Magical Nature	1	
Detect Immortal Magic	1	
Hear Supplicants	1	
Immortal Eye	1	
Power Attack	1	2 for Energy
Probe	1	
Shape Reality	3	4 for Matter
Transformation	2	3 for Matter

Call Other	1	
Leech	1	
Fiendish Powers	1	
Abilities of any Class	1	
Avatars	3	
Rumors & Lies	1	2 for Entropy
Multi-Planar Travel	2	
Friendly Dimension	2	
Home Plane Advantage	3	
Backing of the Council	3	
Pocket Universe Refuge	2	
Immortal Influence	2	
Immortal Combat	2	
Destroy Heavenly Body	2	3 for Entropy
DirectAction inthe Prime Plane	2	
Fulfill Prophecy	3	4 For Time
Create an Omen	1	2 For Time
Expose Secret Plot	3	4 for Entropy
Persuasion	1	2 for Thought
Trickery	2	3 for Thought
Immortal Intervention	2	3 for Entropy
Gates, Vortices & Portals	1	

IMPERIOUS

INTRODUCTION

Board game for 4-8 players.
Players control ancient civilizations.

BOARD & PIECES

Requires a map of the Mediterranean divided into 50-100 or so territories.
Each player has a set of uniquely colored 'population' chits. (No limit)
Some of a players chits should be marked with a "C" to indicate that they represent cities.

CARDS

Play requires construction of a unique deck of 63 cards.
The backs of all cards are identical.
The front of the card contains the name of the card.
See the card list for the 7 types of cards.

SETUP

Randomly determine turn order.
Each player picks a starting territory at least 5 spaces from all other players starting territories.
A player places ten population chits in his starting territory.

VICTORY

The first player to occupy over 50% of the territories with his chits wins.

TURN SEQUENCE

1. Draw Phase
2. Trade Phase
3. Action Phases
4. End phase

DRAW PHASE

Each player draws 3 cards.
Draw 1 extra card per city you control.
If the deck runs out, shuffle the discard and draw from it.

TRADE PHASE

Players may freely trade cards.

ACTION PHASES

Each player gets their own action phase.

(Use turn order determined in setup)

Action phases are divided into two segments:

1. Expansion Segment
2. Move Segment

EXPANSION SEGMENT

A player may pass or make one or more actions.

If you pass, you may draw a card.

There are 6 types of actions:

Destroy, Disperse, Convert, Colonize, Grow, and Build.

Each action play requires a combination of cards to be played.

A player may play more than one combo per turn if he has the cards.

The cards in the Combo are discarded after the action is resolved.

Destroy Action:

The destroy combo requires any combination of 5 culture, war, and/or technology cards.

Destroy up to 3 of opponents chits or 1 city that are in the same territory as one of your chits, or in territories adjacent to a territory occupied by one of your chits.

Grow Action:

The grow combo requires any combination of 5 population, trade, and/or technology cards.

Gain 3 population chits (of your color).

Place these in any territories you already occupy.

Convert Action:

The convert combo requires any combination of 5 culture, and/or religion cards.

Replace up to 2 of an opponents chits or 1 city with your own.

These chits must be in the same territory as one of your chits, or in territories adjacent to a territory occupied by one of your chits.

Alternatively, a convert combo can be used to Gain 3 population chits of your color in any empty territories adjacent to territories occupied by your chits.

Colonize Action:

The colonize combo requires any combination of 5 government, trade, and/or religion cards.

Move up to 3 of your population chits to anywhere on the board.

Each chit may be moved to a different territory.

They may be moved into territories occupied by opponents chits.

Disperse Action:

The disperse combo requires any combination of 5 government, war, and/or population cards.

Move up to 5 of your opponents chits. These chits must start in the same territory as one of your chits, or in territories adjacent to a territory occupied by one of your chits. These chits can be moved to any adjacent territory.

Cities cannot be dispersed.

Build Action:

The build combo requires one of each of the 7 types of cards.

Place a city counter of your color in any territory occupied by only chits of your colors.

Only one city per territory.

You cannot build a city adjacent to another city.

MOVE SEGMENT

You may move none, some, or all of your chits into adjacent spaces not occupied by opponents chits.

A chit may move only once, a maximum distance of one space per turn.

Multiple chits may occupy the same territory.

Cities cannot move.

Cities and population chits may occupy a territory at the same time.

END PHASE

A player may have a maximum of 7 cards + 1 card per 10 territories he has population chits in.

CARD LIST

Type:	#	Actions:
War	15	Destroy, Displace
Culture	15	Convert, Destroy
Population	15	Grow, Disperse
Religion	15	Colonize, Convert
Technology	15	Grow, Destroy
Government	15	Disperse, Colonize
Trade	15	Colonize, Grow

= number of these cards in the deck

OPTIONAL NEW EMPIRE RULE

If you are wiped out, you can start again, with a full hand and 10 chits in any empty territory.

GAME DESIGNERS NOTES

Creating more cards would allow for more players.
This should be a very fast moving game.
The map may be of another continent, or of the whole world.

IN NOMINE

INTRODUCTION

Two player card game based on the RPG In Nomine.
One player controls a choir of Angels.
The other player controls a band of Demons.

DISCLAIMER

In Nomine is a licensed, copyrighted, trademarked property.
This is merely a fan site.

THE DECKS

Each player has a unique deck.
Each deck has 66 cards.

VICTORY

There are 3 ways to win:

1. Run your opponents deck out of cards.
2. Have in play a human with 7+ Prophecy tokens.
3. Have in play 1 Celestial of each of the 7 types available in your deck.

BITS & PIECES

2 types of Tokens (counters) are needed:
Prophecy Tokens
Essence Tokens

EVENT CARDS

Event cards are discarded as soon as they are played.
Event cards are played at whatever time it is appropriate. Depending on the Event, this can be in any phase, or even during an opponents turn.
Song Cards are a type of Event card.
To play a Song card, you must remove an Essence counter from one of your Celestials.
Archangel Events & Demon Prince Events are types of Event Cards.

SETUP

Each player draws 7 cards.
The Demon player goes first.

TURN SEQUENCE

Players take turns.
Each turn is divided into 5 phases:
Essence Phase
Fates Phase
Recruit Phase
Struggle Phase

End Phase

ESSENCE PHASE

Dawn for Angels & Dusk for Demons.

Place an Essence counter on each persona card that doesn't already have one.

Definition: Persona cards = Humans & Celestials

Definition: Celestials = Angels & Demons

Place a Prophecy token on each human.

FATES PHASE

Draw 1 card from your deck.

RECRUIT PHASE

Put 1 persona card from your hand into play.

A card in play is face up in front of you.

Cards in play stay in play until they are destroyed (discarded).

Some cards may allow you to recruit more than one Persona per turn.

Modifier cards may be played in this phase.

A Modifier card is attached to an appropriate target persona.

(some attach to your opponents personas)

The Modifier card stays in play with the Persona.

Artifacts are a type of Modifier card.

STRUGGLE PHASE

You may use your Persona cards to attack your opponent.

To have a persona attack, remove the essence counter from the card.

(Personas without Essence counters cannot attack)

Celestials have a base Force = 2.

Humans have a base Force = 1.

If the attacking persona is unblocked, the target defending player must discard a number of cards from the top of his deck equal to the Force of the Persona.

Certain Event cards can be played to increase the Force of the Persona.

The Defender may block the attacking persona with one of his own.

To have a persona block, remove the essence counter from the card.

(Personas without Essence counters cannot block)

Compare the Forces of the Attacker & Blocker.

The persona with the smaller Force is destroyed (discarded).

If it is a tie, both personas are destroyed.

Instead of Attacking the opposing deck, you may target a Persona.

Others Personas may block the attack on the target Persona.

END PHASE

Max hand size is 7 cards.

Discard excess cards.

ACTIVATION POWERS

Certain Celestials have Activation powers.

To activate a power (cause it to happen) you must remove an Essence counter from that Celestial.

CARD TYPE NOTATION

H = Human (Persona)
 A = Angel (Celestial Persona)
 D = Demon (Celestial Persona)
 E = Event
 S = Song (Event)
 G = Archangel Event
 P = Demon Prince Event
 M = Modifier
 R = Artifact (Modifier)
 Atk + X = Persona gets Force + X when attacking
 Def + X = Persona gets Force + X when blocking
 # = Number of that card type in the deck

ANGEL DECK CARD LIST

Card Name	#	Type	Notes
Seraphim (Most Holy)	2	A	Activate: Look at Opponents hand
Cherubim (Guardians)	2	A	Def + 2
Ofanim (The Wheels)	2	A	Cannot be blocked when attacking the deck
Elohim (The Powers)	2	A	Activate: Draw 1 card from the deck
Malakim (The Virtues)	2	A	Atk + 2
Kyriotate (Dominations)	2	A	Force + 1
Mercurian (Friends of Man)	2	A	Activate: Recruit 1 Persona
Humans	9	H	
Blandine (Dreams)	1	G	Look at next 7 cards in any Deck
David (Stone)	1	G	Def + 3
Dominic (Judgment)	1	G	Opponent discards 3 cards from hand
Eli (Creation)	1	G	Recruit any number of Personas this turn
Gabriel (Fire)	1	G	Force + 2
Janus (Wind)	1	G	Cannot be blocked when attacking the deck
Jean (Lightning)	1	G	Destroy target Persona
Jordi (Animals)	1	G	Negate Target Attack
Laurence (Sword)	1	G	Atk + 3
Marc (Trade)	1	G	Draw 3 cards
Michael (War)	1	G	All your Personas get Atk + 1
Novalis (Flowers)	1	G	Negate all attacks this turn
Yves (Destiny)	1	G	Put 1 Prophecy token on target Human
Child of the Grigori	1	M	Human gets 1 extra Prophecy token
Soldier of God	1	M	Human gets Force + 1
Gods Grace	1	M	Force + 1
Blessing	1	M	Force + 1
Relic	1	A	Def + 1
Fiery Sword	1	A	Force + 1
Divine Intervention	1	E	Negate a Prince card as it is Played
Reincarnation	1	E	Put Persona in discard into your hand
Renegade	1	E	Shuffle target demon back into his deck
Remnant	1	E	Draw 2 cards
Reviver	1	E	Put Persona in discard into your hand
Celestial Forces	1	E	Def + 2
Miracle	1	E	Def + 3
Smite	1	E	Atk + 2
See the Light	1	E	Control Target Human
Celestial Symphony	1	E	Draw 2 cards
Sacrifice	1	E	Destroy Attacker & Blocker
Resonance	1	E	Look at opponents hand
Redemption	1	E	Control target Demon
Complete Task	1	E	Put 1 Prophecy token on target Human
Attunement	1	E	Angel gets Def + 1
Banish	1	E	Send Demon back to owners hand
Divine Rite	1	E	Draw 2 cards
Tether to Heaven	1	E	All Personas get Def + 1
Song of Attraction	1	S	Take 1 card from deck & put it in your hand
Song of Harmony	1	S	Negate all attacks this turn
Song of Healing	1	S	Put Persona in discard into your hand

Song of Light	1	S	Negate target Attack
Song of Shields	1	S	Target gets Def + 2
Song of Thunder	1	S	Destroy Target Attacker

DEMON DECK CARD LIST

Card Name	#	Type	Notes
Balseraph (The Liars)	2	D	Activate: Negate target Block
Djinn (Stalkers)	2	D	Atk + 2
Calabim (Destroyers)	2	D	Force + 1
Habbalah (Punishers)	2	D	Activate: Target gets Force - 1
Lilim (The Tempters)	2	D	Activate: Recruit 1 Persona
Shedim (Corruptors)	2	D	Activate: Opponent discards 1 card
Impudites (The Takers)	2	D	Activate: Draw 1 card from the deck
Humans	9	H	
Andrealphus (Lust)	1	P	Control Target Human
Asmodeus (The Game)	1	P	Look at next 3 cards in both decks
Baal (War)	1	P	All Personas get Atk + 1
Beleth (Nightmares)	1	P	Target cannot Attack or Block
Belial (Fire)	1	P	Atk + 3
Haagenti (Gluttony)	1	P	Target cannot Attack or Block
Kobal (Dark Humor)	1	P	Target cannot Attack or Block
Kronos (Fate)	1	P	Look at next 7 cards in target deck
Malphas (Factions)	1	P	Negate all attacks this turn
Nybbas (Media)	1	P	Put 1 Prophecy token on target Human
Saminga (Death)	1	P	Target Human becomes Undead (Force + 1)
Valefor (Theft)	1	P	Take control of target Artifact
Vapula (Technology)	1	P	Force + 1
Soldier of Hell	1	M	Human gets Force + 1
Dissonance	1	M	Force -1 (Attach to angel)
Diabolical	1	M	Force + 1
Geas	1	M	Atk + 1
Stigmata	1	M	Force -1
Blindness	1	M	Force -1
Talisman	1	A	Atk + 1
Unholy Shotgun	1	A	Force + 1
Imbroglia	1	E	All personas have Def -1
Summon Demon	1	E	Put Demon in discard into your hand
Numinous Corpus	1	E	Force + 1
Imps & Gremlins	1	E	Opponent must discard 2 cards from hand
Road to Hell	1	E	Put 1 Prophecy token on target Human
Outcast	1	E	Shuffle target angel back into his deck
Corporeal Forces	1	E	Atk + 2
Corruption	1	E	Remove 2 Prophecy tokens from Human
Kiss of Death	1	E	Atk + 3
Discord	1	E	Opponent must discard 2 cards from hand
Fallen Angel	1	E	Control target Angel
Deal with the Devil	1	E	Put 1 Prophecy token on target Human
Infernal Rite	1	E	Draw 2 cards
Demonic Tutor	1	E	Take 1 card from deck & put it in your hand
Song of Charm	1	S	Recruit any number of Personas this turn
Song of Dreams	1	S	Look at next 5 cards in target deck
Song of Entropy	1	S	Target cannot be Blocked
Song of Form	1	S	Target gets Force + 1
Song of Motion	1	S	Target cannot be blocked
Song of Possession	1	S	Take control of Target for 1 Turn
Song of Projection	1	S	Target cannot Attack or Block
Song of Tongues	1	S	Draw 2 cards

LINKS

[Official Page](#)

IN THE NAM

INTRODUCTION

Scenario for WarpQuest: Vietnam War.
Click here for the [WarpQuest](#) Core Rules.
Your platoon has been de-assed in the bush.
You must patrol the area and meet at a new pick-up point.

THE SCENARIO

The map spaces represent abstract time and distance.
There is only one Module. There is no "Artifact". The Scenario is a one way trip.
When your Platoon (Pawn) reaches the End Space (Landing Zone) it is airlifted out.
The winner is the Platoon with the most confirmed Kill points.

FAILURE

If you ever have less than 20 men left in the platoon, the survivors are airlifted out and your game ends.

THE PLATOON

Each player has a platoon of 42 men.
The platoon has 12 rolls on the skill table.

SKILLS TABLE

1D6	Skill:	Notes:
1	Jungle Warfare +1	Ability to set-up & detect Booby Traps & Ambushes
2	Fire Support +1	Ability to call in Artillery Strikes & Close Air Support
3	Firepower +1	Ability to achieve small arms fire superiority
4	Diplomacy +1	Ability to communicate with villagers
5	Leadership +1	Ability to avoid strife within the platoon
6	Medical +1	First Aid (Maximum of +2)

FOES

If you encounter a Foe, you have to make several challenge Test Rolls:

1. Make a test vs Jungle Warfare x2.
If successful add one to your next roll...
2. Make a test vs Firepower x2.
If successful, you kill the Foe. Discard it. If not...
3. Make a test vs Fire Support x2.
If successful, you call in Artillery or Air support that kills the Foe. Discard it. If not...
4. Make a test vs Leadership x2.
If successful, you are able to make an orderly retreat. Discard the Foe card.
5. Roll 1D6 to determine casualties:
Subtract your Medical Skill roll.
Subtract 1D6 if you passed the Jungle Warfare Test.
Add 1D6 if you failed the Firepower test.
Add 1D6 if you failed the Navigation test.
Add 1D6 if you failed the Leadership test.
Casualties are airlifted out on a medevac chopper.
If you passed your Firepower test get a confirmed kill point.

BOOBY TRAPS

If you fail a Jungle Warfare x2 test roll 1D6 to determine casualties:
Subtract your Medical Skill.

LEADERSHIP & DIPLOMACY TESTS

If you fail a Non-Foe Leadership test all future challenge rolls are at -1.
If you fail a Non-Foe Diplomacy test go back 2D6 spaces.

MODULE CARD LIST

Card Name:	Challenge:
Victor Charlie	(Foe)
Heavy Contact	(Foe) DM +1 (Worth 2 confirmed Kill Points)
Dinks in the Bush	(Foe)
Viet Cong	(Foe)
Hot Landing Zone	(Foe)
NVA Assault	(Foe) DM +1 (Worth 2 confirmed Kill Points)
Fire Zone	(Foe)
Ambushed	(Foe) DM +1
Village Warfare	(Foe) Replace Jungle Warfare with Diplomacy
Guerilla Warfare	(Foe)
Sniper	(Foe) DM +1
Charlie Owns the Night	(Foe)
Search & Destroy	(Foe) DM -1 for Fire Support Roll
Set up Ambush	(Foe) DM -1
Tunnel Complex	(Foe) DM +1 (Worth 2 confirmed Kill Points)
Bunker	(Foe)
Toe Popper	(Booby Trap) Max 1 Casualty
Punji Stakes	(Booby Trap)
Trench foot & Snakebites	(Booby Trap)
Friendly Fire	(Treat as Booby Trap)
HE Shell & Tripwire	(Booby Trap) Casualty roll +1D6
Tripwire Grenade	(Booby Trap)
Mortar Attack	(Treat as Booby Trap)
Child with Grenades	(Treat as Booby Trap)
Landmine	(Booby Trap)
Chinese Claymore	(Booby Trap) Casualty roll +1D6
Navigation Errors	Jungle Warfare x2. If failed go back 1D6 spaces
Protected by the People	Diplomacy x2
Pacification	Diplomacy x2
Winning Hearts & Minds	Diplomacy x2
Relocation	Diplomacy x2 (Counts as a Confirmed Kill)
Destroy VC Stockpile	Diplomacy x2 (Counts as a Confirmed Kill)
Interrogations	Diplomacy x2
Fragging	Leadership x2 (If failed take 1 casualty)
Torch Village	Leadership x2
Dead Marines	Leadership x2
Communist Propaganda	Leadership x2 DM -1
Short Timers	Leadership x2
Live Bait	Leadership x2
Drug Addiction	Leadership x2
Civilian Deaths	Leadership x2
1000 Yard Stare	Aid: Jungle Warfare +1
Avoid Trails	Aid: Jungle Warfare +1
Special Forces	Aid: Jungle Warfare +1
Point Squad	Aid: Jungle Warfare +1
Stay Alert	Aid: Jungle Warfare +1
Intelligence Report	Aid: Leadership +1
Chocolate Bars	Aid: Diplomacy +1
ARVN Interrogator	Aid: Diplomacy +1
Medic	Aid: Medical +1

Field Dressings	Aid: Medical +1
Fire Superiority	Aid: Firepower +1
Grenade Launchers	Aid: Firepower +1
M60 GP Machineguns	Aid: Firepower +1
M16 Rifles	Aid: Firepower +1
Defensive Perimeter	Aid: Firepower +1
Blast the Gooks	Aid: Firepower +1
Helicopter Gunship	Aid: Fire Support +1
Map Reading	Aid: Fire Support +1
Forward Observer	Aid: Fire Support +1
Artillery Barrage	Aid: Fire Support +1
Radio Contact	Aid: Fire Support +1
Napalm Strike	Aid: Fire Support +1

INCAL

INTRODUCTION

Card game for 2 players.
Based on the Graphic Novel "The Incal" by Moebius.

DISCLAIMER

"The Incal" is a copyrighted property.
This is merely a fan site.

THE DECKS

There are two decks.
One player uses the Light side deck.
The other uses the Dark side deck.
Each deck contains 1 copy of each card in the card list.

VICTORY

There are 2 ways to win:
Run opponent out of cards, or
Play the Win card in your deck.

PLOT POINTS

Use tokens or coins to keep track of PP (plot points).

SETUP

Each side starts with a hand of 7 cards.
The light side starts with John Difool in play.
The Dark side goes first.

TURN SEQUENCE

Players take turns. Each turn has 7 phases.
Fate Phase
Plot Phase
Action Phase
Recruit Phase
Event Phase
Attack Phase
End Phase

FATE PHASE

Draw 1 card.

PLOT PHASE

Gain Plot points from cards that have this ability.

ACTION PHASE

Cards that activate may use their special ability at this time.

RECRUIT PHASE

Put unit cards into play from your hand.

(Hero, Villain, Troop, Ship, Fortress, & Creature cards)

These cards stay in play until destroyed.

Political cards are also played, but they are not unit cards.

Modifier cards are also played.

Modifier cards are attached to a unit of the appropriate type.

Only one Necro unit can be in play at a time.

Note that many cards require you to have amassed a minimum number of Plot points before you can play them.

EVENT PHASE

Play Event cards & up to 1 Location card.

Your opponent may play event cards that negate the cards you play.

For example: Escape cards are used to nullify certain event cards.

Event & Location cards are always discarded at the end of the turn.

When forced to discard, you may discard from your deck or hand.

ATTACK PHASE

Attack with your units that have a Force value.

An unblocked unit causes the defender to discard a number of cards from his Deck equal to the force of the attacking unit.

The defender may block with his unit cards.

Compare the Force of the attacker & blocker.

The card with the lower Force is discarded.

Discard both units if there is a Force tie.

Event cards that increase Force may be played during combat.

Fortress units can only defend not attack.

END PHASE

Max hand size is 7 cards.

Discard excess cards.

Discard any cards you don't want

CARD TYPE NOTATION

E = Event

H = Hero

L = Location

V = Villain

X = Escape

M = Modifier

P = Political

S = Spaceship

T = Troops

C = Creature

R = Robot

F = Fortress

LIGHT SIDE CARD LIST

Card Name	Type	Force	Notes:
John DiFool	H	1	Gain 1 Plot point per Turn
Incal	M	+3	Activate to attach to target Hero
Metabaron unit	H	3	Destroy any block(ed/ing) non-creature
Animah	H	1	All Heroes get Force +1
Sunmoon	H	2	+2 with Incal
Wolf Head	H	1	Force +1 with Tanatah
Deepo	H	1	Force +1 with John DiFool
Tanatah	H	1	Requires 6 PP
Kamar Raimo	H	2	Draw 2 cards when played
Mythical Inner Earth	L	-	Draw 2 cards & 1 PP
Reach the Planets Core	L	-	Draw 2 cards & 1 PP
The Sun Core	L	-	Draw 2 cards & 1 PP
Two Incals Combined	E	-	Destroy target Creature or Robot
Find Shelter	X	-	Escape
Float on Wreckage	X	-	Escape
Lucky Fall	X	-	Escape
Caught in Mid-Air	X	-	Escape
Incal Regeneration	X	-	Put discarded Hero into your hand
Leap to Safety	E	-	Hero gets +2 Force if defending
Warriors Ways	E	-	All Heroes get +1 Force
Telepathic Flight	X	-	Escape
The Perfect Androgyne	M	-	Attach to Sunmoon: +1 Force
Merge with the Incal	E	-	Hero gets +3 Force
Unified Peace	E	-	All Heroes get +1 Force
Beam Transport	X	-	Escape
Starship Hope	E	-	Draw 2 cards
Stabilized Psycho Rats	E	-	Draw 2 cards
Emperoratrix	H	-	Gain 1 Plot point per Turn
Galactic Holoivid Broadcasts	P	-	Gain 1 Plot point per Turn
Colonials	P	-	Gain 1 Plot point per Turn
Legendary Guardians	E	-	Gain 3 Plot Points
Cross the Mirror	E	-	Draw 2 cards & 1 PP
Rite of Passage	E	-	Gain 3 Plot Points
Portal of Transfiguration	L	-	Draw 2 cards & 1 PP
Pyramid Island	L	-	Draw 2 cards & 1 PP
The Star Vessel	S	5	Requires 15 PP
Meld with the Medusa	X	-	Escape
Mental Probe	E	-	Look at Opponents hand
Imperial Citadel Vitavil	E	-	Negate all attacks this turn
Miracle	E	-	Draw 2 cards & 1 PP
Nuptual Games	E	-	Draw 2 cards & 1 PP
Robot Trainer	M	-	Hero gets Force +1
Auto-Medic	E	-	Put discarded Hero into your hand
Rebellion	E	-	Destroy Political Target
Impregnate the Protoqueen	E	-	Draw 2 cards & 1 PP
Imperial Broadcast Net	E	-	Put any 1 card in your deck into your hand
Metabolism Boost	E	-	Hero gets Force +2
Miniaturization	X	-	Escape
Levitation	X	-	Escape
Medusae	C	3	Activate to destroy target Shadow card
Berg Fleet Allies	S	6	Negate Psychic Barrier. Requires 15 PP
Reincarnation	E	-	Put discarded Hero into your hand
Class-2C Riots	E	-	Opponent must discard 2 cards
Reveal Plot	E	-	Look at Opponents hand
Ventilation Shaft	X	-	Escape
Stun Beams	E	-	Discard target Troop unit
Structural Damage	E	-	Discard target Robot
Berg in Disguise	E	-	Gain 3 Plot Points
Directions of the Incal deck	E	-	Look at the next 10 cards in your deck

Factional Fighting	X	-	Escape
Steal Aircar	X	-	Escape
Rebels	T	1	
AMOK Army	T	1	Requires 10 PP
Vid Star Diavaloo	H	1	Gain 1 PP per Turn
Tonto the Robot	H	0	Meta cards get +1 Force
Metabunker	F	3	
Colonial Fleet	S	4	Requires 20 PP
Meta-Skiff	S	3	Requires Metabaron. Cannot be blocked
Saved by the Incal	X	-	Escape
Deepo to the Rescue	X	-	Escape
Incal Eye Beams	E	-	Discard target unit
Nucleo-Tacticals	E	-	Destroy Fortress
Suction Lines	E	-	Hero or Troop cannot be blocked
Polarity Inversor Generators	E	-	Negate a Force Bonus Event card
Ultrasonic Bazooka	E	-	Unit gets Force +2
Cranial Biocomputer	M	-	Unit gets Force +1
Sub-Space Rematerialization	E	-	Unit gets Force +2 if Attacking
Microscopic Hole	X	-	Escape
Destroy Central Computer	E	-	Destroy Fortification
Theta Dream	E	-	Win in 7 turns. Requires 50 PP
Berg Golden Age	E	-	Gain 3 PP
Inner Transformation	E	-	Gain an extra turn
Channel of the Incal	E	-	Negate any card just played
Sacrifice	E	-	Discard X Heroes. Opponent discards 2X cards
Banish the Darkness	E	-	Opponent discards 7 cards. Requires 30 PP
The Eternal Witness	E	-	Gain 7 PP. Requires John Difool

DARK SIDE SIDE CARD LIST

Card Name	Type	Force	Notes:
The Crystal Forest	L	-	Neutralize all target Heroes for 2 turns
The War Star	F	8	
Psycho Rats	C	1	Gain +1 Force per turn
Acid Whirlpool	L	-	Escape or Hero killed
Gorgo the Filthy	V	2	
The Garbage Eaters	T	1	Force +1 with Gorgo in play
Flying Leeches	C	1	
Necro Probe	R	6	
Force Field	E	-	Unit gets +2 Force if defending
Debris Storm	L	-	Escape or Hero killed
Crash Landing	E	-	Escape or Hero killed
Slime Nets	E	-	One Troop unit gets +2 Force
Presidential Pursuit	E	-	Opponent must discard 2 cards
The Tower Maze	L	-	Neutralize all target Heroes for 1 Turn
Necro-Robot	R	5	
The Planet of Gold	L	-	Draw 2 cards
Berg Empire Armada	S	5	Discard if Berg Fleet Allies in Play
Technos	P	-	Gain 1 Plot point per Turn
Bursar Guild	P	-	Gain 1 Plot point per Turn
Magnates	P	-	Gain 1 Plot point per Turn
Purple Endoguard	T	3	
Techno Pope	V	1	Gain 1 PP per Turn
Shadow Eggs	C	5	Gain +1 Force per turn
Iman Horlog	V	1	Activate to look at Opponents hand
Hunchbacks	T	1	
Greyfield the Mentrek	T	1	Gain 1 PP per Turn
Betrayal	E	-	Destroy Political Target
Banishment to Aquaend	L	-	Escape or Hero killed
Necro-Panzer	R	4	
Homeosluts	E	-	Neutralize John DiFool for 1 Turn
Shadow Swarm	S	5	Requires 7 PP
Psychic Barrier	M	-	Fortress gets +3 Force
Technogea	F	5	

Technocentror	V	4	Gain 3 PP if Killed
Subspatial Spy Beam	E	-	Look at Opponents hand
Cryogenor	E	-	Gain 3 PP
AMOK Killers	T	1	Discard if Tanatah in play
Robocop Androids	T	1	
Accelerate Program	E	-	Draw 2 cards
Psycho-Virus Implant	E	-	Destroy target Hero
The Buried City	L	-	Opponent misses next turn
Disintegration	E	-	Destroy target Hero
The Great Darkness	C	9	Gain 1 PP per Turn. Requires 30 PP
Suicide Alley	L	-	Escape or Hero killed
Cogan 45	E	-	Troop unit gets Force +2
Berg Commandos	T	2	Discard if Berg Fleet Allies in Play
Presidential Cloning	E	-	Put discarded Villain into your hand
Capture	E	-	Escape or Hero neutralized for 2 turns
Fighter Squad	S	1	
High Ophidity	V	1	Gain 1 PP per Turn
Techno City	L	-	Escape or Hero killed
Kidnap	E	-	Gain 3 PP
Techno Dismemberment	E	-	Escape or Hero killed
The Cardioclaw	R	5	Can only Defend
Hyper Halo	E	-	Opponent must discard 2 cards
Flying Palace	F	3	
Imperial Fleet	S	4	Discard if Colonial Fleet in play
Covered by Dark Plasma	E	-	Escape or Hero killed
Break the Barrier	E	-	Win in 3 turns. Requires 50 PP
Inner Monsters	E	-	All Heroes neutralized for 2 turns

LINKS

[Moebius](#)

INTERSTELLAR PIG

INTRODUCTION

Card & Board game for 2-4 players.
Find the Interstellar Pig or your entire race is doomed.

DISCLAIMER

This game is based on an imaginary game of the same name described in a Novel of the same name written by William Sleator.
'Interstellar Pig' is a copyrighted/trademarked property.
This is just a fan site.

OBJECTIVE

If you are in possession (the card is in your hand) of the Interstellar Pig when the game ends, you win.

GAME END

The game ends at the end of round 16.
A round is when each player has had a turn.

THE DECKS

There are three decks:
The Character Deck
The Attribute Deck
The Event Deck

CHARACTERS

There are 8 Characters.
Each Character is a member of a different race.
Before play starts you will have to make a Character deck.
Each Character has 3 Attributes:
Favored Temperature
Favored Atmosphere
Favored Gravity
Each Character also gets 3 rolls on the Special Ability Table.
Use the determination tables to determine the attributes for each character
Name each Character.
Names and Attributes are to be marked directly on the Character Card.

CHARACTER DECK CARD LIST

#	Description:
1	Pseudo-Sentient Fungus
2	Large Cranial Spider
3	Flying Clawed Octopus
4	Bipedial Mammal & Symbiote

- 5 Many Tentacled Worm
- 6 Reptilian Shelled Herbivore
- 7 Floating Gelatinous Polyp
- 8 Amphibious Gilled Hopper

SPECIAL ABILITY TABLE

1D6	Ability	Effect
1	Infravision	Unaffected by Darkness
2	Natural Weapons	Ground Combat +1D6
3	Intelligence	When rolling dice, roll one extra and discard any one
4	Agility	Unaffected by Difficult Topography
5	Resistant	Unaffected by Radiation
6	Super Metabolism	Gain one additional favored Atmosphere or Temperature

THE BOARD

There are 16 planets marked on the board.
 Draw lines from a planet to its 3-4 nearest neighbor planets.
 Mark the lines with evenly spaced dots.
 The average distance between planets should be 7 dots.
 Make one dot on each line a Star.
 A Star is the signal to draw an Event card.

THE PLANETS

Before play starts you will have to determine planetary attributes.
 Each Planet has 4 Attributes:
 Temperature
 Atmosphere
 Gravity
 Terrain
 Use the determination tables to determine the 4 attributes for each planet.
 Name each planet.
 Names and Attributes are to be marked directly on the board next to each planet.

TEMPERATURE DETERMINATION TABLE

1D6	Temperature:
1-2	Hot (H)
3-4	Cold (C)
5-6	Temperate (T)

ATMOSPHERE DETERMINATION TABLE

1D6	Atmosphere:
1-2	Oxidizing (O)
3-4	Reducing (R)
5-6	Inert (I)

GRAVITY DETERMINATION TABLE

1D6	Gravity:
1-2	Light (L)
3-4	Moderate (M)
5-6	Heavy (V)

TERRAIN DETERMINATION TABLE

1D6	Terrain:
1	Darkness
2	Radiation
3	Difficult Topography
4-6	Nothing Special

DICE & PAWNS

Each player gets a pawn of a different color.
Six-sided dice are needed to play.

THE ENVELOPES

There is a marked corresponding envelope for each planet.

SETUP

Each player gets dealt one random character card.
The identity of players' characters is not a secret.
Next, players take turns choosing which Planets they want.
(These are called a players' starting planets)
(Players roll high on 1D6 to determine who goes first. Reroll ties.)
Each player gets to pick 4 planets.
When you pick a planet you get the corresponding envelope.
Deal out the Attribute Cards randomly to the players.
In a two-player game each player gets 24 Cards.
In a three-player game each player gets 16 Cards.
In a four-player game each player gets 12 Cards.
A Player may keep 6 Attribute cards in his hand.
The remaining cards he must put into his envelopes.
There is no limit on which or how many cards go into any particular envelope.
The identity of Attribute cards in hands & envelopes is kept hidden.
Once all players finish filling their envelopes they are all put together to the side.
One player will receive the Interstellar Pig as part of the Attribute card deal.
He may keep it in his hand or place it in an envelope.
Next, players take the pawn of their character and place it on any of their
Starting planets their Character can survive on.
(If the Character cannot survive on any, you loose)
Players roll high on 1D6 to determine who gets first turn. Reroll ties.

TURN SEQUENCE

Players take turns.
On your turn choose a direction (Line) you want to move along.
Roll 1D6 or 2D6 and move that many spaces.
(Characters are in Spaceships)
You may automatically stop and land on any Planet you pass.
(And are able to survive on)
For movement purposes, treat Planets as Dots.
If you land exactly on a Planet you may choose not to
"land" on the surface and instead stay in "orbit".
A land on a Star, draw an Event card.
If you are the only character on a Planet (and on its surface) you
May open the Envelope and Look at the Attribute cards inside.
You may put any of these cards into your hand, however, max
Hand size is six cards, so you may have to leave some behind (in the envelope)

COMBAT

If you land on another characters pawn there will be combat.

If both Characters are in Space, it will be a Space Battle.

Each player rolls 3D6 and adds any bonus dice from Abilities and Attribute Cards.

(One-use attribute cards are discarded when used)

High score wins.

The Winner kills his opponent.

If you are killed you are out of the game.

If tied, no one gets killed.

If you kill an opponent you take all the attribute cards in his hand.

(Excess cards in space are discarded.

(Note: all discards are placed face up.)

(Note: The Interstellar Pig may never be put in the discard, at worst it floats in space and may be picked up by a passing ship)

If both Characters are on the Surface of a planet, there will be Ground Combat which Is handled exactly like Space combat.

GRAVITY & COMBAT

A Character that Favors Heavy Gravity gets +1D6 in Ground Combat and -1D6 in Space Combat.

A Character that Favors Light Gravity gets -1D6 in Ground Combat and +1D6 in Space Combat.

SURVIVAL

A Character cannot survive (Land) on a planet with a different Atmosphere or Temperature attribute than his own, unless he has the appropriate survival gear (Attribute card) in his hand (The card must be revealed).

This also goes for Darkness, Radiation, and Difficult Topography.

Note Gravity only effects combat not survival.

THE ATTRIBUTE DECK CARD LIST

Card Name	#	Notes:
Interstellar Pig	1	Required to win game.
Thermal Suit	2	You can Survive on a Temperate or Cold World
Heat Pump	1	You can Survive on a Temperate or Cold World
Cooling Unit	2	You can Survive on a Temperate or Hot World
Dissipator	1	You can Survive on a Temperate or Hot World
Neural Whip	1	Ground Combat +1D6
Grenade	2	Ground Combat +2D6 (One Use)
Laser Gun	1	Combat +1D6
Force Field	1	Space Combat +1D6
Missiles	2	Space Combat +2D6 (One Use)
Euphoric Gas	1	No one dies as a result of this Ground combat (One Use)
Breathing Apparatus	3	You can Survive in an Reducing Atmosphere
Rebreather	3	You can Survive in an Oxidizing Atmosphere
Air Converter	3	You can Survive in an Inert Atmosphere
Portable Access	1	Use as a Hyperspace Tunnel (One Use)
Repair Kit	2	Instantly make required repairs (One Use)
Temporal Vault	1	Put discarded One Use Attribute card into your hand
Virulent Bacteria	1	Kills first character who lands on this planet (One Use)
Vaccine	1	You are immune to Virulent Bacteria
Radiation Suit	3	You are unaffected by Radiation
Spectrum Visor	1	You are unaffected by Darkness
Search Light	2	You are unaffected by Darkness
Hover Sled	1	You are unaffected by Difficult Topography
Climbing Gear	2	You are unaffected by Difficult Topography
Disguise Kit	1	Prevents Ground combat from occurring (One Use)

Guardian Robot	2	Attacks opposing Characters in Ground combat
Trap	2	First character that lands cannot move for 2 turns (One Use)
Dehydrated Food	2	Discard to gain an extra turn (One Use)
Scanner	2	Look (only) in any envelope (One Use)

= Number of that card in the deck.

THE EVENT DECK CARD LIST

Card Name:	#	Effect:
Meteor Swarm	1	Miss Next turn making repairs
Malfunction	1	Miss Next 2 turns making repairs
Solar Flare	1	Miss Next 2 turns
Lost in Space	1	Go back 1D6 Spaces
Black Hole	1	Discard your Hand
Worm Hole	1	Go to any other Star Location
Gravity Well	1	Go to nearest Planet in your direction of Travel
Navigation Error	1	Move Forward 1D6 Spaces
Lost in Nebula	1	Miss next turn
Space Monster	1	Fight a Space Combat
Sensors	4	Look at any players hand
Hyperspace Tunnel	10	Go to any Location on Board

Reshuffle the deck when it is used up.

STRATEGY MUSINGS

Why not carry the Pig... It makes you a target, better to leave it on a planet you can land on but they can't.

INTERZONE

INTRODUCTION

Card game for 2+ players.

Based on the novel "Naked Lunch" by William S. Burroughs.

Each player is a "junkie writer" living in the Interzone.

The Interzone is a fantasy underworld city of addiction, intrigue, drugs, Monsters, homosexuality, hedonism, control, humor, despair, and violence.

Writers compete to be the first to finish their book.

Game play: Writers convert Junk (drug) cards into pages (of their book).

Writers make contacts (Junkies, Doctors, Monsters, etc) that they can

Use to attack (& defend themselves from) their opponents.

DISCLAIMER

"Naked Lunch" by William S. Burroughs is a copyrighted property.

This is merely a fan site.

VICTORY

The first player to write 213 (or more) pages wins.

THE DECK

Players share a common deck.

Each player has 1 unique card to represent their writer.

Writer cards are always kept separate from the common deck

TOKENS

Token types required:

Junk Tokens

Withdrawal Tokens

Page Tokens (each worth 5 pages)

SETUP

Each player has 1 unique card to represent their writer.

This card starts in play face up in front of the player.

Your writer starts with 5 Junk tokens on him.

Each player is dealt a hand of 7 cards from the deck.

The player with the longest history of drug abuse goes first.

TURN SEQUENCE

Players take turns.

Each turn has 6 Phases.

Scrounge Phase

Score Phase

User Phase

Action Phase

Contacts Phase

Writing Phase

SCROUNGE PHASE

Draw 2 cards from the deck & put them in your hand.
If the deck runs out, shuffle the discard & draw from it.

SCORE PHASE

Each drug card is worth a number of Junk points.
Junk points are represented by tokens.
Discard Junk cards to get Junk tokens.
Place the Junk tokens on any of your Junkies (Including your Writer)
If you place Junk tokens on a Junkie with Withdrawal tokens, remove all of the Withdrawal tokens.

USER PHASE

Remove 1 Junk token from each of your Junkies.
If a Junkie has no Junk tokens to remove, put a Withdrawal token on him.
If a Junkie ever gets 4 Withdrawal tokens he is clean, discard him.
If your writer ever goes clean, you automatically lose the game.

ACTION PHASE

Certain cards are called action cards.
To play an action card you must satisfy its requirements and have an appropriate target.
For Example: the card "Unnecessary Surgery" - to play it you must have a Doctor in play you control. The card will kill (discard) a target enemy contact.
Some action cards don't have any requirements or targets.
Some action cards are used in other phases or in response to actions by your opponent.
A "Control" action lets you take control of the target card.
Note that your writer can be attacked like any other contact.
If your writer is ever killed or controlled, you automatically lose the game.
Your writer is always the last to be attacked.
Your opponent must kill or capture one of your contacts if at all possible, before he can target your writer.
Contacts with Withdrawal tokens cannot perform actions.

CONTACTS PHASE

Put Contact cards in your hand into play (face up on the table) under your control.

WRITING PHASE

You may remove Junk tokens from your writer.
Each token so removed is converted into 5 written pages.
Max hand size is 7 cards. Discard excess cards.

CARD TYPE NOTATION

= number of copies of that card in the deck.
D = Drugs
J = Junkie (Drug Addict)
K = Doctor (Members of the Medical profession)
A = Action
M = Monster
KG = Doctor & Agent

MJ = Monster & Junkie
 GJ = Agent & Junkie
 G = Agent (Government or Political professionals)
 A = Action that requires a Junkie
 AK = Action that requires a Doctor
 AM = Action that requires a Monster
 AG = Action that requires an Agent

CARD LIST

Card Name	#	Type	Notes
Junkie	8	J	
Doctor Benway	1	KG	Draw +1 card per turn
Doctor Doodles	1	K	
The Lobotomy Kid	1	K	
Autopsy Ahmed	1	K	
Mugwump	1	M	
Talking Asshole	1	M	
Bradley the Buyer	1	MJ	
Black Centipede	1	M	
The Exterminator	1	G	
The Sailor	1	GJ	
Dream Police	1	G	
District Supervisor	1	G	
Unnecessary Surgery	1	AK	Kill target contact
Experimental Surgery	1	AK	Kill target contact
Toilet Plunger Heart Surgery	1	AK	Kill target contact
Ritual Sex Hanging	1	AM	Kill target Junkie
Overdose	1	A	Kill target Junkie
Conditioned to Shit on Sight	1	AK	Control target Junkie
Total Demoralization	1	AG	Control target contact
Extermination	1	AG	Kill target contact
Stash Stolen	1	AJ	Remove all Junk Tokens from Junkie
Flush Stash	1	AJ	Remove all Junk Tokens from Junkie
Undifferentiated Tissue	1	A	Convert target Junkie into a
Monster			
Brain Washing	1	AG	Control target contact
Imprison	1	AG	Control target contact
Strangled by own Penis	1	A	Kill target contact
Assimilation	1	AM	Kill target contact
Flamethrower	1	A	Kill target Monster
Easy Score	1	AJ	Draw 2 cards
Dealer	1	AJ	Draw 2 cards
Cold Burn	1	A	Kill Junkie with Withdrawal Tokens
Telepathic Pictographs	1	AM	Control target contact
Hooked	1	AJ	Control target contact
Pusher	1	AJ	Control target contact
Junk	2	D	Worth 7 Junk Tokens
Horse	2	D	Worth 7 Junk Tokens
Coke	2	D	Worth 5 Junk Tokens
Morphine	2	D	Worth 6 Junk Tokens
Opium	2	D	Worth 6 Junk Tokens
Eukodol	2	D	Worth 6 Junk Tokens
Dropper & Needle	2	D	Worth 2 Junk Tokens
Black Meat	2	D	Worth 4 Junk Tokens
Hashish	2	D	Worth 3 Junk Tokens
Yage	2	D	Worth 3 Junk Tokens
Mugwump Gism	2	D	Worth 4 Junk Tokens

GAME DESIGNERS NOTES

The rules & card list is a little thin.

As I find time to reread the book I will add material from it to flesh out the game.

Deck construction: there has to be a balance between the number of Junkies and

Drug tokens available (and accessible).

INTO THE VALLEY OF DEATH

INTRODUCTION

Scenario for WarpQuest.

Click here for the [WarpQuest](#) Core Rules.

Simulation of the Charge of the Light Brigade,
the final phase of battle of Balaclava in 1854.

Conversion of the "Charge of the Light Brigade" game in the Solo section.

YOUR MEN

The player controls a British cavalry group of 12 men known as a 'Troop'.

All men are mounted on horses. All men are armed with a sword.

One of the men is the Captain, the leader of the troop.

Another man is the Trumpeter.

The other 10 men are referred to as riders.

There are 3 types of Troops: Dragoons, Hussars, and Lancers.

Pick which type you want your troop to be.

Your Troop has 6 random skills. Roll on the Troop Skill Table:

TROOP SKILL TABLE

1D6	Skill Type:
1	Speed +1
2	Ride +1
3	Morale +1
4	Trooper +1
5	Fight +1
6	Tough +1

Dragoons get an additional Speed +1

Hussars get an additional Morale +1

Lancers get an additional Fight +1

RIDING SKILL

Add your Speed score to your Movement Roll.

LOSSES

Every time you fail a challenge you lose one man, unless the

Card directions include the instruction (safe) or otherwise instructed.

Lost includes: Killed, routed, stopped, wounded, lost horse, run ahead, fall behind,
etc.

MODULES

There are two Modules:

The First is the "Charge".

The Second is the "Russian Gun Battery".

There is no 'Artifact'.

When you reach the end space, you must turn around and make the return trip.

MODULE 1 "CHARGE"

Card Name:	Notes:
Spur	Aid: Ride +1 or Fight +1
Horsemanship	Aid: Ride +1
Steady Pace	Aid: Ride +1
Discipline	Aid: Morale +1
Rally	Aid: Morale +1
Trumpeter	Aid: Morale +1
Captain	Aid: Morale +1
Stiff Upper Lip	Aid: Tough +1
Merely a Flesh Wound	Aid: Tough +1
Momentum	Aid: Tough +1
Leadership	Aid: Morale +1
Close Up Files	Aid: Ride +1
Blown Horse	Ride x2
Flat & Level	Ride x2 (safe). If successful Move forward 1D6
Flat & Even	Ride x2 (safe). If successful Move forward 1D6
Trot	Ride x2 (safe). If successful Move forward 1D6
Gallop	Ride x2 (safe). If successful Move forward 1D6
Panicked Horses	Ride x2. If you fail go back 1D6 spaces, DM +1
Riderless Mount	Ride x2 (safe). If successful gain 1 Trooper
Morale Test	Morale x2
Break Morale	Morale x2
Heavy Casualties	Morale x2
Gaps in the Line	Morale x2
Carnage	Morale x2
Officer Down	Morale x2
Stragglers	Morale x2. (safe) If successful gain one Trooper
Survivors	Morale x2. (safe) If successful gain one Trooper
Charge Falters	Morale x2. If you fail go back 1D6 spaces
Retreat	Morale x2. If you fail go back 1D6 spaces
Hesitate	Morale x2. If you fail go back 1D6 spaces
Hurried	Morale x2
Wounded Man	Ride x2. If you fail go back 1D6 spaces
Dead Horse	Ride x2. If you fail go back 1D6 spaces
Uneven Ground	Ride x2. If you fail go back 1D6 spaces
Corpse	Ride x2. If you fail go back 1D6 spaces, DM -1
Running the Gauntlet	Ride x2. If you fail go back 1D6 spaces, DM -1
Smoke & Dust	Ride x2. If you fail go back 1D6 spaces, DM -1
Cannon Fire	Tough & Morale
Double Canister	Tough x2, DM +2
Canister	Tough x2, DM +2
Round Shot	Tough x2
Cannon Ball	Tough x2
Exploding Shell	Tough & Morale, DM -2
Shrapnel	Tough x2, DM -2
Musket Fire	Tough & Morale
Shot, Shell & Grape	Tough & Morale
Musket Volley	Tough x2, DM +1
Fusillade	Tough x2, DM +1
Musketry	Tough x2
Fire at Will	Tough x2
Salvo at Point Blank Range	Tough x2
Concentrated Crossfire	Tough x2
Unhorsed	Ride x2
Murderous Fire	Tough x2
Musket Balls	Tough x2
Rifle Shot	Tough x2
Wounded	Tough & Morale
Horse Shot from under him	Tough & Morale

MODULE 2 "RUSSIAN GUN BATTERY"

Card Name:	Notes:
Officer with Saber	Fighting x2, DM +1
Cossacks	Fighting & Horsemanship, DM +2

Russian Cavalry	Fighting x2
Lancers	Fighting & Horsemanship
Greatcoats	Fighting x2
Brave Artilleryman	Fighting x2, DM -1
Cowering Gunner	Fighting x2, DM -2
Infantry	Fighting x2
Exhaustion	Tough x2
Fear	Morale x2
Russian Reserves	Fighting x2, DM -1
Surrender Offer	Morale x2
Complete Confusion	Morale x2
Take Prisoners	Morale x2
Melee	Fighting & Tough
Line of Bayonets	Fighting & Morale
Hopelessly Outnumbered	Fighting & Morale
Bravery	Aid: Morale +1
Charge	Aid: Fighting +1
Steadfast	Aid: Morale +1
Hold them Back	Aid: Morale +1
Scatter the Russians	Aid: Fighting +1
Sabres	Aid: Fighting +1
Pistols	Aid: Fighting +1
Lances	Aid: Fighting +1

SCORING

Get 2 points for every man that makes it back.
 Get 1 point for every Challenge successfully overcome.

HISTORY

Of the 673 men who went into action 113 were killed and 247 badly wounded.

IRAN-IRAQ WAR

INTRODUCTION

Card game for 2 players.
Simulates the Iran- Iraq War of 1980-88.
One player uses the Iraq deck.
The other player uses the Iran deck.

VICTORY

A game lasts 16 turns.
The player with the most Victory Points at the end of the game wins.
If a player is ever able to win 3 victory points in 3 consecutive turns, he automatically wins.

SET UP

Players pick sides.
The Iraqi player starts the game with the Initiative.
The Iranian player starts on the Defense.

TURN SEQUENCE

Each turn has 6 phases:
Recruit Phase
Maneuver Phase
Offensive Phase
Actions Phase
Battle Phase

RECRUIT PHASE

Each player draws 10 cards (from their own deck).

MANEUVER PHASE

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

OFFENSIVE PHASE

Players reveal their hands face up onto the table..

ACTIONS PHASE

Certain cards have the ability to take an action.
Players take turns taking actions with their cards able to do so.
The player with the initiative takes the first action.
The player with the initiative cannot use defense card actions.
A single card may only use its action once.
A card that is destroyed by an action is discarded immediately.

BATTLE PHASE

Each player adds up the Force of his remaining cards.
The player with the higher force total wins the turn.
The player with the initiative cannot gain Force from defensive cards.
The winner gains the initiative, if he didn't already have it.
If the winner already had the initiative, he gains a victory point.
Discard all cards played this turn.

CARD NOTATION

O = Offensive Card (Card can only be used if you have the initiative)
D = Defense Card (Card can only be used if opponent has the initiative)
A = Air Raid Card
L = Leadership Card
I = Intelligence Card
B = Blunder Card (Defects in the enemies Forces)
E = Economic Advantage Card
M = Military/Morale Advantage Card
P = Political Advantage Card
U = Military Unit Card
W = Weapon Card
F = Fighting Card

IRAQ CARD LIST

Card Name:	Type	Force	Action:
Combat Engineers	D	3	
Saddam Hussein	L	5	
Baath leadership	L	1	
Iraqi intelligence officers deck	I	1	Look at next 7 cards in enemy deck
Kurdish rebellion	B	3	
Lack cohesive leadership	B	1	
Lack spare parts	B	1	All enemy Air Raid cards get Force-1
Fully equipped and trained forces	M	1	All Unit cards get Force +1
Mechanized divisions	U	3	
Latest Soviet materiel	W	3	
Military buildup	E	1	Draw an extra card next turn
River-crossing equipment	A	3	
Iraqi intelligence sources deck	I	1	Look at next 7 cards in enemy deck
Poorly maintained equipment	B	1	All enemy Unit cards get Force +1
Massive preemptive air strike	A	1	Enemy draws 1 less card next turn
Deep bombing raids	A	1	Enemy draws 1 less card next turn
Exchange of artillery fire	F	2	
Iraqi MiG-23s and MiG21s	A	2	
Attack Iran's air bases next turn	A	1	Enemy draws 1 less card
Destroy fuel & ammunition depots	A	1	Enemy draws 1 less card next turn
Surprise Iranian defenses	A	1	Enemy draws 1 less card next turn
Bombs designed to destroy runways	A	1	Enemy draws 1 less card next turn
Surprise attack	A	1	Enemy draws 1 less card next turn
Multiple Fronts	O	4	
Diversionsary move	O	3	
Mechanized mountain infantry division	U	3	
Main attack thrust	O	4	
Siege and occupation	O	4	
Iraqi armored units	U	5	
Prevent reinforcement	F	4	
Supported by heavy artillery fire	F	3	
Rapid and significant advance	O	4	

Blitz-like assaults	O	4	
Attack scattered & demoralized forces	O	3	
Inadequate armor support	B	2	Use only on Defense
Dig in along their line of advance	D	2	
Militarily superior Iraqi force		M	3
Premature attack	B	4	Use only on Defense
Surrounded on three sides	B	5	Use only on Defense
Limited military stocks		B	2
T-22 and Il-28 bombers	A	1	Enemy draws 1 less card next turn
Antiaircraft guns	W	1	Destroy target Air Raid Card
Man-portable missiles	W	1	Destroy target Air Raid Card
SA-2 and SA-3 anti-aircraft missiles	W	1	Destroy target Air Raid Card
Iraqi SA-6s	W	1	Destroy target Air Raid Card
High casualties	B	2	
T-55 tanks	U	4	
T-62 tanks	U	5	
BM-21 Stalin Organ rocket launchers	W	3	
Mi-24 helicopter gunships	A	1	Destroy target enemy Ground unit
Soviet-type three-line defense	D	4	
Obstacles	D	2	
Minefields	D	3	
Fortified positions	D	4	
Flood lowland areas	D	4	
Dig in tanks	F	1	
Attack helicopters	A	1	Destroy target enemy Ground unit
Massive air attacks	F	5	
Infantry divisions	U	2	
Fierce fighting	F	1	All Unit cards get Force +1
Killing zones	D	4	
Attack economic centers		A	1 Enemy draws 1 less card
next turn			
Attack Iranian shipping		A	1 Enemy draws 1 less card
next turn			
Mirage F-1 fighters	A	1	Enemy draws 1 less card next turn
Anti-ship Exocet missiles	A	1	Enemy draws 1 less card next turn
Attack without armor and air support	B	3	
Surface-to-surface missiles	A	1	Enemy draws 1 less card next turn
Long-range artillery attacks	F	1	Enemy draws 1 less card next turn
Attack Tehran	A	1	Enemy draws 1 less card next turn
Air raids and missile attacks	A	1	Enemy draws 1 less card next turn
Mustard gas	W	1	Destroy target enemy Ground unit
Nerve gas	W	1	Destroy target enemy Ground unit
Chemical warfare	W	1	Destroy target enemy Ground unit
Hit-and-run attacks	F	1	
Concerted air-strike campaign	A	1	Enemy draws 1 less card next turn
Concrete-roofed bunkers		D	3
Barbed wire	D	2	
Impressive fortifications	D	4	
Static defensive strategy	D	4	
Exploit failed Iranian assaults		F	4
Relieve forces under pressure	F	3	
Maturing of Iraqi military capabilities		M	1 All Unit cards get Force
+1			
Tanker War	A	1	Enemy draws 1 less card next turn
Chemical warheads	W	1	Destroy target enemy Ground unit
Republican Guard	U	4	
Regular Army units	U	2	
Low-level fixed-wing attack sorties	A	3	
Attack command and control facilities	A	1	Enemy draws 1 less card next turn
Attack artillery positions	A	3	
Attack logistics points	A	1	Enemy draws 1 less card
next turn			
Heliborne and amphibious landings	O	4	
Capture armor and artillery	O	4	
Extended range Scud missiles	A	1	Enemy draws 1 less card next turn

IRANIAN CARD LIST

Card Name:	Type	Force	Action:
American Arms Shipments		E	3
Iraqi Kurdish rebels	U	2	
Well-disguised diversion assaults	O	3	
Hit-and-run attacks	F	1	
Final offensive	O	4	
Surprise amphibious assault	O	4	
Entrenched	D	3	
Air raids and missile attacks	A	1	Enemy draws 1 less card next turn
Child soldiers roped together	O	1	
Open passages through minefields	O	2	Destroy target Fortification card
Capture oil fields	O	1	Enemy draws 1 less card next turn
War of attrition	F	4	
Air, armor, and artillery support	F	3	
Major humanwave offensives	O	4	
Dig in tanks	F	1	
Helicopters for close air support	A	1	Destroy target enemy Ground unit
Helicopters gunships	A	1	Destroy target enemy Ground unit
Operation Karbala Five	O	3	
Large-scale helicopter-borne operations	O	0	3
Chinooks and Bell helicopters	A	2	
Sea Cobra choppers	A	2	
Operation Undeniable Victory	O	3	
Penetrate Iraq's "impenetrable" lines	O	4	
Split Iraq's forces	O	4	
Force the Iraqis to retreat	O	4	
Break the Iraqi line	O	4	
Biggest land battles since 1945	O	0	3
Low-flying groups of F-4s	A	1	Enemy draws 1 less card next turn
Western-made air defense system	D	1	1
Hawk, Rapier, and Tigercat missiles	D	1	
Antiaircraft guns	W	1	Destroy target Air Raid Card
Man-portable missiles	W	1	Destroy target Air Raid Card
Helicopter troop carriers	A	2	
Helicopter emergency supply transports	A	2	
Maverick missiles	A	1	Destroy target enemy Ground unit
Attack Iraqi oil field complex	A	1	Enemy draws 1 less card next turn
Well-coordinated assault	O	1	All Units get +1 Force
Iranian pilots	A	1	Air Raid cards get Force +1
Refuel in midair	A	1	Enemy draws 1 less card next turn
Unwilling to sustain high casualty rate	B	3	Use only on Defense
Refusal to initiate a new offensive	B	3	Use only on Defense
Lift Siege	D	4	
Iranian air force prevails	A	2	Enemy draws 1 less card next turn
Bombs & rockets	A	1	Enemy draws 1 less card next turn
Destroy supply and support systems	A	1	Enemy draws 1 less card next turn
Attack Baghdad	A	1	Enemy draws 1 less card next turn
Attack key Iraqi air bases	A	1	Enemy draws 1 less card next turn
Series of counteroffensives	D	3	
Refuse to accept defeat	M	3	3
Eager to fight	M	3	
Fail to follow up with another attack	B	2	
Human wave assaults	O	3	
Basij volunteers	U	2	
Popular Mobilization Army	U	2	
People's Army	U	2	
Attack the northern pipeline	A	1	Enemy draws 1 less card next turn
Persuade Syria to close Iraqi pipeline	P	1	Enemy draws 1 less card next turn
Untiring resistance in Khuzestan	D	4	
Assault on Iraqi oil export terminals	A	1	Enemy draws 1 less card next turn
Carry their own shrouds	M	3	3
Commando units	U	3	
Fight bravely	M	3	

People's Militia	U	2	
Pasdarán forces	U	2	
Ideologically committed troops	U	2	
Revolutionary regime	L	3	
Veterans of the old imperial army	M	3	
Rapid mobilization of volunteers	E	3	
Stiff resistance	D	3	
Border garrison	D	1	
Air support	A	1	Destroy target enemy Ground unit
Attack strategically important targets	A	1	Enemy draws 1 less card next turn
Iranian F-4 Phantoms	A	1	Enemy draws 1 less card next turn
Specially strengthened hangars	D	2	
Ayatollah Khomeini	L	5	
Religious mullahs	L	4	
Imperial Iranian Army	U	3	
American-made equipment		W	4
Pasdarán troops	U	2	
Revolutionary Guard	U	3	
Ill-equipped battalion-sized formations		U	2
Company-sized tank units	U	2	
Iranian air force	A	1	Enemy draws 1 less card next turn
Islamic militants	U	2	
Assassination	P	1	
Exchange of artillery fire	F	2	
Deep bombing raids	A	1	Enemy draws 1 less card next turn
Arab minority remains loyal	M	3	

LINKS

[Military Analysis Network](#)

IRON FANTASY CHEF

INTRODUCTION

Gastronomic Fantasy for 2 or more.

Players try to prepare the best menu given a random set of fantastical ingredients.

RULES

Any number can play.

Roll 4 times on the ingredients table to see what ingredients the players must use.

Players must design a menu with each dish using one or more of these ingredients.

The menu can be multiple courses including aperitifs and desserts.

A dish can be made anyway you like. For example:

On the Spit, Roast, Flambé, Mousse, Tartar, Stewed, Pan-Fried, Fillet, etc.

Other ingredients can be added to each dish. For example:

Flour, Sherry, vegetables, rice, truffles, chocolate, butter, nuts, scallions, bananas, etc.

Players should give a detailed description of each dish including the Steps to making it, how it tastes, and a description of the final presentation.

Players have one hour to create their menus.

At the end of this time each player reads his menu out loud.

Players then vote on who made the best menu.

INGREDIENTS TABLE

1D50	Ingredient:	Notes:
01	Red Dragon Tail	Spicy
02	Illithid Brain Pod	Brain Food
03	Troll Hide	Regenerates
04	Pound of Ogre Flesh	Fatty
05	Medusa Head	Un-petrified
06	Cockatrice	Tastes like Chicken
07	Shrieker	Dungeon Mushroom
08	Green Slime	Live
09	Giant Ant Legs	Crunchy
10	Black Pudding	Dissolves Wood & Metal
11	Beholder Eyes	Includes Stalks
12	Pixie Morsels	Includes Wings
13	Bugbear	Gamey
14	Carrion Crawler	Chunks
15	Choice Cut Demon	Hot
16	Side of Devil	Red Hot
17	Stegosaurus Steak	With Plates
18	Gorgon Flank	Hard as a Rock
19	Blue Dragon	Sparks
20	Brass Dragon Balls	Metallic Taste
21	White Dragon	Cold
22	Gelatinous Cube	Transparent
23	Zombie Parts	Crawl out of the Bowl
24	Gray Ooze	Slimy
25	Breasts of Harpy	Tastes like Chicken
26	Hell Hound	Burnt Taste
27	Hippocampus	Salty
26	Bottle Imp	Pickled
29	Kobold	Smells like Dog
30	Larva from Hades	Large Worms
31	Werewolf	Tough
32	Haunch of Minotaur	Very Tough
33	Naga Tail	Reptilian

34	Sea Serpent	With Spines
35	Orc Chops	Tastes like Pork
36	Purple Worm	Pungent
37	Roc Eggs	Good for Omelets
38	Pegasus	Horse Meat
39	Rust Monster	Guess
40	Mermaid Tail	Fishy
41	Satyr	Tastes like Goat
42	Phoenix	On Fire Literally
43	Sphinx	Questionable Taste
44	Strangle Weed	Don't Choke on it
45	Stirge Blood	Nutritious
46	Treant Apples	Good for Baking
47	Unicorn	Tastes Great
48	Will-O-Wisp	Less Filling
49	Healing Potion	Medicine Taste
50	Ice Elemental	Frozen Solid

NOTES

Players are encouraged to add more ingredients to the list.

JAIL BREAK

by Marcus Salo

INTRODUCTION

Scenario for WarpQuest.

Click here for the [WarpQuest](#) Core Rules.

Each player takes the role of a prisoner in Dick J. Pitt Correctional Facility Medium Security Prison looking to escape through a tunnel the prisoner is digging from his cell to freedom and then driving to Mexico.

VARIANT RULES

There are two Modules. Both modules are 30 spaces long. Between the Modules, the player rolls for a Getaway Car.

There is no Artifact, the goal is to get to Mexico (space 80) before getting caught or killed.

The journey on the board is a one way trip.

Spaces on the board represent time not distance in the first module, distance in the second.

Each player starts with 6 skills.

If you fail the challenge you return to space #1 unless the card says something different.

If you win the challenge, advance.

The player with the most cards in the most challenge types wins.

If you win a "fight" with an opponent, the opponent must go back six spaces.

SKILL TABLE

1D6	Skill
1	Cunning
2	Smooth Talking
3	Steeling
4	Fighting
5	Shooting (if you have a gun)
6	Driving
7	Toughness
8	Agility
9	Charisma (to gain respect)
10	Stealth

Module 1: The Prison

Card Name:

Notes:

1. Prison Thugs, Ricky & Lee in the Cafeteria	Charisma x2 or Fighting x2
2. Collapsing Tunnel	Agility x2
3. Brutal Guard Mike Procton	Toughness x2
4. Race Riot	Cunning x2
(if successful, you can dig your tunnel twice as fast, because the guards are calming down the Riot, advance 1d6 spaces)	
5. Kitchen Duty	Steeling x2
(if successful, you steel a spoon and dig with double speed, advance 1d6 spaces)	
6. New Inmate Paulie With Cash	Cunning x2 or Fighting x2
(if successful, you get the cash and by a knife, fighting +1)	
6. The Aryan Gang Leader has a crush on you	Fighting x2
7. Old Boxing Coach as Inmate	Smooth talking x2

- (if succesfull, you get boxing lessons, Fighting +1)
8. Cell Raid Cunning x2
(if unsuccessfull, you tunnel is found, goto space #1)
9. Change of Escape with the Laundry Truck Agility & Stealth
(if succesfull, goto space #31)
10. Sarah Molina, the Female Social Worker Smooth Talking x2
(if succesfull, you get a library priviledge, a good place to hide the removed earth, advance 1d6 spaces)
11. Fighting in the Shower Room Charisma x2
(if succesfull, you can keep yourself out of the fight, advance 1d6 spaces)
12. Cell Mate Martin gets a LSD flash back Fighting x2
13. Prison Pastor Rev. McGinnes Smooth Talking & Cunning
(if succesfull, you get a prayer book inside of which you can smuggle the digged earth out of your cell, advance 1d6 spaces)
14. Warden J.W.Douglass Wants to Have a Chat Charisma & Smooth Talking
15. Undercover Cop Cunning x2
16. Drug Lord Al Wants You to Pay Your Debts Smooth Talking x2
17. Fat Mike Says He Loves You Fighting x2
18. Fat Mike Sends JJ.Sleez to Beat You Up Fighting x2
19. Missunderstanding in the Gym with Jésus Charisma x2
20. Tyrone Doesn't Like You Fighting x2
21. Leonard Says He Knows What You Are Up To Cunning x2
22. Thin Leo Wants You to Beat Sleezy Allan Fighting x2
(if succesfull, Thin Leo arranges a gun to you as soon you get out)
23. Laundry Duty Stealth x2
(if succesfull, you smuggle out lots of earth from the tunnel)
24. Drug Lord Al Wants His Money Back Smooth Talking x2
25. Drug Lord Al Is Upset About the Money Smooth Talking x2
26. Fire in the Cell Block Agility & Toughness

SPACE #30

You got out! Now you have to find yourself a set of wheels.

Roll on the Getaway Car Table:

1d6		Notes:
1	'76 Mustang	Driving +1
2	'95 RedCorvette	Driving +2, Stealth -2
3	'91 Lincoln Towncar	
4	'89 Toyota Camry	Driving -1
5	'94 Dodge Ram 4x4	
6	'93 Ford 18-Wheeler	Driving -1

Now you hit the road. It's 600 miles to Mexico, you have a full tank of gas, half a packet of cigarets, it's dark and you are wearing sun glasses. It would be wise to drive straight to the boarder but you decide to stop to at every chance to get drunk on the way.

Module 2: The Road

Card Name	Notes:
1. You find a gun under the driver's seat now you have a gun.	No challenge,
2. Cute Hippie Hitch Hiker Girl (if succesfull, you have great time with the girl, advance 1d6, if unsuccessfull, nothing happenes)	Smooth Talking x2
3. You Decide to Rob a Grocery Store (if succesfull, advance 1d6)	Charisma x2
4. You Rob a Store but the owner has a gun (if unsuccessfull, the Gas Station Owner shoots your brain out and you die)	Shooting x2 or Agility x2
5. Police Road Block	Stealh & Cunning
6. Lone Highway Patrol Man	Cunning x2 or Shooting x2
7. Road Side Café with Tough Truckers	Fighting x2
8. '76 Mustand Parked in front of a McDonald's (if succesfull, you can (you don't have to) take this car, if unsuccessfull, nothing happenes)	Stealing x2
9. Roadside Café with a Bunch of Bikers	Charisma x2 or Fighting x2
10. Harley Davidson parked in front of a bar	Stealing x2

(if succesfull, you can (you don't have to) take this bike (Driving +1), if unsuccesfull, nothing happenes)

11. High Way Patrol Car Spots You	Driving x2
12. Local Sheriff Spots You Driving By	Driving x2
13. Drug Lord Al's Friends Find You in a Bar	Fighting x2
14. Bear in the Air, A Cop Helicopter	Driving x2
15. You Decide to Pay a Visit to an Old Lover	Smooth Talking x2
(if succesfull, she hides you till the Police stops searching you, advance 1d6)	
16. You Pay a Visit to a Local Arms Dealer	Smooth Talking x2
(if succesfull, you get a gun)	
17. Inmate Jésus' Brother Sells You a Gun	No Challenge
you have a gun now.	
18. You Decide to Rob a Small Town Bank	Shooting x2
19. Cute Girl on the Side Walk	Smooth Talking x2
(if succesfull, the girl hides you for a week. Advance 1d6)	
20. Boozed Up College Students in a Bar	Fighting x2
21. US Marshall Service Agents Chasing You	Driving x2
22. A US Marshall Spots You in A Bar	Agility x2
(if succesfull, you manage to escape though a window)	
23. FBI Agents Spot You on Side Walk	Agility x2
(if succesfull, you manage to escape over a fence)	
24. Some Local Boys Want to Whoop Your Ass	Fighting x2
25. Road Block	Cunning & Stealth
26. Bar Fight	Fighting x2

When you reach space #60, you are safe in Mexico. Now you have to keep a low profile and take it easy not to get caught. Of course you won't do it and you are caught within a week and returned to your cell in Dick J. Pitt Correctional Facility.

JAPANESE SWORDS

INTRODUCTION

Board game of warfare in Feudal Japan.

THE CARDS

The deck contains 100+ cards as described in the card list.

The backs of all cards are identical.

The face should contain the name of the card and its Force value.

THE MAP

The map is a 10 X 10 grid.

There are 7 terrain types:

TERRAIN	MOVE	DEFENSE	NOTES
Clear	1	0	Plains
Fortress	1	10	Ancestral Clan Home
Keep	1	5	Minor Castles
Difficult	2	0	Desert
Covered	2	3	Forest, Hills
Treacherous	2	-5	Rivers, swamps
Impassable	X	X	Water, Mountains

Move- This is the number of movement points required to enter the space.

Defense- This is the Force modifier applied to a defending army occupying the space.

When designing the map, place fortresses on opposite sides of the map.

There should be a number of fortresses equal to the number of players.

Include examples of all the terrain types.

There should be 2 or 3 Keeps per player, spread evenly around the map.

THE PIECES

Each player has a set of counters or chits of a unique color.

These pieces are marked with a 'C' or an 'A' or an 'H' or a 'G'.

C-counters are control markers. They are placed on Keeps and Fortresses you control.

A-counters represent an entire army each.

H-counters are Honor counters.

G-counters represent gold.

Alternately, players may use painted miniatures to represent the army pieces.

FORTRESSES, KEEPS & TRAITS

For each Fortress roll 3 times on the Trait Table.

For each Keep roll once on the Trait Table.

Your clan gains the traits of every Keep & Fortress you control.

Combat bonuses apply to your armies during every battle.

SETUP

Each player starts the game controlling one fortress and two armies.

One army is located in the fortress, the other is adjacent.

Players start with 0 honor and gold.

The Keeps start the game as neutral, undefended spaces.
Players determine turn order by rock-paper-scissors.

OBJECT

Capture the fortresses of your opponents.
If a player loses his fortress he is out of the game, and all of his armies are removed from the board.
Another way to win is to be the first to acquire 50 Honor points.

TURN SEQUENCE

Players take turns.
Each turn consists of the following six phases played in order:

1. Revenue Phase
2. Expense Phase
3. Draw Phase
4. Honor Phase
5. Travel Phase
6. Battle Phase

REVENUE PHASE

Your Fortresses generate 3 gold in this phase.
Your Keeps generate 1 gold in this phase.
Fortresses and keeps are near settlements, ports, trade routes, farmland, and mines, from which they derive their income.
Certain traits of keeps & Fortresses will provide additional gold.
Gold may be saved from turn to turn.

EXPENSE PHASE

Pay 1 gold per army to supply your armies.
Armies that are not supplied are immediately disbanded and are removed from play.
You may raise a new army at a cost of 4 gold.
A new army starts in or next to its owners fortress.

DRAW PHASE

You may draw 1 card from the deck.
You may repeatedly pay two gold to draw one extra card.
If the deck runs out, reshuffle the discard pile and continue.

HONOR PHASE

You may pay two gold to gain one honor. Up to 2D6 times.
This Honor award is derived from skilled and beautiful efforts in the arts, literature, dance, theatre, poetry, craftsmanship, tea ceremonies, courtly etiquette, and the like.
Certain traits of keeps & Fortresses will generate additional Honor.

TRAVEL PHASE

Each of your armies may move.
Each army has 2 movement points it may use per turn.
See the terrain list for the number of movement points required to enter each type of terrain.

Only one army may occupy a space at a time.
 If you move your army into a fortress or a keep, you gain control of it.
 Place a control marker on keeps and fortresses you control.

BATTLE PHASE

You may have your armies attack adjacent enemy armies.
 Only two armies are involved in each battle.
 Each player in the battle draws 5 cards.
 Each player sets aside 1 to 7 cards face down.
 Up to 5 of these cards may be peasant, soldier, or samurai cards.
 These cards are then revealed simultaneously.
 Each player adds up the Force value of all of his revealed cards.
 Cards have force values ranging from 1 to 8+.
 The defender also gets a Force modifier from the type of terrain he occupies.
 The side with the higher force total wins.
 The defender wins all ties.
 The losing player removes his army from the board.
 All revealed cards are discarded and go to the discard pile.
 After each battle, the winner must discard down to 8 cards or less.
 The loser must discard down to 3 cards or less.
 If the loser occupied a keep or fortress the winning army immediately moves in to occupy it.
 The winner gains 3 honor points.
 The loser loses 1 honor point.
 Note that battles are either at a fortification siege, or are on open ground.
 The current active player is considered to be the attacker.

TRADING

Players, at any time, may trade promises, gold, cards, armies, keeps, and honor.

ARMY EXPERIENCE

Each time an army defeats another army it gets one experience point.
 In battle, an army gets a force bonus equal to its experience.
 Place counters marked with an 'E' under the army counter to keep track of experience.

CARD LIST

#	Card Name	Force	Notes
6	Yari Ashigaru	3	Infantry/ Spears/ Peasant. +1 if Defending
6	Bushi Naginata	4	Infantry/ Soldier. +1 if Defending
6	Warrior Monks	5	Infantry/ Monk.
6	Ashigaru Arquebusiers	5	Guns/ Peasant. +2 at siege
6	Bushi Musketeers	6	Guns/ Soldier. +2 at siege
5	Yari Samurai	6	Samurai/ Infantry/ Spears. +1 if Defending
5	No-Dachi Swordsmen	7	Samurai/ Infantry/ Swords. +1 if Attacking
5	Cavalry Archers	6	Samurai/ Horses/ Bows. +1 in open ground
5	Yari Cavalry	4	Samurai/ Horses. +3 in open ground
5	Samurai Archers	7	Samurai/ Bows. +1 at siege
5	Heavy Cavalry	8	Samurai/ Horses/ Swords. +2 in open ground
10	Superior Tactics	7	Battle Action.
3	Treachery	10	Battle Action. Lose 7 honor.
1	Prosperity	0	Gain 3 gold. Play in revenue phase.
1	Much Honor	0	Gain 4 honor. Play in honor phase.
5	Diplomacy	0	Neither side wins the battle.
5	Shinobi Spies	0	Look at opponents hand.
5	Forced March	0	Target army gets a second travel and battle phase this turn.
5	Intrigue	0	Opponent must lose 3 cards or 3 honor.

Play in honor phase.

5 Ninja 0 Remove all Experience counters from target Army.

Play in Honor Phase. Lose 3 Honor.

= number of such cards in the deck.

A player may play multiple superior tactics cards in a battle.

If a diplomacy card is played, neither army is lost, no honor is lost or gained, and each side must discard down to 5 cards. All revealed cards are still discarded.

TRAIT TABLE

D6D6	Trait	Effect
11	Shinto Temple	Gain 1 Honor per turn
12	Trading Posts	Gain 1 Tribute per turn
13	Ports	Gain 1 Tribute per turn
14	Trade Route	Gain 1 Tribute per turn
15	Horses	Gain 1 Tribute per turn
16	Geisha House	Gain 1 Tribute per turn
21	Tranquil Gardens	Gain 1 Honor per turn
22	Buddhist Temple	Gain 1 Honor per turn
23	Tea House	Gain 1 Honor per turn
24	Art of War	Add 1 to your Force total
25	Fortifications	Add 3 to your Force total if defending at a Fort/Keep
26	Siegecraft	Add 3 to your Force total if attacking a Fort/Keep
31	Sword Dojo	Swordsmen get +1 Force
32	Monk Dojo	Monks get +3 Force
33	Armory	Samurai get +1 Force
34	Ninja House	Draw an extra card each turn. Keep it if its a Ninja.
35	Large Populace	Ashigaru get +2 Force
36	Archery Dojo	Bowmen get +2 Force
41	Spear Dojo	Spearmen get +2 Force
42	Bushi Dojo	Bushi get +2 Force
43	Gunsmiths	Gun troops get +2 Force
44	Stables	Horsemen get +1 Force
45	Barracks	Infantry get +1 Force
46	Copper Mines	Gain 1 Tribute per turn
51	Iron Mines	Gain 1 Tribute per turn
52	Silver Mines	Gain 1 Tribute per turn
53	Gold Mines	Gain 1 Tribute per turn
54	Jade Works	Gain 1 Tribute per turn
55	Pearl Beds	Gain 1 Tribute per turn
56	Saki House	Gain 1 Tribute per turn
61	Ying	Add 2 to your Force total if defending
62	Yang	Add 2 to your Force total if attacking
63	Silk Farmers	Gain 1 Tribute per turn
64	Farms	Gain 1 Tribute per turn
65	Much Honor	Gain 1 Honor per turn
66	Palace	Gain 1 Honor per turn

COMPONENT RULES VARIANT

Written by Frederic Moll (fmoll@geocities.com)

To avoid repetitions of games, the boardgame could be made with tiles (squared or hexagonal) representing all types of terrain.. And placement of tiles would be made by each player one tile at a time (cf the making of the board for "Kings and Things" game for an example)...

After all tiles are laid down each player will put in sequence his fortress on one tile... then each player will place his first keep then his second keep... the restriction is that keep can only be placed adjacent to the fortress or one tile away...

To allow more possibilities, have 4 or 6 more tiles than the total required ...

JAVELIN

INTRODUCTION

Track & Field Series card game.

Simulation of the Javelin Throw for 2 or more players.

THE DECK

Players share a common deck.

There are 5 basic suites of cards.

The suites are the stages of a Throw.

In proper order they are:

1. Start
2. Run Up
3. Run to Plant
4. Plant
5. Release

There is an additional special suite of Wild cards:

6. Training

THE CARDS

The deck contains 1 copy of each card listed in the Card list.

There are 36 cards in the deck.

Each card has a numerical value between 9 and 20.

This is the number in meters the card contributes to the distance of a throw.

WINNING

Play 6 hands.

Each player gets 6 'attempts'.

The player with the longest single throw in 6 attempts is the winner.

TURN SEQUENCE

A turn is also referred to as a hand, a round, or an attempt.

-Each player is dealt a hand of 7 cards

-Each player may discard up to 5 cards and draw replacements

-Players reveal their cards and score their hands.

SCORING HANDS

You may score 5 cards from your hand.

You may score 1 card from each of the 5 basic Suites.

If you don't have a card from a suite you may substitute a Training card.

If you still don't have a card for a suite, you get a consolation 5m for that suite.

To Score, Add up the values from each of your 5 suites.

This is the distance in meters of your Throw.

CARD LIST

Card Name:	Suite	Meters	
Relax Arm	S	18	
Relax Shoulder	S	16	
Visualize Movement	S	20	
Chest Muscles Stretched	S	12	14
2 Finger Grip	S	12	
Place Marker	S	10	
10 TO 12 Quick Strides	RU	18	
7 Meters per Second	RU	20	
Accelerating	RU	12	
Concentrate Energy	RU	16	
Look Straight Ahead	RU	10	
Gain Momentum	RU	14	
Stressed Step	RTP	12	
5 Strides	RTP	14	
Turn to the Side	RTP	16	
Legs Cross	RTP	18	
Maximum Amplitude	RTP	20	
Midway Marker	RTP	10	
Last 2 Strides	P	14	
Tense Body	P	16	
Javelin Behind Shoulder	P	20	18
Flexible Arm	P	20	
Run Up Track	P	10	
Both Feet on the Ground	P	10	12
Stop Suddenly	R	10	
Explosive Movement	R	14	
Powerful Throw	R	16	
Optimal Throwing Angle	R	20	
25 to 40 Degrees	R	12	
31 Meters per Second	R	18	
Muscle Building	T	9	
Flexibility Exercises	T	9	
Elastic Resistance	T	9	
Throwing Weighted Balls	T	9	9
Running & Jumping	T	9	
Coordination & Balance	T	9	

LINKS

[The Throwers Page](#)

JAWS

INTRODUCTION

Card Game for 2 players.

DECKS

One player gets the Shark Deck.
The other player gets the Shark Hunter Deck.

HUNTERS

The Hunters have a fishing boat.
The boat has 5 Hull points.
There are 5 people in the boat.

THE SHARK

The shark has 10 life points.

WINNING

A game of survival:
If all five people are eaten, the Shark player wins.
If the Shark is reduced to zero life points the Hunter player wins.

TURN SEQUENCE

Alternate Hunter Turns & Shark Turns.
Hunters go first.

HUNTER TURN SEQUENCE

Fishing Phase
Trawling Phase
Catch Phase

FISHING PHASE

Draw 1 card.
Max hand size is 5 cards. Discard excess cards.
If your deck runs out, shuffle the discard and draw from it.

TRAWLING PHASE

You may play one Find Card.

CATCH PHASE

If you played a Find card, or the Shark attacked you last turn you may attack.

To attack, play one weapon card.
 You may play a second weapon card if you have 3+ crew members alive.
 All weapons do one point of damage to the shark.
 (Some Equipment cards are played along with an appropriate weapon for extra damage)
 Discard all played cards except automatic Find Cards.

SHARK TURN SEQUENCE

Circling Phase
 Hunting Phase
 Feeding Phase

CIRCLING PHASE

Draw 1 card.
 Max hand size is 5 cards. Discard excess cards.
 If your deck runs out, shuffle the discard and draw from it.

HUNTING PHASE

You may play one Hunting Card.

FEEDING PHASE

If you played a Hunting card this turn you may attack the hunters.
 If the boat is not already sunk, you may then:
 1. Play a Sink card to do one damage to the boat, or
 2. Play an Attack card and then a Bite card to kill 1 crew member.
 (At zero hull points the boat sinks & the crew members are floating in the water.)
 If the boat has been sunk, you may:
 1. Play a Bite or an Attack card to kill 1 crew member.
 Discard all played cards.

CARD LIST TYPE ABBREVIATIONS

= Number of that type of card in the deck.
 W = Weapon
 F = Find
 E = Equipment
 H = Hunt
 S = Sink
 A = Attack
 B = Bite
 X = Special

HUNTER DECK CARD LIST

Card Name:	#	Type	Notes
Harpoon	3	W	
Spear Gun	3	W	
Pistol	2	W	
Rifle	2	W	
Flare Gun	1	W	
Knife	2	W	Use only if Shark attacked last turn.
Propeller	1	W	Use only if Shark attacked last turn.
Axe	1	W	Use only if Shark attacked last turn.
Pike	1	W	
Dart Gun	1	W	
Crane	1	W	Use only if Boat is not sunk

Grappling Hook	1	W	
Impale with Mast	1	W	Use only if Boat is sunk
Chum Buckets	2	F	
Human Bait	2	F	
Sonar	2	F	Use only if Boat is not sunk
Binoculars	2	F	
First Watch	1	F	
Spot Dorsal Fin	1	F	
Second Watch	1	F	
Net	1	F	
Buoys	1	F	
Scuba Gear	3	F/E	Find Shark or Negate one Attack Card
Lines	1	E	Automatic Find. Play with Hook, Harpoon or Spear
Poison	1	E	2 Dam to Shark. Play with Dart, Harpoon or Spear
Swallow Air Tank	1	E	If played with Rifle or Pistol Shark is killed
Shark Cage	2	E	Negate one Bite card
Tool Kit	1	E	Negate one Sink Card
First Aid Kit	1	E	Negate one Bite card
Life Saver	1	E	Negate one Attack Card

SHARK DECK CARD LIST

Card Name:	#	Type	Notes
Circle	5	H	
Dun dun...Dun dun...	5	H	
Feeding Frenzy	5	H	
The Smell of Blood	5	H	
Smash Boat	4	S	Do 1 damage to boat
Ram Boat	3	S	Do 1 damage to boat
Bite Boat	3	S	Do 1 damage to boat
Too Close to the Side	4	A	Attack person if boat still afloat
Swim with the Sharks	3	A	Attack person if boat still afloat
Man Overboard	3	A	Attack person if boat still afloat
Bite in Half	2	B	Kill Person
Head First	2	B	Kill Person
Feet First	2	B	Kill Person
Bite off Head	2	B	Kill Person
Bite off Limb	2	B	Kill Person
Eat 'em Up Yum	2	B	Kill Person
Smash Cage	1	X	Negate Cage card
Sever Line	2	X	Negate Line or Net Card
Dive	2	X	Negate one Weapon card
Spit out	1	X	Discard Air Tank card
Thrash about	2	X	Negate Line or Net Card

GAME DESIGNERS NOTES

Happy Hunting!

JEDI WARP DUEL

INTRODUCTION

Card game for 2+ players.
Each player controls a Jedi with a light saber.
Takes place in the Star Wars Universe
Each figure represents a Jedi knight.

DISCLAIMER

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This is just a fan site.

VICTORY

Reduce your opponent to zero force points.

THE MAP

Use a 5x5 chessboard.

FIGURES

Use chits or miniatures to represent units.

JEDI RANKS

Jedi have 3 ranks:

Rank	Title	FP	Draw	Size	Init
1.	Apprentice	3	2	6	0
2.	Jedi	4	2	7	+1
3.	Master	5	3	8	+2

FP = Force Points.

Draw = Number of cards the Jedi can draw per turn.

Size = Maximum hand size.

Init = Bonus to the Initiative roll.

SETUP

Each player picks a different Jedi from the Jedi List.
Players place their Jedi in opposite corners.
Players draw a full hand of cards.

TERRAIN

Some spaces may contain obstacles.
Units cannot move or attack through obstacles.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Draw Phase
Initiative Phase
Fight Phase

DRAW PHASE

Draw X cards.
If the deck runs out, shuffle the discard and draw from it.
Discard excess cards.

INITIATIVE PHASE

Each player rolls 1D10. Highest roll goes first in fight phase.

FIGHT PHASE

Players play move & attack cards.

MOVE CARDS

Play (discard) a Move card to move your Jedi.
Units cannot move through other units.
The move card has a number.
This is the number of spaces the unit moves.
Moves are diagonal or orthogonal.

ATTACK CARDS

Play (discard) an Attack card to have a Jedi attack.
The attack card has a number.
This is the range of the attack.
Attacks are diagonal or orthogonal.
A Jedi may play a Defense card to negate an attack made against him.
The enemy unit that is the target of the attack loses 1 Force point.
Units cannot attack through other units.

ABILITY CARDS

There are 2 types of generic ability cards in the deck: Heroic Ability & Jedi Ability.
Each character can use these cards in a unique way as described in the Jedi list.

CARD LIST NOTATION

Type = Purpose of card
= Number of that type of card in the deck
K = as a Knight would move in Chess
User = What type of units can use the card
M = Movement
A = Attack
D = Defense
X = Special card
J = Jedi & Masters only

Z = Masters only

CARD LIST

Card Name:	#	Range	Type	Notes
Telekinetic Attack	1	4	A	J
Electrical Attack	1	3	A	Z
Sweep	2	1	A	
Lunge	1	2	A	
Force Block	1	-	D	
Parry	1	-	D	
Duck	1	-	D	
Dodge	1	-	D	
Disarm	1	1	X	Opponent cannot attack next turn.
Approach	2	1	M	
Maneuver	2	2	M	
Run	1	3	M	
Knock Down	1	1	A	Opponent must discard a card.
Levitate	1	K	M	
Jedi Speed	1	-	X	Get +7 to initiative roll.
Meditate	1	-	X	Discard hand & Draw 4 cards.
Force Mastery	1	-	X	J. Draw 2 cards
Mind Trick	1	-	X	J. Opponent must discard 2 cards.
Counterattack	1	-	X	Defend & Attack = 1
Withdraw	1	-	X	Defend & Move = 1
Surge	1	-	X	Attack = 1 and Move = 2
Force Drain	1	2	A	Z
Force Push	1	1	A	Z. Move opponent back one space.
Calm	1	-	X	Gain back one Force Point.
Jedi Ability	2	-	X	Unique for each character.
Heroic Ability	2	-	X	Unique for each character.

JEDI LIST

Anakin	
Rank:	Apprentice
Jedi Ability	Two Light Sabers: Attack = 1 Twice
Heroic Ability	Impetuous: Attack = 1 & Draw a card
Darth Maul	
Rank:	Jedi
Jedi Ability	Double Light Saber: Move = 2 & Attack = 1
Heroic Ability	Athletic Prowess: Defend & Attack = 1
Qui-Gon	
Rank:	Jedi
Jedi Ability	Protect: Defend & Draw a card
Heroic Ability	Meditate: Draw 3 cards
Obi Wan Kenobi	
Rank:	Jedi
Jedi Ability	Force Defense: Defend & Draw a card
Heroic Ability	Flip: Move = 2 & Attack = 1
Darth Sidius	
Rank:	Master
Jedi Ability	Force Lightning: Attack = 3 or 4
Heroic Ability	Imperial Command: Opponent discards 3 cards
Yoda	
Rank:	Master
Jedi Ability	Force Insight: Defend & Draw a card
Heroic Ability	Leap: Move = 2 & Attack = 1
Luke	
Rank:	Apprentice
Jedi Ability	Use the Force: Draw 3 cards
Heroic Ability	Self Control: Defend & Draw a card
Darth Vader	
Rank:	Jedi

Jedi Ability
Heroic Ability
Mace Windu
Rank:
Jedi Ability
Heroic Ability
Count Dooku
Rank:
Jedi Ability
Heroic Ability

Throw Debris: Attack = 4 or Choke: Attack = 3
Negate Defense: Negate a 'Defend' action by opponent
Master
Battle Wisdom: Defend & Attack = 1
Force Attack: Move = 2 & Attack = 1
Master
Finesse: Attack = 1 & Draw a card
Retreat: Defend & Draw a card

JERUSALEM 70 AD

INTRODUCTION

Jewish Revolt of in the Roman Province of Judea.
Siege of Jerusalem by the Romans.
Two player card game.

THE DECKS

Each player has his own unique deck.

PERIODS

The game length is divided into 6 Assault Periods, each lasting 1-3 hands.
If the Romans win a hand, the Period is automatically over, and the next period starts.
If the Rebels ever win 3 hands in a row they win the game.
If the Romans win a total of 6 hands, they win the game.

FIRST ASSAULT PERIOD

Judean surprise attacks on the Roman camps.
Neither player can use Siege cards.

SECOND ASSAULT PERIOD

First penetration of the city. The Romans are pushed back.

THIRD ASSAULT PERIOD

Additional Breaches. Romans capture & raze the Tyropean Quarter.

FOURTH ASSAULT PERIOD

Roman capture of the Temple.

FIFTH ASSAULT PERIOD

Romans capture Jerusalem. Surviving Rebels flee.

SIXTH ASSAULT PERIOD

20,000 Romans defeat 900 Zealots at the Masada desert Fortress.

TURN SEQUENCE

Each turn or Hand has 4 phases:
Draw Phase
Reinforce Phase
Reveal Phase
Discard Phase

DRAW PHASE

Each Player fills their hand to 9 cards from their own deck.
If the deck runs out, shuffle the discard and draw from it.

REINFORCE PHASE

Both players discard up to 3 cards and draw replacements.
If the deck runs out, shuffle the discard and draw from it.

REVEAL PHASE

Both players reveal their hands except for cards they want to or must keep in reserve.
Each player may play:

- One Leader card.
- Up to 3 Unit cards.
- Up to 2 Morale cards.
- Up to 3 Siege cards.

Each player totals the score of their revealed cards.

Players add up the force of their individual cards revealed to get their total score.

The player with the highest score wins the hand.

If tied, no one wins, replay the hand.

DISCARD PHASE

All cards revealed in Reveal Phase are discarded.

Players may discard any reserve cards they don't want or can't keep.

A player may only keep a maximum of 3 cards in reserve.

CARD LIST NOTATION

L = Leader

S = Siege

U = Unit

M = Morale

= Number of that card in the deck.

ROMAN CARD LIST

Card Name	#	Type	Force	
Flavius Titus	4	L	12	
Tiberius Alexander	4	L	8	
Hellenic Auxiliaries	2	U	3	
Velitae Light Infantry	3	U	3	+1 if played with Legionnaires
Foederatti Light Infantry	3	U	3	
Syrian Archers	2	U	4	
Cavalry	2	U	4	
Vth Legion	3	U	5	+1 if played with other Vth Legion
Xth Legion	3	U	5	+1 if played with other Xth Legion
XIIth Legion	3	U	5	+1 if played with other XIIth Legion
XVth Legion	3	U	5	+1 if played with other XVth Legion
Siege Works	1	S	4	
Undermine Walls	2	S	5	
Battering Rams	2	S	4	
Secure a Breach	2	S	5	

Blockade	1	S	3
Catapults	1	S	3
Ballistae	1	S	3
Onagers	1	S	3
Siege Wall	1	S	4
Overrun Positions	2	S	5
Direct Assault	2	S	3
Siege Towers	1	S	4
Testudo Formation	1	S	3
Armored Towers	1	S	6
Escalade Ladders	1	S	2
Battle of Attrition	1	S	5
Earthen Ramp	1	S	4
Set Fires	1	S	4
Engineers	1	S	4
Stirring Oration	1	M	6
Rebel Factional Strife	2	M	8
Rebel Disunity	1	M	7
Relieve Tired Troops	2	M	7
Rebel Famine	2	M	7
Emboldened	2	M	6
Cohort Discipline	2	M	7
Cohort Cohesion	2	M	7
Rebel Starvation	2	M	8

JEWISH CARD LIST

Card Name	#	Type	Force	Notes
Eliezer ben Yair	3	L	11	
Shimon ben Giora	3	L	10	
Joseph ben Gurion	3	L	9	
Yair Zealots	3	U	4	+2 if played with Yair
Giora Zealots	3	U	4	+2 if played with Giora
Gurion Zealots	3	U	4	+2 if played with Gurion
Judean Freedom Fighters		2	U	4
Archers & Slingers	4	U	4	
Reserves	2	U	3	
Babylonian Volunteers	2	U	3	
Militia	4	U	2	
Powerful Fortifications		2	S	5
Judean Sortie	1	S	4	
Captured Artillery	2	S	3	
Cauldrons	1	S	3	
Counterattack	2	S	4	
Maze of Narrow Streets	1	S	3	
Towers	1	S	6	
Fortresses	1	S	4	
Man the Walls	2	S	3	
Missile Fire	2	S	4	
Firepower Advantage	2	S	4	
Counter Mining Tunnels	1	S	4	
Interior Walls	2	S	5	
Drop Rocks	2	S	4	
Repulse Attack	2	S	4	
Roman Morale Low	4	M	7	
Inflict Heavy Casualties	4	M	6	
Fanatical Defense	4	M	8	
Rally the Populace	4	M	7	

JORUNE

INTRODUCTION

Board & card game for 2+ players.
Takes place in the "Jorune" RPG universe.
Each player controls a young human (Tauther) from the realm of Burdoth, wishing to become a Citizen (Drenn).
This requires a quest (Tothis).
During the quest the Tauther will acquire marks on their Tablet (& Challisk) called Copra.

DISCLAIMER

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

VICTORY

Be the first player to accumulate 20 Copra.
A maximum of 10 Copra may be gained from Territories within the Realm of Burdoth.
A maximum of 3 Copra may be gained from any Specific Territory.

THE DECK

Players share a common deck.
Card types include:
Encounters
Companions
Events
Aids

SETUP

The oldest character goes first.

TURN SEQUENCE

Draw Phase
Aid Phase
Travel Phase
Encounter Phase
Adventure Phase
Healing Phase

DRAW PHASE

Players take turns
Draw 2 cards from the deck
If the deck runs out, shuffle the discard & draw from it.
Hand size is 10 cards. Discard excess cards.

AID PHASE

You may put Companion cards from your hand into play:
Companions stay in play until they are killed.
Weapon and Equipment (W/C) cards may also be played.
W/C must be attached to your Tauther or a Companion.
A Character can only have 1 Weapon and 1 Armor attached.
You can have a max of 4 Companions in play at one time.

TRAVEL PHASE

All Players start the game in Burdoth in the province of Ardis
Players will need to consult the Map.
A player may move from one province to an
Adjacent province on a roll of 4-6+ on 1D6. (The Travel Roll)
(A low roll indicates failure to find guides, mounts,
ships, etc. or slow-going, bad weather, getting lost, etc.)
Playing a Travel card modifies this roll.
When heading to an Island (or back to the continent) you
Must travel to the Sea first (The Sea counts as a "destination").
From the "Sea" you can go to any location on the Map that borders the sea.
All Burdoth Provinces are considered to be adjacent to each other.

ENCOUNTER PHASE

Your leftmost opponent may play an Encounter card on you.
Encounter cards are of 2 types:
- Sentient Races
- Natural Perils
A Natural Peril can be played in any Territory.
A Sentient Race can only be played if it is listed in the Territories Adventure Table.
Any Water encounter card can be played if at Sea.
Roll 3D6 (The Fight Roll)
Add the Force of your Companions, Weapons & Armor.
Subtract the Force of the Encounter card.
Event cards can modify the roll.
Event cards are always discarded as soon as they are played
If the result is 11+ the Encounter is defeated.
If the result is 10 or less, one Companion is killed.
If no Companions are left, the Tauther must roll on the Danger Table:

DANGER TABLE

1D6	Result:
1-2	Tauther gets away but loses all attached cards
3-4	Tauther loses all cards and misses next 1D6 turns in captivity
5-6	Tauther Killed

The Player instead of fighting may attempt Diplomacy or Evasion.
Roll on the Diplomacy or Evasion Table.
You cannot use diplomacy with Natural Perils.

DIPLOMACY TABLE

2D6	Result:
1-7	They Attack Anyway. The Encounter gets Force +2
8-9	You talk your way out of it somehow. They let you go.
10+	They like you and offer assistance: Draw 1 card

Note: Woffen, Bronth roll +1
Note: Crugar, Cleash, Ramian roll -1

EVASION TABLE

2D6 Result:
1-8 They catch up to you. The Encounter gets Force +1
9+ You hide or run away successfully
Note: Woffen, Crugar roll -1

ADVENTURE PHASE

Every Territory has an Adventure Table.
Roll on the Adventure table for the Territory you are in to find out which adventure you get, or play an Adventure card. Then Roll on the Master Adventure Table (The Adventure Roll) When rolling Subtract the Copra level of the adventure & Add the number of your Companions.

MASTER ADVENTURE TABLE

3D6 Result:
1-6 You fail the adventure- Gain no Copra & lose a Companion
7-10 You fail the Adventure- gain no Copra
11-15 You Succeed- Gain the Indicated number of Copra
16+ Great Success- Gain Copra and draw 2 cards

HEALING PHASE

If you lost a Companion this turn, roll on the Healing Table.

HEALING TABLE

2D6 Result:
1-8 Healing does not help - Discard Companion card
9+ Companion is fully restored

TERRITORY ADVENTURE TABLES

HERIDOTH

Encounters: Human (+1 Force)
Adjacent: Burdoth, Sea, Dobre, Anasan
Adventure List

1D6	Copra	Adventure
1	1	Visit the City of Dowsen to hear Political rumors
2	2	Contact & learn secrets of a SkyRealm
3	3	Capture Petty Warlord
4	2	Serve on Burdoth Diplomacy Mission
5	2	Get Involved in Factional Power Politics
6	3	Hire out as Mercenary for Warring City State

ANASAN

Encounters: Human, Woffen, Wild Humans
Adjacent: Sea, Heridoth
Adventure List

1D6	Copra	Adventure
1	2	Guard Trade Caravan

2	2	Bodyguard for Merchant
3	1	Deliver Goods to Rhodu
4	3	Apprehend Bandits
5	2	Accompany Settlers
6	3	Hunt Fugitive

EAST TRINNU JUNGLE LANDS

Encounters: Cleash

Adjacent: Burdoth

Adventure List

1D6	Copra	Adventure
1-2	3	Defend Village from Cleash Raids
3-4	2	Gather Crystals
5-6	1	Gather Limilates

THANTIER

Encounters: Human (+1 Force), Cleash

Adjacent: Burdoth, Sea, Doben-Al

Adventure List

1D6	Copra	Adventure
1-2	1	Trade Goods
3-4	2	Diplomacy Mission
5-6	3	Sell-Sword

TAN-IRICID, MOUNTAIN CROWN

Encounters: Thriddle

Adjacent: Sea

Adventure List

1D6	Copra	Adventure
1-2	2	Employed by the Thriddle
3-4	1	Study Ancient Knowledge
5-6	2	Acquire Giddyne

ICE FIELDS OF GILTHAW

Encounters: Cleash (+2 Force)

Adjacent: Sea, Voligere

Adventure List

1D6	Copra	Adventure
1-2	1	Accompany Scientific Expedition
3-4	3	Protect Settlement from the Cleash
5-6	2	Reconnaissance Mission

VOLIGIRE

Encounters: Ramian (+2)

Adjacent: Sea, Gilthaw, Sharden, Sillipus (Water Warp)

Adventure List

1D6	Copra	Adventure
1-3	2	Trade Shirm-eh Herbs for Daij Meat
4-5	3	Defend Border from Raiman Attacks
6	3	Enter the Capitol city of Vinteer

LUNDERE

Encounters: Woffen (+1), Shanthas, Salu

Adjacent: Sea, Dobre

Adventure List

1D6	Copra	Adventure
1-2	1	Visit the Port City of Yobreh
3-4	3	Contact & learn from the Shanthas
5	2	Mission across the Desert
6	2	Mission across the Mountains

DOBRE

Encounters: Bronth, Ramian

Adjacent: Lundere, Burdoth, Heridoth, Sea

Adventure List

1D6	Copra	Adventure
1-2	3	Help defend against a Ramian Invasion
3-4	1	Trade Mission in the City of Tlon
5-6	2	Serve on Burdoth Diplomacy Mission

DOBEN-AL

Encounters: Wild Humans, Cleash, Crugar

Adjacent: Thantier, Burdoth, Ros Crendor, Khodre, Temauntro

Adventure List

1D6	Copra	Adventure
1-2	3	Patrol the Wasteland
3-4	1	Help Wanderer
5-6	2	Escort Travelers

JASP

Encounters: Human

Adjacent: All Locations (Take a ride on a Crystal Schooner)

Adventure List

1D6	Copra	Adventure
1-3	1	Crystal Collecting
4-5	2	Work on Crystal Schooner
6	1	Trade Mission in the City of Aylon

DELSHA

Note: Island

Encounters: Human, Wild Humans, Shantha

Adjacent: Sea

Adventure List

1D6	Copra	Adventure
1-2	3	Coronondon Hunting Expedition
3-4	1	Harvest Incupods
5-6	2	Bio-Tec Trade Mission

TEMAUNTRO

Encounters: Crugar (+2 Force)

Adjacent: Jasp, Khodre, Sea, Doben-Al

Adventure List

1D6	Copra	Adventure
1-3	1	Trade for Crystals & Limilates
4-6	3	Defend Border from Crugar Raids

SILLIPUS

Note: Island

Note: Sea, Voligire (Water Warp)

Encounters: All Races

Adventure List

1D6	Copra	Adventure
1-3	2	Buy Black Market Goods
4-6	3	Pursue Fugitive

ROS CRENDOR

Encounters: Human (Boccord), Wild Humans

Adjacent: Doben-Al, Khodre, Sea

Adventure List

1D6	Copra	Adventure
1-3	1	Trade for Brynk Hardwood
4-6	2	Deliver Message to the Boccord

NORTH & SOUTH KHODRE

Encounters: Human, Wild Humans, Crugar

Adjacent: Ros Krendor, Jasp, Doben-Al, Temauntro, Sea

Adventure List

1D6	Copra	Adventure
1	3	Work as Enforcer
2	2	Work as Mineral Miner
3	2	Accompany Dharsage Emissary
4	2	Trade for Coleel Gems with Lake Acubon
5	3	Street Fighting in Carissey
6	3	Pursue Fugitive

SHARDEN

Encounters: Tologra (Force +2)

Adjacent: Voligere, Sea

Adventure List

1D6	Copra	Adventure
1-3	2	Visit Tologra City
4-6	1	Trade with Tologra

BURDOTH (ARDIS PROVINCE)

Encounters: Human

Adjacent: Sea, Doben-Al, Heridoth, Thantier

Adventure List

1D6	Copra	Adventure
1	1	Learn Earth-Tec at the Armories of Ardoth
2	1	Government Internship in Ardoth
3	2	Fight Beagre Infestation in Mar
4	3	Relief Mission to Essanja
5	2	Mandare Hunting in the Glounda Forest
6	3	Military Training at Glounda City

BURDOTH (THE GAUSS VALLEY)

Encounters: Human, Crugar

Adjacent: Sea, Doben-Al, Heridoth, Thantier

Adventure List

1D6	Copra	Adventure
1	1	Harvest Durlig in the Gauss Valley
2	2	Study at the Lab of Gauss

3	1	Work the Piers of Salam'arine
4	2	Join pilgrimage to the Valley of Iscin
5	2	Help Rebuild Khaun Gauss
6	3	Employed by Thriddle of Cosahmi

BURDOTH (LUSAIL)

Encounters: Human, Ramian

Adjacent: Sea, Doben-Al, Heridoth, Thantier

Adventure List

1D6	Copra	Adventure
1	3	Aid Defense against Ramian Raid
2	1	Harvest Incupods
3	1	Accompany Silk Traders in Lelligere
4	1	Visit the Pyramid at Sydra
5	2	Collect Insects in the Cushindell Marshes
6	2	Byrnk Hardwood Trade Mission

BURDOTH (SOBAYID)

Encounters: Human, Cleash, Crugar

Adjacent: Sea, Doben-Al, Heridoth, Thantier, East Trinnu

Adventure List

1D6	Copra	Adventure
1	3	Desert Patrol for Crugar Raiders
2	2	Guard Wealthy Merchant in Miedrinth
3	2	Garrison Duty in Coise
4	2	Accompany Cavris Crystal Miners
5	3	Hunt Giggit in the Jungles
6	2	Study Dyshas with the Maudra of Baysis

CARD TYPE NOMENCLATURE

E = Encounter

N = Natural Peril Encounter

C = Companion

Q = Equipment

V = Event

W = Weapon

I = Isho (Events- Use only if you have an Isho capable Companion)

T = Travel

ENCOUNTER DECK CARD LIST

Card Name	Type	Force	Notes
Human Assassins	E	4	
Human Thugs	E	1	
Human Fanatics	E	3	
Human Spy	E	2	
Human Mercenaries	E	4	
Human Secret Agents	E	5	
Human Soldiers	E	4	
Human Yords	E	2	Police
Human Dyte Punks	E	1	Maudra
Human Constables	E	2	
Human Criminals	E	2	
Human Thieves	E	2	
Daijic Enforcers	E	3	Police the Maudra
Human Warriors	E	4	Wild
Human Poachers	E	2	Wild
Human Hunters	E	3	Wild

Human Bandits	E	3	Wild
Human Nomads	E	3	Wild
Human Tribesmen	E	3	Wild
Human Brigands	E	3	Wild
Human Pirates	E	3	Water
Human Guards	E	2	
Woffen Pack	E	2	Wolf men
Woffen Hunting Party	E	2	
Woffen Juveniles	E	1	
Woffen Defenders	E	3	
Woffen Searchers	E	2	Water
Cleash Band	E	3	Insidious Insect Men
Cleash Hive	E	3	
Cleash Scouting Party	E	2	
Cleash Collectors	E	1	
Cleash Slavers	E	3	
Cleash Marauders	E	4	
Cleash Scarmis Herd	E	4	
Cleash K'crikss ships	E	4	Water
Ramian Attackers	E	4	Isholess Man like beings
Ramian Pirates	E	4	Water
Ramian Sea Devils	E	5	Water
Scourge Ramian Gire	E	6	Water; Pirates
Ramian Raiders	E	5	
Ramian Chiveer	E	4	Madness Phase
Bronth Fighting Ship	E	6	Water
Bronth Patrol	E	5	Bear Men
Crugar Warriors	E	5	Cougar Men
Crugar Raiding Party	E	4	
Crugar Tormenters	E	3	
Crugar Pack	E	4	
Crugar Fighters	E	5	
Tologra Family Group	E	4	Lion Men
Tologra Guardians	E	6	Wield 2 Swords
Shantha Protectors	E	7	Wield Shanthic Blades
Shantha Ancients	E	5	Native Race
Acubon Fanatics	E	2	Water: Aquatic Race
Warp Walker	N	15	Great Monstrosity
Wild Croid	N	6	
Mandrake	N	7	Long Necked Terror
Scragger Pack	N	3	Small Poisonous Biters
Ferocious Farg	N	5	Enormous Swamp Dweller
Flying Duradon	N	4	Carry off Prey
Dreglamon	N	6	Multi Mouthed Worms
Trarch	N	2	Huge Sub-Humans
Dichandra	N	4	Clawed Lobster Bipedes
Thriddle	C	1	Diplomacy Rolls +1
Woffen	C	1	Evasion Rolls +1
Dyte Maudra	C	1	Isho-Capable
Boccord	C	2	Strong Human Variant
Crugar	C	2	Wolf-man
Bronth	C	2	Bear-man
Thrike Fighter	C	2	Gladiator
Shadow Warrior	C	2	Commando Ranger
Caji Maudra	C	1	Isho-Capable
Seytra Maudra	C	1	Isho-Capable
Shantha Wanderer	C	2	Isho-Capable
Ca-Tra Shantha	C	2	Isho-Capable
Militia Man	C	1	Does not count against Companion Limit
Infantry Man	C	1	Burdothian Military
Jungle Runner	C	1	Evasion Rolls +1
Merchant	C	1	Diplomacy Rolls +1
Healer	C	1	Healing Rolls +1
Translator	C	1	Diplomacy Rolls +1
Condrij Mercenary	C	2	
Corastin Bodyguard	C	3	Travel Rolls -1

Beaster	C	1	Fight +2 vs Natural Perils
Thromboc Trainer	C	1	Travel Rolls +1 on Land
Eseejean Sailor	C	1	Travel Rolls +1 on Water
Thoth	C	1	Discard to draw 2 cards
Shast Inkeeper	C	1	Diplomacy Rolls +1
Ahdis Orator	C	1	Diplomacy Rolls +1
Private Detective	C	1	Adventure Roll +1
Querrid	C	1	Adventure Roll +1
Researcher	C	1	Adventure Roll +1
Field Scientist	C	1	Adventure Roll +1
Yord Policeman	C	1	Adventure Roll +1
Githerin Thief	C	1	Evasion Rolls +1
Croid Companion	C	3	Cannot Attach Cards
Skittish Thrombo Mounts	T	-	Land Travel Roll +2
Horses	T	-	Land Travel Roll +2
Giant Bochigon Mount	T	-	Land Travel Roll +2
Huge Lothern Mount	T	-	Land Travel Roll +2
Flying Talmaron Mounts	T	-	Travel Roll +2
Cith Winter	T	-	Travel Roll -2
Isho Storm	T	-	Travel Roll -2
Hilc Digestive Aid	T	-	Travel Roll +1
Salu Chausis	T	-	Water Travel Roll +2
Shanthic Blade	W	1	
Plasma Blaster	W	1	Earth-Tec
Pulse Laser	W	1	Earth-Tec
Sonic Field Ram	W	1	Earth-Tec
Electrostatic Stunner	W	1	Earth-Tec
Boc Rod	W	1	Isho Character only
Sis-ganj Throwing Knife	W	1	1
Crendorian Longbow	W	1	
Spiked Gauntlet	W	1	Thike
Thailiarian Plate Armor	Q	1	Corondon Carapace
Leather Armor	Q	1	Thrombo
Deflector Armor	Q	1	Earth-Tec
Mobile Active Suit	Q	2	Earth-Tec
Locurian Grunder Armor	Q	1	Armadillo Shell
Isho Bolt	I	3	
Isho Orb	I	3	
Isho Shield	I	3	
Isho Dysha	I	3	
Isho Wall	I	-	Escape Roll +2
Isho Blast	I	3	
Isho Weave	I	-	Draw 3 cards
Isho Heal	I	-	Healing Roll +2
Isho Calm	I	-	Diplomacy Roll +2
Isho Warp	I	-	Travel Roll +2
Tra-Sense	I	-	Escape Roll +2
Caji Entropy	I	-	Opponent must discard 3 cards
Scedri Cloth	V	-	Healing Roll +1
Enclep Hospital	V	-	Healing Roll +1
Arrigish Root	V	-	Healing Roll +1
Reco Rejuvenator	V	-	Healing Roll +1
Reco Volunteer	V	-	Fight +1 or Escape +1
Cleash Capsules	V	-	Cleash get Fight +3
Ramian Bolas	V	-	Ramian get Fight +3
Blount Mathin	V	-	Escape Roll +2 (Stink Bomb)
Thivin Merchant	V	-	Search deck for Item & put it in your hand
Sarceen Isho Sculpture	V	-	Adventure Roll +1
Power Shield	V	3	Earth-Tec Force Wall
Throw Explodes	V	3	Earth-Tec Hand Grenades
Return Shantha Artifact	A	-	3 Copra
Giggitt Hunting	A	-	3 Copra
Testify before Council	A	-	2 Copra
Rescue Thriddle	A	-	3 Copra
Consult Sholari Priest	A	-	2 Copra
Aid Yordeh in Trial	A	-	2 Copra

Discover Shantha Ruins	A	-	3 Copra
Chawgis Battle School	A	-	1 Copra & Permanent Fight +1
Find Stable Warp	A	-	3 Copra
Explore SkyRealm	A	-	3 Copra
Divert Combaton Robot	A	-	3 Copra
Gather Slutch Shells	A	-	1 Copra

LINKS

Jorune.org

[Ellipsis](#)

[Network](#)

[Sholari](#)

[Review](#)

[Yahoo](#)

JOUST

INTRODUCTION

Two player card game simulating a joust between two competing knights.

VICTORY

Be the first player to win 3 passes.

THE DECK

Players share a common deck.

THE CARDS

There are four suites:

1. Speed
2. Aim
3. Armor
4. Courage

Each card belongs to one Suite and has a force value from 1 to 10.

TURN SEQUENCE

The turn is divided into 3 phases:

Dress Phase

Charge Phase

Clash of Arms Phase

DRESS PHASE

Each player is dealt a hand of 4 cards face up and 8 cards face down.

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

CHARGE PHASE

Players discard 4 of their facedown cards.

CLASH OF ARMS PHASE

Players reveal their face down hands.

Each player totals their score in each of the 4 suites.

Players compare their totals in each suite.

If players tie in a suite, then neither player wins the suite (It remains a tie).

The player that wins the most suites wins the turn (hand/pass).

If both players win equal numbers of suites, then the turn is draw (neither wins).

CARD LIST NOTATION

S = Speed

A = Aim

R = Armor
C = Courage

COMMON DECK CARD LIST

Card Name:	Type:	Force:
Canter	S	1
Trot	S	2
Spur	S	3
Gallop	S	4
Stallion	S	5
Warhorse	S	6
Rush Forth	S	7
Charge	S	8
Lightning Speed	S	9
Furious Assault	S	10
Lance	A	1
Lunge	A	2
Clash of Arms	A	3
Puissant Skill	A	4
Fierce Stroke	A	5
Smite	A	6
Great Strength	A	7
Prowess	A	8
True Aim	A	9
Mighty Blow	A	10
Padding	R	1
Barding	R	2
Visor	R	3
Hauberk	R	4
Cantels	R	5
Breast Plate	R	6
Plate Mail	R	7
Great Helm	R	8
Parry	R	9
Shield	R	10
Foolhardy	C	1
Spirit of Youth	C	2
Eagerness	C	3
Bravery	C	4
Glory	C	5
Ale	C	6
Chivalry	C	7
Lady's Favor	C	8
Honor	C	9
Battle Fury	C	10

JUGGER WARP PLAY

PREFACE

Warp Play = Warpspawn Roleplaying.
Roleplaying universe.
Work in progress.
Readers are encouraged to submit material.

INTRODUCTION

Fantasy Setting.
Mighty Juggernaughts do battle.

MINIATURES RULES

Click [here](#) for the tactical rules.

ORIGINS OF THE JUGGER AGE

In the year 4835 A.F. two Orc tribes, the Gurak Blood Spitters and the Hurga Snaggle Tooths joined forces to lay siege to the Meddian city of Findel. Reinforcements for Findel were at least two weeks away. The city was defended by only a stone wall and a small garrison. The orcs had excellent engineers in both camps. The war chiefs decided to attack using a combination of mining, sapping, artillery, and siege towers. Within days the walls were breached in several places and plans were made for the final assault. Things looked hopeless for the Meddians. The orc chiefs then began to argue over who should get to keep the city when the siege was over. Both tribes were nomadic and they originally agreed to help each other capture a city. Orcs often use trial by combat to resolve disputes. Champions were selected but Saggor, an engineer suggested they use siege towers instead. This proposal was met with great enthusiasm. Two siege towers were dragged away from the walls and brought to face each other. Within minutes both were reduced to large piles of firewood. A tie being unacceptable, both sides agreed to a rematch. Two days later each side revealed their new champions which were twice as large as the original siege towers. The Gurak construction was filled with battering rams. The Hurgas model had a multitude of arms with spiked fists. The titans traded great shattering blows to the cheers of watching orcs and Meddians. Both hulks were smashed to pieces. The shamans made burnt offerings to the war gods and the chiefs agreed to yet another challenge. During the third day of construction an unexpected relief force from Bonheim arrived and drove the Orcs all the way back to Garu Gak. All over the continent everyone was talking about the battle between these so called juggernaughts. During the following months the surviving Guracks marched on Findel with seven 'juggers' and crushed it flat. The Hurga launched a similar attack against the elves. These initial armies of juggers were defeated at great cost. By the end of the conflict known as the first jugger war all of the major races were building their own prototype war machines.
Excerpted from: "Modern Jugger Tactics" by Ulmon Ironshanks, Retired captain & dwarven loremaster.

CHRONICLES OF THE JUGGER WARS

The new orcish monstrosities have been churning up the forest. Many tree homes have been crushed under their giant wheels. It makes an elf look back

fondly on the days when the orcs merely tried to burn the forest down. After all, its easy enough to summon a good size rainstorm. It took four mages but we were finally able to bring down one of the hulks. Lorith hit the control chamber with a fireball and the whole thing exploded. I myself have only enough strength left to cast another spell or two today. Korvis was the most weakened so we teleported him to the city state of Ibion to warn them. The rest of us will try to delay the cohort for as long as possible before they find a shallow place to ford the river. Dorah grabbed my arm. "I hear another one coming." The ground started to shake. I could hear trees splintering. I readied my runestaff. Over the top of the treeline I could make out a set of great sails. Lorith was first able to speak. "I don't believe it!" Before us was an Ibion sailing ship set on wheels. Aboard was Korvis grinning like a mad elf. "Ho wizards! Do you think this will make a fine surprise for our orc friends?!" "That was quick" said Lorith. Korvis's demeanor darkened a little. "The archmage is unconscious" he said. I felt a catch in my breath. The effort to get the Ibion vessel here as quickly as possible meant that the archmage had risked a huge teleportation - at considerable personal cost. "So Ibia is defenseless? whispered Dorah. No-one replied. With the archmage recovering, with the orcs becoming bolder and with their unprecedented use of machines we all knew that within weeks the Ibion Council would fall. Korvis was suddenly backlit by a powerful explosion. Another orc machine burned with sinister green flame . I felt a sickening certainty that one of our own had been seriously injured in this small victory. Lorith and Dorah began climbing the rope ladder into the vessel. Korvis was watching me as I new he would. Would I fail him again ,as he believed I had the first time we had attempted to enter the orc lands?

JUGGERNAUGHTS

Juggers or Jugs are giant war machines constructed with medieval technology. They are built out of wood and iron. Jugs require large crews to operate them. Historically, juggers are an evolution of the siege tower.

HISTORY OF PROPULSION

The earliest juggers used men and horses to propel them. The various races of Lantasia quickly developed more sophisticated means of propulsion. The men of Meddia use wood burning engines. The Garu Gak orcs burn coal. The Shadudanese goblins use special mixtures of marsh gas produced by their alchemists as fuel. The Durngard dwarf engines use coal heated steam. The gnomes of Undell fuel their machines with alcohol. The desert men of Zuranti use a black oil they find under the sands. The elves of Eliwyn use a combination of sails and strong elemental magic. The Voorlock use the muscle power of chained demons to drive their fearsome constructs.

JUGGER

INTRODUCTION

Fantasy tactical rule system.

Juggers or Jugs are giant war machines constructed with medieval technology.

PLAYING PIECES

Players will need a hex map, D6 and D10 dice, counters to represent juggernaughts.

THE MAP

Jugger is played on a hex map. The maps can represent playing fields, racing traps, mazes, or battlefields depending on the scenario. Each side of a hex is called an arc. A jugger faces out of its forward arc.

COUNTERS

Players will have to make their own counters. Use bank cardboard chits. Opponents should have counters of different colors. The counter should have written on it an arrow indicating which way the jug is facing and a number or name identifying the jug.

RECORD KEEPING

For each jug a player will have to keep track of its current velocity and hit total. Other things that need to be recorded include fire damage, loss of boarders, time between cauldron attacks, and wizard spells

JUGGER TRAITS

SIZE CLASS

Size class, or SC, measures the size of a jug. Each point of SC gives the jug a base of 20 Hits and space for 1 piece of equipment. A 3 SC jug would have 60 Hits and room for 3 improvements.

ACCELERATION RATE

All jugs can accelerate at a base rate of 1 hex per turn. This can be improved by adding gears, sails, or magic.

DECELERATION RATE

Like Acceleration, All jugs can decelerate at a base rate of 1 hex per round. This can be improved by adding brakes, sails, legs, or magic.

TURN RATE

All jugs have a base turn rate of one 60 degree turn per round. This can be improved by adding steering equipment, legs, or magic.

RAMMING

If a jug runs into another jug it is called a ram attack. The rammed jug takes damage from the ram.

Damage done by ramming to a side arc =
(D6 + rammers SC) x (Velocity of the rammer)

The D6 is called the Ram Roll. Both jugs will be reduced to 0 velocity but first the rammer will push the rammed jug = the remainder of its move - the targets SC.

Damage done by ramming the rear arc=
(D6 + rammers SC) x (Velocity of the rammer - Velocity of target) The rammed jug will be bounced forward 1D3 hexes. The rammers velocity will be reduced to the hexes it moved during the round to reach its target.

Damage done by head on collisions: Treat as a side ram if the target doesn't have a ram. If both have rams then each takes damage as if hit by a side ram. Both jugs are reduced to 0 velocity unless one is destroyed, then the other drives through it at -1 velocity.

COLLISIONS

If a jug hits an obstacle or a wall it will take damage as if hit by a side ram.

TERRAIN

Some hexes may contain forests, rubble, houses, or wreckage. These decrease velocity by 1 or more points every time they are entered.

DAMAGE

Damage is recorded as lost hits. If a jugger is reduced to 0 hits it is destroyed. For every 20 points of damage a jug has lost roll on the:

CRITICAL DAMAGE TABLE

1D6	Result
1	1 piece of equipment destroyed: attackers choice
2	1 piece of equipment destroyed: defenders choice
3-6	No effect

TURN SEQUENCE

- 1- Initiative Phase
- 2- Movement Segments
- 3- End Phase

INITIATIVE PHASE

All players roll 1D10. Reroll all ties. The player with the highest roll has the highest initiative score. If it is a small battle each jugger may roll for initiative.

MOVEMENT SEGMENTS

The player with the highest initiative roll moves all of his juggers first. This is the first movement segment. The player with the next highest initiative moves his juggers second. This is the second movement segment. This continues until all players have moved all of their units. There are as many segments in a turn as there are players or sides. Players may declare attacks any time during their move or another players move. Immediately stop movement and roll all attack rolls. When all players are done making attacks roll for damage, grab, fire, and topple effects for all attacks just made. The player may then continue moving the unit. Basically, a player should, during every hex that one of his units moves, count the number of mps the unit has used totally so far and ask if anyone wishes to make an attack. A weapon can only be used to attack once during a turn.

END PHASE

This is basically a bookkeeping and rest phase. Start the round over at the initiative phase. If a goal was scored start the round over at the deployment phase.

STANDARD WEAPON TABLE

D10	Weapon	Range	To Hit	Damage	Notes
1-	Catapult	10	2	2D6	All arcs
2-	Ballista	5	4	1D6	All arcs
3-	Jaws	1	3	2D6	Forward arc. Also pincers and mandibles. Grab attack.
4-	Wheel Spikes	1	4	1D6	Attacks all units in adjacent side hexes.
5-	Battering Ram	1	4	2D6	Forward arc. Also Screw rams. These are in addition to the main ram
6-	Claw Arm	1	3	1D6	All arcs. Also Jaw arms, pincer arms, tentacles, and catchers. Grab Attack.
7-	Saw Arm	1	4	1D6	All arcs. Also Screw arms and Scissor Arms.
8-	Flail	1	2	3D6	All arcs. Also Droppers, and Wrecking Balls
9-	Mace Arm	1	3	2D6	All arcs. Also Hammer arms, Sword arms, and Axe arms.
10-	Shield Arm	1	3	1D6	All arcs. The jug gains 10 hits worth of armor

GRAB ATTACKS

If a claw arm or a jaw hits the target jug the jugs become attached. The attacker can break the hold automatically. The target can break the hold on a roll of 1-3 on D6 at the start of its Move Phase. The bigger jug can drag or push the smaller jug on following turns at a maximum velocity of 2 hexes per turn. Weapons that have grabbed on do damage every turn automatically.

JUGGERS AT WAR

Juggers are the mainstay of all modern fantasy armies. Extra weapons not allowed in regulation juggerball are available during wartime. Some weapons are built and used by only certain races; these are listed in the exotic weapons table.

WARTIME WEAPON TABLE

D6-Weapon	Range	To Hit	Damage	Notes
1- Trebuchet	15	1	3D6	All arcs
2- Boarders	1	1	0	All arcs. On a successful hit the crew is killed and the target jug comes under your control. On an attack roll of 4-6 the boarders are killed and cannot be used again.
3- Fire Pump	1	3	1	All arcs. Does damage for 1D6 turns.
4- Cauldron	1	4	1D6	All arcs. Does damage for 1D6 turns. Can only be used once every 3 turns.
5- Scythe	1	3	1D6	Forward arc. Any damage roll of 6 will cut the jug in half and destroy it.
6- Lever	1	1	-	Topple Forward arc. On a successful hit the jug is toppled and destroyed. Also jacks and push poles.
7- Winch:				Attached to a ballista. If a ballista hits roll 1D6. On a roll of 1 the target topples. On 4-6 the rope snaps. On 2-3 roll again next turn.

EXOTIC WEAPON TABLE

Weapon	Range	To Hit	Damage	Notes
*Mirrors	10	4	1	All arcs. Does damage for 1D6 turns. Elves
*Sails:				Each sail gives the jug acceleration and deceleration +1. Sails cannot be combined with legs. Elves
*Demon Eye	5	1	Death	Forward arc. On a successful hit the whole crew is killed. Voorlock
*Acid Spitter	10	3	1	Forward arc. Does damage for 1D6 turns. Voorlock
*Tongue	2	3	1D6	Forward arc. Voorlock
*Sling Shot	10	3	1D6	All arcs. Goblin
*Fang	1	1	Death	Forward arc. If the fang hits the crew is killed by an injection of poison gas. Goblin and Voorlock.

OVERSIZE WEAPONS

A single weapon can take up more than one equipment space. Damage done by the weapon is multiplied by the size of the weapon. For example a size 3 trebuchet does 3 x 1D6 Damage. A size 4 Fire pump does 4 points of damage for 1D6 rounds.

CAPTAINS

Every Jugger has a captain to command it. All captains have at least 1 special ability. Captains with more than 1 special ability are known as legendary captains. A jugger does not need a captain to operate.

Captain Special Abilities Table
1D10 Ability

- 1- Speed Demon: Jug gets +1Acceleration
- 2- Cornering: Jug gets +1 Turn Rate
- 3- Balance: Jug avoids Topple on a roll of 1-3 on D6 and gets Decelerate+1
- 4- Tactics: Player gets +1 to initiative rolls
- 5- Artillerist: Jug gets +1 to hit with 1 missile attack per turn
- 6- Meleer: Jug gets +1 to hit with 1 close combat attack per turn
- 7- Evasion: Jug dodges 1 attack per turn on a roll of 1-2 on D6. If this is a ram attack move the jug 1 hex out of the way in any direction.
- 8- Damage Control: Put out 1 fire or reduce damage of 1 attack per turn by half on a roll of 1-3 on D6.
- 9- Mechanic: Repair 1D3 damage per round.
- 10- Luck: Player may reroll any 1 die roll affecting jug this turn.

SAMPLE LEGENDARY CAPTAINS

Morg Orgus

Abilities: Speed, Meleer, Damage Control, Tactics, Evasion

Morg is the chieftain of the Black Fang tribe in southern Garu Gak. His cunning and ferocity has resulted in the enslavement of many other tribes. His raids into elvish territory have all been successful. His tribe may soon be in position to capture HurGak.

Ballard Trevon

Abilities: Balance, Luck, Artillerist, Tactics

Ballard is a baron of the Meddian noble house of Trevon. This dashing fellow has earned himself a reputation as a duelist, a fornicator, and a field commander. He has led the Trevons to several victories against the orcs and the rival house of Eston.

Gavis Greybeard

Abilities: Cornering, Mechanic, Evasion.

Gavis is a veteran Battlemaster captain. He fought bravely during the Goblin wars. He is an honored guest in any clan hall.

SET BATTLES

Set battles are rules and suggestions for designing military engagements.

Army Sizes:

Each player gets X number of SC's to spend on an army per side. In a medium size battle each side gets 20 SC. A side may contain units from several different races.

VICTORY CONDITIONS

The typical victory conditions of a set battle is the total destruction or rout of the enemy force. Other victory conditions might include: Occupying a strategic location on the map; Destroying a particular unit; Rescuing a unit; Breaking through enemy lines; Delaying the enemy; Escaping; Harassing or misleading the enemy.

SET UP

Usually, opposing armies will begin at opposite ends of a map. The set up can be changed to simulate ambushes, sieges, pursuits, encirclements, or other situations. The winner of the strategic roll may receive a sleight advantage in set up.

LEAGUES

Several players may wish to get together to form a league. Each player plays his army in set battles against all the other players at least once. League tournaments should include hierarchal rankings, titles, newsletters, referees, and prizes. Players may wish to resolve any rules ambiguities before serious competition begins.

MILITARY JUG DESIGNS

Jug Class	SC	Hits	Weapons
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ALL RACES

Warbuggy	1SC	20	Any size 1 Weapon
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MEDDIANS

Boarder	4SC	80	4 Boarders
Swordsman	5SC	120	Legs, Size 2 Sword arm, Size 2 Shield Arm
Archer	3SC	60	Size 2 Ballista, Winch
Axer	8SC	160	Legs, Size 2 Axe arm, Size 2 Axe arm,
Push pole, 2 Ballistas			

DWARVES

Lobber	2SC	40	Size 2 Trebuchet
Warmachine	5SC	120	1x Armor, 2 Levers, 2 Claw arms
Landship	6SC	160	2x Armor, Size 2 Battering Ram, 2 Catapults
Battlemaster	8SC	220	2x Armor, Main Ram+2, 2 Catapults, 2 Boarders

ORCS

Warbah	4SC	80	2 Claw Arms, 2 Boarders
Gorger	6SC	160	+2 Gears, 2x Armor, Main Ram +2
Cutter	3SC	60	Legs, 2 Axe Arms
Crusher	10SC	200	2 Mace Arms, 2 Droppers, 2 Boarders,
2 Fire pumps, 2 Scissor Arms			

Notes: Whole tribes often live in their Crushers.

GOBLINS

Backbiter	3SC	60	3 Fangs
Sniper	2SC	40	Size 2 Slingshot
Thrasher	5SC	120	Two Size 2 Flails, Armor x1
Hydra	8SC	160	8 Jaw Arms

Notes: Goblins are very fond of Warbuggies.

GNOME

Lumberjack	3SC	60	2 Saw Arms, Jack
Tug	5SC	100	2 Ballistas, 2 Claws, 1 Winch
Miner	2SC	40	Size 2 Screw Ram
Walker	7SC	140	Legs, Gears +1, Wrecking Ball, 2 Droppers,
2 Catchers			

Notes: Gnome Jugs have a primary role as construction equipment during peacetime.

ELF

Windrammer	5SC	100	2 Sails, Main Ram +2, Wizard
Mirror Ship	2SC	40	Size 2 Mirror
Fire Avatar	5SC	100	Legs, 2 Fire Pumps, Cauldron, Wizard
Tower of Death	7SC	140	2 Droppers, 4 Scythes, Wizard

VOORLOCK

Horny Toad	4SC	80	Legs, Size 2 Tongue, Wizard
Demon Eye	5SC	100	4 Tentacles, Demon Eye
Dragon Face	8SC	160	Size 3 Jaw, Size 2 Fire Pump, 2 Fangs, Wizard
Gekko Spitter	2SC	40	Size 2 Acid Spitter

Notes: The Voorlock are a race of reptillian, humanoid, demon worshipers.

KURDASHI

Desert Rat	3SC	60	Legs, 2 Catapults
Wild Ass	5SC	100	Legs, 2 Catapults, 2 Flails
Yahooot	7SC	140	Legs, 2 Trebuchets, 2 Flails, 2 Battering Rams

Notes: The Kurdashi are a race of humans that live in the desert. They use a 3 legged design.

WIZARDS

All races have wizards. However, only the elves and the voorlock have an abundant supply of them. Wizards will have 2D6 spells prepared for the battle. Roll on the spell table to see which ones.

WIZARD SPELL TABLE

D6 Spell	Range	To Hit	Damage
1- Fireball	5	5	3D6
2- Lightning Bolt	10	4	2D6
3- Shield: Negate 1 attack after it hits the jug but before it does damage.			
4- Haste: Acceleration, Deceleration, & Turn Rate +1 for 1D3 turns.			
5- Restoration: Repair 3D10 hits to jug.			
6- Fate: Cause any die roll to be rerolled.			

JUGGERBALL

Juggerball is a game played using Juggers and a very large ball. Playing fields vary according to the stadium. Almost all include some obstacles which cannot be moved through. A regulation juggerball team has 7 jugs on the field at a time. Regulation juggers are 3 SC. The winner is the first team to score 3 goals. Juggers starting locations are marked by X's on the map. Jugs cannot stop within 3 hexes of their own goal. After a goal the jugs automatically return to their starting locations and 1 jug may be replaced with a fresh undamaged jug. The game is similar to soccer. Each team has a goal on its side of the field. The goal is a single hex. The ball can only enter the hex through the 3 arcs facing the opponents goal.

THE BALL

The ball occupies one hex. When the ball is hit by a moving jug it will bounce in the direction hit a number of spaces equal to the velocity of the jug hitting it. When a moving ball hits an object it will bounce in a random direction, determined by the bounce table, to finish its move.

THE BOUNCE TABLE

D6	Direction of bounce:
1	180 degrees back the way it came
2	90 degrees to the right
3	90 degrees to the left
4	120 degrees to the right
5	120 degrees to the left
6	Caught: Dead stop

PUSHING THE BALL

If a jug that was at 0 velocity last turn moves toward an adjacent ball in front of the jugger this turn, the ball will be pushed and remain in the hex in front of the jug even when the jug turns. If the jug decelerates, the ball will not and will roll ahead 1D6 spaces.

DEPLOYMENT PHASE

This phase takes place at the start of battles and after goals. All players roll D10. Reroll all ties. The player with the lowest score sets his units up on the map first. The player with the next lowest score deploys his units next and so on. The scenario will specify areas where units can be placed. The term round is interchangeable with turn.

COLLISIONS

If a jug hits an obstacle or a wall it will take damage as if hit by a side ram. If a jug does a head on with a jug pushing the ball the ball will bounce out of a random side arc. Stone walls have 10D10 hits and can be destroyed.

EQUIPMENT

Roll on the random improvement table for jugs on juggerball teams to see how they are equipped. Juggerball jugs are SC=3 so they can only have 3 improvements. Armor does not increase a jugs size class, only its number of hits. Legs, deflectors, and catchers can only get one improvement.

RANDOM IMPROVEMENT TABLE

D10	Improvement
1	Gears: Acceleration +1
2	Brakes: Deceleration +1
3	Steering: Turn Rate +1
4	Armor: Hits +20
5	Reinforced Ram: +1 to Ram roll
6	Legs: Deceleration +1 and Turn Rate +1. The jug cannot ram but can kick in a forward arc for damage = 1D10 + the kickers SC. The maximum velocity of a legged jug is 5 hexes per turn. The jug can kick the ball an additional D6 spaces farther than it would normally go. The jug can kick the ball at a 30 degree angle. The jug can catch the ball in its facing hex and push it.
7	Deflector: The jug can bounce the ball at a 30 degree angle. Cannot be combined with legs.
8	Catcher: The jug can catch the ball in its facing hex and push it. Cannot be combined with legs.
9-10	Weapon: Roll on Standard weapon table.

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](#)

KILTS & CLAYMORES

INTRODUCTION

Board & card game for 2 players.
Skirmish between two feuding Scottish Highland Clans.
Abstract skirmish level combat.
Each figure represents a single man (unit).

VICTORY

You win if you kill 6 or more opposing units.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent men (units).

CLAN UNIT TYPE TABLE

#	Type	Hits
1	Chieftain	3
5	Champion	2
10	Clansman	1

= 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:
Fate Phase
Move Phase
Fight Phase

FATE PHASE

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

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your men.

The move card has a number.

This is the number of spaces the man moves.

Moves can be diagonal or orthogonal.

Instead of moving just one man in any direction, you have the

option of moving up to 3 men forward 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.

Attacks do one Hit of damage to the target.

Use Chits or coins to record damage.

A man reduced to zero 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

K = as a Knight would move in Chess

C = Champion or Chieftain only

L = Clansman only

= Copies of that card in the deck

Type = Purpose of card

CARD LIST

Card Name:	#	Range	Type	Notes
Black Dagger	1	1	A	
Sgian Dubh	1	1	A	
Dirk	2	1	A	
Claymore	2	1	A	C
Basket Hilt Claymore	1	1	A	C
Hand Axe	2	1	A	
Spear	2	1	A	
Club	1	1	A	L
Pole Axe	1	1	A	
Thrown Axe	2	2	A	
Thrown Rock	1	2	A	
Thrown Spear	2	3	A	
Sling	2	3	A	L
Keep Distance	1	-	D	
Dodge	1	-	D	
Parry	1	-	D	
Wooden Shield	1	-	D	
Buckler Shield	1	-	D	
Target Shield	1	-	D	
Heavy Wool Tartan	1	-	D	
Quilted Aketon	1	-	D	
Leather Jerkin	1	-	D	
Scale Armor Shirt	1	-	D	C

Run Crossways	4	K	M	
Highland Charge	4	4	M	
Quick Pace	4	3	M	
Maneuver	4	2	M	
Walk	4	1	M	
Mountainous Terrain	1	-	X	Negate Target Move
Disordered	1	-	X	Opponent must discard 2 cards
Undisciplined Rabble	1	-	X	Opponent must discard 2 cards
Insults	1	-	X	Opponent must discard 2 cards
Surprise	1	-	X	Draw 2 cards
Bagpipes	1	-	X	Draw 2 cards
Battle Cry	1	-	X	Draw 2 cards
Ferocious Fighters	1	-	X	Draw 2 cards
Prowess & Courage	1	-	X	Draw 2 cards
Lead by Example	1	-	X	Draw 2 cards

LINKS

<http://www.electricscotland.com/history/hi/scotsfoot.htm>
<http://www.strategyplanet.com/braveheart/history.shtml>
<http://www.geocities.com/~sconemac/weapons.html>
<http://www.fife.50megs.com/scottish-weapons.htm>
<http://www.electricscotland.com/webclans/m/macintyre/part1.htm>
<http://www.fanaticus.org/DBA/armies/albanach.html>
<http://www.fanaticus.org/DBA/variants/medievalscots.html>

KINGS GAMBIT

INTRODUCTION

Chess Variant.

EQUIPMENT

Standard Chessboard and pieces.
Standard Deck of 52 playing cards.

OBJECTIVE

Same as in regular chess:
Capture your opponents King.

TURN SEQUENCE

At the beginning of every turn both players play a hand of Draw Poker.
The winner of the Poker hand gets to move one of their Chessmen.
The loser does not get to move.

KINGS HAND

INTRODUCTION

Card game.

RULES

Play like 5 card stud poker or Rummy.

THE DECK

The deck has 52 cards.
There are 13 suites each with 4 cards.
Cards are not numbered.

THE SUITES

1	Knight (N)
2	Dragon (D)
3	King (K)
4	Castle (C)
5	Magic (M)
6	Army (A)
7	Princess (P)
8	Treasure (T)
9	Knave (V)
10	Ship (S)
11	Sword (Z)
12	Steed (H)
13	Cross (X)

COMBOS

A combo will consist of two pairs.

Possible combinations include:

Necromancers Army	MMAA
Excalibur	ZZMM
Royal Palace	KKCC
Dragons Lair	DDCC
Warrior Princess	PPZZ
Coronation	KKXX
Sorcerers Apprentice	VVMM
The Joust	NNHH
Holy Crusade	XXAA
Dragons Hoard	DDTT
Tax Collector	VVTT
The Royal Wedding	PPKK
Poisoned Dagger	VVZZ
The Enchantress	PPMM
Ship of Fools	VVSS
The Armada	SSAA
The Dowry	PPTT
The Messenger	VVHH
The Royal Carriage	KKHH
Questing Beast	MMHH
The Green Knight	NNMM

The Paladin	NNXX
Dragon Ship	DDSS
Lancelot	NNNN
King Arthur	KKKK
Guenivere	PPPP
Merlin	MMMM
Camelot	CCCC
The Holy Grail	MMXX
Knights of the Round Table	NNCC
Wizards Tower	MMCC

VICTORY

The player with the most non-repeat combos in 7 hands is the winner.

KINGS MEN BACKGAMMON

INTRODUCTION

Backgammon Variant.
Wargaming Elements.
Medieval Theme.

VICTORY

Destroy the opposing King.

THE BOARD

Use a Regular Backgammon Board.

DICE

Six sided dice are used.

THE MEN

Pieces or Men are Unique. See the unit list.
Use Miniatures or counters for Men.

DAMAGE

Use counters to keep track of damage.
Stack counters underneath a wounded unit.

SETUP

Each player starts with 12 Men:
1 King, 2 Knights, and 9 other Men.
You have 40 points to spend on the 9 other Men.
Place 5 of your men on the last point of your Home Board.
Place 4 of your men on the second to last point of your Home Board.
Place 3 of your men on the third to last point of your Home Board.
Roll high on 1D6 to see who goes first.

RULES OF PLAY

[Rules that directly contradict regular Backgammon rules are in brackets]
Players take turns.
On your turn roll 2 dice.
A player must use both numbers.
Units always move towards the opponent's home board by way of the outer boards as in Regular backgammon.
[When a man reaches the end he does not bear off, instead he moves back into his own Home board (pieces continually circle the board)]
[A Man can move using only one die roll not two (unless it has the 'Move Far' ability)]
A Piece may land on a point containing one [or more] enemy units.

[Units do not get sent to the Bar.]

When a unit lands on a point with enemy units it does damage equal to its attack rating.

The defender distributes this damage to his units.

Use counters to indicate damage.

A unit with more damage counters than hits is destroyed (captured)

A destroyed unit is removed from play.

Note that defenders do not inflict damage.

A Unit may move if it shares a point with enemy units.

If a double is rolled, roll again and use all rolls this turn.

SPECIAL ABILITIES

Some units will have special abilities:

Move Far: the unit may combine 2 dice rolls into a single move (not 2 moves)

Shoot: instead of moving the unit with the die-roll, the unit shoots a missile that distance.

The missile does damage equal to the unit's Attack rating.

Shooting is always in the same direction as the unit moves.

Units that shoot do no damage when moving, only when shooting.

Shoot Far: combine 2 dice roll into a single shooting attack.

Shoot Twice: The unit may shoot twice per turn using two dice.

Bomb: the unit destroys itself when it attacks.

Shoot Fast: The Unit can move & shoot in the same turn.

UNIT LIST

Unit Name	Cost	Hits	Attack	Special Ability:
King	*	5	2	None
Knight	(8)	4	3	Move Far
Archer	5	2	1	Shoot Twice
Powder Keg	3	1	5	Bomb
Crossbowman	5	2	2	Shoot
Yeoman	5	2	1	Shoot Far
Bowman	4	2	1	Shoot
Slinger	3	1	1	Shoot
Footman	2	1	1	None
Shieldman	5	4	1	None
Swordsman	5	3	2	None
Guard	3	2	1	None
Axeman	6	3	3	None
Berserker	4	1	3	None
Spearman	4	2	2	None
Pikeman	5	2	3	None
Catapult	5	1	2	Shoot Far
Horseman	5	2	2	Move Far
Lancer	6	3	2	Move Far
Scout	3	1	1	Move Far
Horse Archer	4	1	1	Shoot Fast
Rogue	3	1	2	None

NOTES

Other special abilities (& units) possible:

Move twice, Move Backwards, Shoot Backwards,

Defender does damage, Attacker distributes damage, etc.

Magic using units & Spells possible.

LINKS

[Backgammon Rules](#)

KINGS OF HYBORIA

INTRODUCTION

Live and fight as a King of Hyboria!

THE MAP

Many Conan Novels have a Complete Map of Hyboria after the Table of contents. In this game each country is also referred to as a territory or region. You may want to divide large territories into two or more smaller regions. Individual cities may also be counted as being their own region. Areas of Water may also be divided into lesser regions.

[Map of Hyboria](#)

PIECES

Use cardboard counters for pieces or as tokens. Each player needs a set of counters of a unique color. Each counter set must include the following 8 Unit Types: Army, Elite, Hero, Wizard, Monster, Ships, King, Fortification
Generic (non-player specific) Counters are also needed to represent: Gold, Divinations, Storms, Curses, and Relics.
A set of Neutral Armies are needed.

DICE

Dice of several sizes are required.

UNIT TYPES

There are only several unit types:

Unit Name	Move	Init.	Attack	Chits	Notes
Army	1	1	8	30	
Elite	1	2	6	20	
Hero	2	5	4	10	
Wizard	2	4	4	10	
Monster	2	3	5	5	Attack twice per Battle Phase
Ships	2	3	6	10	
King	2	5	4	1	
Fortifications	0	0	0	15	

Move = Maximum number of regions unit can move in Move Phase

Initiative = Determines order of attack

Attack = Minimum number that must be rolled to destroy a unit in Battle

Chits = Number of counters in a set. A player can recruit no more.

SET UP

Thumb wrestle to determine turn order.

Each player starts with 1 King and 1 Army in any region on the Map.

Place 1 neutral army on every unoccupied territory.

Neutral armies do not move.

A Neutral army must be destroyed to gain control of a territory.

TURN SEQUENCE

Players take turns.

Each turn has 7 Phases:

Fate Phase

Hero Phase

Wizard Phase

Recruit Phase

Move Phase

Battle Phase

Plunder Phase

FATE PHASE

If a territory has Storm tokens on it, discard one.

If a territory has Curse tokens on it, discard one.

HERO PHASE

Each Hero rolls once on the Heroic Actions Table

Max three rolls per region.

WIZARD PHASE

Each Wizard rolls once on the Wizard Magic Table.

Max three rolls per region.

RECRUIT PHASE

You control any region one of your units occupies and no enemy unit occupies.

For each country you completely control, roll once on the corresponding Recruit Table.

A Gold Token may be discarded to get an extra roll in a territory you control.

3 rolls max per region per turn.

Regions with storm or curse tokens may not recruit.

MOVE PHASE

There are no stacking limits.

Your units may move into but not through spaces occupied by opponents.

Units may not move into, out of or through a space with a storm token.

Only Ships may move in Water.

Each Ship may carry one Army, Elite, Hero, or Wizard.

BATTLE PHASE

If opposing units occupy the same region they will fight.

A battle is divided into rounds.

Rounds are further divided into Segments:

Hero Battle Action Segment

Wizard Battle Spell Segment

Attack Segment

HERO BATTLE ACTION SEGMENT

Each hero present may roll once on the Battle Action Table.

The King for all purposes is considered a Hero.

WIZARD BATTLE SPELL SEGMENT

Each Wizard present may roll once on the Battle Spell Table.

ATTACK SEGMENT

Units from all sides may attack.

The unit with the highest Initiative Rating may attack first and so on.

Attacks by units with the same Initiative rating are simultaneous.

For each attack roll 1D10.

If the roll is equal to or higher than the Attack Rating of the unit attacking, one casualty is inflicted.

The defender chooses which of his units are destroyed.

Fortifications are lost first.

After all surviving units have attacked, the round ends.

One of the sides may choose to retreat to an adjacent territory they control or a new round starts.

Rounds continue until only one side occupies the region.

PLUNDER PHASE

If the Defender is driven out or destroyed, the attacker gains 1 Gold.

If your King is killed, one of your other Heroes becomes the new king.

Except for the new King and the units stacked with it, all your other units are discarded, or if they are Armies, they become neutral.

HEROIC ACTIONS TABLE

1D20	Effect	Notes:
1	Training	Turn up to 2 fellow armies into elite units
2	Assassination	Kill Hero or Wizard in adjacent Territory
3	Forced March	Stack gains Move Rating +1
4	Recruit	Make an extra recruit roll in this Territory
5	Adventure	Kill Monster in adjacent Territory or Gain 1 Gold
6	Long Journey	Hero gets Move Rating +2
7	Foment Rebellion	Put Army in adjacent Territory
8	Convert	Gain control of adjacent unit
9	Raiding	Adjacent Territory may not recruit this turn
10	Fortify	Place Fortification Token in this space
11	Piracy/Banditry	Gain 1 Gold or steal one of opponents Gold Tokens
12	Battle Plan	Hero may make 1 extra roll on the Battle Action Table
13	Untimely End	Hero Killed
14-20	Carousing	Nothing

WIZARD MAGIC TABLE

1D20	Effect	Notes:
1	Consumed by Demons	The Wizard is destroyed by his own Demons
2	Hunter Killer Demon	Kill Hero or Wizard in adjacent Territory
3	Forge/Discover Artifact	Wizard gets Relic Token
4	Great Curse	Put 1D6 Curse Tokens on adjacent Territory
5	Bind Monster	Recruit 1 Monster Unit
6	Summon Greater Demon	Recruit 1 Hero Unit
7	Demon Horde	Recruit 1 Elite Unit
8	Plague	Destroy adjacent Army or Elite unit
9	Transmutation	Convert fellow unit into a Monster
10	Demonic Steeds	Stack gains Move Rating +2
11	Prophecy	Gain 1D3 Divination Tokens
12	Necromancy	Recruit 1 Army Unit
13	Mind Control	Gain control of adjacent unit

14	Magical Riches	Gain 1 Gold
15	Storms	Put Storm Token on adjacent Territory
16	Earthquake	Destroy adjacent Army or Fortifications
17	Sacrifice	Roll again and destroy a fellow unit
18	Insanity	The Wizard is destroyed
19	Frivolous Pursuits	Nothing
20	Ancient Lore	Pick one

Notes:

Insanity and Consumed by Demons cannot be negated by Divination Tokens.

Discard a Divination Token to cause any Dieroll to be rerolled.

A Wizard with a Relic Token may roll an extra time on this table.

HEROIC BATTLE ACTIONS TABLE

1D6	Effect	Notes:
1	Slay	Kill target unit
2	Ambush	All your units get +5 Initiative this round
3	Rally	Gain back one army or elite unit 'killed' this battle
4	Direct Forces	All your units get +1 Init & +1 to their attack rolls this round
5	Outflank	All enemy units get -1 to their attack rolls this round
6	Lead Charge	All your armies & elites get +2 to their attack rolls this round

WIZARD BATTLE SPELL TABLE

1D20	Effect	Notes:
1	Illusions	All your units get +5 Initiative this round
2	Terror	Opponent Must retreat immediately
3	Restoration	Gain back one unit 'killed' this battle
4	Weakness	All enemy units get -2 to their attack rolls this round
5	Strength	All your units get +1 to their attack rolls this round
6	Confusion	Cause one other dieroll to be rerolled this round
7	Death	Kill target unit
8	Possession	Gain control of target unit for this round
9	Summon Demon	Gain 1 Hero for this battle
10	Raise Dead	Gain 1 Army for this battle
11	Transmute	Gain 1 Monster for this battle
12	Immobilize	Target unit may not attack this turn.
13-20	Preparations	Nothing

AQUILONIA RECRUIT TABLE

Recruit:	D12	Notes
Army	1	Bossonian Archers
Army	2	Gunderman Spearmen
Elite	3	Thandaran Rangers
Elite	4	Black Dragon Elite Troops
Elite	5	Black Legion Bodyguards
Hero	6	General
Wizard	7	Priest of Mitra
Fortification	8	Outposts & Walled Cities
Gold	9	Rich Agriculture
Gold	10	Organized Trade & Currency
Nothing	11-12	Internal Disputes

Notes: Includes the Provinces of Gunderland, Poitan, Bossonian Marches, Westermark, Tauran

ARGOS RECRUIT TABLE

Recruit:	D12	Notes
Army	1	Peltasts
Army	2	Marines

Elite	3	Hoplites
Elite	4	Phalanx
Hero	5	Warrior
Wizard	6	Oracle
Ships	7-8	Triremes
Gold	9	Wine & Olives
Gold	10	Sea Trade
Nothing	11-12	Ghoul-haunted Forests

ASGARD RECRUIT TABLE

Recruit:	D12	Notes
Army	1-3	Hunters
Elite	4-6	Blonde Haired Fighters
Hero	7	Berserker
Wizard	8	Ice Witch
Nothing	9-12	Winter Wasteland

BARACHA ISLANDS RECRUIT TABLE

Recruit:	D12	Notes
Army	1-2	Pirates
Elite	3	Buccaneers
Hero	4	Pirate Captain
Wizard	5	Sea Hag
Ships	6-8	Pirate Ships
Gold	9	Piracy
Nothing	10-12	Treacherous Waters

Notes: Also Lemuria

BLACK KINGDOMS RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	Savages
Elite	5-6	Noble Savages
Hero	7	War Chief
Wizard	8	Witchman
Ships	9	Corsairs
Gold	10	Slavery
Nothing	11-12	Jungle

Notes: Also the Land of no Return
Including Suba, Atlata, Amazon, Kordafa, Wadai, Komara

BORDER KINGDOM RECRUIT TABLE

Recruit:	D12	Notes
Army	1-2	Nemedian Tribes
Army	3-4	Virunian Tribes
Elite	5-6	Cimmerian Tribes
Hero	7	Rogue Hero
Wizard	8	Warlock
Nothing	9-12	Bogs & Marshes

BRYTHUNIA RECRUIT TABLE

Recruit:	D12	Notes
Army	1-6	Levied Troops
Elite	7	Heavy Cavalry
Hero	8	Horseman
Wizard	9	Elementalist

Gold	10	Slave Girls
Nothing	11-12	Open Plains

CIMMERIA RECRUIT TABLE

Recruit:	D12	Notes
Army	1-3	Raiders
Elite	4-5	War Party
Hero	6-7	Barbarian
Wizard	8	Shaman of Crom
Nothing	9-12	Mountains

CORINTHIA RECRUIT TABLE

Recruit:	D12	Notes
Army	1-3	City Watch
Elite	4	City Guard
Hero	5	Captain of the Guard
Wizard	6	Sorcerer
Fortifications	7	City States
Gold	8	Road of Kings
Gold	9	Trade & Craftsmen
Nothing	10-12	Rugged & Mountainous

DARFAR RECRUIT TABLE

Recruit:	D12	Notes
Army	1-5	Cannibals
Elite	6-7	Demon Worshipers
Hero	8	Chaos Warrior
Wizard	9	Diabolist
Nothing	10-12	Primitive

HIMELIAN MOUNTAINS RECRUIT TABLE

Recruit:	D12	Notes
Army	1-2	Monks
Elite	3-4	Afghulis Rebels
Hero	5	Leader
Wizard	6	Black Seer
Nothing	7-12	Sheer Cliffs

Notes: also Talakma Mountains (Meru Peoples)

HYPERBOREA RECRUIT TABLE

Recruit:	D12	Notes
Army	1-3	Guards
Elite	4-5	Slave Raiders
Hero	6	Assassin
Wizard	7	White Hand Wizard
Fortification	8	Ancient Stone Keeps
Gold	9	Slavery
Nothing	10-12	Cold Tundra

HYRKANIA RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	Kuagir Nomads
Elite	5-6	Horse Warriors

Hero	7	Khan
Wizard	8	Priest of Erlik the Yellow God of Death
Gold	9	Plunder
Nothing	10-12	Barren Steppes

Notes: Also the Great Desert & the Eastern Desert

IRANISTAN RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	Foot Soldiers
Elite	5-6	Camel Riders
Hero	7	Yezmite Assassin
Wizard	8	Son of Yezm Cultist
Gold	9	Exotic Delicacies
Ship	10	Galleys
Nothing	11-12	Deserts

Notes: Also Kosala

KESHAN RECRUIT TABLE

Recruit:	D12	Notes
Army	1-5	Lesser Caste
Elite	6	Servants of Bit-Yakin
Hero	7	Overlord
Wizard	8	Priest of the Oracle
Nothing	9-12	Primitive

KHAURAN RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	Aboriginal Militia
Elite	5	Nobles
Hero	6	Steward
Wizard	7	Red Crescent Witch
Gold	8	Prosperous Agriculture
Nothing	9-12	Small Country

KHORAJA RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	Standing Army
Elite	5	Zaheemi Tribe
Hero	6	Guardian
Wizard	7	Archmagi
Gold	8	Taxation of Caravans
Nothing	9-12	Small Country

KHITAI RECRUIT TABLE

Recruit:	D12	Notes
Army	1-3	Archers
Ship	4	Junks
Elite	5-6	Giant Sabermen
Hero	7	Warrior Monk
Wizard	8	Priest of Yag-Kosha
Gold	9	Exquisite Artisanhip
Fortification	10	Great Wall
Nothing	11-12	Isolationist

KOTH RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	Infantry
Elite	5-6	Cavalry
Hero	7	Champion
Wizard	8	Priest of Ishtar
Fortifications	9	Tunnels & Citadels
Gold	10	Central Location
Nothing	11-12	Active Volcanoes

KOZAKI RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	Rogue Horsemen
Elite	5-6	Raider Band
Hero	7	Hetman
Ships	8	Pirates of the Vilayet Sea
Nothing	9-12	Turanian Steppes Outlaws

KAMBUJA RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	Spearmen
Elite	5-6	Armored Warriors
Hero	7	Sword Master
Wizard	8	Spirit Master
Gold	9	Silks & Precious Metals
Ship	10	Junks
Nothing	11-12	Internal Warfare

Notes: Also Uttara Kuru

KUSH RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	Regiments
Elite	5-6	Black Spearmen
Hero	7	Commander
Wizard	8	Witchfinder
Ships	9	Corsairs
Gold	10	Craftsmen & Trademen
Nothing	11-12	Dry Grasslands

NEMEDIA RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	Feudal Troops
Elite	5-6	Free Companies
Hero	7	Adventurer
Wizard	8	Scholar
Gold	9	Great Kingdom
Gold	10	Treasure Houses
Nothing	11-12	Harsh Laws

OPHIR RECRUIT TABLE

Recruit:	D12	Notes
Army	1-3	Bows & Pikes
Elite	4-5	Shock Troops

Fortification	6	Strong Keeps
Hero	7	Myrmidon
Wizard	8	Magician
Gold	9-10	Mines of Gold & Gemstones
Nothing	11-12	Many Wars

PICTLAND RECRUIT TABLE

Recruit:	D12	Notes
Army	1-3	Naked Warriors
Elite	4-6	Warband
Hero	7	Strong Leader
Wizard	8	Ligurean Mystic
Ship	9	Marauders
Nothing	10-11	Untracked Wilderness
Nothing	12	Kill Strangers

PUNT RECRUIT TABLE

Recruit:	D12	Notes
Army	1-3	Arms Bearers
Elite	4-5	Emperors Guard
Hero	6	Slayer
Wizard	7	Fire Wizard
Gold	8-9	River Gold
Nothing	10-12	Deserts

SHEM RECRUIT TABLE

Recruit:	D12	Notes
Army	1	Zuagir Nomads
Army	2	Bandits
Army	3	Dervishes
Elite	4	Desert Raiders
Elite	5	Asshuri Mercenary Cavalry
Hero	6	Scourge
Wizard	7	Black Ring Cultist
Ship	8	Sea Robbers
Gold	9	Caravans
Nothing	10-12	Independent Areas

STYGIA RECRUIT TABLE

Recruit:	D12	Notes
Army	1-3	Heavy Infantry
Elite	4-5	Scythed Chariots
Hero	6	Serpentine General
Wizard	7	Black Circle Wizard
Wizard	8	Children of Set
Ships	9	Styx Barge
Gold	10	Gray Lotus
Nothing	11-12	Great Evil & Decadence

TURAN RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	Soldiers
Elite	5-6	Imperial Guards
Hero	7	Zealot
Wizard	8	Alchemist

Ships	9	Purpled Sailed Ships
Gold	10	Great Kingdom
Nothing	11-12	Internal Intrigues

VANAHEIM RECRUIT TABLE

Recruit:	D12	Notes
Army	1-3	Hunters
Elite	4-5	Red Bearded Warriors
Hero	6	Pathfinder
Wizard	7	Shaman of Ymir the Frost Giant
Gold	8	Slavers
Nothing	9-12	Tundra

VENDHYA RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	War Host
Elite	5-6	War Elephants
Hero	7	Armsman
Wizard	8	Hermit of Jelai
Gold	9	Good Agriculture
Ship	10	Skiffs
Nothing	11-12	Bureaucracy

ZAMORA RECRUIT TABLE

Recruit:	D12	Notes
Army	1-4	Cut-Throats
Elite	5-6	Fanatics
Hero	7	Rogue
Wizard	8	Priests of Yezud
Gold	9	Crime & Vices
Nothing	10-12	Intrigue & Despotism

ZEMBABWEI RECRUIT TABLE

Recruit:	D12	Notes
Army	1-5	Tribesmen
Elite	6-7	Veterans
Hero	8	Warlord
Wizard	9	Priest of Dagon
Nothing	10-12	Primitive

ZINGARA RECRUIT TABLE

Recruit:	D12	Notes
Army	1-3	Soldiers
Elite	4-5	Swordsmen
Hero	6	Duelist
Wizard	7	Enchanter
Ships	8-9	Freebooters
Gold	10	Sea Trade
Nothing	11-12	Feuds & Civil Wars

GREAT HEROES OF HYBORIA

Name:	Notes:
Conan, The Barbarian	Cimmerian, Born on a Battlefield
1174	

Belit, Queen of the Black Coast
Kull the Conquerer
Red Sonja
Tranicos
Valeria

Shemite Princess
Emperor of the Pre-cataclysmic Age
Hyrkanian Wanderer & Sell Sword
Greatest of the Barachan Sea Pirates
Aquilonian Red Brotherhood Pirate

COUNTER SET INCLUDED

Thanks Zak!

Click [here](#) for counter set.

24 counters: 3 sets of 8 each.

DISCLAIMER

Conan is a copyrighted/trademarked property.
This is only a fan site.

KNAVES & KNIGHTS

INTRODUCTION

Fantasy Chess where dice determine moves and cards determine capture.

OBJECT

Destroy, Capture, or Control all of your opponents Pawns.

DICE

Six sided dice are needed.

THE DECK

Players share a common deck.

THE BOARD

Use a standard 8 x 8 chessboard.

PAWNS

Each Player begins play with a set of 16 Pawns.

There are 8 types of pawns.

A set has 2 of each type of pawn.

The 8 types of pawns include:

Knave, Beauty, Royalty, Knight, Sorcerer, Monster, Army, and Castle.

Use counters or figurines to represent pawns.

SETUP

Place your pawns on your back 2 rows anyway you like.

The two starting Castles must be placed in the corners.

White goes first.

TURN SEQUENCE

Players take turns.

Each turn has 4 Phases:

Escape Phase

Action Phase

Draw Phase

Move Phase

ESCAPE PHASE

Roll one six sided die for every one of your captured pawns

On a roll of 1 the pawn is freed and is no longer captured.

ACTION PHASE

You may play cards during this phase.

All cards played are discarded.

Cards can only be used by the appropriate type of Pawn.

The target of a card must be orthogonally adjacent to the pawn using the card.

Cards produce several types of effects:

Destroy = The target is removed from play.

Capture = The target cannot move or use cards.

Indicate capture by flipping over the pawn or laying it on its side, or marking it.

Control = You take control of opponents pawn.

Indicate new ownership by switching the pawn with one of yours of the same type.

Convert = One pawn type into another.

Spy = Look at opponents hand.

Gain = You gain an extra pawn of the indicated type.

Place the new pawn next to the pawn that used the gain card.

A new castle may not be placed next to another castle.

Transport = Place the pawn using the card on any open space on the board.

DRAW PHASE

Draw 3 cards.

Maximum hand size is 5 cards.

Discard excess cards.

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

MOVE PHASE

Roll one six sided die.

The result is the number of Move Points you get for this phase.

You may move a pawn one space at a cost of one move point.

Moves may be orthogonal or diagonal.

You may move a single pawn multiple times in this phase.

You may move more than one pawn in this phase.

Move Points cannot be saved from turn to turn.

Castles may not move.

MAN PAWNS

For purposes of card targeting some pawns are considered to be Man pawns:

Knights, Knaves, Royalty, and Sorcerers.

CARD LIST

Card Name:	User:	Target & Effect:
Seduction	Beauty	Control Man
Betrayal	Beauty	Destroy Man
Personal Favor	Beauty	Control Knight
Witch	Beauty	Convert self into Sorcerer
Don Armor	Beauty	Convert self into Knight
Fine Son	Beauty	Gain Knight
Fair Daughter	Beauty	Gain Beauty
Royal Birth	Beauty	Gain Royalty
Man Child	Beauty	Gain Man
Inspire Lust	Beauty	Control Man
Marriage	Beauty	Control Royalty
Sweet Singing	Beauty	Control Monster
Kiss	Beauty	Convert Monster into Man
Overhear Secrets	Beauty	Spy if next to opposing Royalty
Poison	Knave	Destroy Knight

Backstab	Knave	Destroy Man
Treachery	Knave	Destroy Man
Take up Arms	Knave	Convert self into Knight
Intrigue	Knave	Gain Knave
Cloak & Dagger	Knave	Spy if next to opposing Royalty
Mission	Knave	Transport
Kidnap	Knave	Capture Beauty
The Kings Ear	Knave	Control Royalty
Bribery	Knave	Control Army
Rabble Rouser	Knave	Destroy Army
Usurper	Knave	Convert self into Royalty
Rebels	Knave	Gain Army
Jealousy	Royalty	Capture Knave
Envy	Royalty	Capture Knave
Imprison	Royalty	Capture Knight or Knave
Raise Army	Royalty	Gain Army
Build Castle	Royalty	Gain Castle
Knighting	Royalty	Gain Knight
Gilded Cage	Royalty	Capture Man
Send to Nunnery	Royalty	Capture Beauty
Send Agents	Royalty	Spy if next to opposing Royalty
Birthright	Royalty	Control Castle
Paid Man	Royalty	Control Knave
Treaty	Royalty	Capture Royalty
Alliance	Royalty	Control Royalty
Land Grant	Royalty	Convert Knight into Royalty
Pure Heart	Knight	Destroy Sorcerer
Slay Dragon	Knight	Destroy Monster
Slay Serpent	Knight	Destroy Monster
Dragon Hunt	Knight	Destroy Monster
Duel	Knight	Destroy Knight
Trial by Combat	Knight	Destroy Knight
Joust	Knight	Destroy Knight
True Love	Knight	Control Beauty
Rescue	Knight	Pawn is no longer Captured
Free	Knight	Pawn is no longer Captured
Quest	Knight	Transport
Journey	Knight	Transport
Camaraderie	Knight	Control Man
Conquest	Army	Control Castle
Raze	Army	Destroy Castle
Pillage	Army	Destroy Castle
Siege	Army	Capture Castle
March	Army	Transport
Encircle	Army	Destroy Army
Surprise Attack	Army	Destroy Army
Pitched Battle	Army	Destroy Army
Take Prisoners	Army	Capture Man or Beauty
Ransoms	Army	Capture Man or Beauty
Slaughter	Army	Destroy Man
Pressed into Service	Army	Capture Knave
Scouts	Army	Spy if next to opposing Army
Earthquake	Sorcerer	Destroy Castle
Plague	Sorcerer	Destroy Army
Wizards Portal	Sorcerer	Transport
Enchantment	Sorcerer	Control Man
Love Potion	Sorcerer	Control Beauty
Cursed Sleep	Sorcerer	Capture Beauty
Summoning	Sorcerer	Gain Monster
Transformation	Sorcerer	Convert any Pawn into Monster
Turn into Pigs	Sorcerer	Destroy Army
Army of Darkness	Sorcerer	Gain Army
Binding Ritual	Sorcerer	Control Monster
Mesmerize	Sorcerer	Control Army
Divination	Sorcerer	Spy if next to opposing Royalty
Turn into Frog	Sorcerer	Capture Man

Rampage	Monster Destroy Castle
Ferocity	Monster Destroy Army
Guard	Monster Capture Beauty
Winged	Monster Transport
Ravage Countryside	Monster Capture Castle
Questing Beast	Monster Capture Knight
Foolish Knight	Monster Destroy Knight
Treasure Hoard	Monster Control Monster
Hatchlings	Monster Gain Monster
Death from Above	Monster Destroy Army
Fire Breath	Monster Destroy Knight
Lock in Tower	Monster Capture Beauty

FOUR PLAYER GAME

Each player starts with his pawns in a 4 x 4 corner.
 Pawns cannot move until some space is cleared up units being destroyed.
 Or... Each player starts with 8 pawns (1 of each type) in a 3 x 3 corner.

DRAW PHASE VARIANTS

In Draw Phase only:
 Draw 2 cards, or
 Draw 1 card, or
 Fill hand to 5 cards, or
 Draw cards = 1 + The number of Castles you control

KNIGHTS & CASTLES

INTRODUCTION

Card game for 2-6 players.

END OF THE GAME

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

VICTORY

Have the most gold in your treasury when the game ends.

GOLD

Use change to represent gold.

1 cent = 1 gold.

THE DECK

Players share a common deck of all the card types mixed together.

The deck has one of each type of card in the card list except for certain Resource cards.

CARD TYPES

There are 6 types of cards in the deck:

Disaster cards

Resource cards

Advance cards

Invasion cards

Leader cards

Event cards

DICE

Six sided dice (D6) are required to play.

SETUP

Each player starts with a hand of seven cards.

Players start with 0 gold.

Determine turn order: Roll high on 1D6.

TURN SEQUENCE

Players take turns.

Each turn has 6 Phases:

1. Draw Phase

2. Tax Phase

3. Build Phase

4. Research Phase
5. Event Phase
6. Trade Phase

DRAW PHASE

Draw 1 card.

You may draw additional cards for 5 gold each.

TAX PHASE

Gain gold from each of your resource cards that have a revenue value.

BUILD PHASE

In this phase you may build (put into play) Resource and Leader cards.

You do not have to build if you do not want to.

You may put any village cards in your hand into play under your control.

Cards in play are placed face up on the table.

Cards in play stay in play until they are destroyed by the action of another card.

Other non-village resource cards have support requirements.

Towns, Mines, and Castles require 1 supporting village each.

A village can only support one other resource card.

1 town can support 1 city.

A castle can support up to 2 Knights.

A city can support up to 2 Ships, and one Leader.

Any number of resource cards may be built as long as they are supported.

If a resource is ever unsupported in this phase it is immediately discarded unless its owner pays 1 gold.

RESEARCH PHASE

Advances represent improvements in science and technology.

Advance cards require no support.

Advance cards cost 5 gold to put into play.

The player with the advance gets the benefit of the card for the rest of the game.

If another player has an advance you want, pay 10 gold at any time to also gain the benefit of the advance for the rest of the game.

EVENT PHASE

You may play one Event, Disaster, or Invasion card.

Non-advance event cards are discarded at the end of the phase.

You target yourself for good events.

Target one of your opponents for bad events.

Most bad events such as disasters and invasions cause the target opponent to lose 1D6 Defense points (DP) worth of resource cards.

Each resource card has 1 or more DPs.

The target player must discard resource cards in play with enough combined DPs to cover the loss.

You may discard one of your Knight cards in play as an act of war:

Treat the discarded knight card as an invasion card.

TRADE PHASE

Players may trade gold, cards, and favors.

RESOURCE CARD LIST

Card Name	#	Revenue	DP	Support
Village	30	0	1	none
Town	9	1	2	village
Mine	6	2	1	village
Castle	9	0	3	village
City	6	3	3	town
Knights	9	0	3	castle
Ships	6	1	3	city

= number of that card in the deck.

Revenue = amount of gold this resource produces per turn in tax phase.

DP = Defense Points

Support = Resource type required to support this card.

LEADER CARD LIST

Card Name	Revenue	DP
Bishop	2	0
Prince	2	1
Duke	1	2
Artist	1	0
Inventor	1	1

ADVANCE CARD LIST

Card Name	Notes
Crop Rotation	In tax phase gain 1 gold per 2 villages you control
Cartography	Ships get Revenue +1
Printing Press	Draw 1 extra card per turn
Gun Powder	Knights and ships get +1 DP
Masonry	Castles and cities get +1 DP

INVASION CARD LIST

Card Name:

Mongols

Vikings

Saracens

Moors

Celts

All Invaders loot and pillage 1D6 worth of DP.

DISASTER CARD LIST

Card Name:

Plague

Pestilence

Famine

Epidemic

Volcanic Eruption

All disasters cause a loss of 1D6 DP.

EVENT CARDS

Card Name	Notes
Caravan	Gain 1D6 gold
Storm at Sea	Discard 1 Ships card
Untimely End	Discard 1 Leader card

Crusades Discard 1 Knights card
Mined Out Discard 1 Mine card

FEEDBACK

by Brian Peterson.

The game is great, it beats the pants off of most of the games you'd have to pay \$20-\$30 for here in the U.S. It moves along quickly and plays very well. My 9-year old son at first really didn't want to play some "stupid paper game". Why heck that would require an imagination and some basic math/money skills. Once he started playing though he was absolutely hooked. It was fun to see. He helped come up with new rules and loved being the banker (handing out the gold and making change). He even plays solo on occasion now when I'm not around. Here are a couple of game notes and variations we would like to make public. Frequently one player gets off to a good start and then totally dominates the game while his opponent plays only to postpone their inevitable doom. The other game note is that until you are able to generate revenue and get a few good resources (i.e. towns & cities) there is not much to do except hope & pray until you draw a good resource. In order to combat the above issues and spice up the game me and my son came up with a few K&C variations:

- If a player collects less revenue than his opponent during a turn then he is entitled to draw one extra card. This actually produced an unexpected strategy element to the game... When do you build? Is it better to hold off building and draw an extra card or build and begin collecting the extra revenue? It also frequently makes for an entertaining cat & mouse style game and can be a nail-biter when you get close to the end.
- Do not allow players to purchase extra cards (once an opponent gets rich and starts buying up extra cards each turn it is nearly impossible to catch up).
- Knights are allowed to attack an opponent regardless of whether they have been played on the game board or are still in your hand. No castle is required for them to attack, just to defend your kingdom. The purpose of this variation is to keep a player from twiddling their thumbs until they get a castle (which requires a town by-the-way). It makes the game slightly more combative and less defensive.

NOTE: These variations are for a two-player game only.

CARD SET AVAILABLE

by Brian Peterson

Click [here](#)

KRULL QUEST

INTRODUCTION

Board & Dice game for 2 players.
Based on the Fantasy Film Krull.
One player is the Good Prince Colwyn.
The other player is the Evil Beast in his teleporting Black Fortress.

DISCLAIMER

Krull is a copyrighted, licensed, trademarked property.
This is merely a fan site.

THE BOARD

The board is a circular track divided into 32 spaces.
Every 4th square is a Village (there are 8 villages)
For aesthetics you can divide the board into 4 sections:
Mountains, Forest, Swamp, Plains

PAWNS

Each player has two pawns.
The Good player has a white pawn representing Prince Colwyn and his Companions.
The Evil player has a black pawn representing the Beast in his Black Fortress.

SETUP

The Prince player places his pawn on any village (The Castle).
The Beast player places his pawn on an empty space on the opposite side of the board.
The Prince player starts the game with 10 men.

DICE

A six sided die is needed.

COINS

The Beast uses coins to represent Slayers and Changelings.
Use pennies for Changelings & nickels for Slayers.

MARKERS

The Beast uses markers to represent Cursed Earth.

TOKENS

The Prince uses tokens to represent Men.
The Beast uses Raze Tokens to mark Villages he has destroyed.

VICTORY

Destroy your opponent.
The Beast can only be killed in Fortress phase.
The Prince is killed if he is ever reduced to zero or less men.
The Prince can also be killed by a Changeling attack.
The Beast can also win by razing all 8 villages.

TURN SEQUENCE

Each turn has 6 phases:

Prince Phase
Beast Phase
Black Magic Phase
Slayer Phase
Changeling Phase
Fortress Phase

PRINCE PHASE

The Prince rolls 1 die and moves that many spaces in either direction

If the Prince lands on a Slayer or a Changeling coin, it is Destroyed, remove the coin from play.

If the prince lands on a Cursed Land Marker, the Prince loses 1D6 Men and remove the marker from play.

If the Prince lands on the Black Pawn go to Fortress Phase.

If the Prince lands on a village without a Raze token, roll on the Village Table.

VILLAGE TABLE

1D6	Result:
1-3	Gain 1D6 Men
4-6	Roll on the Special Table (or gain 1D6 men)

SPECIAL TABLE

1D6	Result:	Notes:
1	The Glaive	Aid: Get +1 to rolls on the Duel Table
2	The Cyclops	Aid: Get +1 to rolls on the Changeling Table
3	The Magician	Aid: Reroll any one target roll per turn
4	Widow of the Web	Directions: Move to any Village on the Board
5	Fire Mares	Directions: Move to any Village on the Board
6	The Emerald Seer	Directions: Move to any Village on the Board

The Prince can only get each special once.

If you roll a result you already have, take the next listed result instead.

Directions give a one time benefit.

Aid cards give a benefit to the Prince for the rest of the game.

BEAST PHASE

The Beast rolls 1 die and moves his pawn many spaces in either direction.

If the Beast lands on the White Pawn go to Fortress Phase.

If the Beast lands on a village put a Raze token on the Village.

BLACK MAGIC PHASE

The Beast rolls on the Black Magic Table.

BLACK MAGIC TABLE

1D6	Result:	Notes:
1-2	Slayers	Put a Slayer coin into play (in the same space as your pawn)
3-4	Changeling	Put a Changeling coin into play (in the same space as your pawn)
5	Cursed Earth	Put a Cursed Earth Token on any target empty space on the Board
6	Vanish	Move your pawn to any empty space on the board

SLAYER PHASE

The Beast rolls 1 die for each Slayer and moves them along the track.

If a Slayer coin lands on the Prince pawn the Prince loses 1D6 men and

The coin is removed from play.

CHANGELING PHASE

The Beast rolls 1 die for each Changeling and moves them along the track.

If a Changeling coin lands on the Prince roll on the Changeling Table.

CHANGELING TABLE

1D6	Result:
1	The Prince is killed: The Beast Wins the Game
2-4	One of the Princes Men is killed. Roll again
5+	The Changeling is discovered and killed

FORTRESS PHASE

Skip this phase unless both pawns occupy the same space.

Roll on the Final Duel Table:

FINAL DUEL TABLE

1D6	Result:
1	The Prince loses 1 man & roll again
2	The Prince loses 2 men & roll again
3	The Prince loses 3 men & roll again
4	The Prince loses 4 men & roll again
5	The Prince loses 5 men & roll again
6+	The Beast is killed: The Prince saves Princess Lyssa & wins the Game.

LINKS

[Movie Archive](#)

[Film Stills](#)

[Parker Brothers Game](#)

[Storyboard](#)

KUNG FUSION

INTRODUCTION

2 player Card game of Martial Arts combat.
Role-playing elements.

THE ACTION DECK

The Deck contains 8 of each of the following 7 card types:

Punch
Kick
Block
Grab
Move
Zen
Combo

TURN SEQUENCE

Players take turns.
Each turn has 3 Phases:
Maneuver Phase
Out-Maneuver Phase
Action Phase

MANEUVER PHASE

Both players fill their hands to 8 cards.
If the deck runs out, shuffle the discard and draw from it.
If an attack effect says: Opponent discards X cards next turn, then discard the cards at end of this phase.

OUT-MANEUVER PHASE

Players may discard up to half their current cards and draw replacements.

ACTION PHASE

The Active player may only make Attack Maneuvers.
The Defending player may only make Defense Maneuvers.
The Active player may play 1 Punch card to make a Simple Punch.
The Active player may play 1 Kick card to make a Simple Kick.
The Active player may play 1 Grab card to make a Simple Grab.
Simple Attacks do one point of damage
The Defending player may play a Block card to negate 1 point of damage from a Punch.
The Defending player may play a Move card to negate 1 point of damage from a Kick.
The Defending player may play a Zen card to negate 1 point of damage from a Grab.
Instead of making a simple attack, the attacker may make a Power Attack.
Power Attacks require a combination of 2 or more cards to be discarded.
A Power Attack will do 2+ points of damage, as indicated in the Maneuver Lists.
Likewise, the defender can make power defenses that can negate 2+ damage of any type, unless otherwise specified.
A combatant can only make a special Attack or Defense he knows as determined in Character generation.
A player may discard a Combo card to make an extra attack or defense during the phase.
All played cards are discarded.

OBJECT

Reduce your opponent to 0 or fewer Hit Points.

COMBATANT CHARACTER GENERATION

Before fighting, each player must create a fighter.
All fighters have a base 10 hit points.
To create a fighter roll 10 times on the Master Maneuver Table.

Record what Maneuvers the fighter knows.
 Reroll duplicate Maneuvers.

MASTER MANEUVER TABLE

1D10	Result
1	Roll on the Minor Punch special maneuver table
2	Roll on the Minor Kick special maneuver table
3	Roll on the Minor Block special maneuver table
4	Roll on the Minor Grab special maneuver table
5	Roll on the Minor Move special maneuver table
6	Roll on the Minor Zen special maneuver table or reroll
7	Gain 2 Hit points or reroll
8-10	Roll on any Major special maneuver table* or reroll

* You must have at least one Minor special maneuver before you get a Major one of the same type.
 For example: You must know a Minor Punch Maneuver before you can get a Major Punch Maneuver.

NOTATION

P = Punch
 M = Move
 G = Grab
 Z = Zen
 K = Kick
 CX = Causes X Points of Damage
 NX = Negate X Points of damage
 ODX = Opponent discards X cards next turn

MINOR PUNCH SPECIAL MANEUVER TABLE

1D12	Ability	Cost	Notes
1	Upper Cut	2P	C2
2	Fast Punch	1P 2M	C2 & Combo
3	Karate Chop	1P 1Z	C2
4	Right Cross	2P 1G	C3
5	Knife Hand	1P 2Z	C3
6	Left Hook	2P 1Z	C3
7	Open Palm	3P	C2 or N2
8	Hammer Fist	3P	C3
9	Spear Hand	1P 1M 1Z	C3
10	Reverse Punch	1P 1M	C2
11	Drop Jab	1P 1K	C2
12	Elbow Smash	2P 1M	C3

MAJOR PUNCH SPECIAL MANEUVER TABLE

1D12	Ability	Cost	Notes
1	Spinning Backfist	2P 2M	C4
2	Mighty Slap	4P	C4
3	Death Touch	3P 2Z	C5
4	Dragon Punch	5P	C5
5	Nerve Strike	2P 2Z	OD4
6	Righteous Demon Fist	4P 2Z	C6
8	Fists of Fury	4P	C1D6
9	Ear Pop	3P 1M	C4
10	Iron Fist	3P 1Z	C4
11	Tiger Claw	3P 1G	C4
12	Reroll		

MINOR KICK SPECIAL MANEUVER TABLE

1D12	Ability	Cost	Notes
1	Foot Sweep	1K 1G	C2
2	Knee Thrust	1K 1G 1B	C3
3	Heel Stomp	2K	C2
4	Leaping Kick	1K 2M	C3

5	Circle Kick	2K 1M	C3
6	Double-Hit Kick	3K	C3
7	Trip	2K	OD2
8	Spinning Round Kick	1K 1Z 1M	C3
9	Side Kick	1K 1M	C2
10	Front Kick	1K 1B	C2
11	Back Kick	1K 1Z	C2
12	Reroll		

MAJOR KICK SPECIAL MANEUVER TABLE

1D11	Ability	Cost	Notes
1	Back Flip Kick	2K 2M	C4
2	Whirlwind Kick	4K	C4
3	Hurricane Kick	3K 1M 1Z	C5
4	Dragon Kick	5K	C5
5	Beijing Blitz	2K 2P 1M	C4 & Combo
6	Crusher's Wheel	3K 1M	C4
7	Jump Hook Kick	2K 1M 1Z	C4
8	Drop Spin Kick	3K 1M	C2 & OD2
9	Leaping Ax Kick	4K 1M	C5
10	Crescent Kick	3K 1Z	C4
11	Flying Scissors	2K 2M	C3 & Combo
12	Reroll		

MINOR BLOCK SPECIAL MANEUVER TABLE

1D10	Ability	Cost	Notes
1	Parry	2B	N2
2	Cross Block	2B 1M	N3
3	Break	2B 1G	Negate any Grab attack
4	Counterpunch	2B 1P	C2 or N2
5	Leg Catch	2B 1G	Negate any Kick attack
6	Clinch	1B 1G	N2
7	Hammer Block	3B	N3
8	Inside Block	1B 1Z	N2
9	Outside Block	1B 1P	N2
10	Knife Hand Block	1B 1G	N2

MAJOR BLOCK SPECIAL MANEUVER TABLE

1D10	Ability	Cost	Notes
1	Reflection	6B	Redirect attack back at attacker
2	Steel Skin	4B	N4
3	Invulnerability	4B 1Z	N5
4	Wall of Motion	5B	N4 or OD4
5	Mountain Block	3B 1G	N4
6	Turtle Shell	5B	N5
7	Guillotene Block	2B 2P	N2 & C2
8-10	Reroll		

MINOR GRAB SPECIAL MANEUVER TABLE

1D12	Ability	Cost	Notes
1	Grapple	2G	C2
2	Judo Throw	1G 1P	C2
3	Leg Lock	1G 1K	C2
4	Thigh Press	1G 1K 1M	C2 & OD1
5	Back Flip	2G 1M	C3
6	Bear Hug	3G	C3
7	Bite	3G	C1D6-1
8	Arm Lock	2G 1P	C3
8	Wrist Lock	1G 1M 1P	C3
10	Hair Grab	1G 2P	C3
11	Head Lock	1G 1M	C2
12	Tackle	2G 1K	C2 & OD1

MAJOR GRAB SPECIAL MANEUVER TABLE

1D10	Ability	Cost	Notes
1	Finger Lock	3G 1Z	C4
2	Choke Hold	3G 1P	C4
3	Suplex	4G 1P	C5
4	Pile Driver	5G	C5
5	Death Grip	3G 2P	C5
6	Figure 4 Lock	3G 2P	OD5
7	Barrel Roll	2G 2M	C4
8	Full Nelson	2G 2P	C2 & OD2
9	Atlas Body Throw	2G 2P	C2
10	Reroll		

MINOR MOVE SPECIAL MANEUVER TABLE

1D10	Ability	Cost	Notes
1	Feint	2M	Draw +1 card next turn
2	Dodge	1M 1Z	N2
3	Jump	1M 1K	N2
4	Duck	2M 1G	N3
5	Slip	3M	N3
6	Roll	2M 1K	N3
7	Withdraw	3M	N1D6-1
8	Toss	2M	C2
9	Katas	2M	Same as Combo card
10	Push	2M 1B	OD3

MAJOR MOVE SPECIAL MANEUVER TABLE

1D6	Ability	Cost	Notes
1	Tumble	4M	N4
2	Back Flip	2M 2K	N4
3	Somersault	5M	N5
4	Wall Spring	4M 1K	N5
5	Body Slam	2M 1K 1G	C4
6	Reroll		

MINOR ZEN SPECIAL MANEUVER TABLE

1D10	Ability	Cost	Notes
1	Fighting Spirit	2Z	Gain back 1 lost Hit Point
2	Read Minds	1Z	Look at opponents Hand
3	Kai!	2Z	+2 Damage to another attack
4	Mesmerize	3Z	OD4
5	Ying Defense	XZ	NX-1
6	Fighting Trance	XZ	Draw X-1 cards
7	Intimidation	2Z	OD3
8	Yang Attack	XZ	CX-1
9	Head Butt	1Z 1B	C2
10	Reroll		

MAJOR ZEN SPECIAL MANEUVER TABLE

1D10	Ability	Cost	Effect
1	I Ching Hexagram	4Z	C4
2	Great Leap	3Z 1M	N4
3	Zen No Mind	5Z	Draw 5 cards
4	Spirit Form	5Z	Negate all attacks this phase
5	Mystic Fireball	5Z	C5
6	Wire-Fu	2Z 2M	C3 or N3
7	I Ching Trigram	6Z	C1D10
8	Extending Limbs	1Z 1P	Same as Combo card
9-10	Reroll		

MARTIAL ART RANKINGS

Rank:	Hand Size:	Hits:	Maneuvers:	Notes:
Noncombatant	3	5	0	
White Belt	4	5	1	
Yellow Belt	4	6	2	
Green Belt	5	6	3	
Blue Belt	5	7	4	
Brown Belt	6	7	5	
1st Degree BB	6	8	6	Major Maneuvers Allowed
Second Degree BB	7	8	7	Zen Maneuvers Allowed
Third Degree BB	7	9	8	
Fourth Degree BB	8	9	9	Major Zen Maneuvers Allowed
Fifth Degree BB	8	10	10	Basic Characters in Kung Fusion
Sixth Degree BB	9	10	11	
Seventh Degree BB	9	11	12	
Grand Master	10	12	13	Secret Special Maneuvers

MARTIAL ARTS STYLES

Style:	Minimum Maneuvers known at Fifth degree Black Belt level:
Karate	4 Punch, 2 Kick, 4 others
Tae Kwon Do	4 Kick, 2 Move, 4 others
Jujitsu	4 Grab, 2 Block, 4 others
Akido	2 Grab, 2 Block, 2 Move, 4 others
Shaolin Kung Fu	2 Block, 2 Punch, 2 Kick, 4 others
Jeet Kune Do	2 Punch, 2 Kick, 2 Move, 4 others

KUNG FUSION CARD SET

Bruce Lee Pics! Thanks Zak, they really kick ass.
Click [here](#) for card set.

KUNG FU HEROES

Here's another free Kung Fu card game:
[Kung Fu Heroes](#)

LAND WAR IN ASIA

INTRODUCTION

War in Ancient China

Module for the [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.

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.

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

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
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

LEGEND OF THE FIVE RINGS SKIRMISH

INTRODUCTION

Board & card game for 2 players.
Based on the Legend of the Five Rings Games.
Each figure represents a Hero or a company or unit of men.

DISCLAIMER

Legend of the Five Rings is a copyrighted property.
This is merely a fan site.

VICTORY

You win if you kill your opponents Warlord.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.
Each player starts with 16 units:
4 Infantry
4 Cavalry
4 Archers
1 Warlord
1 Champion
1 Shugenja
1 Special Unit (Depends on Clan)
Infantry, Cavalry, and Archers are bushi.
Other units are Heroes.

SETUP

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

HITS

A unit reduced to 0 Hits is killed.
Bushi have one hit each.
Warlords and Champions have 3 Hits.
Shugenja and Special units have 2 Hits.

THE CARDS

Players share a common deck.

TURN SEQUENCE

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

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your units.

Cavalry and Heroes may use Fast type movement cards.

Units cannot move through other units.

The move card has a number.

This is the number of spaces the unit moves.

Moves are diagonal or orthogonal.

"Knight" type move cards allow a man to move like a knight in chess.

Instead of moving just one unit in any direction, you have the

option of moving up to 3 units forward the indicated number of spaces using a single move card.

A unit can only make one move per turn.

BATTLE PHASE

Play (discard) an Attack card to have a unit attack.

The attack card has a number.

This is the range of the attack.

Attacks are diagonal or orthogonal.

"Knight" type attack cards produce an attack with a range like a knight in chess.

The enemy unit that is the target of the attack takes 1 hit of damage.

Units cannot attack through other units except for Archers and Spells.

Your opponent may play certain Defense cards to negate your attack.

A unit can only make one attack per turn.

Champions can make two attacks per turn (using two attack cards)

POWER CARDS

Each clan can use Power cards to different effects.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

X = Special Card

P = Power Card

K = as a Knight would move in Chess

Type = Purpose of card

Only cavalry and Heroes can use Cavalry cards

Archers can only attack using Archer cards.

Only Warlords, Champions and Archers can use Archer cards.

Only Shugenja can use spells.

CARD LIST

Card Name:	#	Range	Type	Notes
March	7	1	M	All
Double Time	6	2	M	All
Charge	5	3	M	All
Scout	4	K	M	All
Canter	3	4	M	Cavalry
Gallop	2	5	M	Cavalry
Difficult Ground	2	-	X	Negate target Move card
Superior Tactics	2	-	X	Discard to draw 3 cards
Katana	4	1	A	All
No Dachi	4	1	A	All
Yari	4	2	A	All
Naginata	4	2	A	All
Bows	4	3	A	Archers
Arrows	4	4	A	Archers
Armor	3	-	D	All
Hold Ground	3	-	D	All
Ying Power Card	4	-	P	
Yang Power Card	4	-	P	
Mists of Illusion	1	-	D	Spell; Target any friendly unit

Wind-Borne Speed	2	4	M	Spell; Target any friendly unit
Earthquake	2	4	A	Spell; Attack originates from caster
Fires of Purity	2	1	A	Spell; Attack originates from caster
Castle of Water	1	-	D	Spell; Target any friendly unit

CLAN LISTS

Clan lists describe:

Variations to the basic army unit type composition.

How units of that clan can use Power cards.

Special powers of Special units.

CRAB CLAN

Power cards can be used 2 ways:

Ying: Berserk: Attack = 1

Yang: Armor of the Crab: Defense

The special unit is the Task Master.

The Task Master can discard a power card to:

Move any adjacent friendly bushi 2 or 3 spaces or Whip Attack = 2

CRANE CLAN

Power cards can be used 2 ways:

Ying: Ijatsu Attack: Attack = 1 as a second attack made by one unit on the same or a different target.

Yang: Sudden Strike: Defense plus you may immediately play an attack card by any unit.

The special unit is the Magistrate.

The Magistrate can discard a power card for:

Defense vs any attack made against self or a Crane unit within 3 spaces.

DRAGON CLAN

Power cards can be used 2 ways:

Ying: Two Swords: Attack = 1 as a second attack made by one unit on the same or a different target.

Yang: Dragon Magic: Defense

The special unit is the Tattooed Man.

The Tattooed Man can discard a power card to: Move = 1 or Attack = 1.

LION CLAN

Power cards can be used 2 ways:

Ying: Strength of Purity: Move =1 and then Attack = 1.

Yang: Hand of Destiny: Negate a defense card or power card used by opponent.

The special unit is the Tactician.

The Tactician can discard a power card to: Move 1-3 friendly units 1-2 spaces.

NAGA CLAN

Power cards can be used 2 ways:

Ying: Weaving Movements: Defense vs Range = 1 Attacks

Yang: Polearms: Attack = 2

The special unit is the Slayer.

The Slayer can discard a power card for: Attack = 1 as a second attack made by self on the same or a different target.

Naga have no Cavalry, they have 6 Archers & 6 Infantry.

All Naga can use the Canter Movement card.

PHOENIX CLAN

Power cards can be used 2 ways:

Ying: Master Archers: Archer Attack = 3

Yang: Elemental Magic: Attack = 2

The special unit is the Elemental Master.

All Phoenix Heroes can cast spells.

SCORPION CLAN

Power cards can be used 2 ways:

Ying: Ninja Ways: Move = K

Yang: Scorpion Strike: Attack = 1

The special unit is the Saboteur.

The Saboteur can discard a power card to:

Cause opponent to discard a random card.

UNICORN CLAN

Power cards can be used 2 ways:

Ying: Riders: Move = 4

Yang: Charge: Move = 3 and then Attack = 1

The special unit is the Scout.

The Scout can discard a power card to: Move = K or Defense on Self

All Unicorn bushi are mounted and can use cavalry movement cards.

All Unicorn Heroes can use up to 2 move cards per turn.

LENSMAN

By C. Gerard Luft

INTRODUCTION

Lensman for Rebel Space.

Uses the same rules as [Rebel Space](#), only the names of some cards have changed.

GALACTIC PATROL OF THE FIRST (MILKY WAY) GALAXY CARD LIST

Card Name	Type	#	Grnd	Space	Dam	Cost	Notes
Kimball Kinnison*	hero	1	7	7	2	3	psi, captain
Clarrisa Kinnison	hero	1	3	3	2	3	psi
Captain Craig	hero	1	4	6	2	3	capt
Sergeant van Buskirk	hero	1	2	2	1	2	pilot
Lensman Worsel	hero	1	2	2	1	2	psi pilot
Artisian Mentor	hero	1	2	2	0	2	psi
Port Adm. Haynes	hero	1	4	4	2	3	capt
Chief Pilot Henderson	hero	1	0	5	1	3	capt, pilot
Space marines	ground	15	1	0	0	1	
Speedster	G/S	8	2	1	1	1	fighter
Scout	space	6	0	2	2	2	
Prime base	ground	1	1	0	0	2	defense**
Primary beam	G/S	1	1	1	0	2	destroy 1 ship
Cruisers	space	10	0	3	1	1	ship
Battleship	space	5	0	4	1	2	ship
Mauler	space	4	0	5	1	2	ship
Dreadnaught Dauntless	space	1	0	7	1	3	ship
Telepath	psi	1	0	3	0	-	
Read minds	psi	1	0	0	3	-	
Mind blast	psi	1	3	0	0	-	
Surgeon-marshal Lacy	act	1	take hero from discard and put in hand				
Recruit	act	1	take any hero from discard and put in hand				
Lensman Spy	act	1	look at opponents hand				

* = The Grey Lensman

** = Facility: draw 1 extra Card each turn

BASKONIAN PIRATES OF THE SECOND (ANDROMEDA) GALAXY CARD LIST

Card Name	Type	#	Grnd	Space	Dam	Cost	Notes
Eichmil Eighth*	hero	1	7	7	2	3	captain
Jalte	hero	1	8	6	2	3	captain
Helmuth	hero	1	1	5	2	3	capt
Overlord of Delgon	hero	1	3	4	1	3	capt
Colonial	hero	1	4	4	2	3	capt
Captain	hero	1	2	2	1	2	capt
Lieutenant	hero	1	1	1	1	1	pilot
Baskonian raiders	ground	20	1	0	0	1	
Drug lord	hero	1	6	4	1	3	pilot
Crime lord	hero	1	5	2	2	3	capt
Speedster	G/S	8	2	1	1	1	fighter
Scout	space	5	0	2	1	2	ship
Cruiser	space	10	0	3	1	1	ship
Battleship	space	5	0	4	1	2	ship
Planetship	space	3	0	10	2	3	Ship
Grand base	space	1	0	12	3	3	def facility
Baskonian spy	act	1	look at opponents hand				
Drug thionite	act	1	take control of an opponent hero				

* = of Baskone

LEPANTO

INTRODUCTION

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

LINKS

Highly Recommended...

[Crescent & Cross](#)

[Tactics](#)

[Lepanto](#)

THE MAP

Use a Hex Map.
Include a Coastline along the Northern end.

THE DECK

Players share a common deck.

THE FLEETS

See the unit lists.
Each Unit represents 2-10 Ships
Use marked counters to represent units.

UNIT FACINGS

Draw arrows on unit counters to show direction of facing.

SETUP

The Christian Fleet is heading East.
The Muslim Fleet is heading West.
Assign Units to Commanders.
Each Commander must be assigned at least 40 Ships.
A Commander & his Units are referred to as a Squadron or Wing.
The Christian side goes first.

STACKING

Units may not Stack.

TURN SEQUENCE

Players take turns.
Each turn is divided into 4 Phases:
Draw Phase
Move Phase
Attack Phase
End Phase

DRAW PHASE

Draw 5 cards.

MOVE PHASE

Play a Move card to move one or more Units in a Squadron.
A Unit may either move forward one space, or
Change facing by one hex side.
If a Unit is not within 2 hexes of its Commander, you must
Play a separate move card to move it.
A unit can move up to once per turn.

ATTACK PHASE

Play an attack card to have a Unit attack an adjacent enemy unit.
The attacked unit is destroyed.
Some attacks can only be made into the space the unit is facing.
A Unit can only make one attack per turn.

END PHASE

Max hand size = 7 cards.
Discard excess cards.

UNIT LIST NOTATION

= Number of units of that type
Size = Relative size of the ships in that unit
Ratio = Approximate number of Ships in that unit.
C = Squadron Commander

CHRISTIAN UNIT LIST

Unit Type	#	Size	Ratio	Notes
Real Don John	1	6	10	C (Allied)
Capitana Don Alvaro	1	6	10	C (Spaniard)
Capitana Bragadino	1	5	10	C (Venetian)
Capitana Doria	1	6	10	C (Allied)
Venetian Galleass	3	8	2	
Christian Lantern Galleys	5	7	5	
Spanish Galleys	3	6	10	
Allied Galleys	2	6	10	
Venetian Galleys	9	5	10	

MUSLIM UNIT LIST

Unit Type	#	Size	Ratio	Notes
Sultana Ali Pasha	1	6	10	C
Sultana Mehmet Suluk	1	6	10	C
Sultana Uluch Ali	1	5	10	C
Muslim Lantern Galleys	5	7	5	
Muslim Galleys	18	5	10	
Muslim Galiots	7	4	10	

CARD LIST NOTATION

F = Frontal Attack
A = Attack out of any hex facing
M = Move
N = Negate target Move
D = Negate target Attack
L = Look at Opponents Hand
Use = Which units can use this card

CARD LIST

Card Name	#	Type	Use
Center Line Bow Guns	2	F	Any
Flanking Pieces	2	F	Any
Cast Iron Cannon Balls	2	F	Any
Cut Stone Cannon Balls	2	F	Any
Head on Boarding Fight	4	A	Vs Same size or Smaller Ship
Heavy Guns	2	F	Galleass
Turret Guns	2	A	Galleass
Swivel Guns	1	A	Any
Low in the Water	2	F	Vs Muslim
Archers	2	A	Muslim
Composite Recurved Bows	2	A	Muslim
Janissaries	2	A	Muslim
Melee	2	A	Muslim

Spurs	1	F	Muslim
Crossbowmen	1	A	Christians
Arquebusiers	1	A	Christians
Spanish Infantry	2	A	Spanish & Allied
Fighting Platforms	1	A	Spanish & Allied
Size Advantage	2	A	Vs Smaller Ship
Tactical Advantage	2	A	Vs Same size or Larger Ship
Outflanked	4	F	Any vs Non-head-on unit
Venetian Artillery	2	F	Venetian
Fighting Oarsmen	1	A	Venetian
Free Oarsmen	2	M	Muslims & Venetians
Light Ships	3	M	Ships size 5 or less
Muslim Sails	2	M	Muslim
Maneuverability	2	M	Muslim
Shallow Draft	2	M	Muslim
Turn the Flanks	2	M	Muslim
Fast Galiots	2	M	Ships size 4 or less
Oarsmen	3	M	Any
Dash Speed	2	M	Any
Rowing Crew	3	M	Any
Retrograde	1	M	Any: Move Backwards
Slow Ships	2	N	Vs Ships size 6+
Slave Oarsmen	1	N	Vs Spanish Ship
Large Hull	2	D	Ships size 7+
Ramparts	1	D	Christians
Hold Formation	1	D	Christians
Well Ordered Line	1	D	Christians
Bergantin Scouts	2	L	Any
Disrupt Formation	2	N	Any

LIGHT SABER DUEL

INTRODUCTION

Two player game of Manual strength and dexterity.

RULES

Players sit across from each other at a table.

Each player gets a pencil. Pencils are of equal length.

Pencils must have erasers.

With one hand players hold their pencil by the tip between their thumb and forefinger.

Players rest their elbows at the edge of the table, arms bent toward each other at a 45 degree angle.

Players hands should be at the same height about a pencil length apart.

Players may only move their wrists.

If you knock your opponents pencil out of his hand with

Your pencil you win.

With your other hand you can toss bits of tinfoil at your opponent.

(To simulate telekinetic debris attacks)

SAFETY RULES

Play nice.

You must wear safety goggles.

Absolutely no stabbing.

Do not play if you are stupid or intoxicated.

THEATRICAL RULES

Play Star Wars Music in the background.

One player must wear a Darth Vader mask if you have one.

This player must say "Luke I am your Father" as much as possible.

Always talk in Character.

Use the Force.

Make light saber sound effects.

Place Star Wars toys and Action figures strategically around the table.

GAME DESIGNERS NOTES

After experimenting with multiple complex card systems I decided this would be the most fun.

LIGHTER THAN AIR WARFARE

by Dale Poole

A modified version of Lloyd Krassner's ZEPPELIN BATTLES of the GREAT WAR,
Adapted for Play-by-E-Mail

INTRODUCTION

Imagine if Orville and Wilbur Wright did not successfully fly their powered airplane in 1903, but instead ten years later. In such an alternate history there would be no effective combat airplanes. Commitments in military research and industrial production might have instead, focused on the Zeppelin as a weapon carrier. This game provides a tactical simulation of such Zeppelin warfare.

The Ships

Zeppelins as depicted in this game, have three statistics; Movement Points, Cargo Slots and an amount of Gas, all measured in arbitrary units.

Movement Points are outlined below. They determine the maximum distance a Zeppelin can travel in a turn.

Cargo Slots hold Weapons, Ammunition, Personnel and possibly other items as may be required by a given scenario.

Gas determines your Zeppelin's buoyancy - if you lose all of your Gas, you plummet to the ground!

Each Zeppelin in your fleet requires the expenditure of Resource Points, and must be further equipped with various items at a further cost in Resource Points.

ZEPPELIN UNIT TYPES TABLE

Airship Class	Cargo Slots	Move Points	Hydrogen Gas	Cost in Resource Points
Scout	2	5	10	17
Escort	3	4	20	27
Destroyer	4	4	30	38
Frigate	5	3	40	48
Cruiser	6	3	50	59
Battleship	7	2	60	69

WEAPONS CARGO TABLE

Cargo Weapons	Slots	To hit Range	Cost in Ammo	on 1D6	Resource Points
Large Cannon	2	15	5	1-3	18
Small Cannon	1	10	10	1-4	14
Machine Gun	1	6	20	1-5	11
Flame Thrower	1	3	5	1-3	6
Small Arms*	0	4	Unlimited	1-3	7

*every Zeppelin can be equipped with one Small Arms, an no Cargo Slot cost

Other Cargo	Slots	Notes
Engine	1	Increase Base Speed +1
Ammo	1	10 Large or 20 Small Cannon Shots.
Patch Crew	1	Repair Punctures and put out fires.
Gas Tanks	1	10 Gas
Bombs	1	May be dropped on Zeps.
Target destroyed	on roll of 1-3 on 1D6.	
Passengers	1	May function as 'Small Arms' weapon
Bulk Cargo	1	May apply to scenario victory conditions

BASIC TURN SEQUENCE

1. Determine Initiative
2. Submit Movement Orders
3. Map Update
4. Submit Combat Orders
5. Wind Randomization
6. Map Update
7. Resolve Combat and Damage

8. Make Repairs

INITIATIVE

- initiative is determined by a simple die with the highest roll winning the initiative. All ties are re-rolled.
- initiative is determined for all players before movement occurs.
- the player with initiative chooses whether he will move first or last.
- if he chooses to move last, then initiative takes place in the reverse order of the rolls, with the lowest roller playing first, then the next lower and so on.
- if he choose to move first, then initiative takes place with the initiative winner moving first, then the next highest roll moving and so forth.
- on subsequent turns, a die roll is made as usual, however the winner of initiative in the previous turn determines if initiative will take place high to low or low to high.

MOVEMENT

- in each turn a Zeppelin can increase or decrease speed, changing facing (direction) gain or lose altitude
- Zeppelins have a maximum number of Movement Points, which determines how many hexes the Zeppelin can move.
- a Zeppelin can never move more than it's maximum Movement Points in "Orders" (see 'Winds' below)
- a Zeppelin may be ordered to move zero in which case it will remain in place
- 1 Movement Point is expended to change direction my one hex face; Zeppelins will always face a hex side
- 1 Movement Point is expended for each step of altitude gained or lost
- there are 10 steps of altitude, with '0' being ground level
- Zeppelins will also lose altitude when they start losing Gas
- after Combat Orders are received, all Zeppelins are subjected to a randomized Wind Effect

WINDS TABLE

1D12 Wind Direction

- 1 NW
- 2 N
- 3 NE
- 4 SE
- 5 S
- 6 SW
- 7 W
- 8 E

- 9 Zep rotates to left 60 degrees. Do not roll Wind speed.
- 10 Zep rotates to right 60 degrees. Do not roll Wind speed.
- 11 Zep pushed up 1 Altitude step. Do not roll Wind speed.
- 12 Zep pushed down 1 Altitude step. Do not roll Wind speed.

1D6 Wind Speed

- 1 0
- 2 0
- 3 1
- 4 1
- 5 2
- 6 2

COMBAT and DAMAGE

- each weapon on your Zeppelin may fire once per turn
- each weapon fires out of one set 90 degree Arc of Fire; Forward, Aft, Starboard, or Port
- small arms fire can take place in any Arc of Fire and may change from Turn to Turn
- targets must be at the same altitude or up to 2 altitude steps below
- all Combat is simultaneous as per Orders

DAMAGE TABLE

Damage Result on 1D20	Flamethrw L.Cannon	Small Cannon	Machine Gun Small Arms	Notes
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Cargo Hit	1	1	1	1 random cargo destroyed
Steering Hit	2	2	2	Zep cannot turn
Engine Hit	3	3	3	Base Speed -1
Cabin Hit	4	4	4	Spark- Zep catches on fire
Minor Puncture	5-7	5-14	5-20	-1 Gas per turn until patched
Major Puncture	8-12	15-19	-	-2 Gas per turn until patched
Crit Puncture	13-18	20	-	-3 Gas per turn until patched
Blowout	19-20	-	-	Zeppelin Destroyed

- if Ammo, Gas Tanks, or Bombs are hit, the Zep suffers Blowout.
- a Zeppelin hit by a flamethrower is considered to be 'in flames' and must roll on the flamethrower damage column once each subsequent turn until a patch crew puts the flames out.
- each turn a Zeppelin is at 50% or less Gas, it loses 1 altitude step
- each turn a Zeppelin is at 25% or less Gas, it loses 2 altitude steps

REPAIRS

- Patch Crews can repair Gas Leaks and Punctures
- a Patch Crew can do one of the following, each turn:
 - extinguish a fire
 - patch a Critical Puncture to a Major Puncture
 - patch a Major Puncture to a Minor Puncture
 - patch a Minor Puncture, preventing further Gas loss

BUILDING YOUR FLEET

Here are some example Zeppelins:

Escort: The Blitzkrieger: L.Cannon - Forward
 S.Cannon - Forward
 Machine Gun - Aft

Total - 70 Resource Points

Battleship: The Bismark: Flamethrower- Forward
 S.Cannon - Starboard
 S.Cannon - Port
 L.Cannon - Aft
 Patch Crew
 Engine
 Bomb

Total - 139 Resource points

Cruiser: The Victoria: L.Cannon - Forward
 Machine Gun - Forward
 S.Cannon - Aft
 L.Cannon Ammo
 2 Patch Crews

Total - 132 Resource points

Destroyer: The Liverpool: S.Cannon - Forward
 S.Cannon - Forward
 Machine Gun
 S.Cannon Ammo
 Engine

Total - 90 Resources Points

PLAY-BY-E-MAIL NOTES

Die Rolls

In order to smooth game play and keep the randomization afforded by Die Rolls, each player is required to submit a list of die rolls to the Referee, prior to the start of the game.

The Referee will provide the details of which Die Roll Server to use, as well as which and how many of each Die Roll is required. When the Die Rolls for each player are received, Initiative will be determined.

For those who are interested, the Die Roll Server will create the list with your Player Name on it and the list will be e-mailed to the Referee. This prevents a player from stacking their rolls.

At the end of each game the Referee can mail the list of rolls received and used so far, to any player who makes the request. This allows the Player the opportunity to double check the Referee's work.

At the end of the game, the complete list of Rolls submitted to each player, will be mailed to each player, showing the complete list and each roll used on their behalf. Note that your opponent's rolls will *never* be revealed to you - Die Rolls are a matter strictly reserved between each individual Player and the Referee.

Map Updates

Turn Sequence 3 and 6 are 'Map Updates', provided to allow the player some opportunity to exercise his own brand of tactics. These Map Updates will be provided on the game website, as soon as Movement Orders are received (in the case of Turn Sequence 3), and Combat Orders are received (in the case of Turn Sequence 6). Please feel free to check the site as often as you like.

ADAPTATIONS

Lloyd Krassner's ZEPPELIN BATTLES of the GREAT WAR was originally conceived as a table top game, designed to be played on a physical map with figures or counters to represent your Zeppelins and other support props such as dice.

Some obvious modification were required to fit the game into the PBeM format.

Most notably are the introduction of the 'Map Update' Turn impulses and the elimination of random dice throws for things like Damage, Patch Crew Repairs, and Altitude Loss due to Gas Loss.

Initiative was significantly changed, to allow some tactical decision making on the part of the players. Initiative is usually regarding as the luck of the dice, something the player can't influence. Now there is a reason to hope to get the initiative and important decisions to make if you do. That decision may not always be to your benefit. Along with Wind Effects, the Initiative system simulates the inaccuracies of positioning and firing from a highly vulnerable platform. Finally, a point system was introduced in an effort to achieve some sort of game balance while maintaining the players' ability to exercise their own decision making. This is my first attempt at a point system, and all point values were assigned in a highly arbitrary manner! I would be interested in hearing what changes you think would improve the game.

Please give Lloyd the honour he deserves for this game by visiting his website if you haven't already done so. Send him your comments and while you're there, check out some of the myriad other games Lloyd has created - he has a fabulous mind and as a game designer I know he craves feedback of almost any type on his work!

LINEAR PROGRESSION

Rules1- Linear Progression is a two player abstract strategy game played on a regular chess or checkers board. 2- One player gets a set of black tokens. The other player gets a set of white tokens. Plastic winks work great.3- Players begin by dropping one of their tokens onto the board. The square it lands on is their starting location. 4- Players take turns moving. White moves first. 5- Tokens move like queens in chess. 6- Every space your token moves into or through put a token of your color into that square.7- If an opponent had tokens in spaces you moved into or through, remove them and replace them with your tokens.8- A player moves only one token per turn but it can be any of their tokens. 9- A token cannot move into or through an opponents last token. 10- For a move to be legal you must enter at least one empty space on your turn.11- If you move into a space occupied by one of your own tokens you must stop moving and your turn ends. 12- The game ends when the last empty space becomes occupied. The winner is the player with the most spaces of their color on the board. 13- The corner spaces of the board are not used and cannot be entered. Optional RulesEqual Number of Moves: Black always moves last even if white occupied the last empty space. Blockers: Use rooks for blockers. Tokens cannot move into or through blockers. Blockers move like queens, they can move onto or through spaces that are empty or occupied by tokens. Blockers cannot move into the last unoccupied space or onto a players last token or into the last space your opponent moved into last turn. Players can move one blocker per turn in addition to one token. If a blocker is on top of a token that token cannot be moved. Tokens a blocker moves through or onto are not removed. Players start the game with one blocker. This blocker starts in any unoccupied corner space. Variant Boards: Try using boards of different shapes and sizes. One good variant board is a chessboard with the corner spaces blocked off.

LUNAR CONQUEST

INTRODUCTION

Sci-Fi Themed Card game.
Lunar Warfare between 3 main Factions.

THE FACTIONS

The Humans
The Lunarians
The Silexians

HUMAN FACTION

Humans have just started settling the Moon and have established 3 main Bases on it.

Human Strengths include:

- The Ability to get supplies and reinforcements from Earth
- Nuclear & Long Range Weapons

Human Weaknesses include:

- Weak Bases & poor Defenses

LUNARIAN FACTION

Lunarians are native to the Moon.

They are a long-lived, meditative, peaceful race.

Lunarian Strengths include:

- Many Underground Bases that are hard to destroy
- Psychic Powers their opponents have no defense against

Lunarian Weaknesses include:

- Little Technology

SILEXIAN FACTION

Silexians are an Advanced race that have just arrived on the Moon from a distant solar system

Silexians are Cyborgs.

Silexian Strengths include:

- Advanced Nano-Technology
- Quick expansion and Base-Building

Silexian Weaknesses include:

- Start with few Resources

HISTORY OF CONFLICT

The Lunarians live underground and were not even aware of the Humans presence.

Likewise the Humans did not know about the Lunarians.

When the Silexians arrived, in a single colony ship, they immediately detected and Proceeded to Attack the colonies of both other races.

All sides have been openly hostile to each other in the ensuing confusion & carnage.

THE DECKS

Each Player has his own unique deck.

VICTORY

Eliminate all enemy Bases.

SETUP

All players draw 7 cards.

Silex go first. Lunarians second. Humans third.

Lunarians start with 6 Bases each of Force =6

Humans start with 4 Bases each of Force = 4

Silexians start with 2 Bases each of Force = 5

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Draw Phase

Deploy Phase

Attack Phase

DRAW PHASE

Draw 1 card from your deck.

If your deck runs out, shuffle your discard & draw from it.

Max hand size is 10 cards. Discard excess cards.

DEPLOY PHASE

Put unit cards from your hand into play.

Attach Modifier card to target units (Max 1 per unit).

ATTACK PHASE

Each of your units may attack. Declare attackers.

Bases cannot attack and they inflict no damage.

Unblocked attackers do damage to a target base.

Opponent declares blockers.

Blockers may not combine.

Blocking/blocked units do damage to each other.

Use counters to mark damage done to Bases & Units.

A Unit or Base with more Damage points than Force is destroyed.

Event cards are discarded after being played.

CARD TYPE NOTATION

= Number of Copies of that card in the deck

U = Unit

E = Event

M = Modifier

LAOHAD1C = Look at Opponents hand & Draw 1 card

TUN3T = Target Unit Neutralized for 3 turns

RADCFTU = Remove all damage Counters from Target Unit

HUMAN FACTION DECK

Card Name	#/Type	Notes
Moon Base	2/U	Base Force =4
Scientists on Rovers	2/U	Ground Force =2
Colony Militia in Crawlers	4/U	Ground Force =1 (F+1 if Defending)
Miners in Drill Machines	4/U	Ground Force =2 (F+1 if Attacking)
Lunar Skimmer	6/U	Flyer Force =1
Space Marine Drop Troops	4/U	Ground Force =4
Supplies from Earth	2/E	Draw 3 cards
Reinforcements from L5	2/E	Draw 3 cards
Reinforcements from L4	2/E	Draw 3 cards
Orbital Nuclear Strike	4/E	Do 5 Damage to Target
Tac-Nukes	4/E	Unit does 4 Damage to Target
Cluster Bombs	4/E	Flyer does 4 Damage to Target
Electro Magnetic Pulse	4/E	TUN3T
Unmanned Scout Flyers	4/E	LAOHAD1C
Field Repairs	2/E	RADCFTU
Concerted Assault	3/E	All Attacking Units get F+1
Perimeter Defense	3/E	All Defending Ground Units get F+2
Rail Guns	2/M	Ground or Flyer Unit gets F+2
High Energy Lasers	2/M	Ground or Flyer Unit gets F+2

LUNARIAN FACTION DECK

Card Name	#/Type	Notes
Underground Complex	4/U	Base Force =6

Psychic Shield	6/E	Negate Target Attack
Psychic Stun	5/E	TUN3T
Psychic Blast	5/E	Do 5 Damage to Target
Psychic Visions	6/E	LAOHAD1C
Psychic Summons	4/E	Draw 3 cards
Psychic Healing	4/E	RADCFTU
Psychic Flare	4/E	Ground Unit gets F+4
Psychic Control	2/E	Take Control of Target Ground Unit
Lunarian Defenders	8/U	Ground Force =1
Lunarian Guardians	6/U	Ground Force = 2
Lunarian Avatar	2/U	Ground Force = 5
Psionic Amplifiers	4/U	Ground Unit gets F+2

SILEXIAN FACTION DECK

Card Name	#/Type	Notes
Modular Base	6/U	Base Force =5
Molecutronic Construction	6/E	Draw 3 cards
Bioengineered Virus	6/E	Do 5 Damage to Target
Nano-Reconnaissance Bots	6/E	LAOHAD1C
Plasma Weapons	4/M	Unit gets F+2
Molecular Reformation	4/E	RADCFTU
Neural Control Parasite	4/E	Take control of Target Ground Unit
Nano-Bot Swarm	6/U	Ground Force =2
Cyborg Commandos	4/U	Ground Force =4
Cyborg Monstrosity	2/U	Ground Force =6
Pod Fighters	6/U	Flyer Force =1
Infiltration Tactics	4/E	Ground Unit gets F+4

LUNATECH WARP PLAY

PREFACE

Warp Play = Warpspawn Roleplaying.
Roleplaying universe.
Work in progress.
Readers are encouraged to submit material.

INTRODUCTION

Sciencefiction Setting. Moonbase gone Mad.

THE MOONBASE

Very large, complex, miles of underground tunnels and levels.

CHARACTERS

Characters belong to one of several enclaves.

ENCLAVES

Survivalists
Militants
Cannibals
Robots
Androids
Cyborgs
Mutants

ADVENTURES

Conflict between enclaves.
Finding Water, Food, Oxygen, Energy, Spare Parts, etc.

MAD SCIENTISTS

INTRODUCTION

Board game for 2+ players.

Science Fiction theme.

Players are Rival Mad Scientists bent on World Domination.

VICTORY

Destroy all Enemy Bases.

THE MAP

Use an 8x8 chessboard.

UNITS

Use chits (Counters) to represent units.

Chits are mixed together in a common pool used by all players.

There are 4 basic types of chits:

Bases(B), Units(U), Modifiers(M), and Specials(S).

UNIT & BASE ATTRIBUTES

Each unit or base has 3 Attributes or Traits:

*Move: the number of spaces the unit can move per turn.

*Range: the maximum number of spaces distant the unit can apply damage.

*Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities.

SPECIAL CHITS

Players hold onto Special Chits until they want to use them.

Special Chits are discarded to produce an effect.

UNIT SPECIAL ABILITIES

SETUP

Each player places one Base on one square of his back row.

Determine who goes first in a non-random manner.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Invention Phase

Deploy Phase

Move Phase

Attack Phase

INVENTION PHASE

Each player draws 2 random chits from the common pile.

DEPLOY PHASE

Play a unit chit onto the board into an empty space on your back row or Adjacent to any of your bases.

You may play a Base adjacent to a friendly unit but not adjacent to Another of your bases or an enemy unit.

Modification Chits are attached (placed under) units and bases.

Modification Chits alter the Traits of the attached unit or base.

MOVE PHASE

You can move some, none, or all of your units in move phase.
Units can move orthogonally or diagonally.
Units can move up to a number of spaces equal to their Move Trait.
Units cannot stack.
Units cannot move through other units or bases.

FIRE PHASE

Each of your units can attack one target enemy unit in Fire Phase.
Different units may attack different targets.
Each unit has a Range Trait (number of spaces out it can attack into)
A unit can only attack a target that is within its range.
Units with ranges 2+ can attack over other units.
An attack does 1 point of damage unless otherwise stated.
As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.
A retreating unit must move laterally or back towards its side of the board 1 space.
A retreating unit unable to move is destroyed and is removed from the board.
Units that retreat off the board are destroyed.
A unit cannot move laterally if it will come in contact with an enemy unit.
Bases cannot move, so they are destroyed if they must retreat.

DOUBLE WHAMMY RULE

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

CHIT LIST NOTATION

Immobilization: Target Unit cannot Move or Attack for 3 turns.
Interrupt: Target Opponent skips his next Invention Phase.
Stealth: Unit can Move through other units.
Think: Base Modifier only. For every 2 Think cards draw an extra Chit in Event Phase.
A Base may have a maximum of 1 Think card attached.
Note: Units can be either Troops or Guns.

CHIT MASTER LIST

Unit Name:	Type	Move	Range	Defense	Notes
Home Base	B	0	1	8	Starting Base
Super Agents	U	3	1	3	Stealth Troops
Bionic Men	U	3	1	3	Troops
Mutants	U	2	1	3	Troops
Cyborgs	U	2	1	3	Troops
Temporal Stasis Field	S	-	-	-	Immobilization
Time Machine	S	-	-	-	Take another Turn
Flux Capacitor	M	-	+1	-	
Robots	U	2	1	4	
Clones	U	2	1	2	Troops
Androids	U	2	1	3	Troops
Death Ray	U	1	3	2	Gun
Force Field	M	-	-	+1	
Teleportation Pods	S	-	-	-	Move Unit Anywhere
Nuclear Bombs	S	-	-	-	Destroy Unit
Neutron Bombs	S	-	-	-	Destroy Unit
Anti-Matter Bombs	S	-	-	-	Destroy Unit
Gamma Ray Laser	U	1	3	2	Gun
Power Armor	M	-	-	+1	Troops only
Antigravity Pods	M	+2	-	-	
Force Beams	U	1	2	2	Gun
Inertia Field	M	-	-	+1	
Damper Field	M	-	-	+1	
Dinosaurs	U	3	1	3	
Giant Monster	U	3	1	4	Damage +1
Zombies	U	1	1	3	Troops
Mind Control Device	S	-	-	-	Take control of Unit

Plasma Cannon	U	1	2	2	Gun Damage +1
Alien Technology	M	+3	-	-	
Atlantean Technology	M	+1	+1	+1	
Thinking Machine	M	-	-	-	Think
Shrink Ray	U	1	2	2	Immobilization
Super Computer	M	-	-	-	Think
Super Fortress	B	0	-	10	
Virtual Reality	S	-	-	-	Immobilization
Giant Drill	U	4	1	3	Stealth
Intelligent Dolphins	U	2	1	3	Troops
Smart Bombs	S	-	-	-	Destroy Unit
Guided Bullets	M	-	-	-	Troops only Damage +1
Eureka!	S	-	-	-	Draw 2 Chits
Psi Beam	U	1	5	2	Gun
TGI	U	1	4	2	Gun(Theoretical Gravity
Catapult)					
Childs Play	S	-	-	-	Draw 2 Chits
OOT	M	+2	-	-	(Oscillation Overthruster)
Repulsor Field	M	-	-	+1	
Hallucinogenic Gas	S	-	-	-	Immobilization
Sleep Gas	S	-	-	-	Immobilization
Hypno Ray	S	-	-	-	Take control of Unit
Space Station	B	1	-	6	
Lab Accident	S	-	-	-	Interrupt
Computer Virus	S	-	-	-	Interrupt
Super Soldiers	U	2	1	4	Troops
Code Breaker	S	-	-	-	Negate Special Card
Enigma Machine	S	-	-	-	Negate Special Card
Planned Obsolescence	S	-	-	-	Destroy Modifier
Power Failure	S	-	-	-	Immobilization
Disembodied Brains	M	-	-	-	Think
Replicator Machine	M	-	-	-	Think
Perpetl Motn Machine	M	-	-	-	Gun only Damage +1
Impossible Machine	M	-	-	-	Think
Better Mousetrap	S	-	-	-	Destroy Unit
Nanobots	U	1	1	4	Stealth & Damage +1
Mechas	U	3	2	4	Damage +1
Tissue Regenerator	M	-	-	+1	
Temporal Anomaly	S	-	-	-	Take another Turn
Nova Cannon	U	1	4	2	Gun Damage +1
Kung Fu Disciples	U	2	1	3	Troops
Underground Base	B	0	-	7	
Underwater Base	B	0	-	7	
Steal Technology	S	-	-	-	Take control of Unit
Time Bomb	S	-	-	-	Destroy Unit
Super Collider	M	-	+1	-	Gun only
Fusion Reactor	M	-	-	-	Gun only Damage +1
Exoskeletons	M	+1	-	+1	Troops only
Corrosion Gas	S	-	-	-	Destroy Unit

MAGIC ENCOUNTERS

INTRODUCTION

Fantasy Strategy Wargame for 2 or more players.
Lead your race and their allies to ultimate victory.

VICTORY

Eliminate all enemy Tokens from Play.

THE BOARD

The Board is a 5 x 5 grid. 25 total spaces.
Each space is of one Territory type.
Randomly distribute 5 of each of the 5 territory types:
Plains, Mountains, Swamps, Water, Forest.

TOKENS

Each player has an army of 40 Tokens of a unique color.
You cannot have more than 40 Tokens on the Board at one time.

DICE

Six sided dice are needed.

THE DECK

Players share a common deck.
The deck is referred to as the Ally Deck.

SETUP

Players start in opposite corners or as far apart as possible.
Each player draws 1 random card from the Ally deck to see what their Race is.
The player & all his Tokens will henceforth be referred to as members of that race.
The player and his Tokens will always have the Special Ability of that race as it is described on the card.
Each player starts with a Stack of 10 Tokens.
Roll high on 1D6 to see who goes first.

TURN SEQUENCE

Players take turns.
Each turn has 4 Phases:
Ally Phase
Recruit Phase
Move Phase
Battle Phase

ALLY PHASE

Draw 2 cards from the Ally Deck.
Max hand size is 7 cards.
Discard excess cards.
If the deck runs out, shuffle the discard and draw from it.
Some Ally cards can be played to affect the drawing of Ally cards.

RECRUIT PHASE

Gain 1D6 Tokens.
Stack these with one of your already existing stacks.
Get +1 Token if you control all 5 Territories of a single type.
Some Ally cards can be played to affect Recruitment.
Max tokens in one stack = 20. Discard excess Tokens.

MOVE PHASE

Roll 1D6.

You may move that many of your Stacks (Armies) one space each.

You may also move parts of your stacks to break them up.

A single token cannot move more than one space.

You must combine all your tokens in a single space into one stack.

Some Ally cards can be played to affect Movement

BATTLE PHASE

The current player is the attacker. The other player is the defender.

If opposing stacks occupy the same space, they will battle.

There may be multiple battles in a single turn.

Each player rolls 5D6. These are called Battle Dice and the results Battle Rolls.

Each of your Tokens has a base Force = 1.

Your sides Battle Total = Force of Tokens + Battle Rolls.

Players may play Ally cards from their hands to increase their Battle Total.

The side with the higher total wins. The attacker wins ties.

The losing stack is discarded. The winner draws 2 cards.

ALLY DECK CARD LIST

Card Name: Special Power: Explanation.

Knights: Armor: Opponent must discard all Battle rolls of 6.

Mountain Dwarves: Miners: Tokens are force +3 if in or Adjacent to a Mountain space.

Goblin Horde: Breeders: Roll 2D6 in Recruit Phase.

Gnomes: Tinkers: Reroll 1 of your Battle Dice.

Stone Giants: Throw Boulder: Discard an Ally Card to get Force +1D6

Wood Elves: Forest Ways: On Battle rolls =1 opponent must discard 1 card from hand.

Red Dragons: Large: Recruit only 1 Token in Recruit Phase. It has a Force = 7.

Dark Elves: Cunning: Reroll all your Battle Dice Rolls of 1.

Kobolds: Ambush: Tokens are Force = 3 if Defending.

Shapeshifters: Polymorph: Discard 1 Token to draw 1 Ally card.

Vampires: Dark Gift: If you win battle gain Tokens = Enemy Tokens Lost.

Zombies: Raise Dead: Tokens you lost last turn are regained in recruit phase.

Warriors: Skill: Your Tokens get +1 Force each.

War Machines: Pointy Things: Gain 1 extra Battle Die.

Barbarians: Berserkers: Discard a Token to give your Force Total +4.

Ogres: Ferocity: Your Tokens are Force = 3 if Attacking.

Samurai: Way of the Sword: All your Battle Rolls of 2 become 5.

Assassins: Kill: In battle opponent must discard a Token for every Battle roll = 1.

Druids: Nature Magic: Battle Total +2 for every Ally card you play.

Eagles: Fly: Stacks may move multiple times in Move Phase.

Rangers: Riders: Roll 2D6 in Move Phase.

Doppelgangers: Copy: Duplicate special ability of any opponent in battle.

Conjurer: Summon: Move up to 4 of your Tokens to this battle from other spaces.

Treants: Forest Protectors: Tokens are force +3 if in or Adjacent to a Forest space.

Wizard: Lore: Draw +1 card in Ally Phase. (+2 cards if played as any Ally card)

Devils: Bedevil: Switch 1 Battle Roll with opponent.

Enchanter: Charm: In Battle 1 opposing Token joins your side.

Mystic: Visions: Look at opponent's hand at any time.

Alchemist: Transmogrify: Discard X cards to gain XD6 Tokens.

Wraiths: Ghosts: Gain 3 Phantom Tokens in Battle. They are removed at end of battle.

Demons: Torture: Opposing Tokens are Force = 0.

Orcs: Discard a Token to give your other Tokens +1 Force each.

Witch: Curses: Opponent rolls 1 less Battle Die.

Pixies: Fairy Magic: Negate first Ally card played by opponent in battle.

Huns: Plains Riders: Tokens are force +3 if in or Adjacent to a Plains space.

Zealots: Fanatics: In Battle Discard X Tokens to Discard X opposing Tokens.

MAGUS

INTRODUCTION

Fantasy-Board-Wargame. 2-4 players. Lots of Recruiting.

ARMIES

Each player has seven Army tokens.
Different players should have different color tokens.

THE BOARD

The board is a 13 x 13 square track.
Each corner square of the outer track contains a Tower.
The spaces closest to the Towers are Black spaces.
Next to the Black spaces are Blue spaces.
Next to the Blue spaces are White spaces.
Next to the White spaces are Green spaces.
Next to the Green spaces are Red spaces.
The center (7th) space of each side is a Gold space.
Spaces must be large enough to hold a stack of cards.

VICTORY

You win if you have an army on all four Tower spaces.

SETUP

Each player places one Army Banner Token in one of the Towers.
Draw 4 creature cards and place them under the token.
Each player draws 2 random artifacts.

ARTIFACTS

Artifacts stay with the player for the entire game.
Artifacts are placed face-up next to the player.

DECKS

There are 7 decks:
Magic Card Deck
Black Recruit Deck
Blue Recruit Deck
White Recruit Deck
Green Recruit Deck
Red Recruit Deck
Artifact Deck
The decks and discard piles are placed in the center of the board.
The Magic & Artifact decks contain 1 of each card in the list.
Recruit decks contain 3 of each card in the list.
The Recruit decks are face-up.
The Magic & Artifact decks are face-down.

TURN SEQUENCE

Players take turns.
Each turn has 5 phases.
Magic Phase
Travel Phase
Recruit Phase
Split Phase
Battle Phase

MAGIC PHASE

Draw 1 card from the magic deck.

Maximum hand size is 7 cards. Discard excess cards.

TRAVEL PHASE

Roll 2 six sided dice.

If you only have one army you must move it a number of spaces equal to one of the dice of your choice.

You may move either direction, but you must move the whole amount.

If you have 2 or more armies you must move one of your armies a number of spaces equal to one of the dice and another one of your armies a number of spaces equal to the other die.

If an army lands on an enemy army they will fight in Battle Phase.

An army may not land on a friendly army of the same player.

The army includes the army token and the cards stacked under the token.

You may look at the cards under your army tokens any time.

You may not look at the cards of opponents armies.

RECRUIT PHASE

If a moving army lands in an empty (no armies) space, you may draw the top card from the indicated Recruit deck and put the creature card face down under the token of that army.

For example, if you land on a Black space draw a card from the Black recruit deck.

If an army lands on a Gold space you get to draw one Magic Card.

SPLIT PHASE

If an army contains more than 5 cards it may split in two.

There must be an empty space adjacent to the full army.

Put another token into the adjacent space and put 2 of the cards from the old army under the new army.

A player can have a maximum of 7 armies.

BATTLE PHASE

The active player is the attacker. The other player is the defender.

Reveal the cards of the two opposing armies.

Each creature card has a force value and spell points.

If an army has 2 creatures of the same color (Black for instance) it gets a +1 Force bonus.

If an army has 3 creatures of the same color it gets a +3 Force bonus.

If an army has 4 creatures of the same color it gets a +6 Force bonus and so on.

If an army has 5 creatures of the same color it gets a +10 Force bonus.

The side with the most Arrow units get a +3 Force bonus.

The side with the most Regeneration units get a +3 Force bonus.

The side with the most Flying units get a +3 Force bonus.

Players may play Magic cards to increase the value of their side.

A player may play as many Magic cards as his army has spell points.

Magic Cards and creature special abilities may cause opposing creatures to be destroyed (discarded)

All creature special abilities can only be used during battles.

Get the total for each side.

The side with the lower total is destroyed completely.

The winning side loses no creature cards except for those that were destroyed by Magic & special abilities

WHITE RECRUIT DECK CARD LIST

Unit Name	Force	Spells	Notes
Knight	4	0	White creatures get +1
Priest	1	2	The Priest can negate one spell cast by opponent
Cleric	3	1	Destroy 1 black creature
Paladin	4	0	Destroy 1 red creature
Cherubs	2	1	Arrows, Flying
Archers	3	0	Arrows
Pikemen	3	0	+2 if Defending
Griffins	5	0	Flying
Guardian Angel	6	1	Flying, +3 if opponent has red creatures

Archangel 7 2 Flying, +3 if opponent has black creatures

RED RECRUIT DECK CARD LIST

Unit Name	Force	Spells	Notes
Cyclops	6	0	Destroy 1 blue creature
Chaos Warrior	4	0	Destroy 1 white creature
Shaman	1	2	Red creatures get +1
Goblins	2	1	Discard a card to get +3
Barbarians	3	0	Arrows, +2 if Attacking
Dwarves	2	0	+3 if opponent has blue creatures
Trolls	4	0	Regenerate
Minotaur	5	0	+3 if opponent has white creatures
Hydra	5	0	Regenerate
Dragon	7	1	Flying

GREEN RECRUIT DECK CARD LIST

Unit Name	Force	Spells	Notes
Pixies	1	1	Flying
Elves	2	1	Arrows
Wolves	3	0	+1 if Attacking
Centaur	4	0	Arrows, +1 per other green creature in your army
Unicorns	5	2	Green creatures get +1
Druid	3	2	Destroy 1 blue creature
Ranger	4	0	Arrows, Destroy 1 black creature
Enchantress	2	1	Negate the Force of one opposing creature
Treant	6	1	+3 if opponent has blue creatures
Pheonix	7	0	Flying, Regenerate

BLUE RECRUIT DECK CARD LIST

Unit Name	Force	Spells	Notes
Wizard	1	3	Draw a Magic card
Sorcerer	2	2	Blue creatures get +1
Rogue	3	0	Steal one random card from his opponents hand
Siren	1	0	Negate the Force of one opposing creature
Doppleganger	X	0	Gain the Force & Ability of one opposing creature
Phantasms	3	1	Flying, +3 if opponent has green creatures
Ice Golems	4	0	Regenerate, Destroy 1 green creature
Djinn	5	3	Flying
Storm Giant	6	1	Arrows, Destroy 1 red creature
Titan	7	2	+3 if opponent has red creatures

BLACK RECRUIT DECK CARD LIST

Unit Name	Force	Spells	Notes
Warlock	3	2	Destroy 1 green creature during battle
Necromancer	2	2	Black creatures get +1
Lich	5	3	Flying
Gargoyle	4	0	Flying
Skeletons	1	0	Regenerate
Zombies	2	0	Regenerate
Wraiths	4	1	+3 if opponent has green creatures
Vampire	4	1	Flying, +3 if opponent has white creatures
Pit Demon	6	2	Destroy 1 white creature during battle
Cosmic Horror	7	1	Regenerate, Flying

MAGIC DECK CARD LIST

Spell Name:	Timing	Effect:
Spell Lore	M	Draw 3 Magic Cards
Blue Blast	B	Destroy one Blue creature
Black Blast	B	Destroy one Black creature
White Blast	B	Destroy one White creature
Green Blast	B	Destroy one Green creature
Red Blast	B	Destroy one Red creature
Haste	T	Target Army can move one space

Magic Steeds	T	Target Army can move two spaces
Wind Walk	T	Target Army can move three spaces
Fly	T	Target Army can move four spaces
Teleport	T	Target Army can move five spaces
Magic Gate	T	Target Army can move six spaces
Time Shift	T	Target Army can move 1D6 spaces
Red Summons	R	Draw a creature from the Red deck and put it on target Army
Black Summons	R	Draw a creature from the Black deck and put it on target Army
White Summons	R	Draw a creature from the White deck and put it on target Army
Green Summons	R	Draw a creature from the Green deck and put it on target Army
Blue Summons	R	Draw a creature from the Blue deck and put it on target Army
Red Power	B	Red creatures in target army get +3 Force each
Blue Power	B	Blue creatures in target army get +3 Force each
White Power	B	White creatures in target army get +3 Force each
Green Power	B	Green creatures in target army get +3 Force each
Black Power	B	Black creatures in target army get +3 Force each
Forget	M	Opponent discards 2 Magic Cards
Death Spell	M	Cause one random card to be discarded from target Army
Land Shift	T	Switch position of two armies you control
Creature Switch	T	Switch places of two creatures in two armies you control
Control Red	B	Target Red creature joins your army permanently
Control Blue	B	Target Blue creature joins your army permanently
Control White	B	Target White creature joins your army permanently
Control Black	B	Target Black creature joins your army permanently
Control Green	B	Target Green creature joins your army permanently
Creature Kill	B	Destroy target Creature
Control	B	Target creature joins your army permanently
Metamorphosis	R	Discard creature and draw a new one of any color
Scrye	M	Look at opponents hand
Divination	M	Look at the top 10 cards in any deck
Commune	M	Look at the cards in any 3 armies
Spell Blast	C	Negate spell cast by opponent
Nullify	C	Negate special ability of one creature

Timing Notes: B = Battle phase, M = Magic Phase, T = Travel Phase, R = Recruit Phase
C = Counter Spell

ARTIFACT CARD LIST

Relic Name:	Notes:
Helm of Command	Each of your Armies gets to hold one extra creature
Celestial Sword	All your creatures get +1 when attacking
Titans Armor	All your creatures get +1 when defending
Ring of the Magi	Draw 1 extra Magic Card per Turn
Crown of Kings	You get one extra Army Banner
Wand of Orcus	All your Black Creatures get +3 Force
Orb of Illusions	All your Blue Creatures get +3 Force
Eternal Flame	All your Red Creatures get +3 Force
Holy Shroud	All your White Creatures get +3 Force
Oaken Shield	All your Green Creatures get +3 Force

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.

MATERIALS

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

CONVOY COMPOSITION

Ship Type:	Number of Ships:	Notes:
Cargo Ships	3D6	Merchant Men
Oil Tankers	1D6	
Aircraft Carriers	1D3	
Cruisers	1D6 x 5	Warship
Destroyers	1D6 x 10	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.

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.

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	
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.

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

Roll a number of times equal to the enemy force size:

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

TARGETS

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

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

MAN O'WARP

INTRODUCTION

Card game based on the Games Workshop Game called Man O'War.

DISCLAIMER

Man-O-War is a trademarked, copyrighted property.
This is merely a fan site.

FLEET CONSTRUCTION

Each player chooses Ships from one list.
A Fleet will have 20 points worth of Ships.
Record your ships on a scrap paper.
A Fleet will get 5 draws from the Improvements deck.
Each Improvement card can modify one ship.
A ship can only be improved twice.

VICTORY

Sink all of your opponent's Ships.

TURN SEQUENCE

Play proceeds in Rounds.
During a Round each Ship gets its own Phase.
Players take turns giving one of their ships a phase.
The player with the most ships goes first.
For Example: Player X has ships A, B, and C. Player Z has Ships D and E.
Player X goes first. He uses Ship B. Player Z goes next with ship E. Player X then goes with ship A, and so on.
A ship whose turn it is, is called the Active ship.
A Phase has 4 Segments:
Draw Segment
Move Segment
Attack Segment
End Segment

DRAW SEGMENT

First discard any cards from your hand you don't want.
Next, fill your hand to 7 cards.
If the deck runs out, shuffle the discard and draw from it.

MOVE SEGMENT

Pick an enemy Ship to be the target of your attack.
Your opponent may discard a Row or a Sail card to force you to pick another target.
You may play Row cards or Sail cards.
Your Ship has stats for Rowing and Sailing.
Multiply the number of Row or Sail Cards you play by the corresponding stat.
The total you get is called your Speed Score.
Your opponent does the same for his target ship.
The target ship cannot play any cards if it rammed or boarded in its last phase.
If your Speed score is higher than his, you may attack the target this phase.
Discard played cards.

ATTACK SEGMENT

Play one Attack Card.
There are 4 types of attack cards: BroadSides, Fire-Forward, Ram, and Boarding Action
Your ship has a stat for each type of attack.
The value of the stat that corresponds to the played card is called the Attack Score.

Roll a number of six sided dice equal to your attack score.
 Every roll of 4-6 on a six sided die does one point of damage to the target ship.
 Subtract one from the roll for Indirect fire.
 Record damage for all ships.
 Any time a ship has damage equal to or greater than its Hull stat it sinks.
 If you made a Fire-Forward attack the target may simultaneously play a Fire-Forward.
 A ship cannot automatically return fire against a ship with Indirect fire unless it also has indirect fire.
 If you made a broadside attack the target may simultaneously play a broadside.
 If your ship made a broadside attack it may attack a second ship using the same attack card.
 The second broadside attack must first repeat Move Segment with the new target.
 If the attack is a boarding action the target may play a broadside first.
 If the attack is a boarding action the target may simultaneously play a boarding action.
 A ship cannot ram if it was rammed since its last phase.
 Discard played cards.

END SEGMENT

Fill your hand to 7 cards.

ACTION DECK

Card Name:	Number in Deck
Fire-Forward	8
Broadsides	8
Ram	8
Boarding Action	8
Row	16
Sail	16

BRETONNIAN LIST

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Buccaneer	2	2	0	5	2	0	0	1
Corsair	4	4	0	5	3	0	0	3
Galleon	6	6	0	5	5	0	0	5

EMPIRE LIST

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Greatship	6	7	0	3	4	0	0	6
Wargalley	3	3	2	3	2	0	3	3
Wolfship	2	2	3	4	0	2	2	2
Hellhammer	3	3	2	3	0	1*	0	2
Ironfist	3	3	2	3	0	1*	0	2

Notes: If the attack hits with a Hellhammer or Ironfist, it automatically does 1D6 points of damage.

The Ironfist and Wolfships have indirect fire.

DWARF LIST

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Nautilus	3	2	3	3	1	2	4	1
Monitor	3	4	3	3	2	1	2	1
Ironclad	4	6	3	3	3	2	3	2
Dreadnaught	6	8	3	3	4	2	4	3

Notes: All ships use Steam Powered Paddlewheels or Screws

The Nautilus is also using Torpedoes when Firing Forward

Dwarf ships cannot be boarded unless they already have at least one point of damage.

A Dwarf ship in its End Segment may make a repair roll:

On a roll of 1 on 1D6 the ship engineers repair 1 point of damage

HIGH ELF LIST

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Eagleship	2	1	0	8	2	2	0	1

Hawkship	3	2	0	6	4	4	0	2
Dragonship	4	3	0	6	0	0	6	3

Notes: Targets cannot automatically return Broadsides and Fire-Forward attacks.
 If the Dragonship sinks a Ship by ramming it may attack again that phase (like broadsides rule)

ORC LIST

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Big Chukka	2	3	2	2	0	2	2	2
Drilla Killa	3	4	2	2	0	0	5	4
Hulk	6	8	2	2	3	2	4	7

Notes: The Big chukka has indirect fire.

MAGIC

Every Fleet except Dwarves has 1 Wizard.
 During each Round, your Wizard may cast one spell.
 A spell allows you to draw 1D6 cards from the action deck.
 If you are fighting against Dwarves subtract one from your roll.

IMPROVEMENTS DECK

Card Name:	Improvement:
Inspired Seamanship	Sail or Row +2
Reinforced Bulkheads	Hull +2
Chain Grapples	Board +2
Long Range Guns	Broad or Fire +2
Fire Strike	Broad or Fire +2
Dreaded Captain	Board +2
Heavy Cannon	Broad or Fire +2
Divine Icon of Wrath	Fire +2
Ships Surgeon	Board +2
Master Gunner	Broad or Fire +2
Streamlined Hull	Sail or Row +2
Boarding Nets	Board +2
War Banner	Board +2
Volley Fire	Broad or Board +2
Rogue Captain	Sail or Row +2
Shield Wall	Board +2 or Hull +2
Fire Pumps	Hull +2
War Leader	Board +2
Inspired Gunnery	Broad or Fire +2
Warrior Priests	Board +2
Bow Chasers	Broad or Fire +2
Heavy Timbering	Hull +2
Swivel Guns	Broad or Fire +2
Berserkers	Board +2
Armor Plating	Hull +2
Magic Standard	Sail or Row +2
Villainous Crew	Board +2
Crows Nest Guns	Broad or Fire +2
Magic Figurehead	Hull +2
Massive Hull	Hull +2

MANIFESTO DESTINY

A More Historically Constrained Variant For "Manifesto"

By Michael Callahan

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The rules are identical for both games except for the following alterations:

Ideologies

Here is where the decisive changes originate.

"Democracy" had been deleted from the list because it is not, properly speaking, an ideology-it is rather a mode of governance (see Aristotle's "Politics").

"Communism", "Fascism", and "Socialism" are retained (although, in this new context, the last represents a non-Marxist system, such as Guild Socialism or one of the 'Utopian' socialisms).

"Imperialism" is a policy, "Totalitarianism" is a characterization, and "Parliamentarianism" is a style of government, therefore, they have been deleted.

Aristotle, again, classifies "Dictatorship" (tyranny) as the degenerate form of "Monarchy", which in turn is actually another mode of governance. Because they aren't ideologies they have also been eliminated as options. As a catch-all term for reactionary anti-modernism (as exemplified by everyone from Taliban to the Priory of Sion), I've kept "Fundamentalism".

To the initial standard list, there has been added the faction "Revolutionary Capitalism". Fascists, Marxists, and the gaggle of Post-Modernists all agree that modern capitalism is more than an economic philosophy implicating certain political arrangements, it is also, perhaps pre-eminently, the most rapidly expanding and tenacious cultural ideology of the last century. The phrase, "Revolutionary Capitalism", encompasses both periods of its modern apology and development: the first, when capitalism was extolled as the most efficient means of nation-building, and its current incarnation as the antithesis of national individuality.

In order to expand the list of optional ideologies, the movement "Anarcho-Syndicalism" has been added. Even if the viability of this socio-economic philosophy was-and still is-nothing but problematic, before the first World War in France and the United States, and especially in Spain during their civil war, Anarcho-Syndicalism had some chance of overcoming the old orders.

However sui generis, the Weltanschauung (lit. "a looking at the world") of the Empire of Nippon did constitute an authentic ideology. Thus, if desired or necessary, 'Japan' is available as an extra player.

So, to recapitulate, the ideologies available in the standard four player game are: "Communism", "Fascism", "Socialism", and "Revolutionary Capitalism". As options for fifth, sixth and seventh players:

"Fundamentalism", "Anarcho-Syndicalism", and "Nipponism".

Object

The game begins in the year 1925 and concludes in 2025. If this version had commenced at the start of the 20th century, "Christian Monarchism" (America and France notwithstanding) would be the predominant 'ideology'-by 1925 monarchism per se was vestigial and irrelevant, except for Imperial Japan (see above).

The Map

IF "Influence" is to be defined as a Region's endowment of natural and human resources as well as whatever historically given infrastructure said area has managed to fabricate in order to exploit those resources both domestically and internationally, then I recommend this minor change: In 1925 Russia should only have Influence of 1, and at no time can I see it as being the equivalent of North America, but for the sake of playability, I'll split the difference and give it an Influence of 2.

Setup

Although a player still represents an ideology and not a country or a bloc, in "Manifesto Destiny", a given ideology (with one exception) is

assigned initially to that nation where it originated, prevailed, or had the best opportunity of becoming the ruling rationalization of social relationships. Players should refer to the following table:

Communism/Russia (+2 cards);

Fascism/Mediterranean (+4 cards);

Socialism/United Kingdom (+2 cards);

'Revolutionary Capitalism'/North America;

Fundamentalism-the player rolls a d20 and compares the result to the corresponding number on "The Map" chart (if the number is that of a region which has already been attached to another ideology, reroll; and if that region's influence is 1 then the player gains an additional 4 cards, he draws 2 cards if the region's influence is 2);

Anarcho-Syndicalism/West Europe (+4 cards);

'Nipponism'/Japan (+ 2 cards)

Peace Phase

The conflict card "League of Nations" has been replaced by "International Assemblage", and "Big Power Summit" has been substituted for the card "United Nations" (see below).

Conflict Card List

I have removed the "League of Nations" and "United Nations" cards because they are TOO historically stipulative. They have been exchanged for the more generalized concepts embodied in the cards "International Assemblage" and "Big Power Summit". Parenthetically, I believe the phrases "Cold War" and "Cultural Revolution" have idiomatically transcended the historical events that occasioned the creation of these terms, and so, I have left those cards untouched.

Influence Card List

"Iron Curtain" is another title which strikes me as to conceptually inflexible. The card "Autarchy" (which in the 20th century has come to mean economic self-sufficiency), analogous in intent but more broadly applicable, is its substitute. As with the conflict cards, though the name may change, the factors remain the same.

[Return to Manifesto](#)

MANIFESTO

INTRODUCTION

Players represent ideologies in conflict in the 20th century.

IDEOLOGIES

Each player picks one Ideology:

Democracy

Communism

Fascism

Socialism

Imperialism

If there are more than 5 players also use the following:

Totalitarianism

Parliamentarianism

Dictatorship

Monarchy

Fundamentalism

OBJECT

Control the most countries by the end of the century.

Ties are resolved by bidding.

Each round represents 5 years.

The game starts in 1900 and ends in 2000.

There are 20 game rounds.

THE MAP

The map is divided into 20 Regions:

#	Region	Influence
1	North America	3
2	Russia	3
3	Germany	2
4	South America	1
5	Central America	1
6	Balkans	1
7	West Europe	1
8	United Kingdom	2
9	East Europe	1
10	North Africa	1
11	South Africa	1
12	Australia	1
13	China	2
14	Japan	2
15	Mediterranean	1
16	India	1
17	South East Asia	1
18	Scandinavia	1
19	Middle East	1
20	Pacific Islands	1

Influence is the number of Influence Tokens (ITS) the Region generates per turn.

Minor regions have an influence = 1.

Major regions have an influence = 2+.

PLAYING PIECES

Use cardboard counters (chits).

Each player has a set of control counters of a unique color.

All players share a set of Influence Tokens (ITS).

ITS can be represented by coins.

Dice are also needed.

THE DECK

Players draw from a common deck.
The deck includes 42 conflict cards and 23 influence cards.

SETUP

Each player starts with a hand of 2 cards.
Each player begins in control of adjacent Regions with a combined Influence of 3. For example:
North America (3) by itself; or Japan (2) and SE Asia (1)
Alternatively, a player could start with an Influence of 2 and 2 extra cards.
Each player starts with a reserve of 1D6 Influence tokens.
A player places one of his chits on a region he controls.
All regions not controlled by a player are considered to be neutral.
Neutral regions are denoted by the absence of a control marker.

BIDDING RULES

Bidding is the mechanism for resolving all conflicts.
All bids are secret.
Players are bidding Influence tokens (ITS).
A player may bid none, some, or all of his ITS.
A player cannot bid more ITS than he has.
Bids are written on pieces of paper and are then revealed simultaneously.
Include on the note any influence cards you are using.
The value of the cards is added to the ITS you bid.
All bids must be paid, even if you lose.
Break ties by rolling high on 1D6.
Players must write on their bid what they are bidding for.
Used Influence cards are discarded.

TURN SEQUENCE

Each round is composed of 6 phases.

1. Production Phase
2. Draw Phase
3. Initiative Phase
4. Peace Phase
5. War Phase
6. Conflict Phase

PRODUCTION PHASE

Gain 1D6 Influence tokens (ITS).
Also gain ITS equal to the influence of all of your regions.
ITS may be saved from round to round.

DRAW PHASE

Each player draws 1 card.
A player may draw extra cards for 3 ITS each.
A player may have a maximum of 7 cards in his hand.
Excess cards are discarded.

INITIATIVE PHASE

All players bid to determine turn order in all the other phases for
The rest of the round.
The winner gets to choose whether he wants to go first or last in each phase.

PEACE PHASE

A player may target 1 opponent and play one of the following peace cards:
Treaty or Trade Agreements.
If a peace card is played, neither player may play military
conflict cards against each other, or Bid in military conflicts
against each other for 1D6 rounds.

WAR PHASE

A player that controls a Major Region may target 1 opponent that also controls a Major Region and play one of the following war cards:
World War, Cold War

The player that started the war is the leader of the axis side.

The target opponent is the leader of the allies side.

The 2 players resolve the War by bidding.

Other players may bid to help one of the two sides.

The losing side has 1D6 of their controlled regions become neutral.

The winner picks which regions.

CONFLICT PHASE

Players, in turn order, may play conflict cards other than war and peace cards.
To target a Major country with a conflict card costs 3 ITS.

(It costs nothing to target a Minor country)

The player that plays the card is the active player.

Each conflict is resolved in turn by bidding.

Other players may bid for or against the outcome of the card.

For example: John the Fascist plays Diplomacy against Neutral India.

If he wins he gains control of India. If he loses nothing happens.

John plays Military Coup on South America controlled by Ray the Socialist.

If John wins, S. America becomes neutral. If he loses nothing happens.

Controlled regions that become neutral lose a control marker.

Regions that come under control gain a control marker.

A player may play more than one conflict on his turn.

CONFLICT CARD LIST

Card Name	Target	Result	Type	#
World War	D	Z	XM*	2
Cold War	D	Z	XE*	2
Treaty	D	T	XP	2
Trade Agreements	D	T	XE	2
Superpower Operation	O	B	XM*	2
Limited War	O	B	XM	2
Insurgency	O	B	XM**	2
Rebellion	O	B	IM	2
Military Coup	O	B	IM	2
Civil War	O	B	IM	2
Revolution	O	B	IM	2
Insurrection	O	B	IM	2
Coup d'etat	O	B	IP	2
Depression	O	B	IE	2
Economic Collapse	O	B	IE	2
Economic Boycott	O	B	IE	2
Terrorism	O	B	XP**	2
Trade War	O	B	XE	2
Incursion	OA	C	XM	2
Power Vacuum	N	C	IP	2
Regional War	N	C	XM	2
Colonialism	N	C	XE	2
Occupation	NA	C	XM	2
Police Action	N	C	IP	2
Cultural Revolution	N	C	IP	2
Alliance	N	C	XP	2
Annexation	NA	C	XM	2
Puppet State	NA	C	XM*	2
Counter Revolution	NL	C	IM	2
Purge	NL	C	IP	2

= Number of that card in the deck

* = Can only be played by a player with a Major Region

** = Can only be played by a player without a Major Region

O = Region controlled by opponent

N = Neutral Region

D = Opposing Ideology

C = You gain control of target region
 B = Target region becomes neutral
 A = Target must be adjacent to a region you control
 M = Military
 P = Political
 E = Economic
 L = Must target region you just lost control of
 I = Internal
 X = External
 Z = 1D6 controlled regions of Loser become neutral
 T = Neither Ideology may play Military conflicts against each other for 1D6 rounds.

INFLUENCE CARD LIST

Card Name	#	Inf	Notes
Appeasement	2	3	+1M
Isolationism	2	2	+2I
Foreign Aid	2	2	+1E
Guerilla Warfare	2	2	+1M
War Crimes Tribunal	2	1	+1P
Charismatic Leader	4	5	+1P
Iron Curtain	1	3	+1E
League of Nations	1	2	+1X
United Nations	1	3	+1X
Diplomacy	2	2	+1P
Espionage	2	1	+2 for Initiative
Propaganda	2	2	+2I
National Will	2	4	+1X
Manifesto	2	3	+1P
Industrial Buildup	2	0	*

* = Permanently increase Influence of target region by + 1

Additional bonus Influence is received in the appropriate type of conflict:

M = Military, P = Political, E = Economic, I = Internal, X = External

Inf = Influence that may be added to the conflict bid.

= Number of that card in the deck.

GAME DESIGNERS NOTES

Remember you are an Ideology, not a nation.

Don't get too attached to any particular country.

Russia was a Tsarist Empire, then communist, now a democracy.

Even the USA could have switched governments several times this

Century: the Great Depression, McCarthyism, The 60's.

A humanists wish:

May objective truth triumph over all doctrines.

MANIFESTO DESTINY

A More Historically Constrained Variant For "Manifesto"

By Michael Callahan

Achtung!!! Read [MANIFESTO DESTINY](#) Now!!!

FAQ

Questions by Michael Andre-Driussi...

Q: About writing out the bids, it seems like you intended it to be verbose "Police State in South America, Against, 2 ITS." But we tended to just write Y for yes or N for no and the number of coins, if any. (Less a question than a statement--but here's the question: was there a reason for a verbose bid?)

A: The simpler you can make it the better. I'll take the short version over the doctoral thesis.

Q: The "die roll of 1 to 3 means target a minor country" thing. I took this to mean that first a player would select a card, playing it down (perhaps face down?); then roll; then apply the card accordingly. One player thought that it went another way--first one rolls, then if the die forces an action against a minor country the

player selects the most appropriate card and plays it. I still think I'm right but I wanted to alert you to this.

A: The 1-3 rule was an inelegant fudge rule to prevent the big guys from directly duking it out. More problems than its worth.

New rule: To target a Major country with a conflict card costs 3 ITS. I think that might work better.

Q: Bidding for initiative. If no bids, then we resolved with dice.

But we didn't do a complete scramble, we simplified it and said whoever wins gets the choice of first or last to move, and play moves clockwise from that player. (Another statement.)

A: Works for me.

MARCH ON ROME

INTRODUCTION

Players take the role of Roman senators trying to acquire control of provinces, tribute, and fame.

VICTORY

At the end of the tenth turn, the player with the most accumulated Fame points wins. If a player loses his last province, he loses the game.

PIECES

Use black counters to represent Roman Legions.
Each player gets a set of counters of a different color.
These are control markers.
6, 10, and 20 sided Dice are needed

THE MAP

Before playing, players will have to draw a map.
The map encompasses the 10 provinces of the Roman empire:
Britain, Spain, Gaul, North Italy, Rome, Baltics, Greece, Byzantium, Middle East, and Egypt.
Britain is connected by sea to Spain to the east.
Spain is bordered by Gaul to the east.
Gaul is bordered by North Italy to the east.
North Italy is bordered by the Baltics to the east.
North Italy is bordered by Rome to the south.
The Baltics are bordered by Greece to the east.
Greece is connected by sea to Byzantium to the east.
Byzantium is bordered by the Middle East to the south.
The Middle East is bordered by Egypt to the south.
Rome is connected to Byzantium and Egypt by sea.
In addition to the Imperial provinces there are also several Barbarian regions:
The Picts are north of Britain.
The Celts border Spain & Gaul to the north.
The Vikings are north of the Celts.
The Franks and Saxons are north of Gaul.
The Goths and Visigoths are north of North Italy.
The Ostrogoths are north of the Baltics.
The Huns are north of Greece.
The Persians are east of Byzantium and the Middle East.
The Nabateans are east of the Middle East.
The Abyssinians are east of Egypt.
Carthage is west of Egypt.

SETUP

Each player starts with control of one random province.
Indicate ownership by using control markers.
No player may start in control of Rome.
All other provinces are neutral.
Each province starts with 3 Legions.

TURN SEQUENCE

Draw phase
Tribute Phase
Bid for Rome Phase
Pay Legions Phase
Raise Legions Phase
Initiative Phase
Move Legions Phase
Control Phase

Diplomacy Phase
Event Phase
Fame Phase

DRAW PHASE

Each player may draw one card from the Republic deck.

TRIBUTE PHASE

The monetary unit is the 'tribute'
Use change to represent tributes.
Tributes not owned by players are kept in a pile called the treasury.
Each player receives tribute from each province he controls.

PROVINCE TRIBUTE

Britain	4
Spain	6
Gaul	6
North Italy	6
Rome	10
Baltics	6
Greece	6
Byzantium	6
Middle East	4
Egypt	6

BID FOR ROME PHASE

Skip this phase if Rome is a 'lost' province (Overrun by rebels or invaders) but not if it is neutral.
All players secretly bid 0 or more tributes.
Write bids on scraps of paper.
This represents money spent on bribes, assassins, and politicking.
The player with the highest bid gains control of the province of Rome and becomes the new Caesar.
The old Caesar wins all ties.
If two non-Caesars tie, the players roll D10. High roll wins.
All bids go to the treasury.

PAY LEGIONS PHASE

Each player must pay one tribute to each legion in a province he controls.
Any legion not paid disbands, and is removed from the map.

RAISE LEGIONS PHASE

You may pay 2 tributes to recruit a legion into a province you control.

INITIATIVE PHASE

All players secretly bid 0 or more tributes.
Write bids on scraps of paper.
The player with the highest bid may chose to move his legions first or last in Move Legion Phase.
The player with the second highest bid may move legions second and so on.
Ties are resolved by rolling high on the 1D10.

MOVE LEGION PHASE

Players take turns as described in Initiative phase.
Players may move a legion in a province they control to a connected province.
If the province is a 'lost' province, one captured by rebels or invaders, there will be a fight.
The player must first move at least 3 legions into the lost province, then roll:
1D6 ENEMY ARMIES PRESENT
1-3 1D6
4-5 2D6
1236

6 3D6

After the battle, if the player has any legions left, he gains control of the province. Place a control marker of your color in a province you control.

If you move legions into an opponents province he gains control of them.

DIPLOMACY PHASE

In order of initiative, players may take control of neutral provinces for 10 tributes each.

Some cards are played during this phase.

EVENT PHASE

Roll 2D6 times on the Event Table.

Events are resolved immediately.

1D10 EVENT

1-4 Barbarians- Roll on Invasion Table.

5-6 Rebellion- One Random Province is attacked by 1D6 Enemy armies.

7 Natural Disaster- One Random Province produces no tribute next turn.

8 Epidemic- One Random Province loses 1 Legion.

9 Prosperity- One Random Province produces 1D6 tribute.

10 Opportunity- Draw an extra card.

If the last legion in a province is lost to epidemic or natural disaster, the player still retains control.

Disasters include fires, floods, earthquakes, draught, pestilence, and volcanoes.

Provinces hit by epidemics cannot raise Legions next turn.

Rebels include slaves, gladiators, religious zealots, nationalists, and subjugated barbarian tribes.

BATTLES

All Roman Legions and Enemy Armies present roll 1D6 each simultaneously.

On a roll of 1-4 a Roman Legion destroys one Enemy Army.

On a roll of 1-3 an Enemy army destroys one Roman Legion.

On a roll of 1-4 an army of Hannibal destroys one Roman Legion.

Continue rolling until one side is completely destroyed.

RANDOM PROVINCE TABLE

1D10 PROVINCE

1	Britain
2	Spain
3	Gaul
4	North Italy
5	Rome
6	Baltics
7	Greece
8	Byzantium
9	Middle East
10	Egypt

INVASION TABLE

D20 INVADER ATTACKS ATTACKING ARMIES

1	Picts	Britain	1D6
2	Celts	Spain	1D6
3	Celts	Gaul	1D6
4	Vikings	Britain	1D6
5	Vikings	Spain	1D6
6	Franks	Gaul	1D6
7	Saxons	Gaul	1D6
8	Goths	North Italy	1D6
9	Visigoths	North Italy	1D6
10	Ostrogoths	Baltics	1D6
11	Huns	Greece	2D6
12	Persia	Middle East	2D6
12	Persia	Byzantium	2D6
13	Nabateans	Middle East	1D6

14	Abyssinians	Egypt	1D6
15	Carthage	Egypt	2D6
16	Carthage	Spain	2D6
17	Carthage	Spain	3D6 (Hannibal)
18	Religious Revolt	Random	1D6
19	Slave Revolt	Rome	1D6
20	Gladiator Rvlt	Rome	2D6 (Spartacus)

If no legions remain in the province, the province is lost.

If Spain is lost, invaders instead march on Gaul.

If Gaul is lost, invaders instead march on North Italy.

If North Italy is lost, invaders instead march on Rome. (All roads lead to Rome)

If Egypt is lost, invaders instead march on the Middle East.

If the Middle East is lost, invaders instead march on Byzantium.

If Byzantium is lost, invaders instead march on Greece.

If Greece is lost, invaders instead march on the Baltics.

If the Baltics are lost, invaders instead march on North Italy.

FAME PHASE

Each player gains Fame points.

FAME ACHIEVEMENT

+3 Controlling Rome- You are Caesar

+1 Controlling any other Province- You are Governor

-1 Lose control of a Province- All legions killed by rebels or invaders

+1 You gained control of a lost or neutral Province this turn

At the end of the tenth turn, the player with the most accumulated Fame points is the winner.

CARDS

The deck is known as the Republic Deck.

Before playing, the cards have to be made.

NUMBER OF CARDS IN DECK- CARD NAME - NOTES

10 - Treaty - Play in Diplomacy Phase. Place a control marker on an adjacent barbarian nation. Discard marker to ignore the next invasion by that nation. Costs 1 tribute to play.

7 - Spies - Use any time. Look at opponents hand or look at opponents bid.

If used to look at bid you may rewrite your bid and opponent may not.

3 - Assassination - Worth 4 tributes in Bid for Rome.

Write on bid that you are using it. Cannot be used by current Caesar.

4 - March on Rome - In Move Phase you may attack Rome with your Legions.

If you win the battle you become the new Caesar.

5 - Support of the Senate - Worth 3 tributes in Bid for Rome. Write on bid that you are using it.

5 - Forced March - Worth 3 tributes in Bid for Initiative. Write on bid that you are using it.

4 - Taxation - In tribute phase collect 2 extra tribute from every province you control.

There is a 1 in 6 chance of a rebellion in each of your provinces.

6 - Provincial Politics - Play in Diplomacy phase. All players immediately bid for control of target non-Rome province. Current governor gets +4 tributes to his bid.

5 - Bread & Circuses - Play in Tribute Phase. Current Caesar must pay 1D6 tributes to the treasury.

2 - Emperors Madness - Play in Diplomacy phase. Rome becomes neutral.

5 - Barbarian Allies - Gain 1D3 free Legions in one of your provinces in Raise Legion Phase.

FALL OF ROME TIMELINE

Turn 5 Due to decreasing population, Legions cost 3 tributes to raise.

Turn 5-7 One extra Rebellion per turn

Turns 8-9 Two extra Rebellions per turn

Turn 10 Three extra Rebellions.

Turn 5-7 One extra Invasion per turn

Turns 8-9 Two extra Invasions per turn

Turn 10 Three extra Invasions.

Link to Ancient Rome

[Link to Ancient Rome](#)

MARTIAN CLOUDSHIPS

INTRODUCTION

Board & card game for 2 players.
Battle between a Band of Martian Cloudships and a British (Victorian) Expeditionary Force.
Alternate Fantasy Universe circa late 1800's.
Abstract skirmish level aerial combat.
Each figure represents a single Ship (unit).
Note: Vessels achieve weightlessness by carrying Quantities of distilled Essence of Ether.

VICTORY

You win if you Destroy the opposing Flagship.

THE MAP

Use an 8x8 chessboard.

THE SHIPS

Use chits or miniatures to represent Ships.
Each Player has 3 types of Ships.

VICTORIAN FLEET TABLE

#	Type	Hits	Notes
1	Frigate	3	Flagship
2	Monitor	2	
5	Gunship	1	

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

Hits = Number of Hits that type of Ship has.

MARTIAN FLEET TABLE

#	Type	Hits	Notes
1	Warbarge	3	Flagship
2	Galley	2	
5	Cog	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

Each Player has their own unique deck.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Orders Phase
Maneuver Phase
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.
The Fleet Tables list what type of Move cards each unit can use.
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.
"Knight" type attack cards produce an attack with a range like a knight in chess.
Each attack does 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.

CARD LIST NOTATION

M = Movement
A = Attack
D = Defense
X = Special
K = as a Knight would move in Chess
Type = Purpose of card
= Number of that card in the Deck.

VICTORIAN CARD LIST

Card Name:	#	Range	Type	Notes
Marines	1	1	A	Swords & Bayonets
Rifles & Pistols	1	2	A	
Gattling Gun	1	3	A	
Grapeshot	1	4	A	
Cannon Ball	1	5	A	
Shell	1	6	A	
Bomb	1	1	A	Dropped from Above
Mortar	1	K	A	
Canister	1	3	A	
Shrapnel	1	6	A	
Rockets	1	5	A	
Broadsides	1	4	A	
Turrets	1	-	D	
Steel Hull	1	-	D	
Men of Iron	1	-	D	
Steam Powered	2	1	M	
Coal Burning	2	2	M	
Propellers	2	3	M	
Pick up Speed	2	4	M	
Stoke the Fires	2	5	M	
Full Steam Ahead	2	6	M	

MARTIAN CARD LIST

Card Name:	#	Range	Type	Notes
Ram	1	1	A	Piercing
Warriors	1	1	A	Spears & Whips
Needlers	1	2	A	Air Guns
Fire Belcher	1	3	A	Flame Thrower
Lightning Projector	1	K	A	Tesla Coils
Rock Lobber	1	5	A	Catapult

Death Gliders	1	6	A	With Incendiary Bombs
Web Caster	1	2	A	Weighted Sticky Nets
Heat Ray	1	4	A	Mirrors
Spear Chucker	1	4	A	Giant Ballistae
Gasser	1	2	A	Poison Gas
Acid Sprayer	1	3	A	
Hide in the Clouds	1	-	D	
Crystal Hull	1	-	D	
Swift Evasion	1	-	D	
Ethereal Oars	2	1	M	
Unfurl	2	2	M	
Glide	2	3	M	
Sails	2	4	M	
Wind Borne	2	5	M	
Gale	2	6	M	

INSPIRATIONAL LINKS

[Landship Game](#) Check this game out by Rabbidgerbil.

MARTIAN INVASION

INTRODUCTION

Run for your lives! The Martians are coming!! The Martians are coming!!!
Card game. One player is the menacing Martians.
The other player is the hapless Humans.

THE DECKS

There are 2 unique decks: the Martian deck, and the Human deck.
Each deck has 52 cards containing 4 of each of the 13 cards in a list.

OBJECT

Be the first to acquire 3 Victory Points.

CARD TRAITS

All cards have a numerical force value of 0-9.
All cards have one or more of the following traits:
S = Space
A = Air
G = Ground
B = Bonus
X = Special

TURN SEQUENCE

Each turn has 7 phases:

1. Deploy Phase
2. Reserves Phase
3. Abduction Phase
4. Space Phase
5. Air Phase
6. Ground Phase
7. Regroup Phase

DEPLOY PHASE

Each player fills their hand to 7 cards from their own deck.

RESERVES PHASE

Each player may discard and redraw up to 2 cards.

ABDUCTION PHASE

The Martian player may discard an abduction card to cause the Human player to discard one random card.

SPACE PHASE

Each player may reveal none, some, or all of their cards with the Space trait.
If the Martian player played at least one such card, he may also play Bonus cards. Bonus cards must be attached to other non-bonus cards.
Players reveal all their cards simultaneously.
The Human player may discard an 'Ambush' card to cause one target Martian card and its bonus cards to be discarded.
Both sides add up the forces of the remaining played cards to get Force Totals.
The side with highest Force Total gains a Strategy Point.
If tied, the side with the most cards wins.
If still tied, both sides gains a SP.

AIR PHASE

Each player may reveal none, some, or all of their cards with the Air trait.

If the Martian player played at least one such card, he may also play Bonus cards. Bonus cards must be attached to other non-bonus cards. Players reveal all their cards simultaneously. The Martian player may discard a 'Mind Control Devices' card to cause One target Human card to switch sides. The Human player may discard an 'Ambush' card to cause one target Martian card and its bonus cards to be discarded. Both sides add up the forces of the remaining played cards to get Force Totals. The side with highest Force Total gains a Strategy Point. If tied, the side with the most cards wins. If still tied, both sides gains a SP.

GROUND PHASE

Each player may reveal none, some, or all of their cards with the Ground trait. If the Martian player played at least one such card, he may also play Bonus cards. Bonus cards must be attached to other non-bonus cards. Players reveal all their cards simultaneously. The Martian player may discard a 'Mind Control Devices' card to cause One target Human card to switch sides. The Human player may discard an 'Ambush' card to cause one target Martian card and its bonus cards to be discarded. Both sides add up the forces of the remaining played cards to get Force Totals. The side with highest Force Total gains a Strategy Point. If tied, the side with the most cards wins. If still tied, both sides gains a SP.

REGROUP PHASE

If a player gained 2 Strategy points this turn he gains one Victory Point. If a player gained 3 Strategy points this turn he gains two Victory Points. 0 or 1 SPs earn no VPs. All players must discard down to 4 or less cards. Cards remaining in a players hand are carried over to next turn.

HUMAN CARD LIST

Card Name	Type	Force
Army	G	2
Tanks	G	3
Artillery	G	4
Helicopters	A	4
Jet Fighters	A	5
Bombers	A	6
Missiles	AS	7
Navy	G	5
Militias	G	1
Nukes	AS	9
Common Cold	SAG	10
Defense Satellites	S	8
Ambush	X	0

MARTIAN CARD LIST

Card Name	Type	Force
Mothership	S	9
Saucers	SA	8
Giant Robots	G	6
Landing Pods	SAG	1
Infantry	G	5
Jump Troops	AG	4
Force Fields	B	+3
Antigravity Beams	B	+2
Ray Guns	B	+1
Antimatter Cannons	G	7
Poison Gas	AG	10
Mind Control Devices	X	0

Abduction

X 0

MIND CONTROL DEVICES RULE

The 'Mind Control Devices' card can only be used against Human cards that do not have the Space Trait.

GAME DESIGNERS NOTES

For a longer game, play to 4 or more Victory Points.

MASS WARFARE

MASS WARFARE

WWII Technology. Generic countries. Production and strategic combat.

TERRAIN

TYPE NOTES

Water	Ships only. This may represent oceans, lakes, or rivers
Bridge	Ships & Ground units may enter. This also represents ferrys
Barren	Bases can be built on this terrain. Also hills
Desert	
Forest	Defense +1
Mountains	Defense +1, Only Infantry may enter this terrain
Mountain Pass	Defense +1
Marshland	Defense +1, Only Infantry may enter this terrain. Also Jungle
Mines	1 Metal
Agriculture	1-3 Food
City	1-6 Population; Defense +1
Oil Fields	1 Oil

MILITARY UNITS

UNIT POP TYPE METAL MOVE OIL ATTK RANGE DEF NOTES

Infantry	1	Ground	1	1	0	1	1	2	
Mechanized Inf.	1	Ground	2	2	1	1	1	2	
Tanks	1	Ground	3	2	1	2	1	2	
Artillery	1	Ground	3	1	1	2	2	1	
Anti-Aircraft	1	Ground	2	1	1	1	1	1	Can be
used against nonair units									
Fighters	1	Air	3	4	1	1	0	1	
Bombers	1	Air	3	8	1	2	0	1	Cannot
attack other planes									
Transports	1	Sea	3	2	1	0	0	1	Carry 2
Ground units									
Warships	1	Sea	5	3	1	2	2	2	
Carrier	1	Sea	5	2	1	1	1	1	Carry 4
planes									
Subs	1	Sea	3	2	1	1	1	1	Can only
be attacked by Warships									
Fortification	0	Base	3	0	0	0	0	+1	
Airfield	1	Base	3	0	0	0	0	0	
Port	1	Base	3	0	0	0	0	0	Build
adjacent to water hex									
Factory	1	Base	3	0	0	0	0	0	

THE MAP

Use a hex map. Assign each city a population value of 1-6. Write this in on the map. This maximum level does not change. Likewise, assign a value of 1-3 to all agricultural lands. All mines & Oil fields have a level of one. Large cities are represented by several adjacent city hexes.

SETUP

Each player should begin by controlling a corner of the map that contains several cities (Population of around 15) and enough agricultural land to feed them. They should also have access to nearby mines & oil fields. Each player starts with reserves of 30 oil and 30 metal. Each side starts with 1 Factory

and 5 Infantry units positioned adjacent to the city hexes.

STACKING

Only one unit per hex. The exceptions include planes, and units carrying other units.

VICTORY CONDITIONS

Control all cities on the map.

TURN SEQUENCE:

INITIATIVE
AIR STRIKE DECLARATIONS
FIGHTER DEFENSE
FLAK DEFENSE
AIR STRIKE RESOLUTIONS
GROUND RETURN FIRE
AIR TRANSFERS
SEA MOVE
SEA ATTACK
GROUND MOVE
ARTILLERY ATTACKS
GROUND ATTACK
FREE ADVANCE
FOOD PRODUCTION
METAL PRODUCTION
OIL PRODUCTION
UNIT PRODUCTION
CLAIM TERRITORY
BUILD BASES
REPAIR & REINFORCEMENTS

INITIATIVE

Each player roll 1D6. High roll wins. The Initiative winner goes first in each of the following phases.

AIR STRIKE DECLARATIONS

Bombers and fighters may declare sortie attacks against targets within range of their airfield or carrier. Planes can attack any ground or sea unit except subs. Planes can also attack infrastructure: Cities, mines, factories, oil fields, airfields, and ports. If a carrier or transport is destroyed all units on board are also destroyed.

FUEL RULE

Every time a noninfantry unit moves, it uses up one oil from your oil reserves. This is 1 oil per turn, not one oil per hex.

ATTACK RULE

The attacking unit rolls its Attack dice and the defending unit rolls its defense dice. If the attackers roll is higher than the defenders total, the defender is destroyed. Put a fire counter on any unit that was attacked but not destroyed. A unit gets -1 on its dice rolls for every fire counter on it. Terrain, fortification, and fire counter modifiers add pips not dice. For example: defending Infantry (2D6) in fortified (+1) mountains (+1) with one fire counter (-1) would have a roll of 2D6 +2 to defend.

FIGHTER DEFENSE

If the target is in range of a fighter squad, the squads may scramble and attack. If the sortie units survive, they get to return fire with one attack die each.

FLAK DEFENSE

If an Anti-aircraft unit is the target, is in the same hex as the target, or is adjacent to the target, it may attack the plane. Warships and carriers function as Anti-aircraft units having one attack die.

AIR STRIKE RESOLUTIONS

If the planes get past the fighter and flak defenses they may attack their targets. Infrastructures do not have Defense dice. Instead when the attacking plane rolls attack dice, the infrastructure receives one fire counter for every roll of 1-2 on D6. If an airbase receives a fire counter, all planes stationed there are destroyed.

GROUND RETURN FIRE

If a nonartillery ground unit survives an attack by a fighter, it may counterattack with small arms fire for one attack die.

AIR TRANSFERS

Planes that have not attacked may move to other airfields or carriers in range. An airbase may hold 10 planes. A carrier may hold 4 planes.

SEA MOVE

Transports can carry 2 ground units.

SEA ATTACK

Warships and subs may attack.

Warships can attack subs with depth charges for one attack die if the sub is adjacent. No other units may attack subs.

GROUND MOVE

A ground unit may use its move to board an adjacent transport or to disembark. Tanks & Mechanized infantry use up their move entering or leaving a forest, desert, fortification, mine, or city. Ground units cannot enter bridge spaces if the bridge has sustained fire counters.

ARTILLERY ATTACKS

Artillery units get to attack.

Attacks may target infrastructure inflicting 1D3 Fire counters.

Artillery cannot attack if they moved this turn.

GROUND ATTACK

Tanks, infantry, and mechanized infantry may attack. A ground unit may attack the infrastructure it occupies inflicting 1D6 Fire counters.

FREE ADVANCE

If a defender is destroyed the attacking nonartillery ground unit may enter the hex it occupied.

FOOD PRODUCTION

Food is not saved from turn to turn. Compare the amount of food you produce to your city populations. The smaller number is your Unit Limit. Agricultural lands with fire counters do not produce anything. Cities with fire counters have their population score reduced by that amount to a minimum level of 0.

METAL PRODUCTION

Extra metal is saved from turn to turn in your metal reserves. Each turn in this phase increase your metal reserves by the number of mines you control. Mines with fire counters do not produce anything.

OIL PRODUCTION

Extra oil is saved from turn to turn in your oil reserves. Each turn in this phase increase your oil reserves by the number of mines you control. Oilfields with fire counters do not produce anything.

UNIT PRODUCTION

If you have more units than your Unit Limit (This value determined in food production phase) you may not build units this turn. Expend the required amount of metal from your metal reserves to build the unit. Place the unit in a production site space: A factory for ground units, a port for ships, or an airfield for planes. A production site can only build one unit per turn. Production sites with fire counters do not produce anything.

CLAIM TERRITORY

Gain control of any terrain you have infantry or mechanized infantry in. Recieve production from this hex starting next turn.

BUILD BASES

These can be built on any barren hex occupied by an infantry unit you control not adjacent to an enemy unit.

REPAIR & REINFORCEMENTS

Each unit and infrastructure may remove one Fire counter. The maximum number of fire counters a unit or infrastructure can have is six. Bridges will only be repaired if a player has an adjacent infantry unit and says he is repairing it.

MASTER OF VENICE

INTRODUCTION

Card game for 2-4 players.

Players take the roles of rival powerful Families in circa 15th century Venice.

THE DECK

Players share a common deck.

CARDSET

Click [here](#) for this amazing cardset by Zak.

VICTORY

The player with the most gold at the end of the game wins.

The Game ends when players have gone through the deck twice.

BITS & PIECES

Use change to represent gold (zecchino or ducato d'oro).

Six sided dice are needed.

TURN SEQUENCE

Each turn is divided into 8 phases:

Draw Phase

Revenue Phase

Diplomacy Phase

Expansion Phase

Event Phase

War Phase

Pope Phase

Doge Phase

CARDS IN PLAY

A card "put into play" is placed face up in front of its owner and stays in play until Some other card or rule causes it to be discarded.

A player derives benefits every turn from the cards he has in play.

Other cards are played (not put into play), they have their effect and are then discarded.

Note: Many cards have a cost in gold to be played or put into play.

DRAW PHASE

Each player draws 1 card.

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

REVENUE PHASE

Automatically gain 3 Gold per turn.

Players derive income (gold) from their possessions.

Cogs and caravans attached to trade routes get a bonus to their income.

(A Cog or caravan can only be attached to one trade route)

If you control the Pope gain 5 gold per turn

If you control the Doge gain 3 gold per turn

If you control the Office of Council Head gain 2 gold per turn

If you control the Office of General gain 2 gold per turn

If you control the Office of Admiral gain 2 gold per turn

If you control the Office of Construction gain 1 gold per turn

Note: Trade routes do not generate gold, they increase the income of attached Cogs/Caravans.

Gain one Gold for every enemy Cog/caravan attached to one of your Trade routes.

DIPLOMACY PHASE

Players may make (secret) deals, alliances, and trades in this phase.
In the true Machiavellian spirit, nothing is binding.

EXPANSION PHASE

Players may put cog, caravan, trade routes, and patronage cards into play.
Popularity cards may be played.
A player may build a Villa if he doesn't already have one.
A Villa costs 10 Gold to Build.
Patronage, Pageant, Feast, Masquerade cards can only be played if you control a Villa.
Note: Caravans and Cogs can be played with no trade route attached.
A Trade Route may have up to 4 Cogs/Caravans attached.
You may attach Cogs/Caravans to Trade routes controlled by opponents.

EVENT PHASE

Players may play crime and event cards in this phase.
If you negate a crime card with a caught card, the player who played the crime card loses 1D6 Gold and automatically loses the next election.
You may play a (non-attack only) army card to negate a Brigands card.
You may play a (non-attack only) navy card to negate a Pirates card.
Only the controller of the Pope can play Excommunicate or Call Crusade cards.
Only the controller of the Office of Council Head can play accusation cards.

WAR PHASE

Players may play War or Army cards in this phase.
If you play a War card, the current controller the Office of General must pay 2D6 gold or lose the game.
If you play a War card, the current controller the Office of Admiral must pay 2D6 gold or lose the game.
If you play a (non-defense only) army card, you may take control of a target Caravan or Trade Route.
Your opponent may play a (non-attack only) army card to negate your play.
If you play a (non-defense only) navy card, you may take control of a target Cog or Trade Route.
Your opponent may play a (non-attack only) navy card to negate your play.

POPE PHASE

The highest Church Official is the Pope.
Roll 1D6. On a roll of 6 the Pope dies and a new Pope must be elected.
Players vote for the new Pope. To vote, you must control at least one Cardinal.
Each player makes a secret bid. A bid consists of a number of Votes.
Gain 1 vote for each Cardinal you control.
Gain 1 vote for each Gold you bid (Bribes).
Gain votes for Popularity cards you have in play or have played.
Gain Votes for Intrigue cards you play.
The player with the most votes wins the election and gains control of the Pope.
If there is a tie, those players roll high on 1D6 to see who wins.
One cardinal of the winning player becomes the new Pope.

DOGE PHASE

The highest Venetian Government Official is the Doge.
Roll 1D6. On a roll of 6 the Doge dies and a new Doge must be elected.
Players vote for the new Doge. To vote, you must control at least one Senator.
Each player makes a secret bid. A bid consists of a number of Votes.
Gain 1 vote for each Senator you control.
Gain 1 vote for each Gold you bid (Bribes).
Gain votes for Popularity cards you have in play or have played.
Gain Votes for Intrigue cards you play
The player with the most votes wins the election and gains control of the Doge.
If there is a tie, those players roll high on 1D6 to see who wins.
One senator of the winning player becomes the new Doge.

The player who controls the Doge must immediately appoint to each player, including himself, control of 1 of 4 Offices: Office of Council Head, Office of General, Office of Admiral, and Office of Construction.

These appointments last until the next election.

CARD TYPE NOTATION

= Number of that card in the deck

Cost = Amount of Gold it costs to put this card into play

Gold = Amount of Gold this card generates in Revenue phase

C = Cardinal

S = Senator

G = Cogs (Fleet of Sailing ships used for trade)

V = Caravan

W = War

E = Event

A = Army

I = Intrigue

N = Navy

R = Crimes

T = Trade Route

P = Popularity

U = Artists & Scientists

CARD LIST

Card Name	#	Type	Cost	Gold	Notes
Cardinal	12	C	3	1	
Senator	12	S	3	1	
Cogs	15	G	3	2	
Caravan	10	V	3	2	
Assassination	1	R	2	-	Discard target person
Arson	1	R	2	-	Destroy target Villa
Slander	2	R	2	-	Discard target person
Caught	1	R	1	-	Negate a Crime Card
Intrigue	4	I	2		Worth 4 Votes
Patronage	3	U	3	1	Worth 1 Vote
Pageant	1	P	2	-	Worth 5 Votes in Doge Phase
Feast	1	P	1	-	Worth 3 Votes in Doge Phase
Masquerade	1	P	3	-	Worth 7 Votes in Doge Phase
Benifice	1	P	1	-	Worth 3 Votes in Pope Phase
Act of Devotion	1	P	2	-	Worth 5 Votes in Pope Phase
Build Church	1	P	3	-	Worth 7 Votes in Pope Phase
Explorer	2	E	3	-	Draw 3 cards
The Turks	1	W	-	-	
The Geonese	1	W	-	-	
The Golden Horde	1	W	-	-	
League of Cambri	1	W	-	-	
Antioch	1	T	2	+1	
Rome	1	T	2	+1	
Aegean Sea	1	T	2	+2	Attach Cogs only
Byzantium	1	T	2	+1	
Ottoman Empire	1	T	2	+1	
Hanseatic League	1	T	2	+1	
Timbuktu	1	T	2	+1	
Mamluks	1	T	2	+1	
Mughal Empire	1	T	2	+1	
The Silk Road	1	T	2	+2	Attach Caravans only
Mercenaries	2	A	3	-	
Guards	2	A	2	-	Defense only
Condottieri	2	A	2	-	Attack only
War Galleys	2	N	3	-	
Privateers	2	N	2	-	Attack only
Call Crusade	3	E	4	-	Draw 5 cards
Excommunicate	2	E	2	-	Discard target card

Indulgences control	2	E	-	-	Gain 1 Gold per Cardinal you
Taxes control	2	E	-	-	Gain 1 Gold per Senator you
Black Death	1	E	-	-	Discard target Trade Route
The Reformation	1	E	-	-	Discard target Trade Route
Storm	1	E	-	-	Destroy target Cog or Caravan
Pirates	2	E	-	-	Destroy target Cog
Brigands	2	E	-	-	Destroy target Caravan
The Pope Dies	1	E	-	-	Play in Pope Phase
The Doge Dies	1	E	-	-	Play in Doge Phase
Accusation	3	E	2	-	Discard target Senator
Senator Dies	1	E	-	-	Discard target Senator
Cardinal Dies	1	E	-	-	Discard target Cardinal

FAQ'S

- When the Pope/Doge dies, i assume that the relative senator/cardinal card is eliminated - is that right ?

Yes

- Caravans and Cogs can be played with no trade route attached ?

Yes

GAME DESIGNERS NOTES

Thanks for the suggestions Zak.

MASTERS OF THE UNIVERSE

INTRODUCTION

Help He-Man defeat Evil Skeletor and his Minions.

DECKS

One player uses a Good Deck.

The other player uses an Evil Deck.

Each deck has 2 discard piles: A Reserve pile and a Casualty pile.

TURN SEQUENCE

Each turn has 4 phases:

Draw Phase

Redraw Phase

Battle Phase

Discard Phase

DRAW PHASE

Each player fills his hand to 10 cards.

If a players deck runs out, shuffle the reserve pile and draw from it.

REDRAW PHASE

Players may discard up to 5 cards and refill hand to 10 cards.

BATTLE PHASE

Each player may play up to 4 Heroes/Creatures from their hand face up to the table. You cannot play 2 or more cards of the same hero.

Each hero may attach 1 weapon card and 1 vehicle card.

Creatures may not attach weapons or vehicles.

Each Player can also play one Special card and one Plot Device Card.

Each player calculates the battle total for his hand:

Add up the Force value of all your cards.

The side with the most Flying cards adds 5 to his Battle Total.

The side with the most Spy cards adds 5 to his Battle Total.

The side with the most Vehicle cards adds 5 to his Battle Total.

The side with the most Creature cards adds 5 to his Battle Total.

The side with the most Hero cards adds 5 to his Battle Total.

The side with the most Spell Caster cards adds 5 to his Battle Total.

The side with the most Weapon cards adds 5 to his Battle Total.

DISCARD PHASE

Compare the players Battle Totals.

The player with the higher total wins the hand.

The winner discards his played cards to his Reserve pile.

The loser discards his hand & cards to his Casualty pile. (Not his Reserve pile)

If the players tie, both hands go to their Reserve piles.

OBJECT

A player loses when all of his Leader cards are in his Casualty pile.

The other player wins the game.

CARD LIST NOTATION

= Number of that card in the deck.

H = Hero

W = Weapon

C = Creature

V = Vehicle (or Steed)

F = Unit can Fly (Heroes that Fly cannot attach Vehicles)

S = Special Card

P = Plot Device

HEROIC WARRIORS OF ETERNIA DECK CARD LIST

Card Name:	#	Type	Force	Notes
He-Man (Leader)	6	H	10	The Most Powerful Man in the Universe
Prince Adam (Leader)	1	H	3	
She-Ra (Leader)	1	H	9	He-Man's Sister
King Randor (Leader)	1	H	8	Heroic Ruler of Eternia
Sorceress	1	H	4	Guardian of Grayskull (Spell Caster)
Man-At-Arms	1	H	7	Master of Weapons (May have 2 Weapons)
Teela	1	H	6	Goddess of Magic (Spell Caster)
Ram-Man	1	H	8	Human Battering Ram
Orco	1	C	5	Court Magician (Spell Caster)
Fisto	1	H	9	Heroic Hand-to-Hand Warrior
Granamyr	1	C	9	Ancient Dragon (Spellcaster)
Buzz-Off	1	HF	5	Warrior Bee
Mekaneck	1	H	4	Human Periscope (Spy)
Stratos	1	HF	4	Heroic Winged Warrior
Moss Man	1	H	6	Heroic (Spy) and Master of Camouflage
Gwildor Caster)	1	H	3	Creator of the Cosmic Key (Spell
Sy-Klone	1	HF	9	Heroic Fist-Flinging Tornado
Man-E-Faces	1	H	7	Heroic human ... robot ... monster
Rio Blast	1	H	6	Heroic Transforming Gunslinger
Extendar	1	H	6	Warrior Machine
Roboto	1	H	8	Heroic Mechanical Warrior
Rotar	1	H	6	Energy Zoid
Snout Spout	1	H	5	Heroic Water-Blasting Firefighter
Clamp Champ	1	H	8	Master of Capture
Stondar	1	H	7	Heroic Rock People Leader
Rokkon	1	H	6	Young Brave Battling Boulder
Tytus	1	C	9	Heroic Giant Warrior
MegaLaser	1	W	8	
Laser Rifle	1	W	6	
Battle Armor	1	W	7	
Blast Pistol	1	W	5	
Power Sword	1	W	10	(Can only be Attached to He-Man)
Sword	1	W	4	
Battle Axe	1	W	4	
Reflecting Shield	1	W	3	
Mace	1	W	2	
Cosmic Key	1	W	9	Counts as Spell Caster
Thunder Punch power	1	S	10	(Can only be Attached to He-Man)
Atak Trak	1	V	4	Cycle with Treads and Guns
Battle Cat/Cringer	1	V	8	Heroic Fighting Tiger
Battle Ram	1	VF	8	Sky Sled with Missile Launcher
Blaster Hawk	1	VF	7	Flyer with Disk Launcher
Laser Bolt	1	V	6	Heroic Road Rocket with Lasers
Road Ripper	1	V	4	Heroic Warrior Carrier
Stridor	1	V	5	Heroic Armored War-Horse with Guns
Wind Raider	1	VF	4	Assault Lander with Grappling Hook
Zoar	1	VF	5	Heroic Flying Falcon
Bashasaurus	1	V	8	Boulder Arm
Team Up with Enemies	1	P	10	
Creation	1	P	9	Man-At-Arm's Latest
Defend Castle Grayskull	1	P	10	
Rescue Mission	1	P	10	
Teamwork	1	P	10	
Teleportation	1	P	10	
Enemies Fight	1	P	10	amongst themselves
Mysterious Figure	1	P	10	with Powerful Magic
Trick Opponents	1	P	10	
Return to Normal	1	P	10	

SKELETOR DECK CARD LIST

Card Name:	#	Type	Force	Notes
Skeletor (Leader)	6	H	9	Evil Lord of Destruction (Spell Caster)
Scare Glow (Leader)	1	H	8	Skeletor's Future Ghost (Spell Caster)
Beast Man	1	H	8	Evil Henchman
Blade	1	H	8	Evil Master of Swords
Trap Jaw	1	H	6	Otherworldly criminal
Stinkor	1	H	5	Evil Master of Odors
Clawful	1	H	6	Warrior with the Grip of Evil
Mer-Man	1	H	5	Evil Ocean Warlord
Two Bad	1	H	6	Double-Headed Evil Strategist
Spikor	1	H	7	Untouchable Master of Evil Combat
Ninjor	1	H	7	Evil Ninja Warrior (Spy)
Tri-Klops	1	H	8	Evil and Sees Everything (Spy)
Faker	1	H	6	Evil Robotic He-Man Imposter
Webstor	1	H	5	Evil Master of Escape
Whiplash	1	H	7	Evil Tail-Thrashing Warrior
Evil-Lyn	1	H	6	Evil Warrior Goddess (Spell Caster)
Jitsu	1	H	8	Evil Master of Martial Arts
Saurod	1	H	8	Evil Reptile
Karg	1	H	7	
Twistoid	1	H	7	Evil Energy Zoid
Strongarm	1	H	7	
Minions	5	C	4	Robots, Spiders, & Goblins
Battle Bones	1	C	9	Last Dinosaur of Eternia
Artileray	1	W	8	
Havok Staff	1	W	2	Force = 9 with Skeletor
Whip	1	W	2	Opposing hero must discard a Weapon
Crossbow	2	W	5	
Spiked Club	1	W	3	
Ball & Chain	1	W	4	
Magic Amulet	1	W	7	Counts as Spell Caster
Dragon Armor	1	W	6	
Terror Claws	1	W	3	
Fright Fighter	4	VF	7	Evil Dragonfly Attack Vehicle
Land Shark	2	V	8	Jaws & 2 Large Cannons
Night Stalker	1	V	6	Evil Armored War-Horse
Panthor	1	V	7	Evil Savage Cat
Screeech	1	VF	5	Evil Barbarian Bird
Spydor	1	V	8	Evil Stalker with 6 legs & Guns
Harness the Power	1	P	10	of Greyskull
Disappear in a Mist	1	P	9	
The Arena of Doom	1	P	10	
The Evil Cloud	1	P	10	
Storm-bringer Device	1	P	9	
Take Control of Hero	1	P	10	
Mystic Crystal	1	P	10	of the Caverns
Machine	1	P	10	to steal Eternia's magic
Temple of Darkness	1	P	10	Resurrect it
Steal Magical Artifact	1	P	10	

HORDE DECK CARD LIST

Card Name:	#	Type	Force	Notes
Hordak (Leader)	6	H	9	Leader of the Evil Horde (Spell caster)
Grizzlor	1	H	8	Hairy Henchman of the Evil Horde
Leech	1	H	7	Evil Master of Power Suction
Mantenna	1	H	4	Evil (Spy)
Modulok	1	C	9	Evil Beast of a Thousand Bodies
Multi-Bot	1	C	9	+5 if played with Modulok
Monstroid	1	C	10	Ancient Monster
Catra	1	H	5	Jealous Beauty (Spy)
Entrapta	1	H	6	Tricky Golden Beauty
Shadow Weaver	1	H	7	(Spell caster)
Horde Troopers	10	C	5	Robots (+2 for every other trooper)

Scorpia	1	H	6	Poison Sting
Imp	1	HF	4	(Spy)
Dragstor	1	H	5	Evil Transforming Warrior
Mosquitor	1	HF	5	Evil Energy-Draining Insectoid
Twinix	1	H	6	
Hurricane Mace	1	W	4	Force = 9 with Hordak
Buzz-Saw	4	W	3	
Spiked Mace	4	W	2	
Forbidden Weapons	1	W	8	
Mantisaur	1	V	6	Evil Insectoid Steed
Roton	9	VF	5	Spinning Blades & Guns
Dimensional gate	1	P	10	
Mystical Cage	1	P	9	
Betrayal	1	P	10	
Summon Insect Swarms	1	P	9	
Slime Pit	1	P	10	Conversion to Evil
Trojan Horse Ploy	1	P	10	
Transform Innocents	1	P	10	
Kidnapping	1	P	9	
Capture Vehicle	1	P	9	
Invisibility	1	P	10	

SNAKE MEN DECK CARD LIST

Card Name:	#	Type	Force	Notes
King Hiss (Leader)	6	H	9	Leader of the Snake Men (Spell caster)
Rattlor	1	H	8	Quick Strike Poison Bite
Tung-Lasher	1	H	7	Coats Opponents in Venom Shell
Snake Face	1	H	7	Can turn Opponents to Stone
Viper	1	H	6	
Spittor	1	H	6	
Sssqueeze	1	H	8	Evil Long-Armed Constrictor
Blast-Attak	1	H	6	Robot Henchman
Kobra Khan	1	H	7	Master of Snakes with Poison Breath
Fangz	1	H	6	Poisonous Bite
Megator	1	C	10	Evil Giant Destroyer
Tyrantisaurus Rex	1	C	9	Terrifying Dinosaur
Plamydon	1	C	8	Slimy Teleporting Worm
Gorman	1	C	7	Bipedal Lizard
Snakemen	5	C	4	
Snake Staff	1	W	3	Force = 7 with King Hiss
Stone Axe	1	W	3	
Spear	1	W	2	
Spiky Shield	1	W	2	
Snake Gun	1	W	4	
Dragonfly Crossbow	1	W	4	
Venom Pistol	1	W	4	
Bone Club	1	W	2	
Weighted Net	1	W	3	
Turbodactyl	5	VF	5	Reptile with "Jet" Wings
Bionatops	5	V	7	Bionic Triceratops with Horn Cannons
Energy Pool	1	P	10	Under Snake Mountain
Hypnotize	1	P	10	
Time Travel	1	P	10	
Towers of Eternia	1	P	10	
Take Hostages	1	P	10	
Diversion	1	P	9	
Summon New Foe	1	P	10	
Treachery	1	P	9	
Steal He-Man's Sword	1	P	10	

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MASTERS OF THE UNIVERSE LINKS

Goto He-Man.org

Goto [Mattel](#)

Goto [The History of He-Man and the Masters of the Universe](#)

MATRIX REPLAY

INTRODUCTION

The Matrix: Movie theme.
Card game for 2 players.
One player is the Humans.
The other player is the Machines.

DISCLAIMER

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OBJECTIVE

The Human player wins if he accumulates 20 Mission Points.
(Neo hacks the Mainframe & makes a truce with the Machines)
The Computer player can win in 3 ways:
1. Kill Neo
2. Destroy the Nebuchadnezzar with Extermination Units.
3. Destroy Zion with Robot Army (Accumulate 20 Time Counters)

THE DECKS

Players have unique decks.
Decks have 3 types of cards:
Mission cards, Event cards & Character cards.

EVENT CARDS

Discard Event cards after they are played.
Most Event cards are used to modify a designated type of Die roll.

CHARACTER CARDS

Character cards stay in play (face up on the table) until they are killed.
Characters of the Human player include:
1. Humans born in and escaped from the Matrix (Can be in the Real World or the Matrix)
2. Natural Zion born Humans (They cannot enter the Matrix - No Plug)
3. Rogue (Exiled) Programs (in the Matrix) on the side of the humans
Characters of the Machine player include:
1. Agents (Virtual Reality constructs of the Matrix)
2. Robots (Exist in the Real World)
A neutralized character cannot be used to modify rolls.

MISSION CARDS

Mission cards are only found in the Human Players deck.

DICE

10 sided dice (D10's) are needed to play.

COUNTERS

3 types of Counters (Chits, Tokens) are needed:
Matrix Counters (Green) - Used to indicate if a character is in the Matrix
Mission Counters (Blue) - Victory Condition for the Human Player
Time Counters (Red) - Victory Condition for the Machines

SETUP

The Human Player begins with Morpheus & Trinity in play.
The Machine player starts with Agent Smith & Agent Jones in play.
Both players start with a hand of 8 cards.

TURN SEQUENCE

Each turn is divided into 6 phases:

Time Phase

Zion Phase

Zero-One Phase

Switch Phase

Matrix Phase

Reality Phase

TIME PHASE

The Machine player gets 1 Time Counter.

Max hand size is 10 cards. Discard excess cards.

ZION PHASE

The Human player may either take any 1 card from his deck, or draw the top 2 cards from his deck.

Shuffle the deck afterwards.

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

ZERO ONE PHASE

The Machine player may either take any 1 card from his deck, or draw the top 2 cards from his deck, or put a Character card in the discard into his hand. Shuffle the deck afterwards.

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

SWITCH PHASE

The Human player can place or remove a Matrix counter from any Human cards.

A Human with a Matrix counter is considered to be plugged into and Functioning in the Matrix.

A Human without a counter is awake and functioning in the real world.

Note that natural born humans can never be given a Matrix counter.

MATRIX PHASE

The Matrix Phase is divided into 4 segments:

Interception Segment

Combat Segment

Mission Segment

Escape Segment

If the Human player does have a character in the Matrix, skip Matrix phase

INTERCEPTION SEGMENT

Both players roll 1D10. This is the Interception Roll Contest.

Players may play (discard) Event cards to add to their Interception Roll Total.

Character cards in the Matrix may also modify Interception Roll Totals.

If the Human players roll was higher, skip combat & escape segments this phase.

COMBAT SEGMENT

Both players roll 1D10. This is the Combat Roll Contest.

Players may play (discard) Event cards to add to their Combat Roll Total.

Character cards in the Matrix may also modify Combat Roll Totals.

The player with the lower total must discard the card of a character in the Matrix (The Character is killed)

MISSION SEGMENT

The Human player must play a Mission card or choose the Basic Mission.

The Basic Mission (Find Potential, Information Gathering, Insert Contacts, etc.) will Award 1 MP (Mission Point) if it is successfully completed.

Both players roll 1D10. This is the Mission Roll Contest.

Players may play (discard) Event cards to add to their Mission Roll Total. Character cards in the Matrix may also modify Mission Roll Totals. If the Human players roll was higher, the Mission was a success and The Human player earns the indicated number of MP's. If a Mission card was completed, remove it from play. If a Mission failed put the card back in the players hand. Keep track of MP's with counters. When playing a Mission card, Neo must go on the mission.

ESCAPE SEGMENT

Both players roll 1D10. This is the Escape Roll Contest. Players may play (discard) Event cards to add to their Escape Roll Total. Character cards in the Matrix may also modify Escape Roll Totals. If the Machine players roll was higher, play another Combat Segment followed by another Escape Segment. If the Human players roll was higher, the Matrix Phase ends and the Human player may remove Matrix counters from his Human Characters.

REALITY PHASE

Reality Phase is divided into 3 Segments:
 Detection Segment
 Pursuit Segment
 Battle Segment

DETECTION SEGMENT

Both players roll 1D10. This is the Detection Roll Contest. Players may play (discard) Event cards to add to their Detection Roll Total. Character cards not in the Matrix may also modify Detection Roll Totals. If the Human players roll was higher, Reality Phase ends.

PURSUIT SEGMENT

Both players roll 1D10. This is the Pursuit Roll Contest. Players may play (discard) Event cards to add to their Pursuit Roll Total. Character cards not in the Matrix may also modify Pursuit Roll Totals. If the Human players roll was higher, Reality Phase ends.

BATTLE SEGMENT

Both players roll 1D10. This is the Battle Roll Contest. Players may play (discard) Event cards to add to their Battle Roll Total. Character cards not in the Matrix may also modify Battle Roll Totals. If the Machine players roll was higher, the Nebuchadnezzar and all aboard are Destroyed and the Machine Player wins the game.

CARD LIST NOTATION

E = Event
 M = Mission (Number adjacent = MP earned if mission successful)
 H = Human (Born in the Matrix - Freed of the Matrix)
 HB = Human (Born Free - No plug - Cannot enter the matrix)
 RP = Rogue Program
 A = Agent Program
 B = Robot (Machine, Android)

HUMANS CARD LIST

Card Name:	Type	Notes:
Neo	H	Operative. Combat +2.
Morpheus	H	Captain. Mission +1. Combat +1
Trinity	H	Operative. Combat +2. Escape +1
Tank	HB	Operator. Escape +1
Apoc & Switch	H	Bodyguards. Combat +1
Cypher	H	Operator. Interception +1
Mouse	H	Programmer. Mission +1

Dozer	HB	Pilot. Pursuit +1
Cable	H	Bodyguard. Combat +1
Choi	H	Operative. Combat +1
Visit Oracle	RP	Mission +2
The Red Pill	E	Mission +2
Insider	E	Mission+2
Plasma Generator	E	Battle +2
We Need an Exit	E	Escape +2
Marksmanship	E	Combat +2
Firepower	E	Combat +2
Bullet Time	E	Combat +2
Cellular Phone	E	Escape +2
Prophecy	E	Mission +2
The One	E	Neo gets Combat +6
EMP	E	Battle +6 (plus discard all robots in play)
Return to Zion	E	Draw 3 cards & skip Matrix Phase
Trace Program	E	Mission +3
The Other Side	E	Escape +2
Do Exactly What I Say	E	Escape +2
Black Leather	E	Interception +2
Roundhouse Kick	E	Combat +2
Telephone Booth	E	Escape +2
Follow the White Rabbit	E	Mission +2
Chop Shop Gizmo	E	Mission +2
Surgical Debugging	M3	Opponent must discard 2 cards
Training	E	Combat +2
Kung Fu	E	Combat +2
Sparring Program	E	Combat +2
Jumping Program	E	Escape +2
Somersaults	E	Escape or Combat +1
Temple of Zion	E	Interception +2
Spoon Boy	M3	Potential
Structural Drawing	E	Escape or Mission +1
Déjà vu	E	Escape or Interception +1
Escape in Sewers	E	Pursuit +2
Jump Rooftops	E	Escape +2
Sacrifice	E	Escape +7 (Discard 1 of your Characters)
Spinning Back Fist	E	Combat +1
Throwing Stars	E	Combat +2
Plastique Bomb	E	Combat +2
There is no Spoon	E	Neo gets Combat +1 for the rest of the game
Rescue Mission	M4	Put character in discard into your hand
Narrow Escape	E	Escape +2
Download Pilot Program	E	Escape +2
Hovercraft Turrets	E	Battle +2 (plus discard 1 robot in play)
Scans	E	Detection +2
Great Leap	E	Escape +2
The Keymaker	RP	Access Program. Mission +2
Convert Machine	E	Battle +2
Link	HB	Operator. Escape +1
Captain Thaddius	E	Pursuit +1 or Mission +1
Captain Niobe	E	Pursuit +3
Stand By to Broadcast	E	Interception or Escape +1
Last Transmission	M4	Look at next 7 cards in Opponents Deck
The Logos	E	Detection +1 or Pursuit +1
Perimeter Defense	E	Remove 1 counter from the Time Pile
3 Captains 3 Ships	E	Mission +2
Captain Ballard	E	Mission +1 or Interception +1
Corrupt & Wurm	H	Bodyguards. Combat +1
Superman Thing	E	Neo gets Combat +4
Zion Virtual Control Operator	E	Draw 3 cards
Commander Lock	E	Battle +2
Seraph	RP	Security Program. Mission +1 and Combat +1
Keys to Back Doors	E	Escape +2
Programmer Access	M3	Look at opponents hand & draw a card
Programs hacking Programs	E	Opponent must discard 3 cards

Enter the Source	M3	Requires the Keymaker to be in play
Dream Visions	E	Look at next 7 cards in opponents deck
Confront the Merovingian	M3	Put any card in the deck into your hand
Persephone	E	Mission +2
Skill	E	Combat +2
Counterattack Position	E	Battle +2
Room with Many Doors	E	Put any Mission card into your hand
Destroy Power station	E	Mission +2
Inside the Portal	E	Interception +2
Confront the Architect	M4	Must complete Enter the Source First
Ugly Hack	E	Interception +2
Anomaly	E	Neo gets Mission +4
Psychic EMP	E	Neo gets Battle +4
Travel to Zero-One	M2	See Notes
Showdown with Agent Smith	M5	See Notes

Notes:

Travel to Zero-One Mission: Characters must not be in the Matrix. Treat as a Battle roll. Must complete Confront the Architect Mission first.

Showdown Mission: Neo only. Treat as a Combat roll with the Machine player getting Combat +4. Must complete Travel to Zero-One Mission first.

MACHINES CARD LIST

Card Name	Type	Notes
Agent Smith	A	Combat +2. Interception +1. Escape +1
Agent Jones	A	Combat +2
Agent Brown	A	Combat +2
Agent Thompson	A	Combat +2
Nameless Agent	A	Combat +1 (4 in deck)
Traitor (Cypher)	E	Opponent must discard 2 Humans in the Matrix
Dodge Bullets	E	Combat +2
Enter any Person	E	Escape +2
Insanely Fast	E	Combat +2
Go Viral	E	Agent Smith gets Combat +1 for rest of game
Assemble Army	E	Add 1 counter to Time Pile
Artificial Intelligence	E	Look at Opponents Hand & Draw a card
Secret Service Earphones	E	Escape +2
Trace Link	E	Interception +2
Unnatural Grace	E	Combat +2
Information Search	E	Interception +2
Gestapo Crap	E	Mission +2
Wire Tap Implant	E	Mission +2
The Architect	A	Design Program. Mission +1
The Merovingian	RP	Information Collection Program. Mission +1
Cops	E	Combat +2
Sentinels	B	Pursuit +1 (4 in deck)
Scouts	B	Detection +1 (4 in deck)
Access Codes to Zion	E	Add 1 counter to Time Pile
Sentient Programs	E	Put Agent in discard into your hand
Change the Program	E	Escape +2
Trap	E	Escape +2
Cut the Hard Line	E	Escape +2
Helicopter	E	Escape +2
Swat Team	E	Combat +2
Brick Up Windows	E	Escape +2
Track Phone Call	E	Interception +2
Nerve Gas	E	Combat +2
Capture	E	Escape +2
Locate Position	E	Interception +2
Extermination Unit	E	Battle +2
Virus Serums	E	Look at next 7 cards in opponents deck
Mind Crack	E	Look at next 7 cards in opponents deck
Marines	E	Combat +2
Security Guards	E	Combat +2
Police Units	E	Combat +2
Heavily Armed Men	E	Combat +2
Freeway Chase	E	Combat +2

Coma	E	Target Character neutralized for 2 turns
Surface Seeker	E	Detection +2
Upgrades	E	All Agents get Combat +1
Encryption	E	Escape or Interception +1
Patrol the Mainlines	E	Pursuit or Detection +1
Occupy Broadcast Sites	E	Detection +2
Mind Control Operative	E	Every Roll this turn +1 (Bane)
Choice is an Illusion	E	Opponent must discard 3 cards
Cain & Abel	E	Combat +3 (Werewolves)
Merovingian's Minions	E	Combat +3 (Supernatural Beings)
The Twins	E	Combat +4 (Ghosts)
Wrong Door	E	Escape +2
No Way Out	E	Escape +2
Inside the Core Network	E	Escape +2
Cryptic Dialogue	E	Mission +2
Delete Exile	E	Mission +2
System of Controls	E	Mission +2
Robot Bomb	E	Battle +2
Break Through	E	Battle or Pursuit +1
Inscrutable Purpose	E	Any Roll +1
Trapped by the Train Man turns	E	Target Character in Matrix neutralized for 2 turns

LINKS

[architect](#)

[Matrix Script](#)

[Warner Brothers](#)

[Reloaded Script](#)

[Matrix.net](#)

GAME DESIGNERS NOTES

Revolutions comes out in a few days.

I'm sure I'll add a few cards, but I'm hoping the premise of the Design & the game mechanics holds up.

MAYAN METROPOLIS

INTRODUCTION

Tile Laying game for 2+ players.
Mayan City Building Theme.

VICTORY

Score the most points by the end of the game.
The game ends when all pieces (tiles) are placed or discarded.

CARDS & PIECES

Players share a common deck of cards and set of pieces (tiles).
For every card there is a corresponding piece.
Pieces are placed on the board, cards are not.

THE BOARD

Use an 8 x 8 grid (Chessboard)

DOWNLOADS

Thanks to Peter Cobcroft (curufea@yahoo.com)
[Click Here](#) for Board & Tile Pieces

SETUP

Randomly determine who picks first.

TURN SEQUENCE

The turn is divided into 3 phases:
Draw Phase
Place Phase

DRAW PHASE

Put the top 3X cards of the deck face up on the table.
X is the number of players.
Players take turns picking face up cards, one at a time.
(Each player will have picked 3 of the face up cards)
The player who picked second last turn picks first.
Pick order goes clockwise.
Players gather the pieces that correspond to the cards they picked.
The cards are then discarded.

PLACE PHASE

Players take turns placing the pieces onto the board.
Note that each piece will occupy 1 or more spaces.
The player who picked last this turn places first.
Placing proceeds counterclockwise.
If you are blocked from placing, you must discard a piece.
The turn ends when all 3X pieces are placed or discarded.

ADJACENCY DEFINED

Spaces that share a border are adjacent.
Spaces that touch only at the corners are not.

PLACING RULES

Pieces may not overlap (share the same space).
A piece may not be placed adjacent to another piece of the same type.

ZONES

The center 4 spaces are referred to as Zone 1.

The 12 spaces that surround Zone 1 are referred to as Zone 2.

The 20 spaces that surround Zone 2 are referred to as Zone 3.

SCORING

Scoring is done during Place Phase.

When you place a piece, you score points equal the number of Occupied spaces the piece is adjacent to.

If you finish filling in Zone 2, you get 4 points.

If you finish filling in Zone 3, you get 6 points.

Every Piece you place adjacent to a causeway gets 1 extra point.

Every Piece you place adjacent to a plaza gets 1 extra point.

If you finish off completely surrounding another piece, get 1 extra point.

CARD/TILE SET

Name:	#	Size & Shape of Tile:
Causeway	3	1 x 3 Linear
Acropolis	2	2 x 3 Rectangle
Reservoir	3	3 Space L-shape
Temple	4	1 x 2
Ball Court	1	1 x 2
Plaza	4	1 x 2
Market	1	2 x 2 Square
Palace	4	1 x 1 Single Space
Pyramid	2	2 x 2 Square

MEDIEVAL KEEP

INTRODUCTION

Multiplayer card game or Solo rules.

"Historical" version of Borderkeep.

Each player controls a small town in a medieval setting.

Every turn players build structures and hire defenders to protect their town.

Some cards are used to send invaders and disasters to destroy your opponent's towns.

THE DECK

The deck has 1 of each of the cards listed.

These will have to be constructed before play is possible.

DEFENDERS

Defenders are not represented by cards.

Use paper and pencil to record what type and how many defenders you control.

SETUP

Six sided dice (D6) are needed.

Roll high on 1D6 to determine turn order.

Players start with a hand of 7 cards.

Each player starts with 30 gold.

Each player starts with 2 guards.

Each player's town starts with a castle with 4 walls, and an income = 3 gold.

Gold can be used to substitute for any other commodity on a one to one basis.

OBJECT

Have the most defenders and structures at the end of the game.

Each defender and structure is worth 1 victory point.

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

In a multiplayer game, the game ends if all but one player's town is destroyed.

TURN SEQUENCE

Players take turns.

Each turn has 5 phases:

1. Draw Phase
2. Upkeep Phase
3. Production Phase
4. Build Phase
5. Attack Phase
6. Heal Phase

THE GOLDEN RULE

In all situations, Gold can be used to substitute for any other commodity on a one to one basis.

DRAW PHASE

Draw one card.

Max hand size = 7.

Discard excess cards.

UPKEEP PHASE

All defenders have an upkeep = 1 food or weapon.

If the upkeep is not paid the defender deserts.

REVENUE PHASE

Collect revenue from all structures and defenders that produce revenue.

Revenue comes in different forms: Gold, food, etc.
Keep track of each form of revenue.

BUILD PHASE

Put structures and defenders into play by paying their cost.
Defenders must be paid for in food and/or weapons.
Structures must be paid for in wood or stone.
All players can recruit guards.
Other types of defenders require the appropriate structure type for them to be available for recruitment.

DEFENDER LIST

Card Name:	Cost	Init	AD	Hits	Notes
Guards	5	1	2	2	
Swordsmen	7	2	3	2	
Shieldmen	6	1	2	3	
Halberdiers	9	3	4	2	
Archers	8	6	1	1	Missile
Crossbowmen	9	5	3	1	Missile
Handgunners	8	4	3	1	
Missile					
Longbowmen	10	7	2	1	Missile
Light Horsemen	7	3	2	2	Mounted
Medium Cavalry	9	3	3	3	Mounted
Knights	11	3	4	4	Mounted

ATTACK PHASE

Players cannot play attack cards until turn 3.
Attack cards include Disasters & Invaders.
Play one Attack card on the opponent to your left.
If you have more than one attack card, you may play the additional card on the next player, and so on.
Resolve disasters according to the card text.
Resolution of battles with invaders may take several segments.
The invader and all defenders attack once during the segment.
Attack order is determined by each cards initiative.
Initiative = 10 attacks before Init = 9, and so on.
All cards of the same initiative level attack simultaneously.
An attacking card rolls a number of six sided dice equal to its Attack Dice (AD).
Each roll of 1 causes the other side to lose 1 hit.
The attacker decides where hits are inflicted.
Each card has a number of hits.
If this hit total is reduced to 0 the unit is destroyed.
The Invader will keep attacking until destroyed.
If the Invader destroys all the defenders, the Invader is discarded and the defender must discard 1D6 structures.
If there are no structures left, then castle walls are destroyed.
If all a players castle walls are destroyed, the player is eliminated.

HEAL PHASE

All surviving defenders recover all lost hits.
Walls may be rebuilt for 3 stone or wood each.
Structure cards destroyed this turn may be put back in your hand for 2 gold each.

GUARDS

Each player starts the game with one.

STRUCTURE CARD LIST

Card Name:	Cost	Notes
Farm	2	Revenue = 2 food
Brewery	8	Revenue = 5 food
Bakery	4	Revenue = 3 food

Butcher	6	Revenue = 4 food
Market Place	4	Convert 3 of any commodity into 1 gold
Church	8	Maximum hand size = +1
Guild Hall	10	Pay 7 gold to draw 1 card
Tavern	6	Revenue = 1 gold per 3 defenders (round up)
Inn	8	Revenue = 2 gold, Upkeep = 1 food
Barracks	6	Recruit Crossbowmen
Armorer	8	Revenue = 3 weapons; Recruit Knights
Shield Smith	6	Revenue = 2 weapons; Recruit Shieldmen
Fletcher	6	Revenue = 1 weapon; Recruit Archers
Bowyer	6	Revenue = 1 weapon; Recruit Yeomen
Blacksmith	4	Revenue = 1 weapon; Recruit Swordsmen
Defensive Wall	3	
Guard House	6	Recruit Halberdiers
Gun Maker	6	Revenue = 1 weapon; Recruit Handgunners
Moat	8	Attacker is - 1 AD
Catapult	8	Initiative = 10, Attack Dice = 2
Ballista	6	Initiative = 8, Attack Dice = 3
Bombard	10	Initiative = 12, Attack Dice = 4
Stables	6	Revenue = 1 gold, Recruit Cavalry
Hunting Lodge	6	Revenue = 1 gold, Recruit Horsemen
Quarry	8	Revenue = 3 stone
Mason	6	Revenue = 2 stone
Woodmill	8	Revenue = 3 wood
Logging Camp	6	Revenue = 2 wood
Mine	8	Revenue = 2 gold

INVADERS CARD LIST

Card Name:	Init	AD	Hits
Mongols	6	5	4
Vikings	3	5	5
Moors	5	4	3
Saracens	5	3	3
Celts	4	3	4
Norse	3	4	5
Bandits	5	2	3
Barbarians	3	4	6
Warlord	5	5	5
Nomads	5	3	3

DISASTERS CARD LIST

Card Name:	Notes
Earthquake	Roll 1D6 for every structure. On a roll of 1 it is destroyed
Plague	Roll 1D6 for every defender. On a roll of 1 it is destroyed
Blizzard	Opponent produces no food next turn
Draught	Opponent produces no food next turn
Thieves	Any Opponent loses 2D6 gold from his treasury.
Assassin	Kill one of any opponent's defenders
Spies	Look at any opponent's hand; Draw 1 card
Prosperity	You gain 2D6 Gold.
Caravan	You gain 2D6 Gold.
War	You may attack any opponent with one or more of your defenders

SOLO RULES

Do not draw extra cards.
You are the target of all attack cards.
Resolve attack cards the turn they are drawn.
You win if you get through the deck.

NONCARD VERSION

Paper & pencil required.

You have to write down what units you own.

The game is over after 5 Invasions.

Instead of drawing cards roll on the following table:

EVENT TABLE

1D10	Event	Notes
1-8	Construction	Roll on the Structure table. You may build the indicated structure.
9	Disaster	Roll on the Disaster Table.
10	Invasion	Roll on the Invader Table.

STRUCTURE TABLE

01-03	Farm
04-06	Brewery
07-09	Bakery
10-12	Butcher
13-15	Market Place
16-18	Church
19-21	Guild Hall
22-24	Tavern
25-27	Inn
28-30	Bowyer
31-33	Gun Maker
34-36	Hunting Lodge
37-39	Roll again
40-42	Barracks
43-45	Armorer
46-48	Shield Smith
49-51	Fletcher
52-54	Blacksmith
55-57	Defensive Wall
58-60	Guard House
61-63	Moat
64-66	Catapult
67-69	Ballista
70-72	Bombard
73-75	Stables
76-78	Quarry
79-81	Mason
82-84	Woodmill
85-87	Logging Camp
88-90	Mine
91-00	Pick one

INVADERS TABLE

1D10	Attacker
1	Mongols
2	Vikings
3	Moors
4	Saracens
5	Celts
6	Norse
7	Bandits
8	Barbarians
9	Warlord
10	Nomads

DISASTERS TABLE

1D10	Event
1	Earthquake

- 2 Plague
- 3 Blizzard
- 4 Draught
- 5 Caravan
- 6 Thieves
- 7 Assassin
- 8 Spies
- 9 Prosperity
- 0 Reroll

[Go to Border Keep](#)

MEGA TANK

INTRODUCTION

Solo Science Fiction Card game with two decks.

You control the Mega Tank trying to wipe out the defenders more conventional forces.

ARMOR

The Mega Tank starts with 40 points of armor.

TURN SEQUENCE

Each turn has 4 phases:

Deploy Defenders Phase

Reload Phase

Attack Phase

Counter Attack Phase

DEPLOY DEFENDERS PHASE

Draw 1D6 Defender cards and place the face up on the table.

If the roll is 2 or less then reroll.

If a command post is already out draw and place an extra card.

If a post is already out and you draw another discard it to the defender reserve pile.

RELOAD PHASE

Draw 5 cards from the Megatank Deck.

If there are no cards left in the deck shuffle the discard and draw from it.

You may discard the hand and draw a new hand once this phase.

ATTACK PHASE

Discard Megatank cards from your hand to destroy deployed

Defender cards of the appropriate type.

Defender units may roll saving throws.

Saves are based on having protective armor and the ability to find shelter, evade attacks, and stay out of sight.

Destroyed defender cards go to the Defender Casualty discard.

Units not destroyed stay in play.

COUNTER ATTACK PHASE

Remaining Deployed Defenders attack.

Discard Armor cards and Anti-Missile System cards to negate attacks.

Subtract the damage inflicted from the Mega Tank Armor Value.

Defender cards remain in play unless the card description says to discard.

VICTORY & DEFEAT

If the Mega Tank Armor Value is ever reduced to zero then every point of damage done causes the top card of the Mega Tank deck to be removed from the game.

If the Mega Tank Deck has no cards left then it is destroyed and you lose.

If all of the Defender cards are in the casualty pile you win.

MEGATANK DECK CARD LIST

Card	Num#	Notes
Main Gun	5	Kill Far Away Ground Unit or Command Post
Missiles	10	Kill Air Unit
Gun Battery	10	Kill Ground Unit or Command Post
Antipersonnel System	10	Kill Infantry Unit
Armor	5	Negate 1 Light Attack
Move pile	10	Cause 1 defender card to be discarded to the reserve pile
Anti-Missile System	5	Negate 1 Missile Attack

Energy Absorption Grid 5 Negate 1 Energy Attack
 Radar 5 Look at next 10 cards in Defense Force Deck
 Num# = Number of that card in the deck.

DEFENCE FORCE DECK CARD LIST

Card	Num#	Type	Dam	Save	Use	Notes
Power Infantry	10	G	1	2	-	L
Tac-Air Raider	6	A	4	2	-	M
Drone Cluster Bomber	4	A	8	-	R	M
Heavy Laser Tank	4	G	4	2	-	E
Plasma Tank	2	G	5	1	-	E
Selfpropelled Rail Gun	2	G	3	1	-	
Howitzer Battery	4	G	5	1	-	F
Missile Launchers	2	G	7	-	R	FM
Light Attack Vehicle	4	G	2	1	-	L
Command Post	3	G	-	-	-	
Mine Field	2	-	1D6	-	R	X

Save = If unit attacked it is not destroyed on a roll of this or less on 1D6.

G = Ground Unit

A = Air Unit

F = Far Away

L = Light Attack

M = Missile

E = Energy Attack

R = Unit goes to reserve pile after attacking in Counter Attack Phase.

X = Discard to Casualty pile after attacking

MEGAZILLA

INTRODUCTION

Megazilla attacks Tokyo!!!!!!

One player is Megazilla, the other is the Japanese military trying to defend the city.

VICTORY

The JDF (Japanese Defense Force) wins if Megazilla is ever at 75 or more points of damage.

Megazilla wins if he makes it to the opposite end of the map and reduces at least half of the city blocks to rubble.

THE MAP

The map of Tokyo is divided into spaces called blocks.

There are 3 types of blocks: Water, City, & Rural.

There should be around 50 city blocks.

The city is surrounded by water & rural blocks.

COUNTERS

One counter or figure is used to represent Megazilla.

The JDF has 80 counters to represent its various units available.

A set of 12 Artillery Attack counters are needed.

A set of 50 Rubble counters are needed.

CARDS

The deck contains 60 special cards used by the Megazilla player.

The deck contains 5 of each of the 12 cards listed.

SETUP

The JDF player draws 20 random counters from his pile.

Police counters may be placed anywhere in the city.

Navy ships & Coast guard boats may be placed in any water blocks.

Army units may be placed in any rural blocks.

The player holds onto helicopters, jets, nukes, and cruise missiles.

After the JDF sets up, Megazilla starts in any water block on the edge of the map.

TURN SEQUENCE

The turn is divided into 9 phases:

1. Megazilla Orders Phase
2. JDF Move Phase
3. Artillery Declaration Phase
4. Missile Declaration Phase
5. Reveal Megazilla Phase
6. Damage Phase
7. Destroy Phase
8. JDF Recruit Phase
9. Megazilla Draw Phase

MEGAZILLA ORDERS PHASE

Take the Megazilla counter off of the map.

The Megazilla player secretly writes down, on a piece of scrap paper, which block Megazilla is moving into, and which blocks he is moving through to get there.

Megazilla can move up to 2 blocks per turn.

If Megazilla has taken 50+ points of damage, he can only move a base of 1 block/turn.

JDF MOVE PHASE

All non-missile units have a movement allowance.

The JDF unit may move some, all, or none of these units.
Water units can only move in water blocks.
Ground units can only move in ground blocks.
Air units & hovercraft may move over any block.
There is no limit to unit stacking.
Jets must move at least 4 blocks away from their starting position.

ARTILLERY DECLARATION PHASE

All long range units declare their attacks in this phase.
Navy ships may attack.
Ground artillery that did not move this turn may attack.
Place one Artillery attack counter on a block that is in range of the unit.

MISSILE DECLARATION PHASE

The JDF player may place some, all, or none of his cruise missile counters and nuke counters directly onto map blocks.

REVEAL MEGAZILLA PHASE

The secret message is revealed.
Place the Megazilla counter back onto the map on the indicated block.

DAMAGE PHASE

If there are any artillery attack counters in the same block as Megazilla, then Megazilla suffers 3 points of damage per counter.
If there are any cruise missile counters in the same block as Megazilla, then Megazilla suffers 5 points of damage per counter.
If there are any Nuke counters in the same block as Megazilla, then Megazilla suffers 10 points of damage per counter.
If there are any Nuke counters in a block adjacent to Megazilla, then Megazilla suffers 5 points of damage per counter.
If there are any non-missile unit counters in the same block, or a block adjacent to Megazilla, then Megazilla suffers damage equal to the damage rating of the unit as shown in the counter list.
Place a rubble counter on all blocks that were hit by artillery and cruise missiles.
Place a rubble counter on all blocks that were hit by a Nuke or were adjacent to a block hit by a nuke.
All missile units on the map are removed from play.
All artillery attack counters are removed from the map to be used again.
If Megazilla has 100+ accumulated damage, he is killed.
Megazilla may play certain cards to avoid damage.

DESTROY PHASE

All units in the same space as Megazilla are automatically destroyed.
Megazilla may play certain cards to destroy specific types of adjacent units.
Place a rubble counter on all blocks that Megazilla has moved into or through.

JDF RECRUIT PHASE

The JDF player draws no new counters on the first 2 turns.
The JDF player draws 1 new counter on the next 2 turns.
The JDF player draws 2 new counters on the next 2 turns.
The JDF player draws 3 new counters on the next 2 turns.
The JDF player draws 4 new counters on the remaining turns.
Missile units must be held onto.
New non-missile units may be held onto or deployed.
Deployed units are placed onto any block at the edge of the map that is not within 4 spaces of Megazilla.
Ground units must be placed on ground, and water units in water.

MEGAZILLA DRAW PHASE

Megazilla may draw up to 4 cards.
Megazilla may keep a maximum of 6 cards in his hand.

Excess cards are discarded.

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

JDF COUNTER LIST

Unit Name	Nmbr	Move	Range	Dam	Type
Police	10	1	1	1	G
Army Soldiers	18	1	1	2	G
Tanks	10	2	1	3	G
Hovecraft	2	2	1	1	GW
Artillery	8	1	8	3	GL
Navy Ships	4	2	8	3	WL
Coast Guard Boats	6	2	1	1	W
Helicopter	7	4	1	3	A
Jet	6	4-8	1	3	A
Cruise Missile	6	X	X	5	M
Nuke	2	X	X	10/5	M
The Scientist	1	2	1	X	G

Nmbr = the number of that type of chit

G = Ground unit

L = Long range unit

W = Water unit

A = Air unit

M = Missile unit

MEGAZILLA CARD LIST

Card Name:	Effect:
Tough Hide	Avoid any one attack this turn.
Energy Breath	Destroy any 1 adjacent stack of units.
Stomp	Destroy 1 adjacent ground unit.
Tail Sweep	Destroy all soldiers & police in 1 adjacent stack.
Dodge	Avoid one cruise missile or Air attack this turn.
Regeneration	Play in Orders Phase to heal 3 damage.
Swat	Destroy 1 adjacent Air unit.
Topple Building	Destroy 1 stack of ground units 2 blocks away.
Tidal Wave	Destroy 1 stack of adjacent water units.
Skyscrapers	Avoid any one long range attack this turn.
Megahustle	Megazilla may move 1 extra space this turn.
Domino Effect	Triple the effect of another card just played.

SURPRISE FACTOR

The JDF cannot deploy helicopters until turn 2.

The JDF cannot deploy Jets until turn 3.

The JDF cannot attack with missiles or nukes until turn 3.

THE SCIENTIST

If the scientist is within 2 spaces of Megazilla, he may look at the Megazilla players hand and the next 3 cards in the deck during Recruit phase.

MEGIDDO 1918

INTRODUCTION

WWI card game for 2 players.
Recreate the last great cavalry campaign in history.
One player is the British.
The other player is the Turks.

THE DECKS

Each player has his own deck.
Each player keeps two discard piles:
The Reserve pile, and the Casualty pile.

VICTORY

The British win with 5 Victory points.
This indicates that they have overrun the Turks, and that they have captured Damascus before their Arab allies led by Colonel Thomas Edward Lawrence, also known as Lawrence of Arabia.
The Turks win with 3 Victory points.
This indicates that the Turks have made a successful fighting withdrawal and that they have retreated back to Turkey without being overrun.

TURN SEQUENCE

1. Maneuver Phase
2. Reserve Phase
3. Order of Battle Phase
4. Air Strike Phase
5. Cavalry Exploitation Phase
6. Artillery Phase
7. Machine Gun Phase
8. Infantry Phase

MANEUVER PHASE

Players fill their hands to 10 cards.
If a players deck runs out, shuffle the reserve pile and draw from it.

RESERVE PHASE

Players may discard up to 5 cards to their reserve pile, and draw an equal number of replacement cards.
If a players deck runs out, shuffle the reserve pile and draw from it.

ORDER OF BATTLE PHASE

Players place all cards they want to commit to the Battle face down in a stack.
Players may play any number of Infantry, Cavalry, Artillery, And Supply cards.
The Turkish player may play only one Terrain Card.
After both players have put down their stacks,
Both turn their stacks face up.
These stacks are referred to as the Orders of Battle.

AIR STRIKE PHASE

Starting with the British player, discard a Plane card to do one of the following:
1. Destroy a card with a Force less than the Plane's Force.
2. Disrupt a card with a Force equal to or greater than the Plane's Force.
Target cards in opponents Order of Battle.
Leader cards cannot be targeted.
Destroyed cards go to the owners Casualty pile.

Disrupted cards have half force in Infantry phase.
Units disrupted twice are destroyed.
The Plane card is discarded to its owners reserve pile.

CAVALRY EXPLOITATION PHASE

Starting with the British player, discard a Cavalry card to:
Destroy a card with a Force equal to or less than the Cavalry unit's Force.
Target cards in opponents Order of Battle.
Target Infantry get double Force.
The target card must be a Supply card if possible.
Leader cards cannot be targeted.
Destroyed cards go to the owners Casualty pile.
The Cavalry card is discarded to its owners reserve pile.
The Lawrence of Arabia card may be used as a
Force = 3 Cavalry card by the British this phase.

ARTILLERY PHASE

Starting with the Turkish player, discard an
Artillery card to do one of the following:
1. Destroy a card with a Force less than the Artillery unit's Force.
2. Disrupt a card with a Force equal or greater than the Artillery unit's Force.
Target cards in opponents Order of Battle.
Leader cards cannot be targeted.
Destroyed cards go to the owners Casualty pile.
Disrupted cards have half force in Infantry phase.
Units disrupted twice are destroyed.
The Artillery card remains in the battle.

MACHINE GUN PHASE

Starting with the Turkish player, discard a
Machine gun card to do one of the following:
1. Destroy a card with a Force equal or less than the MG unit's Force.
2. Disrupt a card with a Force greater than the MG unit's Force.
Target cards in opponents Order of Battle.
Leader, Artillery and Machine guns cannot be targeted.
Destroyed cards go to the owners Casualty pile.
Disrupted cards have half force in Infantry phase.
Units disrupted twice are destroyed.
The MG card remains in the battle.

INFANTRY PHASE

Each side adds up all the remaining Force in its Order of Battle (OB).
This includes Artillery, MGs, Cavalry, Leaders, and Infantry cards.
For each supply card in your OB all of your Non-Leader cards get Force +1.
Each non-Leader card of the Turks gets the Force
bonus indicated on the Terrain card if the Turk played a terrain card.
If the Turk did not play a terrain card, the battle is assumed to
take place in the open desert.
Each Leader card must be attached to a non-leader card.
A non-leader card may only have one leader attached.
An unattached Leader generates no Force.
Disrupted cards have half force.
The side with the higher Force total wins.
The British win ties.
The cards of the OB of the loser go into the Casualty pile.
The cards of the OB of the winner go into the Reserve pile.
The winner gets 1 Victory point.
The Naval bombardment card always goes into the Reserve pile.
If Lawrence goes to the Casualty pile, the
British automatically lose.

NUISANCE CARDS

These have no Force value, and are there to represent missed opportunities.

BRITISH CARD LIST

Name	#	Type	Force
General Allenby	1	L	+5
Armored Patrol Cars	1	C	1
Australian Mounted Division	1	C	5
New Zealand Mounted Div.	1	C	4
Desert Mounted Corps	1	A	3
Egyptian Camel Corps	1	C	2
Sherifian Camel Corps	1	C	1
Lawrence of Arabia	1	L/C	+5
Howeitat Tribe	1	C	1
Palestine Brigade	1	I	1
Rualla Tribe	1	C	2
Arab Irregulars	1	C	1
French Detachment	1	I	3
Royal Air Force	2	P	2
British Infantry	11	I	6
British Artillery	3	A	4
HMS Druid/HMS Forester	1	A	4
British Machineguns	1	M	3
British Cavalry	2	C	4
Engineer	1	I	1
Supply Trains	3	S	+1
Roads	3	S	+1
Escort Prisoners	1	N	0
Forage	1	N	0
Dysentery	1	N	0

= Number of that card type in the deck

C = Cavalry

I = Infantry

A = Artillery

P = Planes

M = Machineguns

S = Supply

L = Leader

N = Nuisance

TURKISH CARD LIST

Name	#	Type	Force
Bedouins	1	C	1
Turkish Air Force	1	P	1
German Railway Artillery	1	A	3
German Pasha Contingent	2	I	3
German Machineguns	1	M	2
Corps Headquarters	2	L	+1
Amman Division	1	I	3
Anatolian Division	1	I	3
Von Oppen	1	L	+4
Tiller	1	L	+3
Liman Von Sanders	1	L	+5
General Army Reserve	3	I	1
Asienkorps	1	I	1
Caucasus Cavalry	1	C	2
Composite Division	1	I	2
Depot Regiment	1	I	3
Garrison Troops	3	I	1
Turkish Infantry	9	I	4
Turkish Artillery	2	A	3
Turkish Machine Guns	2	M	2
Supply Wagons	3	S	+1
Kemal	1	L	+5
Rail lines	3	S	+1
Trenchlines	1	T	+2
Wadi El Fara Line	1	T	+2

Jordan Crossings	1	T	+2
Mountains	1	T	+1
Rough Ground	1	T	+1
Towns	1	T	+1
Spread Thin	1	N	0
Poor Morale	1	N	0
Arab Uprising	1	N	0
Supply Problems	1	N	0
Command Problems	1	N	0
Rail Cuts	1	N	0

T = Terrain

[Lawrence of Arabia](#) Film Review

MEK LEADER

INTRODUCTION

Solo or Multiplayer card game.

Each player is a mercenary commander leading a Squad of Meks.

Meks = Giant robotic war machines with a human pilot.

Some crossover with the Mekatac game.

DECKS

There are 4 separate common decks (each with its own discard):

Mission Deck

Foe Deck

Event Deck

Build Deck

Players keep a Hand of Event cards.

VICTORY

Be the first player to accumulate 500 Megacredits (MC).

SQUAD COMPOSITION

At any given time, you may have up to 4 Meks, and 4 pilots in your squad max.

You may not have more attachments than your meks can carry.

THE BUILD DECK

The Build deck has 4 card types:

Pilots

Meks

Weapons

Equipment

Weapons and Equipment are referred to as Attachments.

Weapons may be further classified as:

Energy, Ballistic, Hand-to-Hand, or Missile.

DICE

Six and 10 sided dice are needed (D6/D10).

SETUP

Each player starts with 100 MC and a hand of 4 Event cards.

Players roll high on 1D10 to see who goes first.

TURN SEQUENCE

Players take turns.

Each turn has 8 phases:

Event Phase

Subsidy Phase

Build Phase

Mission Phase

Foe Phase

Engagement Phase

Debriefing Phase

Repair Phase

EVENT PHASE

Draw 1 Event card.

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

SUBSIDY PHASE

Gain 10 MC.

Use coins to represent Megacredits (MC).

BUILD PHASE

Flip face up the top 8 cards of the Build deck.

You may purchase some, all, or none of these with your MC.

You may also at this time sell Build cards from your Squad.

You get full price when selling to the discard.

At the end of build phase discard all cards you did not purchase.

Small Meks cost 10 MC

Medium Meks cost 20 MC

Large Meks cost 30 MC

Small Attachments cost 5 MC

Medium Attachments cost 10 MC

Large Attachments cost 15 MC

Pilots cost 5 MC plus 5 MC per skill they have.

Pilot skills are determined randomly and must be recorded.

ATTACHMENTS RULES

Weapons, Armor, and Equipment are referred to as Attachments.

Meks are small, medium, or large.

Attachments are small, medium, or large.

Small Meks can hold 2 small attachments

Medium Meks can hold 4 small attachments

Large Meks can hold 6 small attachments

A medium sized attachment = 2 small attachments

A large sized attachment = 3 small attachments

MISSION PHASE

Flip face up the top 3 cards of the Mission deck.

You may choose to go on one of these missions or

Not go on any mission at all.

Discard unused Missions.

If you go on a mission decide which of Meks are going and what

Pilot & Attachments each Mek will have.

Each Mek must have exactly one pilot.

Green Pilots cannot pilot large Meks.

There are 3 types of Missions: Assault, Defense, and Patrol.

Certain Event cards may affect certain Mission types.

FOE PHASE

The Mission will have a Threat Level = X.

Flip face up the top X cards of the Foe deck.

These are the enemies your squad must defeat in battle.

ENGAGEMENT PHASE

The engagement ends when one side is destroyed, or you retreat your squad.

The engagement is resolved after one or more Rounds.

Each round has 4 Steps:

1. Long Range: Weapons/ Foes with LR capability may attack.

2. Medium Range: Weapons/ Foes with MR capability may attack.

3. Short Range: Weapons/ Foes with SR capability may attack.

4. Point Blank Range: Weapons/ Foes with PB capability may attack.

All attacks within a Step are simultaneous except for

Indirect attacks which occur before other attacks.

To make an attack, pick a target & roll 1D10 (The To-Hit roll):

Each Foe will attack one of your Meks at random.

To hit, your roll must be equal to or greater than 5.

Certain conditions will modify the To hit Roll:

Targets at LR are -1 To Hit

Targets at SR are +1 To Hit
 Targets at PB are +2 To Hit
 Your Small Meks are -1 To be Hit
 Your Large Meks are +1 To be Hit
 Each Foe will have an Evade value (+2 to -2) To be Hit
 Missiles are +1 To Hit
 Area Weapons are +1 To Hit
 Indirect Weapons are -1 To Hit
 Missiles vs Target with Jammer -2 To Hit
 If a target is hit, it will take 1D6 Damage (The Damage roll).
 Certain conditions will modify the Damage Roll:
 Small Weapon -1
 Large Weapon +1
 Missiles + 1D6
 Area Weapons -1
 Area Weapons are +2 vs Infantry
 PB (HTH) Weapons +2
 SR Weapons +1
 LR Weapons -1
 Ballistic Weapon vs Target with Inertia Field -1
 Energy Weapon vs Target with Absorption Field -1
 Missiles are one shot weapons: They can only be used in the first round.
 A unit reduced to zero hits is destroyed (and cannot be repaired).
 Use dice to mark damage.

DEBRIEFING PHASE

If you destroyed all the Foes, you get paid for the Mission.
 If your Squad retreated, or was destroyed, you do not get paid.
 Payment in MC = 10 x Mission Threat Level.
 Discard the Mission card.
 Roll 1D6 for each pilot that was on the (Successful) Mission:
 Green: roll 1D6 for each pilot: on a roll of 1-2 the pilot became Regular
 and the player can select a specific skill for the pilot
 Regular: roll 1D6 for each pilot: on a roll of 1 the pilot became Veteran
 and gains 1 random skill
 Veteran: roll 1D6 for each pilot: on a roll of 1 the pilot became Elite and
 gains 1 random skill
 Elite: roll 1D6 for each pilot: on a roll of 1 the player can select a
 specific skill for the pilot
 Use The Pilot Skill table for determining skills.

REPAIR PHASE

You may fix your damaged Meks.
 It costs 1 MC to repair 1 point of damage.
 Small Meks have 10 Hits
 Medium Meks have 20 Hits
 Large Meks have 30 Hits
 Armor attachments add 5 Hits each.
 Max Event hand card size = 8 cards. Discard excess cards.

MISSION DECK CARD LIST

Mission:	Threat
Defend Base	7
Defend HQ	8
Defend Colony	7
Defend Transport	4
Assault Outpost	3
Assault Power Plant	6
Assault Convoy	5
Assault Fort	8
Patrol Warzone	6
Patrol Jungle	5
Patrol Arctic	4
Patrol Wastelands	3

EVENT DECK CARD LIST

Card Name:	Notes:
Corporate Convention	Flip +4 cards in Build Phase
Black Market	Draw any 1 card from Build Deck in Build Phase
Battle Scarred	Target Foe/Mek starts battle with 1D6 Damage
On Shore Leave	Discard 1 random Foe
Head Hit	Target Hit on Mek destroys it
Salvage	Mission earns extra 30 MC
Artillery Support	1 LR Attack +1D6 Damage
Orbital Bombardment	1 LR Attack +1D6 Damage
Cruise Missiles	1 LR Attack +1D6 Damage
Air Support	1 LR Attack +1D6 Damage
Out of Ammo	Target Foe/Weapon cannot attack
Immobilized	Target Damaged Foe/Mek +2 To be Hit
Gyros Damaged	Target Damaged Mek has -2 To Hit
Ambush	Patrol Mission: All your units +2 To Hit first Round
Surprise	Assault Mission: All your units +2 To Hit first Round
Allied Units	Defense Mission: Draw 2 Foe cards: Use as Allies
Investors	Get 10 MC
Detailed Plans	Draw 2 Event Cards
Active Front	Flip +2 cards in Mission Phase
Field Maintenance	Repair 1D6 Damage for Free at end of Engagement

FOE DECK CARD LIST

Unit Name:	Hits	Range	Dam	Evade	Notes:
Infantry	6	SR	-2	-	
Power Infantry	8	SR	-1	-2	
Light Mek	10	MR	-1	-1	
Medium Mek	20	LR	-	-	
Heavy Mek	30	LR	+2	+1	2nd Attack at MR
Hover Tank	15	MR	-	-	
Gyrocopter	6	MR	-1	-2	
Artillery	4	LR	+2	+2	
SP Artillery	8	LR	+1	-	
Heavy Infantry	5	MR	-1	+1	
Entrenched Infantry	9	MR	-1	+2	
Scout Mek	10	SR	-1	-2	
Battle Mek	20	MR	+1	-	
Assault Mek	30	MR	+3	+1	2nd Attack at PB
Jump Troops	5	SR	-2	-2	
Support Mek	10	LR	-1	-1	Missiles
MMLS	5	LR	-	-	Missiles

BUILD DECK CARD NOTATION

K = Mek
 P = Pilot
 W = Weapon
 WE = Energy Weapon
 WB = Ballistic Weapon
 E = Equipment
 Size = (S)mall, (M)edium, (L)arge
 Range = LR, MR, SR, PB

BUILD DECK CARD LIST

Card Name:	Type	Size	Notes:
Destromatic	K	L	-
Hurcutron	K	L	-
Titanicus	K	L	-
Hawklord	K	M	-
Cyclops	K	M	-
Lancer	K	M	-
Phoenix	K	M	-
Mattock	K	M	-

Guardian	K	S	-
Myrmidon	K	S	-
Ranger	K	S	-
Sprite	K	S	-
Grenadier	K	S	-
Wardog	K	S	-
Card Name:	Type:	Rank:	Starting Skills:
Kasper	P	Green	None
Johana	P	Green	None
Icky	P	Green	None
Tink	P	Green	None
Crank	P	Regular	Mechanic
Devos	P	Regular	Martial Arts
Krill	P	Regular	Evasion
Cintia	P	Regular	Gunner
Leyla	P	Regular	Sniper
Zaxxon	P	Veteran	Tactics, Evasion
Ellis	P	Veteran	Mechanic, Gunner
Lodoss	P	Veteran	Martial Arts, Sniper
Sven	P	Elite	Mechanic, Martial Arts, Evasion
Cogan	P	Elite	Tactics, Gunner, Sniper
Card Name:	Type:	Size:	Notes:
Armor	E	S	+5 Hits; Deck has 4 copies
Inertia Field	E	S	-1 Damage from Ballistic Weapons
Absorption Field	E	S	-1 Damage from Energy Weapons
Jammer	E	S	-2 To be Hit by Missiles
Targeter	E	S	+1 To Hit at MR & LR
Jump Jets	E	S	-1 To be Hit
Wings	E	S	-1 To be Hit
Card Name:	Type:	Size:	Range: Notes:
Laser	WE	S	MR Deck has 2 copies
Laser Cannon	WE	M	LR Deck has 2 copies
Particle Accelerator	WE	L	MR
Flamer	WE	S	SR Area Affect
Autocannon	WB	M	MR Deck has 2 copies
Chain Gun	WB	S	SR Deck has 2 copies
SR Missiles	W	S	SR Deck has 2 copies
MR Missiles	W	S	MR Deck has 2 copies
LR Missiles	W	S	LR Deck has 2 copies
Rail Gun	WB	L	LR
Mortar	WB	S	MR Indirect Fire
Hammer	W	M	PB
Energy Sword	WE	S	PB
Vibro-Blade	W	S	PB
Shock Lance	WE	M	PB
Disruptor Mace	W	S	PB
Electro-Whip	W	S	SR
Plasma Generator	WE	L	SR Area Affect
Meson Gun	WE	L	LR

PILOT SKILL TABLE

1D6	Skill:	Notes:
1	Tactician	Reroll 1 target roll once per round
2	Mechanic	Repair 1D3 Damage for free in Repair Phase
3	Martial Arts	+1 To Hit or Damage at PB
4	Evasion	-1 To be Hit vs 1 target attack per round
5	Gunner	+1 Attack/round with 1 non-missile/non-HTH weapon
6	Sniper	+1 To Hit at SR, MR, or LR

MEKA TAC

Quick & Dirty Tactical Giant Robot Combat Rules.

PIECES

Use Miniatures.
Dice required.
Paper and pencil required.

SURFACE

Hex map
or rules can be modified for true miniatures

MINIATURES CONVERSION

This suggestion was made by David Ashton at david.ashton@chesdatasys.co.uk:
Convert hexes to inches and double the range of the weapons.
Check out his [Mekatac site!!!](#)

BATTLE REPORT SITE

Plus Conversions and Scenarios by Dan.
Click [Here](#)

MEKKA ADVANCE

[Click here](#) Advanced Mekatac Rules by Rokendo

CARDS

There are 2 decks:
The Upgrade deck and the Action deck.

SETUP

One player designs the scenario.
The other player picks which side he wants to control.

TURN SEQUENCE

1. Draw Phase
2. Initiative Phase
3. Movement Phase

DRAW PHASE

Each player draws 3 Action cards.
Max hand size is 8 cards.
Discard excess cards at the end of the turn.
Action cards are discarded when played.

INITIATIVE PHASE

Roll 1D10 for each Meka in Play.

MOVEMENT PHASE

Mekas move in order from lowest Initiative roll to highest.
Each Meka can attack with each of its Weapons once per turn.
Any Meka can attack at any point during the move phase, even while another Meka is moving.

MEKA MOVE SIZE

SIZE POINTS HITS CLASS INITIATIVE

2	8	20	Small	+3
3	7	30	Small	+2
4	7	40	Small	+1
5	6	50	Medium	+1
6	6	60	Medium	0
7	5	70	Medium	0
8	5	80	Medium	-1
9	4	90	Large	-1
10	4	100	Large	-2
11	3	110	Large	-3
12	3	120	Large	-4

Notes: One move point can be used to move the mech forward one hex or for one 60 degree turn.

ATTACKS

Attacks hit on a roll of 7+ on 1D10.

The ranges listed are long range.

Attacks at half this distance (rounded up) are +1 to hit.

Attacks into adjacent hexes (HTH or point blank) are +2 to hit.

A Meka can attack with all of its ranged weapons, once per turn.

Jumping & Flying Mechs are +1 to be hit.

25% Partial Cover: -1 to be hit

50% Partial Cover: -2 to be hit

75% Partial Cover: -3 to be hit

CRITICAL DAMAGE TABLE

D12	System Damaged	Notes:
1	Leg Destroyed	Meka topples & cannot move or change facing but can still attack
2	Pilot Shaken	Pilot takes 1D6 hits
3	Leg Damaged	Move Rate -1 (or Wing blown off: No flying & Fall if flying)
4-5	Weapon	1 Random system destroyed
6	Reactor Core	Meka will explode 50% at the end of every turn as bomb
7	Computers	Meka is -1 to hit on all attacks
8	System Shock	Meka can do nothing on its next move
9	Topple	Meka spends next turn getting up. No move or attack
10	Electrical Fire	Take 1D4 Damage at the beginning of every turn
11-12	No Effect	

Notes: Roll on the critical hit table whenever a hit does 10 or more points of damage. Pilots have 6 hits each.

A Flying mech that falls loses 2D6 X 10% of its full Hits.

WEAPON SYSTEMS

Beam Weapons:	SIZE	DAMAGE	RANGE	AMMO
Lasgun	1	1D4	6	U
Lascannon	2	1D8	9	U
Particle Accelerator	3	1D12	12	U
Missile Launchers:	SIZE	DAMAGE	RANGE	AMMO
Small	1	1D10	12	6
Medium	1	2D10	18	3
Large	1	3D10	24	2
X-Large	1	4D10	30	1
Ballistic Weapons:	SIZE	DAMAGE	RANGE	AMMO
Chain Gun	1	1D6	4	12
Rail Gun	2	2D6	8	10
Rail Cannon	3	3D6	12	8
Siege Gun	4	4D6	16	6
Plasma Weapons:	SIZE	DAMAGE	RANGE	AMMO
Plasgun	1	1D10	2	U
Plasma Projector	2	2D10	3	U

Plasma Cannon	3	3D10	4	U
Fusion Cannon	4	4D10	6	U
Flamethrowers:	SIZE	DAMAGE	RANGE	AMMO
Small	1	1D4	1	8
Medium	2	1D8	2	6
Large	3	1D12	3	4
Mortars:	SIZE	DAMAGE	RANGE	AMMO
Small	1	1D8	6	12
Medium	2	2D8	8	10
Large	3	3D8	10	8

OTHER SYSTEMS SIZE NOTES

Armor	1	+10 Hits
Bomb	1	6D10 damage to all Adj mechs (Self destruct)
Melee Weapon	1	Swords, clubs, whips, maces, Jaws, Tail, etc.
Targeter	1	+1 to hit with one ranged attack
Four Legs	1	Move +2
Jump Jets	1	Move +4: Clear obstacles
Jet Wings	1	Move +8: Full hits are -20% of customary.
Transformer	1	Full hits are -20% of customary (see Optional rules)

Medium Mekas may get Jets at a cost of size = 2.
Large Mekas cannot get Jets.

WEAPON NOTES:

Plasma weapons can only be fired once every other turn.
Mortars have indirect fire.
Plasma weapons & Flamethrowers are +1 to hit.
Mekas hit by flamethrowers take damage for 3 turns.
The Bomb is a self destruct mechanism. All Mekas in an adjacent space take 6D10 Damage.
All weapons attack into a 180 degree arc.
The arc is determined by the Mekas weapon configuration.
Arcs include: (F)orward, (L)eft, (R)ight, and (B)ack. The arcs overlap.

MISSILE, BALLISTIC, & MORTAR ROUNDS

Type:	Notes:
Armor Piercing	Damage +1
AI Guided	To Hit +1
High Explosive	Area of Affect = target hex and all adjacent hexes.

HAND TO HAND DAMAGE TABLE

MEKA SIZE CLASS PUNCH KICK MELEE WEAPON
SMALL 1D4 1D6 1D8
MEDIUM 1D6 1D8 2D6
LARGE 1D8 1D10 2D8

All Mekas are able to make one HTH attack per turn.

MEKA DESCRIPTIONS: HUMAN DESIGNS

SIZE MEKA NAME WEAPON SYSTEMS (ARC)
2 Imp Wings, Small Flamethrower (F)
2 Sprite Wings, Lasgun (F)
2 Cockroach 1 Armor, Chaingun (F)
2 Ranger Jump Jets, Small Missiles (F)
2 Grenaider Jump Jets, Small Mortar (F)
2 Kamikazee Wings, Bomb (NA)
2 Myrmidon Lascannon (F)
2 Gunslinger 2 Lasguns (L+R)
2 Duelist Sword & Dagger (L/R)
2 Guardian Chaingun (F), Small Missiles (F)
3 Spitfire 2 Lasguns (L+R), Wings
3 Sharpshot Railgun (F) & Targeter
3 Logrus Small Mortar (F), 2 Lasguns (L/R)
3 Reaper 2 Small Missiles (L+R), Plasgun (F)
4 Wardog Four Legs, Jaws, 1 Lascannon (F)

4	Tasmanian	2 Lasguns (L+R), 2 Medium Missles (F)
4	Hedgehog	4 Lasguns (F+L+R+B)
5	Samurai	Large Laser (L), Sword (R), 2 Small Missles (F)
5	Firestorm	2 Plasma Projectors (L+R), Med Missles (F)
5	Pheonix	Wings, 1 Large Flamethrower (F)
6	Lancer	Particle Accelerator (L), 2 XL Missile (F), Targeter
6	Mattock	Mace (R), 2 Armor, Railgun (L)
7	Cyclops	Fusion Cannon (F), 3 Armor
7	Hellion	4 Large Missles (F), Flail (R), Plasma Projector (L)
8	Demoness	Wings, Sword (R), Whip (L), 2 Lascannons (R+L)
8	Hawklord	2 Railguns (F), Claws (F), 2 L-Missiles (F), Wings
9	Manticore	Tail (B), 4-Legs, 2 Claws (L+R), Med Flamer (F), 3-S missles (F)
10	Destromatic	2 Particle Accelerators (R+L), 1 Siege Gun (F)
11	Hurcutron	Club (R), 2 Rail Cannons (R+L), 2 Medium Mortars (F)
12	Titanicus	2 Fusion Cannons (R+L), 2 XL Missles (F), 2 Med Missles (F)

ACTION DECK CARD LIST

Card Name:	Notes:
Meka Hustle	Target Meka move points +4.
Meka Blitz	Target Meka move points +8.
Dumb Luck	Reroll target Diceroll.
Salvo	Target Meka gets an extra attack with all of its weapons.
Deflection	Target Attack Misses.
Aimed Shot	Target Attack automatically hits.
Critical Hit	Target attack that hits does +1 Critical hits.
Tactics	Negate opponents Action Card.
Initiative	Target Meka gets +10 to Initiative roll.
Hesitate	Target Meka cannot attack this turn.
Stuck	Target Meka cannot move this turn.
Opportunity Attack	Target Meka gets an extra attack with one of its weapons.

Notes: the deck contains 5 of each card listed.

PILOT SKILLS

After a major battle, campaign, or intense period of training a pilot may increase in one random skill:

D12	Skill:	Notes:
1	Accuracy	One Gun Attack/turn at +1 to hit
2	Guidance	One Missile Attack/turn at +1 to hit
3	Agility	Dodge one ranged attack per turn on a roll of 1-3 on D6
4	Martial Arts	One extra punch (-1 to hit) or kick (-2 to hit) per turn
5	Weapon Katas	One extra HTH weapon attack/turn at -2 to hit
6	Maneuver	Move points +1
7	Tactics	Initiative Roll +2 & Hand size +1
8	Crushing Blow	HTH attacks do +1 Damage
9	Pinpoint Attack	1 Ranged attack/turn that hits is a critical hit
10	Parry	Block one HTH attack per turn on a roll of 1-3 on D6
11	Gunnery	Get one extra Gun attack/turn at -2 to Hit
12	Mechanic	Start game with extra Upgrade card

UPGRADE CARD DECK

Before Setup each player draws 4 Upgrade cards.

The deck contains 2 of each card.

Card Name:	Effect:
Extra Armor	Target Meka has an extra 10 Hit points of armor.
Extra Weapon	Target Meka gets an extra size 1 weapon.
Weapon Upgrade	Target Weapon on Target Meka Size +1 Level.
Veteran	Target Pilot gains one random skill.
Advanced Engine	Target Meka gets +1 Move Point.
Ammo Carrier	Target Weapon on Target Meka gets double ammo.

STRATEGY CARD DECK

Before Setup each player draws 4 Strategy cards.

The deck contains 2 of each card.

Card Name:	Effect:
Terrain	Player may add/remove a terrain feature to the map/field.
Ambush	Move one enemy Meka up to 8 spaces from starting position.
Battle Damage	One target enemy Meka starts with 2D6 damage.
Surprise	Get +10 to First initiative roll of game.
Support Fire	One X-Large Missile attack from edge of map once per game.
Air Strike	One Large Missile attack from edge of map once per game.
Minefield	On one space. Write down location. Keep secret.
Hidden Meka	On one space. Write down location. Keep secret.

Notes: Support attacks originate from your side of the table and the target must be in line of one of your Mekas acting as a forward observer. The Mine does 4D10 damage to the Meka that steps on it. The Hidden Meka is revealed if it moves/attacks or is in LOS of an enemy Meka. Mines and Hidden Mekas are placed on your side of the map.

FACTIONS

- 1 Colonial Federation
- 2 Terran Empire
- 3 Andromeda Alliance
- 4 Corporate Mercenaries
- 5 Fringeworld Pirates
- 6 Templars of the Church of Mankind
- 7 Independent Warlords
- 8 Rebel Worlds
- 9 Planetary Defense Force
- 10 Alien Invasion Force

OPTIONAL RULES- TRANSFORMERS

A Transformer has 2 modes. A transformation takes 1 turn to complete. The other mode has 1 or 2 systems that are different from the first mode. (For example: the medium mortar is 'replaced' by a pair of wings) Weapon Arcs can also be changed. Systems that cannot "disappear" between modes include Armor & Missiles. (You cannot be a Transformer just to load up on Missiles)

SPACESHIP VARIANT

This suggestion was made by Matt R. at Wolfhvl@aol.com:
 "...some friends and I have combined Mekatac and Galax. We use the hull sizes and costs from Galax but the weapons and combat rules from Mekatac. Works pretty well..."
 We call it [Starmageddon](#)

MELEE

INTRODUCTION

Card game for 2 or more players.

THE DECK

Players share a common deck.

CARDSET

Check out Zaks support site:

Click [Here](#)

VICTORY

Any player who accumulates 20 or more Damage is knocked out of the game.

TURN SEQUENCE

Players take turns.

Each turn has 4 phases:

Draw Phase

Attack Phase

Defend Phase

Damage Phase

DRAW PHASE

All players draw 3 cards.

Max hand size is 7 cards.

All players discard down to 7 cards.

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

ATTACK PHASE

To attack, the current player must play a Weapon card and a Basic Attack Card.

The Attack card must be of a type that the weapon does damage.

For example: a sword can use Smash or Thrust cards.

A Mace can only use a Smash attack card.

The player declares which opponent is the target of the attack.

Instead of a normal attack you may make a Shield Bash or Hilt Punch.

DEFEND PHASE

The defender may play a Defense card to negate the attack.

Some defense cards require a second card to also be played.

For example: To play a Block card you must also play a Shield card.

If you used a 2 handed weapon to attack on your last turn, you

cannot use a shield until after your next turn.

Attacks by Flails cannot be negated by parrying or shields.

DAMAGE PHASE

If the attack was not negated it does damage equal to the weapons rating for the indicated Attack card type.

Players may play Armor or Damage Modifier cards to alter the Damage done.

Armor cannot be used against attacks by War Hammers.

Record Damage sustained.

END PHASE

If you attacked with a 1 Handed weapon this turn you may discard

a "Flurry" card to get an extra Attack Sequence with that same weapon card.

If you attacked with a 1 Handed weapon this turn you may get an extra

Attack Sequence if you use a Dagger card.

If you were attacked this turn you may play a "Counter" card to get an Attack Sequence on this players turn.

(Attack Sequence = Attack, Defend, Damage, and End Phases)

All played cards are discarded.

CARD TYPE NOTATION

W = Weapon

WP = Weapon that can be used to Parry

M = Damage Modifier

O = Opportunity Attack

B = Basic Attack

A = Armor

D = Defense

S = Shield

1HS = 1 Handed Short Weapon

2HL = 2 Handed Long Weapon

CARD LIST

Card Name:	#	Type	Notes:
Smash	10	B	
Thrust	10	B	
Feint	2	B	Discard in Draw Phase to Draw 3 cards
Sword	4	WP	1HS Smash = 2 Thrust = 2
Dagger	2	WP	1HS Thrust = 2
Mace	2	WP	1HS Smash = 3
Flail	2	W	1HS Smash = 2
Battle Axe	2	WP	2HS Smash = 4
War Hammer	2	WP	2HS Smash = 3
Halberd	2	W	2HL Smash = 3 Thrust = 3
Pike	2	W	2HL Thrust = 4
Lance	2	W	1HL Thrust = 5 Must be played with a Horse
Shield	6	S	
Block	6	D	Play with Shield to negate an attack
Parry	4	D	Play with a "Parry" Weapon to negate an attack
Dodge	3	D	Negate a Thrust attack
Duck	3	D	Negate a Smash attack
Horse	4	M	Smash +1 Thrust +1
Impale	2	M	Thrust +2 (+3 with Long weapon)
Mighty Blow	2	M	Smash +2 (+3 with 2H weapon)
Knockdown	2	M	Target cannot make a Smash or 2H attack next turn
Disarm	2	M	Opponent must discard 2 cards
Flurry	4	O	
Counter	2	O	
Shield Bash	2	O	1H Smash = 1 Must play with Shield card
Hilt Punch	2	O	1H Smash = 1 Play with any Short Weapon card
Helmet	2	A	Smash -1 Thrust -1
Chain Mail	2	A	Smash -1 Thrust -1
Plate Mail	2	A	Smash -2 Thrust -2

= Number of that card in the deck.

MEN IN BLACK

INTRODUCTION

Card game for 2+ players.

Players are Men in Black, protecting the Earth from the Scum of the Universe.

DISCLAIMER

MIB is a licensed, trademarked, copyrighted property.

This is merely a fan site.

VICTORY

The first player to defeat 3 Major Aliens is the winner.

THE DECK

Players share a common deck.

CARD TYPES

There are 9 card types:

Agents, Major Aliens, Lesser Aliens, Clues, Plot Twists, Helpers, Equipment, Weapons, Events

DICE

Six sided dice are needed to play.

Use coins & tokens for markers.

SETUP

Roll high on 1D6 to see who goes first.

Each Player starts the game with 1 Agent card &

1 Major Alien card in Play.

Each player starts with a hand of 5 cards.

MEN IN BLACK

Cards are used to represent Agents or MIB (Men in Black)

A player can have a maximum of 2 agents (partners) in play at one time.

Each agent has a name (one letter of the Alphabet).

Each agent has 2 skills: Investigation & Combat.

Each skill has a point range from 1 to 3(4).

Investigation Skill allows the agent to draw more cards in Investigation Phase.

Combat Skill allows the agent to roll more dice in Confrontation Phase.

A player must have at least 1 agent in play to act in Investigation & Confrontation Phases.

TURN SEQUENCE

Players take turns.

Each turn has 6 phases:

Briefing Phase

Plot Phase

Recruit Phase

Investigate Phase

Confrontation Phase

Debriefing Phase

BRIEFING PHASE

Draw 2 cards.

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

PLOT PHASE

If you have no Major Alien Card in play, you may put one into play from your hand.
(Cards 'put into play' are placed face-up onto the table in front of you)
You may play 1 plot twist card on an opponent's Major Alien Card.
Plot Twist cards increase the Plot Level of a Major Alien Card.

RECRUIT PHASE

You may put Agents, Weapons, Equipment, & Helper cards into play from your hand.
You may only have 2 Agents in play at one time.
Weapons, Equipment, & Helper cards must be 'attached' to an Agent.
Each Agent may have a maximum of one weapon attached.
Only one Agent may have one vehicle.

INVESTIGATE PHASE

Add up the Investigation skill levels of your Agents.
This is your Clue Draw Total
Certain Equipment, Event, & Helper cards may increase these levels.
Draw a number of cards equal to your Clue Draw Total.
Keep Clue cards and discard all other types of cards.
Put these Clue cards into play in front of you.
Every Clue card has a Clue Rating.
Add up the Clue Ratings of all of your Clue Cards.
If your Total Clue Rating is equal to or greater than the Plot level of your Major Alien Card you have 'Solved the Mystery' of your Major Alien.

CONFRONTATION PHASE

Your Agents may attack your Major Alien.
In order to attack you must have Solved the Mystery of your Major Alien.
Add up the Combat skill levels of your Agents.
This is your Combat Dice Total
Certain Equipment, Event, & Helper cards may increase these levels.
Roll a number of dice equal to your Combat Dice Total.
Add up these rolls. This is your Combat Roll Total (CRT)
Roll a number of dice equal to the Combat Rating of the Major Alien.
Add up these rolls. This is the Alien Roll Total (ART)
If the CRT exceeds the ART the Agents win.
If the ART equals or exceeds the CRT the Alien wins and remains in play.
If your Agents did not attack your Major Alien this turn, your opponent may Play a Lesser Alien card.
Your Agents must fight the Lesser Alien as described above.
After any combat, all your Weapons cards in play are discarded.
If you lose a Combat, you automatically skip your next Investigate & Confrontation Phase and draw 2 cards instead.
(Agents are recovering, rearming, and making new plans)

DEBRIEFING PHASE

If you defeated your Major Alien last phase, the mission is a success.
(Remember, you must defeat 3 major Aliens to win)
After a successful mission, you must discard all your cards in play and draw 3 cards.
(Those Agents get new assignments)
Max hand size is 7 cards.
Discard excess cards.

CARD LIST NOTATION

A= Agents
M = Major Aliens (Plot Level & Combat Rating)
L = Lesser Aliens (Combat Rating)
C = Clues
P = Plot Twists (Attach to Major Aliens)
H = Helpers
Q = Equipment

W = Weapons

E = Events (Discard as soon as played: Play when appropriate)

MIB COMMON DECK CARD LIST

Card Name:	Type	Notes:
Agent K	A	Investigate = 4 /Combat = 3
Agent J	A	Investigate = 3 /Combat = 3
Agent X	A	Investigate = 2 /Combat = 3
Agent D	A	Investigate = 3 /Combat = 2
Agent O	A	Investigate = 1 /Combat = 3
Agent S	A	Investigate = 3 /Combat = 1
Agent Y	A	Investigate = 2 /Combat = 2
Agent Q	A	Investigate = 1 /Combat = 2
Agent F	A	Investigate = 2 /Combat = 1
Agent P	A	Investigate = 1 /Combat = 1
Innocent Bystander	C	Clue Points = 2
Crime Scene	C	Clue Points = 2
Landing Site	C	Clue Points = 1
Physical Evidence	C	Clue Points = 2
Ultimatum	C	Clue Points = 3
Interrogation	C	Clue Points = 2
Blow Away Jeeb's Head	C	Clue Points = 3
Question Lowlifes	C	Clue Points = 2
Follow Up Leads	C	Clue Points = 2
Eyewitnesses	C	Clue Points = 1
Detailed Briefing by Zed	C	Clue Points = 2
Contacts	C	Clue Points = 1
Mission Control Updates	C	Clue Points = 1
MIB HQ Rumor Mill	C	Clue Points = 2
Hints	C	Clue Points = 2
Alien Artifact Missing	C	Clue Points = 2
Alien Psychology	C	Clue Points = 2
Research Databases	C	Clue Points = 1
Alien Forensics	C	Clue Points = 3
Dying Words	C	Clue Points = 3
Cryptic Message	C	Clue Points = 2
Alien Thugs	L	Combat = 6
MIB HQ Infestation	L	Combat = 7
Alien Underlings	L	Combat = 5
Alien Scum	L	Combat = 5
Alien Minions	L	Combat = 6
Giant Subway Worm	L	Combat = 8
Squid Alien Live Birth	L	Combat = 4; No Weapons Used
Alien Breakout	L	Combat = 7
Frank the Pug	H	Investigate + 1 /Combat + 1
Beautiful Girl	H	Investigate + 1
Junior Agents	H	Investigate + 1
Annelids (Worms)	H	Investigate + 1
Eye Guy	H	Combat + 2
Containment Team	H	Combat + 2
Unknown Location	P	Plot Level + 1
Disguise	P	Plot Level + 1
Unknown Alien	P	Plot Level + 1
Third Eye Guy Spy	P	Plot Level + 1
Unknown Mission	P	Plot Level + 1
Hostages	P	Combat Rating + 1
Secret Mission	P	Plot Level + 1
Secret Identity	P	Plot Level + 1
Unpredictable	P	Plot Level + 1
Alien Technology	P	Plot Level + 1
Neuralyze Partner hand	E	Replace one of your agents with one in your hand
Neuralyze Opponent	E	Opponent must discard his hand
Deneuralyzer	E	Put Agent card in Discard into your Hand
Jeeb's Pawnshop	E	Put Equipment/Weapon card in Discard into your
Hand		

MIB Arsenal	E	Put Weapon card in Discard into your Hand
Rookie Move	E	Opponents Combat Dice Total is -2
Spraaaaaak & Bob	E	Draw 3 cards
Spectral Analyzer	Q	Investigate + 1
Truth Detector	Q	Investigate + 1
Carte Noire	Q	Investigate + 1
Universal Translator	Q	Investigate + 1
Neuralyzer	Q	Investigate + 1
Converted Roadster	Q	Vehicle: Investigate + 1
MIB Ford LTD	Q	Vehicle: Investigate + 1
Acme Destructor Watch	W	Combat + 1
J2 Standard Sidearm	W	Combat + 1
Reverberating Carbonizer	W	Combat + 3
Arquillian Arm Cannon	W	Combat + 3
Ball Gun Accelerator	W	Combat + 2
Series 4 Deatomizer	W	Combat + 2
Noisy Cricket	W	Combat + 3
Heat Ray	W	Combat + 1
Korlian XT-17 Pulsar Blaster	W	Combat + 3
Anti-Matter Gun	W	Combat + 3
Kylothian Monster	M	Plot Level = 8 / Combat = 12
Cephalopod Smugglers	M	Plot Level = 11 / Combat = 9
Shark Mouth Escapes	M	Plot Level = 10 / Combat = 10
Full Grown Bug	M	Plot Level = 9 / Combat = 11
Altonian Assassin	M	Plot Level = 10 / Combat = 10
Alien Abductions	M	Plot Level = 12 / Combat = 8

LINKS

[Sony MIIB](#)

<http://gladstone.uoregon.edu/~mpeters1>

MEN OF SUMER

INTRODUCTION

Players a rival kings in the land of Sumeria.

VICTORY

The first player to control six of the ten city-states is the winner.

THE MAP

Use a hex map to depict:

The Fertile Crescent (The lands around and between the Tigris and Euphrates rivers).

There are 10 City states:

Kish, Larak, Nippur, Umma, Lagash, Uruk, Ur, Eshnunna, Khafaje, and Eridu.

There are 5 Terrain types:

1. Mud (Farmland & Villages)
2. River Valleys
3. Desert
4. Sea
5. City-States

COUNTERS

Each player gets a set of counters of a unique color.

A counter set contains counters of the following types:

Type:	Number	Notes
Armies	30	Each Army represents about 1,000 men.
Leader	1	Kingly personification of each player
Control Markers	70	

WAR DECK

The War Deck has 6 types of cards:

Phalanx, Javelins, Chariots, Morale, Strategy, Terrain.

For each type of card there are 10 such cards in the deck numbered 1 through 10.

The Harvest Deck is a seperate deck.

SETUP

Shuffle the deck.

Each player gets a counter set.

Roll high on 1D6 to determine placement order.

Each player places his Leader counter on one of the City-states.

Place a control marker on your city-state and all of the surrounding adjacent spaces.

Neutral City states contain 3 Armies which must be defeated to gain control of the city.

Neutral city-states will retake adjacent unoccupied spaces in Planting Phase.

STACKING

Any number of armies may stack in one space.

MAIN TURN SEQUENCE

Each turn consists of 3 phases:

1. Harvest Phase
2. War Phase
3. Planting Phase

HARVEST PHASE

Players roll high on 1D6 to determine turn order. Reroll ties.

Each player...

Gains 5 armies for each City-state they control.

Gains 1 army for each 'Mud' terrain they control.

Gains 1 army for each ½ of a river valley they control.
Each Player is dealt 4 cards face up from the Harvest Deck and plays them.
Players place these armies in their City-states in turn order.
If a player lost a Leader last turn, he gains a new one.
He places the new leader in one of his City-States.
Discard all harvest cards.

WAR PHASE

This phase is divided into 10 segments.
Each player gets one segment turn during each segment.
Players take their segment turns in the order determined during Harvest Phase.
Each segment turn is divided into 3 sub-segments:
1. Movement Sub-segment
2. Fighting Sub-segment
3. Conquest Sub-segment

MOVEMENT SUB-SEGMENT

A player may move each of his armies 2 spaces.
A Leader may move 4 spaces.
In river spaces denote which side of the river the stack is on.
It costs 1 space to cross a river.
Armies & Leaders may not enter Sea spaces.
An army must stop upon entering a City-state, or a space occupied by enemy armies.

FIGHTING SUB-SEGMENT

If two stacks of opposing armies occupy the same space there will be a battle.
Exception: The armies are on either side of the river and the moving player does not want to attack.
Each player is dealt 7 cards from the War deck.
If the deck runs out shuffle the discard and draw from it.
Players may then discard up to 6 cards and draw replacements.
Each player may play up to one card of each of the six types of cards.
(For Example: a player could not play 2 chariot cards.)
Each player calculates his battle total:
Add the numeric value of all cards played + 1D6 per Army present and +2D6 if your Leader is Present.
If the defending stack was in a City-state, the defender adds 2D6.
If the attacking stack just crossed a river the defender may add 1D6.
The player with the higher Battle Total wins.
Roll high on 1D6 to break ties.
The losing stack is destroyed utterly. The winner takes no casualties.
If your leader is destroyed, all of your armies on the board disband.
Discard all war cards.

CONQUEST SUB-SEGMENT

On any space you have an army add a control marker if you didn't already have one there.
Replace enemy control markers with your own in any space you occupy.

PLANTING PHASE

All players discard all their army counters.
The men return home to plant their fields.
Place your Leader counter into a City-state you control.

HARVEST CARD LIST

Card Name:	Effect:	Notes:
Revolt	Lose 1D6 Armies	
Flood	Lose 1D6 Armies	
Dust Storms	Lose 1D6 Armies	
Draught	Lose 1D6 Armies	
Flash Floods	Lose 1D6 Armies	
River changes Course	Lose 1D6 Armies	

Swamps	Lose 1D6 Armies
Wild Jackasses	Lose 1D6 Armies
Semite Invaders	Lose 1D6 Armies
Martu Invaders	Lose 1D6 Armies
Elamite Invaders	Lose 1D6 Armies
Plague	Lose 1D6 Armies
Pestilence	Lose 1D6 Armies
Piracy	Lose 1D6 Armies
Locusts	Lose 1D6 Armies
Disease	Lose 1D6 Armies
Rebellion	Lose 1D6 Armies
Bloody Coup	Lose 1D6 Armies
Corruption	Lose 1D6 Armies
Heresy	Lose 1D6 Armies
Famine	Lose 1D6 Armies
Uprising	Lose 1D6 Armies
Banditry	Lose 1D6 Armies
Class Warfare	Lose 1D6 Armies
Tax Reform	Lose 1D6 Armies
Epidemic	Lose 1D6 Armies
Food Shortage	Lose 1D6 Armies
Anarchy	Lose 1D6 Armies
Unrest	Lose 1D6 Armies
Trade for Wood	Gain 1D6 Armies
Trade for Metal	Gain 1D6 Armies
Trade for Exotic Foods	Gain 1D6 Armies Spices
Surplus Grain	Gain 1D6 Armies Exported
Good Harvest	Gain 1D6 Armies
Sumerian Beer	Gain 1D6 Armies Favorite Drink
Bread & Onions	Gain 1D6 Armies Staple Foods
Blessing of Innanka	Gain 1D6 Armies The Goddess of Fertility
Blessing of En-Lil	Gain 1D6 Armies The Wind God
Semite Migrations	Gain 1D6 Armies
Elamite Mercenaries	Gain 1D6 Armies Renowned archers
Martu Mercenaries	Gain 1D6 Armies Semitic Desert Nomads
Trade for Gold	Gain 1D6 Armies
Cuneiform Script	Gain 1D6 Armies Written on Clay Tablets
Temple Festivals	Gain 1D6 Armies Music & Sports
Trade Pottery	Gain 1D6 Armies Clay was abundant
Livestock	Gain 1D6 Armies Sheep, Oxen, and Swine
Build Ziggurat Temple	Gain 1D6 Armies Step Pyramids
Irrigation Ditches	Gain 1D6 Armies
Immigrant Workers	Gain 1D6 Armies
Artisans & Craftsmen	Gain 1D6 Armies Carpenters, Bricklayers, Jewelers, Weavers
Fishing	Gain 1D6 Armies
Conquer Foreign Tribes	Gain 1D6 Armies
Slavery	Gain 1D6 Armies
Great Leader	Gain 1D6 Armies Gilgamesh
Sacred Marriage	Gain 1D6 Armies Yearly Ritual Orgy
Good Omens	Gain 1D6 Armies Astrology, Reading Sheep's Livers
Raise Taxes	Gain 1D6 Armies Silver Shekels
Peace Treaty	Gain 1D6 Armies

MAP

Thanks to Janne Thörne for making a Great map!

METALANDS WARP PLAY

PREFACE

Warp Play = Warpspawn Roleplaying.
Roleplaying universe.
Work in progress.
Readers are encouraged to submit material.

INTRODUCTION

Sciencefiction Aftermath Setting.
Rock & Roll Superhero Bands.

CIVILIZATION

Some vestiges of government remain.
Most power is in the hands of local crimelords.
Atmosphere of Lawlessness.
Cities are crumbling.

CHARACTERS

Characters are members of a Rock & Roll Band.
Each Character has special powers.
The Band has special powers.
Individual songs produce special powers.
Most powers are connected to the music played.
Determine the name of the band.
Determine the look of the band.

SAMPLE POWERS

Sonic Scream
Good Vibrations
Wake the Dead
Shattering Discord
Pyrotechnics Grand Finale
Tornado Riff
Paralyzing Chord
Tone Deaf
Slippery Scale
Mesmerizing Melody
Staccato Rap
Blinding Lights
Stage Fright
Mosh Pit Madness
Crowd Control
Super Stage Dive
Moonwalking
Sonic Speed
Healing Hymn
Solo Flight
Heavy Metal Thunder
Kinetic Beat
Flaming Axe
Boomerang Drum Sticks
Irresistible Dance Beat
Psychedelic Visions
Shapeshifters Mix
Telepathic Ballad
Alter Acoustics
Hard Rock Hail
Glitter Rock
Stage Smoke
Energizing Theme Song

MUSIC

Get a tape with music from a favorite (or unknown) band.
Every time you want to invoke a particular power you must play the
Corresponding song (or part of a song).

ADVENTURES

Thwarting the nefarious schemes of Local crime lords.
Defending innocents from lowlife thugs.

METHUSELAH

INTRODUCTION

Board & card game for 2 players.

One side is Dracula and his minions.

The other side is the Vampire Hunter and his assistants.

Action takes place inside Castle Dracula.

VICTORY

You win if you kill your opponent's Leader.

THE MAP & PIECES

Use an 8X8 chessboard.

Use chits or miniatures to represent units

VAMPIRES

#	Unit	Hits	Notes
1	Methuselah	3	Leader
2	Elder Vampire	2	
5	Lesser Vampire	1	

VAMPIRE HUNTERS

#	Unit	Hits	Notes
1	Lead Hunter	3	Leader
2	Companion	2	
5	Assistant	1	

SETUP

Each player places 1 figure on each square of his back row.

Units may not stack.

THE CARDS

Each player has a unique deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Fate Phase

Move Phase

Fight Phase

FATE PHASE

Draw 3 cards from your deck.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your figures.

The move card has a number.

This is the number of spaces the figure moves.

Moves can be diagonal or orthogonal.

"Knight" type move cards allow a figure to move like a knight in chess.

Leaders can make up to two moves per turn.

FIGHT PHASE

Play (discard) an Attack card to have a figure attack.

The attack card has a number.
 This is the range of the attack.
 Attacks can be diagonal or orthogonal.
 "Knight" type attack cards have a range like a knight in chess.
 The enemy figure that is the target of the attack takes one point of damage.
 Use chits to keep track of damage.
 Killed figures are removed from the map.
 Your opponent may play a defense card to negate your attack.

CARD LIST NOTATION

A = Attack
 M = Move
 D = Defense
 V = Methuselah only
 L = Not Lesser Vampires
 X = Special Card
 K = as a Knight would move in Chess

VAMPIRE CARD LIST

Card Name:	#	Type	Range	User	Notes
Gaseous Form	1	D	-	V	
Earth Meld	1	D	-	V	
Stalk	2	M	2		
Approach Menacingly	2	M	1		
Run	2	M	3		
Levitate	1	M	K		
Superhuman Speed	2	M	4		
Bat Form	1	M	6	V	
Wolf Form	1	M	5	L	
Suck Blood	2	A	1		
Superior Strength	1	A	1	L	
Claws	2	A	1		
Mesmerize	1	X	2		Target cannot act next turn
Possession	1	X	3	L	Move target 1-3 spaces.
Fear	1	X	3		Move target 3 away from Vampires.
Regeneration	1	X	-		Regain 1 Hit Point
Gift of Darkness	1	A	1	L	Target if killed becomes lesser Vamp
Heightened Senses	1	X	-		Draw 3 cards
Shadows	1	D	-		
Obfuscate	1	D	-		
Fortitude	1	D	-	L	
Telepathy	1	X	-		Look at Opponents Hand

VAMPIRE HUNTER CARD LIST

Card Name:	#	Type	Range	Notes
Garlic	2	D	-	
Holy Water	2	A	2	
Cross	2	D	-	
True Faith	1	D	-	
Wooden Stake	3	A	1	
Fire	2	A	2	
Relic	1	A	1	Lead Hunter Only
Mirror	1	D	-	
Crossbow	1	A	3	
Sunlight	2	A	2	
Firearms	2	A	3	Works on Lesser Vampires only
Hunting	1	X	-	Draw 3 Cards
Cautious Approach	5	M	1	
Hurry	4	M	2	
Run	4	M	3	

DOWNLOADS

Map, figs and cards by Codexier.

[Download Page](#)

MIAMI BEACH

INTRODUCTION

Card game for 2-4 players.

THE DECK

Players share a common deck of 56 cards.

CARD ATTRIBUTES

Each card represents one Building.

There are 48 building cards in the deck.

Each building has 5 attributes:

Color, Type, Size, Class, and Age

There are 3 colors: Peach, Lemon, and Aquamarine

There are 2 types: Hotels and Condos

There are 2 Sizes: Tall and Short

There are 2 Classes: Ritzy and Standard

There are 2 Ages: New and Old

8 of the cards are 'Renovation' cards (not buildings).

The deck has one of each of the buildings in the card list.

GAME END

The game ends when there are no cards left in the deck and all possible Cards have been played.

WINNING

The player with the most points at the end of the game wins.

ROUND SEQUENCE

The game is played in rounds. Each round has 2 phases:

1. Deal Phase
2. Action Phase

The round ends when no players have any cards left in their hands.

DEAL PHASE

Each player is dealt 4 cards face up.

ACTION PHASE

Each Action phase is divided into turns.

Players take turns.

Have a different player take the first turn each round.

(For example: I go first this round, you go first next round.)

Each turn has 2 segments:

1. Build Segment
2. Scoring Segment

BUILD SEGMENT

Players are developers building (or buying) a row of buildings along Miami Beach. During a players Build segment he/she builds one building.

The building must be one of the cards in the player's hand.

If this is the first building of the game just place it face up onto the table.

Later buildings must be built (placed) adjacent to one of the other buildings.

The buildings form a single row so a new building can only be placed on one of Two spots, the far left or the far right.

COLOR RULE

You cannot place a building next to a building of the same color.

(For example: You cannot have two Lemon colored buildings next to each other.)

If you are unable to place a building because of this rule you must discard a card from your hand and skip the rest of your turn.

RENOVATION RULE

If you have a renovation card in your draw, you may discard it to place one of your Buildings (in your hand) on top of any other building in play that is already built. (effectively replacing it)

The building being renovated must be 'Old' and the one replacing it must be 'New'.

SCORING SEGMENT

After you place (build) a building, you score with it.

Each building has 4 scoring attributes (traits): Type, Size, Class, and Age

You score X points for each attribute a building has in common with its immediate neighbor:

Traits in Common: Points Scored:

0 -5

1 1

2 4

3 9

4 16

Normally when a building is placed it only has one neighbor, however when renovating, a Building may have 2 neighbors increasing the possible number of traits in common:

Traits in Common: Points Scored:

5 25

6 36

7 49

8 64

Use paper and pencil to keep track of scoring.

CARD LIST NOTATION

P = Peach (pink)

L = Lemon (yellow)

A = Aquamarine (blue)

H = Hotel

C = Condo

T = Tall

S = Short

R = Ritzy

S = Standard

O = Old

N = New

BUILDING CARD LIST

Color Type Size Class Age

P H T R N

P C T R N

P H S R N

P H T S N

P H T R O

P C S R N

P C T S N

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LINKS

[Miami](#)

MIDDLE EARTH EMPIRES

INTRODUCTION

Lord of the Rings Theme.

Module for the [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
------------	---	------	---	------	-------

1308

Sauron the Dark Lord	1	O	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	
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	
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.

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.

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

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

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

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
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:

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

MIGHTY MAGICS

INTRODUCTION

Fantasy Card Game for 2 or more players.

Each player controls a Magical Kingdom at war with all the others.

DECK

Players share a common deck.

The deck has 3 types of cards mixed in:

Strongholds, Hordes, and Mighty Magics.

STRONGHOLD CARDS

These represent gains in territory.

The card will have a Name, Force Value, Notes, and Recruitment Cost.

Players can only defend with Strongholds.

Strongholds are used to secure victory.

HORDE CARDS

These represent creatures, armies, monsters, heroes, and mages at your disposal.

The card will have a Name, Force Value, and Recruitment Cost.

Players can attack and defend with Hordes.

MIGHTY MAGICS

These cards will have a Name, Recruitment Cost, and special instructions.

VICTORY CONDITIONS

The first player to begin his turn with 15 or more Force worth of Strongholds wins.

TURN SEQUENCE

Players take turns.

Each turn is divided into 4 phases:

1. Draw Phase
2. Resource Phase
3. Recruit Phase
4. Attack Phase

DRAW PHASE

The active player may discard any number of cards from his hand.

The active player then fills his hand to 5 cards.

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

RESOURCE PHASE

The Active player rolls on the Resource Table 8 times.

(Roll eight 12 sided dice.)

Record what resources (and how many of each) the player gets.

(Write them down, or use chits, or label the dice.)

These represent resources gathered from the players Kingdom.

Alternatively, create 5 markers for each resource type, put all of them in a cup and take 8 markers.

(Chits are easy to manage, especial when passing unused resources)

RESOURCE TABLE

1D12	Resource:
1	Stone
2	Wood
3	Metal
4	Men

- 5 Chaos
- 6 Fire
- 7 Water
- 8 Death
- 9 Law
- 10 Magic
- 11 Air
- 12 Gold

RECRUIT PHASE

Each card has a recruitment cost.

These are paid for with the resources gathered in resource phase.

Strongholds and Hordes are played face up on the Table.

Mighty Magics follow the directions on the card text.

If the active player cannot use all of his resources, the remainder are passed to the player on his left.

That player may recruit cards if he can. If he has any left, the resources are passed to the left again.

If the resources go all the way back to the active player, they are lost forever.

The Gold Resource can substitute for any other resource.

ATTACK PHASE

The active player may attack with some or all of his Hordes.

Pick an opponent's Stronghold to be the target of the attack.

The opponent may defend with some, all, or none of his Hordes.

The attacker adds up the Force of all of his attacking Hordes.

The defender adds up the Force of all of his defending Hordes, and the target Stronghold.

Both sides take casualties with a total force value equal to or greater than the opponent's total Force value.

The defender must lose his defending Hordes before his Stronghold.

Destroyed cards are discarded.

STRONGHOLD CARD LIST

Name:	Force	Recruitment Cost	Notes
Dwarven Mines	4	2Stone 1Metal 1Law	Convert Stone into Metal
Obsidian Citadel	4	2Law 2Stone	Law Hordes get Force +1
Imperial Fortress	4	2Stone 1Men 1Law	Men Hordes get Force +1
City of Brass	4	2Metal 1Men 1Chaos	Increase Hand size 1 card
City of Thieves	3	1Men 1Chaos 1Stone	Convert Men into Chaos
Elven Treehold	3	2Wood 1Magic	Wood Hordes get Force +1
Wizards Tower	3	2Magic 1Stone	Convert Men into Magic
Temple of Evil	3	2Death 1Stone	Death Hordes get Force +1
Coral City	3	2Water 1Stone	Water Hordes get Force +1
Sky City	3	2Air 1Magic	Air Hordes get Force +1
Giants Playground	3	2Stone 1Chaos	Chaos Hordes get Force +1
Astral Gateway	3	2Magic 1Metal	Convert Law into Magic
Volcanic Shrine	3	2Fire 1Stone	Convert Fire into Metal
Cloud Castle	3	1Air 1Magic 1Stone	Convert Chaos into Air
Great Labyrinth	3	2Chaos 1Stone	Convert Stone into Chaos
Ruins of Morkar	3	1Death 1Chaos 1Stone	Convert Stone into Death
Coastal Towns	3	2Water 1Men	You may reroll 1 Water resource
Dragons Lair	2	1Stone 1Metal	Convert Chaos into Gold
Stone Keep	2	2Stone	Stone Hordes get Force +1
Druids Grove	2	1Magic 1Wood	Convert Magic into Wood
Pallisade	2	2Wood	Defending Hordes get Force +1
Barrow Mounds	2	2Death	Convert Men into Death
Cross Worlds Bazaar	2	2Magic	Get 1 extra resource roll

Notes: Conversions of Resources are optional and are limited to one per turn.

HORDE CARD LIST

Name:	Force	Recruitment Cost
Knights	3	1 Metal 1 Men 1 Law

White Wizards	4	2 Magic 1 Men 1 Law
Centaurs	3	1 Men 1 Wood 1 Chaos
Undead	2	1 Men 1 Death
Dwarves	3	2 Metal 1 Law
Elves	3	2 Magic 1 Wood
Orcs	2	1 Metal 1 Chaos
Demons	4	1 Magic 1 Fire 1 Death 1 Chaos
Rangers	2	1 Wood 1 Men
Warriors	2	1 Men 1 Law
Dragons	4	1 Fire 1 Air 1 Magic 1 Chaos
Ships	2	1 Water 1 Wood
Giants	4	2 Chaos 2 Stone
Hero	4	1 Men 1 Law 1 Chaos 1 Magic
Pirates	2	1 Men 1 Water
Djinn	4	2 Magic 1 Chaos 1 Air
Efreeti	4	2 Magic 2 Fire
Ogres	3	2 Chaos 1 Stone
Sorcerer	4	1 Men 1 Chaos 1 Magic 1 Fire
Goblins	2	1 Chaos 1 Magic
Faeries	2	1 Wood 1 Magic
Hawkmen	2	1 Men 1 Air
Barbarians	2	1 Men 1 Chaos

MIGHTY MAGIC CARD LIST

Name:	Recruit Cost	Special Instructions
Earthquake	2 Stone	Destroy 1 Stronghold with a Stone cost
Tidal Wave	2 Water	Destroy 1 Card with a Water cost
Hurricane	2 Air	Destroy 1 Card with an Air cost
Extinguish	2 Water	Destroy 1 Card with a Fire cost
Cast Out	2 Law	Destroy 1 Card with a Death cost
Death Spell	2 Death	Destroy 1 Card with a Men cost
Tempest	2 Magic	Destroy 1 Card with a Magic cost
Control	2 Magic 2Law	Gain Control of target Horde
Enchant	3 Magic 1Law	Gain Control of target Stronghold
Sign of Chaos	2 Magic 2Chaos	Gain Control of target Card w/a Chaos cost
Fey Magic	2 Magic 2Wood	Gain Control of target Card w/a Wood cost
Sirens Call	2 Magic 2Water	Gain Control of target Card w/a Water cost
Divination	1 Law	Look at next 10 cards in the deck
Blessing	2 Law	Attach to Horde. It gains Force +2
Demonic Aid	2 Death	Attach to Horde. It gains Force +2
Sacrifice	2 Chaos	Attach to Horde. It gains Force +2
Stone Walls	2 Stone	Attach to Stronghold. It gains Force +2
Change Fate	1 Magic 1Chaos	Discard your hand and draw 5 cards
Change Destiny	1 Magic	Reroll your remaining Resources
Alchemy	1 Magic	Gain 2 Gold
Prosperity	2 Law	Draw 3 cards or make 4 more resource rolls
Curse	2 Death	Opponent makes only 4 Resource rolls on his next turn
Mana Vortex	1 Magic 1Chaos	All opponents must discard their hands
Great Summons	1 Magic 1Law	Automatically Recruit any 1 horde in your hand

Notes: Unless attached, spells are discarded as soon as they are played.

OPTIONAL RULES FOR ATTACK PHASE (For shorter Games)

Compare totals:

If the attacker has a higher Force total than the defender, he gains control of the target stronghold.

Both sides lose one participating Horde of their owners choice.

If there were no defending hordes, no attacking hordes are lost.

MILITIA GROUPS

INTRODUCTION

Each player controls a militia group in a region undergoing civil war.

VICTORY

Reduce your opponent to zero population tokens.

POPULATION TOKENS

Each player starts the game with 20 population tokens.
(Members of their own ethnic group)

THE DECK

Players share a common deck.

There are 3 card types:

L = Leaders

U = Units

E = Events

SETUP

Players are dealt a hand of seven cards.

The youngest player goes first.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Support Phase

Recruit Phase

Conflict Phase

SUPPORT PHASE

Draw 1 card.

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

RECRUIT PHASE

You may put unit & leader cards from your hand into play.

CONFLICT PHASE

You may pass or attack with one or more your units.

An unblocked unit does damage to the target population.

Remove population tokens equal to the force of the attacking unit.

Defending units may block.

Compare the Forces of the blocking & blocked units.

The unit with the smaller force is destroyed (discard).

In case of a tie, both units are destroyed.

Certain Event cards may be played to increase the Force of Units.

A Unit can only receive a Force bonus from one Event card.

Discard Event cards as soon as they are played.

LEADERS

If you have no leaders, you may not attack.

A Leader may give one unit a Force +1 for the duration of the conflict Phase.

A Unit may receive a bonus from only one leader.

CARD LIST

Card Name:	#	Type	Force	Notes:
General	1	L	-	Leader

Nationalist	1	L	-	Leader
Psychopath	1	L	-	Leader
Crime Lord	1	L	-	Leader
Reformer	1	L	-	Leader
Warlord	1	L	-	Leader
Cleric	1	L	-	Leader
Rebel	1	L	-	Leader
War Monger	1	L	-	Leader
Racist	1	L	-	Leader
Paramilitary Group	2	U	2	Unit
Local Militia	4	U	1	Unit
Death Squad	2	U	1	Unit. Force +1 if Unblocked
Heavy Machine Gun	2	U	1	Unit. Force +2 if Blocking
Child Soldiers	2	U	1	Unit
Patrol	2	U	1	Unit. Force +1 if Attacking
Mercenaries	2	U	2	Unit
Militia on Trucks	2	U	2	Unit
APC	2	U	3	Unit
Round up Intellectuals	1	E	-	Unit gets Force +1 if Unblocked
Target Civilians	1	E	-	Unit gets Force +2 if Unblocked
Genocide	1	E	-	Unit gets Force +3 if Unblocked
Ethnic Cleansing	1	E	-	Unit gets Force +3 if Unblocked
Atrocities	1	E	-	Unit gets Force +1 if Unblocked
Mass Graves	1	E	-	Unit gets Force +2 if Unblocked
Indiscriminate Killing	1	E	-	Unit gets Force +1 if Unblocked
Firing Squads	1	E	-	Unit gets Force +2 if Unblocked
Killing Fields	1	E	-	Unit gets Force +3 if Unblocked
Surprise Attack	1	E	-	Blocked Attacking Unit gets
Force +3				
Ambush	1	E	-	Blocker gets Force +3
Rocket Propelled Grenades	1	E	-	Block(ing/ed)Unit gets Force +3
Guerilla Warfare	1	E	-	Block(ing/ed)Unit gets Force +3
Molotov Cocktail	1	E	-	Block(ing/ed)Unit gets Force +1
Major Offensive	1	E	-	All Attacking Units get Force
+1				
Concentrate Force	1	E	-	All your Block(ing/ed)units
Force +1				
Countryside	1	E	-	Target unit cannot be blocked
Starvation	1	E	-	Do 2 Damage to Target
Population				
Disease	1	E	-	Do 2 Damage to Target
Population				
Siege	1	E	-	Do 2 Damage to Target
Population				
NATO Peacekeepers	1	E	-	Opponent cannot Attack this
turn				
Cease Fire	1	E	-	Opponent cannot Attack this
turn				
Peace Talks	1	E	-	Opponent cannot Attack this
turn				
Red Cross	1	E	-	Gain 1 Population Token
Refugees	1	E	-	Gain 2 Population Tokens
Landmines	1	E	-	Kill attacking Unit
NATO Bombing	1	E	-	Destroy target Unit
Commando Raid	1	E	-	Destroy target Unit
Weapons Shipment	1	E	-	Draw 2 cards in Support Phase
Intercept UN Food Shipment	1	E	-	Draw 2 cards in Support Phase
International Aid	1	E	-	Draw 2 cards in Support Phase
Foreign Military Aid	1	E	-	Draw 2 cards in Support Phase
Weapon Dealers	1	E	-	Draw 2 cards in Support Phase
Popular Support	1	E	-	Draw 2 cards in Support Phase
Propaganda	1	E	-	Draw 2 cards in Support Phase
Strategic Control	1	E	-	Draw 2 cards in Support Phase
Sniper Fire	1	E	-	Do 1 Damage to target
Mortar Fire	1	E	-	Do 1 Damage to target
Artillery Fire	1	E	-	Do 1 Damage to target

Assassination	1	E	-	Kill target Leader
Execution	1	E	-	Kill target Leader

MINIONS

INTRODUCTION

Fantasy miniatures tactical combat on a chessboard.

MINIATURES

Also referred to as: Figures, figs, units, men, targets, creatures, pieces, attackers, defenders.
They can be metal or plastic.
Painted figs are aesthetically preferred.

SETUP

Use a standard or enlarged 8 x 8 chessboard.
Individual Miniatures (Figures) must fit within a single square on the board.
Each player has an army of exactly 16 miniatures.
A player sets up his figures in his back 2 rows.
The front row contains 10 figs from the Minor Minion List.
The back row contains 4 figs from the Greater Minion List and 2 figs from the Leader Minion List.

SPELL DECK

Players share a common spell deck.
The deck contains two of each card.
Each fig has none or one or more spells.
Draw spell cards for each of your figs that have spells during setup.
Spells are kept in separate piles for each spell-casting fig.
Spells are discarded when used.
Spells are not replenished during play.
If a fig is killed, all of its spells are discarded.
A fig can cast only one spell per turn.

OBJECT

Destroy all of your opponents Leader figs.

TURN SEQUENCE

Players take turns.
The better painted army has the choice of going first or second.
Each turn has 2 Phases:
1. Move Phase
2. Attack Phase

MOVE PHASE

Roll 1D6. This is the Move Roll.
You may move that many of your figures this turn.
A figure may move some or all of its movement allowance in one direction only.
The direction can be orthogonal or diagonal.
Only figs with flying or knight abilities can jump over other figs.

ATTACK PHASE

All of your figures may attack enemy figs in range.
Both attacker and defender roll a six sided die and add their Force rating.
The result is called the battle roll.
If the figs are adjacent the higher battle roll kills the lower roll.
Ties indicate a standoff: neither unit is killed.
If the figs are adjacent the combat is considered to be HTH (Hand-to-hand).
If the figures are not adjacent it is a ranged attack or a missile attack.
In a ranged attack, the attacker kills the defender if the attacker's battle roll is higher, otherwise nothing happens.
All ranged attacks are capable of indirect fire.

MINOR MINION LIST

Figure Type	Move	Force	Range	Special Abilities
Skirmisher	2	1	2	Skirmish
Berserker	1	3	1	Berserk
Archer	2	2	2	
Crossbowman	1	3	2	
Longbowman	1	2	3	
Halfling	1	1	2	Hide, Taunt
Warrior	1	2	1	Martyr, Berserk
Fighter	1	3	1	Skill
Light Horse	3	1	1	Flank
Footman	2	2	1	March
Guard	1	2	1	Martyr, Shield
Imp	2	1	1	Spell, Flying
Horse Archer	3	1	2	
Shieldman	1	2	1	Shield
Prankster	1	2	2	Taunt
Zombie	1	2	1	Fear, Regenerate
Skeleton	2	1	1	Shield, Fear
Ghoul	2	2	1	Paralyze
Nymph	2	1	1	1 Spell, Charm
Adept	1	1	1	3 Spells
Ambusher	1	1	2	Skirmish, Hide
Netter	1	1	2	Net, Hide
Rat Swarm	1	2	1	Regenerate, Disease
Wolf	3	2	1	
Spearmen	1	3	1	Block
Stone Golem	1	3	1	Invulnerable
Clay Golem	1	3	1	Regenerate
Troglodyte	1	3	1	Hide
Spider	2	1	1	Web, Poison
Siren	2	2	1	Call
Night Hag	2	2	1	Curse
Powder Keg	3	1	1	Bomb
Basilisk	1	3	1	Petrify
Satyr	3	1	1	Dance
Frog	1	0	1	Hide
Myrmidon	2	2	1	Martyr
Medusa	1	2	1	Poison, Petrify
Jester	1	1	2	Taunt, Dodge

GREATER MINION LIST

Figure Type	Move	Force	Range	Special Abilities
Sword Master	2	5	1	Proximity
Harpy	4	2	1	Call, Flying
Stone Giant	3	4	1	Boulder
Frost Giant	3	4	1	Freeze
Fire Giant	3	4	1	Heat
Storm Giant	3	4	1	Lightning
Cyclops	3	4	1	Berserk
Iron Golem	1	5	1	Shield, Invulnerable
Wizard	1	1	1	6 Spells
Sphinx	3	3	1	Flying, Riddle
Hero	2	4	1	Skill, Berserk
Troll	3	4	1	Regenerate
Ogre	3	3	1	Boulder, Berserk
Minotaur	3	4	1	Knight
Green Dragon	3	3	1	Flying, Poison
Barbarian	2	4	1	Charge, Berserk
Unicorn	4	2	1	2 Spells, Heal
Chieftan	2	4	1	Leadership
Chavalier	3	3	1	Shield, Knight, Charge
Ranger	3	2	3	Skirmish
Elf Archer	2	2	3	2 Spells

Cleric	1	2	1	3 Spells, Holy Word, Heal
Flying Ship	3	2	2	Flying, Transport
Catapult	1	3	5	
Fairy	3	1	1	2 Spells, Flying, Hide
Cavalry	3	3	1	Flank, Charge
Warrior Monk	2	3	1	1 Spell, Dodge, Proximity
Centaur	3	3	3	
Mummy	1	4	1	Fear, Curse, Regenerate
Druid	2	3	1	3 Spells
Barrow Wight	2	3	1	Drain, Spirit, Fear
Banshee	2	3	1	Proximity, Spirit, Fear
War Elephant	3	2	2	Charge, March
Peryton	4	3	1	Flying
Chariot	3	3	1	Transport, Charge
Bard	2	1	1	2 Spells, Song, Dance, Taunt
Thief	2	2	2	Hide, Skirmish, Skill
Warg Rider	3	3	1	Skirmish, Charge
Earth Elemental	1	5	1	Regenerate, Boulder
Fire Elemental	2	4	1	Heat, Regenerate
Water Elemental	3	4	1	Regenerate
Air Elemental	4	2	1	Regenerate, Flying
Hydra	1	5	1	Regenerate, Proximity
Mind Flayer	1	3	1	3 Spells, Drain
Cockatrice	5	1	1	Petrification, Flying
Naga	2	3	1	2 Spells, Poison
Wyvern	4	2	1	Poison, Flying
Fire Drake	4	2	1	Firebreath, Flying
Paladin	1	4	1	1 Spell, Holy Word, Martyr
Demon	3	4	1	Flying
Assassin	2	3	1	Flank, Poison, Hide
Chimera	3	3	1	Flying, Firebreath
Gorgon	2	3	1	Petrify, Charge, Invulnerable
Hellhound	3	3	1	Firebreath, Knight
Ent	1	5	1	2 Spells
Enchantress	2	1	1	4 Spells, Charm
Succubi	4	2	1	Charm, Flying

LEADER MINION LIST

Figure Type	Move	Force	Range	Special Abilities
Red Dragon	4	5	1	Flying, Firebreath
Blue Dragon	5	4	1	Flying, Lightning
Black Dragon	5	4	1	Flying, Acid
White Dragon	6	3	1	Flying, Freeze
Titan	3	5	1	2 Spells, Lightning
Deva	4	4	1	2 Spells, Flying
Vampire	4	3	1	Flying, Fear, Drain, Regenerate
Djinn	4	3	1	3 Spells, Flying
Efreeti	3	4	1	2 Spells, Flying, Heat
Lich	2	3	1	4 Spells, Fear, Drain
Pit Fiend	4	5	1	Flying, Heat
Manticore	4	3	2	Flying, Proximity, Firebreath
Griffin	6	4	1	Flying
Gargoyle	4	5	1	Flying, Invulnerable
Warlord	2	4	1	Leadership, Tactics, Skill
Chieftan	3	5	1	Leadership
Shaman	2	2	2	Leadership, 5 Spells
Juggernaught	4	5	1	Invulnerable, Charge
Archmage	2	2	1	7 Spells
High Priest	1	2	1	4 Spells, Leadership, Holy Word, Heal
Avatar	2	5	1	Knight, Charge, Berserk, Skill

SPECIAL ABILITIES OF UNITS

Ability:	Effect:
Flying	This unit can move over other figs.
Regenerate	If killed, this unit comes back to life on a roll of 1-3 on 1D6.

Hide	This unit cannot be attacked if another unit is in range.
Poison	In combat, enemy fig killed on a seperate roll of 1-2 on 1D6.
Disease	Adj enemy units are -1 Force permanently on 1-2 on 1D6 in attack phase.
Skirmish	If this unit loses combat as an attacker the unit is not killed.
Fear	Enemy Minor minions cannot attack or move adjacent to this fig.
March	Spend 1 move point to allow this unit to move a 2nd time this turn.
Song	All adjacent units are immune to fear, taunt, and call.
Leadership	All adjacent units have Force +1.
Block	Enemy units cannot move into or through the space in front of this unit.
Tactics	You may reroll your Movement die roll once each turn.
Boulder	Force 3 Range 3 attack. Find boulder on 1-2 on 1D6 or no attack at all.
Lightning	Force 2 Range 3 attack. Use every other turn.
Firebreath	Force 3 Range 2 attack. Use every other turn.
Heat	Adjacent enemy units are Force -1.
Freeze	Adjacent enemy units may not attack on a roll of 1-3 on 1D6.
Shield	Unit and adjacent units: +1 Force to defend vs. ranged attacks.
Skill	This unit may reroll its battle die once per turn.
Dodge	Unit has +2 Force to defend against ranged attacks.
Martyr	If adjacent friendly fig killed, you may destroy this one instead.
Flank	Unit gets +2 Force if attacking the side or back of enemy.
Berserk	This unit may Attack (HTH) a second time per turn against any adj fig.
Holy Word	Force 5 Range 3 attack against undead & demons.
Proximity	All adjacent enemy figs are attacked (HTH) one by one by this unit.
Invulnerable	Battle roll must be defeated by 3, not 1, for unit to be killed.
Spirit	Opponents Battle roll must be a 5 or 6 for unit to be killed.
Heal	Adjacent friendly figs are regenerated on a roll of 1-3 on 1D6.
Charm	Instead of attacking take control of adj unit on 1-2 on 1D6.
Charge	+2 when attacking if unit moved 1+ squares towards target this turn.
Knight	Unit can move like a knight in chess.
Bomb	Unit may explode doing a Force = 4 attack to all adj units.
Curse	Range = 2 attack. On 1-3 on 1D6 target gets -1 Force permanently.
Paralyze	Range = 2 attack. On 1-3 on 1D6 target is -3 Force + Move = 0 for 2 turns.
Web	Range = 1 attack. On 1-3 on 1D6 target is -1 Force + Move = 0 for 3 turns.
Net	Range = 1 attack. On 1-3 on 1D6 target is -1 Force + Move = 0 for 3 turns.
Drain	Unit gets +1 Force for 1D6 turns whenever it kills an adj fig.
Dance	Adj units cannot move or attack this turn on 1-3 on 1D6.
Riddle	On a roll of 1-4 on 1D6 the target this fig is attacking is -2 Force.
Call	Range = 4. In attack phase move target fig 1 space towards caller. Target is Force -2.
Taunt	Range = 3. In attack phase move target fig 1-2 spaces towards caller. Target is Force -1.
Transport	Another fig you control, adjacent to this unit when it moves, may be moved to a space adj. to this unit at the end of its move.

SPELL CARD LIST

Spell Name	Range	Effect
Disintegration	4A	Force = 5 attack
Lightning Bolt	6A	Force = 4 attack
Fireball	3A	Force = 3 attack; All adj figs to target get Force = 1 attacks.
Magic Missiles	2A	Three Force = 2 attacks; Same or different targets.
Charm	2M	Take control of target fig this turn.
Petrify	3A	Target fig cannot move & cannot attack or be attckd for 1D6 turns.
Polymorph	2A	Replace target fig with a frog or any fig killed this game.
Dimmension Door	2M	Move target fig to any square on the board.
Dispell	2*	Negates effects of all spells on target. Curses & Petrification
Haste	2M	Target gets Move +2 and one extra attack per turn for 2 turns.
Flying	2M	Target gets Move +3 and Flying ability for 3 turns.
Bless	1M	Targets get Move +1 and Force +1 for 3 turns
Paralyze	3M	Target cannot move or attack for 2 turns and gets Force -3.
Illusion	3M	Enemy figs adjacent to target square cannot attack this turn.
Invisibility	2M	Target gets force +2 and cannot be attacked.

Feeble Mind	3A	Target spellcaster cannot cast spells for 1D6 turns.
Ice Wind	3A	Two adj Targets: Force = 1 attack & may not move for 2 turns.
Wall of Fire	3M	Mark 4 empty adj squares. These may not be entered for 4 turns.
Cure Wounds	1A	Regenerate target end of attk phase. Cures Paralyzation & Disease.
Shield	1M	Target & adj units immune to spells + ranged attacks for 3 turns.
Time Control	XA	Opponent must skip his next turn. Play at end of your turn.
Shape Earth	3M	Change the terrain of 3 adj empty squares in range permanently.

A = Attack Phase

M = Move Phase

* = Either Phase: When appropriate

OPTIONAL RULE: CHITS

You may want to do the spells as chits instead of cards. Chits can be stacked in the square next to the minion. You may also want to use chits to keep track of spell effects. Chits can also substitute for miniatures if you're short.

OPTIONAL RULE: TERRAIN

Rough squares cause ground units to immediately stop when they enter. Impassable squares cannot be entered but may be flown over. High Ground & Fortifications gives units +1 Force vs units not on high ground.

OPTIONAL RULE: RECOIL

When defeated in combat roll 1D6:

1-3: Unit Killed

4-6: Unit Recoils

A unit that recoils must move 1 space directly away from opponent.

If the space is blocked the fig is destroyed.

OPTIONAL RULE: FREE ADVANCE

An attacker may move into the adjacent space of a defender just killed or recoiled in Hand to Hand combat.

OPTIONAL RULE: LARGER BOARD

8 x 8 might not be enough for you, try 10 x 10 or larger.

On a regular board the armies don't have to maneuver into position, the fighting starts immediately.

OPTIONAL RULE: LIMIT FIRST BLOOD

The first "Move roll" of the game may not be greater than 3.

OPTIONAL RULE: OVERWHELM

A unit gets +1 force if attacking a unit that has already been attacked this turn.

SAMPLE ARMIES

KOBOLD ARMY

2 Ambushers
 2 Rat Swarms
 2 Skirmishers
 2 Netters
 2 Archers
 1 Hellhound
 1 Troll
 1 Ogre
 1 Assassin
 1 Shaman

1 Chieftan

ARMY OF THE ARTIFICER

4 (Tin Soldier) Guards

1 Juggernaught

4 Warriors

4 Spearmen

2 Cavalry

1 Paladin

1 Ranger

1 Wizard

1 Catapult

1 Deva

LINKS

[Hordes of the Things](#)

MISSION IMPROBABLE

INTRODUCTION

Espionage card game for 2-6 players.
Players try to complete missions with their agents.

THE DECK

Players share a common deck.

The deck contains 8 types of cards:

1. Agents: Are able to go on missions.
2. Missions: If completed give player mission points needed to win.
3. Obstacles: Must be overcome before a mission can be completed.
4. Locations: Must be overcome before a mission can be completed.
5. Experience: Permanently help agents overcome Missions and Obstacles
6. Equipment: Temporarily help agents overcome Missions and Obstacles
7. Contacts: Temporarily help agents overcome Missions and Obstacles
8. Events: Affect game play in a variety of ways.

DICE

Ten sided dice (D10s) are required for play.

OBJECT

At the end of the game, the player with the most mission points wins.

ALIGNMENT

Each player decides whether their organization is good or bad.
Players should name their organization or pick an existing one.
In a two player game, players must be of opposite alignments.

NEMESIS

Each player picks one opponent to be their nemesis.
The nemesis must be of the opposite alignment.

SETUP

Randomly determine turn order.
Choose Nemesis's.
Each player draws 7 cards.

TURN SEQUENCE

Players take turns.
Each turn has 9 phases:
Support Phase
Recruit Phase
Assignment Phase
Intercept Phase
Spy Phase
Mission Phase
Objectives Phase
Counter Phase
Capture Phase

SUPPORT PHASE

The active player draws 3 cards from the deck.
Maximum hand size is 10 cards. Discard excess cards.

RECRUIT PHASE

The active player may recruit one agent.

Play an agent card from your hand to the table face up.

ASSIGNMENT PHASE

The active player may put one Experience or Equipment card into play.

Experience or Equipment cards are collectively called Assets.

The Asset must be attached to one of your agents in play.

Attached assets are placed face up partially under the agent.

During this phase, your agents may trade Equipment cards.

Experience cards may never be traded.

An agent may receive any number of Assets.

Assets provide the agent with additional skills needed to complete Obstacles and Missions.

INTERCEPT PHASE

Certain Event cards are played in this Phase.

SPY PHASE

If the active player did not play a card in intercept phase, he may roll once on the Spy Table.

SPY TABLE

1D10	Result
1	Nemesis gets to roll on this table.
2	Nothing happens.
3-5	Look at 1 face down card.
6	Look at 2 face down cards.
7-8	Look at the next 1D5 cards in the deck.
9	Look at all cards in opponents hand.
10	Discard one of opponents missions in play.

MISSION PHASE

One of your agents may attempt to complete one of your mission cards.

Wounded or captured agents may not go on missions.

To complete or overcome a mission card, the agent must pass all of the skill checks listed

on the Mission card.

For each skill listed on the mission card the nemesis rolls 1D10 and adds the modifier:

This is the difficulty rating.

The Agent rolls 1D10 and adds any modifiers from inherent skill bonuses and Asset cards.

The active player may play Connection cards and Event cards from his hand to provide additional skills bonuses.

This modified roll is called the attempt rating.

If the attempt rating is equal to or greater than the difficulty rating, the skill check is passed.

If the agent fails a mission skill check, roll on the Mission Failure Table.

Equipment, Connection, and Event cards are discarded when used.

The completed Mission card is set aside in that players Mission completion pile.

Each mission has a number of Mission points associated with it.

The player with the highest number of total accumulated mission points at the end of the game wins.

Obstacle cards and Location cards on a mission card must be overcome before the mission can be completed.

Like mission cards, obstacle/location cards list skill checks that the agent must overcome.

Obstacle/location cards must be completed one at a time, top card first.

Obstacle/location cards are flipped face up as they are attempted.

Completed obstacle/location cards are discarded.

If the agent fails a Obstacle/location skill check, roll on the Mission Failure Table.

At any time after an obstacle/location is overcome, the player may retreat the agent and

end the mission attempt.

Modifier cards are always played before a roll is made.

MISSION FAILURE TABLE

1D10	Result:
1-2	Agent captured by Nemesis. Agent's Equipment is discarded.
3-4	Killed: Discard agent and all Assets.
5	Wounded: The agent is wounded for 1D5 turns. Agent's Equipment is discarded.
6	Wounded: The agent is wounded for 1D5 turns.
7	Agent's Equipment is discarded.
8	Nothing Happens.
9	Look at the next face down obstacle card. Agent's Equipment is discarded.
10	Look at the next face down obstacle card.

OBJECTIVES PHASE

The active player may put one Mission card into play.
The Mission card is placed face up in front of him.
Only your agents may complete missions you put into play.
Mission cards stay in play until completed.

COUNTER PHASE

You may play any number of Obstacle cards face down onto opponent's Mission cards.
Location cards are a type of obstacle card.

CAPTURE PHASE

Each of the active players captured agents rolls once on the Capture Table.

CAPTURE TABLE

1D10	Result:
1	Death: Discard agent and all Experience
2-3	Talks: Nemesis looks at 1 random card in your hand.
4-7	Nothing Happens.
8-10	Escape: Regain control of agent.

SKILL DESCRIPTIONS

- *Persuasion: Any attempt to influence or persuade others. Includes: Interrogation, intimidation, seduction, fast talking, diplomacy, streetwise, psychology.
- *Combat: Skills in a variety of weapons, fighting techniques and assassination.
- *Computers: Hacking
- *Surveillance: The science and art of information gathering.
- *Disguise: Sophisticated use of make-up artistry, technology, linguistics and training used to copy another's identity.
- *Water: Skill in swimming, boat handling and Scuba diving.
- *Cold: Skills in cold weather survival. And vehicles.
- *Air: Aircraft piloting and combat.
- *Demolition: The use of and neutralization of explosives.
- *Animals: Animal handling, riding, and husbandry.
- *Driving: Ground Vehicles
- *Stealth: Activities and Tools used for bypassing security systems.

AGENT CARD LIST

Name of Card	Skills:
Mr. Bond	Persuasion +2 Combat +2 Stealth +1 Water +1
Vlad the Impaler	Persuasion +2 Combat +2 Animals +2
Inspector Clueless	Surveillance +1 Disguise +2
The Cowboy	Combat +1 Demolition +2 Air +2
Mr. Jones	Surveillance +2 Cold +2 Demolitions +2
Mr. White the Albino	Combat +3 Driving +2
Black Temptriss	Stealth +1 Persuasion +2
China Doll	Stealth +2 Surveillance +2
African Queen	Stealth +2 Combat +1 Water +2
The Mad Turk	Persuasion +2 Demolition +2

Black Mambo	Computers +2 Water +2 Animals +2
Senor Vasquez	Persuasion +2 Animals +2 Demolitions +2
The Whiz Kid	Computers +2 Air +1 Surveillance +2
Frenchie	Computers +2 Combat +2 Demolitions +2
Punjab	Persuasion +2 Combat +1 Water +2
Super Agent X	Stealth +2 Computers +1 Combat +1
Von Schlick	Persuasion +2 Disguise +2 Air +2
The Catburglar	Stealth +2 Computers +1 Driving +2
Commando 9	Combat +2 Cold +2 Water +2
Blond Bombshell	Persuasion +2 Combat +2 Driving +1

MISSION CARD LIST

Name of Mission (Good/Bad)	MP	Skills Required to Complete:
Defend/ Destroy Base	3	Stealth +2 & Combat +3 & Computers +1
Defection Facilitation/ Prevention	1	Disguise +1
Bodyguard/ Assassination	2	Combat +2 & Persuasion +1
Rescue/ Kidnapping	2	Stealth +2 & Combat +2
Anti-Terrorism/ Terrorist Attack	2	Stealth +2 & Combat +2
Retrieve/ Steal Nukes	3	Demolition +2 & Combat +2
Recover/ Steal Secrets	2	Stealth +1 & Surveillance +2
Industrial Espionage	2	Stealth +2 & Surveillance +2
Defuse/ Plant Bomb	1	Demolition +2
Surveillance Mission	1	Surveillance +1
Investigation/ Cover-up	2	Surveillance +2 & Persuasion +1
Infiltrate Enemy Organization	1	Disguise +2
Prevent/ Conduct Hijacking	2	Air +2 & Combat +2
Uncover/ Plant Imposter	2	Surveillance +2 Disguise +1
Prisoner Exchange	1	Persuasion +2 or Disguise +3
Break-up/ Implement Spy Ring	2	Surveillance +2 & Disguise +2
Security/ Extortion	1	Surveillance +2
Deliver/ Intercept Message	2	Stealth +1 & Surveillance +2
Suppress/ Create Scandal	1	Disguise +2 or Persuasion +2
Protection/ Sabotage	2	Demolition +1 & Stealth +1
Stop/ Start Counterfeiting Operation	1	Surveillance +1

MP = Mission Points

OBSTACLE CARD LIST

Name of Card	Skills Required to Complete:
Ambush	Combat+2 or Surveillance+2
Strangler Masseuse	Combat +1
Cook with Cleaver	Combat +1
Chauffer with Tommy gun	Combat +1
Brawl at the Docks	Water +1 or Combat +1
Midget with Axe	Combat +1
Car Bomb	Demolitions +1
Downhill Ski Battle	Cold +1 or Combat +2
Hostile Scuba Divers	Water +1 or Combat +2
Guard Tower	Stealth +1 or Demolitions +1
Hi Tech Security	Computers +1
Shark Tank	Animals +1
Attack Choppers	Air +1
Electrocution	Stealth +1
Car Chase	Driving +1
Gun Toting Thugs	Combat +1
Combination Safe	Demolitions +1
Laser Detectors	Stealth +1
Fencing Instructor	Combat +2
Hulking Manservant	Combat +2
Sheer Cliff	Stealth +1
Speed Boat Battle	Water +1 or Combat +2
Combat on Moving Train	Combat +1
Tarantula	Animals +1
Guard Dogs	Animals +1
Border Guards	Stealth +1 or Combat +1
Ninjas	Combat +2

Locked in Freezer	Stealth +1
Retinal Scanner	Disguise +2 or Computers +1
Tiger	Animals +1
Diplomatic Immunity	Persuasion +2

LOCATION CARD LIST

Name of Card	Skills Required to Complete:
North Sea Oil Rig	Water +1 or Cold +1
Monte Carlo Casino	Persuasion +1
Military Installation	Computers +1
Arctic Circle	Cold +1
Alpine Village	Cold +1
Caribbean Island	Water +1
Laboratory	Animals +1
Torture Chamber	Combat +1
Seaside Villa	Water +1
Middle Eastern Bazaar	Stealth +1
Venice Canals	Water +1
New Orleans Marti Gras	Stealth +1
Grand Ball	Persuasion +1
Yacht	Water +1
Mountain Fortress	Stealth +1
Maximum Security Building	Computers +1
Inner City	Persuasion +1
Office Tower	Computers or Stealth +1
Airport	Air +1
Parking Garage	Driving +1
Ferry	Water +1
Bath-house	Combat +1
Nuclear Submarine	Water +1
Space Station	Air +2

EQUIPMENT CARD LIST

Name of Card	Skills Provided:
C4 Explosives	Demolitions +2
Night Goggles	Surveillance +2
Truth Serum	Persuasion +2
Snowmobile	Cold +2
Water Skis	Water +2
Portable Computer	Security +2
Cigarette Bullet	Combat +2
Sniper Rifle	Combat +2
Motor Boat	Water +2
Silencer	Combat +2
Sports Car	Driving +4
Stiletto	Combat +1
Parachute	Air +1
Climbing Gear	Stealth +2
SCUBA Gear	Water +2
Miniature Camera	Surveillance +2
Ingestible Poison	Persuasion +2
Gyrocopter	Air +3
Motorcycle	Driving +3
Fake Identification	Persuasion +1
Radio Transmitter	Surveillance +2

CONNECTIONS CARD LIST

Name of Card	Skills Provided:
Forensics Lab	Surveillance +2
CIA Operative	Surveillance +2
Diplomat	Persuasion +2
Codebreaker	Computers +2
Human Shield	Combat +2
Courier	Driving +2

Mechanic	Demolitions +2
Expendable Agent	Combat +2
Decoy	Stealth +2

EXPERIENCE CARD LIST

Name of Card	Skills Provided:
Savoir-faire	Persuasion +2
Demolitions Expert	Demolitions +2
Interrogator	Persuasion +2
Martial Arts	Combat +2
Undercover	Agent cannot be target of event cards.
Master of Disguise	Disguise +2
Seduction	Persuasion +2
Commando Training	Combat +1 & Cold +1
Pilot	Air +2
Escape Artist	Stealth +2
Acrobat	Stealth +2
Captain	Water +2

EVENT CARD LIST

Name of Card	Notes:
Fake Death	Place one of your killed agents back into your hand.
Partners	Two of your agents may attempt a mission together.
Team	Three of your agents may attempt a mission together.
Mole	Intercept phase: Look at opponent's hand.
Double agent	Intercept phase: Take control of target agent.
Confiscation	Intercept phase: Take one equipment card from enemy agent.
Assassination	Intercept phase: Kill (Discard) target agent.
Capture Enemy Agent	Intercept phase: Target agent is captured.
Disc Exchange	Computer +2
Police Interference	Opponent must skip Mission Phase.
Security Codes	Computer +2
Bribery	Persuasion +2
Narrow Escape	+2 to roll on Mission Failure Table.
Lost in the Crowd	+2 to roll on Mission Failure Table.
Acid Pen	+2 to roll on Capture Table.
Torture	-2 to roll on Capture Table.
Brainwashing	Intercept phase: Take control of target agent.
Amnesia	Intercept phase: Shuffle target agent back into deck.
Intelligence Gathering	Intercept phase: Roll twice on Spy Table.
Diversion	Intercept phase: Discard Mission Card in play.
Medical Attention	Intercept phase: Wounds healed immediately.
Sleeper	Intercept phase: Play an extra agent this turn.
Security Risk	Intercept phase: Agent may not go on missions for 1D5 turns.
Top Secret	Negate opponent's action of looking at a face down card.
Failed Getaway	Intercept phase: Target agent is captured.
Purge	Intercept phase: Discard X cards and draw X new cards.
Complications	Opponent must skip Mission Phase.
Informer	Intercept phase: Look at Face Down card.
Safe house	+2 to roll on Mission Failure Table.
Second Chance	Get an extra Mission Phase this turn.
Co-opt Mission	Your agent may attempt opponent's mission.

MOBSTERS

INTRODUCTION

Multiplayer card game.

Each player is a Mob Boss trying to make money and rub out his rivals. As head of the Crime Syndicate you recruit underling gangsters to do the dirty work and then you take your cut.

OBJECT

The Mob boss with the most money when the last card is drawn from the deck wins.

MONEY

One penny = \$100.

Place all the other money in the 'Bank.'

At least one six-sided die will be needed.

Before playing for the first time, players will have to make up a set of cards.

Players can have negative amounts of money (debt).

CARD TYPES

There are 9 card types:

1. Mobsters
2. Armed Robberies
3. Major Crimes
4. Crime Operations
5. Law Enforcement
6. Escape Law
7. Destroy Operations
8. Costs of Doing Business
9. Hits

MOBSTERS

Each of your mobsters gets one action per turn.

A Mobster may use his action to do one of the following seven things:

1. Draw an extra card in Draw phase for \$1000.
2. Try to kill a Mobster (make a Hit) controlled by another player in Hit Phase.
3. Destroy an opponents operation by playing a Destroy operation card in Hit Phase.
4. Commit a petty crime, major crime, or armed robbery in the Crime Phase.
5. Double the income of one of his operations.
6. Start a new criminal operation in Recruit Phase.
7. Remove a Law Enforcement card on another mobster for \$3000

STARTING THE GAME

Shuffle the deck.

Each player starts with \$1000

Each player is dealt 7 cards from the Common deck.

A player may discard and draw again if he was dealt no mobster cards.

Determine Turn order:

Flip coins. Winner goes first.

TURN SEQUENCE

Players take turns.

A single players turn includes the following six phases:

1. Draw Phase
2. Hit Phase
3. Crime Phase
4. Collection Phase
5. Recruit Phase
6. Law Phase

DRAW PHASE

Draw two cards from the Common deck.

The game ends when the last card is drawn.

A Mobster as an action may draw an extra card for \$1000.

A player must discard down to 10 cards if he has more than 10 cards in his hand.

HIT PHASE

As an action a gangster may attempt a Hit (Kill opponents mobster) by playing (discarding) a Hit card.

Roll one six-sided dice.

If the roll is 1-3 nothing happens (He got away).

If the roll is 4-6 the target mobster is killed (discarded).

The controller of the killed mobster may reattach the criminal operations of the recently deceased to his other mobsters.

If the player has no mobsters left, all the operations are discarded.

A mobster may as an action destroy a target opponents criminal operation by discarding a Destroy operation card.

CRIME PHASE

As an action a mobster you control may commit one major crime or armed robbery.

Discard a major crime or armed robbery card from your hand and collect the money.

Money is collected from the bank.

As an action a mobster with no attached crime operations may attempt to commit a petty crime. Roll 1D6 on the Petty Crime Table:

1D6	Crime	Earnings
1	Minor Extortion	200
2	Mugging	50
3	Burglary	50
4	Con-Job	100
5	Auto-theft	100
6	Minor Hold-up	200

COLLECTION PHASE

Your mobsters collect income from all of their attached crime operation cards.

This does not require an action.

If you have a Cost of doing Business card play it on a target opponent.

The Cost of doing Business card is discarded and

the target player loses the indicated amount of money.

As an action a mobster may double the income of one of his operations.

RECRUIT PHASE

Put any mobsters you have in your hand into play.

To put a card in play place it face up in front of you.

Coming into play counts as the mobsters action for the turn.

As an action a mobster may attach a crime operation card from his controllers hand or from another mobster the player controls.

The operations card is placed face-up, partially underneath the mobster.

LAW PHASE

If you have a Law Enforcement card in your hand place it face up on top of an opponents mobster.

While a mobster has one or more Law Enforcement cards on top of it, it gets no actions and it collects no income from its crime operations.

During this phase you may play (discard) an Escape Law card from your hand to cause any one Law Enforcement card on one of your mobsters to be discarded.

A mobster as an action may pay \$3000 to remove a Law enforcement card.

CARD LISTS

MOBSTERS NOTES

Lucky Gambling operations earn + \$100

1334

Lefty	A real Hustler. Signature Expensive cars
The Mouk	Not too Smart. Retired Boxer
The Plumber	Signature Wrench
Knuckles	Signature Brass Knuckles; Loansharking operations earn + \$100
Malone	Wisecracking Pimp; Prostitution operations earn + \$100
Tommy	Signature Tommy gun
Tony	Intimidating Thug; Racketeering operations earn + \$100
The Gimp	Grunts a lot
The Weasel	Small time braggart
Jimmy	Signature Pin stripes; Fixer crimes earn + \$500
Mario	Carries two 45 automatics
Fats	Signature White Suit & Cigars
Numbers	Numbers game operations earn + \$100
Fingers	Safecracker crimes earn + \$1000
Rocco	Armed Robberies earn + \$200
Tiny	Big boned Bruiser; Extortion operations earn + \$100
Manney	From the old country
Mickey	Tough as nails
Mad Dog	Street smart Psychopath
The Worm	Knows all the Angles; Scams earn + \$500
Mugsy	One Smooth Customer
Bugsy	Fast-talking Playboy; Bootlegging operations earn + \$100
Baby-Face	Smiling Con-Artist
Uncle Lou	Paranoid Complainer; Fencing operations earn + \$100
Pinky	Lowlife Goon

ARMED ROBBERY STOLEN

Small Bank	1000
Medium Bank	3000
Large Bank	5000
Jewelry Store	2000
Armored Car Heist	2000

MAJOR CRIMES STOLEN

Kidnapping	5000
Murder for Hire	1000
Forgery	2000
Safecracking	3000
Nice Stolen Goods	1000
Museum Break-in	3000
Fixed Race	1000
Fixed Match	1000
Election Fraud	2000
Real Estate Scam	2000
Investment Scam	2000
Pyramid Scheme	1000

CRIME OPERATIONS INCOME

Fencing	100
Pawn Shop	100
Extortion	100
Protection Racket	200
Union Racket	300
Speakeasy Dive	100
Speakeasy Bar	200
Speakeasy Nightclub	400
Gambling House	100
Gambling Boat	200
Casino	400
Numbers Game	200
Bookkeeping	200
Slot Machines	100
Loansharking	200
Usury	200

Chop Shop	200
Counterfeiting	400
Money Laundering	200
Legitimate Front	100
Brothel	200
Prostitution Ring	200
Sweat Shop	200
Brewery	200
Smuggling Bootleg	200
Mail Fraud	100

LAW ENFORCEMENT

Prohibition Officer
 FBI Officer
 Private Investigator
 Beat Cop
 Wire Tap
 Snitch
 Informant
 Police Sergeant
 Arrested
 Federal Investigation
 Sting
 Hard Evidence
 Outraged Public Opinion
 Newspaper Headlines
 Church Campaign
 Snooping Reporter
 Witness
 Murder of a Law Officer
 Murder of Innocents
 Prosecution
 Conviction: Tax Evasion
 Conviction: Conspiracy
 Possession of Illegal Weapon
 Somebody Squealed
 Life Sentence
 Fingerprints
 Untouchables
 Search Warrant
 Botched Job

ESCAPE LAW

Corruption
 Cronyism
 Blackmail
 Jury Tampering
 Kill the Witness
 Insulated
 Pay off Judge
 Buy Police Chief
 Bribe City Councilman
 Intimidation
 Blood Relationship
 Loyalty
 Pay off Mayor
 Defense Lawyer
 Pay off District Attorney
 Skip Bail
 Plea Bargaining
 Alibi
 Parole
 Fugitive
 Beat the Rap

DESTROY OPERATION

Arson
Dynamite
Nitroglycerine
Shoot up the Place

COST OF DOING BUSINESS LOOSE

Civil Suit	1000
Bribes	1000
Overhead	500
Political Payoffs	2000
Hospital Bill	500
Fancy Cars	1000
Gambling	2000
Uncollected Debts	1000
Booze & Parties	500
Expensive Mansion	2000
Needy Relatives	1000
Stocks take a dive	2000
High Class Call Girls	500
Fine Dining	500
Christmas Bonus	500
Embezzlement	2000
Lawyers Fees	1000

HITS

Concrete Shoes
Forced to dig own grave
Car Bomb
Thrown out of Window
Sniper
Drinks Lye
Electrocuted in Bathtub
Killed in Bed
Set on Fire
Rat Poison
Buried Alive
Ice Pick
Found floating in River
Noose
Baseball bat
Gunned down in Public
Slit Throat
Broke every bone
Shot Point Blank on Park Bench
Hit & Run
Hand Grenade

OPTIONAL ATTENDANCE RULE

In Draw Phase all of your mobsters must roll 1D6.
This is the attendance roll.

On a roll of 1-3 nothing happens.

On a roll of 4-6 the mobster loses his action for the turn because he is at a family gathering, a funeral, a wedding, laying low, dealing with incompetent underlings, at court, being investigated, planning his next move, on vacation, healing from gunshot wounds, gathering information, having some fun or is otherwise busy with the hassles of daily life.

MONSTER BRAWL

INTRODUCTION

Board & card game for 2 players.
Two Rival Gangs of Giant Japanese Monsters Face-off.
Each figure represents a single Monster.

VICTORY

Kill all opposing Monsters.

THE MAP

Use an 8x8 chessboard.

UNITS

Use action figures, toys, chits, or miniatures to represent Monsters.

MONSTER DESCRIPTIONS

For pictures of your favorite monsters, please go to this website:
[Monster's Gallery](#)

DISCLAIMER

'Godzilla' is a licensed, copyrighted property.
This is merely a fan site.

MONSTER ALLIANCES

Each Monster has a point cost. (See the Monster Stat Table)
You have 40 points to spend on Monsters.
You do not have to get a certain number of Monsters.

SETUP

Each player places his Monsters on the squares of his back two rows.
Monsters may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Fate Phase
Move Phase
Fight Phase

FATE PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your Monsters.
The move card has a number.
This is the number of spaces the Monster moves.
Moves are diagonal or orthogonal.
Units may not stack.

FIGHT PHASE

Play (discard) an Attack card to have a Monster attack.

The attack card has a number.

This is the range of the attack.

Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack loses one Hit point.

Any unit reduced to 0 Hits is killed and removed from the board.

SPECIAL ABILITY CARDS

A player may play (discard) a Special Ability card to have a

Target Monster he controls produce one of its effects as

Listed on the Monster Special Ability Card Effect Table.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

S = Special

Type = Purpose of card

= Number of that type of card in the deck

MONSTER BRAWL CARD LIST

Card Name	#	Range	Type	Notes
Meander	2	1	M	
Plod	2	2	M	
Trod	2	3	M	
Hustle	2	4	M	
Fly	2	5	M	Only Flying Monsters
Fly Fast	2	6	M	Only Flying Monsters
Stomp	2	1	A	Orthogonal Only
Bite	2	1	A	
Claws	2	1	A	
Tail Swipe	2	1	A	Diagonal Only
Special Ability	4	-	S	
Tough	1	-	D	
Armor	1	-	D	
Regenerate	1	-	D	
Blocking Terrain	1	-	D	

MONSTER STAT TABLE

Monster	Hits	Flying	Cost
Godzilla	5	N	8
Anguirus	2	N	3
Rodan	3	Y	7
Mothra	3	Y	8
Baragon	1	N	3
Varan	2	Y	4
Hydra	3	N	4
Magma	2	N	3
Octopus	2	N	4
Manda	2	N	3
Dagora	2	Y	4
Ghidora	3	Y	6
Gargantua	2	N	3
Ebirah	3	N	5
Gorosaurus	2	N	3
Kamacuras	2	N	3
Minya	1	N	3
Kumonga	2	N	4
Gabara	2	N	3
Hedorah	3	Y	7
Gigan	3	Y	6

Megalon	3	Y	6
King Seesar	2	N	3
Mechagodzilla	3	Y	11
Titanosaurus	2	N	3
Biollante	3	N	4
Battra	3	Y	5
Space Godzilla	3	Y	9
Destroyer	3	Y	7
Mogera	3	Y	9

MONSTER SPECIAL ABILITY CARD EFFECT TABLE

Monster:	Effect
Godzilla	Internal Surge Of Energy (Attack Range = 1)
Godzilla	Radioactive Breath (Attack Range = 3)
Godzilla	Cast Off Defense (Defense)
Anguirus	Back Spikes (Attack Range = 1)
Rodan	Hurricanes (Attack Range = 4)
Rodan	Shock Waves (Attack Range = 2)
Rodan	Radioactive Breath Beam (Attack Range = 3)
Mothra	Bolts of Lightning (Attack Range = 5)
Mothra	Poisonous Yellow Dust (Attack Range = 1)
Mothra	Antennae Rays (Attack Range = 3)
Mothra	Absorb Energy (Defense)
Baragon	Radioactive Breath (Attack Range = 3)
Baragon	Dodge (Defense)
Varan	Fly High (Defense)
Hydra	Eight Heads (Attack Range = 2)
Magma	Giant Tusks (Attack Range = 1)
Octopus	Tentacles (Attack Range = 2)
Octopus	Poison (Attack Range = 1)
Manda	Constriction (Attack Range = 1)
Dagora	Stingers (Attack Range = 2)
Ghidora	Mouth Rays (Attack Range = 2)
Ghidora	Shock Waves (Attack Range = 3)
Gargantua	Punch (Attack Range = 1)
Ebirah	Enormous claws (Attack Range = 1)
Ebirah	Hard Shell (Defense)
Gorosaurus	Strong Kick (Attack Range = 1)
Kamacuras	Fast Claws (Attack Range = 1)
Minya	Hide (Defense)
Minya	Radioactive Breath (Attack Range = 2)
Kumonga	Webbing (Attack Range = 2)
Kumonga	Poison (Attack Range = 1)
Gabara	Electrocute (Attack Range = 1)
Hedorah	Corrosive Mist (Attack Range = 1)
Hedorah	Eye Ray (Attack Range = 4)
Hedorah	Spits Caustic Lubricant (Attack Range = 3)
Gigan	Forehead Rays (Attack Range = 3)
Gigan	Chain-saw-type mechanism (Attack Range = 1)
Megalon	Horn Rays (Attack Range = 3)
Megalon	Spews Explosive Balls From Mouth (Attack Range = 2)
King Seesar	Eye Rays (Attack Range = 3)
Mechagodzilla	Eye beam laser cannons (Attack Range = 4)
Mechagodzilla	MegaBuster mouth ray (Attack Range = 2)
Mechagodzilla	Paralazyer Missiles (Attack Range = 5)
Mechagodzilla	Artificial Diamond armor plating (Defense)
Mechagodzilla	Plasma Grenade (Attack Range = 3)
Mechagodzilla	Shock anchor/G-crusher electrical harpoons (Attack Range = 1)
Mechagodzilla	Maser cannons (Attack Range = 6)
Titanosaurus	Whirlwinds (Attack Range = 4)
Biollante	Spits Corrosive Sap from Mouth and Tendrils (Attack Range = 2)
Battra	Fires rays from horn and eyes (Attack Range = 3)
Space Godzilla	Corona Beam (Attack Range = 4)
Space Godzilla	Telekinesis (Attack Range = 3)
Space Godzilla	Energy field deflector shield (Defense)
Space Godzilla	Destructive shock waves (Attack Range = 2)

Space Godzilla	Cosmic energy Crystal Channel (Attack Range = 5)
Destroyer	Micro-oxygen Mouth Ray (Attack Range = 3)
Destroyer	Extending jaw (Attack Range = 1)
Destroyer	Energy blade weapon (Attack Range = 2)
Mogera	Eye beam plasma laser cannons (Attack Range = 3)
Mogera	Fires Maser cannon from chest (Attack Range = 5)
Mogera	Fires Spiral Tornado Missiles from hands (Attack Range = 4)
Mogera	Screw Crusher nose drill (Attack Range = 1)
Mogera	Tank Treads (Move Range = 4)

MORIA SKIRMISH

INTRODUCTION

Board & card game for 2 players.

Battle between the Fellowship of the Ring and the Orcs of Moria.

Abstract Skirmish level combat.

Each figure represents a single man (unit).

VICTORY

You win if you kill all the opposing figures.

THE MAP

Use an 8x8 chessboard.

This represents an underground chamber in the ruins of Moria.

TERRAIN

Mark several spaces to be impassable pillars and walls.

THE MEN

Use chits or miniatures to represent men.

FELLOWSHIP UNIT TABLE

#	Name	Hits	Notes
1	Strider (Aragorn)	3F	Sword & Bow
1	Boromir	3F	Sword
1	Legolas	2F	Sword & Bow
1	Glimli	3F	Sword & Hammer
1	Frodo	1	Dagger & Ring
1	Samwise	1	Dagger
1	Merry	1	Dagger
1	Pippin	1	Dagger
1	Gandalf the Grey	3F	Sword & Magic

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

Hits = Number of Hits that type of unit has.

F = Fighter

Legolas can make up to 2 moves and 2 attacks per turn.

ORC UNIT TABLE

#	Type	Hits	Notes
1	Cave Troll	4	Hammer
1	Orc Chief	2F	Sword
4	Archers	1	Bows & Daggers
6	Warriors	1	Swords
4	Runners	1	Swords

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

Hits = Number of Hits that type of unit has.

F = Fighter

Runners can be moved up twice per turn.

SETUP

Each player places one unit on each square of his back two rows.

Units may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Fate Phase

Move Phase

Fight Phase

FATE PHASE

Draw 3 cards.

Max hand size = 5 cards.

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

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your men.

The move card has a number.

This is the number of spaces the man moves.

Moves can be diagonal or orthogonal.

"Knight" type move cards allow a man to move like a knight in chess.

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

Units cannot move through other units.

FIRE PHASE

Play (discard) an Attack card to have a man attack.

The attack card has a number.

This is the range of the attack.

Attacks can be diagonal or orthogonal.

"Knight" type attack cards produce an attack with a range like a knight in chess.

Use Chits or coins to record damage.

A man reduced to 0 Hits is killed or incapacitated and removed from the board.

Your opponent may play Defense cards to negate your attack.

Units cannot attack through other units.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

K = as a Knight would move in Chess

Type = Purpose of card

CARD LIST

Card Name:	#	Range	Type	Notes
Swords	3	1	A	Swords only
Blade	3	1	A	Swords & Daggers
Strike	6	1	A	Swords & Hammers
Hammers	4	1	A	Hammers only
Dagger	4	1	A	Daggers only
Smite	4	1	A	Fighters only
Parry	10	-	D	Fighters only
Hide	6	-	D	Hobbits only
Invisibility	2	-	D	Frodo & Gandalf only
Mithril Hauberk	2	-	D	Frodo & Legolas only
Magic Sword	2	1	A	Frodo & Strider only
Short Range	2	2	A	Bows only
Medium Range	2	3	A	Bows only
Arched Shot	2	K	A	Bows only
Long Range	2	4	A	Bows only
Blur	2	-	D	Gandalf only (spell)
Staff Strike	1	1	A	Gandalf only

Staff Block	1	-	D	Gandalf only
Flame Burst	2	2	A	Gandalf only (spell)
Walk	6	1	M	
Hurry	6	2	M	
Run	6	3	M	
Charge	5	4	M	
Sprint	4	5	M	
Zig-Zag	3	K	M	

MOTALA STROM

Turn-based 1D strategy by Marcus Salo

I think I have created the simplest strategy game. I call it Motala Strom (isn't that a really catching and commercial name), that is the river that flows through my beloved Norrköping, Sweden.

Well, the rules go like this:

The board:

Nine spaces connected with line. Space two is marked yellow for the yellow player and space eight blue for the blue player:

O - Y - O - O - O - O - O - B - O

The pieces:

Both players, the yellow and the blue, have four playing pieces of their color.

Phase one: Placing the Pieces.

Both players take turns placing the pieces on the board on any vacant space.

Yellow player starts.

Phase two: Moving and Capturing.

Pieces move one space at the time. Enemy pieces are captured by jumping.

Captures are mandatory. If after a capture jump a new capture jump can be made, the player must do it. In other words, capturing works like in checkers.

If the player cannot move, the other player has a new turn.

However, you have to give your opponent a chance to move within three turns.

If you don't, you lose.

Winning:

A player wins by capturing all the enemy pieces or by having his last piece on his own home space marked with his own color.

I have tested this game with Zillions thousands of times and to my surprise, it seems to work and actually be very challenging and have a lot of depth and strategy. :-)

Enjoy!

MUJAHEDDIN

INTRODUCTION

Card game for 2 players.

Theme: Russia's war with Afghanistan 1979-1988

THE DECKS

One player is the Soviets.

The other player is the Afghanis.

Each player has his own deck.

A deck contains 1 of each card in its list.

Play also requires 3 Pacification counters.

GAME END

The game ends when the Russian player has no cards left in his deck.

VICTORY

The Soviets win if they ever get 3 Pacification counters.

The Afghanis win if the game ends before this.

TURN SEQUENCE

Logistics Phase

Strategy Phase

Conflict Phase

LOGISTICS PHASE

Each player draws 7 cards from his own deck.

STRATEGY PHASE

Each player may discard and draw replacements.

If the Afghani player ever runs out of cards he may shuffle his discard and draw from it.

CONFLICT PHASE

Players reveal their hands.

For each card of a different type in a player's hand that player scores one point.

The player with most points wins.

If tied nothing happens.

If the Soviets win they gain one pacification counter.

If the Soviets lose they lose one pacification counter.

Players discard their hands.

RUSSIAN DECK CARD TYPES

M = Mission

S = Strategy

U = Units

W = Weapons

P = Politics

L = Leaders

RUSSIAN DECK

Card Name:

Spetsnaz Special Forces

Mi-24 Hind Gunship

Clear Roads

Control Cities

Seize Airfield

Type:

U

W

M

S

M

Control Mountain Pass	M
Control Tunnel	M
Deportations	P
Large Scale Offensive	M
Large Scale Ground Sweep	M
Escorted Convoy	S
Airmobile Operations	S
Depopulate Vital Areas	S
Bombing Villages	M
Air Raids	M
Cut Supply Route	M
Drive Rebels into the Hills	S
Eliminate Rebels	S
Massacres	S
Purges	P
Propaganda	P
Exploit Tribal Differences	P
Truce	P
Buy off Afghan Groups	P
20 Year Pacification Program	S
VDV Paratroopers	U
BMD Infantry Fighting Vehicles	W
Soviet Oppression	P
Refugees	P
Airborne Division	U
Motor Rifle Division	U
DRA Forces	U
Soviet Tank Regiment	U
Destruction of Agriculture	S
Kabul Regime Division	U
Heavy Bombers	W
Air War Strategy	S
Occupation Forces	U
Heavy Air Support	S
Soviet Artillery	W
AK-47 Assault Rifles	W
Anti-personnel Mines	W
Agents and Informers	P
Intelligence Patrol	M
DRA Militia	U
Combined Arms Forces	U
Air Assault Brigade	U
MiG-27 Flogger Fighter-Bombers	W
Interdiction	M
Mi-17 Hip Helicopter	W
AGS-17 30mm Auto Grenade Launcher	W
Phosgene Gas	W
Mycotoxins (Yellow Rain)	W
Nerve Gas (The Flash)	W
KGB Border Guards	U
KHAD Secret Police	U
DRA Frontier Troops	U
DRA Commandos	U

AFGHANI DECK CARD TYPES

U = Units
W = Weapons
L = Leaders
A = Advantage
M = Morale
S = Strategy

AFGHANI DECK

Card Name: Mujaheddin (Freedom Fighters) Type: U

Soviet Casualties	M
Soviet Conscripts Disaffected	M
Supplies from Pakistan	A
Stinger Missiles	W
Captured Soviet Weapons	W
Captured Soviet Tanks	W
Politically Decentralized	A
Mountainous Terrain	A
Desert Terrain	A
Hot Summers Cold Winters	A
Jihad (Holy War)	M
Foreign Infidels	M
Afghan Army Mutineers	U
Afghan Army Deserters	U
Guerrilla Warfare	S
Headquarters in Pakistan	A
Strikes and Demonstrations	M
Intense Resistance	M
Guerrilla Stronghold	U
Panjsher Valley Resistance	M
Guerrilla Raids	S
Besiege Fort	S
Large Scale Guerrilla Ambush	S
107mm and 122mm Rockets	W
SA-7 SAMs	W
Hit-and-Run Tactics	S
RPG-7s Rocket Launchers	W
Control the Countryside	A
Infiltration Routes	A
Element of Surprise	S
Guerrilla Sympathizers	M
Soviet Brutality	M
Support of the People	M
Combat Coalition	S
Ahmed Shah Massoud	L
Abdul Haq	L
Sayid Jaglan	L
Ishmael Khan	L
Mohammed Amin Wardak	L
Mohammed Anwar	L
Ramatullah Safi	L
Jalulladin Haqani	L
Moslem Brotherhood	M
Assault Rifles	W
Old Bolt Action Rifles	W
Heavy Machine Guns	W
US Aid	A
Ambush Supply Columns	S
Martyrs	M
NIFA Troops	U
Jamiat Troops	U
Harakat Troops	U
Hekmatyar Troops	U

MURPHY'S LAWS OF COMBAT OPERATIONS

If it's stupid but it works, it isn't stupid.
Try to look unimportant; the enemy may be low on ammo and not want to waste a bullet on you.
If you are forward of your position, your artillery will fall short.
Never share a foxhole with anyone braver than yourself.
Never forget that your weapon was made by the lowest bidder.
If your attack is going really well, it's an ambush.
The enemy diversion you're ignoring is their main attack.
The enemy invariably attacks on two occasions:
- when they're ready.
- when you're not.
There is no such thing as a perfect plan.
Five second fuzes always burn three seconds.
A retreating enemy is probably just falling back and regrouping.
The important things are always simple; the simple are always hard.
The easy way is always mined.
Teamwork is essential; it gives the enemy other people to shoot at.
If you are short of everything but the enemy, you are in the combat zone.
No combat ready unit has ever passed inspection.
No inspection ready unit has ever passed combat.
If the enemy is within range, so are you.
The only thing more accurate than incoming enemy fire is incoming friendly fire.
Things which must be shipped together as a set, aren't.
Things that must work together, can't be carried to the field that way.
Radios will fail as soon as you need fire support.
Radar tends to fail at night and in bad weather (and especially during both.)
Anything you do can get you killed, including nothing.
Make it too tough for the enemy to get in, and you won't be able to get out.
Tracers work both ways.
When both sides are convinced they're about to lose, they're both right.
Military Intelligence is a contradiction.
Weather ain't neutral.
The Cavalry never comes to the rescue.
Killing for peace is like screwing for virginity.
The one item you need is always in short supply.
Interchangeable parts aren't.
It's not the one with your name on it; it's the one addressed "to whom it may concern" you've got to think about.
The side with the simplest uniforms wins.
Combat will occur on the ground between two adjoining maps.
If the Platoon Sergeant can see you, so can the enemy.
Never stand when you can sit, never sit when you can lie down, never stay awake when you can sleep.
The most dangerous thing in the world is a Second Lieutenant with a map and a compass.
Exceptions prove the rule, and destroy the battle plan.
The worse the weather, the more you are required to be out in it.
The more a weapon costs, the farther you will have to send it away to be repaired.
Field experience is something you don't get until just after you need it.
No matter which way you have to march, it's always uphill.
Airstrikes always overshoot the target, artillery always falls short.
When reviewing the radio frequencies that you just wrote down, the most important ones are always illegible.
Those who hesitate under fire usually do not end up KIA or WIA.
The newest and least experienced soldier will usually win the Medal of Honor.
Body count Math > 1 guerrilla plus 1 probable plus 2 pigs equals

37 enemies killed in action.
The bursting radius of a hand grenade is always one foot greater than your jumping range.
All-weather close air support doesn't work in bad weather.
The combat worth of a unit is inversely proportional to the smartness of its outfit and appearance.
The crucial round is a dud.
Every command which can be misunderstood, will be.
There is no such place as a convenient foxhole.
Don't ever be the first, don't ever be the last and don't ever volunteer to do anything.
If your positions are firmly set and you are prepared to take the enemy assault on, he will bypass you.
If your ambush is properly set, the enemy won't walk into it.
If your flank march is going well, the enemy expects you to outflank him.
Density of fire increases proportionally to the curiousness of the target.
Odd objects attract fire - never lurk behind one.
The more stupid the leader is, the more important missions he is ordered to carry out.
The self-importance of a superior is inversely proportional to his position in the hierarchy (as is his deviousness and mischievousness).
There is always a way, and it usually doesn't work.
Whenever you drop your equipment in a fire-fight, your ammo and grenades always fall the farthest away, and your canteen always lands at your feet.
As soon as you are served hot chow in the field, it rains.
Never tell the Platoon Sergeant you have nothing to do.
The seriousness of a wound (in a fire-fight) is inversely proportional to the distance to any form of cover.
Walking point = sniper bait.
If only one solution can be found for a field problem, then it is usually a stupid solution.

MUSEUM OF FINE ARTS

INTRODUCTION

Card game for 2-6 players.

Art Museum Theme.

Each player controls their own Museum of Fine Arts.

Players compete to acquire the most and best Art collections.

OBJECT

The player to score the most points at the end of the game wins.

THE DECKS

Players share 2 common decks:

1. Revenue Deck
2. Collection Deck

THE REVENUE DECK

This deck has 6 Suites:

Each Suite is referred to as a Source.

1. Endowments
2. General Revenue
3. Restricted Gifts
4. Government Funding
5. Memberships
6. Grants

Each Suite represents a source of Revenue.

Each Suite has 10 cards numbered from 1 to 10.

(This is a 60 card deck)

These cards are used to bid on Collections in Bidding Phase.

THE COLLECTION DECK

This deck has 7 Suites:

Each Suite is referred to as a Category.

Each Card is referred to as a Collection.

1. Ancient
2. Classical
3. Early Western
4. Non-Western
5. Late Western
6. Modern
7. Contemporary

Like the Revenue deck, each suite has 10 cards numbered

1 to 10, however, each card also has a name, which is given in the Collection Deck card List at the end of the Rules.

TURN SEQUENCE

Each turn has 3 Phases:

1. Revenue Phase
2. Bidding Phase
3. Scoring Phase (Turns 6, 8, and 10 only)

REVENUE PHASE

Shuffle the Revenue Deck.

Each player is dealt 7 cards from the revenue deck.

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

Players may trade cards.

Players reveal their hands.

A Player can keep 1 card from each source (suite).

Extra (Duplicate sources) cards are discarded.

BIDDING PHASE

Place the top 5 cards of the Collection deck face up in the middle of the table. These 5 Collections are up for bid.

Each player can bid on one or more Collections.

Bidding can be by secret Bid or Live Auction according to the player's preferences. Highest Bid Wins. (In case of a tie, flip a coin)

Players use their Revenue cards to bid with.

Each Revenue card has a Bidding value from 1 to 10 as marked on the card.

A single revenue card cannot be divided; it must be used to bid on one collection.

A player may use one or more Revenue cards to bid on a single collection.

At the end of the Bid, players keep the Collections they Won.

Collections no one bid for, and all Revenue cards are discarded.

SCORING PHASE

Scoring Phase occurs only in turns 6, 8, and 10.

Turn 10 is the last turn of the game.

Note that each collection card has a numerical value called a Rank.

Players score 1 point for each contest they win:

There are 14 Contests:

1. The highest total rank of all cards
2. The most collection cards
3. The highest total Rank in the Ancient Category
4. The highest total Rank in the Classical Category
5. The highest total Rank in the Early Western Category
6. The highest total Rank in the Non-Western Category
7. The highest total Rank in the Late Western Category
8. The highest total Rank in the Modern Category
9. The most collection cards in the Ancient Category
10. The most collection cards in the Classical Category
11. The most collection cards in the Early Western Category
12. The most collection cards in the Non-Western Category
13. The most collection cards in the Late Western Category
14. The most collection cards in the Modern Category

In case of ties, both players get the point.

COLLECTION CARD CATEGORIES

A = Ancient

C = Classical

E = Early Western

N = Non-Western

L = Late Western

M = Modern

X = Contemporary

COLLECTION DECK CARD LIST

Card Name	Category	Rank	Dates
Neolithic	A	5	8000 - 3000 BC
Bronze Age	A	2	2500 - 800 BC
Sumerian	A	7	3000 - 2300 BC
Babylonian	A	6	1900 - 1600 BC
Assyrian	A	1	900 - 612 BC
Persian	A	3	539 - 331 BC
Old Egyptian	A	8	3500 - 2185 BC
Middle Kingdom	A	9	2133 - 1750 BC
New Kingdom	A	10	1570 - 30 BC
Nubian	A	4	3,500 - 2,000 BC
Etruscan	C	2	9th century - 50 BC
Roman Republic	C	6	510 - 27 BC
Roman Empire	C	9	27 BC - 476 AD
Mycenaean	C	7	1550 - 1200 BC
Minoan	C	8	2800 - 1400 BC

Greek Geometric	C	5	900 - 700 BC
Greek Archaic	C	1	700 - 480 BC
Greek Hellenistic	C	10	480 - 30 BC
Judean	C	3	600 BC - 135 AD
Celtic	C	4	450 BC - 600 AD
Byzantine	E	6	526 - 1390
Early Christian	E	7	1st century - 526
Carolingian Period	E	1	750 - 900
Migration Period	E	2	1st Millennium AD
Islamic	E	5	622 - 1492
Romanesque	E	3	1000 - 1150
Gothic	E	4	1140 - 1500
Early Renaissance	E	9	1400 - 1500
Late Renaissance	E	10	1475 - 1590
Northern Renaissance	E	8	1325 - 1600
Baroque Era	L	7	1600 - 1750
Rococo	L	6	1700 - 1750
Neoclassicism	L	2	1750 - 1880
Romanticism	L	8	1800 - 1880
Symbolism	L	1	1880 - early 1900s
Impressionism	L	10	1863 - 1885
Post-Impressionism	L	9	1886 - 1905
Pre-Raphaelites	L	3	1848 - 1854
Realism	L	5	1830 - 1870
Americana	L	4	-
Surrealism	M	9	1922 - 1939
Expressionism	M	8	1890 - 1939
Cubism	M	10	1908 - 1939
Dada	M	3	1916 - 1923
Bauhaus	M	2	1919 - 1933
Fauvism	M	7	1898 - 1906
Art Nouveau	M	5	1905 - 1939
Art Deco	M	4	1920s - 1930s
Socialist Realism	M	6	1930 - 1950
Futurism	M	1	1909 - 1939
Post-modernism	X	9	1970s - mid 1980s
Performance Art	X	5	1960s - Present
PopArt	X	6	mid 1950s - Present
Op Art	X	2	1964 - Present
Conceptual Art	X	7	1960s - Present
Minimalism	X	8	1960s - Present
Abstract Expressionism	X	10	1945 - Present
Constructivism	X	4	1920s - Present
Lowbrow	X	1	1950's - Present
Multiculturalism	X	3	1980s - Present
China	N	10	-
Japan	N	9	-
SE Asia	N	3	-
India	N	7	-
African	N	8	-
Oceania	N	2	-
South American	N	6	-
Meso-American	N	5	-
North American Indian	N	4	-
Indigenous Cultures	N	1	-

LINKS

[Art History Outlines](#)

MUSKETEER SKIRMISH

INTRODUCTION

Board & card game for 2 players.

Melee between the 3 musketeers and a handful of the Cardinal's bodyguards.

Abstract skirmish level combat.

Each figure (unit) represents a single man.

VICTORY

Eliminate your opponents completely.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent men.

MUSKETEER UNIT STAT TABLE

#	Type:	Hits	Actions
1	Athos	3	3
1	Pothos	3	3
1	Aramis	3	3

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

Hits = Number of Hits that type of unit has.

Actions = Max number of attacks, moves, and defenses a unit can make per turn.

CARDINALS GUARD UNIT STAT TABLE

#	Type:	Hits	Actions
1	Captain	2	2
7	Guard	1	1

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

Hits = Number of Hits that type of unit has.

Actions = Max number of attacks, moves, and defenses a unit can make per turn.

SETUP

Each player places one unit on each square of his back row.

Units may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Luck Phase

Move Phase

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

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.
 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
 Y = Draw 2 cards
 Z = Opponent must discard 2 random cards
 # = Number of that card in the Deck

CARD LIST

Card Name:	Type	Range	#	Notes
Walk	M	1	8	
Run	M	2	6	
Sprint	M	3	4	
Charge	M	4	4	
Swing on Rope	M	K	2	
Parry	D	-	1	
Block	D	-	1	
Dodge	D	-	1	
Leap	D	-	1	
Duck	D	-	1	
Disarm	D	-	1	
Break Sword	D	-	1	
Hold in Check	D	-	1	
Diversion	D	-	1	
Cloak	D	-	1	
Crossed Swords	D	-	1	
Bystander	D	-	1	
Intimidate	D	-	1	
Spring Back	D	-	1	
Confuse	D	-	1	
Intervening Furniture	D	-	1	
Swing Torch	D	-	1	
Cut	A	1	1	
Overpower	A	1	1	
Pistol	A	3	1	
Musket	A	4	1	
Main Gauche Dagger	A	1	1	
Poniard	A	1	1	
Rapier	A	1	1	
Epee	A	1	1	
Foil	A	1	1	
Energetic Attack	A	1	1	
Desperate Lunge	A	2	1	
Terrible Thrust	A	2	1	
Rapier	A	1	1	
Trip	A	1	1	
Push	A	1	1	

Impale	A	1	1	
Stab	A	1	1	
Throw Impliment	A	2	1	
Falling Object	A	2	1	
Bludgeon	A	1	1	
Wound Repeatedly	A	1	1	
Wound Grievously	A	1	1	
Run Through	A	1	1	
Skewer	A	1	1	
Taste of Steel	A	1	1	
Pike	A	2	1	
Fine Blade	A	1	1	
Coup de Grace	A	1	1	Only vs man with 1 hit left
Panicked Retreat	A	1	1	Only vs man with 1 hit left
Set to Flight	A	1	1	Only vs man with 1 hit left
Flee the Field	A	1	1	Only vs man with 1 hit left
The Kings Guard	X	-	1	Guards only*
Feint	X	-	1	Look at opponents hand
En Guard	Y	-	1	
One for All	Y	-	1	Musketeers only
All for One	Y	-	1	Musketeers only
Taunt	Z	-	1	
Weapon Stuck	Z	-	1	

* = Gain one Guard who starts in your back row.

4th MUSKETEER OPTION

Add 3 guards and D'Artagnan, the 4th Musketeer.

MUSKETEER MESSAGE BOARD

[Click here](#)

MUTANT TROLLS WARP PLAY

PREFACE

Warp Play = Warpspawn Roleplaying.
Roleplaying universe.
Work in progress.
Readers are encouraged to submit material.

INTRODUCTION

Fantasy World where the source of all magic is genetic mutations and Psychic powers.
Typical (mutant human) races of elf, dwarf, goblin, etc. are all present.

MUTATIONS

1D10	Mutation
1	Increased Strength
2	Increased Speed
3	Create Illusions
4	Telekinetics

5 ESP

6	Pyrokinetics
7	Regeneration
8	Increased Vision
9	Increased Endurance
10	Telepathy

DENIZENS

Wizards (Psychics)
Dagons (Giant Mutated Lizards)
Vampires (Cannibals)
Zombie Master (Psychic control of Dead bodies)
Ogres (Increased size mutation)
Halflings (Decreased size mutation)
Sapient Swarms
Carnivorous Plants

MUTOG

INTRODUCTION

Wargame for 2+ players.

Players control bands of warriors in a post-apocalyptic wasteland.

Eclectic unit types with a wide range of technologies.

VICTORY

Wipe your enemies off the face of what's left of the earth.

Or capture all the Towns or kill all enemy Heroes.

THE MAP

Use a large hex map.

Terrain types include:

Type	Cost to Enter	Defense	Notes:
Clear	1	-	
Towns	1	+2	Recruit Units
Ruins	2	+1	Find Technology
Hills	2	+2	
Craters	2	-	Radiation
Broken	2	-	
Crags	2	+2	No Ground Vehicles
Brush	2	+1	
Water	1	-	Water units only

TERRAIN NOTES

Each unit in a Terrain gets the Defense Bonus.

The first player to move a unit into a particular Ruins space gets to draw an event card.

Stacks in Craters are attacked for 6 Attack dice at the end of Event phase.

ARMY CREATION

Each player draws 10 cards from the Unit Creation Deck

These are used to create units.

Cards are of 2 types: Unit cards & Modifier cards.

Each player starts with 3 basic unit types:

Unit Type:	Move	Rng	Atk	Def	Notes:
Infantry	2	1	3	3	Ground Unit - cannot move in water spaces
Fortification	0	1	0	4	Placed in Towns only & cannot be moved
Boat	3	1	3	3	Naval Unit - can only move in water spaces

Note: Boats have the Transport Trait.

Unit cards drawn count as additional unit types.

Next distribute modifier cards to your units.

Each Modifier card affects only the unit it is attached to.

Modifier cards alter 1 or more stats (Move, Range, Attack, & Defense).

A single unit can have a maximum of 1 Racial Modifier card.

DICE

Six and ten sided dice are needed.

D12 & D20's may be needed if you have many unit types.

THE DECKS

There are 2 common decks:

The Event Deck

The Unit Creation Deck

UNIT CHITS

Use counters to represent units.

Each player should have a counter set of a unique color.

Each of your unit types must be designated a number (1,2,3...)

Number the counters to represent your unit types.

For example: All your #1 chits are your infantry units.

All your chits for your forts are marked #2, your boats #3, etc.

HERO CHITS

Represent Heroes with counters of a unique color.

A player indicates ownership of a hero by stacking a blank chit of that Player's color under the Hero chit.

TOWNS

A player indicates ownership of a town by stacking a blank chit of that Player's color on the town.

SETUP

Each player starts in control of 1 Town.

Start with 10 random units stacked in or adjacent to your Town.

Each player starts with 1 random hero.

TURN SEQUENCE

Players take turns.

Each turn has 4 phases:

Event Phase

Recruit Phase

Move Phase

Attack Phase

EVENT PHASE

Draw 1 card from the Event Deck.

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

If you have a Hero that is a Leader draw an extra card.

You may control only 1 Hero at a time that is a Leader.

Discard excess Leaders.

Max hand size is 5 cards.

Discard excess cards.

RECRUIT PHASE

Each player will have X number of unit types as described in the Army Creation Section.

Recruit 1 random Unit type.

For example: lets say you have 7 Unit types.

Roll 1D10. The first 7 numbers correspond to the 7 unit types.

If you roll 8,9, or 10 then reroll.

Reroll for a different unit if a naval unit is selected and you have no towns adjacent to water.

This unit may start in or adjacent to any of your Towns.

Naval units must start in a Water space adjacent to a town.

MOVE PHASE

Units may move up to their Move allowance.

Most units have a base Move Rating = 2 (Also referred to as Move Points).

Units may stack.

Only Air units can move through spaces containing enemy units.

Units cannot end their move in a space containing enemy units.

Flyers do not have to pay extra to enter different terrain types

Only air & water units can travel on water.

Air units cannot end their turn on a water space.

Units with the trait of Transport can carry one other unit.

Other units move into & out of the transport unit using their own Move rating.
Ground units can move into adjacent naval units with the transport trait.

ATTACK PHASE

Your units may attack enemy Stacks in range.

Most units have a basic Range = 1.

Most units have a basic Attack = 3.

Most units have a basic Defense = 3.

Roll XD6 where X is the Attack rating of the Unit.

Roll for all attacks on a target stack to get a combined damage total.

On every roll of 4-6 the unit inflicts 1 point of damage.

The controller of the stack must then distribute this damage to the units in it.

Units assigned damage must be assigned enough to destroy them if possible.

EVENT DECK CARD LIST

Card Name	#	Notes:
March	4	All units in Target stack may move a second time
Followers	4	Recruit an extra random follower
Mishap	4	Opponent must discard 1 unit of his choice
Invention	4	Draw a card from the Unit Creation Deck List
Outflank	4	All units attacking target stack get Attack Rating +1
Hold Fast	4	All units in target stack get Defense Rating +1
Lost	4	Units in Target Stack may not Move
Stopped	4	Units in Target Stack may not Attack
Spy	4	Look at opponents hand
Assault	4	All units in target Stack get Attack Rating +1
Hero	2	Recruit one Hero

= number of that card in the deck

CARD LIST NOTATION

Rng = Range Rating

Atk = Attack Rating

Def = Defense Rating

U = Unit

M = Modifier

A = Air Unit

N = Naval Unit

T = Transport

F = Fortification

Rare = You can have a max of 4 of these units in play at one time.

W = Unit is both Ground & Naval

UNIT CREATION DECK CARD LIST

Card Name:	Type	Move	Rng	Atk	Def	Notes:
Motorcycles	U	4	1	3	2	
Gliders	U	5A	1	2	2	
Gyrocopters	U	5A	1	3	3	
Flamethrowers	M	-	-	+2	-1	
Needleguns	M	-	2	+1	-	
Dune Buggies	U	4	1	4	3	
Giant Lizards	U	3	1	4	3	
Undead	M	-1	-	+1	+1	
Cybernetic	M	-	-	+1	-	Racial
Dog Men	M	-	-	+1	-	Racial
Cat Men	M	+1	-	-	-	Racial
Reptilian	M	-	-	-	+1	Racial
Amphibious	M	W	-	-	-	Racial
Catapults	U	1	4	3	2	
Siege Guns	U	1	5	3	2	Atk +2 vs Towns
Barbed Wire	MF	-	-	-	+1	
Moats	MF	-	-	-	+1	
Earthworks	MF	-	-	-	+1	
Minefields	MF	-	-	-	+1	

Poison Gas	M	-	2	+2	-1	
Tessla Coil	U	1	3	4	2	
Zeppelins	UT	3A	1	3	2	
Steam Engine	UT	5	1	2	2	
Crossbows	M	-	2	+1	-	
Horse Archers	U	4	2	3	2	
War Elephants	U	3	1	5	3	
War Galley	UT	3N	1	3	3	Atk +1 vs Naval Units
Simian	M	-	-	-	+1	Racial
Land Battleship	U	2	2	4	5	Rare
Fanatics	M	-	-	+2	-1	
Ironclad	UT	2N	3	3	5	Rare
Berserkers	M	-	-	+2	-1	
Rifles	M	-	3	+1	-	
Pikes	M	-1	1	+1	+1	
Ball & Chain	M	-	1	+1	-	
Shields	M	-	-	-	+1	
Suicide Troops	M	-	-	+2	-1	
Elite	M	-	-	+1	+1	
Veterans	M	-	-	+1	+1	
Winged	M	4A	-	-	-1	
Paddleboat	UT	3N	1	3	3	
Gatling Guns	M	-1	2	+2	-	
Dragoons	U	4	1	3	2	
Hussars	U	4	1	3	3	
Matchlock Pistols	M	-	2	+1	-	
Half Tracks	UT	4	1	1	2	
Dragon Riders	U	5A	1	5	4	Rare
Storm Troopers	U	2	2	4	4	
Grognards	M	-	-	-	+1	
Scythes	M	-	-	+1	-	
Revolvers	M	-	2	+1	-	
Stick Grenades	M	-	2	+2	-	
Gladiators	U	2	1	4	4	
Hot Rods	U	5	1	2	3	
Chariots	U	3	1	3	2	
Whips	M	-	-	+1	-	
Horned Helmets	M	-	-	-	+1	
Mutants	M	-	-	+1	-	
Body Builders	M	-	-	+1	-	
Rocket Packs	U	6A	1	2	2	
Swordsmen	M	-	-	+1	-	
Chainsaws	M	-	-	+1	-	
Smooth Bore Cannons	U	1	4	4	2	
Spiked Armor	M	-	-	+1	+1	
Black Leather	M	-	-	-	+1	
Pro-Wrestlers	M	-	-	+1	+1	
Amazons	M	-	-	+1	-	Racial
Fire Arrows	M	-	2	+1	-	
Flak Cannons	U	1	2	4	2	Atk +2 vs Air units
Pirates	M	-	-	+1	+1	Naval Units only
Junks	UT	3N	1	2	2	
Juggernaut	U	3	1	5	5	Rare
Warbarges	UT	2N	1	4	4	
Wardogs	M	-	-	+1	-	Not Air
Flagellants	M	-	-	+2	-1	
Hovercraft	UT	4W	1	3	3	
Hydrofoil	UT	5N	1	2	2	
Battle Axes	M	-	-	+1	-	
Psychics	U	2	3	6	2	Rare
Trebuchet	U	1	4	4	2	
Convoy	UT	3	1	2	3	
Battlesuits	M	-	-	+1	+1	
Laser Rifles	M	-	3	+1	-	
Hot Air Balloon	U	2A	1	2	2	
Monster Trucks	UT	3	1	3	4	

Molotov Cocktails	M	-	-	+1	-	
Tanker	UT	2W	1	3	6	Rare
Jet Skis	U	4W	1	3	3	
Rockets	M	-	4	+2	-1	

HERO COUNTER LIST

Chit Name:	Move	Rng	Atk	Def	Notes:
The Cyborg	2	1	5	4	
The Sorcerer	4A	3	6	4	
Road Warrior	4	1	4	5	
The Warlord	3	1	4	4	Leader
Dragon Lord	5A	1	7	7	
The General	2	1	2	3	Leader
The Gunman	3	3	6	3	
The Overlord	2	1	4	3	Leader
The Psyker	2	3	7	3	
The Android	3	1	5	5	
Super Computer	F	-	-	8	Leader
The Mutant	3	1	5	7	
Aviatrix	6A	1	4	4	
The Avatar	4A	1	4	5	
The Technomage	3	2	5	4	

MYTH DIMENSIONS

INTRODUCTION

Board & Card Game for 2+ players

Based on the Myth series of books by Robert Asprin.

The series takes place in a humorous fantasy universe of Dimension-hopping Demons, Magicians & Con-Artists.

DISCLAIMER

The Myth Adventures series is a copyrighted property.

This is merely a Fan-site.

VICTORY

The first player to accumulate 25 Reputation Points is the winner.

THE DECK

Players share a common deck.

Card types include:

Companions

Objects

Missions

Natives

Events

Spells

THE BOARD

The Board is a circular Track divided into 12 spaces.

Use clock notation to identify the spaces.

12, 3, 6, and 9 o'clock spaces are Bazaar spaces.

Each space should be big enough to hold at least 2 stacks of cards.

The Deck & Discard occupy the central empty space.

DICE, COINS, & PAWNS

Each player gets a pawn of a unique color to represent their Character.

Six sided dice are needed to play.

Use coins to represent Gold.

SETUP

Each player the role of one Main Character from the series.

Each player must pick a different character.

Each player places their pawn on any Non-Bazaar empty space.

This space becomes the players Home Base for the rest of the game.

(Note: You get +1 to all rolls made in your Home Base)

Each player starts with 10 Gold.

Highest roll on 1D6 goes first.

MAIN CHARACTER LIST

1. Aahz & Skeeve: 2 people really, but they count as one character.

Aahz is a Pervect (Green-scaled Demon from Perv) who has lost his magical powers.

Young Skeeve (Human from Klah) is Aahz's apprentice.

2. Isstvan: Powerful, Power-hungry, Insane, Evil (Human?) Magician.

3. Garkin: Human Magician. Skeeve's first master.

Garkin was killed in the first book, but we can resurrect him for the game.

4. Massha: Large Jahk (Humanoid) Female Magician. Relies on Magical Gizmos.

5. Frumple: Deveel (From Deva) Merchant. Trader Supreme.

6. Diz-Ne: Magician (Human?) with strong Defensive magic.

Only mentioned briefly as a past adversary of Aahz.

MAIN CHARACTER STATS

Character:	Guile	Savvy	Fight	Magic
Aahz & Skeeve	5	3	4	3
Isstvan	3	2	2	5
Garkin	3	4	1	4
Massha	3	3	2	2
Frumple	6	4	2	2
Diz-Ne	3	2	3	4

MAIN CHARACTER SPECIAL ABILITIES/LIMITATIONS

Aahz & Skeeve: They can only do scams, they never choose the fight option.

They inspire loyalty: Companions of Aahz & Skeeve get Fight +1.

Aahz & Skeeve get +1 to Mission Rolls.

Isstvan: He can send assassins: His Companions get their own Pawns and

Can move independently. They cannot gain Reputation points. They

Always pick the Fight option. If defeated by a Guile attack, they join the scammer.

Garkin: Savvy old bastard. He can use Event Guile bonuses as Savvy Bonuses.

Massha: Mechanic: Her Objects all get Fight +1

Frumple: He can only do scams, He never chooses the fight option.

He's a Fast Talking Deveel: He can use Event Fight Bonuses as Guile Bonuses.

Frumple has a shop (Abdhul the Rug Merchant) with an income of 3.

Diz-Ne: Master Magician: His Spells get Fight +1

TURN SEQUENCE

Players take turns.

Each turn has 9 Phases.

1. Expenses Phase
2. Travel Phase
3. Opportunity Phase
4. Encounter Phase
5. Mission Phase
6. Recruit Phase
7. Scam the Locals Phase
8. Hostile Natives Phase
9. Deal with a Deveel Phase

EXPENSES PHASE

Living expenses cost you 1 Gold per Companion you have.

Gold Income from Jobs & Businesses is collected in this phase.

Unpaid Companions are discarded.

TRAVEL PHASE

You may choose to:

1. Not to move
2. Roll 1D6 and move your Pawn that many spaces in either direction.
3. Move your Pawn to your Home space.

OPPORTUNITY PHASE

Draw 1 card.

If you did not move, draw an extra card.

If you did move and landed on a Bazaar space draw 2 extra cards.

You may discard 2 cards to restore a Companion card or a Job Mission card.

If you are at the Bazaar, you may pay 5 Gold to restore an Object card.

ENCOUNTER PHASE

If you land on an enemy pawn, you may attack it.

(If there is more than one pawn, pick one to attack.)

You may also choose not to attack.

There are two types of Attacks: Scams & Combat.

RESOLVING A SCAM

The attacker rolls 3D6 and adds his Guile Rating.
The defender rolls 3D6 and adds his Savvy Rating.
Some Companions & Objects add to your Guile or Savvy Ratings.
Both players may play Event or Spell cards to increase their Guile or Savvy.
Event and Spell cards are discarded after being used.
Higher score wins the contest. Defender wins ties.
If the attacker wins, he gets to do one of several things:

1. Steal all of his opponent's Gold.
2. Take an object from his opponent.
3. Take a Companion from his opponent (Companion switches sides).
4. Gain 1 Reputation point.

If the attacker wins, he may make another scam attack.
He may continue scamming until he loses the contest or
He has gained 3 Reputation points.
If the attacker loses the contest by 5 or more, the defender may
Counterattack: Immediately start scamming him or may start a Combat.

RESOLVING A COMBAT

The attacker rolls 3D6 and adds his Fight Rating.
The defender rolls 3D6 and adds his Fight Rating.
Some Companions & Objects add to your Fight Ratings.
Both players may play Event or Spell cards to increase their Fight Rating.
Higher score wins the contest. Defender wins ties.
The winner of the contest gets all of his opponent's objects
The loser must discard all of his companions.
The winner gains 3 Reputation points.

MISSION PHASE

If you land on an empty non-bazaar space you may play a Mission card.
A Mission card requires you to make a number of successful Fight or Scam Rolls.
Succeeding at a mission gains you Reputation points.
Losing a Mission causes you to discard all your companions & objects.
First example: You draw the Mission:
Stop Invasion Force: Fight = 8, Rolls = 3, Reputation = 9
You must win 3 successive Fight roll contests vs a Foe of Fight = 8.
If you win, you get 9 Reputation points
If you lose, you must discard all your companions & objects.
Second example: You draw the Mission:
Steal Trophy: Savvy = 5. Rolls = 4, Reputation = 8
You must win 4 successive Scam roll contests vs a Foe of Savvy = 5.
If you win, you get 8 Reputation points
If you lose, you must discard all your companions & objects.
Some Missions are Jobs.
If you fail a Job Mission (Interview), you do not lose your companions or items.
Jobs provide a steady income.
Example: You draw the Job Mission:
Postillum Court Magician Interview: Savvy = 6. Rolls = 3, Reputation = 7, Income = 6
You must win 3 successive Scam roll contests vs a Foe of Savvy = 6.
If you win, you get 7 Reputation points and an Income of 6 Gold per turn.
If you lose you don't get the job.
Discard Mission cards at the end of the phase.
If a Mission has the (Bets) option you may Bet some or all of your gold that you will win.
If you lose, you lose the money. If you win, you double your money.
If a card has instructions to "Restore" a Companion or Item then take a
Card of the indicated type from the discard pile & put it in your hand.
If you fail a Mission and you are a court Magician roll 1D6.
On a roll of 1-3 you lose your job!

RECRUIT PHASE

Put companions, spells, & objects in your hand into play.
You may have any number of companions & objects in play.

Companions & objects are placed face up in front of you.
 Pay 5 Gold for each Item put into play.
 You may have a number of Spells in play equal to your Main Characters Magic Rating.
 Spells are placed face down in front of you.

SCAM THE LOCALS PHASE

If you did not have an encounter or go on a Mission and you are in a Non-Bazaar Space, you may Scam the Locals this turn.
 This is a Guile attack vs an opponent of Savvy = 1.
 If you win gain 1D6 Gold.
 If you lose, you are attacked by an opponent of Fight = 3.
 If you loose the fight, you must discard all your Companions & objects.

HOSTILE NATIVES PHASE

If you did not have an encounter or go on a Mission this turn, any opponent may play a Native Card on you.
 First attempt to avoid the Natives with a successful Guile Attack.
 If this fails the Natives will initiate a Fight attack against you.
 If you loose the fight, you must discard all your Companions & objects.
 Discard Native cards at the end of the phase.

DEAL WITH A DEVEEL PHASE

If you are in a Bazaar space you encounter a Deveel Merchant.
 The Deveel attacks you with a Guile = 4 attack.
 If he wins, you lose all your money.
 If you have no money, he takes one of your items at random.
 If you win nothing happens.
 If you win by 5+ put any 1 object or dragon Companion in the deck into your hand.

CARD TYPE NOTATION

E = Event
 C = Companion
 M = Mission
 J = Mission Job
 S = Spell
 O = Object (Item)
 N = Natives
 F = Fight
 G = Guile
 V = Savvy
 NCP = Negate card played by Opponent
 LOH = Look at opponents Hand & then draw 1 card from the Deck
 Restore = Put target card from discard into your hand

COMMON DECK CARD LIST

Card Name	Type	Notes
Postillum Court Magician	J	V = 6. Rolls = 3, Rep = 4, Income = 6
Ta-Hoe Court Magician	J	V = 5. Rolls = 2, Rep = 3, Income = 3
Veygus Court Magician	J	V = 5. Rolls = 2, Rep = 3, Income = 4
Stop Invasion Force	M	F = 8, Rolls = 3, Rep = 9 (Bets)
The Big Game	M	F = 7, Rolls = 3, Rep = 8 (Bets)
Dragon Poker	M	V = 9, Rolls = 3, Rep = 8 (Min. Bet = 20)
Rescue Mission	M	V = 6, Rolls = 2, Rep = 3 + Restore C
Steal Cultural Icon	M	V = 8, Rolls = 2, Rep = 5
Stand In	M	V = 9, Rolls = 3, Rep = 7
Take the Money & Run	M	F = 5, Rolls = 2, Rep = 3 (Bets)
Madcap Scheme	M	V = 9, Rolls = 2, Rep = 5
Break In	M	F = 6, Rolls = 2, Rep = 4 + Restore O
Heist	M	F = 5, Rolls = 3, Rep = 4 + Restore O
Rough Assignment	M	V = 6, Rolls = 3, Rep = 5
Battle Royale	M	F = 8, Rolls = 3, Rep = 9 (Bets)
Renegotiate Wages	M	V = 7, Rolls = 2, Income + 2
Impossible Situation	M	V = 8, Rolls = 3, Rep = 6

A Fair Fight	M	F = 3, Rolls = 2, Rep = 2 (Bets)
Real Dilemma	M	V = 8, Rolls = 3, Rep = 6
Caper	M	V = 6, Rolls = 3, Rep = 5
Hit & Run Raid	M	F = 7, Rolls = 2, Rep = 4 (Bets)
Investigation	M	V = 4, Rolls = 3, Rep = 4
Tight Spot	M	V = 7, Rolls = 2, Rep = 4
One for the Record Book	M	F = 6, Rolls = 3, Rep = 5 (Bets)
Fiasco	M	V = 7, Rolls = 2, Rep = 4
Predicament	M	V = 6, Rolls = 3, Rep = 5
Lynch Mob	N	V = 4, F = 4
Angry Crowd	N	V = 3, F = 3
City Guards	N	V = 2, F = 5
Street Thugs	N	V = 5, F = 6
Soldiers on Patrol	N	V = 3, F = 5
Throckwoddle	C	F+1, Imp Assassin
Brockhurst	C	F+1, Imp Assassin
Higgins	C	F+1, Imp Assassin
Quigley	C	F+1, Klahd Demon Hunter
Tananda	C	All Stats +1, Trollop Assassin
Chumley	C	F+3, Troll
Gus	C	F+3, Flying Gargoyle
Berfert	C	F+2, Flame Salamander
Gleep	C	F+2, Young Dragon
Buttercup	C	F+1, War Unicorn
Ajax & Blackie	C	F+2, Old Archer & his Bow
Blue Gremlin	C	F+1 & G+1
Hugh Badaxe	C	F+2, Postillum General
J. R. Grimble	C	V +1, Postillum Treasurer
The Geek	E	You may bet on any Mission (Bookie)
Forcefield	S	F+2
D-Hopper	O	Move one Extra time per turn
Dimension Hopping	E	Move 1D6 spaces
Sincerity	E	G+2
Style	E	G+2
Chez Perv	E	Opponent cannot move from Bazaar this turn
Therein lies a Story..	E	G+2
Stop Missiles in Midair	E	F+2
Double Cross	E	Take Control of Companion during Attack
Spy	E	LOH
Detect Magic	S	F+1 or G+1
See Auras	S	F+1 or G+1
Stone Ball	E	F+2 (Object: Petrifies opponents)
Antidote	E	Restore Companion
Bookies	E	You may Bet on Target Mission
Force Lines	E	Restore Spell
Levitate	S	F +2
Great Performance	E	G+2
Ambush	E	F+2
Surprise	E	F+2
Con	E	G+2
Bribe	E	G+X (X = 3 Gold)
Feign Death	E	Restore Companion
Fake Demon Slayer Sword	O	G+1
Light Fire	S	F+2
Quick Thinking	E	G+2
Flaw in the Story	E	V+2
Energy Reserve	E	Restore Spell
Draw Energy from the Earth	E	Restore Spell
Magical Wards	S	F+2
Disguise Spell	S	G+2
Heat Seeking Quarrels	E	F+2 (Object)
Assassins Cloak	O	G+1
Crossbow	O	F+1
Fire Shooting Ring	O	F+1
Armor	O	F+1
Telekinetics	S	F+2

Gullible	E	G+2
Myth-Information	E	G+2
Myth-Fortune	E	F+1 or G+1
Amulet	O	V+1
Stealth	E	F+2
Tact	E	G+2
Business Acumen	E	G+2
Pentagram	S	Move 1D6 Spaces
Wilderness Trek	E	Move 1D6 Spaces
Bite The Bullet	E	F+1 or G+1
Smugglers Code	E	NCP
Mercenaries Code	E	NCP
Advanced Tech Weapons	O	F+1
Pragmatism	E	F+1 or G+1
Situational Ethics	E	F+1 or G+1
Loot the Dead	E	Gain 3D6 Gold
Hesitation	E	NCP
Confusion	E	NCP
Recharge Energy	E	Restore Spell
Imps are Tenacious	E	Imp gets F+3
Agent Repost	E	LOH
Evade Pursuers	E	Negate Combat
Throw Knife	E	F+2
Illusion	S	G+2
Propel Rock	S	F+2
Shape Warp Spell	S	G+2
Disguise Talisman	O	G+1
Tall Tale	E	G+2
Make a Deal	E	G+2
Invisibility	S	F+2
Warning Signal	S	F+2
Trader Supreme	E	Deveel gets G+3
Intimidation	E	F+1 or G+1
Trickery	E	F+1 or G+1
See Through Disguise	E	V+2
Haggle	E	G+2
Drive a Hard Bargain	E	G+2
Sarcasm	E	G+1 or V+1
Shakedown	E	G+2
A Little Favor	E	G+2
Decoy	E	F+1 or G+1
Objections	E	V+2
A Good Deal	E	G+2
Experience	E	V+1 or G+1
Nagging Doubt	E	V+X (X = Cards in your hand)
Run Away	E	Negate Combat
Disintegration	S	F+2
Appeal to Self Interest	E	G+2
Teleportation	S	Move 1D6 Spaces
An Offer I can't Refuse	E	G+2
Ignorance	E	G+2
Seize an Advantage	E	F+1 or G+1
Conspiracy	E	G+X (X = Companions in play)
Confide	E	G+X (X = Cards in opponent's hand)
Politeness	E	G+2
Transaction	E	G+2
Something for Nothing	E	G+2
Sleight of Hand	E	F+1 or G+1
Search	E	LOH
Bragging	E	F+1 or G+1
Take the Bait	E	G+2
Perfect Timing	E	F+1 or G+1
Guilt	E	V+2
Gratitude	E	V+2
Take Shameless Advantage	E	G+X (X = Cards in your hand)
Impressed	E	G+2

Unimpressed	E	V+2
Rhetoric	E	G+2
Magic Stick	O	F+1
Transformation	S	G+2
Reputation	E	G+2
Side Trip	E	Move 1D6 Spaces
Elaborate Deception	E	G+X (X = 2 x Cards you discard)
False Faces	S	G+2
Enlist	E	Restore Companion
Convolutd Plot	E	G+2
Plan of Action	E	Draw 3 cards
Know Weaknesses	E	LOH
Treachery	E	Take Control of Companion during Attack
Suspicious	E	V+2
Convincing	E	G+2
Tense Negotiations	E	G+2
Hole in The Logic	E	V+2
Methods of Persuasion	E	G+X (X = your Fight score)
Winning Personality	E	G+2
Duped	E	G+2
Good Argument	E	G+2
Flying	S	F+2
Antisocial Attitudes	E	Pervect gets G+3
Acute Hearing	E	Pervect gets F+2 or G+2
Guile & Cunning	E	G+2
Inspired	E	G+2
Crystal Viewer	O	V+1
Leverage	E	G+2
Translator Pendant	O	G+1 (vs Missions & Natives only)
Implied Threat	E	G+2
Blatant Lie	E	G+2
Lost Subtleties	E	V+2
Disguise Dialer	O	G+1
Declare a Truce	E	G+2
Barter	E	G+2
Quick Recovery	E	F+1 or G+1
Enthusiasm	E	G+2
Diplomacy	E	G+2
Guesswork	E	Look at next 7 cards in the deck
Opening Gambit	E	F+1 or G+1
The Initiative	E	F+1 or G+1
Expertise	E	F+1 or G+1
Malfunction	E	Discard target Object
Feminine Charms	E	Female gets G+3
Complex Plan	E	F+1 or G+1
Magical Diversion	S	F+2
Hidden Signal	E	F+1 or G+1
Assassin's Dart	E	Assassins get F+3
Invisible Forces	S	F+2
Defiance	E	V+2
Exposed	E	V+2
Secret Weapon	E	F+2
Interruption	E	G+2
Shake on it	E	G+2
Profundities	E	G+2
Superimpose Image	S	G+2
Ethical Qualms	E	NCP
Staged Event	E	G+2
Dramatic Entrance	E	F+1 or G+1
Charade	E	G+2
Something Snapped	E	F+1 or G+1
Showmanship	E	G+2
Protection Spell	S	F+2
Weather Control	S	Opponent cannot Move this turn
Magical Vision	S	LOH
Candy from a Baby	E	G+2

Sound Thinking	E	Draw 3 cards
Appraise the Situation	E	Draw 3 cards
Accurate Information	E	LOH
Change Tactics	E	F+1 or G+1
Profit Motive	E	Bet on target Mission
Rivals	E	F+1 or V+1
Magicians Conscience	E	V+2
Jinx	S	Reroll target Die-roll
Set-Up	E	F+1 or G+1
Careful Observation	E	LOH
Swordsmanship	E	F+2
Provide Muscle	E	All companions get F+1
Inquiry	E	LOH
Trap	E	F+2
Private Talk	E	G+2
War Council	E	LOH
Delay & Demoralize	E	F+2
Mutual Consent	E	G+2
Flash Powder	E	F+2 (Object)
Cloak of Invisibility	E	F+1
State Demands	E	G+2
Sense of Justice	E	V+2
Opportunity	E	Draw 3 cards
Receive Counsel	E	Draw 3 cards
Flattery	E	G+2
Embellishment	E	G+2
Cheap Ploy	E	F+1 or G+1
Novel Solution	E	F+1 or G+1
Apologetic	E	G+2
Exasperation	E	G+2
Chivalry	E	V+2
Astonishment	E	F+1 or G+1
Illusionary Troops	S	F+2
Multiple Images	S	F+2
Implications	E	Look at next 7 cards in deck
Double Team	E	F+X (X = Companions you control)
What could go Wrong?	E	NCP
Don't Play Fair	E	F+1 or G+1
War Profits	E	Bet on Target Mission
Hindsight	E	LOH
Spell Things Out	E	G+2
Spin a Lie	E	G+2
Insist on It	E	G+2
Enthralled	E	G+2
Play it by Ear	E	Draw 3 cards
Contract	E	Bet on Target Mission
Promises	E	V+2
Sleep Spell	S	G+2
Excuses	E	G+2
Bluff	E	G+2
Browbeating	E	G+2
Bald Faced Deceit	E	G+2
Smooth Move	E	V = 6, Rolls = 3, Rep = 5
Gimmick Magic	E	F+2
Baffle with Bullshit	E	G+2
Scout the Opposition	E	LOH
Perfect Situation	E	F+1 or G+1
Master Plan	E	Draw 3 Cards
Indignant	E	G+2
Hook, Line, & Sinker	E	G+2
Debate	E	V+1 or G+1
Blame	E	V+1 or G+1
Glibness	E	G+2
Bounce Back	E	F+1 or G+1
Speak Bureaucrat	E	G+2
Pushover	E	G+2

Over a Barrel	E	G+2
On Vacation	E	Discard target Companion
Impersonation	S	G+2
Ingenuity	E	F+1 or G+1
Honor	E	V+2
Hype Job	E	G+2
Mercenaries	E	Restore 2 Companions
Golden Crescent Inn	E	Restore 2 Companions
Smokescreen	E	G+2
Cross Examine	E	LOH
Blunder	E	NCP
Play Rough	E	F+1 or G+1
Hell to Pay	E	Bet on target Mission
Vanishing Act	E	Negate Combat
Planned it all along	E	F+1 or G+1

OPTIONAL RULES

Each player starts with 2 random Companions.

DESIGNERS NOTES

Based on the first 3.5 books. I'm still reading.

NAPOLEONIC EMPIRE

INTRODUCTION

Two player strategic war game set in the Napoleonic era.
One player controls France & Napoleon.
The other player controls the Allies.
The allies include England, Russia, Prussia, and Austria.

THE MAP

A map of Europe will be required showing the borders between the following countries, circa 1800 AD:

Country:	Connected to:
France	Spain, Holland, Rhineland, Switzerland, Italy
England and Switzerland	Controls the Seas. Access to all except Warsaw
Russia Empire	Prussia, Warsaw, Sweden, Austria, Ottoman
Austria Empire	Rhineland, Prussia, Russia, Warsaw, Ottoman
Prussia	Rhineland, Austria, Russia, Warsaw,
Holland	Denmark, Rhineland, France
Sweden	Denmark, Russia
Denmark	Holland, Rhineland
Spain	France, Portugal
Portugal	Spain
Confederation of the Rhine (Rhineland)	Switzerland, Italy, France, Holland, Denmark,
Prussia, Austria	
Kingdom of Italy (Italy)	Rhineland, Switzerland, Naples, Austria
Kingdom of Naples (Naples)	Italy, Egypt
Switzerland	Rhineland, Italy, France
Duchy of Warsaw (Warsaw)	Prussia, Russia, Austria
Egypt	Naples, Ottoman Empire
Ottoman Empire	Russia, Egypt (The Ottoman Empire may not be entered)

ARMIES

Armies are represented by counters.
There are only two types of counters: French armies & Ally armies.
Each side has 80 counters.
A country may have zero, one, or more armies in it.

FRENCH SETUP

The French Empire begins with 20 armies located in France.
France begins with 4 armies in the Confederation of the Rhine (Rhineland)
France begins with 2 armies in each of the following countries:
Holland
Denmark
Spain
Portugal
Kingdom of Italy (Italy)
Kingdom of Naples (Naples)
Switzerland
Egypt

ALLIES SETUP

The Allies begin with 10 armies located in each of the following countries:
England
Russia
Austria
Prussia

TURN SEQUENCE

Players take turns.

The French player goes first.

Each turn is composed of 4 phases:

Draw Phase

Move Phase

Attack Phase

Reinforcements Phase

DRAW PHASE

Draw 2 cards from the Deck.

You may have a maximum of 7 cards in your hand.

Excess cards must be discarded face down into the discard pile.

If the deck runs out, shuffle the discard pile and continue drawing from it.

MOVE PHASE

Armies may move from one country to any adjacent country.

Armies may be moved into countries occupied by enemy armies.

An army may move only once per turn.

Armies in England may be moved to any non-landlocked country.

The French player may never move armies into England.

The powerful English Navy made the possibility of a French attack impossible.

Allied Armies cannot be moved back to England.

ATTACK PHASE

If enemy armies occupy the same country there will be a battle.

Each army has a Force = 1.

If a player has a card that influences a battle at that country, he may play it.

The card gives a Force bonus to either the French or the Allies.

The defender has a Force bonus +1

Each side rolls 1D6 and adds this to their Force.

The side with the higher modified force total wins.

The winning side takes casualties = 1D6 x 10%. (Round Down)

The winner cannot take more casualties than the loser had armies x2.

The defeated side takes 2D6 x 10% casualties, and must retreat the surviving armies to an adjacent friendly territory, or they are destroyed.

CASUALTY CALCULATION EXAMPLE

Lets say you won the battle and you had 10 armies to start with.

Roll 1D6. Lets say you rolled a 4.

4 X 10% = 40%.

40% of 10 is 4 so you lose 4 armies.

The loser had 6 armies. He rolls 2D6. He gets an 11.

Thats 110% so all of his armies are destroyed.

REINFORCEMENTS PHASE

If you have one or more armies in a country, and your opponent has none, you control it.

During this phase place a number of your armies onto each country you control equal to the Reinforcement value of the country as given by the table below:

Country:	Reinforcements:
France	4
England	3
Russia	3
Austria	2
Prussia	2
Holland	1
Denmark	1
Sweden	1
Spain	1

Portugal	1
Rhineland	2
Italy	1
Naples	1
Switzerland	1
Warsaw	1
Egypt	1
Ottoman Empire	0

France can never receive reinforcements from Prussia, Russia, or Austria.

NATIONALIST MOVEMENTS

During Reinforcements phase the allies may place an additional 2 rebel armies in any one of the following countries:

Spain, Portugal, Prussia, Russia, or Austria

This may be done even if France occupies the country.

CARD LIST

Card Name:	Notes:
Toulon	France: French +4
Italian Campaign	Italy or Naples: French +2
Battle of the Nile	Egypt: Allies +3
Austerlitz	Austria: French +3
Jena	Prussia: French +4
Friedland	Russia: French +4
Balance of Power	Allies gain 2 rebel armies in Reinforcement phase
Louisiana Purchase	France gains 2 armies in Reinforcement phase
Trafalgar	France: Allies +2
Continental System	France & England receive 2 less reinforcements per turn for rest of game
Peninsular War	Spain or Portugal: Allies +2
General Winter	Russia: Allies +4
Battle of Nations	Rhineland: Allies +5
Battle of Waterloo	Holland: Allies +4
Admiral Horatio Nelson	Anywhere: Allies +2
Duke of Wellington	Anywhere: Allies +2
Czar Alexander I	The Allies may take an extra turn without reinforcements
King Frederick III	The Allies may take an extra turn without reinforcements
Prince Metternich	The Allies may take an extra turn without reinforcements
Son of the Revolution	The French may take an extra turn without reinforcements
Louis Berthier	The French may take an extra turn without reinforcements
A Man of Destiny	The French may take an extra turn without reinforcements
The Little Corporal	Anywhere: French +1
Artillery Tactics	Anywhere: French +1
Josephine	The French may not move this turn
Treaty of Tilsit	The Allies may not move this turn
Wiff of Grapeshot	The French player may draw 2 cards
Scorched-earth Policy	Russia: Allies +3
Gebhard von Blucher	Anywhere: Allies +1
Conscription	France gains 2 armies in Reinforcement phase
Proclamation of Empire	The French player may draw 3 cards
Nation of Shopkeepers	The Allied player may draw 3 cards
When a card is played, it is discarded.	

VICTORY

The Allies win if they control France at the end of their turn.

The French win if they control all continental countries at the end of their turn.

GAME DESIGNERS NOTES

To make it a multiplayer game, the major countries of the Allies can be divvied up.

MAP, CARDSET & COUNTERS

Available at [Thoth](http://thoth.com)

NAPOLEONIC SOLITAIRE

INTRODUCTION

Solitaire card game. Unique Deck.
Something to pass the time for the casual Groggnard.

THE DECK

The Deck has 42 cards

There are 4 Suites:

1. Light Infantry
2. Line Infantry
3. Cavalry
4. Artillery

Each suite has cards with Strength values from 1 to 10.

There are 2 General cards.

UNIT TYPE BONUSES

Light Infantry is +2 vs Artillery & Line Infantry

Line Infantry is +4 vs Cavalry

Cavalry is +2 vs Light Infantry & Artillery

Artillery is +4 vs Line Infantry

SETUP

Divide the deck into 2 halves.

Each half has 1 General & 20 random cards.

One half-deck is the Enemy, the other is the Allies.

TURN SEQUENCE

Turn over the top 4 cards of the Enemy deck.

Draw 4 cards from the Ally deck.

Discard an ally card to capture an Enemy card of equal or less strength.

You may combine 2 or more cards to capture a single enemy card.

The Allied General can capture any card.

The Enemy General cannot be captured & gives all enemy cards played with +4.

After all possible captures are made, discard all remaining cards from play.

END GAME

The game ends after the fifth turn.

Count up the number of Enemy cards you captured; this is your Score.

VICTORY

Minor Victory: Capture 10 cards

Major Victory: Capture 15 cards

Total Victory: Capture 20 cards

CARD LIST NOTATION

I = Line Infantry

L = Light Infantry

C = Cavalry

A = Artillery

G = General

CARD LIST

Card Name:	Type	Strength:
Grenadiers	I	7
Musketeers	I	5
Old Guard	I	10
Young Guard	I	6

Sappers	I	1
Gendarmes	I	2
Grognards	I	9
Fusiliers	I	3
Highlanders	I	8
Troopers	I	4
Riflemen	L	10
Partisans	L	3
Legere	L	7
Voltigeurs	L	6
Skirmishers	L	4
Landwehr	L	2
Cacadores	L	8
Militia	L	1
Scouts	L	5
Jagers	L	9
Cuirassiers	C	10
Chasseurs	C	9
Mamelukes	C	4
Cossacks	C	7
Carabiners	C	1
Uhlans	C	6
Dragoons	C	3
Lancers	C	5
Reiter	C	2
Hussars	C	8
Howitzers	A	9
Mortars	A	2
Horse Artillery	A	4
Gun Battery	A	10
Field Pieces	A	7
Congreve Rockets	A	1
Ordnance	A	3
6-Pounders	A	5
Carronades	A	6
12-Pounders	A	8
General	G	G

GAME DESIGNERS NOTES

Been playing a lot of Klondike lately.

NARNIA SKIRMISH

BY C. GERARD LUFT

INTRODUCTION

Board and Card Game

Battle between Aslan and the Kingdom of Narnia against the White Witch and her minions.

Abstract skirmish level combat

Each figure represents 1 creature (1:1 scale)

VICTORY

The Narnian forces win if they either defeat the White Witch or her entire army. The White Witch wins if she defeats Aslan or the Army of Narnia.

FORCES

Miniatures or counters may be used to represent each unit.

FORCES OF THE KINGDOM OF NARNIA

UNIT	#	Dam	Hits	Range
Aslan	1	16	16	1
King of Narnia	1	15	15	1
Duke of the Northern Marches	1	13	13	1
Earl of Ettinsmoor	1	11	11	1
Archers	4	5	5	4
Infantry	8	4	4	1

FORCES OF THE WHITE WITCH

UNIT	#	Dam	Hits	Range
White Witch	1	13	13	1
Giant	1	12	12	2
Efreet	1	10	10	2
Dragon	1	11	11	4
Demon	1	9	9	2
Hag	1	8	8	1
Giant Frog	1	8	8	1
Spectre	1	7	7	1
Telmarine Soldier	1	6	6	1
Calormen Soldier	1	5	5	1
Wraith	1	5	5	1
Ogre	1	4	4	1
Dwarf	1	3	3	1
Elf	1	3	3	4
Wolf	1	4	4	1
Ghoul	1	3	3	1

GAME BOARD

8x8 Game Board/ Chess Board

SET UP

Each player may position 1 unit on each of the squares of the two back rows

CARDS

Players share a common deck. If the deck runs out, reshuffle.

TURN SEQUENCE

Players Take Turns

Draw Phase
Move Phase
Combat Phase

DRAW PHASE

Each player draws three cards. Maximum hand is 5 cards. Discard excess.

MOVE PHASE

Players may play their MOVE CARDS to move a unit that many squares. Units may move in an orthogonal or diagonal direction. The number of moves on a given card may be divided among several units as well.

COMBAT PHASE

For each ATTACK CARD a player has they may attack with one unit. The unit inflicts on its target is damage rating. If this reduces the defending unit's Hits to 0 or less, that unit is defeated. If the defending unit plays a defense card, they may ignore the damage inflicted by that assault. As long as Aslan is in play, MIRACLE CARDS may be played. As long as the White Witch is in play, SPELL CARDS may be played (MIRACLE and Spell Cards are the same cards; Aslan uses Miracles, and the Witch uses Magic).

CARD LIST

A= Attack

D= Defense

M= Move

Mi/S= Miracle/ Spell

CARD	#	Type	Range	Damage or Effect
Attack	25	A	As per unit	As per unit
Armor	13	D	-	-
Move	5	M	1	-
Move	5	M	2	-
Move	5	M	3	-
Move	5	M	4	-
Move	5	M	5	-
Fire Ball	1	Mi/S	4	7
Lightening	1	Mi/S	5-6	7
Disintegrate	1	Mi/S	3	10
Ice Storm	1	Mi/S	3-5	5
Petrify	1	Mi/S	2	10
Earthquake	1	Mi/S	4-6	5
Charm	1	Mi/S	1	Converts 1 unit
Dominate	1	Mi/S	3	Converts 1 unit
Command	1	Mi/S	5	Converts 1 unit
Teleport	1	Mi/S	5	Moves 1 unit to 5
Gate	1	Mi/S	6	Moves 1 unit to 6
Fly	1	Mi/S	4	Moves 1 unit 4
Invisibility	1	Mi/S	D -	Any 1 unit
Illusion	1	Mi/S	D -	Any 1 unit
Sleep	1	Mi/S	D -	1 unit may not take any action for 3 turns
Heal	1	Mi/S	1-4	Heals 1 unit of all damage
Resurrection	1	Mi/S	-	Returns 1 defeated unit to play

NATIONALIST CHESS

INTRODUCTION

2 player Chess variant.

Each player chooses a Nationality which gives them a special ability.

Special Abilities based on some historic aspect of the National character.

BRITISH

A Great Seafaring Nation.

You may move your pawns like queens.

(Not capture like queens, only move like queens)

British pawns cannot be upgraded.

CHINESE

Go Masters.

If you border any opponents piece on any 2 sides with any 2 of your pieces, you automatically capture it.

JAPANESE

Bushido Warrior Fanatics.

Move any one of your pieces twice in a row during your turn but that piece is Removed from play at the end of your turn.

You may not checkmate your opponent in this way.

AMERICAN

The Land of Opportunity.

You may at any time, as a move, replace any one of your Pawns with any of your other pieces that have been captured by an opponent.

GERMAN

Inventors of the Blitzkrieg.

On your turn, you may move 2 of your pieces.

(Not one piece twice)

RUSSIAN

Manpower Juggernaut.

Every time one of your pawns is captured you may immediately return it to play in any empty space on your back 2 rows.

ROMAN

Mighty Legions.

All your pieces may move and/or capture like pawns in addition to their regular movement.

FRENCH

Napoleonic Greatness.

As a move, you may switch the locations of any 2 of your pieces.

You may not use this ability to check or checkmate.

VIKING

Legendary Raiders.

You may as a move, on your turn, move any one of your non-pawn, Non-king pieces to any empty space on the board.

You may not use this ability to check or checkmate.

NATIONS AT WAR

INTRODUCTION

2-5 player card game with WWII theme.

VICTORY

Reduce your opponents to zero Power Points.

POWER POINTS

Each player starts with 25 Power Points.

TURN SEQUENCE

Players take turns.

Each turn is divided into 3 phases:

Production Phase

Deployment Phase

Operations Phase

PRODUCTION PHASE

Draw 1 card.

Max hand size is 7 cards.

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

Discard excess cards at end of Operations phase.

DEPLOYMENT PHASE

Put any Permanent type cards into play from your hand.

Permanents are placed face up on the table.

A permanent remains in play until it is destroyed.

Modifier cards may be attached to appropriate Unit cards.

Leaders are a type of permanent card.

OPERATIONS PHASE

Unit cards are Permanents with a Force value.

Each of your units with a Force value may attack.

Attacks may be against your opponents power base or enemy units.

Units do damage to each other equal to their Force value.

Any unit reduced to zero Force is destroyed.

An attack against the power base does damage equal to the Force of the attacking unit.

Keep track of Power Points with coins.

The defender may block with his units to protect the target of the attack.

Units may combine their Damage when attacking or defending.

Permanents with no Force value can never gain a Force value.

Action cards are played when appropriate and then discarded.

Instead of losing a Power Point, you may discard one of your

Permanents from play.

SPECIAL RULES

In 2 on 1 or 3 on 1 games the outnumbered player gets to draw an extra card per extra opponent.

Sea & Ground units cannot attack or block each other.

Bombers may not block. Bombers may not attack Fighters.

Ground Forces may not attack Air Forces.

Subs & U-Boats cannot be attacked.

Leaders may not be attacked.

CARD TYPE NOTATION

= Number of that card in the deck

A = Action

P = Permanent
 L = Leader
 M = Modifier

GERMAN CARD LIST

Card Name	#	Type	Notes
Blitzkrieg	3	A	Attack only. Force = 5
Junker Dive Bombers	2	P	Air Force = 2
Level Bombers	2	P	Air Force = 2
Luftwaffe	1	P	Air Force = 2
Panzerfausts	1	A	Destroy 1 Tank Unit
Panzer Tanks	3	P	Ground Force = 2
Panther Tanks	2	P	Ground Force = 3
Tiger Tanks	1	P	Ground Force = 4
Combined Arms Tactics	1	A	Force = 4
General Manstein	1	L	Ground Force = 3
General Guderian	1	L	Ground Force = 4
General Rommel	1	L	All your Tanks get Attack +1
Hitler	1	L	All your Units get Force +1
Me 110 Fighters	1	P	Air Force = 1
Me 109 Fighters	2	P	Air Force = 1 (3 when Blocking Bombers)
Me 206 Fighter Jets	1	P	Air Force = 2 (5 when Blocking Bombers)
Hedgerows	1	A	Defenders get Force + 1
Encirclement	2	A	All enemy units get Force -1
SS Troops	1	P	Ground Force = 3
Wehrmacht	3	P	Ground Force = 2
Panzer Grenadiers	1	M	Tank gets Force +1
U-Boats	4	P	Sea Force = 1
German Navy	1	P	Sea Force = 1
Wolf Packs	2	A	Negate a Convoy card & draw a card
Italian Troops	1	A	Ground Force = 1
Volksgrenadiers	2	A	Ground Force = 1
Industrial Might	2	A	Draw 1 extra card per turn
Occupied Countries	2	A	Draw 1 extra card per turn
Nazi Propaganda	3	A	All your Units get Force +1
Atlantic Wall	1	P	Force = 2 (Defense only)
Sigfried Line	1	P	Ground Force = 4 (Defense only)
War of Maneuver	2	A	Ground Force = 3
88mm Cannons	2	P	Ground Force = 3
Paratroopers	1	A	Ground Force = 2
V2 Rockets	1	P	Air Force = 1 (Only attack Power Base)

RUSSIAN CARD LIST

Card Name:	#	Type	Notes:
T-34 Tanks	6	P	Ground Force = 3
Snipers	3	P	Ground Force = 1
Communist Propaganda	4	A	All your Permanents get Force +1
Defense of Stalingrad	1	P	Ground Force = 6 (Defense only)
Human Waves	2	A	Ground Force = 2
Manufacturing	2	P	Draw 1 extra Card per Turn
Lend Lease Program	1	P	Draw 1 extra Card per Turn
Manpower Reserves	2	P	Draw 1 extra Card per Turn
Stalin	1	L	All your Units get Force +1
Steamroller Tactics	2	A	Attack only. Force = 5
Red Army Infantry	6	P	Ground Force = 2
Russian Officers	2	P	Ground Force = 1
Russian Air Force	4	P	Air Force = 1 (3 when Blocking Bombers)
Rockets & Artillery	2	A	Ground Force = 3
General Winter	3	A	All enemy units get Force -1
Large Territories	1	P	Negate 1 Attack per Turn
General Konev	1	L	All your Tanks get Attack +1
Marshal Zhukov	1	L	All your Infantry get Attack +1

BRITISH CARD LIST

Card Name:	#	Type	Notes:
Decipher Enigma	1	P	Look at opponents hand
Night Time Bombing	4	A	Force = 3 (Only to attack Power Base)
Commandos	1	P	Ground Force = 1
Stiff Upper Lip	1	A	All your Units get Force +1
Dunkirk Evacuation	1	A	Negate destruction of a Ground unit
Atlantic Convoys	3	P	Draw 1 extra card per turn
British Empire	1	P	Draw 1 extra card per turn
Convoy Escorts	2	A	Destroy target U-Boat
British Tommies	4	P	Ground Force = 2
Naval Power	2	P	Sea Force = 3
RAF	4	P	Air Force = 2 (3 when Blocking Bombers)
Spitfires	2	P	Force = 2 (3 when Blocking Bombers)
Battle of Britain	1	A	All your Air Units get Force +2
Code-breakers	1	P	Look at next 2 cards in opponents deck
British Intelligence	2	A	Look at next 7 cards in any deck
British Armor	2	A	Ground Force = 1
Electronics	1	P	All your Air Units get Force +1
Colonial Units	2	A	Ground Force = 2
Free French Forces	1	A	Ground Force = 2
Montgomery	1	L	Ground Force = 3
Churchill	1	L	All your Units get Force +1

AMERICAN CARD LIST

Card Name:	#	Type	Notes:
Daylight Bombing	3	A	Air Force = 3
Sherman Tanks	6	A	Ground Force = 2
Flying Fortresses	4	P	Air Force = 4 (Only attack Power Base)
Industrial Giant	3	P	Draw +1 Card per Turn
Redball Express	1	P	Draw +1 Card per Turn
General Patton	1	L	All Tanks get Force +1
General Eisenhower	1	L	Ground Force = 3
Atom Bomb Research	1	P	Win game in 10 Turns
Roosevelt	1	L	All your Units get Force +1
Carrier Taskforce	5	P	Sea/Air Force = 4
US Submarines	2	P	Sea Force = 1
Destroyers & Seaplanes	2	A	Destroy target Sub or U-Boat
General Infantry	6	P	Ground Force = 2
50 Calibre MG's	1	A	Destroy target Infantry
Amphibious Landing	4	A	Ground/Sea Force = 3. Attack only
Artillery Bombardments	4	A	Ground/Sea Force = 3
Air Superiority	2	A	Air Force = 3
Attrition Warfare	2	A	Force = 2
American Fighters	2	P	Air Force = 1 (3 when Blocking Bombers)

JAPANESE CARD LIST

Card Name:	#	Type	Notes:
Banzai Charge	4	A	Ground Force +3
Zero Fighters	4	P	Air Force = 2 (3 when Blocking Bombers)
Val Bomber	2	P	Air Force = 2
Kate Bomber	2	P	Air Force = 2
Japanese Infantry	5	P	Ground Force = 2
Japanese Tanks	1	P	Ground Force = 1
Kamikaze Planes	4	P	Air Force = 3 (vs Sea units only)
Jungle Warfare	2	A	All your Ground Units get Force +1
Island Fortress	2	P	Ground Force = 4 (Defense only)
Tunnel Complex	2	P	Ground Force = 4 (Defense only)
Bayonets & Katanas	1	M	Ground Force +1
Camouflage	2	M	Ground Force +1
Tree Snipers	2	P	Ground Force =1
Fanaticism	3	M	Force +1
Midget Subs	1	P	Sea Force = 1
Aircraft Carriers	5	P	Air/Sea Force = 4

Conquered Territories	4	P	Draw 1 extra card per turn
Bushido Code	1	A	Unit gets Force +2
Super Battleships	2	P	Sea Force = 2
The Emperor	1	L	All your Units get Force +1
Tora Tora Tora	2	A	Force = 4
Admiral Yamamoto	1	L	All your Sea Units get Force +1

BASIC 5 MAN VARIANT

Allies: America, Britain, & Russia

Axis: Germany & Japan

Turn Sequence:

- 1 - Germany
- 2 - Britain
- 3 - Russia
- 4 - Germany (goes twice!)
- 5 - Japan
- 6 - America

NAVAL DUEL

INTRODUCTION

Tactical Sea Combat for Ships of the line, circa 1700-1800's

THE MAP

Use a Hex Map.
Indicate land and sea spaces.

MODELS & COUNTERS

Use a counter or model to represent each individual ship.
Indicate ship facing on counters.
Six sided dice are needed.

SHIP ATTRIBUTES

Each ship has a base Movement Rating = 1
Each ship has a base Cannon Rating = 1
Each ship has a base Crew Rating = 2

DESIGNING FLEETS & SHIPS

In the Basic Scenario, each player starts with a fleet of 7 ships.
Roll on the 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.

SETUP

Fleets start at opposite ends of the map

TURN SEQUENCE

Draw Phase
Move Phase
Broadside Phase
Boarding Action Phase

DRAW PHASE

Each player draws one card.
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 Movement rating.
The final result is the maximum number of spaces the ship may move.
Each hex face change counts as one space moved.
No stacking. Only one ship per space.

BROADSIDES PHASE

Each ship can make one broadside attack per turn.
All attacks are considered to be simultaneous.

Maximum attack Range for a Ship is equal to 4 plus any Broadside Roll modifiers.
 When attacking first declare ammo type.
 Grapeshot has a range -2.
 Chainshot has no modification to range.
 Roundshot has a range +1.
 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:

BROADSIDE TABLE

1D6	Result:
1-4	No Damage
5-6	The target losses one rating point in one random attribute
7-8	The target losses one rating point in two random attributes
9+	The target losses 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 Rating to the roll.
 Round shot gets +1 to the roll.

RANDOM ATTRIBUTE TABLE

1D6	Attribute:
1-2	Movement Rating
3-4	Cannon Rating
5-7	Crew Rating

Grapeshot gets +1 to the roll
 Chainshot automatically does all damage to the Movement rating.
 Any ship reduced to a -2 cannon rating blows its hold and sinks.

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 rating.
 The higher score wins the boarding action. Reroll ties.
 The winner captures the losers Ship.
 The winner may sink it, or transfer a crew point to it to gain control of it.

NATIONAL CHARACTER

1D6	Attribute	Bonus
1-2	Sea Power	+1 to Movement Rating
3-4	Industrial Giant	+1 to Cannon Rating
5-6	Land Power	+1 to Crew Rating

FLEET CHARACTER

1D6	Attribute	Bonus
1-2	Patrol/Raiders	+1 to Movement Rating
3-4	Warships	+1 to Cannon Rating
5-6	Invasion Fleet	+1 to Crew Rating

SHIP SPECIFICATIONS

1D6	Attribute	Bonus
1-2	Extra Masts	+1 to Movement Rating
3-4	Extra Guns	+1 to Cannon Rating
5-6	Extra Crew	+1 to Crew Rating

CAPTAINS PREOCCUPATION

1D6	Attribute	Bonus
1-2	Salty Dog	+1 to Movement Rating
3-4	Artillerist	+1 to Cannon Rating
5-6	Swashbuckler	+1 to Crew Rating

CREW QUALITY

1D6	Attribute	Bonus
-----	-----------	-------

1-2	Smart Sailors	+1 to Movement Rating
3-4	Gunners Mates	+1 to Cannon Rating
5-6	Bully Boys	+1 to Crew Rating

DECK CARD LIST

Card Name:	#	Notes
Gust of Wind	2	+2 to the Movement Roll
Unfurl the Sails	2	+2 to the Movement Roll
Catch the Wind	2	+2 to the Movement Roll
Fierce Hand to Hand	2	+2 to the Boarding Action Roll
Swords and Pistols	2	+2 to the Boarding Action Roll
Rally the Men	2	+2 to the Boarding Action Roll
Sweep the Decks	2	Grapeshot gets +2 to Broadside Table Roll
Splintering Wood	2	Roundshot gets +2 to Broadside Table Roll
Damaged Rigging	2	Chainshot gets +2 to Broadside Table Roll
Quick Reload	2	Ship gets an extra Broadside attack this turn
Crows nest Lookout	2	Look at opponents hand
Maneuver	2	Opponent gets -2 to Broadside Table Roll
Calm Waters	2	Opponent gets -2 to the Movement Roll
Rake the Bow stern	2	+1 to Broadside Table Roll if attacking the bow or stern

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:
Click here 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:
Maneuver Phase
Deploy Phase
Attack Phase
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.
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 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
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.

NOIR

INTRODUCTION

Tell your own stories of crime in the big city.

THE DECK

All players share a single common deck.

The deck contains six suites of cards:

Atmosphere cards, Locations, Help, Hindrances, Witnesses, & Clues.

There are 20 cards of each suite in the deck.

SETUP

Shuffle the deck.

Each player is dealt 6 cards.

The meanest player goes first

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

1. Mystery Phase
2. Suspense Phase
3. Investigation Phase

MYSTERY PHASE

The active player may put the top card of the discard into his hand, or draw the top card of the deck and put that in his hand.

After taking a card, the player should have 7 cards in his hand.

SUSPENSE PHASE

The active player must discard a card face up to the discard pile.

Maximum hand size is 6 cards. Discard excess cards.

INVESTIGATION PHASE

If a player has a combo, he may show it to the other players and put it in his Clue pile.

A Combo contains one card from each of the six suites.

A Combo is also called a: Meld, Straight, Run, Storyline, Chapter, Outline, Draft.

After a playing a meld, a player draws a replacement hand of six cards.

OBJECT

The game ends when players have gone through the whole deck.

When the game ends, the player with the most cards in his Clue pile solves the case and wins.

WITNESS (SUSPECT) CARD LIST

Card Name:	Quote/Notes
Land lady	"That no good bum swindler."
Business Partner	"I'm sure I don't know what you're talking about."
Taxi driver	"I don't know what you're talking about. Okay! Okay!"
Winsome secretary	"And then he called his wife..."
Femme fatale	"I'll have a Gin & Tonic."
The boyfriend	"Get out of my face s**t for brains"
Night-club owner	"Get out of my club"
Snitch/Informer	"Whats in it for me?"
Mob Boss	"If you know whats good for yah..."
Bartender	"He's a slippery one he is."
Dock worker	"Who wants to know?"
The Doctor	"I think you're mistaken."

Floozy	"Then the Bastard hit me."
Prostitute	"Hey big boy, why don't you come up and see me sometime."
Jailbird	"Why should I tell you?"
Bell boy	"Sure Mister."
Client	"I think I know who did it."
Deadbeat Grifter	"What's it to you?"
Innocent Bystander	"I think I saw a..."
Small time Hood	"It'll cost yah."

CLUES CARD LIST

Card Name:	Quote/Notes
Blood Stains	
Fingerprints	
Dead body	Dead men tell no tales
Signed Receipts	
Coroners Report	
Public Records	
Reporter male	"I'll tell you what I know if you tell me what you know."
Reporter female	"I'll get to the bottom of this, with or without your help."
Photographs	
Crime Scene	Sin City
Cigarette Butts	
Abandoned Car	
Scrawled in Blood	
Address Book	
Telephone Number	
Article of Clothing	
Murder Weapon	
Suicide Note	
Wire Tap	
Briefcase full of Money	

ATMOSPHERE CARD LIST

Card Name:	Quote/Notes
Mystery	
Suspense	
Long Rainy Night	
Dark Attitudes	
Shadows	
Money	Vice, Corruption & Graft
Radio	
Harsh Lighting	
Askew Camera Angles	
Deep Dark Secret	
Do it in Style	Fedora & Trench coat
Walk the Thin Line	Human Nature
Blues, Jazz, Big Band	
Rat Bastards	Fat Cats
Maudlin Mood	"You're too good for this place."
Bad Habits	
Sex and Love	Improper Desires, Temptation
Crime	Murder, Fraud, Embezzlement
Deceit	Lies
Mean Streets	Squalor

HINDERANCES CARD LIST

Card Name:	Quote/Notes
Stupid coppers	"This is our turf Dick."
Bent coppers	"Don't make me tell you again Chump."
Thugs	"Hey Lefty, is this the guy?"
Police detective	"This is my case, understand."
DA	"You're interfering with a police investigation"
False Testimony	
Drive-by Shooting	Tommy Guns

Big Bruiser Thug	Take a Beating, Broken Finger
Double Cross	Backstabbing
Car Chase	Car Crash
Brawl	
Shootout	
Witness Skipped Town	
Red Herring	
Frame Up	Set-up
Death Threats	
Black Mail	Extortion
G-Men	"Were taking you in for questioning."
Thrown in Jail	
Trapped	

HELP CARD LIST

Card Name:	Quote/Notes
Good coppers	Or Bent but Honorable. "Damn Rookies..."
Gun	Revolver or .45 Automatic
Bankroll	Bribes
Car	
Tough	"Get that Pea-shooter out of my face."
Persistent	
Street Smarts	
Hard-Boiled	
Tough as Nails	
Deduction	
Guts	
Stakeout	
Trust no one	
Watch your Back	
Private Investigator	
Experience	
Hunch	
Integrity	
Owed a Favor	
Interrogation	Intimidation

LOCATION CARD LIST

Card Name:	Notes
Swank Jazz Club	Big Band
Dark Alleys	Fire Escapes
City Hall	
Office	Smoke Filled Room
Police station	Prison
Tenements	Grimy
Back Alley Bar	Blues
All Night Diner	Eat at Joes
Posh Penthouse	Uptown
Warehouse	
Docks	Boats
Beach House	Mansion
Steel Mill	
Bridge	
Restaurant	
Gas Station	
Airfield	Prop plane
Gallery	Museum
Hospital	Dr Office, Morgue
Train Station	Dark Railway Yard

VARIANT

Use the scoring system found in the Conan game.

NORSE ODYSSEY

by Markus Salo
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INTRODUCTION

A solo dice game of Viking Raids of the Ninth Century.
Summer of 869...You and your 10 Kinsmen from Olafursdal, Norway build the most beautiful dragon ship ever constructed on the Heimdalsfjord and set sail to trade and loot the riches of Europe.
It's early April and you have 32 weeks (turns) before you have to be back home when the winter comes.

The Ship:

Basic Ship has Speed 1, Rigging Strength 5, Hull Strength 5, Navigation equipment 1, to get additional properties roll d6 five times on the Ship Property Table.

You can also buy extra properties costing 10 golds each when in Olafursdal.
1d6

- | | |
|---|--------------------------------------|
| 1 | +2 Speed on Oars (Rivers, Calm Seas) |
| 2 | +2 Speed on Sail (Sea) |
| 3 | +2 Hull Strength |
| 4 | +2 Rigging Strength |
| 5 | +2 Navigation equipment |
| 6 | Pick any |

The Vikings: Roll d6 on the Viking Skill Table, you have three properties, your Kinsmen two.

You, the Earl of Olafursdal

- | | |
|----|-----------------------|
| 1 | Gudmundur Gudmundsson |
| 2 | Jonmundur Gudmundsson |
| 3 | Eirik Thorfinnsson |
| 4 | Leifur Thorfinnsson |
| 5 | Einar Thorfinnsson |
| 6 | Knut Havarardsson |
| 7 | Baldur Havarardsson |
| 8 | Thorfinnur Eigilsson |
| 9 | Snorri Eigilsson |
| 10 | Gestur Eigilsson |

Viking Skill Table:

- | | |
|------|---|
| 1d10 | Skill |
| 1 | Navigation +1 |
| 2 | Sailing (Sailing Speed +1) |
| 3 | Rowing (Speed on Oars +1) |
| 4 | Boat Building (Repair 1 ship damage per turn) |
| 5 | Fighting +1 |
| 6 | Pick Any 1-5 |
| 7 | Negotiating +1 |
| 8 | Trading +1 |
| 9 | Charisma +1 |
| 10 | Pick any 7-9 |

The Map

The Map consists of North Western Europe and following bodies of water and countries.

Seas:	Countries
North Sea	Germany
North Atlantic	France
Bay of Biscay	England
Sea of Ireland	Scotland
English Channel	Ireland
Helgoland	Spain
Norway (Home)	

When sailing on the sea, roll on the specific sea table for sea events.

When landed, roll on the river/land event table.

To successfully pass the Challenge, roll 2d6 as the challenge roll.

Then roll 1d10 as the Skill Roll and add the number of required skills to it.

If the challenge roll is lower than Skill Roll plus number of required

skills, you pass the challenge successfully.

North Sea Table: To cross the north sea takes three turns, so roll three times on events

1d10	Challenge	Skills	Notes
1-2	Storm	Sailing	if unsuccessful, Rigging Strength -1
2	Storm	Sailing	if unsuccessful, Hull Strength -1
4	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
5	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
6-10	Great Sailing	-	-

North Atlantic Table: To cross the North Atlantic takes four turns, so roll two times on events.

1d10	Challenge	Skills	Notes
1-2	Storm	Sailing	if unsuccessful, Rigging Strength -1
3-4	Storm	Sailing	if unsuccessful, Hull Strength -1
5	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
6	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
7	Pirates		see Pirates
8-10	Great Sailing	-	-

English Channel Table: To cross the English Channel takes two turns, so roll two times on events.

1d10	Challenge	Skills	Notes
1	Storm	Sailing	if unsuccessful, Rigging Strength -1
2-3	Rocks	Navigation	if unsuccessful, Hull Strength -1
4-5	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
6-7	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
8	Pirates		see Pirates
9-10	Great Sailing	-	-

The Irish Sea Table: To cross the Irish Sea takes two turns, so roll two times on events.

1d10	Challenge	Skills	Notes
1	Storm	Sailing	if unsuccessful, Rigging Strength -1
2-3	Rocks	Navigation	if unsuccessful, Hull Strength -1
4	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
5-6	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
7-8	Pirates		see Pirates
9-10	Great Sailing	-	-

The Bay of Biscay Table: To cross the Bay of Biscay takes three turns, so roll three times on events.

1d10	Challenge	Skills	Notes
1-2	Storm	Sailing	if unsuccessful, Rigging Strength -1
3-5	Storm	Sailing	if unsuccessful, Hull Strength -1
6	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
7-8	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
9	Pirates		see Pirates
10	Great Sailing	-	-

The Helgoland Table: To cross Helgoland takes two turns, so roll two times on events.

1d10	Challenges	Skills	Notes
1	Storm	Sailing	if unsuccessful, Rigging Strength -1
2-3	Sand Banks	Navigation	if unsuccessful, Hull Strength -1
4-5	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
6-7	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
8	Pirates		see Pirates
9-10	Great Sailing	-	-

If Rigging Strength is 0, the Boat can not be sailed.

If you can't repair the boat, you float on open seas until you and your crew die of thirst.

If Hull Strength is 0, the boat sinks with all hands.

The Pirates

You face a Pirate Ship with 1d6 Sailing and 1d6 Rowing Speed, 1d6 of Hull Strength, 1d6 of Rigging Strength. First roll weather roll with 1d6.

If weather roll is 1-2, there is no wind and the battle is fought rowing.

If weather roll is 3-6, the battle is fought sailing.

You may evade the Pirates. Roll 1d10 and add your ship speed and the sailing skills (rowing skills if the weather is calm) and navigation skills of your crew.

The total sum is your evade value. Then roll 2d6 and add the Pirate Ship speed.

If your evade value is higher, you evade the Pirates.

If it is lower or equal, the Pirates are able to board your ship.

You may also attack the Pirates and board their ship.

In a case of boarding battle, you roll 1d10 and add the Fighting Skills to the total.

Then roll 2d6 for the Pirates and add 1d6 Pirate Fighting Skills.

If your total is higher, you win and destroy the Pirates, if your

total is lower or equal, the Pirates win, kill your crew and take your ship.

The Land/River Table. Roll once on every land turn.

1d10	Event	Skills	Notes
1	Rapids	Rowing	if unsuccessful, Hull Strength -1
2-3	Meeting Engagement		roll on Meeting Table
4-5	Settlement		roll on Settlement Table
6-10	Move further inland		takes one extra turn to return to sea

The Meeting Table:

d10

1	Warband
2	Traveling Knight
3	Traders
4	Monks
5	Armed Monks
6	Army
7	Peasants
8	Vikings
9-10	Reroll

A Warband is a group of armed men raiding and looting. It has Battle Strength 1d10.

To win the battle, roll 1d10 + the Fighting Skills of Your Group.

If your roll is higher, you win the battle, if equal or lower, you lose the battle and lose one random group member. If you win the battle, a random group member gets one Fighting Skill.

A Traveling Knight will join you and add one Fighting Skill to your Group if your roll of 1d10 + number of Negotiating and Charisma Skills is higher than 2d6. If not, he wishes you the best.

Traders will Trade with you.

If your roll of 1d10 + number of your Trading Skills is higher than 2d6, you get 20 gold pieces of profit, otherwise you get screwed and lose 10 golds.

If you get profit, a random group member get one Trading Skill.

Monks will try to convert you.

If your roll of 1d10 + number of your Charisma Skills is lower than 2d6 a random group member joins the monks.

Armed Monks will attack you. They have Battle Strength 2d6. To win the battle, roll 1d10 + the Fighting Skills of Your Group. If your roll is higher, you win the battle, if equal or lower, you lose the battle and lose one random group member.

If you win the battle, two random group members get one Fighting Skill.

Army: The local king has collected an Army to deal with the Viking threat.

The Army has a Battle Strength of 3d6. To evade the army, roll 1d10 + the Fighting Skills of your Group.

If your roll is higher, you evade the army, if equal or lower, you have to fight and lose three random group members. If you evade the army, two random group members get one Fighting Skill.

Peasants will Trade with you.

If your roll of 1d10 + number of your Trading Skills is higher than 2d6, you get 10 gold

pieces for profit, otherwise you get screwed and lose 5 golds.

Vikings: You meet 1d6 fellow Norsemen. They will join your Group if your roll of 1d10 + number of Negotiating and Charisma Skills is higher than 2d6.

Then create 1d6 new Vikings. If not, they wish you the best.

The Settlement

When You come to a settlement, you can evade it, attack and loot it or trade with it. If you evade, nothing happens. If you trade with it, you roll 1d10 and add the Trading Skills of your group. If the result is higher than 2d6, you get the gold, if equal or lower, you get screwed and lose half of the amount.

If you attack the settlement, determine first the number of defenders.

Then multiple the number by the battle strength of the unit. That's the defender value.

Your attacking value is the number of your men + Fighting Skills + 1d10.

If your attacking value is higher than the defender value, you conquer the

settlement and collect the loot, if equal or lower, you lose 1d6 random group members.

If you win the battle, all you and five of your men get one Fighting Skill.

The Settlement Table

1d6		Defenders	Loot	Trade
1	Manor House	1d10 Peasants	20 golds	10 golds
2	Monastery	2d10 Armed Monks	40 golds	-
3	Church	1d10 Armed Monks	30 golds	-
4	Town	1d10 Peasants, 1 Knight	30 golds	20 golds
5	Castle	2d10 Soldiers, 1d6 Knights	100 golds	-
6	Village	2d10 Peasants	20 golds	5 golds

Defender Table

Type	Battle Strength
Peasant	1
Armed Monks	3
Soldiers	4
Knights	5

VICTORY

Keep book of the turns. If you don't get to Norway before turn 32 is over, you perish in

the cold Northern European Winter. If you get to Norway, you can continue the next spring.

With multiple players, the richest player is the winner on turn 32.

OPERATION BLITZKRIEG

INTRODUCTION

Board & card game for 2 players.
World War II theme. Abstract platoon level combat.
Each figure represents a company or unit of men.

VICTORY

You rout the enemy if you destroy 9+ of his units.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.

There are 3 types of units:
Cavalry, Infantry & Artillery.
Each player starts with:

4 Tanks
8 Infantry
4 Artillery

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 copies of each card in the Card list.

TURN SEQUENCE

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

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your units.
The move card has a number.
This is the number of spaces the unit moves.
Moves can be diagonal or orthogonal.
"Knight" type move cards allow a 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.

FIRE PHASE

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

Attacks can be diagonal or orthogonal.

"Knight" type attack cards produce an attack with a range like a knight in chess.

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

R = Artillery

I = Infantry

T = Tanks

G = Ground: Applies to Artillery, Infantry, and Tanks

U = Any type of Unit

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 LIST

Card Name:	Range	Type	User	Target	Notes
Assault	1	A	G	G	
Fire Team	2	A	I	IR	
Sniper	3	A	I	IR	
Mortars	3	A	I	IR	
Grenades	1	A	I	G	
Bazooka	2	A	I	T	
Fighting Advance	1	M	IT	-	
March	2	M	I	-	
Column	2	M	IR	-	
Trucks	3	M	IR	-	
Mechanized Infantry	4	M	I	-	
Infiltration	K	M	I	-	
AT Gun	1	A	R	T	
Field Guns	2	A	R	IR	
Rockets	3	A	R	G	
Barrage	4	A	R	IR	
Howitzers	5	A	R	IR	
Bombardment	6	A	R	IR	
Man Handled	1	M	R	-	
Self Propelled	2	M	R	-	
Flame Thrower	1	A	IT	G	
Overrun	1	A	T	IR	
Tank Killer	2	A	T	T	
Machine Guns	2	A	IT	IR	
AP Rounds	2	A	RT	T	
HE Rounds	3	A	RT	IR	
Treads	2	M	T	-	
Tracks	3	M	T	-	
Clear Ground	4	M	T	-	
Road	5	M	T	-	
Blitzkrieg	6	M	T	-	
Outflank	K	M	T	-	
Armor	-	D	T	-	Negate Attack
Entrenched	-	D	I	-	Negate Attack
Fortifications	-	D	IR	-	Negate Attack
Dug In	-	D	G	-	Negate Attack
Pill Box	-	-	-	-	Negate Infantry Move
Breakdown	-	-	-	-	Negate Tank Move
Minefield	-	-	-	-	Negate Move

AIR WAR RULES VARIANT

Replace 2-4 Infantry units with Air Units.

Add the following cards to the Deck:

Card Name:	Range	Type	User	Target	Notes
Bombing Run	1	A	Air	G	
Dive Bomber	1	A	Air	G	
Incendiary Bombs	1	A	Air	G	
Strafe	2	A	Air	G	
Ground Support	2	A	Air	G	
AA Guns	1	A	R	Air	
Flak	2	A	R	Air	
Fighters	2	A	Air	Air	
Fighter Ace	3	A	Air	Air	
Ground Fire	1	A	IT	Air	
Circle	1	M	Air	-	
Climb	2	M	Air	-	
Cruise	3	M	Air	-	
Patrol	K	M	Air	-	
Dive	4	M	Air	-	
Flying	5	M	Air	-	
Mission	6	M	Air	-	
Fuel Tanks	7	M	Air	-	
Paratroopers	7	M	I	-	
Camouflage	-	D	G	-	Negate Attack
High Altitude	-	D	Air	-	Negate Attack
Bad Weather	-	-	-	-	Negate Air Unit Move
Reconnaissance	-	-	-	-	Look at Opponents Hand

Notes:

The Paratroopers card can only be used by infantry in your back two rows and they must move orthogonally or diagonally forward.

Air units can also use Machine Gun and Rocket cards.

OPUS MAGNUM – The Philosophers Stone

INTRODUCTION

Card Game for 2 or more players.

Players are 17th century alchemists, competing for the creation of the Philosophers Stone.

VICTORY

The first player who creates the “Resurrected Lapis Philosophorum” wins.

DECK

Players share a common deck. There are 3 types of cards: Elements, Procedures and Substances.

SETUP

Shuffle the deck and deal 5 cards to each player.

TURN SEQUENCE

Players take turns. The player born at the most eastern location goes first.

Each turn has the following phases:

- Draw Phase
- Trade Phase
- Procedure Phase
- Discard Phase

DRAW PHASE

Draw a card. If the deck runs out of cards, shuffle the discard pile and use it as new draw pile.

TRADE PHASE

The player can trade any number of cards from his hand or previously created substances lying in front of him (see below) for any number of opponents cards or previously created substances. When previously created substances are traded, they stay created (face up on the table) and only change possession.

PROCEDURE PHASE

Substances have to be “produced”, elements have not.

The player can produce substances by playing a procedure card, the corresponding starting substances (the input of the procedure) and the substance to be created (the output). Each substance-card names the procedure and starting substances that have to be played to complete the production of this substance. You have to play all ingredients at once. After playing, the starting substances and the procedure-card are discarded, the output of the procedure stays in front of the player. Only previously created substances can be starting substances for later procedures, you may not play substances as input of a procedure from your hand. This is obviously not the case for elements, which are not produced.

Examples:

To create the substance “Philosophical Mercury” you need in your hand the elements “Alchemists Soul”, “Alchemists Spirit”, the procedure “Unification” and the substance-card. You play all 4 cards, discard the elements (input) and the procedure. The output-substance stays face up on the table.

You want to create “White Materia”. You own this card, the element “Fire” and the procedure “Burning” in your hand and the previously created substances “Azoth” and “Clean United Substance” lying in front of you.

Cards are played from your hand, all but “White Materia” are discarded.

DISCARD PHASE

Discard cards from your hand to have a maximum of 7 cards.

CARDS

ELEMENTS (9 cards each)

The Alchemists Spirit

The Alchemists Soul

Fire

Earth

Gold

Antimon

Water

Alcohol

Silver

Sal Tartari

PROCEDURES (3 cards each)

Unification

Mixing

Burning

Sublimation

Decomposition

Putrefaction

Distillation

Consolidation

Boiling

SUBSTANCES (6 cards each)

Name Need to
create

Philosophical Mercury Unification of
Alchemists Spirit and Alchemists Soul, also as
byproduct

of the creation of Black Substance

Fertile Mercury Mixing of
Philosophical Mercury, Mercury and Sulfur

Mercury Burning

of Earth with Fire

Sulfur Burning

of Earth with Fire

Clean Mercury Sublimation

of Fertile Mercury

Azoth (Unified Fluid Mercury) Unification of Clean
Mercury and Sulfur

Or

Unification of Noble Materia and Fire

Clean Gold Mixing of

2 Gold and 1 Antimon

Latona (Philosophical Sulfur) Decomposition of
Clean Gold

Unified Philosophical Mercury Unification of
Alchemists Spirit, Fire, Latona and Azoth

Or

Putrefaction of 2 Noble Materia

Black Substance Putrefaction

of 2 Unified Philosophical Mercury (byproduct:
Philosophical
Mercury)
Black United Substance Destillation of 2
Black Substance and 1 Philosophical
Mercury
Clean United Substance Mixing of Black
United Substance with Azoth
Or
Mixing of Black United Substance with Water
White Materia Burning of
Clean United Substance and Azoth with Fire
Or
Burning of Black United Substance and Latona with Fire
Well-arranged Stone Burning of
White Materia and Alchemists Spirit with Fire
Burning Stone Destillation
of Well-arranged Stone
Or
Boiling of Sal Tartari, Fire, Water, Azoth, Latona and
Unified
Philosophical Mercury
Separated Stone Destillation
of Burning Stone and Water
Or
Boiling of Golden Salt, Fire, Water, Alcohol and White
Materia
Bloody Stone of Life Sublimation of
Separated Stone
Or
Burning of Burning Stone and Alcohol with Fire
Lapis Consolidation
of Bloody Stone of Life and Fire
Or
Unification of 2 Separated Stones
Or
Putrefaction of 2 Bloody Stones of Life
Diluted Lapis Sublimation
of Lapis and Philosophical Mercury
Or
Putrefaction of Lapis and Philosophical Mercury
Fixed Lapis Destillation
of Lapis and Water
Transpiring Lapis Burning of
Fixed Lapis and Azoth with 2 Fire
Resurrected Lapis Philosophorum Burning of
Transpiring Lapis with 3 Fire
Or
Sublimation of Transpiring Lapis and Alchemists Soul
Diluted Gold Decomposition
of Azoth and Gold
Golden Salt Putrefaction
of 2 Diluted Gold, Fire and Water
Noble Materia Mixing of

ORBITAL ESCALATION

INTRODUCTION

Board & card game for 2 players.

Battle between Satellites in Earth Orbit.

Each figure represents a satellite, shuttle, Space station or space marine squad.

VICTORY

Destroy or capture the opposing Battle Station.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.

UNITS TABLE NOTATION

= Number of that type of unit each player has in setup.

Move = The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

HUMAN UNIT TABLE

Name	#	Hits	Move	Range	Notes
Battle Station	1	3	1	4	Missiles, Lasers
Attack Shuttle	2	2	4	4	Missiles, Lasers
Hunter Killer Satellite	3	1	3	2	Lasers
Orbital Weapons Platform	3	1	2	4	Missiles, Lasers
Zero-G Space Marines	3	1	2	1	Missiles, Lasers,
Capture					
Orbital Mine	4	1	1	1	Self-Destruct

SETUP

Each player places one unit on each square of his back two rows.

Units may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Battle Phase

ORDERS PHASE

Draw 3 cards.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.

Units cannot move through other units.

The move card has a number.

This is the number of spaces the unit moves.

The Unit tables list what type of Move cards each unit can use.

Moves are diagonal or orthogonal.
 Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

BATTLE PHASE

Play (discard) an Attack card to have a unit attack.
 The Unit tables list what type of Attack cards each unit can use.
 The attack card has a number.
 This is the range of the attack.
 Attacks are diagonal or orthogonal.
 An attack does 1 point of damage.
 If the target unit is reduced to zero hit points it is destroyed.
 Units may not attack through other units.
 The defender may play a Defense card to negate an attack.
 A Marine that attacks with a Capture card takes control of the target unit.
 A Capture card cannot be used vs Enemy Marines.
 If a Mine uses a Self Destruct Attack, it destroys itself.

CARD LIST NOTATION

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

CARD LIST

Card Name:	#	Range	Type	Notes
Momentum	4	1	M	
Thrusters	4	2	M	
Engines	2	3	M	
Full Burn	2	4	M	
Laser	2	1	A	
X-Ray Laser	2	2	A	
Tactical Missile	2	1	A	
Long Range Missile	2	2	A	
Cruise Missile	2	3	A	
ICBM	2	4	A	Missile
Self Destruct	4	1	A	Mines only
Capture	2	1	X	Marines only
Combat Simulation	2	-	X	Draw 3 cards
Super Computer	2	-	X	Look at next 10 cards in deck
Spy Satellite	2	-	X	Look at opponents Hand
Radio Jamming	2	-	X	Negate a Missile Attack
Evasion	1	-	X	Negate a Laser Attack

ORCLAND 12 A.C.

By Stave
(Dave Stattler)

INTRODUCTION

Post-apocalyptic fantasy.
Players are part of an Orc warband seeking to loot and pillage.

BACKGROUND:

The once-mighty Empire of the humans lays in ruins. 12 years ago, the Orc warlord Gakhar Flamebringer slew the Emperor and razed the Imperial capital. However, he was himself killed in that very battle. Afterwards, the Orc warbands under his command split apart and ran amok, fighting with each other and raiding the remaining cities of the Empire. Now all that remains of the Empire are a few City-states, choked with refugees and unable to get along, and a few scattered farming and fishing villages that have held out against pillaging Orcs. Various Barbarian groups once relegated to the lands beyond the Empire have now crossed its borders and made their own homes within. Everywhere the land is infested with the Orkish warbands, ranging in size from a few individuals to mighty armies, roaming and pillaging at will.

You remember the Flamebringer, for you fought alongside him. You are an Orc, and though the Great Slaughter may have ended with the Flamebringer's death, your saga continues. The world lies bare before you. The Golden Age of Man is over, and the Age of Chaos has begun. What will you make of it?

PLAYER RACES-

Orcs: big, muscular killing machines.

Goblins: smaller, faster, and sneakier.

ORCS: Warlord, Warriors, Shamans, Tracker/Hunter, Artillerist (mans siege engines), Chuck (rock or spear-thrower), Charioteer (Orc cavalry ride in boar-drawn chariots).

GOBLINS: Dabbler/Hedge Wizard, Assassin, Archer/Slinger, Fighter, Engineer/Inventor, Scout/Spy.

NPC RACES-

HUMANS:

Imperial Humans mostly live in the few remaining City-states, which are overcrowded with refugees. Some live in small villages, where they hunt, farm, and fish. They resist Orcs fiercely.

Humans are not as strong as Orcs or as quick as Goblins, but they fight with resolve and determination, as well as clever tactics.

Some Human Cities have been taken over by warlords or evil wizards, necromancers, or cults. Others are ruled by local nobles or town councils. A few have been turned into permanent bases for powerful Orc warbands, instead of being looted.

Human adventurers, mercenaries, and freebooters can often be found roaming the wilderness, and will usually attack small warbands if they think they can get away with it. Barbarian humans tend to live in remote villages, or often as wandering nomads. They are usually fierce warriors. Some are willing to deal with Orcs, though most will hate you as much as the Imperials do.

ELVES-

Live in deepest parts of forests and jungles.

Few in number.

Survivors are suspicious and xenophobic.

Humans caught in their territory will be turned away, Orcs will be killed.

DWARVES-

Sworn enemies of Orcs.

Live in mountain holds and fortresses.

Will defend their homes to the death, but will rarely be found abroad.

TROLLS-

Big, powerful, stupid.

Will eat humans whenever possible.

May sign on as mercenary for Orc Warband if the grub is good.

OTHERS:

Undead (Plentiful in war-ravaged world)

Lizardmen/Dragonmen

Giants/Ogres

Demons

The Orkish invasion has left much of the Empire as unpopulated wilderness, meaning that there are lots of dangerous beasties and monsters wandering about as well.

ADVENTURES:

Raiding/Extorting human settlements, fighting other warbands, gathering new Orcs to your warband, hunting for food/loot, exploring ruins, enslaving a city or village, re-uniting warbands under your banner.

ORKWORLD QUEST

INTRODUCTION

Card & Dice game for 2-4 players.
Based on the Orkworld RPG by John Wick.
Each player controls a Tribe (Gathum) of Orks.

DISCLAIMER

Orkworld is a copyrighted property.
This is merely a fan site.

VICTORY

The first player to accumulate 25 Fana (Fame) points and survive is the winner.
You may use teeth, pebbles, or bone fragments to represent Fana.

POPULATION

Use Metal or plastic figures to represent your Population.
1 Figure = 1 Ork.
You can have a maximum of 1 Household (Orkum) Totem per 10 Orks rounding down

SETUP

You start the Game with 10 Orks and a hand of 6 cards.
The ugliest player goes first (or roll high if it's a tie)

FANA PILE

Keep next to you a pile of Foe cards you defeated.
These are worth Fana (Fame) = one-fifth their Force.
(Example: Men with 20 Force = 4 Fana)

TURN SEQUENCE

Players take turns.
Each turn has 7 phases:
Trouble Phase
Hunting Phase
Birth Phase
Culture Phase
Foe Phase
Battle Phase
Healing Phase

TROUBLE PHASE

Draw 3 cards.
Max hand size is 9 cards.
Discard excess cards.

HUNTING PHASE

Roll 1D6. This is the Hunting Roll.

1D6	Result:
0 or less	1D6 Orks Starve & Birth Roll -3 & All Orks -1 Force this turn
1	2 Orks Starve & Birth Roll -2 & All Orks -1 Force this turn
2-3	1 Ork dies from hardships & Birth Roll -1
4-5	Just Enough Food
6	Good Hunting: Birth Roll +1
7 or more	Abundance: Birth Roll +2

A number of cards will modify the Hunting roll.

BIRTH PHASE

Roll 1D6. This is the Birth Roll.
Increase your Population by this number.
A number of cards will modify the Birth roll.

CULTURE PHASE

You may (play/attach) cards to your Tribe or individual Ork figures.
This includes: Weapons, Armor, Items, Modifiers.
(This includes modifiers attached to opposing players Orks)
A single Ork may only have one Armor and one Weapon card attached.
Cards attached to a figure are placed under it.
Tribal Items & Modifiers are placed face up in front of you.

FOE PHASE

Any opponent may play one Foe card on you.
2 or more cards of the same Foe may be played - They add their Force together.
You must fight it in Battle Phase.
You may play a Foe card on yourself.
(This is called looking for Trouble)

BATTLE PHASE

1. Calculate the Force Total for your Orks.
Ork Force Total = # of Ork Figures + Modifier & Relic card Bonuses.
You may play appropriate Event cards to increase your Orks Force Total.
2. Determine the Force Total for the Foe.
3. Each side adds 1D6x10 to their Total. These are the Battle Rolls.
4. Determine the winner. The side with the higher modified Total is the Winner.
5. Roll 1D6. This is the Casualty Roll. This many Orks are killed.

Repeat the above 6 steps until the Foe loses or you choose to Flee the Battle.
If the Foe loses, put the Foe card into your Fana Pile.
A Foe card in a Fana pile is worth Fana = 1/5 of its Force.

FLEEING BATTLE

You may Flee the Battle, but you automatically take 1D6 casualties.

ORK CASUALTIES DURING BATTLE

For every casualty, discard one of your Ork figures.
Also Discard all cards attached to a discarded figure.
If you are reduced to zero population, you lose the game.

HEALING PHASE

Roll 1D6 for every Ork (with an attached card or Blood Token) killed in battle this turn.
These are Healing Rolls.
On a roll of 6+ the Ork is not killed.
For every Ork killed in Battle put a Blood Token on a surviving Ork.
(You don't get to do this if you Fled)
The Ork with the blood Token has +1 Force.
An Ork can only ever have 1 Blood Token.

CARD TYPE NOTATION

M = Personal Modifier
O = Tribal Modifier
E = Battle Event
N = Non-Battle Event
F = Foe
W = Weapon
A = Armor
T = Tribal Item
P = Personal Item

Relic = Weapons, Armor, or Items
 Disgraced = Play on Opponent's Ork

TROUBLE DECK CARD LIST

Card Name:	Type	#	Force	Notes:
Zhoothraka	M	2	+4	War Chief
Strong Thraka	M	6	+2	Ork Warrior
Gifted Tala	O	2	-	Ork Bard: Gain Fana +1 per Totem
Gentle Dowmga	O	1	-	Ork Mother: Healing Rolls +1
Healthy Dowmga	O	1	-	Ork Mother: Birth Roll +1
Wise Shaman	O	2	-	Culture Phase: Look at next 2 cards
Badger House Totem	O	1	-	All Cards in Trouble Pile Fana +1
Boar House Totem	O	1	-	Healing Roll +1
Rabbit House Totem	O	1	-	Birth Roll +1
Reindeer House Totem	O	1	-	Force +3
Wolf House Totem	O	1	-	Hunt Roll +1
Elk Migration	N	1	-	Hunt Roll +2
Goblins	F	4	10	Great Hordes
Wood Spiders	F	1	10	Giant & Intelligent
Doomla (Witch) Children	F	1	10	Ork Black Magic; Steals
Manoo (Men)	F	4	20	Imperial Legionnaires
Rival Ork Tribe	F	2	20	Territorial Dispute
Bring to Battle Tribe	F	2	-	Fight Target Opponent Player's
Trolls	F	1	20	
Ogres	F	1	20	
Shtoontee (Dwarves)	F	2	30	Heavily Armored Berserkers
Ghosts	F	1	30	
Ghanta (Giants)	F	1	30	
Ahlvsees (Elf) Slavers	F	2	40	Flying Chariots & Sorcery
Dragon	F	1	50	
Harsh Winter	N	1	-	Hunting Roll -2
Broken Spear	E	1	-	Discard target Spear
Irika (Foolish Pride)	M	1	-1	Disgraced
Mawgd (Coward)	M	1	-1	Disgraced
Eat Ork Stomach	M	1	-1	Disgraced
Wa	E	4	+4	Berserker Trance
Man Slayer Spear	W	1	-	Force +3 vs Men
Dwarf Slayer Spear	W	1	-	Force +3 vs Dwarves
Eat Ork Spleen	M	1	+1	Courage
Eat Ork Brain	M	1	+1	Cunning
Eat Ork Lungs	M	1	+1	Endurance
Eat Ork Hands	M	1	+1	Prowess
Eat Ork Heart	M	1	+1	Strength
Iron Tipped Spear	W	2	+1	Most are Flint or Bronze
Household Spear	W	2	+1	Worth 1 Fana
Empowered Spear	W	2	+2	Worth 2 Fana
Legendary Spear	W	1	+3	Mythic: Worth 3 Fana
Bold Stand	E	2	+5	
Zha!!!	E	2	+5	Charge
Butanee!!	E	1	+4	Shield Wall
Fight Bravely	E	2	+4	
Scouts	E	2	+5	
Yield the Field	E	1	-	Discard Foe in Foe Phase
Taunts	E	2	+3	
Healing Arts	N	1	-	Healing Roll +2
Surgery	N	1	-	Healing Roll +2
Medicines	N	1	-	Healing Roll +2
Trick Foe	E	2	+5	Dwarves are Dumb
Hostages	N	1	-	Opponent must give you 3 cards
Provisions	E	2	+2	Or Hunting Roll +2
Strange Visions	N	1	-	Look at Opponents Hand

Dreams	N	1	-	Look at next 7 cards in Deck
Thrown Spears	E	1	+3	
Counter Attack	E	1	+4	
Good Luck	E	1	+2	Or +1 to any Roll
Surprise Attack	E	1	+5	
Battle Advantage	E	1	+5	
Rain of Arrows	E	1	+4	Young Thraka Archers
Reindeer Cavalry	E	2	+5	
Steal Bride	N	1	-	Birth Roll +2
Gooleeala Rite Ritual)	N	1	-	Birth Roll +2 (Coming of Age
Thwak (Steal)	N	4	-	Take control of target Relic
Spears are Long	E	2	+4	Swords are Short, Men are Dumb
Dragon Head Cauldron	T	1	-	Hunting Roll +1; Worth 3 Fana
Blessed by Keethdownmga Roll +3	N	1	-	Great Goddess Mother: Birth
Blessed by Pugg	M	1	+2	God of Trickery
Blessed by Bashthraka	M	1	+2	God of Warfare
Secrets of Gowthdukah	N	1	-	God of Knowledge: Draw 3 cards
Spuh!! cards	N	1	-	Bad Luck. Opponent discards 2
Winter Home	N	1	-	Dooladay: Hunting Roll +1
Summer Village	N	1	-	Eetalday: Hunting Roll +1
Poola (Desperate Food)	N	1	-	Hunting Roll +1
Bone Stew	N	1	-	Hunting Roll +1
Bala (Honey Mead)	N	1	-	Hunting Roll +1
Roast Auroch	N	1	-	Hunting Roll +1
Ork Bread	N	1	-	Hunting Roll +1
Gayla (Feast)	N	1	-	Hunting Roll +1
Gather Sooeta (Honey)	N	1	-	Hunting Roll +1
Dracha Ritual Ork)	N	1	-	Hunting Roll +1 (Eat Fallen
The Walking Stone	P	1	-	Hunting Roll +1; Worth 3 Fana
Severe Winter	N	1	-	Hunting Roll -3
Birthmark	M	1	+1	Auspicious Birth
Triplets	N	1	-	Birth Roll +2
Difficult Birth	N	1	-	Birth Roll -2
Romance	N	1	-	Birth Roll +1
Group Duna (Sex)	N	1	-	Birth Roll +2
Disease	N	1	-	Hunting Roll -3
Shelter & Clothing	N	1	-	Hunting Roll +1
Political Strife	N	1	-	Hunting Roll -1
Brass Helmet	A	2	+1	
Round Shield	A	2	+1	Wood with Metal Boss
Leather Armor	A	3	+1	
Sense of Hearing	E	1	+3	Superior to Humans
Sense of Smell	E	1	+2	Or Hunting Roll +1
Chain Mail Shirt	A	1	+2	Very Rare
Strange Allies	E	2	+5	Versus a Common Enemy
Redeem Oneself	E	1	-	Discard target Disgraced
Modifier				
Bonaroo (Cave Mushrooms)	N	1	-	Look at next 7 cards in deck
Migration	N	2	-	Discard hand & draw 5 cards
Meeting of the Tribes	N	2	-	Draw 3 cards
Trade with Outsiders	N	2	-	Draw 2 cards

SOLO PLAY

Draw only 1 card at a time.

Play Foes & Negative Events against yourself the same turn.

LINKS

[Forge Review](#)

[Ravenhold](#)

[Pen & Paper](#)

GAME DESIGNERS NOTES

May add some cards later: Locations & Adventures.

OUT WORLDS RPG

INTRODUCTION

This is a Role-playing Game, using, as its basis, the worlds of Golden Age SF authors including: Arthur C. Clarke, Isaac Asimov, Robert H. Heinlein, Larry Niven, Frederik Pohl, James Blish, Philip K. Dick, Paul Anderson, Greg Bear, and others. The goal is to incorporate Characters, worlds, situations, and technologies from books written by these authors. For example: Lazarus Long (Heinlein) accompanied by a Sentient Robot (Asimov) may meet an Overlord (Clarke) in orbit around a Ringworld (Niven). The intent is to get a particular Retro feel. Certain SF worlds are to be avoided, specifically Star Wars and Star Trek, not because we don't love them, but because we want to give these other older sources their due. Game mechanics will be addressed, but are very much secondary to the source material. Some of these SF worlds may seem incompatible, but the universe is a big place, and inconsistent things can be put at opposite ends. For example many of these books feature Earth as a setting. The solution would be to move a setting to another Earth-like planet in a different part of the galaxy. Another goal is to make newer generations of RPG & SF fans aware of these older books. I intend for this to be a lengthy project and hopefully not a solo one. I ask readers to contribute entries about their favorite books describing characters and settings on a RPG level. To start, I am providing a few sample very rudimentary entries that will hopefully soon be (replaced) fleshed out by me or someone with better writing skills.

CHARACTERS

Main Characters in this genre are most often scientists, astronauts, government or military agents. They are always tough, practical, resourceful, independent, intelligent, square jawed, clean living, heroic, decent and honourable. Protagonists are usually normal humans, though you get the occasional telepath, immortal, or android.

SETTING

In Out Worlds, humanity has settled Tens of thousands of worlds across long stretches of the Galaxy. Humanity is fragmented into numerous empires, federations, foundations, alliances, commonwealths, independent worlds, and forgotten worlds. Technology levels run the gamut.

ENTRIES

OVERLORDS

(From *Childhoods End* by Arthur C. Clarke)

Large demonic looking Aliens. In all ways stronger & smarter than humans, but without a soul. They are servants of a higher Intelligence.

THE THREE LAWS OF ROBOTICS

(From *I Robot* by Isaac Asimov)

Robots of the future must follow 3 rules:

1. A robot may not harm a human being, or, through inaction, allow a human being to come to harm.
2. A robot must obey the orders given to it by the human beings, except where such orders would conflict with the First Law.
3. A robot must protect its own existence, as long as such protection does not conflict the First or Second Law.

RINGWORLD

(From *Ringworld* by Larry Niven)

An artificial world in the shape of a ring that circles a star. The side facing the star is inhabitable and has a much larger surface area than a regular planet.

LAZARUS LONG

(*The Number of the Beast* and others by Robert H. Heinlein)

A long-lived rugged individualist.

THE SPACE BEAGLE

(*Voyage of the Space Beagle* by AE Van Vogt)

A large Human exploration space ship containing hundreds of scientists.

ELLIOT GROSVENOR

(*Voyage of the Space Beagle* by AE Van Vogt)

Social scientist whose specialty is Nexialism, the science that fuses the known and the unknown.

PSYCHOHISTORY

(*Foundation Series* by Asimov)

Developed by Hari Seldon, a branch of mathematics that uses the law of mass action to predict the future on a large scale, such as of planets or empires.

RAMA

(Rendezvous with Rama by Arthur C. Clarke)

A huge alien vessel complete with large cities and strange mechanical inhabitants.

LINKS

[Ultimate Hard SF](#)

[Timeline of the Cosmic Future](#)

[Childhood's End](#)

[Quotable Heinlein](#)

[Asimov Home Page](#)

[Ringworld RPG](#)

[Hard SF](#)

[VOTSB](#)

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OVERLORDS

INTRODUCTION

Abstract strategy game for 2 players. Fantasy theme.

VICTORY

Capture your opponents Overlord and become the one true overlord.

THE BOARD

Use a square grid.

Most spaces are empty.

Some spaces contain features.

There are 4 types of features:

Castles

Towers

Dragon Lairs

Bottomless Pits

The board should contain equal numbers of each feature randomly distributed.

DICE

Six sided dice are needed to play.

THE PIECES

Each player has a set of figures of a unique color.

A set includes:

One Overlord

Several Wizards

Several Dragons

Several Heroes

CONTROL MARKERS

Each player has a set of markers of a unique color.

These are used to denote control of

SETUP

Each player starts with one Overlord, one Dragon, one Wizard, and one Hero.

Place these on your back row in any order.

TURN SEQUENCE

Players take turns.

On your turn roll 2 dice. Consult the Fate Table:

FATE TABLE

1D6	Result:
1	Move one figure one space
2	Move one figure two spaces in one direction
3	Move one figure three spaces in one direction
4	Move one figure like a knight in chess (Jump)
5	Move one figure to any empty space on the board
6	Recruit a figure from a Source space you control

MOVING

Figures may move either orthogonally or diagonally.

A figure may only move a maximum of once per turn.

Only one figure per space ever maximum.

No unit may ever move through or into a Bottomless pit.

CAPTURING

You capture an enemy figure by moving onto it with one of your figures.

Dragons cannot capture Heroes.

Wizards cannot capture Dragons.

Heroes cannot capture Wizards.

CONTROLLING SOURCE SPACES

Castles, Towers, and Dragon Lairs are collectively referred to as Source spaces.

Every time you land on a Source space with one of your figures, remove any opponents control markers and put down one of your control markers on the space.

RECRUITING

Place a figure on an empty source space you control.

Castles can only recruit Heroes

Towers can only recruit Wizards

Lairs can only recruit Dragons

OZ QUEST

INTRODUCTION

Scenario for WarpQuest.

Click [Here](#) for the WarpQuest Core Rules.

Each player takes the role of a child visitor to the Wondrous World of Oz.

THE SCENARIO

The board spaces represent distance and time.

There is only one Module.

The track is 30 spaces long.

There is no "Artifact".

The first player to reach the end space finds a way home & wins.

(or accomplishes some other goal.)

ATTRIBUTES

Each Child starts with 5 Traits and one Starting Companion.

Roll on the Trait Table to see what Traits you get.

Roll on the Starting Companion Table to see what Companion you get.

Each skill corresponds to one type of Challenge Roll.

TRAIT TABLE

1D6	Trait:
1-2	Brains +1
3-4	Courage +1
5-6	Heart +1

STARTING COMPANION TABLE

1D6	Companion:	Notes:
1	Toto the Dog	Courage +1
2	Hank the Mule	Heart +1
3	Billina the Yellow Hen	Heart +1
4	Eureka the Pink Kitten	Brains +1
5-6	Pick one	

CHALLENGES

If you fail a Challenge, discard a Companion or go back 1D6 spaces.

MEETINGS

If you land on another players Pawn, they lose their next turn.

CARD LIST

Name:	Notes:
Munchkins	Move forward 1D6 spaces
The Tin Man	Companion: Heart +1
The Scarecrow	Companion: Brain +1
The Cowardly Lion	Companion: Courage +1
Toto the Dog	Companion: Courage +1
The Emerald City	Move forward 1D6 spaces
Follow the Yellow Brick Road	Move forward 1D6 spaces
Flying Monkeys	Courage Challenge (Go back 2D6 if you fail)
The Wizard of Oz	You must pass a Heart, Courage, and Brains
Challenge	
Twister	Brains Challenge of Difficulty +1
The Wicked Witch of the West	Heart Challenge of Difficulty +2
The Wicked Witch of the East	Heart Challenge
Glenda the Good Witch	Aid card: Discard for +2 to a Heart Challenge

Balloon Ride	Move forward 1D6 spaces
Ruby Slippers	Move forward 1D6 spaces
Lotus Flowers	Brains Challenge (Miss next turn if you fail)
Crows	Courage Challenge
Bad Weather	Courage Challenge
Lost in the Woods	Brains Challenge
Rescue Companion	Brains Challenge*
Jack Pumpkin Head	Companion: Brain +1
General Jinjur	Heart Challenge
Scraps the Patchwork Girl	Companion: Heart +1
Scavenger Hunt	Brains Challenge of Difficulty +2
The Powder of Life	Take a Companion from the discard
Roquat the Red (The Nome King)	Courage Challenge of Difficulty +2
Princess Ozma	Companion: Courage +1
Tik Tok the Mechanical Man	Companion: Brains +1
Stand Trial	Brains Challenge of Difficulty +1
Cold Heartless Vegetable People	Heart Challenge

* = If successful, take a Companion from the discard

LINKS

[Famous Forty Cannon](#) Read all the book descriptions in order
[WWOZ](#)

NOTES

The Oz series includes 40 books.
I would love to read these and add material to the card lists.
The above card list is based on the first book and tidbits
From some of the other books.

PALADIN IN HELL

INTRODUCTION

You made a wrong turn & fell into the Abyss.
Now you must fight your way out.
Solo card game.

VICTORY

You win if you defeat all the Demons in the Demon Deck.
You lose if you are ever reduced to zero or less Life Points.
Your final score is the number of Life points you have left.

LIFE POINTS

You start the game with 20 Life Points.

THE DECKS

There are 2 decks:
The Holy Deck
The Demon Deck

TURN SEQUENCE

Each turn has 4 phases:
Solace Phase
Summon Phase
Slay Phase
Suffering Phase

SOLACE PHASE

Draw 2 cards from the Holy deck & put them in your hand.
You may play healing cards & vision cards in this phase.
If your deck runs out, shuffle the discard & draw from it.

SUMMON PHASE

Draw the top card of the Demon deck & put it in play.
Only one Location card can be in play at a time. Discard the old one.
Multiple Demon/Devil cards can be in play at the same time.

SLAY PHASE

If there is a Demon card in play, you may attack it.
To attack a demon, play (discard) an Attack card from your hand.
The Attack card has an Attack level on it.
Put a number of Damage counters on the Demon equal to the cards' Attack level.
The Demon has a Power level on it.
If the number of Damage counters on the Demon equals or exceeds its
Power level, the Demon is defeated (discarded).
You may play multiple Attack cards.
An individual Attack card can only be applied to one Demon.

SUFFERING PHASE

All Demon cards in play attack you.
Take damage (lose Life Points) equal to the Power Level of a Demon.
You may play (discard) a Defense card to negate an amount of
damage done by the Demon equal to the Defense level of the card.
You may play multiple Defense card.
An individual Defense card can only be applied to one Demon.
Max hand size is 5 cards.
At the end of the phase discard excess cards.

HOLY DECK CARD LIST

Card Name:	#	Attack	Defense	Notes
Blessing	5	1	1	
Prayer	2	-	2	
Blessed Shield	3	-	3	
Holy Aura	2	-	4	
Protection from Evil	2	-	5	
Defender	2	-	6	
Holy Armor	3	-	7	
Sanctuary	1	-	8	
Guardian Angel	1	-	9	
Strength	3	2	-	
Turn Undead	2	3	-	
Smite	3	4	-	
Cleansing Flame	2	5	-	
Banish Demon	2	6	-	
Vial of Holy Water	1	7	-	
Holy Sword	2	8	-	
Hand of God	1	9	-	
Lay on Hands	1	-	-	Heal 1 Life Point
Cure Wounds	1	-	-	Heal 2 Life Points
Heal	1	-	-	Heal 3 Life Points

= Number of copies of that card in the deck

DEMON DECK CARD LIST

Card Name:	#	Power	
Lemures	3	1	
Imps	2	1	
Manes	3	2	
Barbed Devils	2	3	
Incubus	1	3	
Hell Hounds	2	4	
Succubus	1	4	
Horned Devils	2	5	
Bone Devil	1	5	
Ice Devil	2	6	
Pit Fiend	2	7	
Demon Prince	1	8	
Arch-Devil	1	9	
Acheron	1		Location
Nine Hells	1		Location
Gehenna	1		Location
Hades	1		Location
Tarterus	1		Location
Abyss	1		Location
Pandemonium	1		Location

PANTHEONS

INTRODUCTION

Card game for 2 players.

Each player is a Greater God trying to build up his pantheon.

VICTORY

Be the first player to have 7 or more Gods in play on your side.

THE DECK

Players share a common deck.

TOKENS

Tokens are used to keep track of Worshipers.

CARD TYPES

There are 7 types of cards:

Gods

Armies

Heroes

Priests

Monsters

Miracles

Temples

SETUP

Each player starts with 12 Worshiper tokens.

Each player starts with a hand of 5 cards.

Players roll high on 1D6 to determine who goes first.

The other player gets an extra 6 Worshipers.

TURN SEQUENCE

Players take turns.

Each turn has 9 phases:

Faith Phase

Worshiper Phase

Miracle Phase

Fate Phase

Destiny Phase

War Phase

Hero Phase

Monster Phase

Priest Phase

FAITH PHASE

Gain 1 Faith point for every Worshiper you control.

Gain 2 Faith points for every Priest you control.

Gain 3 Faith points for every Temple you control.

Faith points are not saved from turn to turn.

Unused Faith points are lost at the end of the turn.

WORSHIPER PHASE

Gain 1D6 Worshiper Tokens.

MIRACLE PHASE

You may play up to one miracle card for every God card or Priest card you have in play.

A miracle also costs 3 Faith points to play.

FATE PHASE

Draw 2 cards.

Pay 7 Faith points to draw an additional card.

Maximum hand size = 7 cards. Discard excess cards.

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

DESTINY PHASE

Play Unit cards:

Armies cost 3 Faith Points and discard 1 Worshiper token.

Heroes, Priests, Monsters, and Temples cost 5 Faith Points.

Gods cost 10 Faith Points.

Cards are placed face up on the table.

Unit cards remain in play until destroyed.

WAR PHASE

Each of your Armies can make one attack.

For each army pick a target and roll 1D6.

Attack with one army at a time.

Enemy armies must be targeted before other units.

On a roll of 6+ a target army is destroyed.

On a roll of 6+ a target temple is destroyed.

On a roll of 3+ an enemy worshiper is controlled.

HERO PHASE

Each of your Heroes can make one attack.

For each hero pick a target and roll 1D6.

Attack with one hero at a time.

On a roll of 6+ a target hero is destroyed.

On a roll of 5+ a target monster is destroyed.

On a roll of 4+ a target priest is destroyed.

MONSTER PHASE

Each of your Monsters can make one attack.

For each monster pick a target and roll 1D6.

Attack with one monster at a time.

Enemy heroes and armies must be targeted before other units.

On a roll of 6+ a target hero is destroyed.

On a roll of 5+ a target army is destroyed.

On a roll of 4+ a target temple is destroyed.

On a roll of 2+ an enemy worshiper is destroyed.

PRIEST PHASE

Each of your Priests can make one attack.

For each priest pick a target and roll 1D6.

Attack with one priest at a time.

On a roll of 4+ an enemy worshiper is controlled.

GOD LIST

Card Name:

God of War

God of Love

God of the Mountains

God of Blacksmiths

God of the Harvest

God of Thieves

Phase

God of the Dead

God of Archery

God of Beauty

God of the Sea

God of Luck

Special Effects:

Your Heroes & Armies get +1 to attack rolls

Your Priests get +1 to attack rolls

Play Earth Monsters and Miracles for Free

Your Armies get +1 to attack rolls

Worshiper recruit roll +1

Steal 1 Card from opponent's hand for 10 Faith Pnts in Miracle

Put your killed Heroes back into your hand

Heroes get +1 to attack rolls

Discard 2 cards to take control of target Hero

Play Water Monsters and Miracles for Free

Reroll one dice roll per turn

God of Creation	Your Units cost 1 less Faith point to play
God of the Sky	Play Air Monsters and Miracles for Free
God of Knowledge	Pay 1 Faith Point to look at opponents hand or top 3 cards in deck
God of Fate	In Fate phase draw 3 cards and discard 2
God of the Sun	Play Fire Monsters and Miracles for Free
God of Healing	Put your killed Heroes back into your hand
God of Fertility	Worshiper recruit roll +1

MORTALS LIST

Card Name:

Armies
Heroes
Priests
Temples

Notes: The Deck contains 10 of each card listed in the Mortals List.

MONSTER LIST

Card Name:	Notes:
Leviathan	Water
Kraken	Water
Giant	Earth
Titan	Earth
Dragon	Air
Gorgon	Earth
Demon	Fire
Devil	Fire
Serpent	Water
Phoenix	Fire

MIRACLE LIST

Card Name:	Type:	Effect:
Earthquake	Earth	Destroy 1D6 Worshipers or Temple
Crumble	Earth	Destroy Temple
Tidal Wave	Water	Destroy 1D6 Worshipers
Volcano	Fire	Destroy 1D6 Worshipers or Temple
Flood	Water	Destroy 1D6 Worshipers
Sacrifice	Death	Sacrifice 2 worshipers to gain 10 Faith Points
Prophet	---	Gain one Priest for free
Holy War	---	Your Armies get +2 to attacks this turn
Chasm	Earth	Destroy Hero, Monster, or Army
Inferno	Fire	Destroy 1D6 Worshipers
Famine	Fire	Destroy 1D6 Worshipers
Plague	Death	Destroy 1D6 Worshipers or Army
Fertility	---	Gain 1D6 Worshipers
Blight	Death	Destroy 1D6 Worshipers
Sanctuary	---	Opponent cannot attack you next turn
Draught	Fire	Destroy 1D6 Worshipers
Godspeed	---	Draw 3 cards
Pestilence	Death	Destroy 1D6 Worshipers
Resurrection	Death	Put killed hero or priest back into play
Abjuration	---	Negate Miracle just played
Hurricane	Air	Destroy 1D6 Worshipers
Gift of the Gods	---	Hero gets +2 to attack rolls permanently
Prosperity	---	Gain 1D6 Worshipers
Mana from Heaven	---	Gain 1D6 Worshipers
War in Heaven	---	Destroy target God Card
Lightning Bolt	Air	Destroy target Hero or Priest
Banish	---	Destroy target Monster

PANZER

INTRODUCTION

Board & card game for 2 players.

Tank Warfare in WWII.

Each figure represents one Tank (Vehicle, Gun).

VICTORY

Destroy 50% of Enemy Force.

THE MAP

Use an 8X8 chessboard.

THE TANKS

Use chits or miniatures to represent Tanks.

CARDSET & COUNTERSETS

by JANNE THÖRNE

Click here to [download](#)

UNIT LIST NOTATION

Speed = Maximum level Move card the Tank can use.

Range = Maximum level Attack card the Tank can use.

= Number of that unit in your force.

GERMAN ARMOR UNIT LIST

Unit Name	Speed	Hits	Range	Notes
Panzerkampfwagen I	4	1	1	
PzKpfw II	5	1	1	
PzKpfw 38(t)	4	1	2	
PzKpfw III	4	2	3	
PzKpfw IV	3	2	4	
PzKpfw V	4	4	5	Panther
PzKpfw VI	3	5	6	Tiger
PzKpfw VII	3	6	7	Tiger II
Marder III	4	1	4	Tank Killer
Marder II	5	1	3	Tank Killer
7.5 cm PAK 40	1	1	4	Anti-Tank Gun

BRITISH ARMOR UNIT LIST

Unit Name	Speed	Hits	Range	Notes
Crusader III	4	2	4	
Valentine	2	2	4	
Matilda	2	2	2	
Sherman Firefly	5	3	5	

FRENCH ARMOR UNIT LIST

Unit Name	Speed	Hits	Range	Notes
Hotchkiss H-39	3	1	2	
Renault R-35	2	1	2	
Somua S-35	4	2	3	
Char B1-bis	2	3	4	

RUSSIAN ARMOR UNIT LIST

Unit Name	Speed	Hits	Range	Notes
-----------	-------	------	-------	-------

T-28 3 2 4

T-34 5 3 4

T-60 4 1 1

BT-7 7 1 3

KV-1 3 4 5

AMERICAN ARMOR UNIT LIST

Unit Name	Speed	Hits	Range	Notes
M-4 Sherman	5	3	4	
M-3 Lee	4	2	4	Grant
M-24 Chaffee	5	2	4	
M-26 Pershing	5	4	7	

GMC M10 5 2 5

M-18 Hellcat	7	1	5	
--------------	---	---	---	--

SCENARIO 1: DESERT WARFARE 1943

German (Afrika Korps) Units:

- 1 PzKpfw VI Tiger Tank
- 4 Panzerkampfwagen III
- 3 Marder III Tank Destroyers

British Units:

- 3 Crusader III
- 3 Valentine
- 2 Matilda

SCENARIO 2: BLITZKRIEG FRANCE 1940

German Units:

- 4 PzKpfw I
- 4 PzKpfw II
- 4 PzKpfw 38(t)

French Units:

- 3 Hotchkiss H-39
- 2 Renault R-35
- 2 Somua S-35
- 1 Char B1-bis

SCENARIO 3: BARBAROSSA 1941

German Units:

- 4 PzKpfw II
- 4 PzKpfw III
- 4 PzKpfw IV

Russian Units:

1 T-28

4 T-34

1 T-60

1 BT-7

1 KV-1

SCENARIO 3: NORMANDY BREAKOUT 1944

German Units:

5 PzKpfw IV

2 PzKpfw V

1 PzKpfw VI

American Units:

6 M-4 Sherman

2 GMC M10

1 M-18 Hellcat

SETUP

Each player places 1 Tank on each square of his back two rows.
Tanks may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Shoot Phase

ORDERS PHASE

Draw 3 cards from your deck.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your Tanks.

The move card has a number.

This is the number of spaces the Tank moves.

Moves can be diagonal or orthogonal.

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.

SHOOT PHASE

Play (discard) an Attack card to have a Tank attack.

The attack card has a number.

This is the range of the attack.

Attacks can be diagonal or orthogonal.

The enemy Tank that is the target of the attack takes one point of damage.

Use chits to keep track of damage.

A Tank reduced to zero hits is killed.

Your opponent may play a defense card to negate your attack.

Tank Killers & ATG's cannot move & attack in the same turn.
 The Superior Armor Defense card can only be played if the target has a starting Hit point total greater than the Range of the attacker.

CARD LIST NOTATION

A = Attack
 M = Move
 D = Defense
 K = Like a Knight Moves in Chess
 X = Special

CARD LIST

Card Name:	#	Type	Range	Notes
Slow	4	M	1	
Treads	4	M	2	
Advance	3	M	3	
Cruise	3	M	4	
Flank	2	M	K	Any tank with Speed 4+ may use
High-Speed	2	M	5-7	
Point Blank	4	A	1	
Infantry Support	4	A	1	
Close	4	A	2	
Short	3	A	3	
Medium	3	A	4	
Long	2	A	5	
Extreme	2	A	6-7	
Armor	3	D	-	
Dug-In	1	D	-	
Momentum	2	X	-	Draw 2 Cards
Confusion	2	X	-	Opponent must discard 1 Random card
Pinned Down	2	X	-	Negate Move Card
Treads Hit	1	X	-	Tank just hit can no longer Move
Mechanical Breakdown	1	X	-	Tank can no longer Move
Armor Piercing Round	1	X	-	Attack does 1 extra Hit of Damage
Superior Armor	3	D	-	See Rules
Blitzkrieg	2	X	-	Draw 2 Cards. Germans Only

STAT BREAKDOWN

If you want to design your own Tanks...

Hits: Weight in Kg/10,000

Move: Kph/10

Round up or down to taste.

Range:

1 = 15 + 20mm guns

2 = 37 + 40mm

3 = 47 + 50mm

4 = 57 + 75mm

5 = 75mm Long Barrel + 76mm

6 = 88mm

7 = 88mm LB + 90mm

PAWNSHOP

INTRODUCTION

Card & dice game for 2+ players.
Each player is a pawnshop owner.

THE DECK

Players share a common deck.
The deck contains 2 types of cards:
Item cards & Event cards.
Each Item has 3 values: Pawn, Interest Fee, & Sell values.
Note that players do not have 'hands'.

WINNING

The first player to accumulate \$10,000 is the winner.

PIECES

Keep track of money with paper & pencil.
A six sided die is needed.

SETUP

Each player starts with \$1,000.
High roll on the die goes first.

TURN SEQUENCE

Players take turns.
Each turn has 5 phases:
Interest Phase
Draw Phase
Event Phase
Pawn Phase
Sell Phase

INTEREST PHASE

Roll 1D6 for each item you have in collateral:
1D6 Result:
1-2 Customer pays you the Interest Fee & buys back the Item (at same price)
3-4 Customer pays you the Interest Fee & Item remains in collateral
5-6 Customer doesn't come back: You own the item
Place items you own in a separate area from your 'safe'.

DRAW PHASE

Draw 1D6 - 3 cards from the deck. (This is the Draw Roll)
Ignore negative results (nothing comes in that day)
Cards are played face up onto the middle of the table.

EVENT PHASE

Resolve all Event cards you drew this turn.
Discard event cards after they are resolved.

PAWN PHASE

Each Item card has a pawn value.
Pay this amount out as a loan to keep the item as collateral.
You may make loans on any of the item cards you drew this turn.
You may also make loans on items not taken as collateral by other players.
Discard any items that you've passed on twice.
Move the pawned item cards into an area next to you called your 'safe'.

SELL PHASE

Roll 1D6 for each item you own:

1D6 Result:
1-4 Nothing happens
5-6 You sell it for its Sale value.

ITEM CARD LIST

Card Name:	Pawn	Intrst	Sell
TV set	50	10	80
Big Screen TV	250	30	800
Circular Saw	10	5	20
Bicycle	20	10	40
Computer	200	25	500
Lap Top	150	15	400
Mountain Bike	40	10	90
Sawzall	20	10	50
Tools	20	10	40
Vacuum	15	10	20
Video Game System	20	10	40
CD Collection	15	10	30
Tapes	10	5	20
Porn Tapes	10	10	30
Jewelry	350	40	900
Fine Jewelry	700	70	1500
Large Diamond	1000	100	2000
Boom box	20	10	40
Stereo Equipment	40	15	120
Handgun	50	20	100
Printer	10	5	25
Fax Machine	15	10	30
Fishing Pole	5	5	10
Hunting Knife	10	5	15
Scuba Gear	100	20	200
Oriental Rug	25	10	60
Custom Cigarette Lighter	5	5	15
Scrap Jewelry	70	10	80
Power Drill	10	5	15
RC Boat/Car	40	15	80
Antique Painting	150	40	500
Bronze Sculpture	400	50	900
Antique Jewelry	250	30	650
Precious Gems	150	20	250
Gold Chains	180	20	350
Coin Collection	200	20	400
Rolex Watch	500	75	500
Gold Bullion	200	30	300
Ski Equipment	40	10	70
Exercise Bike	30	15	70
Treadmill	30	15	70
Antique Furniture	200	30	600
CD Player	30	10	60
Set of Tire Rims	100	15	400
Music Keyboard	30	10	60
Guitar & Case	40	10	80
Drum Set	70	20	150
Fuzz Buster	10	5	20
Car Stereo	10	5	20
Hunting Bow	20	10	60
Microwave Oven	20	10	50
Mini Fridge	15	10	30
Clock Radio	5	5	10
Antique Vase	200	30	400
Trumpet	20	10	50
Antique Lamp	150	20	500

Antique Clock	200	30	800
Motorcycle	300	40	700
Fur Coat	40	20	100
Silver Jewelry	30	10	75
In Line Skates	10	5	20
Beanie Babies	25	10	50

EVENT CARD LIST

Card Name:	Notes:
Police Investigation	Loose one random collateral item
Hold Up	Lose 2D6 X \$100
Break In	Loose 3 random non-jewelry items you own
Employee Theft	Lose 1D6 X \$100
Fake Item	Loose one random Jewelry item you own
Cubic Zirconium	Loose one random Jewelry item you own
Customer Theft	Loose one random Jewelry item you own
Con Artist	Loose all Jewelry items you own & \$2,000
Jewelry Convention	All players may sell all their jewelry items
Antique Convention	All players may sell all their antique items
Rent Due	All players pay \$400
Re-cut Diamond	One Jewelry Item you own is now worth \$2,000
Broken	Discard one electronic item you own
Lawsuit	Lose 2D6 X \$100
Wheel & Deal	Draw 2 extra cards
Buy Smart	Buy one item this turn at half cost
Advertise - Signs	Pay \$40 to get +1 to next 1D6 draw rolls
Advertise - Flags	Pay \$40 to get +1 to next 1D6 draw rolls
Out on Memo	Sell one Jewelry item you own
Trip to Refinery	You may sell one Jewelry item you own for half value

GAME DESIGNERS NOTES

I used to work in a pawnshop.
Saw some crazy stuff.

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

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

CARD LIST

Name	Type
Japanese Imperial Navy First Air Fleet	S
Vice Admiral Chuichi Nagamo	S
A Day that Will Live in Infamy	S
The Carriers are Missing	D
Empire of Japan	S
Massed Surprise Attack	S
Franklin D Roosevelt	D
Admiral Husband E Kimmel	D
US Navy Pacific Fleet	T
Pre-Emptive Strike	S
Admiral Isoroku Yamamoto	S
Oahu Island	T
Val Dive Bombers	W
Kate Level Bombers	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	W
US Lack of Communication	S
First Wave	S
Second Wave	S
Sitting Ducks	S
Intense Pilot Training	S
Daylight Raid	S
Complete Surprise	S
Battleship USS Arizona	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	T
Armor Piercing Bombs	W
Shallow Water Torpedoes	W
Pearl Harbor	T
Heavy Cruisers	T
Destroyers	T
Submarines	T
US B-17 Bombers	T
Army Mobile Radar	D
Battleship Row	T
Tora Tora Tora	S
Attack Run	S
Army Airfields	T
Ewa Airfield	T
Grounded Planes	T
Strike Planes	W
Ship AA Guns	D
Shore AA Guns	D
AA Gun Barrage	D
Support Ships	T
Heavy Bombing	S
Sunk or Capsized	S

Major Damage	S
Fuel Reserves	T
Ammunition Reserves	T
Repair Shops	T
Dry Docks	T
Fearful of Counterattack	D

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	1
3	Trireme	2
2	Quadrireme	3
1	Quinquereme	4

= 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

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 LIST

Card Name:	#	Range	Type	Notes
Row	5	1	M	
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

PHARMACY NOTES

INTRODUCTION

Resource including Counseling Points, Interactions, Side Effects, and Treatments.

Quotes:

Look 3 times, think twice, speak once.

It's not what you know, it's when you know it.

Unit Conversions:

1 inch = 2.54 cm

1 kg = 2.2 lbs

1 lb = 453.6 g

1 pint = 16 oz = 480 (473)ml

1 quart = 2 pints

1 gallon = 4 quarts

15 minims = 1 ml

1 oz = 30 g

15 gr = 1 g

1 gr = 60-65 mg (64.8)

1/100 gr = 600 mcg

1/150 gr = 400 mcg

1/200 gr = 300 mcg

Target Cholesterol Levels:

Total <200 ldl <130 hdl>50

TG <160 anticholinergics: -se: drowsiness, confusion, dry mouth blurred vision, tachycardia, decr urine -contraindications: htn, heart conditions, glaucoma, bph abx susp refrigeration requirements: yes: augmentin, cephalexin 72h excursion ok: ceclor, vantin, cefzil, cedax, keflex, pediazole either: zithromax, amoxil, omnicef, ceftin, lorabid no: biaxin, cleocin alzheimers: cognex qid - lft aricept qd - best exelon bid - insomnia reminyl bid - insomnia vitamin e, ginko biloba psoriasis: hyperproliferation of skin cells x20 nl- plaques seborrheic dermatitis x3nl-fungal - cradle cap otc tx: - coal tar- t/gel, denorex, dhs, tegrin, x seb, ionl t polytar soap, shampoos, lotions, creams, ointments -salicylic acid shampoos - t/sal, scalpacin, neutrogena - hydrocortisone crm 1% dandruff: hyperproliferation - fungal -selenium sulfide- selsun blue -sulfur (antifungal) -zinc pyrithione shampoo - pert, head & shoulders, znp bar - ketoconazole- nizoral shampoo insect bites tx: ticks- rocky mountain spotted fever anesthetics, counterirritants, antihistamine -calamine & pramoxine- aveeno anti-itch, caladryl -benzocaine- dermoplast, lanacane, bactine, stingeze -benadryl -hydrocortisone -astringents- domeboro, witch hazel -protectants- aveeno colloidal oatmeal bath - antiseptics- benzalkonium insect repellents: clothes -deet - use sparingly, external rare cns sx in children with excessive use deep woods, cutter, repel -oral thiamine- efficacy unverified acne tx don't pick, avoid & remove topical oils, wash max bid - benzoyl peroxide 2.5,5,10%- neutrogena, noxzema, oxy 10, irritating, bleaching, external -sulfur & resorcinol -salicylic acid- stri-dex, clearasil, oxy balance foot problems: watch diabetic pt's -foot odor- odor eaters, odor destroyers- powder, spray, insoles -tired feet- cushions, insoles; soak- johnsons foot soap -bunion- rotated great toe- splints, surgery hammertoes, high arches, flatfeet -corns -have core- pain hard corns- at condyles - bony prominence soft corns - between toes padding- caps, sleeves, strips, moleskin, cushions, wraps, wool, foam plantar corns - sole of foot - painful - calluses- no pain unless fissured- no core tx - salicylic acid- flexible collodion, plasters, disks, pads reduction - podiatrist only- file, plane, grater, pumice stone proper shoes blister do not break it. if broken- new-skin (liquid film barriers) niacin: ir 1.5-3 g/day sr + er 1-2 g/day- niaspan flushing- take asa wet dressings: domeboro powder diluted sulfa allergies: sulfonamide aromatic amine moiety found in sulfonamide antimicrobials- bactrim sulfonamide non-aromatic amine drugs have possible cross-reactivity: celebex, bextra, furosemide, hctz, acetazolamide sulfonamides not same as sulfur or sulfites pt's allergic to sulfa drugs are more likely to be allergic to all drugs drink water & stay out of sun nsaid allergy: applies to all nsaid and asa. apap is ok. aspartame: nutrasweet - sweetner - 2 aa's many toxicities reported - acute, chronic, long-term, serious avoid it as much as possible allergy shots: contain dilute amounts of allergen desensitize immune system p450 inducers: barbituates, carbamazepime, rifampin, phenytoin nicotine, smoking, chronic ethanol p450 inhibitors: ketoconazole, erythromycin, oral contraceptives prozac (ssris) grapefruit juice, ritonavir (protease inhibitors) isoniazid, haldol 2d6, metronidazole, amiodarone

fluconazole, quinolones, tcas, quinidine, neuroleptics opioids- equivalent doses iv/po: morphine - 5/30 (15 sr) codeine - 30-60/90 fentanyl - 0.05-0.1/x hydrocodone - 10/10-15 hydromorphone - 0.6/3-4 meperidine - 25-50/100-150 methadone - 5/5-10 oxycodone - x/10-15 propoxyphene - x/65-130 tramadol - 50/75-150 buprenex - 0.2/x stadol - 1.5/x nubain - 10/4 talwin - 30/100 corticosteroid conversions: cortisol 25 hydrocortisone 20 prednisone 5 prednisolone 5 methylprednisolone 4 dexamethasone 0.75 sinusitis: acute - viral, s pneumonia, h flu, m cat chronic - bacteroides, peptostrepto- tx x 10d 1st line- augmentin 875q12, cefuroxime 250q12, bactrim ds q12 2nd line- cefprozil, cefpodoxime, biaxin 500 bid 3rd line- fluroquinolones pediatrics contraindications: asa, pepto-bismol, fluroquinolones qt prolongation- drugs that cause it: uroxatral, amiodarone, quinidine, erythromycin, haldol, tequin prochloperazine/promethazine- compazine/phenergan: conversions: 2.5 - 6.25 5 - 12.5 10 - 25 20 - 50 drugs ok in pregnancy: attapulgate, apap, methyldopa burns: solarcaine - benzocaine, aloe hydrocortisone cream cold sores: external- abbreva internal- benzocaine anbesol, kanka glyoxide - cleanser diet: low cholesterol diet guidelines lice products: head vs pubic carefully inspect other family members - avoid unnecessary chemical exposure direct contact or fomites pyrethrins- shampoo, external rid, pronto, triple x, r&c, a200, barc, end-lice permethrin 1%- nix - head lice only nit removal- eggs- nit combs, scissors, bright light not all eggs are killed by tx prevention- machine wash&dry fomites, separate children avoid sex, sharing clothes, public bathrooms rx - lindane(kwell), malathion scabies: md only - mite that burrows under skin rx - permethrin 5% - elimite cream- leave on 8-14h alopecia: hair loss minoxidil 2%- blue & pink boxes - vasodilator - external rogain 5% - black box use 1 ml bid skin hyperpigmentation: increased melanin - natural sunscreen brown spots, freckles, blemishes, age spots causes- estrogen, liver disease, thorazine, cushings, hyperthyroid tx - hydroquinone- damages melanocytes- external - avoid sun otc 2%- esoterica, eldopaque, eldoquin, solaquin, porcelana rx - melanex 3%, eldopaque & solaquin forte 4% use bid --> QD. Takes 4 weeks to work

Smoking Cessation:

Nicotene Addiction

Gum - Nicorette- 1Q1-2h

Patches- Nicotrol, Nicoderm CQ, Habitrol, Prostep

Nasal Spray - Nicotrol NS

Inhaler

Zyban- Wellbutrin 150mg

Diltiazem:

Dilacor XR = Mylan = Diltia XT (tab)

Cardizem CD = Teva = Diltiazem CD

Diclofenac:

voltaren - sodium

cataflam - potassium

Depression Diagnosis 4 of 8:

appetite change

sleep patterns change

psychomotor agitation

loss of interest in usual activities

incr fatigue

feelings of guilt/worthlessness

impaired concentration

suicidal ideation

Depilatories:

Remove Hair

Alkaline- chemical Burns, contact dermatitis

Neet, Nair

MISC:

Stiptik pencil- astringent

Ichthamol- Drawing Salve for Boils- softens skin

Gentian Violet- Antiseptic- Dilute for Thrush if Nystatin fails

Blood Pressure Monitors:

Mercury - In Dr's Office

Air - Hard to use

Digital - Least Accurate

Magnesium:

40-400mg/d in DD

slow mag 64mg tab (mag chloride)

magonate 1000 (54)/5ml
 mag oxide 400mg
 mag citrate 300ml
 mag gluconate 500mg
 mag sulfate - IV, epsom salts
 Fecal Occult Blood Test Kits:
 ColoCare, EZ Detect
 Ovulation Prediction:
 Basal Thermometer - Temp spike after ovulation
 Clear Plan Easy Kit detects surge in LH in urine
 Pregnancy Test Kits:
 EPT, Clear Blue Easy
 Detect hCG in Urine
 Advise OB-GYN visit, prenatal vitamins
 AIDS Testing Kit:
 Home Access
 Detects HIV antibodies in blood sample
 Mail sample to lab & call for results
 Urine Tests:
 Nitrazine paper - pH paper
 Ketostix - ketones
 Uristix - protein & glucose
 UTI - Nitrites
 Diastix, Clinistix - glucose
 Blood Glucose Monitors:
 Accucheck
 One-touch Basic
 Glucometer Elite
 Precision Xtra - most accurate
 One touch ultra - medicaid
 Liquids
 Histussin HC = Histinex HC (not Histex HC)
 Novahistine DH = dihistine DH = phenylhist DH
 Insulin:
 Humulin + Novolin = brands
 Types- R, N, L, U
 velulosin - pumps
 humalog - insulin lispro
 novalog - insulin aspart
 lantus - insulin glargine
 100 units per ml
 10 ml vial = 1000 units per vial
 Diarrhea:
 Self Limiting Acute: Infection, Food, Drug induced
 Chronic: Cancer, hyperthyroidism, Diabetes, Lax abuse, Psychogenic
 Rx Tx- Questran, Abx
 Opium Tincture CII- Adult 10 drops (0.6ml) in water QD-QID
 Paregoric CIII- Adult 1-2tsp QD-QID; Children 4-8 drops QD-QID
 Lomotil CIV- Diphenoxylate+Atropine
 OTC - Pepto Bismol - Dark tongue & stools
 Bismuth Subsalicylate - No kids, coumadin, ASA allergy
 Generics- Kaolin, Pectin,
 Attapulgate - Diasorb, Donnagel?
 Polycarbophyll- Fibercon, Mitrolan, Equalactin
 Immodium (Loperamide)- not under 6, Max 8mg/day (4,2,2)
 Alternagel (Aluminum Hydroxide)
 Lactinex- Lactobacillus- replenish gut Flora
 Babies- see MD- none of above are safe
 Dehydration- Pedialyte
 Constipating Foods - Rice- Avoid Dairy
 Emetics:
 Syrup of Ipecac- No longer Recommended
 Antiemetics:
 Overeating - Antacids may be useful
 Morning sickness- Saltines, small, frequent meals- B6
 Antihistamines- take 1/2-1h before departure

Benadryl 25-50mg Q4-6h
 Dramamine- Dimenhydrinate 50mgQ4-6h
 Bonine- Meclizine 25mgQ24h
 Emetrol- 1-2tbl Q15min- max 1h- Coke Syrup
 Rehydration- Gatorade, Pedialyte, Ricelyte
 Sleep Aids:
 Diphenhydramine- Unisom, Nytol, Somnex, Sleepinal
 Combos- Excedrin PM, Tylenol PM, Legatrin PM
 Herbals- Kava, Melatonin, Valerian
 Stimulants:
 Caffeine- No-Doz, Vivarin, Caffedrine
 OTC Eye Drops:
 -Antihistamines: Naphcon, Vasocon, Pheniramine
 -Decongestants: Get the Red out, 2-3 days max
 -Lubricants: Thickening Agents: Drops & Ointments
 -Eye Wash- has Boric Acid
 -Corneal Edema: Muro-128, Adsorbonac
 Artificial Tears- Celluvisc, Hypotears, Refresh, Tears Naturale
 Stye:
 Infection of Eyelid- Abcess
 See MD- oral Abx
 Boric Acid (boron toxic) & Stye are Ineffective
 Ear Drops:
 -Ear Wax-
 Debrox, Murine
 -Water in the Ear-
 Swim Ear, Star Otic
 Tinnitus:
 Caused by- ASA, NSAIDs, Quinine, Salicylates, Caffeine, Aminoglycoides
 Sun Screens
 Highest SPF Rating = 70+
 Herbal Indications:
 Valerian - Relaxation
 Saw Palmetto - Prostate
 St Johns Wort - Depression
 Glucosamine/Chondroitin - Joints
 Diuretics OTC:
 Combo products -
 Pamprin, Midol
 UTI Symptoms OTC
 Azostandard
 Uristat
 Eye Vitamins:
 Ocuville
 Iron Supplements:
 100-200mg elemental/d in DD
 -ferrous sulfate 324(65mg elemental) tabs 20%
 fer-in-sol syrup 90(18)/5
 feosol elixir 220(44)/5
 fer-in-sol drops 75(15)/0.6ml
 slow-fe 160(50) exsiccated 30%
 -ferrous gluconate 326(36) 12%
 -ferrous fumarate 36%- feostat, hemocyte (give MV - Triniscon)
 -polysaccharide iron complex 100%
 niferex 100/5 elixir, 50 tab
 Fe-tinnic = iron poly 150 = Ferrex
 Calcium Supplements:
 1000-1500 mg/day
 Take with Vitamin D
 Which are Oyster Shell?
 Oscal
 Skin creams:
 Eucerin, solarcaine, aloe vera, albolene, noxzema
 ponds cold cream, lubriderm, cocoa butter, keri, vaseline, aveeno
 Anorectal Conditions:
 Fissure- Sitz Baths, Stool softeners, Analgesics, Surgery

Abscess- See MD
Skin Tags- No consequence
Hemorrhoids:
Dx- Bleeding, Prolapse, Itch, burning, discomfort
Anal Hygiene - wash after BM
Sitz bath -BID-TID 15-30 min- warm water
Donut cushions make it worse- Pool blood in Hemorrhoidal veins
Constipation - Stool softeners, Diet
Stool Habits- Avoid straining
Local Anesthetics- Pramoxine, Dibucaine
Analgesics, Antipruritics, Astringents, Keratolytics
Protectants- Shark Liver Oil, Zinc Oxide, Petrolatum, Starch
Vasoconstrictors- Phenylephrine (Contraindications)
Hydrocortisone
Tucks Pads (Witch Hazel)
Ointments, creams, suppositories
Anusol, Preparation H, ProctoFoam, Nupercainal
Vaginal Antibiotic creams:
-sulfa vaginal cream
-cleocin - clindamycin - 2%
-metrogel - 0.75%
-anti-fungal:
miconazole cream/supp
clotrimazole cream
nystatin vag tab
terazole 3/7 cream, supp
-betadine douche
-conj estrogen vag cream- Premarin
Tuberculosis:
mycobacteria- tx 6mo to 2yrs - min 2 drugs
2 mo - INH,RIF,PZA, (ETH)
2-6 mo - INH, RIF, ETH
Isoniazid - 300mg po, im
Rifampin - 600mg po,iv- red orange body fluids - P450 inducer
Ethambutol - 15-25mg/kg po- optic neuritis, hyperuricemia
Pyrazinamide - 1.5-2.5g po- hyperuricemia, hepatotoxic
INH - give B6 - pyridoxine - hepatotoxic, paresthesia - P450 Inhib
2nd line: cycloserine, aminosalicyclic acid, streptomycin, capreomycin
Meningitis:
Symptoms-
Stiff Neck
Lupus:
Immune system disorder
Relationship to Arthritis
Tx?
Diabetes:
Herbal Products?
Warts
Infectious- Viral
Benadryl pedes:
age 2-6 (antitussive syrup)= 6.25 Q4h max 25/d
age 6-12 = 12.5-25 Q4-6h max 150/d
Childrens Benadryl comes 12.5/5
Claritin pedes:
age 2-5 = 5 QD
age 6+ = 10 QD
DXM pedes:
age 2-5 = 7.5 q6-8 max 30/d
age 6-12 = 15 q6-8 max 60/d
Guaifenesin pedes:
age 6m-2 = 25-50 q4h max 300/d
age 2-5 = 50-100 q4 max 600/d
age 6-12 = 100-200 q4 max 1200/d
PSE pedes:
age 2-5 = 15 q4-6 max 60/d
age 6-12 = 30 q4-6 max 120/d

Tylenol Pedes:

Age - mg

2m - 80

4m - 100

6m - 120

9m - 120

12m - 160

15m - 160

2y - 200

3y - 240

5y - 280

1 tsp = 160mg

PHASERS

INTRODUCTION

Board & card game for 2 players.
Battle between two Star Trek Fleets.
Abstract skirmish level combat.
Each figure represents a single Ship (unit).

VICTORY

You win if you Destroy the opposing Dreadnaught.

THE MAP

Use an 8x8 chessboard.

THE SHIPS

Use chits or miniatures to represent Ships.
There are 4 types of Ships:
Scouts, Destroyers, Cruisers, Dreadnaughts.

SHIP TABLE

#	Type	Hits
2	Scout	1
3	Destroyer	2
2	Cruiser	3
1	Dreadnaught	4

= 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

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.

Scout ships can be moved twice per turn.

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.

The enemy Ship that is the target of the attack takes damage equal to the

Damage value of the card.

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.

Shield cards reduce the amount of damage done by the attack.

Shield cards automatically negate Transporter Mines & Boarding Parties.

Cruisers & Dreadnaughts can attack twice per turn.

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	Dam	Type	Notes
Defensive Phasers	3	1-2	1	A	
Phasers	3	3	1	A	
Offensive Phasers	3	4	1	A	
Transporter Mines	2	1	2	A	
Special Attack	3	1	4	A	
Drone Missiles	2	5	3	A	
Boarding Party	2	1	5	A	
Security	2	-	-	D	Negate Boarding Party
Wild Weasel	2	-	-	D	Negate Drone Attack
Shields	3	-	1	D	
Directed Shields	3	-	2	D	
Full Power Shields	3	-	3	D	
Special Defense	3	-	-	D	Negate Attack
Warp 1	3	1	-	M	
Warp 2	3	2	-	M	
Warp 3	2	3	-	M	
Warp 4	2	4	-	M	
Warp 5	2	5	-	M	
Warp 6	2	6	-	M	
Warp 7	2	7	-	M	
Worm Hole	2	K	-	M	
Sensors	4	-	-	X	Look at opponents hand
Tactics	3	-	-	X	Discard to draw 3 cards

SPECIAL DEFENSE CARD

Defensive card that negates any one Attack.

For the Romulans this represents their Cloaking Device.

For the Klingons this represents the increased Speed & Agility of their Ships.

For the Federation this represents their advanced Shields & Sensors.

SPECIAL ATTACK CARD

Attack card that causes 4 damage at a range of 1 space.

For the Romulans this represents their Plasma Torpedoes.

For the Klingons this represents their Disruptor Banks.

For the Federation this represents their Photon Torpedoes.

CARD SET BY ZAK

Here is the URLs for the Phaser cards

<http://digilander.iol.it/warpspawn2/phasers/phasers1.zip>

<http://digilander.iol.it/warpspawn2/phasers/phasers2.zip>

<http://digilander.iol.it/warpspawn2/phasers/phasers3.zip>

<http://digilander.iol.it/warpspawn2/phasers/phasers4.zip>

<http://digilander.iol.it/warpspawn2/phasers/phasers5.zip>

I'm working on a complete thoth module with board & counters.

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.

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:
Rome Wine Silk
Egypt Grain Obsidian
Greece Oil Grain
Persia Silk Oil
Carthage Spices Wine
Crete Obsidian Spices
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.

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
Sail South	3
Sail East	3
Sail West	3
Sail NE	3
Sail SE	3
Sail NW	3
Sail SW	3
Storm	4

PIRATE ISLAND

INTRODUCTION

Module for Artifact.

Click [here](#) for the Core Rules.

Each player controls a Pirate expedition (Ship, Captain, and Crew).

PIRATE EXPEDITION

The Expedition has 10 Crew points and 6 skills.

Roll on the Skill List Table to see what skills you get:

SKILL LIST TABLE

1D6	Skill:
1	Crew +2
2	Cannons +1
3	Navigation +1
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.

ENCOUNTERS

If player pawns meet at sea the Skill test will be Cannons.

If player pawns meet on the Island the Skill test will be Swashbuckling.

If a player loses a Challenge he loses one Crew point unless the Challenge card says different.

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
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
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

by Ian Milnes

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 placed 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 180° 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 180° 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

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 ship's 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 ship's 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

1448

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 than 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
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
4	Gain D6 gold and miss next turn
5	Gain D6 gold
6	Gain D6 gold

TREASURE

Each treasure occupies one cargo space.
Each home port and Treasure Island holds 5 specific treasures as follows:

Empire	rum and tobacco
Brettonian	wine and spices
Elves	gems
Dwarves	mithral
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. Draw Card
 2. Movement Phase
 3. Battle 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 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

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 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

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. 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.

PLUNDER TABLE

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
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.

DOWNLOADS

Map & Word Version: Click [Here](#)

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 ship's 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 than 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
Broadsides- 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 eliminated.

FINAL NOTES

"Avast ye scurvey mates, prepare to be boarded!"
Be sure to play in character.

PIZZA PIE MAKER

INTRODUCTION

Children's card game.
2-4 players.

WINNING

The game ends when a player goes to draw a card and there are none left.
The player with the most points in their oven at the end of the game wins.

SETUP

Players are dealt 8 cards each.
The youngest player goes first.

TURN SEQUENCE

Each turn is divided into 4 phases:
Market Phase
Order Phase
Sale Phase
Overhead Phase

MARKET PHASE

The current player draws one card and puts it in his or her hand.

ORDER PHASE

The current player may make a 'pie'.
A pie is a combo of three or more cards that must include:
1 crust card, 1 sauce card, 1 cheese card, and 0 or more topping cards.
Place the pie into the 'oven' (your scoring pile).

SALE PHASE

Earn points for your pie if you made one this turn:
A basic pie of 1 crust card, 1 sauce card, 1 cheese card is worth 3 points.
Each additional topping is worth 1 point. You may not duplicate toppings.
Special Scoring Pies:
Everything Pizza: Basic pie + 6 different toppings is worth 12 points.
Meatsa Pizza: Basic pie + 1 pepperoni + 1 sausage + 1 meatball card is worth 8 points.
Veggie Pizza: Basic pie + 4 different veggie toppings is worth 10 points.
White Pizza: Substitute garlic for sauce.
Double Ingredient: once per game you may duplicate any topping or cheese or sauce.
Note: Some cards score extra points.

OVERHEAD PHASE

If your hand contains more than 8 cards discard down to 8 cards.

CARD TYPE ABBREVIATIONS

= Number of that type of card in the deck
C = Crust
E = Mozzarella Cheese
S = Tomato Sauce
V = Veggies Topping
M = Meat Topping
X = Special Topping

DECK CARD LIST

Card Name:	#	Type	Notes
Crust	10	C	

Thin Crust	1	C	+1 point
Chicago Crust	1	C	+1 point
Cheese	10	E	
Sauce	10	S	
Mushrooms	5	V	
Onions	4	V	
Peppers	3	V	
Black Olives	2	V	
Pepperoni	5	M	
Sausage	4	M	
Meatballs	3	M	
Pineapple	1	X	+1 point
Anchovy	1	X	+1 point
Garlic	1	X	

LINKS

Go [Here](#) for a Pizza Maker card set and some expanded rules. Thanks Tom!

PLANE WARS

INTRODUCTION

Card game for 2+ players.
Raid/Skirmish level Fantasy combat.
Each deck represents one of the races found in the Outer (or Inner) Planes of the AD&D Universe.
Currently available decks include:
Githyanki
Githzerai
Mind Flayer
Beholder
Modron
Slaadi
Daemon
Deva

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VICTORY

Defeat a Player by reducing him to zero Morale points.

THE DECKS

Each player uses his own deck.
Each deck is specific to a single race.

MORALE

Each player starts with 50 Morale points.

TOKENS

Use Coins to keep track of Recruitment points.
Use Tokens to Indicate Immobilization.

UNITS & ACTIONS

Units include Monsters, Fighters, & Wizards.
A unit can make only one action before being immobilized.
Actions include Attacking, Blocking, and using certain Traits.
Denote Immobilization by putting an Immobilization Token on the unit.

SETUP

Each player draws a hand of 7 cards.
The Funniest looking player goes first.

TURN SEQUENCE

Players take turns.
Each turn has 5 phases:
Cycle Phase
Plane Phase
Gate Phase
Spell Phase
Raid Phase

CYCLE PHASE

Remove one Immobilization token from each of your units.

Max hand is 7 cards. Discard excess cards.

PLANE PHASE

Draw 1 cards from your deck.

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

You may pay 5 Recruit points to draw an extra card.

GATE PHASE

Gain 10 Recruitment Points.

Keep a running total. You may accumulate them from turn to turn.

To put a Unit into play pay a number of Recruitment points equal to that Units Base Force.

Weapon, Object, & Armor cards may be attached for free in this phase.

A Unit may attach a max of one Armor & one Weapon card.

SPELL PHASE

Play spell & Event cards that are not appropriate in other phases

Spells & Events produce their effect for a phase (or a turn) & are then discarded.

To play a Spell or Event card, you must have a unit in play that can cast the spell or produce the Event.

RAID PHASE

You may attack your opponent with one or more of your units.

Each Unit card has a Force point value.

If unblocked, the Unit does damage equal to its total Force.

Certain Spells, Events will increase a Units Force.

This damage is subtracted from the opponents Morale total.

Your opponent may block with his Units.

The Unit with the lower total Force is destroyed (discarded).

Units may combine in Attack & Defense.

If a Unit has a higher initiative, it does its damage first.

TRAIT LIST

Stealth = Negate first blocker

Slay = If unit unblocked it may do its damage to target unit

Scout = Look at opponents hand (action)

Fire = Initiative +1 & Force +1 if Unblocked

Steal = If unit unblocked take control of target Object or Weapon

Track = May attack target unit instead of opponents Morale

Guard = Not negated by units that negate first blocker

Swift = Negate first blocker

Fly = Negate first blocker

Wizard = Discard a card to give any unit any Special Ability

Transport = Can be used as Stealth or Escape

Missile = Initiative +2; Use an action to inflict 1 Damage

Leader = All units get +1 Force

Escape = Unit Cannot be target of attack (action)

Fighter (F) = May use Weapons & Armor

Magic User (U) = Player may use Spell cards (action)

Heal = Prevent unit from being killed (action)

Negate = Negate target attack

Immobilize = Put 3 Immobilization tokens on target unit

Recruit = Gain 10 Recruit points

Berserk = +3 when attacking

Disease = Blocked/blocking unit gets Force -1 permanently

Poison = Blocked/blocking unit is killed

Regenerate = If killed this unit goes back into its owners hand

Scry = Look at opponents hand or next 4 cards in deck (action)

Magic Resistance = Enemy spells cannot directly kill or damage the unit.

Dispell = Negate a target Spell or Natural Magic Ability (Action)

Tunnel = Negate first blocker

Psionic = Unit gets +1 Force when blocking/blocked by non-psionic unit.

Control = Gain control of unit until effect is dispelled.

Unsummon = Put Blocked/blocking target back in opponents hand

Note: All Units with a Base Force of 11+ are immune to Fear & Poison.

M = Monster. Note some monsters have spell like abilities

S = Spell (Requires Magic User in play to cast)

N = Natural Magical Effect or Ability (Requires appropriate unit in play to use)

P = Psionic Ability (Requires Psionic unit in play to use)

E = Event (Requires appropriate unit in play to use)

A = Armor (Must be attached to a unit that can use it)

W = Weapon (Must be attached to a unit that can use it)

O = Object (Must be attached to a unit that can use it)

GITHYANKI CARD LIST

Card Name:	#	Type	Force	Notes
Black Guard Captain	1	F	9	Leader
Black Guard Knight	1	F	8	
Warlock	2	U	7	Wizard
Gish	2	F/U	4	
Warrior	3	F	5	
Holocaust Warrior	1	F/U	8	Fire
Ranger	1	F	5	Track, Scout, Missile
Rouge	1	F	4	Stealth, Scout, Steal
Assassin	1	F	5	Stealth, Slay
Mindslayer	1	F	6	+3 vs Mindflayers
Barbarian	1	F	5	Berserk
Red Dragon	1	M	10	Fire, Fly
Sword Stalker	1	F	7	Slay, Track
Gish Healer	1	U	2	Heal
Spectral Hounds	1	M	5	Swift, Track, Guard
Necromancer	1	U	8	Wizard, Slay
Beaded Armor	1	A	+1	
Splint Mail	1	A	+2	
Armor Blades	1	A	+1	
Scythe Sword	1	W	+1	
Triple Bolt Crossbow	2	W	+1	Missile
Scimitar	1	W	+1	
Crescent Blade	1	W	+1	
Bladed Chain	1	W	+1	Initiative +1
Silver Sword	1	W	+2	
Vorpal Silver Sword	1	W	+4	
Unholy Silver Sword	1	W	+3	
Dimensional Key	1	O	-	Transport
Psionic Defense	1	P	-	Blocking Unit gets Force +4
Darkvision Raid	1	E	-	All attackers get +1
Backstab	2	E	+3	Play on Unit with Stealth
Fighting Style	2	E	+3	Play on Fighter
Divination	1	S	-	Scry
Illusions	1	S	-	Negate
Protective Spells	1	S	-	Negate or Dispell
Defensive Magic	1	S	-	Negate or Dispell
Ensorcell	1	S	-	Immobilize
Invisibility	1	S	-	Stealth or Escape
Death Touch	1	S	-	Kill blocked/blocking unit
Energy Drain	1	S	-	Inflict 3 Damage & Draw 1 card
Elemental Magic	1	S	-	Inflict 7 Damage
Cataclysm	1	S	-	Inflict 4 Damage to all units
Astral Travel	1	P	-	Transport
Dimension Door	1	S	-	Transport or Recruit
Planar Shift	1	S	-	Transport
Reincarnate	1	S	-	Put unit in discard back in Play
Battle Magic	1	S	-	1 or 2 Units get Force +3
Polymorph	1	S	-	Unit Immobilized or Force +5
Control Magic	1	S	-	Control target unit
Psionic Attack	2	P	-	Attacking unit gets Force +4
Cut Tether	1	E	-	Unsummon
Monstrous Attack	1	E	-	Monster gets Force +3

Notes: Evil man like beings that dwell in the Astral Plane.

All Githyanki are Psionic.

GITHZERAI CARD LIST

Card Name:	#	Type	Force	Notes
Cerebai Monk	1	F	8	Leader, Magic Resistance
Monk	2	F	6	Swift, Magic Resistance
Warlock	2	U	5	Wizard, Magic Resistance
Zerth	3	F/U	3	Magic Resistance
Warrior	6	F	4	Magic Resistance
Thief	4	F	3	Stealth, Scout, Steal, MR
Hunter	2	F	4	Track, Scout, Missile, MR
Simple Swords	4	W	+1	
Simple Daggers	4	W	+1	May use with 1 other Weapon
Silver Sword	3	W	+2	
Simple Bows	3	W	+1	Missile
Backstab	2	E	+3	Play on Unit with Stealth
Fighting Style	2	E	+3	Play on Fighter
Martial Arts	2	E	+5	Play on Monk
Divination	1	S	-	Scry
Illusions	1	S	-	Negate
Protective Spells	1	S	-	Negate or Dispell
Defensive Magic	1	S	-	Negate or Dispell
Ensnarement	1	S	-	Immobilize
Invisibility	1	S	-	Stealth or Escape
Death Touch	1	S	-	Kill blocked/Blocking unit
Elemental Magic	1	S	-	Inflict 7 damage
Cataclysm	1	S	-	Inflict 4 Damage to all units
Dimension Door	1	S	-	Transport or Recruit
Planar Shift	1	S	-	Transport
Reincarnate	1	S	-	Put unit in discard back in Play
Battle Magic	2	S	-	1 or 2 Units get Force +3
Polymorph	1	S	-	Unit Immobilized or Force +5
Control Magic	1	S	-	Take control of target
Psionic Attack	1	P	-	Attacking unit gets Force +4
Psionic Defense	1	P	-	Defending unit gets Force +4
Astral Projection	1	P	-	Transport
Monstrous Attack	1	E	-	Monster gets Force +3

Notes: Chaotic Neutral Man like beings that dwell in Limbo.

All Githzerai are Psionic.

MIND FLAYER CARD LIST

Card Name:	#	Type	Force	Notes
Elder Illithid	1	M	7	MR, Wizard, Leader, Psionic
Mind Flayer	7	M	6	Magic Resistance, Psionic, Slay
Umber Hulk	2	M	8	Tunnel
Symbionts	10	M	2	Fly
Mind Blast	4	P	-	Target takes 3 Damage
Devour Brain	4	E	-	Kill target blocking/blocked unit
Levitation	2	P	-	Fly
Domination	2	P	-	Control
ESP	2	P	-	Scry
Astral Projection	2	P	-	Transport
Probability Travel	2	P	-	Transport or Recruit
Cause Confusion	2	N	-	Umber Hulk gets Force +2
Carapace	3	A	+1	Symbiont
Tentacles	3	E	-	Symbiont gets Force +2
Tracking Net	1	E	-	Track
Extractor Shuriken	1	W	+1	Mind Flayer gets Missile
Extractor Globe	1	W	+2	Mind Flayer gets Missile
Tentacle Hooks	1	W	+1	Mind Flayer
Tentacle Net	1	E	-	Immobilize
Super Intelligent	1	E	-	Mind Flayer; Scry or Recruit or Stealth
Carapace Symbiont	1	A	+2	Mind Flayer gets +2 when Defending
Strongarm Carapace	1	A	+2	Mind Flayer gets +2 when Attacking
Fastbreak Carapace	1	A	+1	Mind Flayer gets Swift

Backwatcher Carapace	1	A	+1	Mind Flayer gets Guard
Slippery Carapace	1	A	+1	Mind Flayer gets Stealth
Hardy Carapace	1	A	+3	
Silent Carapace	1	A	+1	Mind Flayer gets Stealth

Note: Mind Players are Lawful Evil Tentacled bipeds that live on the Prime Material Plane.
All Mind Players can use Psionic cards.

BEHOLDER CARD LIST

Card Name:	#	Type	Force	Notes
Eye Tyrant	1	M	8	Leader, Wizard
Beholder	7	M	6	
Xorn	1	M	7	Tunnel
Ettin	1	M	6	Guard
Gargoyle	1	M	5	Track, Fly
Otyugh	1	M	6	Disease
Giant Scorpion	1	M	4	Poison
Giant Slug	1	M	8	Missile (Spit)
Purple Worm	1	M	9	Tunnel
Troll	1	M	6	Regenerate
Roper	1	M	7	Immobilize
Rust Monster	1	M	3	Destroy Items of blocking/blocked unit
Spectator	1	M	3	Guard
Gas Spore Swarm	1	M	2	Guard; Force +2 if Defending
Charm Person	3	N	-	Control Unit
Charm Monster	3	N	-	Control Monster or Recruit
Sleep	3	N	-	Immobilize
Telekinesis	3	N	-	Distribute 5 Damage
Flesh to Stone	3	N	-	Immobilize
Disintegrate Ray	3	N	-	Inflict 7 Damage
Fear	3	N	-	Unsummon
Slow	3	N	-	Negate
Cause Wound	3	N	-	Inflict 3 Damage
Death Ray	3	N	-	Kill target blocking/blocked unit
Anti-Magic Ray	3	N	-	Dispell
Swoop	3	E	-	Negate damage done to Beholder
Super Intelligent	1	E	-	Scry or Recruit or Stealth
Monstrous Attack	3	E	-	Monster gets Force +3

Notes: Beholders are Lawful Evil many eyed spherical beings that live on the Prime Material Plane. Their Monster minions are charmed slaves.

All "N" type cards in this deck require a Beholder to be in play to use.

MODRON CARD LIST

Card Name:	#	Type	Force	Notes
Messenger Drone	2	M	1	Fly, Scout
Monodrones	6	M	2	Fly
Duodrones	5	M	3	Fly
Tridrones	3	M	4	
Quadrones	2	M	6	Fly
Pentadrone	1	M	7	Immobilize, Fly
Decaton	3	M/U	9	Wizard
Nonaton	1	M/U	10	Leader, Psionic
Javelins	4	W	+1	Missile
Bows & Crossbows	4	W	+1	Missile
Modron Swarm	4	E	-	All Modrons get Force +2
Thrusting Weapons	4	W	+1	
Singlemindedness	4	E	-	Modron gets Force +3
Divination	1	S	-	Scry
Illusions	1	S	-	Negate
Protective Spells	1	S	-	Negate or Dispell
Defensive Magic	1	S	-	Negate or Dispell
Ensorcell	1	S	-	Immobilize
Invisibility	1	S	-	Stealth or Escape
Telekinesis	1	S	-	Distribute 5 Damage
Elemental Magic	1	S	-	Inflict 7 Damage

Cataclysm	1	S	-	Inflict 4 Damage to all units
Dimension Door	1	S	-	Transport or Recruit
Teleport	1	S	-	Transport
Reincarnate	1	S	-	Put unit in discard back in Play
Battle Magic	1	S	-	1 or 2 Units get Force +3
Polymorph	1	S	-	Unit Immobilized or Force +5
Command	1	S	-	Take control of target unit
Detection Magic	1	S	-	Scry
Power Word Stun	1	S	-	Negate
Cure	1	S	-	Heal
Clerical Spells	1	S	-	Negate or Heal
Wall of Force	1	S	-	Negate all attacks

Notes: Modrons are Immune to Mind affecting spells such as:

Sleep, Fear, Charm, Control, Illusions.

Modrons are Lawful neutral beings of regular shapes that dwell on the plane of Nirvana.

Spell casting Modrons are immune to psionics.

Non-spell casting Modrons can use Weapons.

SLAADI CARD LIST

Card Name:	#	Type	Force	Notes
Red Slaad	8	M	7	
Blue Slaad	6	M	8	Psionic
Green Slaad	4	M	9	Magic Resistance, Psionic
Grey Slaad	2	M/U	10	Leader, Wizard, MR, Psionic
Bite Attack	4	E	+3	
Claw Attack	4	E	+2	
Poison Pellet	3	E	-	Red Sladd; Poison
Sword of Sharpness	2	W	+2	Green or Grey Slaad only
Gate	2	N	-	Recruit
Hop	4	E	-	Swift
Telekinesis	1	N	-	Blue & Green; Distribute 5 Damage
Passwall	1	N	-	Blue; Transport
Hold Person	1	N	-	Blue; Immobilize
Polymorph	1	N	-	Green; Unit Immobilized or Force +5
Fear	1	N	-	Green; Unsummon
ESP	1	N	-	Green; Scry
Detection	1	N	-	Green; Scry
Fireball	1	N	-	Green; Inflict 6 Damage to unit
Darkness	1	N	-	Green & Grey; Stealth
Regenerate	1	N	-	Red; Regenerate
Power Word Stun	1	N	-	Red; Immobilize
Illusion	1	S	-	Negate
Magic Resistance	1	N	-	Dispell
Invisibility	1	S	-	Stealth
Lightning	1	S	-	Inflict 6 Damage to unit
Power Word Blind	1	S	-	Immobilize
Symbol of Pain	1	S	-	Immobilize
Plane Walk	1	S	-	Transport
Flame Strike	1	S	-	Inflict 6 Damage to unit
Psionic Attack	1	P	-	Attacking unit gets Force +4
Psionic Defense	1	P	-	Defending unit gets Force +4

Notes: Chaotic Neutral Frog like beings that dwell in Limbo.

DAEMON CARD LIST

Card Name:	#	Type	Force	Notes
Arcanadaemon	1	M/U	14	Leader, Psionic, Wizard
Yagnodaemon	1	M	13	
Nycadaemon	1	M/U	13	Wizard
Mezzodaemon	1	M/U	11	
Derghodaemon	1	M	12	
Hordlings	6	M	6	Regenerate
Diakk Flock	4	M	7	
Hyrodaemon	2	M	10	Fly
Piscadaemon	3	M	6	Guard
Audible glamer	1	N	+1	Diakk; Track

Enfeeblement	1	N	-	Diakk; Neutralize
Jump & Weakness	1	N	+3	Diakk
Create Darkness	2	N	-	Stealth
Cause Fear	2	N	-	Unsummon
Teleport	2	N	-	Transport
Sleep	1	N	-	Immobilize
Grab Attack	1	E	+4	Derghodaemon
Fly	2	N	-	Fly
Bite & Claws	2	E	+3	
Burning Hands	1	S	+2	
Giant Arm	1	E	+4	Yagnodaemon
Giant Weapon	1	W	+3	Yagnodaemon or Nycadaemon
Shocking Grasp	1	N	+2	
Gliding Attack	1	E	+4	Hydrodaemon
Drain Life Energy	1	N	+3	
Gate	1	N	-	Recruit
Summon Elemental	1	N	+5	
Pincer Attack	1	E	+3	Piscadaemon
Tentacle Venom	1	E	-	Piscadaemon; Poison
Great Strength	1	N	+4	Nycadaemon or Mezzoodaemon
Illusions	1	S	-	Negate
Protective Spells	1	S	-	Negate or Dispell
Magic Resistance	1	N	-	Dispell
Ensozcell	1	S	-	Immobilize
Invisibility	1	S	-	Stealth or Escape
Telekinesis	1	N	-	Distribute 5 Damage
Elemental Magic	1	S	-	Inflict 7 Damage
Cataclysm	1	S	-	Inflict 4 Damage to all units
Dimension Door	1	N	-	Transport or Recruit
Reincarnate	1	S	-	Put unit in discard back in Play
Battle Magic	1	S	-	1 or 2 Units get Force +3
Polymorph	1	N	-	Unit Immobilized or Force +5
Command	1	S	-	Take control of target unit
Detection Magic	1	N	-	Scry

Notes: Daemons are Neutral Evil beings native to the plane of Hades.

DEVA CARD LIST

Card Name:	#	Type	Force	Notes
Planetar	1	M/U	14	Fly, Leader, Wizard, Psionic
Astral Deva	4	M	10	Fly, Psionic, Guard
Monadic Deva	6	M	9	Fly
Movanic Deva	9	M	8	Fly
Defender Sword	1	W	+4	Planetar
Mace of Disruption	2	W	+3	Astral Deva
Metal Rod	2	W	+2	Monadic Deva
Flame Tongue Sword	2	W	+1	Movanic Deva
Smite	2	E	+4	
Multiple Attacks	2	E	+3	
Etherealness	2	N	-	Stealth or Escape
Astral Travel	2	N	-	Transport
Cure	2	N	-	Heal
Heal	2	N	-	Heal
Detection	2	N	-	Scry
Dispell	1	N	-	Dispell
Invisibility	2	N	-	Stealth or Escape
Light	2	N	-	Negate or Force +1
Polymorph Self	1	N	+5	
Teleport	2	N	-	Transport
Protection Magic	2	N	+3	Blocking Unit
Blade Barrier	1	S	-	Negate
Genius Intelligence	1	N	-	Unit gets to use any trait
Project Image	1	N	-	Monadic; Negate
Hold Monster	1	N	-	Monadic; Immobilize Monster
Cataclysm	1	S	-	Inflict 4 Damage to all units
Holy Word	1	S	-	Inflict 8 Damage
Raise Dead	1	S	-	Put unit in discard back in your hand

Psionic Attack	1	P	-	Attacking unit gets Force +4
Psionic Defense	1	P	-	Defending unit gets Force +4

Note: Devas are a good race that inhabit the Outer Planes of Good.
All Deva Units have Magic Resistance and are immune to:
Poison, Fire, Lightning, Drain Energy, Death Spells

PLANET BUSTERS

INTRODUCTION

Space Genocide.

THE MAP

Use a large Hex map.

COUNTER SETS

There is a common set of white "resource" counters.

There is a common set of "Planet Buster" counters.

Each player has a set of blank "fleet" identification counters of a unique color.

Each player has a set of 10 "planet" counters of a unique color.

There is a common set of 84 "ship" counters.

The ship counter set contains 4 of each of the 21 ship types described on the Ship List Table.

SETUP

Each player distributes his planets randomly in one section of the map.

Place one of your fleet counters in the same space as each of your planets.

Each player draws 20 random ships from the Ship counter pile.

Under each of your fleet counters place 2 ships.

Place PB counters under ships that carry Planet Busters.

VICTORY

Destroy all of your opponents planets.

TURN SEQUENCE

Players take turns. Each turn has 4 phases:

Transport Phase

Engagement Phase

Mass Destruction Phase

Production Phase

FLEETS

To clearly identify your ships, always place your fleet counters on top of all of your ships or stacks of ships.

Fleet counters hide the type of ship until the ships are engaged.

SHIP RATINGS

All ships have numerical scores in 4 categories:

Movement, Attack, Defense, and Planet Busters.

Movement (Move)- How far the ship can go in a turn.

Ships with a Move = 0 are static defenses around the planet they orbit.

Attack (Atk)- Number of Attack dice rolled in engagement phase if attacking.

Defense (Def)- Number of Defense dice rolled in engagement phase if attacked.

Planet Busters (PB)- Number of PBs that can be carried.

Fighter Bays (Bays)- The number of fighter groups that can be carried.

TRANSPORT PHASE

All of your ships may move.

A ship may move a number of spaces equal to its Movement Rating.

Ships with a move rating of 0 cannot move. They defend the planet they're based on.

Fighter squads can be carried around by "carrier" ships with bays.

ENGAGEMENT PHASE

If opposing ships occupy the same space, there will be combat.

Each ship present with an attack rating of one or more may attack a target ship. All attacks by both sides are simultaneous. All of a carrier's fighter squads must be destroyed before the carrier can be attacked. Ships may combine their attack dice against a single target ship. The attackers roll a number of 10 sided dice equal to their combined Attack Rating. The defending ship rolls a number of 10 sided dice equal to his Defense Rating. If the Attack total is higher than the Defense total, the ship is destroyed. If the defense total is equal or higher, nothing happens.

MASS DESTRUCTION PHASE

If you have a ship with Planet Busters located at an opponents planet, you may launch one or more of these weapons. Discard all PB counters used. For each attack, on a roll of 1-3 on D6 the Planet is destroyed. Remove the Planet counter from the board.

PRODUCTION PHASE

Gain one resource counter for each planet you control. Discard 10 resource counters to build one ship. Select any ship from the Ship counter pile. Place the newly built ship in the same space as any one of your planets. Newly built ships come with the appropriate number of PB counters. If a ship has used up some or all of its PBs, it may, at a friendly planet have them replaced at a cost of one credit each.

SHIP LIST TABLE

Ship Type:	MOVE	ATK	DEF	PB	BAYS
Fighter Squads	0	5	4	1	F
Interceptor Squads	0	3	7	0	F
Bomber Squads	0	6	2	2	F
Gunships	5	2	3	0	
Missile Boats	2	5	1	2	
Drone	5	0	1	4	
Scouts	6	1	3	0	
Monitor	1	6	3	0	
Destroyers	3	3	3	1	
Corvettes	4	3	2	1	
Frigate	3	4	2	1	
Escorts	4	3	3	0	
Battle Station	0	5	5	0	
Defense Satellites	0	4	6	0	
Battle Drone	4	5	1	0	
Cruiser	2	3	4	1	
Battler	2	5	2	1	
Shield Ship	1	4	5	0	
Assault Transport	2	2	2	3	1
Attack Scout	7	0	2	1	
Carrier	3	1	2	0	4

GAME DESIGNERS NOTES

You may want to rename the ship types or add more.

PLAYGROUND SKIRMISH

INTRODUCTION

Board & card game for 2 players.
Fight between two groups of kids on the playground.

VICTORY

Drive the opposing gang off the playground.

THE MAP

Use an 8x8 chessboard.
Make 8-10 spaces obstacle spaces. These include:
Jungle Gyms, Monkey Bars, Teeter Tooters, Swings, Slides, etc.

GANGS

Each player has a gang of 8 kids.
Use chits or miniatures to represent kids.
Designate 2 kids to have skates, 2 to have skateboards, and 2 to be on bikes.

SETUP

Each player places one kid 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:
Draw Phase
Move Phase
Fight Phase

DRAW PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your kids.
Kids cannot move through other kids except.
The move card has a number.
This is the number of spaces the kid moves.
Moves are diagonal or orthogonal.
A Kid must end his move upon entering an Obstacle space.

FIGHT PHASE

Play (discard) an Attack card to have a kid attack.
The attack card has a number.
This is the range of the attack.
Attacks are diagonal or orthogonal.
The kid that is the target of the attack is removed from the playground.
(Runs home crying to his Mama.)
Play a defense card to negate an attack.

CARD LIST NOTATION

Type = Purpose of card

= Number of that type of card in the deck

M = Movement

A = Attack

D = Defense

X = Special

CARD LIST

Card Name:	#	Range	Type	Notes:
Find Cover	2	-	D	Only in Obstacle spaces
Dodge	2	-	D	Plus move 1 space
Duck	2	-	D	
Run Away	2	-	D	Plus move 2 spaces
Boys Don't Cry	2	-	D	
Spit Balls	2	2	A	
Big Water Gun	2	2	A	
Dodge Ball	2	3	A	
Water Balloon	2	4	A	
Wedgie	1	1	A	
Tittie Twister	2	1	A	
Noogies	2	1	A	
Indian Rope Burn	1	1	A	
Walk	7	1	M	Any Kid
Run	7	2	M	Any Kid
Skates	2	3	M	Only kids with Skates
Skate Board	2	3	M	Only kids with Skate Boards
Bike	2	4	M	Only kids with Bikes
Trip	2	-	X	Negate target Move
Here's the Plan	2	-	X	Draw 2 Cards
Intimidation	2	-	X	Opponent discards 2 cards

PLAYSETS

INTRODUCTION

Activity for an adult and one or more small children (age 3+).

MATERIALS

Large pieces of white paper.
Markers, pens, pencils, crayons.
Safety scissors.

CONCEPT

Draw and cutout pictures of your favorite action figures.
Draw background scenery on separate pages.
Play with the picture cutouts out on the scenery.
I do this with my four year-old.
Some 'play-sets' we have created include:
Star Wars, Buzz Lightyear, Power Rangers, and
Teenage Mutant Ninja Turtles.
It's a lot of fun, it's quality time.
The kids really get into it.
You get to improve your Art Skills.

POINT OF NO RETURN

"S.O.S. This is the Prescott. Maximum Burn. Repeat. We are out of Fuel. Velocity is Mark 5. Current Position 90.5-42-6.3. Bearing 34.7-78.9-69.2. We've reached the point of no return. Someone come & get us..."
---Commander Randal F. Graves, Last Transmission---

INTRODUCTION

Spaceship combat using simple vector movement & inertia.

MAP

Use a Hex map with a star field background.

CHITS

Chits or counters are used to indicate the position of planets, ships, and other objects on the map.
Players may want to use chits to indicate velocity, fuel, missiles, and damage.

SHIP RECORD SHEETS

Each ship should have its own record sheet with the following data:
Ship Name, Captains Name, Allegiance, History.
Crew number, experience, and morale.
Hull Points, Cost, List of all systems.
Number of Fuel Tanks & Missiles carried.
Velocity, Systems damaged.
The records will be altered during play as the ship uses up fuel & missiles, and sustains damage.

TURN SEQUENCE

- 1-Navigation Phase
- 2-Launch Missles Phase
- 3-Gun Phase
- 4-Missile Strike Phase
- 5-Damage Control Phase
- 6-Resupply & Repair Phase
- 7-Docking Phase
- 8-Victory Phase

NOTES

All sides act in each phase.
All actions in a phase are considered simultaneous except for Navigation Phase.

1-NAVIGATION PHASE

Start with the fleet with the fewest ships.
Players take turns moving one ship at a time.
Move larger ships before moving smaller ships.
A ship can burn one fuel tank per engine per turn.
The Burn can be used for 3 things: Acceleration, Deceleration, or Turning.
(De)Acceleration changes velocity by one hex/turn per burn.
If used for Turning, the ships facing is turned 60 degrees per burn.
Turns can take place at any point during the move.
A ships velocity can be indicated by a marker chit.
A ship must always move(not including turns) a number of hexes equal to its velocity.
Movement is always in the direction the ship is facing.
Ships at 0 velocity may change their facing for free.
Ships that leave the map are lost from the scenario forever.

2-LAUNCH MISSILES PHASE

A ship can launch one missile per launcher per turn.

Missiles have a range of up to two hexes.

Declare launches & Targets.

Only one target per computer system is allowed

Multiple missiles may have the same target. They all make separate attack rolls.

3-GUN PHASE

Guns include beam & projectile weapons such as:

Lasers, Particle Accelerators, Rail Guns, & Plasma Generators.

Lasers can fire at ships or incoming missiles in the same hex (Range = 0).

Particle Accelerators, Plasma Generators, & Rail Guns cannot target missiles.

Particle Accelerators have a range of 1 Hex.

Rail Guns have a range of 2 Hexes.

Rail guns are forward facing, they can only fire into the 2 hexes in front of the ship.

Plasma Generators have a range of 0. They use up a fuel tank when they fire.

Only one target ship (or missile) per computer is allowed.

Multiple guns may have the same target. They all make separate attack rolls.

All attack declarations for all guns are made before any resolutions are made.

GUN ATTACK TABLE

D6 RESULT

1	Miss
2	Reflected
3	Surface Damage
4	Noncritical Puncture
5-6	Target Hit- Use Damage Table (Target Missile destroyed).

MODIFIERS

+1 to roll if target stationary.

-1 to roll if target velocity is 3 or greater.

-2 to roll if target velocity is 5 or greater.

Plasma Generators get a +3 to rolls on this table.

Treat a 'noncritical puncture' result as a 'Target Hit' result against converted or nonmilitary targets.

4-MISSILE STRIKE PHASE

Roll on the missile attack table for all missiles not shot down by lasers.

MISSILE ATTACK TABLE

D10 RESULT

1-3	Miss
4-5	Near Miss
6	Launch Abort- Targeting computers Hesitate. Missile Did not launch.
7+	Target Hit- Use Damage Table.

NOTES

Smart missiles have a +1 to rolls on the Missile Attack Table

+2 to roll if target stationary.

-1 to roll if target velocity is 3 or greater.

-2 to roll if target velocity is 5 or greater.

DAMAGE TABLE

D6 RESULT

1-3	1D6 Cargo bays Destroyed (or half as much Armor, rounded up).
4-5	1D10 Cargo bays Destroyed (or half as much Armor, rounded up).

NOTES

Armor is destroyed before cargo bays.
 Empty cargo bays are destroyed before others.
 Cargo bays containing missiles are destroyed before those containing fuel tanks.
 If no Cargo Bays are left, roll on the critical damage table.
 (Cargo Bays will of course be carrying cargo on transport ships.)
 (On other nonmilitary vessels replace the cargo bay results with scilabs, crew quarters, luxury pods, or whatever is most common).
 Only spacestations & ground installations have Superstructure points.
 1 Superstructure point is equivalent to 100 Cargo bays or Hull points.
 If a Nuclear missile hits roll 1D10 times on the Damage Table.
 If a Railgun hits roll 2 times on the Damage Table.

CRITICAL DAMAGE TABLE

D10 RESULT

1	Engine Damaged
2	Computer Damaged
3	Living Quaters Damaged- Automatically Kills crew or passengers.
4	Launcher Damaged
5	Sensor Suite Damaged (-1 to Attack rolls).
6	Nonessential System Damaged- Lifeboat, SciLab.
7	Gun Damaged- Laser, Particle Accelerator, Rail Gun, Plasma Generator.
8	Power Grid Damaged- Ship can take no actions until this system repaired.
9	Directional Thrusters Damaged- Ship cannot turn.
10	Ship destroyed in a spectacular explosion.

NOTES

Reroll if target system has already been damaged.
 Damaged systems do not function.

5-DAMAGE CONTROL PHASE

If a ship did not burn or attack this turn a crew may attempt to repair one damaged engine, computer, launcher, lifeboat, laser, sensor suite, or scilab.

DAMAGE CONTROL TABLE

D6 RESULT

1-2	Total Loss. The system must be replaced at a port with shipbuilding facilities (Repay MC cost)
3	Extensive Damage. System can only be fixed at port.
4	Too soon to tell. Try again next turn.
5	System requires two turns to fix.
6	Minor Damage. System repaired.

6-RESUPPLY & REPAIR PHASE

Ships docked at a station may replenish their supplies of fuel & missiles in this phase.
 Pay in megacredits for these items from the facilities supply surplus.
 They may also make repairs at this time if repair crews are available.
 Roll on Damage Control table to determine if the damage is a total loss.
 Recalculate Supply totals of Repair facilities.
 Ships docked with each other may also trade cargos & crews in this phase

REPAIR FACILITIES

Space stations, bases, and colonies have the following stats:
 Docking Bays- The number of ships that may dock with the base at one time.
 Repair Crews- The number of damaged systems that can be replaced or repaired per turn.

Superstructure Points- Units of Damage. Each point lost is a whole section of the structure destroyed.
 Supply Surplus- Megacredits available that can be spent on replacing Fuel tanks, Missles, Crews, and Systems.
 Resupply- Megacredits generated or recieved per turn.
 Defenses- Numbers of guns, missles, launchers, computers, and sensors.
 Laserarcs- Number of lasers that can be used against targets in any one 60 degree arc.
 Ground targets can only attack or be attacked from 3 arcs (The planet shields their other arcs).

7-DOCKING PHASE

Ships may automatically dock with satelites, space stations, and friendly ships in the same hex, only if both vessels are at the same velocity and facing.
 Space stations and satelites face all directions.
 Undocking also occurs in this phase.
 Enemy ships with no ability to move or fight may also be boarded and will automatically surrender.
 Disabled ships may be towed at no detriment to the tower.
 A ship may make up to 2 docking connections, one per airlock it has.
 If two or more ships are docked together only 1 of them may use their weapons.
 Ships docked to space stations may not fire their weapons.

8-VICTORY PHASE

Each scenario will specify victory conditions.

LIFEBOATS

These are launched in Navigation Phase.
 They can carry 1 crew to safety.
 If hit they are automatically destroyed.
 They carry no weapons.
 They have one small engine and enough fuel for 3 burns.

SCENARIOS

Use the following rules for designing ships

DESIGNING & BUILDING SHIPS

ITEM HULL COST CARGO NOTES

Hull	---	1	---	1 per other system required
Living Quaters	1	2	---	Any damage kills crew in that module
Crew	---	4	---	Located in living quaters
Power Grid	---	2	---	Only 1 per ship required
Computer	1	3	---	Only 1 target per computer
Engine	1	3	---	1 Burn per turn
Directional Thrusters	---	2	---	Only 1 per ship required
Airlock	1	1	---	Allows 1 Docking connection
Cargo Bay	1	---	---	Holds Missiles & Fuel Tanks
Fuel Tank	---	1	1	Stored in cargo
Sensor Suite	1	3	---	A ship cannot target without sensors
Launcher	1	3	---	Fires 1 Missile per turn
Missle	---	1	1	Stored in cargo
Smart Missle	---	2	1	Stored in cargo, do not require a computer for targeting
Nuclear Missle	---	10	1	Smart Missile + Extra Damage
Laser	1	3	---	Attack 1 target per turn, unlimited ammo; Range=0
Particle Accelerator	2	7	---	(PA)Attack 1 target per turn, unlimited ammo; Range=1
Rail Gun	3	10	---	(RG)Attack 1 target per turn, unlimited ammo; Range=2
Plasma Generator	1	3	---	(PG)Attack 1 target per turn, Range=0

Lifeboat	1	4	---	Evacuates 1 crew.
Armor	1	1	---	Counts as 2 Cargo bays on Damage Table
Scilab	1	3	---	These are always destroyed before computers or sensors.
Luxury Pod	1	2	---	These are always destroyed before crew quarters.

NOTES

Cost is in monetary units called Megacredits.

The Hull column indicates how many Hull spaces the system occupies.

A ship must have at least 1 hull point per system.

Hull points not occupied by systems are automatically considered to be cargo spaces.

The Cargo column indicates how many cargo bays the material occupies.

All ships must have (The Basic System Package):

1 crew quarters, 1 computer, 1 engine, 1 sensor suite, 1 power grid, 1 directional thrusters, 1 airlock.

Every ship also needs several cargo bays for holding fuel tanks.

Building extra basic systems gives the added advantage that if a system is damaged there is a backup.

Ships of hull size 100-199 must burn 2 fuel tanks to (de)accelerate (or turn) once.

Ships of hull size 200-299 must burn 3 fuel tanks to (de)accelerate (or turn) once.

Large warships are known as dreadnaughts.

Ships cannot be built or upgraded during battles.

SCENARIO: THE TYCHO IMPERATIVE

Background- Political prisoners from a detention center on the moon have gained control of

Tycho Base, a European Commonwealth mining colony and have demanded sovereignty.

Negotiations lasting several months have failed.

The New Tycho leadership has gained support from various African & South American Nations.

War ships from several commonwealth countries have been gathering at the L5 colony.

The Europeans are split on the decision whether to attack.

Either side will quickly give up if the war starts going against them.

Use the following victory conditions:

ACTION VICTORY POINTS NOTES

Destroy enemy Warship 1

Damage colony 2 Per 1 Superstructure point

Any Colony 50% damaged Automatic Win

One side will surrender if the other leads by 4+ Victory points or destroys all their Warships.

SETUP: THE TYCHO IMPERATIVE

Map: The Moon should be in the middle. Tycho may be attacked from the 3 bottom hex arcs.

L4 & L5 should be at opposite ends of the Map.

Earth is not on the map. New Tycho will not directly attack Earth.

Ships start at their colonies.

All ships automatically have: 1 crew, 1 launcher, & The Basic System package.

All remaining Hull spaces are empty cargo bays that may be loaded with a mix of missiles and/or fuel tanks during setup using the spacestation starting supplies.

NEW TYCHO FORCES

NAME TYPE HULL SYSTEMS

Afrikanner	African Warship	50	3 Launchers, 2 Computers, 1
PAgun			
Zulu	African Warship	40	2 Launchers, 10 Armor
Alkatraz	Converted Freighter	30	5 Plasma Generators, 2 Engines
Freedom	Converted Tanker	40	25 Cargo Bays only carry Fuel tanks

Elba	Converted Passenger Ship	30	10 Crew Quaters, 3 Lifeboats, 2
Luxury pods			
Justice	Converted Rescue Ship	20	2 Engines, 3 Crew Quaters, 1
Lifeboat, 2 Airlocks			
Porto	Captured Warship	30	2 Lasers, 5 Armor
Tresspass	Converted Yacht	20	2 Engines, 2 Luxury pods
Nostros	Converted Science Vessel	20	2 Computers, 2 Sensors, 3
Scilabs			
El Grande	South American Warship	40	2 Launchers, 2 Engines, 5
Armor, 1RailGun			
Brazil	South American Warship	20	2 Launchers, 2 Lasers, 2
Computers			

EUROPEAN COMMONWEALTH FORCES

The Europeans have to defend L4 and L5

NAME TYPE HULL NOTES

Saxon	Warship	50	10 Armor, 4 Lasers, 2 computers, 2
Engines			
Milan	Warship	40	4 Launchers, 10 Smart Missles
Spaniard	Warship	40	10 Armor, 3 PAGuns, 2 Crew Quaters, 2
Cews			
Napoleon	Warship	60	10 Armor, 3 Engines, 2 Railguns
Joan of Arc	Warship	60	20 Armor, 2 Lasers, 2 computers, 2
Engines, PGGun			
Berliner	Warship	80	4 Launchers, 4 Computers, 30 Armor, 4
Lasers, Railgun			

SPACE STATIONS NEW TYCHO L4 L5 NOTES

Docking Bays	6	4	4	
Repair Crews	10	10	10	
Launchers	4	6	6	
Laserarcs	6	5	5	
Computers	8	10	10	
Superstructure Points	14	6	6	
Starting Supplies	200	100	100	Missiles, Fuel
tanks				
Resupply Rate	6	10	10	Per turn
Shipbuilding Facilities	No	No	No	For a longer
game allow ship construction				

POMERIUM

A SOLO GAME OF WARFARE AND INTRIGUE IN THE ROMAN EMPIRE,
INSPIRED BY LLOYD KRASSNER'S

[MARCH ON ROME](#)

by Steven Cranmer

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PREMISE

The time frame is somewhere between 50 and 150 AD. An emperor of long standing has just died. You happen to know with certainty that you are his intended successor, but he died before announcing this to the Senate. Your job: defeat the other powerful contenders to the throne and claim your rightful place as Emperor! This paper-and-pencil game is a one-player variant on Lloyd Krassner's

March on Rome. There are some aspects of the game that were inspired by several other of Krassner's WarpGames as well. The scope of the player's choices in the game is somewhat limited, possibly making this more of a simulation than a strategy game. However, it was my intent to construct something that can be played as a simple pastime rather than with a great deal of advanced forethought. Some suggestions for extensions are listed at the end of this document, and the reader is encouraged to make whatever changes seem appropriate.

MAP

There are 8 ``core'' provinces (gray) and 10 ``frontier'' provinces (white). At the start of the game, the Roman Empire consists only of the core provinces, and all others are considered ``lost.'' Imperial provinces are either controlled by generals or by procurators. A province is considered adjacent to another only if they touch on all or part of a side, or are connected by a sea route (dotted lines on map). Provinces touching corners only are not adjacent.

1	Spain (core)	11	Noricum
2	Gaul (core)	12	Dacia
3	Italy (core)	13	Thrace
4	Illyrica (core)	14	Armenia
5	Achaia (core)	15	Parthia
6	Asia (core)	16	Judaea
7	Syria (core)	17	Egypt
8	Africa (core)	18	Mauretania
9	Britannia	19	(roll again)
10	Germania	20	(roll again)

SET-UP

The player is denoted as a 'PC' (Player Character), and the main

opponents are denoted as 'NPC' (Non-Player Charater) generals. The PC starts in a random core province (roll 1d8) with 2 + 1d6 legions.

There are 1 to 4 opposing NPC generals, all starting in other core provinces, determined randomly. The number of NPC generals and their legions are determined by rolling 1d12. Once the number of generals is determined, roll individually for each to obtain their legions and their starting core province. (If an occupied province is selected, roll again.)

1d12	no. of NPCs	legions per general
1-3	1	3 + 2d6
4-8	2	2 + 1d8
9-11	3	1 + 1d6
12	4	1 + 1d4

The legions belonging to PC and NPC generals do not go on the map; only markers of ownership go on the map. Legions are considered ``instantly movable,`` because 1 turn equals 1 year, so they are accounted for as numbers, off the map.

All unoccupied core provinces are considered to be ``senatorial provinces,`` and are governed by unambitious procurators. For each of these provinces, roll 1d6 to see if they have a legion garrisoned there or not:

1d6	no. of legions
1-4	0
5-6	1

Put white markers on senatorial provinces, and put markers for their legions on the map (to avoid off-board record-keeping for the procurators).

At the start of the game, all frontier provinces are not part of the Empire, and their military strengths are unknown.

TURN SEQUENCE

I.	PC ACTIVITY
II.	NPC ACTIVITY
III.	RECRUITMENT PHASE
IV.	EVENT PHASE

I. PC ACTIVITY

The PC can choose one of three options:

1. Do nothing and wait, Attack a province adjacent to any province controlled by the PC (whether it is part of the Empire or not), or
2. Approach a province adjacent to any province controlled by the PC with an offer of alliance.
3. If alliance negotiations break down, a battle occurs.

II. NPC ACTIVITY

NPC generals have the same options as players, but their actions are determined randomly. The NPCs act in random order, re-determined every turn, by having each roll 1d20 and acting in ascending order of their rolls. Their actions are determined

by rolling 1d6:

1d6	action
1	nothing
2-3	try for an alliance
4-6	attack

If an NPC is supposed to try for an alliance or attack a neighbor, first choose a random ``home base'' for the NPC out of that general's provinces (use whatever die spans the appropriate number). Then choose a random neighbor by rolling 1d6 and counting neighbors clockwise from due north.

Examples:

Starting in Africa, a 3 is rolled. The chosen neighbor is Mauretania.

Starting in Gaul, a 2 is rolled. The chosen neighbor is Germania.

BATTLES

When a battle occurs, each side must first roll 1d6 for initiative. (The higher roll has the initiative, rolling again at ties.)

The side *without* initiative first determines how many legions to devote to the battle (see below).

The side *with* initiative then gets to decide how many legions to devote. For PCs, it is obvious that having the initiative allows a more intelligent choice. For NPCs and barbarians, having the initiative means that one adds 2 legions to the randomly determined value, if they are available.

If one side in the battle is a barbarian nation, their total number of armies (equivalent to Roman legions) available this turn, all of which will be devoted to the battle, is $2 + 1d6$. If left unconquered at the end of the turn, the remaining barbarian armies will disperse and they will raise $2 + 1d6$ fresh armies next turn, if attacked again. If a barbarian nation is involved with more than one battle in a turn, they only roll $2 + 1d6$ one time per turn.

The PC decides freely how many legions, out of the total number owned, to devote to any one battle. NPC generals decide by rolling 1d6 on the following table. Every party's total legion ownership is ``public knowledge,'' so the NPC's decision depends on whether his or her opponent is stronger, weaker, or equal in total legions:

1d6	opponent stronger	opponent equal	opponent weaker
1	40%	30%	20%
2	50%	40%	30%
3-4	70%	50%	40%
5	85%	75%	70%
6	100%	100%	90%

The NPC thus devotes this percentage of the total number of legions owned to the battle, rounding up.

The battle is resolved by fighting 1d6 ``segments,'' similar to

Culture and Conquest. In each segment, each side rolls 3d6 (the side with initiative goes first). Each time a 1 comes up, the opponent loses X legions, where X is determined by the total number of legions on both sides of the battle:

total	X
2-13	1
14-26	2
27-39	3
40-52	4

and so on. If a battle ends in an equal number of legions on both sides, keep adding segments until the tie is broken. The winner is the side with more legions at the end, and the winner takes the province at stake. If a general has lost his or her last province, the remaining legions disappear.

ALLIANCES

Alliances are effectively ``mergers'' between the two sides. Once an offer is made, two things must be determined: (1) the response to the offer, and (2) which side will be dominant when the merger is completed. (The side not dominant effectively disappears from the game.) Dominance is decided between PC generals and NPC generals by which side has more total legions. This same criterion applies when two NPC generals decide to ally. However, when any general allies with either a procurator or a barbarian nation, the general will always be dominant. PCs can of course turn down any offer where they will not end up dominant. NPC general responses are determined by rolling 1d6 on the following table:

1d6	NPC will be dominant	NPC won't be dominant
1-2	YES	YES
3-6	YES	NO

Procurator and barbarian responses are determined by rolling 1d6 on the following table:

1d6	Procurator	Barbarian
1	YES	YES
2-5	YES	NO
6	NO	NO

Any response of ``NO'' leads to a battle between the two sides. A response of ``YES'' leads to the dominant party obtaining all legions owned by the other party. (A barbarian nation has 2 + 1d6 legions to provide in an alliance.)

III. RECRUITMENT PHASE

Each PC and NPC general gains 1 legion per province controlled.

IV. EVENT PHASE

1d6 events occur throughout the known world each turn. For each event, roll 1d20 on the following table. Events are resolved immediately.

1d20	Event
1	Assassination

2-3	New general arises
4-7	Epidemic
8-12	Prosperity
13-16	Local rebellion
17-20	Barbarian invasion

Assassination: A random general is killed.

Both the PC and NPCs are liable (not procurators). If the PC general is chosen, the game is over.

New general arises: This only occurs if the total number of generals (PC + NPC) is 2 or less, and there exists at least 1 lost or senatorial province. If a new general can indeed arise, set up the new NPC like at the start of the game, with 2 + 1d6 legions. First roll 1d8 if there are core provinces open (keep rolling if provinces occupied by generals are chosen). If the new NPC arises in a senatorial province, and that procurator has a legion, then it can be added to the new general's total. If all core provinces are occupied by generals, roll 1d20 for all provinces.

Epidemic: Roll 1d20 for a random province.

The general or procurator in control loses 1 legion, but does not lose control of the province if the total number of legions goes to zero. Lost provinces are not affected.

Prosperity: Same as epidemic, but it is a gain of 1 legion for the general or procurator in control.

Local rebellion: Same as epidemic (with a loss of 1 legion), but if the owner's total goes to zero, consider the province lost and no longer part of the Empire.

Barbarian invasion: Roll 1d8 on the table below to determine which invader invades. Follow the ``invasion route'' in the table. The first province that is a part of the Empire is the one that is hit by 2 + 1d6 legions of barbarians. If the barbarians win, the province is lost and all remaining Roman legions (that were devoted to the battle) are killed. If the barbarians lose, all remaining barbarian legions are killed.

1d8	Invader	Route
1	Picts	Brit - Gaul
2	Celts	Germ - Gaul - Italy
3	Huns	Dacia - Noric - Gaul - Italy - Illy - Achaia - Thrace
4	Vandals	Dacia - Noric - Gaul - Spain - Mauret
5	Ostrogoths	Dacia - Achaia - Asia
6	Visigoths	Thrace - Achaia - Illy - Italy - Gaul - Spain
7	Armenians	Armen - Asia - Thrace - Achaia
8	Parthians	Parthia - Syria - Asia - Thrace

VICTORY CONDITIONS

At the end of any turn, if the PC general controls at least 3 provinces and there are no other surviving NPC generals, the PC wins. If the PC (or any NPC) loses all owned provinces or is assassinated, he or she is out of the game.

POSSIBLE EXTENSIONS

In battles, include the possibility for either side to surrender, or to have the attacker give up for any other reason. Include character traits and abilities, such as military

skill, charisma, political ambition, and superstition. These can add flavor and affect the outcomes of battles and alliance negotiations, and possibly give generals the chance to avoid assassination.

Create random tables for generals' ages, ancestries (patrician, plebs, freed slave, etc.) and names (praenomina, nomina, cognomina). Allow generals to devote resources to non-military areas, but without introducing the added complexity of money (or ``tribute''), which would probably be too time-consuming to keep track of for the NPCs.

Generals could curry favor with the populace or make improvements in cities (like the Wonders of *Culture and Conquest?*).

Add more political backstabbing (see *March on Rome*).

POW

INTRODUCTION

Solitaire Card Game.

You are a POW trying to survive and/or escape.

VICTORY

You successfully escape if your total Escape level is ever +3.

If you go through the whole deck and survive, you are sent back Home after the War ends.

DEATH

If your Health level is ever -3 you die from physical ailments.

If your Sanity level is ever -3 you lose the will to live and die.

STARTING LEVELS

You start with a Level of zero in the following 3 categories:

Health, Sanity, and Escape.

SETUP

Shuffle the deck.

TURN SEQUENCE

Draw a card.

The card will alter the level of one of the 3 Categories.

An Escape X card will reset your Escape Level to Zero.

DECISION MAKING

Early Escape: Before Drawing a card you may decide to attempt an Early Escape:

If you draw a Sanity +1 card, you may use it as an Escape +1 instead.

Good Behavior: Before Drawing a card you may decide to be on Good Behavior:

If you draw an Escape +1 card, you may use it as a Health +1 instead.

Role Model: Before Drawing a card you may decide to help the other Prisoners:

If you draw an Escape +1 card, you may use it as a Sanity +1 instead.

Bad Behavior: Before Drawing a card you may decide to be on Bad Behavior:

If you draw a Sanity -1 card, you may use it as a Health -1 instead.

CARD LIST

Card Name:	Notes:
Steal Food	Health +1
Rest	Health +1
Bread & Water	Health +1
Medical Attention	Health +1
Exercise	Health +1
Keep Clean	Health +1
Medical Lore	Health +1
Extra Clothing	Health +1
Rat Stew	Health +1
Calisthenics	Health +1
Red Cross	Health +1
Housekeeping	Health +1
Medicine	Health +1
Lye Soap	Health +1
Malnutrition	Health -1
Hard Labor	Health -1
Dysentary	Health -1
Yellow Fever	Health -1
Crowding	Health -1
Hypothermia	Health -1

Boils & Abscesses	Health -1
Beatings	Health -1
Parasites	Health -1
Typhoid Fever	Health -1
Poor Sanitation	Health -1
Brutal Guards	Health -1
Skin Infections	Health -1
Physical Punishment	Health -1
Locked in Irons	Health -1
Tuberculosis	Health -1
Exposure	Health -1
Starvation	Health -1
Poor Ventilation	Health -1
Isolation	Sanity -1
Boredom	Sanity -1
Solitary Confinement	Sanity -1
Interrogations	Sanity -1
Passivity	Sanity -1
Self-Pity	Sanity -1
Propaganda	Sanity -1
Deprivations	Sanity -1
Hopelessness	Sanity -1
Light Deprivation	Sanity -1
Emotional Distress	Sanity -1
Desperation	Sanity -1
Sodomized	Sanity -1
Threats	Sanity -1
Water Torture	Sanity -1
Storytelling	Sanity +1
Discipline	Sanity +1
Problem Solving	Sanity +1
Creative Visualization	Sanity +1
Music & Poetry	Sanity +1
Makeshift Radio	Sanity +1
Time is on our Side	Sanity +1
Camaraderie	Sanity +1
Keep the Mind Occupied	Sanity +1
Card Games & Chess	Sanity +1
Brain Teasers	Sanity +1
Tap Code	Sanity +1
Escape Plan	Escape +1
Dig Tunnel	Escape +1
Escape Route	Escape +1
Fake Identification	Escape +1
Changing of the Guard	Escape +1
Conspiracy	Escape +1
Improvisation	Escape +1
Wire Cutters	Escape +1
Perfect Timing	Escape +1
Lookouts	Escape +1
Hand Tools	Escape +1
Deception	Escape +1
Dead of Night	Escape +1
Confiscation	Escape -1
Moved to New Cell	Escape X
Discovered	Escape X
Captured	Escape X
Surprise Inspection	Escape X
Patrols	Escape X
Snitch	Escape X

POWER RANGERS

INTRODUCTION

Card game for 2 players.

THE DECKS

One player gets a Ranger Deck.

The other player gets a Bad guy Deck.

Season 1:

The MIGHTY MORPHIN POWER RANGER Deck is paired with the RITA REPULSA Deck.

Season 2:

The WHITE RANGER Deck is paired with the LORD ZED Deck.

VICTORY

The first player to win 5 hands wins the game.

TURN SEQUENCE

Each turn has 4 phases:

Draw Phase

Plot Phase

Attack Phase

Victory Phase

DRAW PHASE

Both players fill their hands to 7 cards.

If a deck ever runs out shuffle the discard pile & draw from it.

PLOT PHASE

Players may discard up to 4 cards & draw replacements.

ATTACK PHASE

Played cards are placed face up onto the table.

Each player may play 1 Special card and 1 Plot card.

The Rita player may play 1 Monster card.

The Rita player may play more than one Lesser Minion, but they must be of the same type.

(Example: Only Putties, or only Tengas)

The Rita player may play more than one Ally, but they must all be different.

(Example: You can't have 2 copies of Goldar out at one time)

The Ranger player may play more than one Ranger, but they must all be different.

The Ranger player may play more than one Dinozord, but they must all be different.

The Ranger player may play only one Megazord.

Weapon cards must be attached to Rangers to be played.

A Ranger can only have one Weapon attached.

Zord Weapon cards must be attached to Zords to be played.

Megazord Weapon cards must be attached to a Megazord to be played.

If 5 or more different Ranger cards are played the Ranger Player gets a +10 Force bonus.

If 5 or more different Dinozord cards are played the Ranger Player gets a +10 Force bonus.

If both players play a Green Power Ranger, both cards are discarded.

VICTORY PHASE

Every card has a Force value.

Each player adds up the total force of all of his played cards.

The player with the highest total wins the hand.

Discard all played cards.

CARD TYPE ABBREVIATIONS

= Number of that card in the deck.

S = Special

P = Plot

R = Power Ranger

W = Weapon

DZ = Dinozord

MZ = Megazord

MZW = Megazord Weapon

ZW = Zord Weapon

A = Allies

L = Lesser Minions

M = Monster

MIGHTY MORPHIN POWER RANGER DECK CARD LIST

Card Name	#	Type	Force	Notes
Zordon	1	S	10	Leader of the Power Rangers
Alpha 5	1	S	9	Robot aide to Zordon
Command Center	1	S	8	
Power Coins	1	S	7	Transmorphers
Wrist Communicators	2	S	3	
Bulk & Skull	1	S	4	2 local thugs in Angel Grove
Teamwork	1	P	10	
Teenagers with Attitude	1	P	9	
Learn about Danger	1	P	10	
Recruit Allies	1	P	10	
Teleportation	1	P	9	
Confront Fears	1	P	9	
Save your Friends	1	P	10	
Escape Plan	1	P	9	
Break Spell	1	P	10	
Rescue Mission	1	P	10	
Quest	1	P	10	
Get Special Weapons	1	P	10	
Pink Ranger	3	R	6	Kimberly
Black Ranger	3	R	7	Zack
Blue Ranger	3	R	8	Billy
Red Ranger	3	R	9	Jason
Yellow Ranger	3	R	5	Trini
Green Ranger	2	R	10	Tommy
Tyrannosaurus	2	DZ	9	+5 if Red Ranger Played
Mastodon	2	DZ	6	+5 if Black Ranger Played
Sabretooth Tiger	2	DZ	7	+5 if Yellow Ranger Played
Pterodactyl	2	DZ	5	+5 if Pink Ranger Played
Triceratops	2	DZ	8	+5 if Blue Ranger Played
Dragonzord	1	DZ	9	+5 if Green Ranger Played
Titanus	1	DZ	8	Carrier Zord
Megazord	3	MZ	10	Assembled from Dinozords
Megazord Tank Mode	2	MZ	10	Cannot attach Megazord Weapons
Mega Dragonzord	2	MZ	11	+5 if Dragonzord played
Ultrazord	1	MZ	12	+5 if Titanus played
Mammoth Shield	1	MZW	6	
Power Sword	1	MZW	7	
Cannons	2	ZW	4	
Laser Cannon	2	ZW	5	
Power Weapons	3	W	4	
Blade Blasters	3	W	3	Pistol/knives
Power Blaster	1	W	5	Assembled from Power Weapons

RITA REPULSA DECK CARD LIST

Card Name	#	Type	Force	Notes
Rita Repulsa	5	S	10	Lead Bad Guy
Alien Moon Palace	1	S	7	
Green Ranger	3	A	9	Before becoming Good

Scorpina	3	A	7
Goldar	3	A	8
Squatt	3	A	5
Baboo	3	A	6
Finster	3	A	4
Tengas	5	L	4
Putties	7	L	3
Super Putties	3	L	5
Divide & Conquer	1	P	10
Trap	1	P	10
Disrupt Communications	1	P	9
Send to Other Dimension	1	P	10
Damage Morphing Grid	1	P	10
Impersonation	1	P	9
Kidnap	1	P	10
Transformation	1	P	10
Magic Potion	1	P	10
Item of Destruction	1	P	10
Illusions	1	P	9
Surprise Attack	1	P	10
Sabotage	1	P	10
Rampage	1	P	9
Cause Nightmares	1	P	9
Capture	1	P	10
Take Hostages	1	P	10
Bones	1	M	10
Mighty Minotaur	1	M	10
King Sphinx	1	M	10
Pudgy Pig	1	M	9
Knasty Knight	1	M	10
Pineoctopus	1	M	9
Dark Warrior	1	M	9
Evil Eye Guy	1	M	9
Shellshock	1	M	10
Spit Flower	1	M	9
Samurai Fan Man	1	M	9
Fang	1	M	10
Hatchosaurus	1	M	10
Polluticorn	1	M	10
Cyclopsis	1	M	10
Lizzinator	1	M	10
Rhino Blaster	1	M	10
Mutant Rangers	1	M	10

Bird Men
Expendable clay warriors

WHITE RANGER DECK CARD LIST

Card Name	#	Type	Force	Notes
Zordon	1	S	10	Leader of the Power Rangers
Alpha 5	1	S	9	Robot aide to Zordon
Command Center	1	S	8	
Power Coins	1	S	7	Transmorphers
Wrist Communicators	2	S	3	
Bulk & Skull	1	S	4	2 local thugs in Angel Grove
Teamwork	1	P	10	
Teenagers with Attitude	1	P	9	
Learn about Danger	1	P	10	
Recruit Allies	1	P	10	
Teleportation	1	P	9	
Investigate Mystery	1	P	10	
Confront Fears	1	P	9	
Save your Friends	1	P	10	
Escape Plan	1	P	9	
Break Spell	1	P	10	
Rescue Mission	1	P	10	
Quest	1	P	10	
Get Special Weapons	1	P	10	
Pink Ranger	3	R	6	Kimberly

Black Ranger	3	R	7	Adam
Blue Ranger	3	R	8	Billy
Red Ranger	3	R	9	Rocky
Yellow Ranger	3	R	5	Aisha
White Ranger	2	R	10	Tommy: Team Leader
Red Dragon	2	TZ	9	+5 if Red Ranger Played
Lion	2	TZ	6	+5 if Black Ranger Played
Griffon	2	TZ	7	+5 if Yellow Ranger Played
Firebird	2	TZ	5	+5 if Pink Ranger Played
Unicorn	2	TZ	8	+5 if Blue Ranger Played
Tigerzord	1	TZ	9	+5 if White Ranger Played
Tor	1	TZ	8	Giant Turtle Carrier Zord
Thunder Megazord	3	MZ	10	Assembled from Thunderzords
ThunderzordAssault Team	2	MZ	10	Cannot attach Megazord Weapons
Mega Tigerzord	2	MZ	11	+5 if Tigerzord played
Thunder Ultrazord	1	MZ	12	+5 if Tor played
Power Sabre	1	MZW	7	
Cannons	2	ZW	4	
Laser Cannon	2	ZW	5	
Power Weapons	3	W	4	
Blade Blasters	3	W	3	Pistol/knives
Power Blaster	1	W	5	Assembled from Power Weapons
Power Cannon	1	W	7	
Saba	1	W	6	+5 if White Ranger Played
Shark Cycles	1	W	7	Cannot be played with Megazords

LORD ZED DECK CARD LIST

Card Name	#	Type	Force	Notes
Lord Zed	5	A	10	Lead Bad Guy
Rita Repulsa	3	A	10	
Alien Moon Palace	1	S	7	
Scorpina	3	A	7	
Goldar	3	A	8	
Squatt	3	A	5	
Baboo	3	A	6	
Finster	3	A	4	
Tengas	5	L	4	Bird Men
Putties	5	L	3	Expendable clay warriors
Super Putties	3	L	5	
Z Putty Patrol	3	L	6	
Confusion Spell	1	P	9	
Diabolical Scheme	1	P	10	
Trap	1	P	10	
Mysterious Dimension	1	P	10	
Cause Nightmares	1	P	9	
Capture	1	P	10	
Ambush	1	P	10	
Convert to Evil	1	P	10	
Sleep Spell	1	P	9	
Energy Drain	1	P	10	
Reverse Time	1	P	10	
Kidnap	1	P	10	
Create New Monster	1	P	9	
Serpentera	3	M	10	
Primator	1	M	10	
Saliguana	1	M	10	
Octophantom	1	M	10	
Showbiz Monster	1	M	9	
Flamehead	1	M	10	
Jaws of Destruction	1	M	10	
Bloom of Doom	1	M	9	
Stag Beetle	1	M	9	
Invenusable Fly Trap	1	M	9	
Guitardo	1	M	9	
Trumpethead	1	M	9	

LINKS

[Power Rangers Central](#)

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POWER UP

INTRODUCTION

Two player card game of Super Powered Martial Arts Combat.

FIGHTERS

Each fighter starts with 100 hits and 10 Power points.

VICTORY

Reduce your opponent to 0 Hits.

SETUP

Each player draws a hand of 3 cards.
Roll high on 1D6 to see who goes first.

THE DECK

Players share a common deck.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
1. Strategy Phase
2. Attack Phase
3. Power Up Phase

STRATEGY PHASE

Draw 1 card from the deck.
If the deck runs out shuffle the discard and draw from it.
Max hand size is 7 cards. Discard excess cards.

ATTACK PHASE

You may freely make one basic Hand to Hand (HTH) Attack for 1D6 points of Damage.
A basic HTH attack costs 1 power point to make.
Or you may play an energy blast card to make an energy attack.
You may play Attack cards to cause extra damage or make extra attacks.
Your opponent may play defensive cards to evade attacks.
Play a Stare Down card instead of Attacking.
Play a Knock Back card only if you did damage with an attack this turn.

POWER UP PHASE

If you did not attack this turn gain 2D6 power points.

CARD TYPE CODES

A = Attack
D = Defense
O = Other
Num# = Number of that card in the deck
Cost = Cost in Power Points to use that card

POWER DECK CARD LIST

Card Name:	Num#	Type	Cost	Effect:
Special Technique	10	A	2	+1D6 Damage: Add to Hand to Hand Attack
Power Strike	5	A	5X	+XD6 Damage: Add to Special Technique
Boost Speed	10	A	3	Make 1 extra HTH Attack this turn.
Multiple Image Attack	5	A	5X	Make X extra HTH Attacks this turn. Add to Boost Speed
Block	10	D	1	Negate one HTH attack

Energy Blast	15	A	3	Does 2D6 Damage
Energy Bomb	5	A	5X	+XD6 Damage: Add to energy Blast
Hypersonic Dodge	10	D	3	Negate one Attack
Homing energy attack	5	O	2	Negate a Dodge card used against an
Discern from the deck	5	O	1	Look at opponents hand then draw 1 card
Deflection energy attack	10	D	X	Negate X points of damage done from an
Reflection its source.	5	D	5X	Turn an X Dice energy attack back at
Knock Back must discard a card.	5	A	0	Opponent cannot attack next turn and
Stare Down	5	A	1	Opponent must discard 2 random cards.
Think 5 or Power up	0	1	Draw 3	cards in Power-up Phase: Do not attack
Super Power Up power points	10	O	0	When Powering up gain an extra 2D6
Regenerate	5	O	5X	In Power Up phase heal XD6 Hits
Physical Drain power points	5	O	0	In Power Up phase convert X Hits into X

PRIMEA RPG

INTRODUCTION

Roleplaying campaign set on an alternate Earth.
Magic exists in many forms. Pantheons of Gods walk the land.
Pangea, the super-continent, never fully broke apart.
In some areas Dinosaurs still exist and have evolved into many new forms.
Sub-races of humans and other non-human intelligent races exist.
Civilizations that were separated by time & space on our own earth live side by side on Primea.

GAME DESIGNERS NOTES

Simple, versatile skill based system.
Task Resolution: Skill vs Target number.
This system is just bare bones at this point.
To be useful, players will have to expand on the rules.
Historically based cultures provide familiar archetypes from which to start.

CHARACTER GENERATION

1. Determine Culture/Race (Roll or Choose).
2. Determine Sex, Name, Appearance, Profession.
3. Each character starts with 2D6 (or 3D6) Experience Points (xps).
4. Assign Experience Points to buy Abilities.
5. Create personal history, motivations, relations.
6. Each character starts with 1D6 Possessions.

D100 CULTURE/RACE MAGICAL TRADITIONS// PROFESSIONS

1-2 Egyptian Divination, Death, Priest
Death Priest, Slave Trader, Charioteer, Engineer, Tomb robber
3-4 Greek Divination, Alchemy, Healing
Hoplite, Musician, Mariner, Oracle, Philosopher, Pagan Priest
5-6 Roman Divination, Alchemy, Music
Centurion, Gladiator, Legionnaire, Lawyer, Thief, Magister, Senator, Apothecary
7-8 Babylonian Priest, Force, Mental, Death, Wizard
Priest, Agent, Soldier, Diplomat, Concubine, Savant, Thaumaturge, Scribe
9-10 Zulu Spirit, Witchcraft
Warrior, Noble Savage, Witch, Bodyguard, Hunter
11-12 Aztec Death, Priest
Warrior, War Priest, Runner
13-14 Inca Nature, Priest, Music
Solar Priest, Jungle fighter, Guide
15-16 Norse Rune, Spirit, Music, Elemental
Rune Master, Barbarian, Bard, Raider, Pathfinder, Giant slayer
17-18 Celtic Nature, Fey, Rune, Music
Druid, Bard, Wikka, Tundra scout, Painted warrior
19-20 Mohawk Spirit, Nature, Healing, Witchcraft
Warrior, Scout, Wiseman, Plains hunter
21-22 Hindu Creation, Spirit, Healing, Illusion, Music
Merchant, Alchemist, Warrior, Holy man, Outcast, Monk
23-24 Chinese Martial Arts, Spirit, Elemental, Fey
Martial artist, Mystic, Animist, Warrior Monk, Courtesan
25-26 Japanese Martial Arts, Spirit, Elemental, Illusion
Samurai, Ninja, Geisha, Wizard
27-28 Arabic Creation, Elemental, Force, Illusion
Assassin, Sorcerer, Beggar, Snake charmer, Fanatic
29-30 Mongolian Martial Arts, Spirit
Horseman, Mountaineer, Nomad, Pit Fighter, Torturer, Brigand
31-32 Pygmy Nature, Fey
Hunter, Witch doctor, Scavenger, Herbalist
33-34 Neanderthal Spirit, Healing, Nature

Shaman, Healer, Defender, Empath, Grower
 35-36 Atlantean Artificer, Elemental, Healing, Wizard, Force
 Wizard, Rogue, Fighter, Dream Merchant, Sage, Ranger, Con artist, Pickpocket
 37-38 Lemurian Death, Elemental, Mental
 Diabolist, Conjurer, Mentalist, Chaos Warrior, Cultist
 39-40 Anglo-Saxon Priest, Healing, Alchemy, Witchcraft
 Arthurian Knight, Yeoman, Paladin, Buccaneer, Falconer, Templar, Crusader, Pikeman
 41-42 Renaissance Divination, Alchemy, Artificer
 Artisan, Scientist, Scholar, Musketeer, Duelist, Sailor, Doctor, Lancer
 43-44 Gothic Death, Artificer, Creation, Mental, Illusion
 Macabre, Necromancer, Illusionist, Gypsy, Warlock, Grave digger, Jester
 45-46 Amazon Healing, Divination
 Warrior, Healer, Archer, Temple Maiden
 47-48 Polynesian Spirit, Death, Witchcraft
 Shaman, Diver, Warrior, Cannibal, Aquaculturist, Demon worshipper
 49-50 Spaniard Priest, Mental
 Rogue, Cleric, Jesuit Monk, Explorer, Inquisitor, Swordsman, Conquistador
 51-52 Mayan Priest, Divination, Force, Mental
 Astrologer, Warrior, Healer, Tracker, Mentalist
 53-54 Caribbean Spirit, Witchcraft
 Corsair, Voodoo priest, Swashbuckler, Smuggler
 55-56 Russian Fey, Priest, Artificer, Elemental, Music
 Thief, Enchanter, Artificer, Bard, Thug, Miner, Cossack, Writer, Circus Performer
 57-58 Persian Wizard, Creation, Illusion, Alchemy, Artificer
 Wizard, Magician, Alchemist, Soldier, Collector, Prince
 59-60 Finnish Music, Runes, Illusions, Divination
 Minstrel, Seer, Warrior, Ice witch, Forester, Reindeer Herder, Whaler
 61-62 Hyborean Witchcraft, Elemental, Spirit, Mental, Natural
 Barbarian, Beast Master, Elementalist, Bounty Hunter
 63-64 Phoenician Elemental, Force
 Pirate, Sea Trader, Weather Mage, Mercenary, Fisherman
 65-66 Ethiopians Spirit, Nature, Witchcraft, Music
 Warrior, Trader, Shaman, Herder, Farmer
 67-68 Semite Priest, Creation, Divination, Runes, Artificer
 Rabbi, Cabalist, Slinger, Moneylender, Rebel, Wanderer, Tailor, Goldsmith
 69-70 Germanic Fey, Rune, Witchcraft, Music
 Teutonic Knight, Executioner, Hermit, Brewer, Witch, Piper, Jester
 71-72 Frankish Illusions, Music
 Chevalier, Artist, Highwayman, Revolutionary, Romantic, Intellectual, Prostitute
 73-74 Beduin Spirit, Music, Divination
 Knife fighter, Dervish, Bandit, Dancing girl, Guide
 75-76 Simmian Nature, Spirit
 Shaman, Guerilla fighter, Berserker
 77-78 Reptilian Nature, Artificer, Elemental, Force, Priest, Alchemist
 Leader, Priest, Warrior, Breeder, Laborer, Perydactyl Rider, Raptor Rider
 79-80 Troglodytes Water, Artificer, Witchcraft
 Man-catcher, Scout, Gatherer, Slayer, Priest
 81-82 Feline Martial Arts, Healing, Force
 Seeker, Avenger, Elder, Caretaker, Stalker, Guardian
 83-84 Byzantine Mental, Illusion, Divination, Alchemist, Death
 Temptress, Beurocrat, Conscript, Spy, Informant, Sex Slave, Sorcerer, Cutpurse
 85-86 Scottish Priest, Healing, Music, Runes
 Highlander, Clansman, Bagpiper, Blacksmith, Shepard
 87-00 Pick/Reroll

WORLD MAP

The world is similar to ours.

All the many civilizations are connected by trade.

The Atlantic ocean is smaller.

In the middle of the Atlantic is the small continent of Atlantis.

Civilizations are located roughly where they used to exist on our world.

Atlantis is a magical, rich melting pot.

Hyborea is roughly Northeast Europe.

The Mohawks represent one of hundreds of different tribes in North America.

The Neanderthal's inhabit Canada.

Neanderthal's are stronger than humans but are more pacifistic.

Neanderthal culture & technology is on par with the Mohawks.
Phoenician Colonies are scattered throughout the Mediterranean & Atlantic. Theirs is a seafaring culture.
The Roman 'Empire' is small but expanding.
The Greeks are composed of many warring City States.
The Persians have a decadent, lazy empire.
The Arabic lands are divided among many Caliphs.
The Beduins live in the hot deserts claimed, but not inhabited by others.
The Egyptian Empire is strong but stagnant.
The Byzantines and Babylonians play politics with their larger neighbors.
The Russians have a large but poorly run empire.
The Feudal Anglosaxon baronies war amongst themselves and against their neighbors, the Scotts, Germans and Franks.
The Semites have no homeland. They live among the cities of other peoples.
The Aztecs war against the Inca to the North & the Mayans to the South.
The Zulus are divided into many warring tribes.
The Ethiopians represent a great variety of small African tribes.
The Gothics inhabit Eastern Europe.
The Central European Renaissance City states are currently experimenting with a new type of magic called science.
The Spaniards are successful traders & colonizers.
The many tribes of the Norse & the Finns are in Scandinavia.
The Mongols regularly terrorize the Chinese & the Russians.
Japan is split into the fiefs of many warring Shoguns.
China is divided into many smaller realms.
Lemuria occupies West Africa. It is ruled by Evil Sorcerers who envy Atlantis.
The Hindus are divided into many small but peaceful kingdoms.
The Polynesians are preyed upon by the amphibious Troglodytes.
The Caribbean is a center of trade between the Americas & Atlantis.
The Various types of Reptilians occupy Australia which has moved very close to India & Africa.
The Simmians can be found in the Jungles of Africa hunting the Pygmies.
The Felines are native to South America but they travel extensively.

A PLETHORA OF PANTHEONS

Some groups are monotheistic, others are polytheistic, others spirit worshipping.
All religious spellcasters are able to draw "magical" power from their focus of worship.
Each Pantheon exists on its own alternate dimension.
The gods & spirits can only travel to this Earth in areas where there are many worshippers of that Pantheon.
Since this Earth has access to so many pantheons, it has been declared a neutral zone.
The gods avoid conflict with each other on this world.
The people of Atlantis have a pantheon similar to the Greeks and Romans.
The Hyborians have a pantheon similar to that of the Norse.
The Christians include the Anglosaxons, Franks, Germans, Gothics, Renaissance, Scotts, Byzantines and Spaniards.
The Gothics are steeped in necromancy, and undead powers.
The Moslems include the Arabs and Beduins.
The Lemurians and Troglodytes worship ancient, evil, alien gods.

ABILITIES

Abilities are also referred to as skills, traits, stats, attributes, characteristics, knowledges, and bonuses.
One experience point buys the first level in an ability.
Two experience points buys the second level in an ability.
Three xps buys the 3rd level, and so on.
[Click here for all of the Skills, Abilities & Spell lists](#)

ACTION RESOLUTION TABLE

Rolls on this table are known as action rolls.

D10 RESULT

1-5 Failure

ACTION RESOLUTION TASK DIFFICULTY MODIFIER TABLE

DIFFICULTY ADD

Cant Miss	+5
Routine	+4
Very easy	+3
Easy	+2
Less Difficult	+1
Difficult	-1
More Difficult	-2
Very Difficult	-3
Extremely Difficult	-4
Impossible	-5

ACTION RESOLUTION SPECIAL CASE MODIFIER TABLE

MODIFIER ADD

Per level of Ability	+1
No Ability Penalty	Varies
Wounded	-1/Wound

MANEUVER ACTIONS

Use the action table to save vs mishaps.
 Encumbered -1 or more to action roll
 Avoiding traps usually tests reflexes and balance.

STEALTH ACTIONS

Use the action table to save vs being detected.
 Light increases difficulty.
 Metal Armor -4 to action roll.

DETECTION

Use the action table to detect opponents, illusions, etc.
 Usually tests perception.
 Blindness, invisibility -4 to action roll.

RESISTING POISONS

Use the action table to save vs poisons.
 Potent poisons increase the difficulty.
 Poison resistance ability +1/Level to action roll.

RESISTING MAGIC

Use the action table to save vs spells & unwelcome magical effects.
 Each spell level increases the difficulty by -1.
 Magic resistance ability +1/Level to action roll.

CLIMBING

Check every 10 feet to save vs falling.
 Ropes & climbing gear +1 to +4 to action roll.
 Use Climbing or Balance skill.

COMBAT

Combat is divided into rounds.
During a round each combatant gets to take one action.
Actions include: Attacking, aiming, moving, blocking, parrying, etc.

DETERMINE TURN ORDER

Each participant gets a turn.
Each side rolls 1D10.
The Referee adds appropriate levels of the following abilities:
Stealth, Tactics, Leadership, Reflexes
The side with the higher total goes first.

ATTACK TABLE

D10 RESULT

1-5 Miss
6+ Hit

NOTES: A roll on this table is known as the attack roll.
A natural roll of 10 is always a hit.
A natural roll of 1 always misses.

ATTACK TABLE ATTACK MODIFIERS

MODIFIER ATTACK

Medium Range	-2
Long Range	-4
Attacker Unarmed	+1/Level of Brawling Skill
Attackers Weapon Skill	+1/Level (if using weapon)
Attackers Martial Arts Skill	+1/Two Levels
Attack to Knock Prone	-1
Attack to Immobilize	-2 & +1/ Level of Wrestling ability
Attack to Knock unconscious	-2 (Blunt weapon)
Attack to Disarm	-2
Attacker Mounted	-1
Defender Mounted	-1
Attack with two weapons	-1 with primary weapon; -3 with secondary weapon
Attacker Prone	-2
Defender Prone	+1
Defender Immobilized	+3
Attacker Encumbered	-1 or -2
Attacker Wounded	-1/Wound
Defender was hit last turn	+1
Attacking with Surprise	+4

NOTES: ATTACK values are added to the attack roll.

ATTACK TABLE DEFENSE MODIFIERS

MODIFIER DEFENSE

Defenders Reflex Ability	+1/Level
Defenders Martial Arts skill	+1/two Levels
Defender using Target Shield	+1
Defender using Round Shield	+2
Defender using Wall Shield	+3
Defender invisible	+4

NOTES: DEFENSE values are subtracted from the attack roll.

DEFEND

If the action roll indicates a hit the victim may attempt to defend. The defender must be aware of the incoming attack (Perception roll). The defense attempt counts as the defenders action for the round. The defense may be a dodge, parry, or block. To defend use the action table.

Defending is a very difficult action.

All defenses: +1/Two Levels of Martial Arts ability.

Dodging: +1/Level of Reflexes ability.

Parrying: +1/Level of Weapon skill. Ranged attacks are parried at -3.

Shield Block: + shield size.

Unarmed Block: +1/Level of Brawling or Wrestling ability. Versus Ranged attack -3.

RANGES

WEAPON MAX RANGE NOTES

Crossbow	360	One round to reload
Long Bow	300	
Musket	240	One round to reload
Short Bow	200	
Javelin	160	
Pistol	120	One round to reload
Sling	100	
Spear	80	
Blowgun	60	
Hand axe	40	
Dagger	40	
Throwing Stars	40	

Notes: Maximum range is measured in feet.

Short range is within 25%. Medium range is within 50%.

Everything over 50% of maximum range is long range.

DAMAGE RESULT TABLE

D10 SEVERITY DAMAGE NOTES

1	Deflected	0	
2	Deflected	0	Knocked Prone
3-4	Minor Wound	1	
5	Minor Wound	1	Knocked Prone
6	Moderate Wound	2	
7	Moderate Wound	2	Knocked Prone
8	Major Wound	3	
9	Major Wound	3	Knocked Prone
10+	Mortal Wound	4	50% Dead/50% Amputation

NOTES: Rolls on this table are known as damage rolls.

Each damage point reduces level of the Stamina Ability by one.

If the combatant has negative Stamina left then that number serves as a wound penalty to all actions until healed.

Damage and wounds heal at a natural rate of 1 per day.

Attacks to immobilize, disarm or knock unconscious do no damage.

They are successful on damage rolls of 5+.

Once immobilized a wrestler automatically 'hits' every turn doing damage.

A hold can be broken using the action resolution table modified by the strength of both combatants.

Getting up from a prone position counts as one's action for the round.

ATTACKERS DAMAGE RESULT TABLE MODIFIERS

MODIFIER DAMAGE

Attacker Unarmed	-2
Light Weapon	+0 (Dagger)
Average Weapon (1H)	+1 (Sword)

Using 1H with 2 hands	+2
Heavy Weapon (2H)	+3(Battle axe)
Attackers Strength	+1/Level
Attacker Wounded	-1/Wound
Defender Wounded	+1/Wound

NOTES: DAMAGE values are added to the Damage Roll.

DAMAGE RESULT TABLE MODIFIERS

MODIFIER ARMOR

Leather Armor	+1
Chain Armor	+2
Plate Armor	+3

NOTES: ARMOR values are subtracted from the Damage Roll.

MAJOR WOUND SECONDARY EFFECT TABLE

D10 RESULT NOTES

1-3	Leg Hurt	Cannot run; limited movement
4-6	Arm Hurt	Cannot use arm
7-9	Incapacitated	Cannot move or fight but awake
10	Unconscious	1D10 hours

MAGIC

A new character can only start with spells associated with his culture.

Each 'type' of magic has a list of available spells.

Each level of a spell costs one experience point.

For example to learn a 4th level spell costs 4 xp.

For each spell at a certain level learned in a type of magic,

the character must know at least one spell of the next lower level.

To learn a 2nd level spell, a character must know a 1st level spell.

To learn a 4th level spell, a character must know one 3rd level spell,

one 2nd level spell, and one 1st level spell.

A spell can be cast once per day.

Each level of the Raw Manna ability lets the character cast an extra two levels of spells per day.

Spell store spells imbued a known spell into a physical object.

[Click here for all of the Skills, Abilities & Spell lists](#)

SAMPLE CHARACTERS

Big Bad Balder

Norse Warrior

Abilities(9): Strength(2), Stamina, Melee Weapons, Sailing,

Leadership, Personality, Oration

Possessions: Battle Axe, Bag of Gold, Sailboat, Shield, Keg of Wine

Madogodius

Atlantean Wizard

Abilities(10): Literacy, Greek, Latin, Raw manna(2)

1st Level Fire spell: Flaming weapon

2nd Level Fire spell: Fire Ball

1st Level Artificer spell: Contraption

Possessions: Ring(Raw Manna +1), Staff, 3 Magical Contraptions: Magic Detection

Goggles, Sextant(Navigation +1), Abacus (Mathematics +1)

Zeta

Amazonian Warrior

Abilities(9): Strength, Tactics, Melee Weapons, Archery, Running,

Swimming, Seduction, Reflexes(2)

Possessions: Long Bow, 15 Arrows, Spear, dagger

Corazon

Renaissance Thief

Abilities(10): Stealth(2), Sword fighting, Thrown Knife, Climbing,

Lockpicking, Running, Luck, Bargaining

Possessions: Brace of 4 Knives, Rapier, Lockpicking tools,

vial of poison

Grift

Celtic Ranger

Abilities (10): Tracking, Survival(Forest), Animal Husbandry, Sword Fighting, Melee Weapons, Archery, Riding, Climbing, Swimming, Perception

Possessions: Long Bow, 20 Arrows, Long Sword, Leather armor, Horse

Sir Darius

British Knight

Abilities (8): Nobility, Strength, Riding, Sword Fighting, Melee Weapons,

Etiquette, Diplomacy, Stamina

Possessions: Warhorse, Plate Armor, Great Sword, Lance, Page

Quixonjosoto

Chinese Martial Artist

Abilities (10): Martial Arts(2), Reflexes(2), Brawling(2), Balance

Possessions: None

Zazun

Chinese Soothsayer

Abilities (8): Herbalism, Literacy, Mathematics, Martial Arts(2)

1st Level Divination Spell: Fortune Telling

1st Level Divination Spell: Detection

Possessions: Tarot Deck, Abacus, Telescope, Starcharts

L.K.

Gothic Game Designer

Abilities(6): Literacy, Appraisal, Medicine, Riding (horseless buggy),

Oration, Artisan (Illustrator)

SAMPLE MONSTERS

Some abilities of 'monsters' are not in terms of abilities.

Because of this monsters are not created using xps, rather the referee must use his best judgement when designing monsters and when choosing to confront characters with them.

Centaur

Speed of Horse = 4X human speed; Carry Heavy Burdens = 8X human

Horse Kick = Attack: Damage +2 modifier; Carry Riders = 1 or 2 riders

Thick Hide = Armor +1; Stamina = 3, Archery = 2, Reflexes = 1, Strength = 2, Melee Weapons level = 1

Notes: Weakness for wine. Intelligent but unsophisticated. Has Bow and club.

Zombie

Slow = Attack and Defense -1 in melee

Stamina = 2, Strength = 1, Brawling = 1, Stealth = 2

Regenerate = Heal 1 wound per round

Immune to = Disease, poison, Mental magic, Illusion magic, Pain, sleep, charm, suggestion

Notes: Undead. No penalty for being unarmed.

Skeleton

Melee level = 1, Reflexes = 1

Resistant to impaling weapons: These are at -2 on Damage roll.

Immune to = Like zombie

Notes: Undead. No penalty for being unarmed. Has axe and shield.

Djinn

Flying = 8X human speed

Stamina = 5, Reflexes = 4, Perception = 3, Strength = 4, Brawling = 4

Fiery Aura = Defense +2, Damage +1, Attack +1

Can cast any spell, up to 20 levels of spells per day.

Notes: Very arrogant. Can be targeted as a demon, spirit, or elemental.

Nymph

Seduction = 5

Spells = Fey Travel X3, Vanish X2, Charm X3, Hold, Sleep, Entangle

Notes: Fey. Solitary men will be seduced, drowned, and eaten.

Ogre

Movement = 2X human speed, Strength = 6, Stamina = 7, Melee Weapons = 2

Notes: Carries a 2H Maul (Damage +1)

Fire Drake

Flying = 8X human speed

Claws = 1 Attack: Damage +2; Bite = 1 Attack: Damage +3
Tail sweep = 1 Attack: Damage -1, Attack +1
Fire breath = 1 Attack: Damage +1, Attack +2, Range = 60
Armored scales = Armor +4
Stamina = 6, Reflexes = 3, Perception = 2
Notes: Weakness for gold. Young Dragon. Intelligent.
Can breath fire every third round. Tail sweep attacks to the rear.

BESTIARY

Giants- Very rare. Some are elemental titans.
Some are magical creations. Some are isolated, evil subhumans.
Dragons- Extremely rare. Great diversity of forms.
Undead- Cursed souls & bodies. Often the work of death magic.
Demons- Entities summoned from evil dimensions.
Fey- Common. Wicked or winsome sprites, fairies, & trolls.
Mythic Monsters- The work of Gods or mighty magic.
Automatons- The servants of Artificers.
Dinosaurs- In hidden valleys. Some have dragon-like forms.
Carnivorous Plants- Beware the shrubbery.
Simmians- Primitive intelligent apes.
Felines- Noble, intelligent race of Cat-men.
Reptilians- Sophisticated, Intelligent, bipedal dinosaurs.
Troglydites- Ancient, evil, intelligent Amphibian-men.

SAMPLE ADVENTURES

Completion of an adventure will earn the characters gold, fame, magic items & experience points.

1. Infiltrate a Babylonian Ziggurat temple to steal its treasures.
2. Defeat an Arabic wizard.
3. Rescue a Greek prince from a Lemurian dungeon.
4. Party finds a Phoenician treasure map to a secret island.
5. Find a way to stop a Roman invasion.
6. Party is challenged by an Aztec God.
7. Retrieve an Islander's ancient relic to remove a terrible curse.
8. Steal a Caribbean pirate's treasure.
9. Assassinate the guildmaster of a Gothic city.
10. Explore a jungle inhabited by Zulus & Pygmys.
11. Retrieve devices stolen from a Russian artificer.
12. Collect rare ingredients for a Chinese alchemist.
13. Escort a frail Hindu astrologer to a far away observatory.

SAMPLE MAGIC ITEMS

ITEM NOTES

Sword	Damage +1
Bow	Archery +1
Gauntlets	Strength +1
Staff	Raw Manna +3
Cape	Blur spell. Use 4X a Day
Potion	Heal 1D6 hits. One use.
Bracers	Defense +1
Spectacles	Perception +1. Fragile.
Helmet	Leadership +2. Silver.
Shield	Round Shield; Reflect spells on a roll of 1-4 on D10
Boots	Running +3
Pendant	Reflexes +1
Charm	Luck +1
Key	Unlock spell. Use once a Day
Wand	Energy Bolt spell. 2D6 Charges.
Dagger	Poison
Salve	Cure diseases & poison. 1D6 uses.
Scroll	One random spell. One use.
Mace	Damage +3 vs Undead.
Sword	Attack +1

Paint	Disguise Spell. One use.
Orb	Light spell. Continuous on command.
Sand	Sleep spell. One use.
Wand	Illusions spell. 2D6 Charges.
Carpet	Flying. Continuous on command. Carries up to 2 riders
Crystal Ball	Scrying Pool spell. Three times per day
Arrow	Damage +4. One use.
Headband	Martial arts +1.
Slippers	Dance +5.
Book	Herb Lore +3.
Girdle	Wrestling +2.
Gloves	Brawling +2.
Mask	Detect Spirit & Talk to Spirits X3 day each.
Bear Hide	Armor +2, Strength +1, Stamina +2
Feather Cape	Flying. Use 3X day.

COMMONALITIES

The common universal currency is the Gold Piece.
The common trade language is Atlantean.

PROTECTING THE SKIES

INTRODUCTION

Solo Dice Game.

Simulation of an Air War between USA and an imaginary Middle Eastern Nation.

MATERIALS

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

GOAL

The player plays the commander of Anti-Aircraft troops of an imaginary Middle Eastern Nation. The goal is to bring down ten American war planes to create anti-war sentiment in the USA and halt the American assault.

MAP

Draw a map of your nation with ten provinces and the capital city. Number the provinces with numbers from 1 to 10, 1 being the capital city. Place the 12 possible American bombing targets to provinces according to 1d10 rolls.

AMERICAN BOMBING TARGETS

#	Name
1	International Airport
2	TV Station
3	Power Station
4	Power Station
5	Military Airport
6	Oil Distillery
7	Military Base
8	Ammo Factory
9	Military Base
10	Main Military HQ
11	Military Airport
12	Presidential Residence

AA TROOPS AND WEAPONS

1d6 Long Range Missile Systems

- Against High Flying Bombers (B-52)

2d6 Short Range Missiles

- Against Low Flying Assault Planes (F15, Tornado(RAF), A10)

3d6 Units with Stinger Missiles

- Against Low Flying Assault Planes (F15, Tornado (RAF), A10)

3d6 Units with AA-guns

- Against Low Flying Assault Planes (F15, Tornado (RAF), A10)

PHASE 1: Deployment

Deploy your troops and units into provinces. The Units cannot be transferred from Province to Province after the American Assault has begun. Units can be deployed either as active or hidden.

An active unit can fire against attacking troops but has a greater risk of being detected and attacked. A hidden unit cannot attack but the risk of being discovered is smaller. Once a hidden unit has changed to active status, it cannot be hidden again.

PHASE 2: American Assault

Roll Target Province Roll with 1d10. That's the Province the Americans are attacking. Then Roll d6 to determine, whether the Americans are attacking the AA units or the Targets in the province. On 1-3 on d6, the Americans are attacking the AA units, on 4-6 on d6, another target in the province. If there is no targets in the province, Americans have bad intelligence

and they attack targets with no value. During the first five turns, the Americans attack only with 1d6-1 B-52's, after that the Americans attack with 1d6-1 B-52's, 1d6-1 F-15's, 1d6-1 Tornados (RAF) and 1d6-1 A10's.

PHASE 3: Intercept

Against B-52's you can fire 1d6 Long Range Missiles if you have such unit active in a province. A Long Range Missile destroys a B-52 with 6 on d6.

Against Low Flying Bombers you can fire 1d6 Short Range Missiles, 1d6 Stingers and 1g6 AA-guns are at range. A Short Range Missile hits a Low Flying Bomber with 5-6 on d6. A stinger and a gun hits with 6 on d6.

All unintercepted planes attack the targets. B-52 will kill an active AA unit with 5-6 on d6 and destroy other target with 4-6 on d6. A low flying bomber will kill an active AA unit with 4-6 on d6 and destroy another target with 5-6 on d6. A hidden AA-unit is killed with 6 on d6. The AA units will be attacked in order: 1. Long Range Missile Unit, 2. Short Range Missile unit, 3. AA-gun, 4. Stinger Unit.

PHASE 4: Regroup.

You count your losses. You can activate hidden AA-units.

VICTORY

You win if you destroy 10 American planes. Then the public opinion in the USA forces the President to stop bombings.

You lose if the Americans destroy all the Targets or all your AA units.

PSIONICA

INTRODUCTION

Players are Psionic warriors trying to destroy each others minds and bodies.
2+ player card game.

THE DECK

Players share a common deck.
The deck contains 1 of each of the cards in the card list.
The deck contains 9 power cards.
Cards of 2 or more types can be used for either purpose.
Six sided dice (1D6) are needed.

SETUP

Each player starts with 20 Physical points and 20 Mental points.
Each player starts with 3 cards.
Determine turn order by rolling high on 1D6.
The first player to go must discard a card.

OBJECT

Reduce your opponent to 0 Physical or Mental points.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
1. Power Phase
2. ESP Phase
3. Attack Phase

DISCARD RULE

All cards are discarded as soon as they are played.

POWER PHASE

The current player draws 2 cards.
Max hand size = 7.
Discard excess cards.

ESP PHASE

The current player may play one card of the:
"E" (ESP) type or the "R" (Regeneration) type.
"Scry" means to look at an opponents hand.

ATTACK PHASE

The current player may play 1 card of one of the following types:
M (Mental Attack)
P (Physical Attack)
SM (Special Mental Attack)
I (Incapacitating Attack)
A mental attack will cause an opponent to lose 1D6 Mental points.
A physical attack will cause an opponent to lose 1D6 Physical points.
The attacker may play "Power" cards to enhance the attack damage.
the Power card must be played with its base card together and then the defender reacts
For Special mental attacks apply the card text.
An Incapacitated player can play no cards until the end of his next turn.
The target opponent may play a D card (Defense) to negate any attack.
The target opponent may play a PD card (Physical Defense) to
negate any physical attack.
The target opponent may play an MD card (Mental Defense) to

negate any M, I, or SM attack.

CARD LIST

Card Name	Type	Notes
Psi Scream	M	May be used as a Power card
Mind Bomb	M	Opponent may discard 1 card to negate this card
Mental Blow	M	
Mind Twist	M	
Psychic Lobotomy	M/I	
Psionic Blast	M	You lose 2 Mental points
Id Insinuation	M	
Dream Stalker	M/E	Scry if used as an ESP card
Mind Stab	M	
Ego Whip	M	
Trance State	MD	
Thought Shield	MD	
Mind Wall	MD	
Mind Barrier	MD	
Intellect Fortress	MD	
Tower of Iron Will	MD	
Delta Waves	R	Regain 1D6 Mental Points
Drain	SM	Steal 1D6 Mental points from opponent
Psychic Vampire	SM	Steal 2 random cards from opponent
Mind Switch	SM	Switch hands with opponent
Mind Trap	SM	Opponent that looks at your hand loses 1D6 MP's
Psychic Venom	SM	Opponent -1 Mental point for 1D6 turns in his Power phase
Memory Lapse	SM	Opponent loses 3 random cards
Amnesia	SM	Opponent loses 3 random cards
Mind Wipe	SM	Opponent loses 1D6 random cards
Electrokinesis	P	
Cryokinesis	P/I	
Pyrokinesis	P	
Energy Bolt	P	
Telekinetic Blow	P	
Telekinesis	P	
Molecular Agitation	P	
Mind over Matter	P	
Brain Burn	P/M	
Suggestion	P/I	
Domination	P/I	
Temporal Stasis	P/PD	
Combat Sense	PD	
Levitation	PD	
Invisibility	PD	
Teleport	PD	
Rejuvenation	R	Regain 1D6 Physical Points
Sense Aura	D	
Anti-psi	D	Discard one card when you play this card
Neutralize	D	Use any time to negate any card play
Reflection	D	Attack reflected back onto attacker
Mesmerize	I	
Fugue State	I	
Inflict Pain	I	
Fear	I	
Seizure	I	
Paralyzation	I	
Confusion	I	
Images	I	
Astral Projection	E	Search deck & put 1 card in your hand
Astral Sight	E	Scry and look at next 2 cards in deck
Clairvoyance	E	Scry and draw 1 card from deck
Precognition	E	Look at next 5 cards in deck
Total Recall	E	Search discard & put 1 card in your hand
Telepathy	E	Scry all opponents
Mental Probe	E	Scry and discard one of opponents cards

Brain Storm	E	Draw 3 cards
Power	X	Add 1D6 to target dice roll

GAME DESIGNERS NOTES

Unused card names:

Head explodes, Head Bang, Kill the Inner child

PSYCH WARD

INTRODUCTION

Card game for 2 or more players.
Players are medical professionals working in a hospital psych ward.
Match drugs to diagnoses to score points.

OBJECTIVE

The game ends when all patients have been successfully treated.
The player, at the end of the game, with the most patients in his file is the winner.

THE DECKS

Players share two common decks:
The Patient Deck, and the Treatment Deck.
The decks contain one of each card described in the lists.

THE PATIENT DECK

Each card represents a patient.
The card describes the patient's diagnosis and treatment requirements.

THE TREATMENT DECK

The treatment deck has two types of cards:
Drug Cards (used to treat) and
Contraindication Cards (used to negate treatments)
Note: A few Drug cards describe non-pharmacological treatment options.
Contraindication cards represent ADR's (Adverse Drug Reactions), Side effects,
Co-morbid disease states, Drug interactions, Kinetics, Dynamics, Dosing, and
Administration errors that would result in therapeutic failure.

SETUP

Each player starts with a hand of 5 random treatment cards.
Determine Turn order (the player with the longest name goes first).

TURN SEQUENCE

Players take turns.
Each turn has 3 Phases:
Admissions Phase
Pharmacopoeia Phase
Treatment Phase

ADMISSIONS PHASE

The center of the table is referred to as the Ward.
Take the top card of the Patient deck and place it face up in the Ward.
(This is the newest admission)
Note: As the game proceeds, there will be more and more admits.
Maximum patient population in the ward is 8 patients.
If there are already 8 patients in the Ward, skip this phase.

PHARMACOEIA PHASE

Draw 3 cards from the Treatment deck and put them in your hand.
If the deck runs out, shuffle the discard and draw from it.
Max hand size is 8 cards. Discard excess cards.

TREATMENT PHASE

Discard any Treatment cards from your hand you don't want.
You may attempt to treat a patient by playing an appropriate Drug
card from your hand onto that Patient.

Your opponents may play (discard) an appropriate Contraindication Card to cause a target Drug card to be discarded.
 If you meet all the treatment requirements of a patient, put that patient Card into your File (A pile next to you).
 Some patients require 2-3 Drug cards for successful treatment; It is possible That a patient may be partially treated. In this case, the Drug cards remain On the patient from turn to turn. The player who finishes the treatment gets to keep the Patient for his or her file.
 One a patient goes to a File, discard all Drug cards on the patient.
 During your turn you may play multiple Drug cards and treat multiple patients.

PATIENT DECK CARD LIST

Patient Disorder:	Notes (Treatment Requirements)
Paranoid Schizophrenia	Treat with 1 drug for SZ
Catatonic Schizophrenia	Treat with 1 drug for SZ
Disorganized Schizophrenia	Treat with 1 drug for SZ
Undifferentiated Schizophrenia	Treat with 1 drug for SZ
Residual Schizophrenia	Treat with 1 drug for SZ
Schizo-affective Disorder	Treat with 1 drug for SZ & 1 for BP
Psychotic Break	Treat with 1 drug for SZ & 1 BNZ
Psychosis	Treat with 1 drug for SZ & 1 BNZ
Violent Outbursts	Treat with 1 drug for SZ & 1 BNZ
Major Depression	Treat with 1 drug for DP [2]
Dysthymia	Treat with 1 drug for DP
Double Depression	Treat with 2 drugs for DP
Suicidal Ideation	Treat with 2 drugs for DP
Self Mutilation (Cutter)	Treat with 1 drug for DP
Depression with Psychotic Features	Treat with 1 drug for DP & 1 for SZ
Social Phobia	Treat with 1 drug for AX
Anxious Depression	Treat with 1 drug for DP & 1 for AX
Generalized Anxiety Disorder	Treat with 1 drug for AX [2]
Panic Attacks	Treat with 3 drugs for AX
Obsessive-compulsive Disorder	Treat with 2 drugs for OCD [2]
Post-traumatic Stress Disorder	Treat with 1 drug for AX
Manic Depressive	Treat with 1 drug for BP
Mixed Bipolar	Treat with 1 drug for BP
Manic Episode	Treat with 1 drug for BP & 1 BNZ
Depressive Bipolar	Treat with 1 drug for BP
Cyclothymia	Treat with 3 drugs for BP
Seasonal Affective Disorder	Treat with 1 drug for BP
Dyssomnia	Treat with 1 drug for SD
Insomnia	Treat with 1 drug for SD [2]
Alcoholic Detox	Treat with 1 BNZ
Benzo Detox	Treat with 1 BNZ
Opiate Detox	Treat with 1 ODT
Poly Substance Abuse	Treat with 1 BNZ & 1 ODT

SZ = Schizophrenia

BP = Bipolar

DP = Depression

AX = Anxiety

OCD = Obsessive-compulsive Disorder

SD = Sleep Disorder

BNZ = Benzodiazepines

[X] = Number of that card in the deck

DRUG CARDS (THE TREATMENT DECK) CARD LIST

Drug	Class	SZ	AX	DP	BP	OCD	SD	
Ativan		BNZ	-	1	C	3	-	1
Xanax	BNZ	-	1	C	3	-	1	
Halcion		BNZ	-	1	C	3	-	1
Valium		BNZ	-	1	C	3	-	1
Librium		BNZ	-	1	C	3	-	1
Dalmane		BNZ	-	1	C	3	-	1
Restoril		BNZ	-	1	C	3	-	1
Serax	BNZ	-	1	C	3	-	1	

Clonazepam	BNZ	-	1	C	3	-	1
Tranxene	BNZ	-	1	C	3	-	1
Phenobarbital	BRB	-	3	C	-	-	2
Atarax	AH	-	3	-	-	-	1
Prozac	SSRI	-	1	1	C	1	-
Zoloft	SSRI	-	1	1	C	1	-
Paxil	SSRI	-	1	1	C	1	-
Luvox	SSRI	-	1	1	C	1	-
Celexa	SSRI	-	1	1	-	1	-
Lexapro	SSRI	-	1	1	-	1	-
Wellbutrin	AAD	-	-	1	1	-	-
Bupropion	AAD	-	-	1	1	-	-
Effexor	AAD	-	1	1	-	-	-
Serzone	AAD	-	-	1	-	-	2
Remeron	AAD	-	-	1	-	-	2
Trazadone	AAD	-	-	1	-	-	1
Phenelzine	MAOI	-	-	3	-	3	-
Tranlycypromine	MAOI	-	-	3	-	3	-
Buspar	AAX	-	1	3	-	2	-
Ambien	HYP	-	-	-	-	-	1
Sonata	HYP	-	-	-	-	-	1
Elavil	TCA	-	-	2	-	2	3
Clomipramine	TCA	-	-	2	-	1	3
Amoxipine	TCA	-	-	2	-	2	3
Doxepin	TCA	-	-	2	-	2	3
Imipramine	TCA	-	-	2	-	2	3
Pamelor	TCA	-	-	2	-	2	3
Lithium	MS	-	-	3	1	2	-
Lithobid	MS	-	-	3	1	2	-
Depakote	MS	-	-	-	1	-	-
Valproic Acid	MS	-	-	-	1	-	-
Tegretol	MS	-	-	3	1	-	-
Carbamazepine	MS	-	-	3	1	-	-
Lamotragine	AAC	-	-	-	2	-	-

ECT ECT -- 1 ---

Haldol	TAP	1	-	-	2	2	-
Thorazine	TAP	1	-	-	2	-	-
Prolixin	TAP	1	-	-	2	-	-
Stelazine	TAP	1	-	-	2	-	-
Zyprexa	AAP	1	-	-	1	C	-
Olanzapine	AAP	1	-	-	1	C	-
Clozaril	AAP	2	-	-	3	C	-
Geodon	AAP	1	-	-	1	C	-
Seroquel	AAP	1	-	-	1	C	-
Quetiapine	AAP	1	-	-	1	C	-
Risperdal	AAP	1	-	-	1	C	-
Risperidone	AAP	1	-	-	1	C	-
Herbal Medication	-	-	3	3	-	-	2
Behavioral Therapy	BT	3	3	3	3	3	3
Clonidine	ODT						
Methadone	ODT						
Naltrexone	ODT						

1 = First Line Indicated (Drug of Choice)

2 = Second Line Drug

3 = Third Line Drug

C = Contraindicated (= Do not use)

SSRI = Selective Serotonin Reuptake Inhibitor

AAD = Atypical Antidepressant

MAOI = Monamine Oxidase Inhibitors

AAX = Atypical Anxiolytic

HYP = Hypnotic

BRB = Barbiturate

AH = Antihistamine

TAP = Typical Antipsychotic

AAP = Atypical Antipsychotic

MS = Mood Stabilizer
 ECT = Electroconvulsive Therapy
 AAC = Atypical Anticonvulsant
 ODT = Opiate Detox
 BT = Behavioral Therapy is 2nd line for all Detox patients

SECOND AND THIRD LINE DRUGS

You cannot treat with a 2nd line drug until another drug has been used or tried.
 You cannot treat with a 3rd line drug until 2 other drugs have been used or tried.

CONTRAINDICATION CARDS (THE TREATMENT DECK) CARD LIST

Contraindication:

Addiction
 Overdose
 Sexual Dysfunction
 Seizures
 Anticholinergic effects
 Refractory Disease State
 Drug Resistance
 Tolerance
 Drug Allergy
 Dermatological effects
 Anterograde Amnesia
 Paradoxical Excitement
 Dizziness
 Withdrawal Symptoms
 Sedation
 Activating
 Autonomic Side Effects
 Cardiac Side Effects
 Weight Gain
 Weight Loss (Anorexia)

Target Drug Cards:

BNZ, BRB
 TCA, BRB, LI
 TCA, SSRI, MAOI, AAD
 Bupropion, TCA
 TCA, AH, MAOI, Serzone
 Any
 Any
 Any
 Any
 TCA, AAP, TAP, MS
 BNZ
 BNZ
 BNZ, BRB, Remeron
 BNZ
 BNZ, TCA, Li, Paxil, Phenelzine
 SSRI (not Paxil)
 TCA
 TCA, Li, Effexor
 TCA, Remeron, Li, AAP
 SSRI, Effexor

SIADH TCA, SSRI

Compliance Issues
 Precipitate Mania
 Hypertensive Crisis
 Serotonin Syndrome
 Anxiety
 Nausea
 Comorbid COPD
 Comorbid Eating Disorder
 Priapism
 Orthostasis
 Nephrogenic Diabetes Insipidus
 Hematologic effects
 Dystonia
 Pseudoparkinsonism
 Akathisia
 Tardive Dyskinesia
 Neuroleptic Malignant Syndrome
 Interaction: Cimetidine
 Comorbid Alcoholic
 Interaction: OTC Decongestants
 Interaction: NSAIDS
 Underdosage
 Therapeutic Failure
 Gynecomastia
 Agranulocytosis
 Comorbid Personality Disorder
 Not covered by Insurance
 Misdiagnosis

Any
 TCA
 MAOI
 MAOI
 SSRI
 SSRI, AAD, AAX
 BNZ
 Bupropion
 Trazadone
 TCA, Trazadone, Effexor, Risperdal
 Li
 Valproic Acid, Tegretol, AAP
 TAP
 TAP
 TAP
 TAP
 TAP
 TAP
 BNZ
 BNZ, BRB
 MAOI
 Li
 Any
 Any
 TAP
 Clozaril
 Any
 Any
 Shuffle patient back into deck

Transferred

Shuffle patient back into deck

PU PU PLATTER

INTRODUCTION

Negotiations game for 3 or more players.

SCENARIO

Players are at a Chinese Restaurant.

They order the Pu Pu Platter.

When it arrives at the table it contains the following items:

2 Eggrolls

2 Springrolls

2 Imperial (Fried) Shrimp

2 Chicken wings

2 Skewers of Teriaki Beef

2 Spare Ribs

2 Pork Dumplings

2 Pieces of Breaded Honey Chicken

Players must determine who will get what items.

PUNIC WARS COMBINED ARMS

INTRODUCTION

Board game for 2 players.
Roman vs Carthaginian Punic War theme. No dice or cards.
Each unit represents a cohort.

VICTORY

Destroy the enemy General.

THE MAP

Use a 12x12 square grid.

UNITS

Use chits or miniatures to represent units.
There are separate lists for Roman and Carthaginian units.

UNIT ATTRIBUTES

Each unit has 3 Attributes or Traits:

*Move: the number of spaces the unit can move per turn.

*Range: the maximum number of spaces distant the unit can apply damage.

*Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities.

ROMAN UNIT LIST

Unit Name	Move	Range	Defense	Max/Min	Notes
Scipio	6	1	3	1/1	General
Velites	4	3	2	-/2	Skirmish
Princepes	1	1	4	4/2	2 Pila
Hastati	1	1	3	-/2	2 Pila
Triarii	1	1	3	-/2	
Auxiliary Cavalry	6	1	2	4/2	
Onager	1	6	1	2/-	Artillery

CARTHAGINIAN UNIT LIST

Unit Name	Move	Range	Defense	Max/Min	Notes
Hannibal	6	1	3	1/1	General
Caetrati (Slingers)	4	3	2	-/2	Skirmish
Numideans	6	3	2	2/-	Skirmish
Spanish Cavalry	6	1	2	-/2	
Scutarii	1	1	3	-/2	2 Pila
African Infantry	1	1	4	-/2	
Celts	1	1	3	3/-	Charge
Elephant	4	1	3	3/-	

UNIT SPECIAL ABILITIES

All friendly units adjacent to the General get Defense +1
Skirmish units may attack at any point during their move.
Units with Pila (javelins) may use them to attack with a range = 3.
Keep track of how many Pila each unit has remaining.
Once per game a Celt unit may Charge.
A charging Celt gets Move = 2 and does 2 Damage for that turn.
Elephants do 2 Damage.
If forced to retreat, an Elephant is automatically destroyed.
The Onager (catapult) cannot move & attack in the same turn.

ARMY CREATION

Each player designs an army before play starts.
An army is composed of 16 units.
The Master List gives the maximum & minimum numbers for each unit type

SETUP

Each player places one unit on each square of his back four rows.
Units may not stack.
Players take turns placing their units.
Determine who goes first in a non-random manner.

FACINGS

Units have facings: front, sides, and rear.
A unit may change it's facing at the end of it's move.
A unit may only attack in the direction it is facing (forward & diagonally forward)
A non-skirmish/non-artillery unit attacking directly into the side of an adjacent unit does 2 damage.
A non-skirmish/non-artillery unit attacking directly into the rear of an adjacent unit does 3 damage.

TURN SEQUENCE

Players take turns.
Each turn has 2 phases:
Move Phase
Attack Phase

MOVE PHASE

You can move some, none, or all of your units in move phase.
Units can move orthogonally or diagonally.
Units can move up to a number of spaces equal to their Move Trait.
Units cannot move through other units except for skirmishers who may Move through friendly units.

ATTACK PHASE

Each of your units can attack one target enemy unit in Fire Phase.
Different units may attack different targets.
Each unit has a Range Trait (number of spaces out it can attack into)
A unit can only attack a target that is within its range.
Units with ranges 2+ can attack over other units.
An attack does 1 point of damage.
As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.
(Combined Arms: you must concentrate force & combine attacks)
A retreating unit must move laterally or back towards its side of the board 1 space.

A retreating unit unable to move is destroyed and is removed from the board.
Units that retreat off the board are destroyed.
A unit cannot move laterally if it will come in contact with an enemy unit.
A unit that retreats must face away from its nearest attackers.

DOUBLE WHAMMY RULE

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

OPTIONAL RULES

TERRAIN

Distribute Hills & Plateaus.
Units occupying Hills have a Defense bonus of +1.
Units cannot move into or through Plateaus.

VETERAN UNITS

Each player may make 2 of his units Veterans.
Veteran units get +1 to Defense & always do 2 Damage instead of 1.

EXPERIENCED UNITS

A unit that helps destroy 4 enemy units becomes a Veteran unit.

CAMPAIGN

Use a Larger map with bigger armies.
Use all the other optional rules.

QADESH

INTRODUCTION

Wargame for two players.
Simulation of the Battle of Qadesh in 1300 BC.
Clash of the Warrior Kings.

THE MAP

Use a Chessboard.

W
S*N
E
Row Spaces
1 01,02,03,04,05,06,07,08
2 09,10,11,12,13,14,15,16
3 17,18,19,20,21,22,23,24
4 25,26,27,28,29,30,31,32
5 33,34,35,36,37,38,39,40
6 41,42,43,44,45,46,47,48
7 49,50,51,52,53,54,55,56
8 57,58,59,60,61,62,63,64
Between Rows 5 & 6 is the River Orontes.
The river separates 36 from 37 and 28.
The river separates 27 from 35.
Spaces 48, 56, 64 are part of the Lake of Homs and may not be entered
Spaces 40 is rough ground (Mud Flats)
Space 36 is rough ground (the settlement of Qadesh)
Space 1 is rough ground (the settlement of Shabtuna)
Spaces 7,8,15,15 are rough ground (Hills)
Space 30 is rough ground (Camp of Rameses)
Space 54 is rough ground (Encampment of the Hittites)

PIECES & MATERIALS

Index cards (or Parchment or Clay Tablets) for unit stats and orders.
Writing Implements.
Six sided Dice.
The Egyptians get 5 red labeled tokens, one for each army.
The Hittites get 5 blue labeled tokens, one for each army.
Make up a Master index card for each army
Tokens for fatigue, casualties, routing, scattered, and looting.
Place tokens directly onto Master index cards.

PLAYING PIECES

Each token or pawn on the board represents one army.
Armies are also referred to as: Units, Divisions, Corps, Columns,
Entourages, Contingents, etc.
Each player has 5 armies.

HISTORICAL NOTES

Most of the Egyptian Infantry was armed with composite bows.
Close combat troops used Bronze Khopesh (Sickle) swords, Axes, Spears,
Shields and Daggers.

Armor used by both sides was Bronze Scale Mail.
Light Egyptian Chariots had a Driver and Armored Archer and were equipped with Javelins.
The Egyptians also employed Libyan & Nubian Archers.
The Hittite Heavy Chariots had a Driver, Shieldman & Armored Warrior, all with long Spears.
In mixed forces Infantry are able to hitch rides with the Chariots.

EGYPTIAN ARMIES

All Units are composed of 4000 Infantry and 500 Light Chariots.
Their base movement rate is 2 spaces per turn.
Attacks are by Shock and Missile.
...P'Re (The Sun God of Heliopolis) Corps...
Setup in one of the following: 26,27,28
...Amun (The God of Thebes) Division...
This unit has the Egyptian Leader Pharaoh Rameses II so it gets a leader Force bonus of +2.
Sets up in or adjacent to the Egyptian Camp.
...Ne'arin Division (Northern Allies)...
Setup in one of the following: 7,8,15,16 in turn 2
...Ptah (God of Memphis) Division...
Setup in one of the following: 9,17,25,33,41 in turn 4
...Sutekh (Set: The Lord of Upper Egypt) Division...
Setup in one of the following: 9,17,25,33,41 in turn 6

HITTITE ARMY

The attacks of all Hittite units are by Shock only.
...Reconnaissance in Force Column...
This unit is composed entirely of 2,500 Heavy Chariots.
Its base movement rate is 3 spaces per turn.
This is a numerically large chariot unit so it has a Force bonus of +1.
...Entourage of Muwatallish...
This unit is composed entirely of 1,200 Heavy Chariots.
Its base movement rate is 3 spaces per turn.
This unit has the Hittite Leader of King Muwatallish so it gets a leader Force bonus of +2.
Setup in one of the following: 44,45,46,52,53,54
... Allied Host...
This unit is composed entirely of 13,000 Infantry.
Its base movement rate is 1 space per turn.
Setup in or adjacent to camp.
...Hatti Main Body...
Same as Allied Host.
...Vassal State Cohorts...
Same as Allied Host.

VICTORY

Destroy the enemy unit containing the opposing Leader, or
Occupy his camp and remove any 2 of his armies from play.

TURN SEQUENCE

Scribe Orders
Resolve First Moves Phase
Resolve Second Moves Phase
Resolve Third Moves Phase
Resolve Fourth Moves Phase

SCRIBE ORDERS

Both players write down on an index card how they want each of their armies to move. Write down the path, space by space, that the army will attempt to move through.

Examples:

Amun Division (start space 30) à 22 à 14

Entourage of Muwatallish (start 46) à 45 à 44 à 36

An army may be ordered to move a number of spaces up to its base movement rate.

Units may not move diagonally.

Two friendly units may not occupy the same space at the same time.

A unit may be ordered to move one additional space but at the end of that phase gets a fatigue token on a roll of 1-3 on 1D6.

An army next to or in an enemy camp begins to loot on a roll of 1-3 on 1D6.

RESOLVE FIRST MOVES PHASE

Every army of both players moves the first space of their order.

(Unless an army was ordered not to move)

All moves are simultaneous.

If two opposing armies are in the same space there will be a Shock Battle.

If two opposing armies are adjacent there will be a Missile Skirmish.

If a unit does not move or fight in a phase it may remove one fatigue token.

FAIL TO MOVE ROLL

Every time a unit is about to make a normal move roll 1D6.

On a roll of 6 the unit does not move.

Add 1 if you are entering rough ground.

Add 1 if you are crossing the river.

Add 1 for every fatigue token you have.

Add 1 if you are in the same space as an opposing army.

RESOLVE LATER MOVES PHASE

Continue with the next written move on the order for every army just like in First Phase.

Note that a unit must continue to move according to its orders.

This may disengage the unit from combat.

SHOCK BATTLE RESOLUTION

Occurs when 2 opposing armies occupy the same space.

First determine if there is surprise. Each side rolls 1D6.

The lower roll by 3 or more is surprised.

Next both sides roll 2D6. This is the battle roll.

Get -1 for every Fatigue token your army has.

Get -1 for every Casualty token your army has.

Get +1 if you are the Hittite Player.

Get -2 if you are Surprised.

Get -2 if you are Looting.

Get -2 if you are Scattered.

Get -2 if you are Routing.

Get +2 for having a Leader

Get -1 if you the enemy has 1 or more additional armies adjacent to you.

The side with the highest modified roll is the winner.

The loser gets 1 Casualty token and must roll on the Defeat Table.

DEFEAT TABLE

1D6	Result:	Notes:
1	Stand Ground	Nothing
2	Bloodbath	Gain 1 additional Casualty Token
3	Scattered	Check morale to regroup on following phases
4-5	Routed	Immediately move 1 space away.
6	Decimated	Army destroyed: removed from play

The results of this table replace earlier results. For example:
A unit was looting but you rolled a 5 so it is now routing.

MISSILE SKIRMISH RESOLUTION

If you are Egyptian and adjacent to a Hittite unit roll:

1D6	Result:
1-2	Nothing
3-4	Hittites gain 1 Casualty Token
5-6	Hittites gain 1 Casualty Token and Rout

Get -1 for every Fatigue token your army has.

Get -1 for every Casualty token your army has.

Get +1 if Hittites are Looting.

Get -1 if Hittites are Scattered.

Get -1 if Skirmishers or Hittites are in Rough Ground

Get +1 for having a Leader.

Get +1 if Hittites are Routing.

Get -1 if you the Hittites has 1 or more additional armies adjacent to you.

An Egyptian unit in the same space as a Hittite unit cannot skirmish.

A Scattered, Routing, or Looting unit cannot skirmish.

MORALE

Applies to units that are scattered, looting or routing.

Scattered and Looting units do not move.

Instead of moving in a phase, a scattered or Looting unit may try to rally.

To Rally, roll 1D6. On a roll of 4-6 you rally and are no longer scattered.

Routing units instead of doing their normal move will move directly away from enemy armies.

If unable (Fails) to move the routing army is destroyed.

If the army moves off the board it is gone forever.

And the end of the phase, the routing unit may try to rally.

To Rally, roll 1D6. On a roll of 4-6 you rally and are no longer routing.

SYNOPSIS OF THE ACTUAL BATTLE

Turn 1:

RFC crosses the river and surprises P'Re. P'Re is scattered.

RFC swings wide, west of Rameses camp.

Turn 2:

RFC attacks Amun in camp and begins to loot.

Turn 3:

Amun skirmishes and routs RFC.

Turn 4:

EOM crosses the river and is skirmished by Ne'arin. EOM routs.

EOM is skirmished by Amun and is destroyed when unable to cross the river

QUARKS

INTRODUCTION

Card game for 2 + players.
Quantum Particle Physics Theme.

WINNING

Be the first player to accumulate 10 points.

THE DECK

Players share a common deck.
There are 4 card types:
Quarks (Building Blocks of Baryons & Mesons)
Carrier Particles
Baryons (Composed of 3 Quarks)
Mesons (Composed of 2 Quarks)
Leptons (Composed of 2 Quarks)
Score Cards
Special Cards

SETUP

All players start with a hand of 7 cards

TURN SEQUENCE

Players take turns.
Each turn has 3 Phases:
Accelerator Phase
Collision Phase
Detector Phase

ACCELERATOR PHASE

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

COLLISION PHASE

You may play a Meson or Baryon card to the table.
To do this, you must also play the required Quark cards with it.
(Each Meson & Baryon card lists which Quarks are required)
You may also play Score cards in the same way.
Score cards can use, as their requirements, Mesons & Baryons that
You have already put into play.
A specific Meson or Baryon can only be used as a requirement for
1 Score card during the game.

COLLECTOR PHASE

Baryons, Mesons, and Score cards score points when played.
 Calculate what you scored this turn and add it to your running total.
 Discard cards in your hand in excess of 7.

CARD LIST NOTATION

Q = Quark
 c = Carrier Particles
 L = Leptons
 B = Baryons
 M = Mesons
 s = Score card
 X = Special card
 # = Number of copies of that card in the deck.

CARD LIST

Card Name:	#	Type	Score	Notes:
Up Quark	10	Q	-	U
Down Quark	10	Q	-	D
Charm Quark	4	Q	-	C
Strange Quark	6	Q	-	S
Top Quark	2	Q	-	T
Bottom Quark	4	Q	-	B
Gluon	6	c	-	G
Photon	6	c	-	P (Gamma & X-rays)
Z Boson	6	c	-	Z (Also W Bosons)
Electron	4	L	-	(Beta Particles)
Muon	1	L	-	
Tau Neutrino	1	L	-	
Proton	3	B	3	U+U+D
Neutron	3	B	3	U+D+D
Sigma	1	B	3	U+D+S
Omega	1	B	3	S+S+S
Pentaquark	1	B	5	U+U+D+D+S
Pion	2	M	2	U+D
Kaon	2	M	2	S+U
Eta-c	2	M	2	C+C
Upsilon	2	M	2	B+B
Hydrogen Atom	1	s	4	Proton + Electron
Lepton Score	1	s	3	3 Leptons
Fusion Score	1	s	3	2 Baryons
Meson Score	1	s	2	2 Mesons
Fermion Score	1	s	1	1 Lepton + 1 Baryon
Boson Score	1	s	1	1 Meson + 2 Carriers
Hadron Score	1	s	1	1 Meson + 1 Baryon
Particle Zoo Score	1	s	2	1 Meson + 1 Baryon + 1 Lepton
Virtual Particles Score		1	s	3 G+Z+Q
Strong Nuclear Force Score	1	s	3	G+Q+Q
Weak Nuclear Force Score	1	s	3	Z+Z+Z
Glueball	1	s	3	G+G+G
Electromagnetic Waves	1	s	3	P+P+P
Elementary Particle Score	1	s	3	1 Lepton + 1 Quark +1 Carrier
Matter Particle Score	1	s	3	2 Leptons + 2 Quarks
Beta Decay Score	1	s	4	Proton + Neutron + Z
Particle Decay	1	X	-	Discard a Baryon to draw 3 cards
Atomic Fission	1	X	-	Draw 2 cards
Super Collider	1	X	-	Discard hand & draw 7 new cards
Heisenberg Uncertainty cards	1	X	-	All Discard hands & draw 7 new
Pauli Exclusion Principle	1	X	-	Opponent discards 2 random cards
Positron Beam	1	X	-	Opponent discards 3 cards
Quantum Mechanics	1	X	-	Look at next 7 cards & keep one

LINKS

[Glossary](#)
[Quarks](#)

QUEST FOR THE GRAIL

INTRODUCTION

Scenario for WarpQuest.
Click here for the [WarpQuest](#) Core Rules.
Each player is a Knight of the Round table.

THE SCENARIO

The map spaces represent distance and time.
There is only one Module.
The track is 30 spaces long.
The "Artifact" is the Holy Grail.
The Grail must be obtained and returned.

KNIGHT ATTRIBUTES

Each Knight has 10 Skills and 10 Quest Points.
Roll on the Knightly Attribute Table to see what Skills you get.
Each skill corresponds to one type of Challenge Roll.

KNIGHTLY ATTRIBUTE TABLE

1D10	Skills:	Challenges:
1	Chivalry +2	Lady
2	Valor +2	Monster
3	Ranger +2	Animal & Survival
4	Sorcery +2	Magic
5	Seamanship +2	Sea
6	Wisdom +2	Wit
7	War +2	Men
8	Strength +2	Knight
9	Quest Point +1	
10	Pick one	

CHALLENGES

If you fail a challenge you lose 1 Quest Point.
If you are ever reduced to 0 Quest Points you automatically loose.

FIGHTING

If you lose a fight with another players Knight you lose a Quest Point and must turn over the Grail if you have it.

CARD LIST

Name	Challenge:
Mordred	(Battle) Knight, DM +1
Morgan le Fey	Magic or Lady, DM +1
Dragon	(Battle) Monster, DM +1
Fire Breathing Wyrn	(Battle) Monster, DM +1
Black Knight	(Battle) Knight
Ogre	(Battle) Monster

Questing Beast	Monster or Animal. If you fail go back 1D6 spaces
Bandits	(Battle) Men
Saxon Raiders	(Battle) Men
Wild Pict Warriors	(Battle) Men
Brigands	(Battle) Men
Pirates	(Battle) Sea or Men
Mad Knight	Knight
Jester	Wits
Jousting Tournament	(Battle) Knight. If you fail go back 1D6 spaces
Melee Tournament	(Battle) Knight. If you fail go back 1D6 spaces
Knight Errant	(Battle) Knight
Wolf	(Battle) Animal
Bear	(Battle) Animal
Lion	(Battle) Animal
Boar	(Battle) Animal
Green Knight	Knight or Magic
Flooded River	Sea or Wits. If you fail go back 1D6 spaces
Shipwreck	Sea
Black Plague	Survival
Waylaid by Beggars	Wits. If you fail go back 1D6 spaces
Waylaid by Children	Wits. If you fail go back 1D6 spaces
Bridge Troll	(Battle) Monster
Serpent	(Battle) Sea or Monster
Wood Nymph	Magic or Lady
Romantic Love	Lady. If you fail go back 1D6 spaces
Giant	(Battle) Monster, DM +1
Tricked by Dwarf	Wits. If you fail go back 1D6 spaces
Waylaid by Peasants	Wits. If you fail go back 1D6 spaces
Waylaid by Pilgrims	Wits. If you fail go back 1D6 spaces
Frigor & Waste	Survival
Take Vow	Wits. If you fail Strength -1
Take Oath	Wits. If you fail Wit -1
Evil Hag	(Battle) Magic or Monster or Lady
Rescue Princess	(Battle) Men or Monster
Incubus	(Battle) Magic or Monster or Lady
Visit the land of Faerie	Magic, DM +1
Griffin	(Battle) Monster
Queen Maab	Magic or Lady, DM +1
Sword	Aid: Battle +2
Lance	Aid: Knight +2
Shield	Aid: Battle +2
Armor	Aid: Battle +2
Steed	Aid: Non-sea Battle +2
Squire	Aid: Battle +2
Men-at-Arms	Aid: War +4
Magic Philtre	Aid: Chivalry +4
Your Lady's Token	Aid: Chivalry +4
Virtue	Aid: Chivalry +4
Prayer	Aid: Magic +4
Courage	Aid: Valor +4
Bravery	Aid: Valor +4
Friendly Castle	Aid: War +4
Lady of the Lake	Aid: Magic +4
Helped by Arthur	Aid: Strength +4 or War +4
Helped by Merlyn	Aid: Magic +4
Helped by Lancelot	Aid: Strength +4 or War +4
Helped by Gwynevere	Aid: Chivalry +4
Helped by Gawaine	Aid: Battle +2
Helped by Galahad	Aid: Battle +2
Helped by Tristram	Aid: Battle +2
Helped by Priest	Aid: Wit +4
Helped by Hermit	Aid: Wit +4
Prophecy	Aid: Battle +4
Hospitality	Aid: Regain 1 lost Quest Point

QUEST FOR THE OLD ONES

INTRODUCTION

Card game based on the Elf Quest Universe.
Elf Quest is a copyrighted trademarked property.
This is merely a Fan site.

STARTING TRIBES

Tribes are composed of elves.
There are 2 types of elves:
Non-character Members: Strength +0 and represented by tokens.
Character Members: Represented by cards.
A Member card or token represents the Elf and its Bond Beast if it has one.
Each player starts with a tribe of 20 Non-character Members.
Decide what type of tribe you have: Wolf Riders, Sun Folk,
Blue Mountain Gliders, or Go-Backs.

THE DECK

Players share a common deck and discard pile.
Shuffle the deck before play begins.
If the deck ever runs out shuffle the discard and draw from it.

TURN SEQUENCE

Players take turns.
Each turn has 5 phases:
1. Fate Phase
2. Travel Phase
3. Encounter Phase
4. Recruit Phase
5. Replenish Phase

FATE PHASE

Draw 1 card from the deck and put it in your hand.
Max hand size is 7 cards.
If after drawing you have 8 or more cards discard one of them.

TRAVEL PHASE

You may play a Land card.
Play the card face up on top of your previously played Land card.
You cannot play a Desert card if your last card was a Tundra card.
You cannot play a Tundra card if your last card was a Desert card.

ENCOUNTER PHASE

If you just played a land this turn, the opponent to your right may play an Encounter card.
The Encounter Card must match the Land type the active player played this turn.
The opponent may attach a Weapon card to a combat encounter if the creatures can use it.

For Example: The opponent plays Sleep Dust with a Troll encounter.

RESOLVING COMBAT ENCOUNTERS

The active player may play Aid Cards from his hand.

Aid cards include Weapon Cards, Magic cards, and Ally cards.

You may only play an Ally card if you have elves of a type that can ally with it.

For Example: Wolves will only ally if you have Wolf riders in your tribe.

You may only play a Magic card if you have an Elf that can use it.

You may only play a Weapon card if you have an Elf or ally that can use it.

Played Aid cards add to your combat total every round of the combat.

Each round has 5 Segments:

1. Combat Roll Segment:

Roll 1D20. This is the combat roll.

2. Modifier Segment:

Add Character and Aid card bonuses to the Total.

Subtract the Encounter Card Strength (and any attached Weapons) from the Total.

3. Casualty Segment:

Roll 1D6. This is the Casualty roll.

On a roll of 1-3 you suffer one casualty.

If you have suffered a casualty discard one Ally card you played if there are any.

If there are no ally cards roll 1D6: On a roll of 1-3 a Character (card) Member is killed.

On a roll of 4-6 a non-Character (token) Member is killed.

4. Decision Segment:

If the Total is 11 or greater your Elves win the Combat: Combat phase is now over.

If the Total is 10 or less you lose the round. Roll 1D6:

On a roll of 1-4 the combat continues another round.

On a roll of 5-6 your band of elves escapes and combat ends.

Aid cards and Encounter cards are discarded at the end of the encounter.

HEALERS

If you have a Character that is a healer roll 1D6 at the end of an encounter in which you lost a Tribe member.

On a roll of 1-3 one casualty (Characters first) is negated.

RECRUIT PHASE

If you traveled to a new Land this turn you may add Character cards to your tribe.

Play the card(s) face up to the table in front of you.

The Character cards must match the Land type.

For example you must be in the Desert to recruit Sun Folk Character Cards.

REPLENISH PHASE

Unless otherwise stated on the card, Event cards are played during this phase.

If you have a Food card you may discard it to take another turn.

You may have a maximum of two turns in a row.

VICTORY

You automatically lose if there are no elves left alive in your tribe.

To win you must awaken the Old one.

To do this you must travel a distance of 15 land cards.

The last land you place must be a Mountain or Tundra (The Frozen Mountains).

The last land you place is considered to be an entrance to the "Palace".

Once there you automatically face a combat encounter of Guardian trolls of Strength +17.

To defeat them you must win 3 Combat rolls during Combat Phase.

During combat you may not retreat, you must either win or die trying.

CARD LIST NOTATIONS

WR = Wolf Riders (Forest)
SF = Sun Folk (Desert)
BMG = Blue Mountain Gliders (Mountain)
GOB = Go-Backs (Tundra)
PV = Preserver (Forest)

CHARACTER CARDS

Card Name:	Tribe:	Strength:	Notes:
Cutter	WR	+5	Blood of Ten Chiefs
Skywise	WR	+3	
Leetah	SF	+1	Healer
Clearbrook	WR	+2	
Redlance	WR	+2	
Strongbow	WR	+4	
Treestump	WR	+4	
Scouter	WR	+2	
One-Eye	WR	+3	
Pike	WR	+3	
Nightfall	WR	+3	
Moonshade	WR	+2	
Dart	WR	+2	
Aroree	BMG	+3	
Tyldak	BMG	+3	
Lord Voll	BMG	+4	
Rayek	SF	+4	
Kahvi	GOB	+3	
Petalwing	PV	+3	
Ekuar	Elf	+2	
Halek	SF	+1	
Vaya	GOB	+3	
Kureel	BMG	+2	
Vok	GOB	+2	
Yif	GOB	+2	

LAND CARDS

Card Name:	Number in Deck:
Tundra	15
Forest	15
Mountain	15
Desert	15

WEAPON AID CARDS

Card Name:	Strength:	User:
Sleep Dust	+4	Elves or Trolls
Sword	+3	All
Club	+2	Trolls or Humans
Fighting Claw	+2	Wolf Riders
Crossbows	+4	Trolls & Go-Backs
Arrow Whip	+2	WR, SF
Metal Armor	+9	Elves
Talon Whip	+3	BMG
Spear	+3	All
Shield	+2	GOB
Bow	+4	WR, GOB

Dagger	+2	All
Battle Axe	+3	Trolls & Go-Backs

MAGIC AID CARDS

Card Name:	Strength	Used by:
Lock-Send	+3	Elves
Fire Magic	+3	BMG, SF
Levitation	+3	BMG
Plant Shaping	+2	WR
Rock Shaping	+5	BMG, SF
Anti-Healing	+3	BMG, SF
Mind Stun	+3	BMG, SF, WR
Magic Shielding	+2	SF
Beast Bonding	+3	GOB, BMG, WR

ALLY AID CARDS

Card Name:	Strength	Allies with:	Notes:
Wolf pack	+3	WR	Bond Beasts
Giant Hawks	+4	BMG	Bond Beasts
Great Elks	+2	GOB	Bond Beasts
Star Jumper	+4	WR	Bond Beast: Wolf
Nightrunner	+4	WR	Bond Beast: Wolf
Tenspan	+4	BMG	Bond Beast: Giant Hawk
Picknose	+3	Elves	Troll
Troll Slaves	+4	Elves	Trolls
Olbar	+3	Elves	Human
Friendly Humans	+3	Elves	Humans
Preservers	+5	Elves	

ENCOUNTER CARDS

Card Name	Strength	Land	Notes
Long Tooth	+3	Tundra	Saber Tooth Tiger
Mad Horn	+4	Tundra	Woolly Rhinoceros
Blood Worms	+4	Forest	Giant 6" Leeches
Bear	+2	Forest	
Crocodillian	+1	Forest	
Finback	+5	Forest	Dinosaur
Sting Tail	+0	Desert	Scorpion
Giant Spider	+2	Forest	
Giant Snake	+3	Forest	
Ice Trolls	+7	Tundra	Trolls
Cold Dwellers	+2	Tundra	Humans
Strangleweed	+3	Forest	
Swordfoot	+4	Forest	Small Dinosaur
Bone Woman	+2	Forest	Human Shamaness
Madcoil	+13	Forest	Magical Lion-Python
Greymung	+3	Mountain	Troll King
Guttlekraw	+5	Mountain	Troll King
Thief	+2	Forest	Outcast Human
Tunnel Dwellers	+1	Mountain	Trolls
Tunnel Makers	+1	Mountain	Trolls
Tribe of 5-Fingers	+0	Forest	Humans
Tribe of Round Ears	+0	Forest	Humans
Two-Edge	+11	Mountain	Elf-Troll
Winnowill	+9	Mountain	Evil BMG
Priest of Gotara	+2	Forest	Human

FOOD CARDS

Card Name:	Land:
Deer	Tundra
Bison	Tundra
Sun Village	Desert
Sorrows End	Desert
Puckernuts	Forest
Tree Grazers	Forest
Tree Wee	Forest
Shellback	Forest
Bristle Boar	Forest
Troll Brew	Mountain
Beesweets	Forest

EVENT CARDS

Card Name:	Notes:
Gamestones	Negate a Troll Encounter at beginning of Encounter Phase
Fever Dream	Look at the next 7 cards in the deck.
Magic Feeling	Look at the next 7 cards in the deck.
Savah	If in the desert look at the next 7 cards in the deck.
Dreamberries	If you are in the Forest Look at the next 7 cards in the deck.
Astral Projection	Look at all opponent's hands if your tribe has a SF member
Sending	Look at all opponent's hands
Bellyworms	Sickness: Opponent must miss next turn
Trial of Heart	Discard 1 Character of Opponent with Characters of different types
Forbidden Grove	Opponent in Forest must miss next turn
Fly on Giant Hawks	Take an extra turn if your tribe has BMG
Travel on No-Humps	Take an extra turn
Lodestone	Take an extra turn
Travel on Zwoots	Take an extra turn if you are in the desert
Flesh Shaping	Attach to BMG elf: Elf gets Strength +2 permanently
My Eyes see with Joy	Put a Character card in the Discard pile into your hand
Stay Behind	Opponent discards 1D6 Non-character Member tokens
Recognition	Take control of Target Elf
Mind Snare	Look at one opponents hand and take one card
Healing Magic	Negate one Casualty at end of Encounter phase
Elf Children	Gain 1D6 Non-character Member tokens
Elf Joining	Gain 1D6 Non-character Member tokens in 1D6 turns
Burning Waste	Opponent whose tribe is in the Desert loses 1D6 Members
Hold Council	Draw 3 Cards

WOLFRIDER VARIANT SETUP

Each player begins with a tribe of Wolfriders.
Each tribe has 4D6 Non-character members.
Remove all the Wolfrider character cards from the deck.
Each player is dealt 3 Wolfrider Character cards.
The remaining cards are shuffled back into the deck.

LINKS

[Wingthings Links](#)
[Elfquest Tours](#)
[ElfQuest.com](#)

QUICKIE FIGS

INTRODUCTION

Very simple Miniatures rules.
Ranges, distances, and movement abstracted.
No record keeping, charts, or tables.
Games resolved in under 10 minutes.
Make up the rules as you go.

ANECDOTAL PREFACE

The idea for this game came after meeting a friend carrying a box of 14 "finely painted" (Happy now Ray?) miniatures.
The Figs were a mix of Superhero and Sci-Fi (WH40K, Necromunda, etc).
I immediately sorted them out into two sides of 7 each: A good and bad side.
We then determined by looking at the figs which could attack at long range, then at medium range, short range, and finally at point blank. This took about 5 minutes.
We "roleplayed" out the results.
This whole exercise was strangely satisfying...
We got to play with the figs, make armies, debate the relative strengths of the units, and explore how a confrontation might have played out, without actually playing out a game with cumbersome rules.

FIGURES

These rules are based on Sci-Fi figures, but other types will work just as well.

RANDOMIZERS

Six sided dice are useful.

SETUP

Somebody brings a small number of figs, say 10 - 20+.
Players divide the figs into 2 opposing forces, based on aesthetic reasons.

TURN SEQUENCE

The game proceeds in turns in the following order:
Extreme Range Turn
Long Range Turn
Medium Range Turn
Short Range Turn
Hand-to-Hand Combat Turns

EXTREME RANGE TURN

Look at the figs.
Determine which ones have weapons that can attack at extreme ranges.
Missile Launchers, Auto-cannons, and other heavy weapons are good candidates.
For each Fig that can attack roll 1D6.
On a roll of 1 an opposing Fig of the attacker choice is killed.

All attacks are simultaneous.

LONG RANGE TURN

Look at the figs.

Determine which ones have weapons that can attack at long ranges.

Rifles of all types and Heavy weapons are good candidates.

For each Fig that can attack roll 1D6.

On a roll of 1 an opposing Fig of the attacker choice is killed.

All attacks are simultaneous.

MEDIUM RANGE TURN

Look at the figs.

Determine which ones have weapons that can attack at medium ranges.

Rifles and Pistols are good candidates.

For each Fig that can attack roll 1D6.

On a roll of 1 an opposing Fig of the attacker choice is killed.

All attacks are simultaneous.

SHORT RANGE TURN

Look at the figs.

Determine which ones have weapons that can attack at short ranges.

Pistols of all types and Thrown weapons are good candidates.

For each Fig that can attack roll 1D6.

On a roll of 1 an opposing Fig of the attacker choice is killed.

All attacks are simultaneous.

HTH COMBAT TURNS

Look at the figs.

Figs kill on a roll of 1 on 1D6.

Figs with a HTH weapon (Sword, Bayonet) kill on a roll of 1-2 on 1D6.

Figs with HTH weapons in both hands (HTH Specialists) kill on a roll of 1-3 on 1D6.

All attacks are simultaneous.

The HTH turn is repeated until one side is completely killed off.

OPTIONAL RULES:

ARMOR

If a Fig is hit roll 1D6:

Light armor negates the hit on a roll of 1.

Medium armor negates the hit on a roll of 1-2.

Heavy armor negates the hit on a roll of 1-3.

MAGIC & PSYCHIC POWERS

Some figs may be imbued with psionic attack ability.

Treat this as the ability to make a regular attack roll during all turns.

CASUALTIES

If an attack roll hits roll 1D6:

1-3 The attacking player picks the target.

4-6 The defending player picks the target.

STAY AT RANGE

When a turn is over roll 1D6:

1-3 Combat continues at the same range.

4-6 Combat is at the next closer range.

FANTASY CONVERSION

Extreme range: Magic

Long range: Long Bows, Crossbows

Medium Range: Short Bows, Javelins, Slings

Short Range: Thrown weapons

QUIDDITCH CUP

INTRODUCTION

Card game for 2 players.
Players are each in control of opposing Quidditch teams.

DISCLAIMER

Harry Potter is a trademarked, licensed property.
This is merely a fan site

THE DECK

Players share a common deck.

TURN SEQUENCE

Each turn is divided into 6 phases:

1. Draw Phase
2. Tactics Phase
3. Foul Phase
4. Action Phase
5. Modifier Phase
6. Score Phase

DRAW PHASE

Each player discards down to 2 cards (or less), and then draws 5 cards.

TACTICS PHASE

Each player may discard up to 2 cards and draw replacements.

FOUL PHASE

Play (discard) a Foul card to make your opponent discard 2 random cards.
If one of the cards discarded is a Player card, your opponent gets 10 points.

ACTION PHASE

Each player makes 3 Action piles of face-down cards:

1. Bludger-Beater Pile (May contain Bludger, Beater, & Speed cards)
2. Quaffle-Chaser Pile (May contain Quaffle, Chaser, & Speed cards)
3. Snitch-Seeker Pile (May contain Snitch, Seeker, & Speed cards)

Players reveal their piles (flip them face-up).

Each card has a Force value.

Each pile has a total force equal to the sum of all the force cards played in a pile.

MODIFIER PHASE

You may play a Magic card to cause any card in any pile to be discarded.

You may play a Keeper card to cause both Quaffle-Chaser Piles to be discarded.

SCORE PHASE

If you have the highest total in the Bludger-Beater Pile, and you have at least one Bludger and one Beater card, then your opponent draws one less card next turn.

If you have the highest total in the Quaffle-Chaser Pile, and you have at least one Quaffle and one Chaser card, then you get 10 points.

If your total in the Snitch-Seeker Pile is four times or more greater than your Opponents total, and you have at least one Snitch and one Seeker card, then you get 150 points and the game is over.

CARD LIST

Card Name	#	Force	Notes
Bludger 1	1	1	Ball
Bludger 2	1	2	Ball
Bludger 3	1	3	Ball
Bludger 4	1	4	Ball
Bludger 5	1	5	Ball
Bludger 6	1	6	Ball
Bludger 7	1	7	Ball
Bludger 8	1	8	Ball
Beater 1	1	1	Player
Beater 2	1	2	Player
Beater 3	1	3	Player
Beater 4	1	4	Player
Beater 5	1	5	Player
Beater 6	1	6	Player
Beater 7	1	7	Player
Beater 8	1	8	Player
Quaffle 1	1	1	Ball
Quaffle 2	1	2	Ball
Quaffle 3	1	3	Ball
Quaffle 4	1	4	Ball
Quaffle 5	1	5	Ball
Quaffle 6	1	6	Ball
Quaffle 7	1	7	Ball
Quaffle 8	1	8	Ball
Chaser 1	1	1	Player
Chaser 2	1	2	Player
Chaser 3	1	3	Player
Chaser 4	1	4	Player
Chaser 5	1	5	Player
Chaser 6	1	6	Player
Chaser 7	1	7	Player
Chaser 8	1	8	Player
Snitch 1	1	1	Ball
Snitch 2	1	2	Ball
Snitch 3	1	3	Ball
Snitch 4	1	4	Ball
Snitch 5	1	5	Ball
Snitch 6	1	6	Ball
Snitch 7	1	7	Ball
Snitch 8	1	8	Ball
Seeker 1	1	1	Player
Seeker 2	1	2	Player
Seeker 3	1	3	Player
Seeker 4	1	4	Player
Seeker 5	1	5	Player
Seeker 6	1	6	Player
Seeker 7	1	7	Player
Seeker 8	1	8	Player
Keeper	2	-	Player

Speed	4	5	Speed
Foul	2	-	Cheating
Magic	2	-	Cheating
House	4	-	See House Rules

OPTIONAL SETUP RULES

HOUSE RULES

Each player chooses one House in setup:

Gryffindor, Slytherin, Hufflepuff, or Ravenclaw

The Gryffindor player may use a House card to add 5 Force to any pile.

The Slytherin player may use House cards as Foul cards.

The Hufflepuff player may discard a House card to draw 2 cards.

The Ravenclaw player may discard a House card to take an extra Tactics Phase.

STAR PLAYERS

Each player rolls 3 times on the following table in setup:

1D6	Player	Notes
1	Star Captain	You may discard 1 additional card in discard phase
2	Star Chaser	Chaser cards get +1 Force
3	Star Beater	Beater cards get +1 Force
4	Star Keeper	Your opponent must defeat you by an additional +1 Force to score
5	Star Seeker	Seeker cards get +1 Force
6	Super Brooms	Speed cards get +2 Force

RABBIT RUN

INTRODUCTION

Scenario for WarpQuest.

Click here for the [WarpQuest](#) Core Rules.

Based on the Novel Watership Down by Richard Adams.

Each player controls a Band of Rabbits who have left

Their overcrowded home Warren and are traveling the

Countryside, looking for a good spot to establish a new Warren.

DISCLAIMER

Watership Down is a copyrighted property.

This is merely a fan site.

THE SCENARIO

The map spaces represent distance.

There is only one Module.

There is no "Artifact".

The Scenario is a one way trip.

The winner is the first Band (Pawn) to reach the

End Space (The site of the New Warren).

RABBIT ATTRIBUTES

Each players Band contains 10 Rabbits.

Each Band has 10 random Attributes (Skills).

Each Band starts with a Hunger Point Total of -7.

ATTRIBUTES TABLE

1D6	Attribute:	Manifestations:
1	Strength +1	Large Size, Tough, Sturdy, Ferocity, Aggression
2	Speed +1	Fast Runner, Sure Footed, Long Hind Legs
3	Cunning +1	Resourceful, Full of Tricks, Intelligent, Shrewd, Wily
4	Senses +1	Second Sight, Intuition, Seer, Danger Sense, Alert, Wary
5	Hiding +1	Concealment, Camouflage, Quiet Movements
6	Courage +1	Leadership, Story Teller, Persuasion, Camaraderie

FOES

If you encounter a Foe, you have to make several challenge Test Rolls:

1. Make a test vs Senses.

If successful add one to your next roll...

2. Make a test vs Hiding.

If successful, you evade the Foe. Discard it. If not...

3. Make a test vs Cunning.

If successful, you trick the Foe. Discard it. If not...

4. Make a test vs Speed.

If successful, you outrun the Foe. Discard it. If not...

5. Make a test vs Courage.

If successful add one to your next roll...

6. Make a test vs Strength.

If successful, you drive off the Foe. Discard it.

If you fail, 1D3 Rabbits get killed.

If you had to make a strength test your Strength Attribute is -1 for 1D6-1 turns.

HUNGER

At the beginning of every turn increase your Hunger point total by one.

If your Hunger total is ever 1 or more, you get a penalty of DM +2 on all Challenges.

Instead of moving forward on your turn you may skip your move and rest and

Forage instead to decrease your Hunger total by 1D6.

MODULE CARD LIST

Card Name:	Challenge:
Wanderers	Courage x2. If successful gain 2 Rabbits and 2 Skills
Outskirters	Senses x2. If successful gain 2 Rabbits
Free the Hutch Rabbits	First Test: Senses & Courage
Second Test: Cunning & Speed	
If you pass both tests gain 3 Rabbits	
A Thousand Enemies	Foe
Stoat	Foe
Farm Cat	Foe (DM +1 to Senses test)
Dog off Leash	Foe (DM +1 to Strength test)
Brown Owl	Foe (DM +1 to Speed test)
White Owl	Foe (DM +1 to Speed test)
Hawk	Foe (DM +1 to Speed test)
Crow	Foe
Kestrel	Foe (DM -1 to Strength test)
Fox	Foe
Rats	Foe
Ferret	Foe
Weasel	Foe
Efrafa Wide Patrol	Foe (DM +1 to Strength test)
Marksman	Foe (Replace Strength test with Speed Test)
Gameskeeper	Foe (Replace Strength test with Speed Test)
Farmer	Foe (DM -1 to Hide test)
Stories of El-Ahraitah	Aid: Cunning +1
Insight	Aid: Cunning +1
Clever Plan	Aid: Cunning +1
Terror	Courage x2. If Failed miss next turn.
Exhaustion	Courage & Strength. If Failed miss next turn.
Bolt	Aid: Speed +1
Fast as a Hare	Aid: Speed +1
Lightning Dash	Aid: Speed +1
Dedicated Fighter	Aid: Strength +1
Spoiling for Action	Aid: Strength +1
Migration	Courage & Strength. If successful move ahead 1D6
Travel By Night	Courage & Strength. If successful move ahead 1D6
Hard Going	Courage & Strength. If failed move back 1D6
Encouragement	Aid: Courage +1
Undaunted	Aid: Courage +1
Show of Authority	Aid: Courage +1
Sniff, Listen, & Stare	Aid: Senses +1
Sentry Warning	Aid: Senses +1
Stamp Alarm	Aid: Senses +1
At Wits End	Courage & Cunning. If Failed miss next turn.
Perplexity	Cunning x2. If Failed miss next turn.
Cross River	Strength & Cunning. If successful move ahead 1D6
Lost	Cunning & Courage. If Failed go back 1D6
Scattered	Senses x2. If Failed go back 1D6
Sick at Heart	Courage x2. If Failed miss next turn.
Caught in Snare	Cunning x2. If Failed one Rabbit Killed
Myxomatosis	Senses & Courage. If Failed 1D6 Rabbits die
Road with Cars	Speed x2. If Failed one Rabbit Killed
Ditch	Aid: Hide +1

Shelter	Aid: Hide +1
Wind, Damp & Dew	Aid: Hide +1
The Black Rabbit of Elil	Courage x2. If Failed miss next turn.
Tractor	Courage x2. If Failed miss next turn.
State of Tharn	Courage x2. If Failed miss next turn.
Freeze in Panic	Courage x2. If Failed miss next turn.
Want to go Back	Courage x2. If Failed go back 1D6 spaces
Friendly Bird	Cunning x2. If successful move ahead 1D6
Thorn in the Paw	Speed Attribute -1 for 1D6 turns
Bullet Wound	Speed Attribute -1 for 1D6 turns
Rat Bite	Senses Attribute -1 for 1D6 turns
Bloody Wound	Hide Attribute -1 for 1D6 turns
Cowslips	Hunger Total -7
Grass	Hunger Total -7
Dandelions	Hunger Total -7
Clover	Hunger Total -7
Meadow	Hunger Total -7
Pasture	Hunger Total -7
Carrots	Senses x2. If successful Hunger Total -7
Garden Raid	Senses x2. If successful Hunger Total -7
Lettuce	Senses x2. If successful Hunger Total -7
Weariness	Strength x2. If Failed Miss next turn.
Fatigue	Strength x2. If Failed Miss next turn.
Experience	Gain one Random Attribute
Blessing of Frith	Aid: +1 to any Attribute

GAME DESIGNERS NOTES

I highly recommend reading the Novel.

RAGING GUN BATTLE

INTRODUCTION

Each player controls one character in a Raging Gun Battle.

DECK & DICE

Players share a common deck.
Dice are needed.

CHARACTER ARCHETYPES

Each player picks one type of Character:
Bruiser, Thug, Fem Fatale, Secret Agent, Mercenary,
Black Ops Specialist, Hard-Boiled Cop, Enforcer, Hit-man,
Rookie Cop, Assassin, Crime Boss, Gangster, Gun Nut, etc.
Roll twice on the Ability table for your character.

ABILITY TABLE

1D10:	Ability:	Notes
1	Tough	+2 Hit Points
2	Danger Sense	Attacks to hit character are at -1
3	Armed to the Teeth	Starts with 1 extra gun card
4	Smart	Draw +1 card per turn
5	Fast	One extra attack per turn at -1
6	Stealth	One Attack per turn at +1
7	Resourceful	Hand Size +1
8	Lucky	Reroll 1 die roll per turn
9	Tactics	Look at opponents hand anytime
10	Sharpshooter	Damage +1 on one attack per turn

Each Character Starts with 10 hit points and 1 Gun card.

TURN SEQUENCE

Players take turns.
The player with the most knowledge of guns or John Woo Movies goes first.
A player may only attack on his turn.

DRAW

On the beginning of your turn draw 4 cards.
Max hand is 7 cards. Discard excess cards.

SHOOTING

An opponent may play a "Opponent cannot Attack you this turn" card to prevent you from attacking them this turn.
Every time you attack roll 1D6.
Before rolling your target may play a Negate card to cause your Attack to automatically miss.

Before rolling you may play an "A" type card to add 1 to your roll.
On a roll of 4 or higher you hit the target opponent.

DAMAGE

Roll 1D6 for every attack that hits:

1D6	Damage Points Inflicted
1-3	1
4-5	2
6	3

A player may play a damage card to increase or decrease damage done.

EXTRA ATTACKS

You get one free attack per turn.
You may play cards to gain additional attacks.

AMMO

You may have only one weapon in play at a time.
If you play a new weapon discard the old one.
When you play a new weapon card place 6 Ammo Counters on it.
Every time you attack remove an ammo counter.
A weapon with no ammo cannot be used to attack.

CARD TYPES

D = Damage
N = Negate Attack
X = Extra Attack
A = Attack Advantage
B = Bullets
C = Cardplay
G = Gun

CARD LIST

Card Name:	Type	Notes:
Dive For Cover	N	Negate Attack
Flip Over Table	N	Negate Attack
Jump Through Window	N	Negate Attack
Dodging Bullets	N	Negate Attack
Duck	N	Negate Attack
Turn Corner	N	Negate Attack
Covering Fire	N	Negate Attack
Take Cover	N	Negate Attack
See Adversary in Mirror	N	Negate Attack
Mad Dash	N	Negate Attack
Decoy	N	Negate Attack
Fumble Weapon	N	Negate Attack
Explosions	N	Negate Attack
Grapple	N	Negate Attack
Acrobatic Stunt	N	Negate Attack
Grazed	D	Damage -1
Just a Scratch	D	Damage -1
Flak Jacket	D	Damage -1
Flesh Wound	D	Damage -1
Dum Dum Shells	D	Damage +1
Armor Piercing Bullets	D	Damage +1
Head Shot	D	Damage +1

Bloodbath	D	Damage +1
Limp	D	Damage +1
Point Blank	A	Attack at +1
Fake Out	A	Attack at +1
Laser Sight	A	Attack at +1
Telescopic Sight	A	Attack at +1
Deflection	A	Attack at +1
Aimed Shot	A	Attack at +1
Squeeze off Shot	A	Attack at +1
Dirty Trick	A	Attack at +1
Ambush	A	Attack at +1
Surprise	A	Attack at +1
Crosshairs	A	Attack at +1
Attack from Behind	A	Attack at +1
Lock & Load	B	Add 1D6 Ammo
Reload	B	Add 1D6 Ammo
Double Clip	B	Add 1D6 Ammo
Extra Clips	B	Add 1D6 Ammo
Bandolier	B	Add 1D6 Ammo
Loose Rounds	B	Add 1D6 Ammo
Out of Ammo	B	Subtract 1D6 Ammo
Firepower	X	Extra Attack at -1
Pot Shot	X	Extra Attack at -1
Shoot First, Ask Later	X	Extra Attack at -1
Quick Draw	X	Extra Attack at -1
Shoot from the Hip	X	Extra Attack at -1
Two fisted Shooting	X	Extra Attack at -1
Wild Spray	X	Extra Attack at -1
Opportunity Shot	X	Extra Attack at -1
Shoot Through Wall	X	Extra Attack at -1
Shoot Through Door	X	Extra Attack at -1
High Speed Chase	X	Extra Attack at -1
Shoot Through Ceiling	X	Extra Attack at -1
Over the Shoulder Shot	X	Extra Attack at -1
Adrenaline Rush	X	Extra Attack at -1
Sliding Attack	X	Extra Attack at -1
Full Auto	X	Extra Attack at -1
Hair Trigger	X	Extra Attack at -1
Hail of Bullets	X	Extra Attack at -1
Guns Blazing	X	Extra Attack at -1
Sawed-off Shotgun	G	Damage +1
Uzi	G	Extra Attack at -1
Hand Cannon	G	Damage +1
Saturday Night Special	G	
Glock	G	
22 Beretta	G	
357 Snub-nosed Revolver	G	
Smith & Wesson	G	Damage +1
M61 Skorpion	G	Extra Attack at -1
Assault Rifle	G	Extra Attack at -1
Sniper Rifle	G	Attack +1
Machine Pistol	G	Extra Attack at -1
Browning 9mm	G	
MAC 10	G	Extra Attack at -1
45 Automatic	G	Damage +1
44 Magnum	G	Damage +1
Ingram M-11	G	Extra Attack at -1
Heckler & Koch G3	G	Extra Attack at -1
Gunplay	C	Discard to draw 2 cards
Firefight	C	Discard to draw 2 cards
Showdown	C	Discard to draw 2 cards
Standoff	C	Opponent must Discard 2 cards
Face-to-Face Staredown	C	Opponent must Discard 2 cards
Taunt	C	Opponent must Discard 2 cards
Play Dead	C	Opponent cannot Attack you this turn
Hide	C	Opponent cannot Attack you this turn

Innocent Bystanders
Hostage

C
C

Opponent cannot Attack you this turn
Opponent cannot Attack you this turn

JOHN WOO LINKS

[King of Gunfire](#)
[A God Among Directors](#)
[A Few Bullets More](#)

RAGNAROK

INTRODUCTION

The last epic battle in Norse mythology of Good against Evil.

THE GOOD AESIR & VANIR

UNIT	Move	Strength	Range	NOTES
Odin	10	5	2	Supreme Ruler; Berserk
Balder	1	1	1	God of Beauty; Charm
Bragi	1	1	1	God of Poetry & Song; Song of Calm
Forseti	1	2	1	God of Justice; +1 when defending
Frey	10	4	1	God of Sun & Fey; Aura of Light
Freya	4	3	2	Goddess of Love
Frigga	4	2	1	Goddess of Winds, Wife of Odin, Dragon form; Charm
Heimdall	1	4	1	Guardian of the Rainbow Bridge; +1 vs Frost Giants
Idun	1	1	1	Goddess of Spring; Heal
Thor	4	5	2	God of Thunder, Magic Hammer, Flying Chariot
Magni	1	4	1	God of Strength
Modi	1	4	1	God of Courage, Berserk
Sif	1	3	1	Goddess of Skill, Berserk
Tyr	1	3	1	God of War & Law
Uller	2	3	2	God of Hunting
Vidar	1	4	1	God of Silence; Vidar's Boot
Fjalar	1	2	1	Dwarven Hero; +1 when defending
2 Valkyries	4	1	1	Warrior Maidens, Ride pegasus
10 Einheriar	1	3	1	Honored Heroes
3 Dwarves	1	2	1	Magic Weapons
3 Elves	1	1	2	Arrows

THE EVIL GIANTS

UNIT	Move	Strength	Range	NOTES
Loki	2	3	1	God of Mischief, Charm
Fenris Wolf	2	5	1	God; Great Wolf
Hel	10	4	1	Goddess of Death; Death Aura
Midgard Serpent	10	5	1	God; When Killed = Pool of Poison; Circles the world
Aegir	1	4	1	God of Storms & Sea; +1 in Sea terrain
Surtur	1	5	1	Lord of the Fire Giants, Berserk
Thrym	1	3	1	Lord of the Frost Giants, Berserk
6 Frost Giants	1	4	1	
7 Fire Giants	1	2	2	Arrows
6 Storm Giants	1	3	2	Lightning Bolts
7 Stone Giants	1	1	2	Throw Boulders
9 Undead Hordes	1	1	1	

TERMS

Strength- Value used for attack and defense.

Range- The distance in hexes an attack will reach. If greater than 1, it is considered a ranged attack.

Berserk- Nongod units adjacent to the god get +1 Strength.

Charm- Target adjacent unit cannot attack.

Heal- Adjacent units get +1 Strength when defending.

Death Aura- When activated (up to once per turn) All adjacent nonundead units receive a Strength =2 attack.
Aura of Light- All adjacent undead receive a Strength =1 attack.
Pool of Poison- The Midgard Serpent cannot be killed by a ranged attack. When killed all adjacent units receive a Strength =5 attack. The chit represents the Serpents head.
Song of Calm- When activated (up to once per turn) All adjacent units cannot attack.
Vidar's Boot- Target adjacent unit cannot move

TURN SEQUENCE

A "round" is when each player has had a turn.
THE FATES- Roll high on D6 to determine who goes first each round.
Players take turns. Each turn has 2 phases:

1. MOVEMENT PHASE
2. BATTLE PHASE

MOVEMENT PHASE

Each unit can move once per turn, a number of spaces up to it's Move score. Only one unit per hex. There is no stacking.

BATTLE PHASE

Each unit can make one attack per turn against a unit in it's attack range. For each attack roll a number of D6 equal to the attackers strength. Also roll a number of D6 equal to the defenders strength. If the Attacker's Strength Total is higher, the Defender is slain. Slain units are removed from play. Attacks are not combined.

THE MAP

Use a hex grid. Use counters to represent units. The giants are coming from the land of Jotunheim. They are invading Asgard. Terrain features of Asgard include forests, mountains, seas, and the strongholds of the Gods. The main holding will be Valhalla, the court of Odin.

SETUP

The Giant forces will be lined up on one side of the map. The forces of good will be clustered around Valhalla.
ODIN'S RULE (optional)
If Odin & the Midgard Serpent are ever adjacent, they will automatically destroy each other.

VICTORY CONDITIONS

Everybody dies.

RANGE WAR

INTRODUCTION

Wargame of the American West circa 1840-1900.

Players are rival Land Barons trying to gain complete control of the same territory.

VICTORY

Control all Settlements on the Board.

Players are eliminated if their Baron is killed.

MONEY & DICE

Six siders are needed.

Use Monopoly money.

MAPS, COUNTERS, & SETUP

First each player declares which Ranch they want to control.

There are 4 Ranches:

The OK Corral, The Lazy B, The Graham Ranch, and The Johnson Ranch.

There is a location counter for each ranch.

Each ranch has a location counter of a unique color.

Each player has a set of Control Markers of the same color as their Ranch.

Players will have to make a map.

Use a Hex map.

Designate 30 random spots on the map to be "Settlement Spaces".

Each player places their Ranch on a different Settlement space.

Ranches should be placed far apart.

For each remaining Settlement space draw one random Settlement counter.

Settlement counters are of a different color than the control markers.

Each player starts with a Baron Unit Counter and 2 Regulator Unit Counters.

These are located, stacked, on your Ranch

SETTLEMENT COUNTER LIST

Type:	Number	Base Revenue
Farms	10	10
Coal Mine	6	20
Gold Mine	4	30
Town	6	10
Trading Post	4	10

TURN SEQUENCE

Each Turn has 6 Phases:

1. Revenue Phase
2. Pay Phase
3. Recruit Phase
4. Build Phase
5. Raid Phase
6. Control Phase

REVENUE PHASE

Collect Revenue from each settlement you control.
Revenue is in 'Dollars'.
Ranches have a revenue of 20 Dollars per turn.

PAY PHASE

Pay each of your units 2 Dollars.
Discard unpaid units on a roll of 4+ on 1D6.
Baron units do not have to be paid.

RECRUIT PHASE

Draw N + 1 random Recruit counters from the Recruit File.
N = Number of Players.
Players bid on each these Counters separately with their Dollars.
Players bid secretly and then simultaneously reveal all their bids.
If you loose a bid you keep your money.
If you win, you pay your bid to the bank, and gain control of the Counter.
In case of a tie, no one wins, and the counter remains to be bid on again.
Only one player at a time can control a Governor Counter.
If a Governor Counter is drawn, discard all other Governor Counters.
Only one player at a time can control a Government Contracts (GC) Counter.
If a GC is drawn, discard all other GC's.

BUILD PHASE

In this phase you deploy Counters you just won in Recruit Phase.
Place Units on Trading Posts or Towns you Control.
At a cost of 10 Dollars you may automatically recruit a Regulator Unit.
A player can recruit a max of one Regulator per turn.
A player places a Cowboy unit on his Ranch.
Town Improvement Counters are placed on a Town you control.
A Town can only have one of each type of Improvement.
Trading Post Improvement Counters are placed on Posts you control.
A Post can only have one of each type of Improvement.
Farm Improvement Counters are placed on a Farm you control.
A Farm can only have one Improvement.
Mine Improvement Counters are placed on a Mine you control.
If you cannot deploy a unit you must discard it.
Place your control Markers under your units to show ownership.

COUNTER TYPES

G = Governor
C = Government Contract
T = Town Improvement
P = Trading Post Improvement
F = Farm Improvement
M = Mine Improvement
U = Units

RECRUIT PILE COUNTER LIST

Counter Name	#	Type	Rev	Shoot	Notes
Governor	8	G	1D6x10	-	
Govt Contracts	6	C	40	-	
Railway Station	4	T	10	-	
Saloon	4	T	10	-	
Bank	4	T	10	-	
Gambling Hall	4	T	10	-	

Trappers	2	P	10	-	
Horse Traders	2	P	10	-	
Cotton Mill	2	F	10	-	
Gin Mill	2	F	10	-	
Mother lode	2	M	10	-	
Cowboys	4	U	-	15	
Indian Braves	4	U	-	15	Red
Mexican Bandidos	4	U	-	15	Outlaws
Outlaw Gang	4	U	-	20	Outlaws
Lawmen Posse	4	U	-	15	Law
Lynch Mob	2	U	-	10	Law
Gunslinger	4	U	-	30	Outlaws
Local Sheriff	2	U	-	20	Law
Federal Marshall	2	U	-	30	Law
Confederate Rebels	2	U	-	25	South
Union Veterans	2	U	-	25	North
Texas Rangers	2	U	-	25	Law
Mountain Men	2	U	-	15	White

= Number of that Counter in pile.

RAID PHASE

Players bid to determine turn order for moving and attacking.

In case of ties roll high on 1D6.

Units can move up to 3 spaces.

There is no stacking Limit.

Red units cannot stack with White units.

Outlaws cannot stack with Law units.

North units will not stack with South units

When opposing units occupy the same space they will fight.

Each side adds up their Shoot Value.

The side with the highest Value gets the Fight Advantage.

In case of a tie roll high on 1D6.

Roll 1D6:

1-2 The side with the fight advantage loses one unit

3-5 The side without the fight advantage loses one unit

6 The side without the fight advantage retreats to an empty adjacent space

Keep rolling until one side is eliminated or retreats.

Baron Units are the last to be killed.

Baron units have a Shoot value of 30.

Regulator units have a Shoot value of 20.

CONTROL PHASE

Place a control marker counter on any settlement occupied by your units.

Remove any enemy markers first.

A settlement can only have one control marker on it.

RAVENLOFT QUEST

INTRODUCTION

Each player controls a party of Heroes traveling through The Northern Core of Ravenloft, the Demi-Plane of Dread.

DISCLAIMER

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This is merely a fan site.

THE BOARD

The Board is a track of 90 spaces.
The start & end spaces are Mist spaces.
The other spaces are Domain spaces.
There are 11 Domains.
Each Domain is 8 spaces long.

THE DOMAINS

Lamordia
Dementlieu
The Boglands
Forest of Shadows
The Jagged Coast
The Mistlands
Mountains of Mystery
The Vale of Tears
Falkovnia
Keening
Tepest

VICTORY

The first player whose party (pawn) reaches the end space wins.
You lose if all of your Heroes are killed.

PIECES

Each player's party is represented by a pawn of a unique color.

SETUP

Pawns start the game in the Start space.
Each player is dealt 5 Power cards.
The creepiest player goes first.

PARTY COMPOSITION

Each party starts with 6 Heroes.
Roll on the Hero table to determine each Heroes Identity:

HERO TABLE

1D12	Hero Type:	Fight	Holy	Magic	Scout	Notes:
1	Paladin	2	1	-	-	Darklords get +2 vs you
2	Priest	-	3	-	-	
3	Cleric	1	1	-	-	+1 vs Undead
4	Monk	1	1	-	1	
5	Knight	3	-	-	-	
6	Wizard	-	-	3	-	
7	Illusionist	-	-	1	1	+1 vs Men
8	Bard	-	1	1	1	
9	Ranger	1	-	-	1	+1 vs Locations
10	Elf	1	-	1	1	
11	Thief	1	-	-	2	
12	Druid	-	1	-	1	+1 vs Locations
13	Avenger	3	-	-	-	
14	Gypsy	-	-	-	3	
15	Arcanist	-	-	1	2	-
16	Elementalist	1	-	2	-	
17	Anchorite	1	2	-	-	
18+	Reroll					

TURN SEQUENCE

Players take turns.
Each turn has 4 phases:
Aid Phase
Travel Phase
Encounter Phase
Resolution Phase

AID PHASE

Draw 1 card from the power deck.
Max hand size is 7 cards.
Discard excess cards.
If the deck runs out, shuffle the discard & draw from it.

TRAVEL PHASE

Roll 1D6 and move that many spaces forward.

ENCOUNTER PHASE

Every Domain has an encounter Table.
Roll once on the Encounter Table of the Domain your party is in.
This is the Encounter roll.

RESOLUTION PHASE

Resolve the randomly determined encounter.
Every encounter requires a challenge roll.
There are 4 types of Challenge rolls:
Fight, Holy, Magic, and Scout.
Each Encounter has a Difficulty level from 1 to 3.
(Note each hero also has a level in each type or trait)

Roll 1D6 for the Encounter & add the Difficulty Level.
This is the Challenge Total.
Roll 1D6 and add the levels of your Heroes in the indicated trait.
This is the Hero Total.
Players may play Power cards to modify the Totals.
If the Hero Total is equal or greater than the Challenge Total, the Heroes win.
Winning Heroes draw 1 card, and may move next turn.
If the party loses, one of two things will happen depending on the
Challenge description: 1 random party member is killed, or
The party may not move next turn.
In the case of Quest challenges, if the party wins, they move forward
1d6 spaces, if they loose they must move back to the first space of the Domain.

DOMAIN NOTATION

D = Darklord Encounter
E = Event Encounter
C = Creature Encounter
M = Magic Test
F = Fight Test
H = Holy Test
S = Scout Test
L = Lose 1 Hero
X = Miss next move

DOMAIN LISTING

Lamordia - Renaissance

1D10	Encounter:	Type	Test	Fail	Notes
1	Fight Adam the Flesh Golem	D	M2	L	Undead
2	Blizzard	E	M2	X	Location
3	Isle of Agony	E	S1	X	Location
4	Investigate Dr. Victor Mordenheim	E	H1	X	Men
5	Deformed Beasts	C	F1	L	
6	Chased by Angry Mob	C	H2	X	Men
7	Flesh Golems	C	F1	L	Undead
8	Chase Adam	D	S3	X	Undead
9	Experimental Surgery	E	M1	L	Men
10	Hope for Redemption	Q	H3	Q	Men

Dementlieu - Renaissance

1D10	Encounter:	Type	Test	Fail	Notes
1	Dominic d'Honaire the Mesmerist		D	H3	X Men
2	Pistol Duel	C	F1	L	Men
3	Locked up in Sanatorium		E	S1	X Men
4	Coastal Sea Spawn	C	F1	L	
5	Gentry Intrigue	E	M1	X	Men
6	Romantic Entanglement	E	H2	X	
7	Low Class Rogues	C	S1	L	Men
8	Decadence	E	H1	X	Men
9	Plots within Plots	D	M1	X	Men
10	Thwart Insidious Plot	Q	S3	Q	Men

The Boglands - Necropolis - Chivalric

1D6	Encounter:	Type	Test	Fail	Notes
1	Glennis the Green Hag	D	F2	L	
2	Expose Plot for Revenge		Q	M2	Q
3	Poisonous Creatures	C	F1	L	
4	The Great Salt Swamp	E	S2	X	Location
5	Stagnus Lake	E	S2	X	Location
6	Help Refugees	Q	H1	Q	

The Forest of Shadows - Necropolis - Chivalric

1D10	Encounter:	Type	Test	Fail	Notes
1	Death (The Grim Reaper)		D	H3	L Undead
2	Armies of the Dead	C	F2	L	Undead
3	Ruins of Castle Avernus		Q	F3	Q Location

4	Werewolves	C	F2	L	
5	Stone Circle	E	H2	X	Location
6	Giant Spiders	C	F1	L	
7	Doomsday Device	E	M3	L	
8	Unholy Order of the Grave	C	H2	L	Undead
9	Zombies	C	H1	L	Undead
10	Halfling Wererat Thieves	C	F2	L	
The Jagged Coast - Necropolis - Dark Ages					
1D6	Encounter:	Type	Test	Fail	Notes
1	Damon Skragg the Ghoul Lord	C	H1	L	Undead
2	Look for Treasure Caches	Q	S3	Q	Location
3	Smugglers	C	F1	L	Men
4	Strange Whirlpool	E	M2	X	Location
5	Underwater Dwellers	C	F2	L	
6	Ghast Pirates	C	F2	L	Undead
The Mistlands - Necropolis - Dark Ages					
1D8	Encounter:	Type	Test	Fail	Notes
1	Elf Ghost Mistwalker	D	M2	L	Undead
2	The Church of Ezra	E	H1	X	Men
3	Sinkholes of Silence	E	M1	X	Location
4	Pockets of Mist	E	S2	X	Location
5	Goblins	C	F1	L	
6	Dark Elves	C	F2	L	
7	Find Mysterious Tower	Q	S3	Q	Location
8	Obsession	E	H2	X	
The Mountains of Misery - Necropolis - Dark Ages					
1D10	Encounter:	Type	Test	Fail	Notes
1	Silvertruss the Dwarf Vampire	D	H2	L	Undead
2	Dark Elves	C	F2	L	
3	Broken Ones	C	F2	L	
4	Darklings	C	F1	L	
5	Tremors	E	S1	X	Location
6	Volcanic Activity	E	S2	X	Location
7	Jagged Foothills	E	S1	X	Location
8	Goblins	C	F1	L	
9	Aid Gnome Miners	Q	M	X	
10	Karganate Secret Society	C	H2	L	Men
The Vale of Tears - Necropolis - Dark Ages					
1D6	Encounter:	Type	Test	Fail	Notes
1	Yako the Vassalich	D	H2	L	Undead
2	Lycanthropes	C	F2	L	Undead
3	Flooding	E	M1	X	Location
4	Maggot Golem	C	F2	L	
5	Giant Flesh Golems	C	F2	L	
6	Protect the Halfling Village	Q	S2	Q	
Falkovnia - Medieval					
1D12	Encounter:	Type	Test	Fail	Notes
1	Vlad Drakov the Impaler	D	H3	L	Men
2	Dead Forest	E	S1	X	Location
3	Executions	E	M2	L	Men
4	Beggars	C	F1	X	Men
5	Torture	E	S2	X	Men
6	Ruthless Soldiers	C	F2	X	Men
7	Militia Brutality	C	F1	X	Men
8	Military Tribunal	E	H2	X	Men
9	Impalements	E	M2	L	Men
10	Border Patrols	C	F2	L	Men
11	Help Rebels	Q	S3	Q	Men
12	Defend the Innocent	Q	F3	Q	Men
Keening - Ruins					
1D6	Encounter:	Type	Test	Fail	Notes
1	Tristessa the Banshee	D	H3	L	Undead
2	Zombies	C	F2	L	Undead
3	Mount Lament	E	S2	X	Location
4	Wall of Wind	E	M2	X	
5	Faerie Fire	E	M1	X	

6	Darkness	E	M1	X	
Tepest - Early Medieval					
1D12	Encounter:	Type	Test	Fail	Notes
1	Laveeda the Annis	D	M2	L	
2	Leticia the Sea Hag	D	H3	L	
3	Lorinda the Greenhag	D	S1	L	
4	Goblins (Little Beasties)	C	F1	L	Men
5	The Shadow Rift	E	S2	X	
6	Superstitious Witch Hunt	E	H2	L	
7	Blackroot the Evil Treant	C	F2	L	
8	Violent Storm	E	F3	X	Location
9	Terrible Curse	E	M1	X	
10	Force Cage & Mindblank	E	M2	X	
11	Rescue Children	Q	S3	Q	
12	Prove Innocence	Q	H3	Q	

POWER CARD LIST NOTATION

A = Aid: Use to increase your chances of winning an Encounter.

F = Foe: Use against opposing player to make their Encounter tougher

X = Special

POWER CARD LIST

Card Name	Type	Notes:
Matchlock pistol	A	Fight +2
Rapier	A	Fight +2
Fear	F	Creature gets +1
Revulsion	F	Creature or Darklord gets +1
Horror	F	Creature gets +2
Madness	F	Creature or Darklord gets +2
Closed Border	F	Darklord gets +3
Holy Water	A	+2 vs undead
Turn Undead	A	+2 vs undead
Find Weakness	A	+2 vs Darklord
Know Vulnerabilities	A	+1 vs Creature or Darklord
Holy Symbol	A	+2 vs undead
Holy Word	A	+2 vs Holy Encounter (Needs Holy Hero)
Good Secret Society	A	+1 vs any Encounter
Vistani Gypsies	X	Opponent must discard 3 random cards
Carnival	X	Opponent misses his next turn
The Fraternity of Shadows	X	Draw 3 cards
Dark Secrets	X	Cause Encounter Roll to be rerolled
Split up	F	Event Encounter gets +2
Something Sinister	F	Any Encounter gets +1
Macabre & Supernatural	F	Magic Encounter gets +2
Sinkhole of Evil	F	Undead gets +2
Corruption	F	Holy Test gets +2
Terror	F	Fight Test gets +2
Faith Magic	A	+2 vs Holy Encounter (Needs Holy Hero)
Healing Herbs	X	Put killed Hero back in play (Needs Scout Hero)
Resurrection	X	Put killed Hero back in play (Needs Holy Hero)
Reincarnation	X	Put killed Hero back in play (Needs Magic Hero)
Summoning	A	Magic +2 (Need Magic Hero)
Enchantment	F	Magic Test gets +2
Divination	X	Look at next 7 cards in deck
Necromancy	A	Holy +2 (Need Magic Hero)
Smite	A	Fight +2 (Need Fight Hero)
Stealth	A	Scout +2 (Need Scout Hero)
Backstab	A	Fight +2 (Need Scout Hero)
Courage	A	Holy +2 (Need Fight Hero)
Find Companion	X	Gain 1 Random Hero
Henchman	X	Gain 1 Random Hero
Magic Potion	A	+1 to any Encounter

Magic Ring

A

+1 to any Encounter

LINKS

[Secrets of the Kargatane](#)

[Mordent Cartographic Society](#)

[The Lonesome Road](#)

[Campaign Summary](#)

[Ravenloft II](#)

[3rd Edition](#)

[The Darksite](#)

GAME DESIGNERS NOTES

I have a copy of the 2nd Edition Ravenloft Book.

These are only the Northern Core.

I would like to do all the other Domains as well.

READY AIM FIRE

By "Ian Milnes"

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INTRODUCTION

Two player Card game depicting Napoleonic era warfare.

THE DECKS

There are 3 decks:

The Battalion decks cards as noted in the list.

The Tactics deck.

The Commander Deck as noted.

The Tactics deck has 1 of each card in the list, and 2 of each Terrain card

SETUP

Optional Thoth setup:

Deal 13 (Thoth deals automatically, open the external hand window) cards and place in starting positions as noted below.

Guard and Heavy Cavalry cards can be discarded and alternate cards drawn.

Any cards that cannot be used are discarded.

Reshuffle the deck and draw 5 cards.

Commence play.

Each player chooses a Battalion deck.

Each player forms a line of 5 stacks of cards, starting maximum as noted.

The opposing lines face each other.

These stacks are called:

Stack:	Start Max	Card Limit	Game Max Card Limit
Left Flank	2	5	
Left Centre	3	6	
Centre	3	6	
Right Centre	3	6	
Right Flank	2	5	

Place Battalion cards up to the starting maximum card limit face down in each stack.

Line Infantry and Artillery may be placed in Centre stacks.

Cavalry, Light Infantry and Horse Artillery may be placed in any stacks.

Shuffle the appropriate Commander Deck, deal yourself 6 cards, and add them to your Reserve deck.

Shuffle your Reserve Deck, and deal yourself a hand of 5 cards.

Once both players have completed above, turn cards in your stacks face up.

They will remain face up for the first turn only.

After the first turn, all cards are played face down, representing the "Fog of War".

VICTORY CONDITIONS

The first player to be routed from 3 of his 5 forward positions loses.

Or (Optional) The Army Morale point is reached.

TURN SEQUENCE

Players take turns.

Each turn has 6 phases:

Draw Phase

- Terrain Phase
- 3. Reinforce Phase
- 4. Attack Phase
- 5. Morale Phase
- 6. Discard and Redraw Phase

DRAW PHASE

Thoth - Draw 2 Cards from either your Reserve Deck or the Tactics Deck or a combination of the two.
 Draw 2 cards from your Reserve Deck.
 If the deck runs out, shuffle the discard and draw from it.
 The maximum hand size is 7. Cards in your hand over the maximum do not have to be discarded until the Discard/Redraw Phase.

TERRAIN PHASE

You may play a Terrain card onto an appropriate stack.
 Terrain cards remain in effect for the entire game

REINFORCE PHASE

You may move any or all battalions from your hand to any of your stacks.
 All reinforcements from your hand go to the bottom of the stack they reinforce.
 Prior to the above, you may reorganise one stack, and move one card from a stack to an adjacent stack.
 You may move any card in a stack (You are not limited to the top one)

ATTACK PHASE

You may make up to 3 attacks per turn.(or, each stack attacks, with one extra attack from any stack except the reserve)
 Your battalions are the attackers.
 Your opponent's battalions are the defenders.
 To attack, flip the top card of one of your stacks face up.
 Your opponent flips the card in his line opposite to it over.
 Both players roll one die. These are called the Attack rolls.
 Add troop modifier to die roll and compare the difference between the 2 rolls.
 Apply the result as follows:
 (Attacker to Defender)

Difference:	Result:
+4 or greater	Defender eliminated, morale check for other battalions in stack
+3	Defender eliminated, morale check for other battalions in stack. EXCEPT Austrian Line & 2nd Rate, and Prussian 2nd Rate Rout
+2	Defender Routs
+1	Defender Shaken
0	Both Battalion cards take immediate morale check. Battalion Shaken if test failed
-1	Attacker Shaken
-2	Attacker Routs
-3	Attacker eliminated, morale check for other battalions in stack. EXCEPT Austrian Line & 2nd Rate, and Prussian 2nd Rate Rout
-4 or worse	Attacker eliminated, morale check for other battalions in stack

NOTES

Card eliminated - remove card from play Thoth - place Morale Check above stack.
 Card Routs - place card in discard pile
 Card Shaken - turn card through 900 Card now fights with -1 modifier
 Thoth - add Shaken marker to card.

SUPPORT

One battalion in the same stack as the attacker/defender can provide support to the battling card. Add +1 to the respective die roll. If the supported card is eliminated, the supporter routs. If the supported card is routed, the supporter is shaken. A Shaken card cannot offer support.

INFANTRY VS CAVALRY

Infantry cannot attack cavalry. Both cards are placed at the bottom of their stacks, and the attack counts against the number of attacks that turn.

FORMING SQUARE

When cavalry attack infantry, before the combat is resolved, the infantry must attempt to form square. This is accomplished by the infantry rolling less than their morale value (e.g. for a line infantry card to form square, it must roll a 7 or less.). If the infantry form square, they fight the combat at +3. If they fail to form square, the cavalry fight the combat at +3.

The cavalry have a chance to abort the attack if the infantry form square by rolling less than their morale value (e.g. for a Lt. Cav Regiment to abort an attack on a square, it must roll a 7 or less). If this roll is achieved, they can "ride around" the square and not attack it. This counts against the number of attacks that can be made that turn. If the cavalry fail this roll, they must attack the square.

CAVALRY

Cavalry are considered Blown following an attack, or after defence against opposing Cavalry. Place a Blown marker on the card (Thoth). The Blown status remains until removed by a successful Morale Check. The first opportunity for a Morale Check to remove Blown status is the Morale Phase in your next turn, i.e. not your current turn

ARTILLERY

Infantry and Cavalry cannot use any positive modifiers in combat with artillery batteries. This includes Terrain modifiers and Tactic cards EXCEPT when flanking, or defending a hill (+1 for "reverse slope") Artillery cannot be eliminated, routed, or shaken when ATTACKING Infantry and Cavalry, ie, ignore all -ve combat results.

HORSE ARTILLERY

As artillery EXCEPT attacking Lt Cav, Lancer, and 2nd Rate Cav can use positive combat modifiers against Horse Artillery.

LIGHT INFANTRY

Light Infantry ignore Terrain modifiers for Hills, Woods, and River.

NOTES

Destroyed battalions are removed from play.
Surviving battalions are placed face down on the bottom of their stack.
Tactics cards that modify the Attack roll are played before the roll is made.
Tactics cards are discarded immediately when played (to the discard pile).

FLANK ATTACKS

If you destroy all the cards in one of your opponents stacks, the battalions in your stack facing the empty stack get to flank attack the enemy stacks adjacent to the empty stack.

Battalions making Flank attacks are +2 to their Attack roll and may attack the enemy reserve stack.

Cavalry battalions making Flank attacks are +3 to their Attack roll and may attack any enemy stack.

Artillery cards do not gain the +2 bonus, although they may Flank Attack.

MORALE PHASE

(Simultaneous)

Every time you destroy an opposing battalion all other Battalion cards in the stack must take a morale check by rolling 2D6.

Normal moral is 8 plus any Battalion card modifier, e.g. the Guard have a moral value of 10, while Second Rate units have a moral value of 7. To pass a moral check, the player must roll the units moral value or less. Any card that routs is placed in the Discard Pile. Any card that routs as a consequence of a failed moral check results in a further +1 to the moral check of any remaining cards in the stack who have yet to test. This modifier is cumulative.

Morale checks are done in stack order, ie top card first, then next down, etc, etc.

If the Guard are eliminated, any adjacent stack (in addition to the normal moral check for the elimination of a unit), must take a moral check. If the Guard are routed, the stack from which they routed must take a moral check.

Shaken cards can be "revived" by a successful morale check

(turn them back through 900). All shaken cards can test in this phase.

Optional: a Shaken card can only be "revived" in the presence of a Commander card.

DISCARD AND REDRAW PHASE

One card in the players hand can be discarded.

The Players hand is then either made back up to 7 cards by drawing from the deck, or reduced to 7 by discarding cards.

BATTALION CARD LIST

Troop Type (Value):	France	Britain	Austria	Prussia	Russia	
Guard (+2)	1	2	-	1	1	
Elite (+1)	3	3	4	3	3	
Line	9	9	8	6	7	
Light	3	3	3	3	3	
Second Rate (-1)	2	3	3	6	3	
Heavy Cavalry (+2)	1	1	1	1	1	
Dragoon (+1)	1	1	1	1	1	
Light Cavalry	2	2	2	1	1	
Second Rate Cav (-1)	-	1	-	1	1	
Lancer (+1 vs Infantry)		1	-	1	1	1
Artillery	4	2	4	3	5	
Horse Artillery	1	1	1	1	1	

Note: Austrian and Prussian Second Rate need a result of +4 or greater to be killed; Austrian Line need a result of +4 or greater to be killed.

COMMANDER CARD LIST

There are 11 commanders available to each army as follows:

(Att/Def)

Value	French	British	Austria	Prus.	Russian
0/1	1	0	2	1	1

1/0	1	1	2	1	2
1/1	4	4	3	5	3
1/2	1	4	3	3	2
1/3	0	1	0	0	0
2/1	3	1	1	1	3
2/2	1	0	0	0	0

The 11 cards are shuffled and 6 drawn for the commanders of the army at that particular battle. The player assigns his Army Commander and Divisional Generals, or you can live dangerously and do it randomly.

DIVISIONAL GENERALS

Each General is assigned 2 numbers relating to attacking phase or defending phase. These numbers relate to the number of re-rolls the general can make in the corresponding combat or morale phases. E.g. a general with a value of 2/1 can make 2 combat re-rolls, or 1 combat and 1 morale re-roll, or 2 morale re-rolls on his players turn, and 1 re-roll either in the combat or morale phase during his opponents turn. These re-rolls can be made for any card in the stack the general is placed.

Generals are always played face up, and to the side of the stack they relate to. Each re-roll made endangers the general. If he makes one re-roll, he is eliminated on a die roll of 6, two re-rolls, he is eliminated on a roll of 5-6, 3 re-rolls 4-6 and so on. This roll is made after each re-roll in either the combat or morale phase. If the general is the only card in a stack, he is eliminated automatically if attacked. If the Divisional General is killed, the stack he is with takes a morale check.

ARMY COMMANDER

The Army Commander is placed behind the front stacks. He has 2 numbers assigned like the Divisional General, but uses them in the morale phase only after all re-rolls have been completed by the Divisional Generals. He doesn't have to roll to see if he is killed as a consequence of these rolls.

The Army Commander can take over a stack if the Divisional General is killed. He is then subject to all the rules pertaining to Divisional Generals.

The Army Commander moves onto a stack in the reinforcement phase.

This move does not count against the number of reinforcements the player may make.

If the Army Commander is killed, the entire army takes a morale check against their moral -1. Any cards in the front line that fail, are eliminated (they quit the battlefield) rather than go to the reserve stack.

Any further morale checks for the remainder of the battle are checked against the card morale -1.

TACTICS CARD LIST

Card Name	Effect:
Square Formation	Line Infantry automatically form square
Second Volley	Defending Infantry battalion rolls 2 dice and picks best
Fire at Will	Get 1 extra attack
Sabers & Pistols	Attacking Cavalry battalion gets 1 extra attack
Rapid Deployment	Draw 1 extra card.
Forced March	Draw 1 extra card, OR retrieve 1 Infantry card from Discard pile.
Infantry Charge	Attacking Line Infantry get +2 to their attack roll.
Socket Bayonets	Line Infantry get +1 to their attack roll.
Counter Attack	Defending Cavalry get +2 to their attack roll.
Broken Square	Infantry defending against Cav automatically fail to form square.
Limber	Draw 1 extra card, OR retrieve 1 Artillery card from Discard pile.
Grape Shot	Defending Art get +2 to attack roll (Cannot be used against Art).
Canister Shot	Art get +1 to their attack roll (Cannot be used against Art).

Cannon Ball	Attacking Artillery get +2 to their attack roll.
Fusillade	Infantry battalion gets 1 extra attack
Sniper	Cause a stack to make a morale check in its Morale phase.
Column	Get +1 Reinforcement move.
Overrun	Morale check at +1.
Take Prisoners	Routing battalion is eliminated.
Fighting Withdrawal	Defender gets +1 to attack roll.
Difficult Terrain	Opponent gets one less attack this turn.
Enfilade fire	Get +1 to attack roll.
Indirect fire	Attacking art get 1 extra attack vs next card down in opposition stack
Confusion	Opponent draws no cards this turn.
Advance	Get +1 attack this turn.
Scouts	Look at opponent's hand
Rifles	Light Infantry get +1 to their combat roll.
Probe	Get 1 extra attack with any Light Infantry in any of your stacks.
Rearguard Action	Draw 2 extra cards.
Cavalry Reform	Draw 1 extra card, OR retrieve 1 Cav card from the discard pile
Woods (x2)	+1 to defending infantry
Cavalry cannot attack	Infantry in woods
Reduce Stack limit by 1	
Can only affect 1 card in stack	
Remains in play	
Hills (x2)	+1 to defending card (including vs artillery)
+1 to attacking artillery	
Remains in play	
Redoubt (x2)	+1 to defending Infantry only
Cavalry cannot attack	redoubt
Can only be used by 1 card in stack	
Can be played on a hill (modifiers can be combined)	
Stack limit reduced by 1	
Remains in play	
River (x2)	+1 to all defenders EXCEPT vs attacking artillery
River affects either flank and next stack in (eg River is played against right flank and right centre)	
Remains in play	
Bridge (x2)	Negates effect of river for 1 attacking Infantry or Cavalry card.
Remains in play	

OPTIONAL - ARMY BREAKPOINT

Each card has a Breakpoint value of 2 plus any card modifier, i.e.:

Guard	4
Elite	3
Line	2
Light	2
Second Rate	1
Heavy Cav	4
Dragoon	3
Lt. Cav	2
Lancer	2
Second Rate Cav	1
Artillery Battery	2

When a card is eliminated, note down its Breakpoint value.

When an Army passes its National Breakpoint value, it is defeated, and the opposition wins the battle. Cards in the discard pile count towards this value until they are removed from the discard pile by either the discards being shuffled when the Reserve Deck runs out, or by an individual card being removed from the discard pile as a consequence of a Tactic card.

National Break Point Values:

Nationality	Army Breakpoint
France	31
Great Britain	31

Austria	30
Prussia	29
Russia	30

(the above Breakpoint value is the total Breakpoint value of the Battalion cards times 50% This can be adjusted as required)

ATTACKING EMPTY STACKS

If an empty stack is attacked, the attacker has the option to either flank attack the adjacent stack, or to force his opponent to eliminate a Battalion card in his discard pile (opponents choice).

CARDSET

Click [here](#) to download cardset.

READY FENCE

INTRODUCTION

Card game for 2 players.
Simulation of a Fencing Match.

VICTORY

The first player to score 5 (or 15) points wins the bout.

THE DECK

Players share a common deck.

SETUP

Choose whether the match is to 5 or 15 points.
Choose which of the 3 weapons both Fencers will be using:
Foil, Epee, or Sabre.
Each player starts with a hand of 2 cards.
Flip a coin to see who goes first.

TURN SEQUENCE

Players take turns (Right of Way).
Each turn has 3 phases:
1. Draw Phase
2. Attack Phase
3. Defense Phase

DRAW PHASE

The current player draws the top X cards from the deck.
Foil Bout X = 2 (Midway between Epee & Sabre)
Epee Bout X = 1 (Cautious Match)
Sabre Bout X = 3 (Animated Match)
If the deck runs out, shuffle the discard & draw from it.

ATTACK PHASE

The current player may make one Attack if able.
To make an Attack, the current player must play an
Attack card plus the indicated number of Movement cards.
Instead of Attacking the current player may discard a Feint card to make his
Opponent discard 3 random cards.

DEFENSE

The defender may defend if attacked.
To defend, the defending player must play a

Defend card plus the indicated number of Movement cards.
 If the current player attacked, and the defender did not Defend, the attacker scores a hit (touch) and earns 1 point.
 Max hand size is 7 cards.
 The current player discards excess cards at the end of his turn.

CARD LIST NOTATION

A = Attack Card
 D = Defense Card
 M = Movement Card
 X = Special Card
 F = Move Forward Card
 B = Move Back Card

CARD LIST

Card Name:	#	Type	Cards required to Play (Notes):
Move Forward	20	M	-
Move Back	20	M	-
Deflection	4	D	1 B (Guard Parry)
Block	2	D	2 B (Beat Parry)
Retreat	2	D	3 B
Feint	2	X	(See Attack Phase)
Thrust	4	A	1 F (or Cut)
Lunge	2	A	2 F
Fleche	2	A	3 F (Running Attack)
Riposte	2	A	1 F + 1 B (Counter Attack)
Flick	2	X	(Negate Defense card (Whip))
Tactics	2	X	(Discard to draw 2 cards)
Ability	6	X	(See Fencers Rules below)

FENCERS

Each Fencer gets an agreed upon number of Special Abilities:

1D6	Ability:	Notes:
1	Athletic	Use Ability cards as B or F cards
2	Finesse	Use Ability cards as Riposte cards
3	Experienced	Use Ability cards as Tactics cards
4	Aggressive	Use Ability cards as Lunge cards
5	Tricky	Use Ability cards as Feint cards
6	Cautious	Use Ability cards as Block cards

LINKS

Fencing.net
[Fencing FAQ](#)

REAL TIME CARNAGE

INTRODUCTION

By Matthew McCullough and Ross Heintzkill.

The game is called Real-Time Role-Playing Game (RTRPG).

It is a system that can be used for any shoot-em-up game, like UT or BF or CS or what have you.

It is played on graph paper, and requires two six-sided dice.

Okay, so you start out by sketching whatever environment you like on the graph paper. What's really fun is playing it at a friend's house and then drawing the house and playing there.

It doesn't have to be too detailed a drawing, but you should put in furniture and doors and poles and what have you.

Then each player picks their weapons.

You arbitrarily pick a point count, and each player gets that many points to spend on weapons.

Now, I have a system set up for counting points that's not perfect, but it'll do.

Each weapon has Damage, ToHit, Refire, Range, Clip and Use stats. More on this later.

The objective of the game is to blow the bajesus out of your enemies.

You take turns moving and shooting. Each turn, you get two actions.

Actions are usually either moving, shooting, aiming or reloading.

Each of these usually cost one action.

Move: Depending on the size of the arena chosen, usually you can move 5 squares.

Running allows you to move twice that, but you get -2 penalty to firing a weapon.

Shoot: Depending on the weapon, a Shoot action fires a certain amount of shots at a target.

If you hit a target, roll for damage.

Note that if you have less bullets in your clip than you are allowed to fire per Shoot action, that sucks for you.

You can't Reload for free to get the rest of your money's worth.

Now, you generally roll 2d6 to fire a weapon, and it takes a 7 or greater to hit.

Since there are all sorts of interesting things to do with an environment, most conditions won't be listed here.

The rule of thumb is that a favorable condition is +1 ToHit and an unfavorable condition is -1 ToHit. Cover of varying degrees prevents damage: if a person is completely behind a wall, no dice.

If a person is half behind a wall, the limbs of that half of the body can be hit.

If a person is standing at a waist-high wall, their torso, arms and head can be hit.

A damage roll indicating a leg hit is no good.

Aim: The Aim action gives you a +2 bonus to firing a weapon (1 shot, the recoil makes your aim go bad).

Reload: Once you run out of bullets, you gotta switch guns or reload.

That's it. Each player is considered to have infinite ammo.

Or you can play with limited amounts, it doesn't matter.

If you're using two weapons, you must reload both of them to continue to use both.

Damage: When you damage an enemy, roll a d6.

- 1 Left Leg
- 2 Right Leg
- 3 Left Arm
- 4 Right Arm
- 5 Torso
- 6 Head

A leg shot decreases your speed to half, rounded down.

Both legs hit decreases your speed to 1 square per move action.

One arm hit gives you a -4 penalty when using a weapon that requires both hands, and you can't use a one-handed weapon in that hand.

Both arms hit means you're powerless, and out of the game (with your life, at least).

All limbs shot means it's too painful to move, and you're out of the game (with your life, at least, but crippled completely).

If you get hit in the torso twice, you die.

If you get hit in the head once, you die.

Now, range is generally:

Short (10 squares or less), Medium (20-11 squares), or Long (40-21 squares).

When using a weapon at ranges greater than intended, it's a -2 penalty at one range increment too many, and a -4 penalty at two range increments too many.

When using a weapon at ranges lesser than intended, if the weapon is Cumbersome, it's a -2 penalty at one range increment too little and a -4 penalty at two range increments too little.

Weapons:

Generally, the worst weapon in the game has no Damage or ToHit bonuses, Short range, a low clip, a normal refire rate, and no Use statistics.

The Damage bonuses/penalties are obvious.

They change your roll for damage.

Now, a damage penalty of -2 means you can't actually kill a person with the gun, but you can knock them out of the running by hitting all four limbs.

Note that roll totals above 6 still count as 6.

ToHit bonuses/penalties are also obvious.

They change your roll when attempting to hit someone.

So a roll of 6 with a +1 ToHit bonus gives you 7.

Refire is basically how many shots you can fire with a Shoot action.

You roll ToHit (and damage for hits) that many times.

Range is the distance a weapon is best used at.

Clip is the amount of bullets that the gun can fire before you need to reload.

Use is a special category. There a certain Use effects.

Refire Penalty: When using this weapon, there is a subsequent (and stacking) -2 penalty ToHit for

each additional shot fired by the weapon.

This means that the first shot fired has no penalty, the next shot has a -2 penalty and the

third shot has a -4 penalty.

Cumbersome: See Shoot. This normally applies to rifles and such.

Double: You can use two of these, one in each hand.

This normally applies to pistols, and can be mix-and-matched (1 Uzi and 1 Pistol).

Slow Reload: This weapon takes longer to fire than just a slap-in-the-clip action.

It takes two actions to reload this weapon.

Well I think that's it, but if you uncover all the gory rules you get a pretty simple shoot-em-up game.

I've enclosed the stats for a few modern weapons.

Realize that I didn't go to the trouble to label various types of each weapons (M-16, Desert Eagle).

The differences in those weapons are slight.

Name (Damage, ToHit, Refire, Clip, Range, Use, Cost)

Pistol (0, 0, 1, 10, S, Double, 320)

Uzi (0, -1, 5, 20, S, Double & Refire Penalty, 640)

Rifle (+1, +1, 1, 10, L, Cumbersome, 470)

Machine Gun (+1, 0, 5, 20, M, Cumbersome & Refire Penalty, 1500)

Sniper Rifle (+2, +1, 1, 1, L, Cumbersome & Slow Reload, 510)

Shotgun (0, +2, 1, 5, M, Cumbersome, 295)

Sawed-Off Shotgun (-1, +3, 1, 5, S, Double, 330)

Here is the "calculator" I used to come up with the prices.

Start at 100.

Add or subtract (accordingly) 100 for damage bonuses/penalties.

Add or subtract 50 for to hit bonuses/penalties.

Multiply this by the refire.

Multiply this by 1.2 for short range, 1.4 for medium range and 1.6 for long range.

Add 10 for each bullet in the clip minus the refire (for the Machine Gun, you'd add 150).

Subtract 25 for Refire Penalty, Cumbersome of Slow Reload.

Multiply by 1.5 for Double.

Round the number to the nearest tenth.

REBEL SPACE

INTRODUCTION

Sci-Fi Card Game. Two Players.

CARDS

The Rebel and Imperial players have their own unique decks of 65 cards.

OBJECT

Reduce your opponents deck to 0 cards.

SETUP

Each player draws 5 cards from their own deck.

TURN SEQUENCE

Players take turns.

The Rebel player goes first.

Each turn has 5 phases:

Draw Phase

Activation Phase

Attack Phase

Deploy Phase

End Phase

DRAW PHASE

Draw 1 or 2 cards from your deck.

If you have no cards left in your deck, you lose.

ACTIVATION PHASE

Move all your units in your Inactive Zone into your Active Zone.

ATTACK PHASE

Declare whether or not you are attacking.

If you are not attacking skip this phase.

You may attack with some or all of your units.

Units include Heroes, ground units, and space units.

Units may be combined into battle groups.

Battle groups contain one or more units.

Battle groups are of 2 kinds: Ground groups, and Space groups.

A ground battle group may consist of ground units and heroes.

A space battle group consists of space units and (pilot/captain) heroes.

Some space units are fighters, others are ships.

For each Fighter one Pilot hero may also attack in the same space battle group.

For each Ship one Captain hero may also attack in the same space battle group.

Items and companions are attached to heroes.

Active defender units may block attacking units. Inactive units cannot block. The above rules also apply to how the defender can form defending battle groups. The defending player may let attackers through, or block attacking battle groups. Only ground units can block ground units. Only space units can block space units. The exception: The rebel ion cannon and shields are ground units that affect attacking ships. Attacking unblocked units do damage equal to the damage ratings of the attacking cards. For each point of damage that gets through, one card from the top of the defenders deck is discarded. If blocked, compare the battle value of the attacking group and the defending group that blocked it. The battle values are the ground ratings in a ground attack, or space ratings in a space attack. The side with the lowest battle value is destroyed and discarded. The winning side always keeps at least one surviving unit but loses extra units with a combined value = or > than the battle value of the losing side. The loser picks which of the winners units are destroyed. Heroes must be picked last. For example: An attacking ground rebel group has the Princess (3), two soldiers (1,1), a cycle (2), and a speeder (3). The defending imperial group is a Battle-Walker (4). The Walker is destroyed. The Imperial player chooses whether the rebel loses a speeder and a soldier, or the cycle and both soldiers. Attacking cards are inactivated. If unblocked, attacking units, instead of doing damage to the deck, may target an opposing unit in play, which must block. Space units can only target space units. Ground units may target ground units, or heroes.

DEPLOY PHASE

You may deploy 3 points worth of cards. Notice that all units have a cost of 1 to 3 points. Points cannot be saved from turn to turn. Deployed units are placed face up on the table in front of the controlling player. Units are placed into the player's Inactive Zone. Items and companions when deployed must be attached to a hero. Units stay in play until destroyed in battle or by some card action.

END PHASE

If you have more than 12 cards in your hand, discard the excess cards. Convert and Treason cards are played in end phase. Shuttle and Cybernetic cards are played in end phase. Recruit and Medi-bot cards are played in end phase. Saboteur and Spy cards are played in end phase. Surprise attack, Multiple targets, and Trap cards are played in attack phase.

PSION CARDS

Psion cards are played during battles to increase battle or damage ratings. They are attached to heroes with the Psionic attribute. They are discarded at the end of the battle.

REBEL CARD LIST

Card Name	Type	#	Grnd	Space	Dam	Cost	Notes
Young Protagonist	Hero	1	7	7	2	3	Pilot, Psionic
Princess	Hero	1	3	3	2	3	Captain
Smuggler	Hero	1	4	6	2	3	Pilot, Captain
Robot Sidekick	Comp	1	1	1	1	1	Companion

Alien Companion	Comp	1	2	2	0	2	Companion	
Laser Sword	Item	1	3	0	0	1	Attach to Hero	
Wise Mentor	Hero	1	5	0	2	3	Psionic	
Rebel Commander	Hero	1	4	4	2	3	Captain	
Superior Pilot	Hero	1	0	5	1	3	Pilot	
Rebel Soldier	Ground	10	1	0	1	1		
Grav Cycles	Ground	8	2	0	1	1		
Air Speeders	Ground	6	3	0	1	2		
Rebel Base	Ground	1	1	0	0	2	Draw +1	
card/turn								
Ion Cannon	Ground	1	1	0	0	3		
Facility;Defense*								
Defense Shields	Ground	4	1	0	0	2		
Facility;Defense**								
Stunt Fighters	Space	15	0	3	1	1	Fighter	
Fighter Bombers	Space	4	0	1	2	1		
Converted Freighter	Space	1	0	5	1	2	Ship	
Rebel Warship	Space	5	0	7	1	3	Ship	
Danger Sense	Psi	1	2	1	0	-		
True Aim	Psi	1	0	3	0	-		
Medi-Bot	Act	1	Take Hero from your discard and put it in your hand					
Recruit	Act	1	Take any Hero from your deck and put it in your hand					
Convert	State	1	Take control of opposing Hero for rest of game					
Surprise Attack	Act	4	All attacking units get Ground or Space +2					
Multiple Targets	Act	1	Rebels get an extra Attack Phase					
Rebel Spies	Act	2	Look at opponents hand					

* = Destroy 1 attacking Ship
** = Attacking Ships do no Damage

IMPERIAL CARD LIST

Card Name	Type	#	Ground	Space	Damage	Cost	Notes	
Mysterious Emperor	Hero	1	7	7	2	3	Captain,	
Psionic*								
Emperors Henchman	Hero	1	8	6	2	3	Pilot, Captain,	
Psi								
Imperial Commodore	Hero	1	1	5	2	3	Captain	
Imperial Captain	Hero	1	0	4	1	2	Captain	
Bounty Hunter	Hero	1	6	4	1	3	Pilot	
Alien Crime Boss	Hero	1	5	2	2	3	Captain	
Squad Leader	Ground	1	3	0	1	2		
Elite Bodyguards	Compan	2	3	0	0	2	Companion	
Assault Troopers	Ground	3	2	0	1	1		
Troopers	Ground	10	1	0	1	1		
Fixed Defenses	G/S	4	4	2	0	2	Facility;	
Defense								
Battle Walkers	Ground	4	5	0	1	2		
Plasma Sword	Item	1	3	0	0	1		
Robotic Probe	G/S	3	2	2	1	2		
Elite Interceptors	Space	4	0	4	1	2	Fighter	
Interceptors	Space	10	0	2	1	1		
Bombers	Space	3	0	1	2	1		
Space Cruiser	Space	5	0	10	1	3	Ship	
Giant Space Station	Space	1	0	12	3	3	Facility; May	
Attack								
Telekinetics	Psi	1	3	0	0	-		
ESP	Psi	1	0	0	3	-		
Imperial Spy	Act	2	Look at opponents hand					
Traitor	State	1	Take control of opposing Hero for rest of game					
Shuttle	Act	1	Take Hero from your deck and put it in your hand					
hand								
Cybernetics	Act	1	Take Hero from your discard and put it in your hand					
hand								

Saboteur	Act	1	Destroy one opposing facility
Trap	Act	2	All defending units get Ground or Space +2

* = Draw 1 extra card per turn

DISCLAIMER

Star Wars is a licensed, trademarked property.

This is merely a fan site.

FAQ's

1- Do the attacking units tap (turned sideways) to show they attacked?

A: Use the Inactive Zone/Active Zone concept.

This is important because it brings up another question:

2- Can units that attacked be used to defend on the oppents turn?

A: Attacking units are inactivated. Inactivated units cannot block.

Inactivated units are reactivated in the Activation Phase.

3- When attacking, do all your units attack or can you decide which units to use? (Linked to question 1 for tactical play.)

A: Attack with some, none, or all.

4- Can you attack with both ground and space units or with ground OR space?

A: In a single attack phase you may attack with: zero, one, or more ground battle groups AND zero, one, or more space battle groups. Remember, a battle group consists of one or more units.

CARD SET

Thank you Jörg Hansen (j_hansen@web.de) for this incredible Cardset!

Download the complete [Card Set](#) here.

Below is an example of some of the cards:

RENAISSANCE FAIR

INTRODUCTION

Get the most out of your trip to the Renaissance festival.
Board game for 2+ players.

VICTORY

Be the first player to get 5 of each type of token.
There are 6 types of Tokens:

1. Craft Tokens
2. Game Tokens
3. Food Tokens
4. Acting Tokens
5. Music Tokens
6. Education Tokens

BITS & PIECES

Tokens (6 Types)
Six-sided dice

THE BOARD

The Board is an irregular circular track of 85 spaces.

Contents:	Type	Notes:
Entrance/Exit	X	Starting Space
Dark Ale	F	Drink
Ye Olde Playground	G	Kids
Live Chess Match	A	
Comedic Minstrels	M	
Alchemists Shoppe	E	
Frozen Treats	F	
Climbing Tower	G	
Armorers Shoppe	C	Expensive
Ride the Dragon	G	Kids
Meat Pie	F	
Jousting Field	A	
Singing Executioners	M	
Encounter	V	
Maze	G	
Pottery Shoppe	C	
Lemonade	F	Drink
Carousel	G	Kids
The Mud Show	A	
Courtly Dance Show	M	
Glass Blower	E	
Archery Challenge	G	
Footwear Shoppe	C	
Pub Sing	F	Drink: or gain a Music Token
French Fried Potatoes	F	
Magician	A	
Celtic Music	M	
Medieval History Group	E	
Throwing Axes	G	
Games Shoppe	C	or gain a Games Token
Ice Water	F	Drink

Storytelling Monk	A	
Acoustic Guitar	M	
Combat Reenactment	E	
Cannon Shoot	G	
Hammer Swing	G	
Toys Shoppe	C	Kids
Turkey Leg	F	
Royal Falconer	A	
Renaissance Melodies	M	
Encounter	V	
Throwing Knives	G	
Sword Smithy	C	Expensive
Medieval Beer	F	Drink
Laundry Wenches	A	
European Folk Music	M	(Hammered Dulcimer)
Graveyard	G	Kids
The Royal Feast	F	Also gain an Acting Token
Weavers Demonstration	E	
Mug Toss	G	
Candles Shoppe	C	
Polish Sausage	F	
Acrobats	A	
Instrumentalists	M	(Recorder & Lutar)
Local High School Club	E	
Fencing	G	
Henna Tattoos	C	
Cola Drinks	F	Drink
Puppetry	A	Kids
Maypole Dance	M	
Encounter	V	
Jacobs Ladder	G	Kids
Jewelry Shoppe	C	
Fried Dough	F	
Romantic Scoundrels	A	
Slay the Dragon	G	Kids
Gypsy Dancers	M	
Metal Smith	E	
Peasant Shoot	G	
Flute Maker	C	or gain a Music Token
Honeyed Meade	F	Drink
Feats of Strength/Skill	A	
Silly Songs Show	M	Kids
Heraldry	E	
Crossbows	G	
Costume Shoppe	C	Expensive
Italian Pizza	F	
Kids on Stage	A	Kids
Percussionists	M	
Historical Rein-actors	E	
Darts	G	
Puzzles Shoppe	C	or gain a Games Token
Wine & Spirits	F	Drink
Tarot Reader	X	Gain an Acting Token
Face Painting	C	Kids

BOARD SPACE TYPES

- X = Special Space
- C = Gain a Craft Token if you land here.
- G = Gain a Game Token if you land here.
- F = Gain a Food Token if you land here.
- A = Gain an Acting Token if you land here.
- M = Gain a Music Token if you land here.
- E = Gain an Education Token if you land here.
- V = Draw an Encounter card if you land here.

NO REPEAT RULE

A Player can only get Tokens from a specific space once.
This also applies to encounter cards.

KIDS

At the beginning of the game, declare if you are bringing kids (children).
There are certain spaces designated as "Kid" spaces.
You can only acquire tokens from these spaces if you have kids.

CRAFT TOKENS

Some Craft spaces are described as "expensive".
You may only get Craft tokens from a maximum of 2 expensive spaces.

GAME TOKENS

When gaining a token from a Game space roll the die:
On a roll of 1 or 2, you must miss your next turn (You keep playing).
On a roll of 6 you win and get an extra Game or Craft (Prize) Token.

ACTING & MUSIC TOKENS

You can only gain an Acting or Music Token from a space if there is a
Performance occurring there this turn (as determined in the Show Time Phase).

FOOD TOKENS

Food Spaces serve either Food or Drink.
If you got food last time, you must get a drink this time and visa versa.

EDUCATION TOKENS

You only need to collect 3 of these, not 5.

ENCOUNTER DECK

If you land on an encounter space, draw a card from the Encounter deck.

TURN SEQUENCE

Play proceeds in Rounds.
Each Round has 3 phases:
1. Show Times Phase
2. Players Turns Phase

SHOW TIME PHASE

Remove markers from previous turns.
(Use markers to denote which performances are taking place)
Roll 4 Dice:
1st Roll Now Showing:
1 Live Chess Match

- 2 Jousting Field
- 3 The Mud Show
- 4 Magician
- 5 Storytelling Monk
- 6 Royal Falconer
- 2nd Roll Now Showing:
- 1 Feats of Strength & Skill
- 2 Laundry Wenches
- 3 Acrobats
- 4 Puppetry
- 5 Romantic Scoundrels
- 6 Kids on Stage
- 3rd Roll Now Showing:
- 1 Comedic Minstrels
- 2 Singing Executioners
- 3 Courtly Dance Show
- 4 Celtic Music
- 5 Renaissance Melodies
- 6 Maypole Dance
- 4th Roll Now Showing:
- 1 Acoustic Guitar
- 2 Instrumentalists
- 3 Percussionists
- 4 Gypsy Dancers
- 5 European Folk Music
- 6 Silly Songs Show

PLAYERS TURNS PHASE

During this phase each player gets a turn.

The youngest player goes first.

Play proceeds clockwise.

On your turn roll a die and move that many spaces, forwards or backwards.

If you have kids and you roll a six, you do not move and you miss the turn (potty break).

ENCOUNTER CARD LIST

Card Name:	Notes
Buy a Map	Move to any space on the board
Pickle Wheelbarrow	Gain a Food Token
The Beggar	Gain an Acting Token
The Jester	Gain an Acting Token
Fairies	Gain an Acting Token
Bagpiper	Gain a Music Token
Stilt Walker	Gain an Acting Token
The Insultor	All your opponents gain an Acting Token
Queens Procession	Gain an Acting Token
Parade	Gain an Acting Token
Bawdy Bearded Bard	Gain a Music Token
Heartstring Player	Gain a Music Token
Rickshaw	Move to any space on the board
Privy	Nothing
Rest	Nothing
Queens Guard	Miss your next turn

RESERVE CHESS

INTRODUCTION

Chess Variant.

MATERIALS, SETUP, and OBJECTIVE

Same as in normal chess.

VARIATIONS

Every time you capture an enemy piece, you may take any one of your captured pieces, and

put it into your reserve.

On your turn, instead of moving, you may take any piece from your reserve, and put it on any

empty space on the board, except checkmate.

When your pawns reach your opponents back row, instead of promoting them, you may put them into your reserve.

SETUP

Shuffle. Deal out all the cards.

Each player has their own Draw pile (70 cards each in a 2 player game).

Each player will have a Reserve pile (Starts with 0 cards).

There is one discard pile for Casualties & used up modifier cards.

TURN SEQUENCE

There are 2 phases in a turn:

1. Draw Phase
2. Conflict Phase

DRAW PHASE

Draw to fill hand to 10 cards.

If a player's draw pile runs out, he shuffles his reserve pile and his reserve pile becomes his new draw pile.

If a player drew no unit cards, a mulligan, he reveals his hand, discards it, and draws again.

If a player gets 3 mulligans in a row, he loses the game.

CONFLICT PHASE

Players put their Unit cards face up on the table.

Modifier cards remain in the player's hands.

After each player has had a look, the cards are put back into the player's hands.

Conflict proceeds in a series of rounds:

Each player plays one Unit card face down.

The unit cards are revealed.

At this time either player may play a Dummy card.

If a dummy is used both unit cards go to their owners reserve piles.

If a dummy is not used players may play Modifier cards face down.

The modifier cards are revealed.

The unit with the highest modified Force point total wins.

The Winner keeps his unit card, putting it into his reserve pile.

The Losing unit card & all modifier cards used by both players go to the common casualty (discard) pile.

The Rounds are repeated until one player has no unit cards left.

Both players reveal their hands to show no unit cards remain.

Each player puts their hand into their reserve pile.

SAMPLE ROUND

Player A plays Infantry face down. Score = 8

Player B plays Police face down. Score = 6

Unit cards are flipped face up.

No one plays a dummy card.

Player A plays Propaganda(+3) & Confiscation(+2) face down. Score = 13

Player B plays Interrogation (+3 & +5 bonus) face down. Score = 14

Modifier cards are flipped face up.

Player B wins. He puts the Police into his reserve pile.

All other cards go to the casualty pile.

MODIFIER CARDS

POWER	NUMB	FORCE	NOTES
Oppression	2	4	+5 vs Groups

Disruption	2	2	+5 vs Business
Martyr	2	4	+5 For Leader
Demonstrations	2	3	+5 For Groups
Imprisonment	2	4	+5 vs Leader
Confiscation	2	2	+5 vs Media
Influence Peddling	2	3	+5 For Business
Diplomacy	2	4	+5 For Foreign
Documentation	2	4	+5 For Media
Interrogation	2	3	+5 For Paramilitary
Humanitarian Aid	2	2	+5 For Groups
Guerrilla warfare	2	4	+5 For Military
Propaganda	2	3	+5 For Media
Threats	2	4	+5 vs Media
Concealment	2	2	+5 For Civilian
Corruption	2	4	+5 vs Civilian
World Opinion	2	2	+5 For Foreign
Terrorism	2	3	+5 vs Foreign
Treason	2	4	+5 For Leaders
Assassination	2	4	+5 vs Leaders
Atrocities	2	4	+5 For Paramilitary
Infiltration	2	3	+5 vs Paramilitary
Bribery	2	2	+5 vs Military
Occupation	2	4	+5 For Military
Sabotage	2	6	
Dummy	10	0	Discard both units to reserve

NOTES: The force bonuses in the notes column are in addition to the point value of the card. Dummy cards are technically not Modifier cards.

UNIT CARDS

POWER	NUMB	TYPE	FORCE	NOTES
Foreign Business Interests	2	FB	6	
Foreign Military Advisors	2	FM	8	
Foreign Arms Dealers	2	FB	7	
Foreign Dignitary	2	FL	7	
Foreign Media	2	FC	6	
Military Leader	2	L	12	
Paramilitary Leader	2	L	11	
Civilian Leader	4	L	10	
Wealthy Families	2	BL	9	
Death Squad	2	P	7	+8 vs Leaders
Air Power	2	M	11	
Tanks	2	M	10	
Artillery	2	M	9	
Infantry	6	M	8	
Military Police	2	MP	7	
Police	4	P	6	
Riot Control Police	2	P	5	+4 vs Groups
Thugs	2	PG	5	
Labor Unions	3	CG	4	
Peasants	5	CG	2	
Intellectuals	2	C	3	
Students	4	CG	3	
Media	4	C	7	
Business	4	CB	6	
Criminal	2	CB	4	
Militia	4	PC	5	
Bureaucrats	2	C	5	
Religious groups	2	CG	3	
Ethnic Groups	2	CG	2	
Political Opposition Parties	2	C	3	

NUMB is number of that card in the deck.

TYPE ABBREVIATIONS

M = Military
P = Paramilitary
C = Civilian
B = Business
F = Foreign
L = Leader
G = Group

RING WAR

INTRODUCTION

Two player card game simulating the struggle between the forces of good and evil in Tolkein's "The Hobbit" and "The Lord of the Rings".

THE DECKS

There are two decks.

One player uses the Forces of Light Deck.

The other player uses the Dark Powers Deck.

Each deck contains one of each of the cards described in its list.

VICTORY

The first player to have 10 Quest tokens or 10 War tokens wins.

If at the end of a turn one player has 10 Quest tokens and the other Player has 10 War tokens the player with the 10 Quest tokens wins.

SETUP

Each player starts with 5 Quest tokens and 5 War tokens.

TURN SEQUENCE

Draw Phase

Aid Phase

Scout Phase

Action Phase

Resolution Phase

DRAW PHASE

Each player fills his hand to 9 cards.

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

AID PHASE

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

SCOUT PHASE

Reveal a card with the Scout property to look at your opponents hand. The revealed card may not be your reserve card this turn.

ACTION PHASE

Each player puts 4 cards face down in 2 piles:

The War Pile and the Quest pile. (Each pile will contain 3 cards)

When both players have made 2 piles, the piles are revealed (flipped face up)
 This will leave each player with one card in their hand.
 The remaining card is called the reserve card.

RESOLUTION PHASE

Each card has a Quest value and a War value.
 Each player adds up the Quest values of the cards in his Quest pile.
 The player with the highest total value wins the Quest Contest.
 The winner of the Quest contest takes one Quest token from his opponent.
 In ties, no tokens are exchanged.
 If one player's total value is twice his opponents, he may take 2 tokens.
 Each player adds up the War values of the cards in his War pile.
 The player with the highest total value wins the War Contest.
 The winner of the War contest takes one War token from his opponent.
 In ties, no tokens are exchanged.
 If one player's total value is twice his opponents, he may take 2 tokens.
 A pile may only contain one location card.
 The player with the most armies in his war pile gets +3 to his War total.
 The player with the most cavalry armies in his war pile gets +1 to his War total.
 If 2 cards in a pile share the same alliance the pile gets +1.
 If 3 cards in a pile share the same alliance the pile gets +3.
 If 4 cards in a pile share the same alliance the pile gets +5.
 A single card may belong to more than one alliance at a time.

CARD LIST NOTATION

A = Alliance
 W = War
 Q = Quest

MIDDLE EARTH - WAR OF THE RING - DARK POWERS - CARD LIST

Unit Name:	A	W	Q	Notes:
Sauron the Dark Lord		M	7	6 Maiar: Lord of the Rings
Saruman the White		I	4	4 Istari: Maiar
Witch King of Morgul		AU	5	5 High Nazgul
Nazgul Ring Wraiths Ring		MU	4	4 Black Riders: Scout: +1 vs One
Barrow-Wights	U	0	3	Monster: Undead
Mouth of Sauron	M	2	0	General: All your armies get +1W
Orcs of the Red Eye	MG	2	2	Army: Goblins
White Hand Orcs	IG	2	2	Army: Goblins
Orcs of Angmar	AG	2	2	Army: Goblins
Uruk-hai	G	3	2	Army: Hobgoblins
Half Orcs	IG	3	0	Army
Trolls	T	4	3	Army: Giants
Olog-hai	T	5	3	Army: Black Trolls
Balrog Demon	U	6	5	Monster
Shelob the Great	S	0	4	Monster: Spider
Great Spiders	S	0	3	Monsters
Cave-Drake	D	4	3	Monster: Dragon
Winged Fire-Drake	D	4	4	Monster: Dragon
Smaug	D	5	5	Monster: Dragon
Black Numenoreans	-	2	0	Army: Men
Umbar Corsairs	M	2	0	Army: Men
Easterlings of Rhun	A	3	0	Army: Men: Sagath: Cavalry
Men of Harad	M	2	0	Army: Men: Southrons
Balchoth Barbarians	M	2	0	Army: Men
Wargs	W	2	3	Monsters: Great Wolves
Wolf Riders	GW	3	2	Army: Orcs & Wargs: Cavalry

Great Bats	-	0	2	Monster
Vampires	U	0	3	Monsters: Undead
Gaurhoth Werewolves	UW	0	3	Monsters: Shapeshifters
Fell Beasts	U	0	2	Monsters: Nazgul get +1
Wainriders	M	3	0	Army: Men: War Chariots: Cavalry
Flies of Mordor	M	0	2	Monster: Swarms
Dunlendings	I	2	0	Army: Men
Haradrim Mumakils	M	3	0	Army: War Elephants: Cavalry
Hillmen	A	2	0	Army: Men
Smeagol Gollum	-	0	5	Monster: +3Q vs Frodo or the One Ring
Kraken	-	0	3	Monster
Bandits	-	1	2	Men: Scout
Wormtongue	I	2	2	Traitor: +3 vs King Theoden
Southron Spy	I	1	2	Scout
Gothmog	A	3	0	General: All your armies get +1W
Variags of Khand	M	3	0	Army: Men: Cavalry
The Grond	-	1	0	Giant Battering Ram: +5W vs. Locatns
The Lidless Eye	M	2	3	Magic: Scout
Corruption	-	0	3	Magic: +1Q per opposing hero
Palantir	-	0	3	Seeing Stones: Maiar get +2: Scout
Crebain	-	1	2	Large Black Crows: Scout
Mordor	M	4	3	Location
Moria	-	0	3	Location: Balrog gets +2Q
Mount Doom	M	0	4	Location
Mirkwood	S	0	3	Location
Misty Mountains	-	0	3	Location

Notes:

M = Mordor Alliance
A = Angmar Alliance
I = Isengard Alliance
U = Undead Alliance
S = Spiders Alliance
D = Dragons Alliance
G = Goblins Alliance
T = Trolls Alliance
W = Wolves Alliance

The Corruption card is = 0 if any Hobbits are played

MIDDLE EARTH - WAR OF THE RING - FORCES OF LIGHT - CARD LIST

Unit Name:	A	W	Q	Notes:
Gandalf the Grey	F	5	6	Hero: Istari, Wisest of the Maiar
Radagast the Brown		-	2	3 Hero: Istari, Maiar
Elrond Half-elven	E	0	4	Hero: Elf King
Aragorn (Strider)	GF	5	5	Hero: Rightful King of all Dunedain
Legolas the Elf Lord		EF	4	5 Hero: Elf
Glimli the Dwarf Lord		DF	4	5 Hero: Dwarf
Frodo the Ring Bearer		HF	0	6 Hero: Hobbit
Samwise	HF	0	5	Hero: Hobbit: +2 vs Shelob the Great
Merry	HRF	1	3	Hero: Hobbit
Pippin	HGF	1	3	Hero: Hobbit
Bilbo Baggins	H	0	4	Hero: Hobbit: +2 vs Smaug
Boromir	GF	0	4	Hero: Prince of Gondor
Faramir		G	3	0 Hero: Brother of Boromir
King Theoden		R	3	0 Hero: King of the Mark
Eomer		R	4	0 Hero: Son of Theoden
Eowyn		R	2	0 Hero: Sister of Eomer: +4 vs
Nazgul				
Gwaihir the Windlord		B	4	4 Hero: King of the Eagles
Giant Eagles	B	5	4	Army: Scout
Treebeard		T	3	4 Hero: Treefolk Leader
Ents	T	5	0	Army: Treefolk
Huorns	T	4	0	Army: Animated Trees

Thorin Oakenshield	D	4	4	Hero: King Under the Mountain
Grey Mountain Dwarves	D	3	0	Army: Khazad
Iron Hill Dwarves	D	3	0	Army: Khazad
Rivendell Grey Elves	E	3	0	Army: Sindar
Lothlorien High Elves	E	3	0	Army: Noldor
Mirkwood Silvan Elves	E	3	0	Army: Laiquendi
Teleri Sea Elves	E	2	0	Army
Half Elves	E	2	0	Army
Galadriel	E	0	4	Queen of Lorien
The Shire	H	0	3	Location
Tom Bombadil	HT	0	4	Spirit of the Woods
Beorn	N	0	4	Hero: Shapeshifter
Bard of Esgaroth	N	1	2	Hero: +4 vs Dragons
Men of Gondor	G	2	0	Army: Dunedain
Men of Arnor	G	2	0	Army: Dunedain
Force from Lebennin	G	2	0	Army: Dunedain
Horsemen of Rohan	R	3	0	Army: Rohirrim: Cavalry
Helms Deep	R	4	0	Location
Bardings of Dale	N	2	0	Army: Northmen
Beorning Bear Men	N	3	0	Army: Northmen
Rangers of the North	N	3	0	Army: Northmen: Scout
Woses of Druadan	N	1	2	Scout
Woodmen of Mirkwood	N	2	0	Army: Northmen
Dead Men of Dunharrow	-	5	0	Army: Undead
Fellowship	F	0	3	
Minas Tirith	G	4	0	Location
Lorien	E	0	3	Location: Haven
Rivendell	-	3	3	Location: Haven
The One Ring	F	0	6	Ruling Ring: Invisibility
Cracks of Doom	-	0	4	Location
Sting	H	0	3	Magic Sword: +1 with Frodo
Anduril	-	0	3	Magic Sword: +2 with Strider
Shadowfax	R	0	3	Magic Steed: Scout: Gandalf gets +1

Notes:

E = Elf

D = Dwarf

G = Gondor

N = Northmen

R = Rohan

H = Hobbit

B = Eagles

T = Ents

F = Fellowship

The One Ring gets +3Q if played with the Cracks of Doom.

A pile that contains both Legolas and Glimli gets +2.

Gandalf is +1 vs the Balrog.

Strider is a scout.

Boromir = 0 if the One Ring is played.

Pippin = 0 if Palantir is played.

MIDDLE EARTH LINKS

[Gaming Havens](#)

[Tolkien Boardgames](#)

DISCLAIMER

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This is just a fan site.

CONTRIBUTIONS

Special thanks to Martin Hermansky for playtesting, analysis, finding and correcting critical flaws in the Dark Powers deck, and coming up with new alliances.

CARD SET AVAILABLE

[Click here](#)

Thanks Zak!

ROBOTECH SKIRMISH

INTRODUCTION

Board & card game for 2 players.

Battle between Zentradi and the Robotech Defense Force.

Takes place in the Robotech Universe.

Each figure represents a single Battle Pod, Armor Suit, Veritech Fighter or Destroyer.

VICTORY

Destroy 10+ of the Hits of the opposing side or the opposing Commander.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.

UNITS TABLE NOTATION

Move = The types of Move Cards the unit can use.

ROBOTECH UNIT TABLE

Name	Move	Hits
Veritech Fighter	6	3
Super Veritech	6	4
Excaliber	3	4
Gladiator	3	3

MAC II **2 5**

Raidar X	3	3
Spartan	2	2

ZENTRADI UNIT TABLE

Name	Move	Hits
Tactical Battle Pod	4	1
Light Artillery Pod	3	1
Heavy Artillery Pod	2	1
Officers Battle Pod	5	2
Female Power Armor	6	3

SETUP

Each player starts with 16 Hits worth of Units.

Designate one unit to be your Commander.

Each player places one unit on each square of his back two rows.

Units may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Battle Phase

ORDERS PHASE

Draw 3 cards.

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

Max hand size = 6 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.

Units cannot move through other units except if they are using Space Move cards.

The move card has a number.

This is the number of spaces the unit moves.

The Unit tables list what type of Move cards each unit can use.

Moves are diagonal or orthogonal.

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

BATTLE PHASE

Play (discard) a Special Ability card to have a unit attack.

The Special Ability card has a number.

Cross Index this number to the Special Ability Table for each type of unit.

The SA Table will list the type and range of attack that

unit can make using that type of SA card.

Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack takes one Hit of Damage.

Units reduced to zero hits are destroyed and removed from the map.

Units cannot attack through other units.

Units may play defense cards to negate attacks.

CARD LIST NOTATION

M = Movement

X = Special Ability

D = Defense

Type = Purpose of card

= Number of that type of card in the deck

CARD LIST

Card Name:	#	Range	Type	Notes
------------	---	-------	------	-------

1584

Ground Slow	5	1	M	
Ground Medium	5	2	M	
Ground Fast	5	3	M	
Space Slow	4	4	M	
Space Medium	3	5	M	
Space Fast	3	6	M	
Missile Intercept	1	-	D	Versus Missiles only
Blocking Terrain	1	-	D	
Evasion	1	-	D	
Heroic Evasion	2	-	D	Commander only
Special Ability #1	5	-	X	
Special Ability #2	5	-	X	
Special Ability #3	5	-	X	
Special Ability #4	5	-	X	
Special Ability #5	5	-	X	
Critical Hit	1	-	X	Attack does 1 Extra Hit of Damage
Reflex Missile	1	-	X	Negate Defense card used vs Missile
Tactics	2	-	X	Draw 2 cards

SPECIAL ABILITY TABLES

All abilities are Attacks of the indicated range unless otherwise stated.
If two or more abilities for the same number are indicated you may use one or the other.

VERITECH FIGHTER

#	Ability	Range
1	Jet Mode High Powered Lasers	1-2
1	Guardian Mode Laser Head Mounts	1
2	Heavy Missiles	5-6
3	GU-11 55mm Gun Pod	1-2

4 HTH 1

5 Dodge Defense
High Powered Lasers can only be used if unit used a Space Move card this turn.

SUPER VERITECH

#	Ability	Range
1	Jet Mode High Powered Lasers	1-2
1	Guardian Mode Laser Head Mounts	1
2	Heavy Missiles	5-6
2	Boosters	Move = 4
3	GU-11 55mm Gun Pod	1-2

4 HTH 1

4 Wrist Missiles 4-5
5 Dodge Defense
5 Missile Launching Pod 4-5
High Powered Lasers can only be used if unit used a Space Move card this turn.

EXCALIBER

#	Ability	Range
1	Forearm Particle Beams	4-5
2	Missile Pods	5-6

2	M-89 Machine Guns	1
3	Gun Cluster	1-2
4	Flame Thrower	1
4	Missile Pods	3-4

5 HTH 1

5	Grenade Launcher	K
---	------------------	---

K = As a knight moves in chess

GLADIATOR

#	Ability	Range
1	Missile Pods	3-4

1 HTH 1

2	Battle Mace	1
3	Top Laser Turret	1
4	Gun Cluster	1-2
5	Flame Thrower	1

MAC II

#	Ability	Range
1-2	Quad Autocannons	5-6
3-4	Tri-Laser Cannons	3-4

5 HTH 1

RAIDAR X

#	Ability	Range
1-2	Double Barrel Laser Cannons	3-4
3-4	Double Barrel Laser Cannons	2-3

5 HTH 1

SPARTAN

#	Ability	Range
1-2	Missile Launchers	5-6
3-4	Missile Launchers	4-5
5	Stomp	1

TACTICAL BATTLE POD

#	Ability	Range
1	Dual Mounted Particle Beam Cannons	1-2
2	Top Mounted Laser Guns	1-2
3	Autocannons	1
4	Dodge	Defense
5	Kick	1

LIGHT ARTILLERY BATTLE POD

#	Ability	Range
1	Dual Mounted Particle Beam Cannons	1-2
2	Autocannons	1

3 HTH 1

4-5 Light Missile Launchers 3-4

HEAVY ARTILLERY BATTLE POD

#	Ability	Range
1	Dual Mounted Particle Beam Cannons	1-2
2	Autocannons	1

3 HTH 1

4-5 Missile Launchers 4-5

OFFICERS BATTLE POD

#	Ability	Range
1	Dual Mounted Particle Beam Cannons	1-2
2	Autocannons	1
3	Arm Mounted Particle Beam Cannons	1-2
4	Impact Cannon	1-2

5 HTH 1

FEMALE POWER ARMOR

#	Ability	Range
1	Inertia Vector Control System	Defense
2	Dual Chest Autocannons	1-2
3	Triple Barreled Pulse Lasers	1
4	Missile Launchers	3-4

5 HTH 1

LINKS

Robotech.com
[The Robotech Page](#)
[Robotech RPG](#)

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ROCKETS & RAYGUNS- OPERATIONAL

INTRODUCTION

Rebel troops are attacking Ming's Palace.
Who will carry the day?

UNIT LIST STATS

Type: Number of such units in the basic scenario and whether they are (T)roops or (L)eaders.

Move: Number of movement points the unit gets per turn.

Range: Distance in hexes the unit can attack into.

Damage: Change to kill target on a roll of 1D6.

Save: Chance to avoid destruction on a roll of 1D6.

IMPERIAL UNITS LIST	Type	Move	Range	Dam	Save	
War Rockets	4T	7F	5	4	4	
Elite Imperial Guards	6T	4	2	3	3	
DRACs	4T	6	3	3	3	
Beastmen soldiers	4T	5	1	4	3	
Mud Men	4T	3	1	1	2	
Palace Guards	10T	2	2	1	1	
Savages	5T	4	1	2	1	
Ray Cannons	6T	-	8	4	1	
Evil Emperor Ming	L	4F	1	5	5	
Princess Aura	L	5F	1	2	4	
Commodore Morgo		L	2	1	3	3
Swordmaster Koros		L	3	1	3	2

Notes: War Rockets can carry 2 Troops and any Leaders.

Flying Leaders are using personal vehicles.

DRACs = Death Ray armored cars.

DRACs can carry 2 Troops and any Leaders.

DRACs, War Rockets, and Ray cannons cannot be carried.

Troops and Leaders may 'carry' other Leaders.

Ray Cannons cannot target Leaders.

REBEL UNITS LIST	Type	Move	Range	Dam	Save	
Human Hero Flash		L	8F	1	5	5
Human Heroine Dale	L	3	1	1	4	
Human Scientist Zarkov	L	5F	1	2	2	
Rebel Troops	16T	3	2	1	1	
Rebel Rocket Scooters	2T	5F	2	1	2	
Forest Archers on Gliders	2T	4F	2	3	1	
Forest Archers	4T	4	3	3	2	
Missile Ballistas	4T	2	6	4	1	
Forest Chieftan Baron	L	6	3	4	3	
Hawkmen	10T	6F	2	2	2	
Hawkman Chieftan Voltan		L	6F	1	3	3
Hawkmen with Bombs	2T	5F	1	4	1	
Ferries	4T	2	-	-	3	

Notes: Ferries can carry 2 Troops and any Leaders.

Ferries move only in water hexes.

Missile Ballistas cannot target Leaders.

Missile Ballistas cannot move and attack in the same turn.

Flying Leaders are using personal vehicles.

Troops and Leaders may 'carry' other Leaders.

TERRAIN TYPES CHART

Type	MPCost	Save
Clear	1	-

Forest	2	+1
Swamp	3	+1
Desert	2	-
Ravine	3	-
Mountain	3	+1
Structure	2	+1
Water	X	-

MPCost: Move points expended by unit to enter the space.

Notes: Flying units pay 1 MP to enter any space.

D.R.A.C.s cannot enter MP cost = 3 Terrains.

Save: Increase in units Save Stat.

Flying units do not get Terrain Save bonuses.

THE MAP

Use a hex map.

Use the terrain types listed in the above chart.

The center of the map contains a set of structure hexes that represent Ming's Palace.

SETUP

All Imperial troops are positioned within 2 hexes of the palace.

Rebel troops are setup all along the edges of the map.

STACKING

Up to 6 units may be in one hex.

Enemy units cannot occupy the same hex.

VICTORY

The Rebels win if Ming is Killed.

The Imperials win if all Rebel Leaders are killed.

TURN SEQUENCE

Players take turns.

The Rebels go first.

Each turn has 2 Phases:

1. Move
2. Attack

Each unit gets one move and attack per turn.

LEADER BONUS

Units in the same hex as a leader get +1 to their Damage Stat.

ROCKETS & RAYGUNS- ROLEPLAYING

SETTING

The world of Mongo, ruled by the cruel and ruthless Emperor Ming.

DICE

Ten siders required.

CHARACTER GENERATION

Characters start with a skill level = 0 in all skills.

Choose a Class for your character.

Each class affords bonuses in certain skills.

CHARACTER CLASSES

There are 6 basic Classes:

Hero

Heroine

Scientist

Forestman Noble

Hawkman Noble

Rebel Leader

MAIN HERO

Marksmanship +3

Hand to Hand +3

Pilot +3

Engineering +1

Strength +3

Agility +3

Charisma +3

HEROINE

Charisma +4

Medicine +1

SCIENTIST

Marksmanship +1

Pilot +1

Science +3

Engineering +3

Charisma +1

Medicine +2

FORESTMAN NOBLE

Marksmanship +1

Hand to Hand +2
Pilot +2
Archery +3
Engineering +1
Strength +1
Agility +2
Charisma +2
Animal +1

HAWKMAN NOBLE

Marksmanship +2
Hand to Hand +2
Pilot +1
Engineering +1
Strength +2
Charisma +2
Hawkmen can Fly

REBEL (OUTLAW/BANDIT) LEADER

Marksmanship +2
Hand to Hand +2
Pilot +2
Engineering +1
Charisma +2
Agility +1
Animal +1

MASTER LIST OF SKILLS

Marksmanship
Hand to Hand
Pilot
Archery
Science
Engineering
Strength
Agility
Charisma
Animals
Medicine

MARKSMANSHIP

Pistols and Rifles of all types.

HAND TO HAND

Armed and unarmed combat. Also Thrown weapons.

PILOT

Aircraft and Spacecraft.

ARCHERY

Bows of all types.

SCIENCES

A smattering of everything from astronomy to zoology.

ENGINEERING

The skills needed to build and repair any kind of device, vehicle, robot, or structure.

STRENGTH

Physical muscle, brawn, stamina, endurance.

AGILITY

Reaction time, reflexes, balance.
Running speed. Ability to dodge attacks.

CHARISMA

Personality and Leadership.

ANIMALS

Animal handling, husbandry, taming, and riding

MEDICINE

Healing Arts.

BASIC TASK RESOLUTION

Tasks succeed on a roll of 6+ on 1D10.
Natural Rolls of 10 automatically succeed.
Natural Rolls of 1 automatically fail.

TASK MODIFIERS

Easy	+3
Moderate	--
Difficult	-2
Very Difficult	-4
Unskilled	-1

HAND TO HAND COMBAT

Attacks hit on a roll of 6+ on 1D10.
Add HTH skill of Attacker.
Subtract HTH or Agility skill of Defender.

RANGED COMBAT

Attacks hit on a roll of 6+ on 1D10.
Add Archery or Marksmanship skill of the Attacker.
Add the HTH skill if it is a thrown Weapon.
Subtract targets Agility skill level.

RANGE MODIFIERS

Short	+1
Medium	-
Long	-2
Extreme	-4

DAMAGE RESULTS

If an attack hits roll 1D10 on the Damage table.
Add the attackers strength if it is a HTH, thrown weapon, or bow attack.
Add the weapon damage bonus.
Subtract Armor bonuses.

DAMAGE TABLE

1D10	Wound Severity	Recovery	Notes
1-4	Minor	Min/Hrs	-1 to task rolls
5-6	Moderate	Days	-2 to task rolls
7-8	Severe	Weeks	-4 to task rolls
9	Grievous	Months	-8 to task
10	Death		

HEALING

A successful Medicine task roll will reduce a Wound by one severity level.

WEAPONS TABLE

Weapon	Damage
Dagger	-
Rapier	+1
Staff	-
Club	-
Heavy Axe	+2
Pistol	+1
Rifle	+2
Cannon	+3
Grenade	+2
Arrows	+1

PEOPLES & RACES OF MONGO

Humans
Forestmen (Human) also called Foresters
Hawkmen
Mudmen
Beastmen
Savages (Human)
Dragonmen
Sharkmen
Desert Bandits (Human)
Lionmen
Tuskmen

Simmians
Cavemen (Human)
Cliffmen (Human)
Amazons (Human)

NON-PLAYER CHARACTERS

Peasants- Strength +1, Farming +3, Animals +1
Robot Guard- Armor +1
Conscript Soldier or Guard- Marksmanship +1
Rebels- Marksmanship +1, HTH +1, Pilot +1
Outlaws- Marksmanship +1, HTH +1
Elite Imperial Guard- Marksmanship +1, HTH +1
Imperial Officer- Marksmanship +1, HTH +1, Charisma +1
Imperial Spy- Marksmanship +1, HTH +1, Agility +1
Rocket Ship Pilot- Pilot +1 or +2
Forestmen- Archery +2
Hawkmen- Flying, Marksmanship +1
Mudmen- Strength +1
Beastmen- HTH +2, Agility +1, Strength +1
Savages- Strength +1, HTH +1, Archery +1
Dragonmen- HTH +1, Armor +1
Sharkmen- Waterbreathing, HTH +2
Desert Bandits- Marksmanship +1, HTH +1, Animals +1
Lionmen- HTH +2, Strength +2
Tuskmen- Strength +2
Simmians- Strength +1
Cavemen- Strength +1
Cliffmen- Agility +2, HTH +1, Archery +1
Amazons- Agility +1, HTH +1, Archery +1

BEASTS OF MONGO

Creature:	HTH	Str	Armor
Tigron	+3	+3	+2
Wolvron	+2	+2	+2
Octosak	+4	+1	+1
Turtodon	+1	+2	+3
Tree Tiger	+2	+2	+1
Venomous Tree Lizard	+1	+1	+1

COMMON CURRENCY

Mingols

LANDS OF MONGO

*Central Region
Mingo, The Capital of Ming's Empire
*West Region
The Great Mongo Desert
*East Region
Sky cities of the Hawkmen
*North Region
Arboria, Kingdom of the Forestmen
*South Region
The Jungles of Mongo

SAMPLE ADVANCED TECHNOLOGIES OF MONGO

Floating Cities- The Hawkmen only have several.
Rocket Scooters- Also available in the West.
Rocket Ships- Really planes, they are not spaceworthy.
Mings most formidable force is his Rocket Fleet.
Rocket Cars- A fast way to get around.
Rocket Submarines- Capable of limited flights.
Bombs- That can make huge craters.
Air Suit- Underwater use.
Tear Gas- For flushing out Rebels.
Gas-Gun- Poison or Knockout gas.
Gas Masks- Standard issue for Ming's Soldiers.
Cars, Trucks, Trikes, Motorcycles- Armored versions also
Speedboats, Light Cruisers- Boats of all sizes.
Spaceophone- Radio Communications.
Photography- Color. Motion pictures not available.
Electrode Guns- Energy Artillery weapons.
Death Rays- Small arms energy weapons
Death Rays- Machine gun versions, often on vehicles.
Electric Eye- Motion detectors, often linked to death rays.
Thermiton Throwers- Can be used for rapid tunneling.
Concretite- Reinforced Concrete.
Electric Power- Electric appliances and lighting
High Rise Buildings- 100+ stories tall in Mingo
Elevated Highways- Used to connect High Rises.
Healing Spectrum Ray Light- Healing times reduced 10%.
Million Volt Thermoray- Energy Source
X-Ray Photography- Medical use.
Electric Chair- For fast executions.
Coma Drug & Antidote- For fake deaths.
Loud Speakers- For Public Announcements.
Explosives- Go Boom!

NOTES

Advanced technologies are only common to the
the central region, and are very rare elsewhere.

ROCKETS & RAYGUNS- SKIRMISH

INTRODUCTION

Will Flash rescue Dale or will they go down in flames aboard the Imperial Flagship. Find out in next weeks cliff hanger. Strap on your jetpack and get ready for some high flying adventure.

Imperial Units	Fly	Leg	Range	ToHit	HTH	Save
6 Gun Turrets	-	-	20	3	-	-
15 Rocket Crew	-	1	-	-	1	-
6 Imperial marines	-	1	12	3	3	2
6 Conscript guards	-	1	10	2	2	-
2 Beastmen soldiers	-	2	-	-	4	-
Commodore Morgo	-	2	4	3	3	2
Swordmaster Koros	-	2	-	-	5	3

Note: The Gun Turrets are Part of the Map, not chits

Rebel units	Fly	Leg	Range	ToHit	HTH	Save
20 Hawkmen	6	1	8	2	2	-
Hawkman Chieftan Voltan	-	7	1	-	-	5
Human Hero Flash	-	3	5	4	5	4
Heroine Dale (Prisoner)	-	-	3	-	-	2
10 Forest Archers on Gliders	4	2	4	4	2	-
Forest Chieftan Baron	5	3	6	5	3	3
Rocket Scooter	8	-	-	-	-	-
10 Bombs	-	-	-	-	-	-

Battle Map

This is an ariel battle, but it is played in two dimmensions on a hex or grid map. Terrain features include clouds. All units are represented by counters on the map. In the center of the map is Imperial War Rocket Ajax. Sky hexes should extend 20 spaces from the edge of the rocket.

War Rocket Ajax

When designing the floorplans of Ajax include 2 gun turrets on the port side, 2 starboard, 1 forward, and 1 aft. Each turret has its own crew unit to man it. Other rooms should include the engine room, the control room, crew quaters, storage, the brig, and passageways. Around the outside of the rocket there should be a catwalk. Include plenty of doors for access to the catwalk.

Rebel Setup

The Rebel player places his units on the edge of the map. Each side of the map must contain at least 7 units.

Imperial Setup

Each gun turret must contain 1 crew unit. Morgo must occupy the control room with 1 crew. Put 1 crew in the engine room. All other units can be put anywhere on board. Dale is kept in the Brig.

Turn Sequence

1. Rebels Move
2. Rebels Attack
3. Imperials Move
4. Imperials Attack

Stacking Units

One unit per space. The exception is when a unit is being carried. A rebel flying unit may carry Flash or Dale but cannot attack while doing so. The rebel unit carrying Flash or Dale gets save=4.

Movement

Units in the sky use their Fly stat for their movement rate. Units onboard the Rocket use their Leg stat for their movement rate.

Hand to Hand

These attacks are made by units against adjacent units. Both

combatants roll dice equal to their HTH value. The unit with the lower total is destroyed.

Ranged Attacks

The range stat is the distance in hexes the weapons will reach. Roll 1D6. If this is equal to or less than the tohit stat the target has been hit and killed. The Imperials use heavy energy beam weapons. The hawkmen carry lighter versions with less range. The Forest Rebels use bows that fire arrows with explosive tips. The archers have the least range but are the most accurate. Morgo and Flash have energy pistols.

Saves

Some powerful or heroic units get saves. If they are killed by an attack roll 1D6. If the roll is equal to or less than the save stat the unit survives unharmed.

Clouds

A unit gets -1 to his tohit stat to hit units in clouds. Units can move into, out of, or through clouds at no penalty.

The Catwalk & Turrets

Units inside the hull of the rocket cannot attack or be attacked by those outside. Units on the catwalk can attack or be attacked by other flyers. Units on the catwalks have some cover, they get an extra save=2 when hit by ranged attacks from other flyers. Units manning the turret guns get save=4 when hit by ranged attacks from other flyers. The turret guns can only attack in a 90 degree arc.

Bombs

One rebel unit can carry one bomb. Instead of attacking, a unit may detonate a bomb in an unoccupied adjacent space, wall, or door.

Bombs can be used to destroy doors or blow open walls. If detonated in the control room or the engine room the rocket will crash at the end of 4 turns, killing all on board. Bombs can be used to destroy an adjacent turret and any crew inside.

Rescuing Dale

Dale cannot be attacked while in the brig. She cannot be moved by the Imperial player. She cannot leave the brig until someone opens the door from the outside or a bomb is used to demolish a cell wall.

Jet Scooter

The scooter can carry 2 units. It starts the game with Flash. It can land on the catwalk. It cannot be destroyed, but it can be stolen by imperial units.

Rebel Victory Conditions

Rebels lose 10 points for each rebel hero killed. They get 10 points for Dale if she escapes. They get 10 points for destroying the Rocket.

Imperial Victory Conditions

Imperials get 10 points for each rebel hero killed except Dale. They get 10 points for Dale if she remains prisoner. They lose 10 points if the rocket is destroyed.

LINKS

[Antonio "Spark" Farquar vs. the Star Emperor](#)

ROCKETS & RAYGUNS- STRATEGIC

INTRODUCTION

Full Scale War for Mongo.

UNIT LIST STATS

Type: Number of such units in the basic scenario and whether they are (T)roops or (L)eaders.

Move: Number of movement points the unit gets per turn.

Initiative: Higher level units attack first during Battle Phase.

Damage: Change to kill target on a roll of 1D6.

Save: Chance to avoid destruction on a roll of 1D6.

Cost: Support points to purchase. The second number in parentheses indicates the maximum number of such units that can be recruited per turn.

Recruit: Part of the map where these troop types can be recruited.

IMPERIAL UNITS LIST	Type	Move	Init	Dam	Save	Cost	Recruit
War Rockets	T	3F	5	4	4	6(1)	Central
Elite Imperial Guards	T	1	3	3	3	4(3)	Central
DRACs	T	2	4	3	4	5(2)	Central
Beastmen soldiers	T	1	3	4	3	4(3)	South
Mud Men	T	1	2	1	2	2(4)	South
Imperial Conscript	T	1	1	1	1	1(10)	Central
Savages	T	1	2	2	1	2(4)	South
Ray Cannons	T	1	8	4	1	5(2)	Central
Guard Commander	L	2	+3	+1	2	3(2)	Central
Evil Emperor Ming	L	3F	+7	+3	5	-	
Princess Aura	L	4F	+6	+2	4	-	
Commodore Morgo	L	2	+4	+2	3	-	
Swordmaster Koros	L	3	+5	+1	2	-	
Ming's Weather Machine	T	-	10	1	1	-	

Notes: War Rockets can carry 1 Troop.

Flying Leaders are using personal vehicles.

Troops and Leaders may 'carry' other Leaders.

DRACs = Death Ray Armored Cars.

The weather machine has unlimited range.

The weather machine effects all armies in a single territory

REBEL UNITS LIST	Type	Move	Init	Dam	Save	Cost	Recruit
Human Hero Flash	L	L	4F	+8	+5	5	-
Human Heroine Dale	L	1	+5	+1	4	-	
Human Scientist Zarkov	L	3F	+4	+2	2	-	
Rebel Troops	T	1	1	1	1	1(12)	West
Rebel Rocket Scooters	T	3F	2	1	2	3(4)	West
Rebel Leaders	L	2	+3	+1	2	3(3)	West
Forest Gliders	T	2F	2	3	1	3(1)	North
Forest Archers	T	1	3	3	2	3(4)	North
Missile Ballistas	T	1	6	4	1	4(2)	North
Forest Chieftain Baron	L	2	+7	+4	3	-	
Hawkmen	T	3F	2	2	1	3(7)	East
Hawkman Chieftain Voltan	L	4F	+6	+3	3	-	
Ferries	T	2	-	-	3	1(4)	Any

Notes: Ferries can carry 1 Troop.

Ferries move only in water hexes.

Flying Leaders are using personal vehicles.

Troops and Leaders may 'carry' other Leaders.

THE MAP

The map is of the one major continent on Mongo.
There are about 5 Regions on the continent.
The Emperor controls the Central and Southern Regions.
The Rebels control the North, East, and West Regions.
Each Region is divided into 10 Territories.
1-3 of these territories of each region are Major Cities
One city in the Central region is Ming's Palace.
Include several Impassable Mountain Territories.
Each Region produces 10 Support Points divided amongst its
Territories. (Each territory produces 0-2+ Support Points)
The Central Region produces 20 Support Points.
Indicate certain Territories as being Defensible.
The continent is surrounded by water territories.

SETUP

Each side should start in control of an equal number of territories.
Each side starts with all of their Personality type Leaders.
Ming starts with 50 support points worth of units.
The Rebels start with 25 support points worth of units.
Units start on cities.

STACKING

Up to 5 troops and any number of Leaders may be in one
territory at the end of Move Phase.
Flying units may fly over stacks of other units

VICTORY

The Rebels win if Ming is killed.
The Imperials win if all Rebel Leaders are killed.

TURN SEQUENCE

Players take turns.
The Rebels go first.
Each turn has 4 Phases:
1. Move
2. Attack
3. Support
4. Recruitment

MOVE PHASE

Each unit gets one move on their players turn.

ATTACK PHASE

Opposing units fight when they occupy the same territory.
Each unit gets one attack per Battle phase.
Units from both sides get to attack.
Units with higher initiative attack first.
Leaders can be targeted only if they are stacked with no troops.
Units in Cities or Defensible Territories get +1 to their Save Stat.
This save bonus goes to the side that most recently
controlled the territory.

LEADER BONUS

Leaders give their Damage bonus to the Damage Stat of one Troop units they are stacked with.
Leaders give their Initiative bonus to the Initiative Stat of one Troop units they are stacked with.
A Troop can receive bonuses from only one Leader at a time.

SUPPORT PHASE

Every Territory you control generates a certain number of support points.
To control a territory you must have one unit in it.
Hexes that contain units from both sides produce no support points.

RECRUITMENT PHASE

Purchase units with support points.
Units start in Cities.

ROLLING THUNDER

INTRODUCTION

Solo Dice Game.

Simulation of an American Rolling Thunder Bombing Mission during the Vietnam War circa 1966.

MATERIALS

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

ROLLING THUNDER STRKE FORCE COMPOSITION

16	F-105 Bombers (Thuds)
8	F-105 Wild Weasels
10	F-4 Phantoms (Fighters)
2	EB-66 EW Aircraft (Jamming)

FUEL LIMIT

After 12 turns the planes begin to run low on fuel and start turning back. All remaining Bombing targets (Turns 13-24) are considered to be on the way back. The Planes have returned and the mission is over on turn 25.

ACQUIRING TARGETS

The first target will be in range on turn 1D6. After a target has been bombed, the next target will appear in another 1D6 turns.

TARGET TYPES

Roll to see what the target is:

1D6	Type:	Objective Points:
1-3	Ho Chi Minh Trail	2
4-5	Strongpoint	3
6	Staging Area	4

BOMBING RUNS

Each bomber can make only one bombing run per game. When reaching a target decide how many of your Thuds will drop their loads. For each plane that bombs roll:

1D6	Result:
1-2	Target missed or Minor Damage (No Objective points)
3	Moderate Damage (-2 Objective points)
4	Major Damage (-1 Objective points)
5-6	Target Destroyed (Gain Full Objective points)

If 2 or more bombers get 'Damaged' results the target is destroyed.

CONTACT

On every turn you are not bombing roll 1D6.

On a roll of 1 on 1D6 the strike force encounters hostile forces. Roll 1D6 again:
On a roll of 1-3 on 1D6 a SAM site is encountered.
On a roll of 4-6 on 1D6 a flight of Mig-21's are encountered.

SAM SITE

1D6 Missiles are launched at the Strike Force.
For each Missile make a Jamming Roll of 1D6:
On a roll of 4-6 the missile is jammed and misses.
Get a -1 for each EB-66 EW Aircraft destroyed.
For each missile not jammed roll 1D6 to see which kind of plane it attacks:
1-4 Wild Weasel
5-6 Thud
An attacked plane may try to evade.
Wild Weasels evade on a roll of 1-4 on 1D6.
Thuds evade on a roll of 1-3 on 1D6.
Planes that do not evade are destroyed.
After this barrage the Weasels will destroy the SAM site with Shrike Missiles on a roll of 1-5 on 1D6.
If the Weasel attack misses repeat the process.

MIG-21 FLIGHT

1D6 Migs will make a single pass.
1D6 of the Phantoms will get to make Intercept Rolls. To Intercept roll 1D6:
On each roll of 5-6 on 1D6 one Mig is shot down.
Next the surviving Migs get to attack. For each roll 1D6:
On a roll of 4-6 on 1D6 one American plane is destroyed.
Roll 1D6 to see which type:
1-3 Thud
4-5 Phantom
6 Weasel (or EB-66 EW if no Weasels remain)
An attacked plane may try to evade.
Phantoms evade on a roll of 1-4 on 1D6.
Wild Weasels evade on a roll of 1-3 on 1D6.
Thuds evade on a roll of 1-2 on 1D6.
Finally 1D6 of the Phantoms will get to make Pursuit Rolls. To Pursue roll 1D6:
On each roll of 5-6 on 1D6 one Mig is shot down.
You can't intercept or pursue with more phantoms than you have.

SCORING

Keep a running tally of points while you play.
Start with 10 Objective points.
Each Target bombed adds its listed Objective points.
Each SAM site destroyed is worth 2 Objective points.
Each Mig shot down is worth 1 Objective point.
Every American plane lost is -2 points.

GRAPHICS

Graphic at the top of the page done by:
Mike Marinos (mikemarinos@yahoo.com)
THOTH MODULE by Zak
The new Thoth module for Rolling Thunder is now available (while not yet in the CardSets page) at
<http://digilander.iol.it/zak965/thoth/rt.zip>
The desktop has been completely redesigned by Mike Marinos and is really worth a look.
Please note that you need the latest Thoth release (1.5.0) to use the "buttons" on the desktop - key "1" rolls a D6 while

key "2" determine the target type. The rules are also available in PDF format with the usual "F2" key.

ROME IS BURNING

INTRODUCTION

Card & Board game for 2+ players. Roman Emperor theme.
Players compete for the chance to be Emperor.
The most Decadent player wins.

VICTORY

The player with the highest Score at the end of 7 turns wins.

THE DECK

Players share a common deck.

The deck has 2 main card categories:

A = Assassinations

B = Bread & Circuses

There are 2 types of Assassination Cards:

P = Political Support

M = Military Support

There are 2 suites of Political Support Cards:

I = Intrigue

C = Civic

There are 2 suites of Military Support Cards:

S = Soldiers

R = Reputation

There are 2 types of Bread & Circuses Cards:

V = Private Entertainments

U = Public Entertainments

There are 2 suites of Private Entertainments Cards:

O = Orgies

T = Tortures

There are 2 suites of Public Entertainments Cards:

G = Arena Games

D = Decrees

BOARD & DICE

The board is circular track divided into 12 spaces.

One space is designated as the Palace space.

Six sided dice are needed.

Pawns are needed.

PLAYER STATUS

Each player is either the Emperor or a Plebeian.

Only one player at a time can be the Emperor

At the beginning of the game all players start out as Plebeian.

TURN SEQUENCE

Setup Phase

Dice Phase

Power Phase

Score Phase

SETUP PHASE

Shuffle the discard into the deck.

Place the top two cards of the deck face up on an empty space of the board.

Going clockwise draw and put two cards on every empty non-palace space.

DICE PHASE

Each player gets a pawn.

All pawns start on the Palace space.

Players take turns.

Roll high on 1D6 to see who goes first.

On his turn, a player rolls one die and moves that many spaces in either direction.

If he lands on a stack of cards, he takes it.

If he lands on an opponent's pawn, he may take any one card belonging to that player.

Dice phase ends when all cards have been taken.

POWER PHASE

Each player gets one point for every card he holds.

Plebian players score an extra point for each Assassination card they hold.

A Plebian scores the square of the number of Political support cards he holds

A Plebian scores the square of the number of Military support cards he holds

A Plebian scores the square of the number of Intrigue cards he holds

A Plebian scores the square of the number of Civic cards he holds

A Plebian scores the square of the number of Soldier cards he holds

A Plebian scores the square of the number of Reputation cards he holds

The Emperor scores an extra point for each Bread & Circus card he holds.

The Emperor scores the square of the number of Private Entertainment cards he holds.

The Emperor scores the square of the number of Public Entertainment cards he holds.

The Emperor scores the square of the number of Torture cards he holds.

The Emperor scores the square of the number of Orgy cards he holds.

The Emperor scores the square of the number of Arena cards he holds.

The Emperor scores the square of the number of Decree cards he holds.

SCORE PHASE

The player with the highest score becomes the new Emperor.

In case of a tie, the old Emperor remains in Power.

The Emperors running total score is increased by his score this turn.

Other players earn no points this turn.

THE DECK

Card Name:	Category	Type	Suite
Blackmail & Bribes	A	P	I
Rumors & Plots	A	P	I
Betrayal	A	P	I
Conspiracy	A	P	I
The Emperors Madness	A	P	I
Plebian Revolt	A	P	C
The New Republic	A	P	C
Great Oratory	A	P	C
The Peoples Choice	A	P	C
Support of the Senate	A	P	C
Centurions	A	M	S
Praetorian Guard	A	M	S
March on Rome	A	M	S
Generals	A	M	S
Legions	A	M	S

Conquests	A	M	R
Victorious Campaign	A	M	R
Defend the Frontier	A	M	R
Tributes	A	M	R
Triumphs	A	M	R
Chariot Races	B	U	G
Mock Sea Battles	B	U	G
Gladiators	B	U	G
Christians	B	U	G
Lions & Beasts	B	U	G
Distribute Bread	B	U	D
Pay Soldiers	B	U	D
Build Temples	B	U	D
Public Works	B	U	D
Declare Holiday	B	U	D
Senators Wives	B	V	O
Vestal Virgins	B	V	O
Slave Girls	B	V	O
Temple Maidens	B	V	O
Bath Houses	B	V	O
Crucifixions	B	V	T
Impalements	B	V	T
Put to the Sword	B	V	T
Flayed Alive	B	V	T
Beheadings	B	V	T

Warpspawn

RULES OF WAR

Ancient Period

INTRODUCTION

Generic Rules for Combat in any scale or era.
No Cards are used, just hex maps, dice, and counters.
The basic concept is to be able to have:
Relatively quick battles with 20-30 units to a side.
A minimum of record keeping. Easy set up.
A very simple rules-system, easily learned, and easily modified.

EQUIPMENT

Hex Maps
Counters (or Miniatures)
Dice

SCENARIOS

The designer of a scenario must determine the following:
Which Armies to use.
How many units and what types.
What map to use.
Setup- Initial Placement of Units
Victory conditions
The opponent picks which side he wants to play.

UNIT STATS

Each unit has 6 stats:
1. Movement Rating (Movement Points)
2. Range Rating (In Hexes)
3. Attack Rating
4. Defense Rating
5. Morale Rating
6. Hits Rating (Number of Kills before the Unit is Destroyed) NB All units in the Ancient period rules have a hits rating of 2

TURN SEQUENCE

Each Round has 4 phases.
Initiative Phase
Player A Movement Phase
Player B Movement Phase
Morale Phase

INITIATIVE PHASE

Determine turn order by rolling high on 1D10. Reroll ties.
The Player with the high roll chooses whether he wants to be Player A or Player B.

The Player with the low roll is left with the choice not taken.
A Player gets -2 to his roll if his Leader unit is destroyed.

FACING

All unit counters must have an arrow to indicate their direction of facing.
Units can only move in the direction they face.
After each hex moved a unit may change its facing 60 degrees.
A unit can only attack units it is facing in a 120 degree arc.
Hand to Hand attacks against the back or rear of a unit are at Attack +2.
The Defender gets defense -3.
Routing units immediately change their facing 180 degrees.

STACKING

Only one ground unit per hex, except for units that can carry other units.
This may be altered depending on the scale of the map.

MOVEMENT PHASE

MP = Movement Points.
MPs are expended upon entering an adjacent hex.
Units may move up to their movement allowance.
A unit that is not damaged, pinned, etc, can always move at least 1 hex.
A unit may spend a movement point to change its facing to any direction.

ATTACKING

All units may attack only once per turn.
Any unit may attack at any time during either Movement Phase.
Resolve attacks immediately.
If players want to attack at the same time, the attacks are simultaneous.
Each unit has an attack range in hexes.
When attacking roll 1D10. this is the Attack roll.
An Attack Hits if the roll is less than or equal to the Attack rating of the Attacker.
Natural Rolls of 1 always hit, and rolls of 10 always hit.
If an attack hits the Defender may attempt to save.
The Defender saves on a roll on 1D10 less than or equal to the Defense value of the Defender.
If a unit receives a number of hits equal to its Hits Rating it is killed and is removed from play.
Unless otherwise stated all attacks must be Line of Sight.

COMBINED ATTACKS RULE

Every unit after the first to attack the same target unit gets Attack Rating +1.

OVERKILL RULE

If an attack hits, subtract the roll result from the attack rating.
This is the Overkill factor.
The defender reduces his Defense rating by this factor.
For example: the attacking tank has an Attack rating = 9. It rolls a 5.
The overkill factor is $9 - 5 = 4$. The defending infantry has a Defense rating = 6.
The Modified defense rating is $6 - 4 = 2$.

OVERRUN (FREE ADVANCE)

A unit that has destroyed an adjacent enemy unit may move into its hex.

MORALE PHASE

Units must make morale checks every time they are hit but not destroyed.
Units must also check morale if an adjacent friendly unit routs.
If they roll equal to or less than their Morale Rating on 1D10 they keep fighting.
On a higher roll they rout. They move away from enemy units at top speed.
If they move off the board they are removed from play.
Routing units may roll to rally every turn after they rout.
If they roll equal to or less than half (round up) of their Morale Rating on 1D10 they rally.
Morale checks are at -2 if the Leader unit is destroyed.
Morale checks are at -1 if they are outnumbered 2 to 1.

ARMY SCALES

For two armies to fight they must have the same Scale, Era, and Terrain Set.
Scales can be in terms of manpower, or distances.

Some possible Scales include:

Skirmish	1 Man
Tactical	10
Brigade	100
Operational	1,000; Countries
Strategic	10,000 Men; Continent

ARMY ERAS

For two armies to fight they must have the same Scale, Era, and Terrain Set.

TERRAIN SETS

For two armies to fight they must have the same Scale, Era, and Terrain Set.
The Armies Scale basically determines what Terrain Set it will use.
A Terrain Set will list what Terrain types are available and how they effect play.
A Terrain type will have one or more of the following attributes:
Defense: A bonus or penalty applied to the Defense Rating of any unit occupying the space.
MP: The number of Movement points required to enter the space.

BASIC GROUND TERRAIN SET

Terrain Type	MP	Defense	Notes
Open	1	-	Grass lands, plains
Forest	2	+1	Woods, Defense +2 vs Ranged Attacks
Water	-	-	Impassable
Shallow Water	2	-1	-
Mountainous	-	-	Impassable
Buildings	-	-	Impassable
Bridge	2	-1	-
Marsh	2	-1	-
Desert	2	-	-
Low Wall	2	+1	-
Fortress	3	+2	Walls, Defense +3 vs Ranged Attacks

Elevation Rule- Determine the elevation of all hexes.

A higher elevation costs 1 additional MP to enter.

At a higher elevation get +1 Defense if being attacked from below and get +1 to attack units below.

Units may not stack unless the Army List allows it.

WARPSAWN RULES OF WAR

Ancient

Period Army Lists

The following

lists are based on those given in the original rules but expanded by myself.

Please feel free to modify them if you feel they need it.

Please note the

composition of ancient armies varied tremendously with circumstances and many

nations used a wide variety of local or mercenary troops as and when necessary.

The following are typical examples only, using the core troop types of each

army. Where troop types have a choice of weapons that choice is yours.

Greek Army

1 General

8 Units Hoplites

2 Units Peltasts

2 Units Psiloi

2 Units Medium

Cavalry

1 Unit Light

Cavalry

Persian Army

1 General

6 Units

Spearmen/Bow (1 Unit may be Immortals)

2 Units Medium

Infantry

2 Units Light

Infantry

2 Units Medium

Cavalry

3 Units Light

Cavalry

Macedonian Army

1 General

6 Units Phalangites

2 Units Hypaspists

2 Units Light

Infantry

1 Unit Heavy

Cavalry/Companions

2 Units Medium

Cavalry

2 Units Light

Cavalry

Indian Army

1 General

4 Units

Elephants

4 Units Chariots

4 Units Medium

Infantry/Bow
2 Units Medium
Infantry/Spear
1 Unit Medium
Cavalry
Carthaginian Army
1 General
2 Units
Elephants
3 Units Spearmen
4 Units Medium
Infantry/Gauls/Spaniards
3 Units Light
Infantry
1 Unit Heavy or
Medium Cavalry
2 Units Light
Cavalry
Roman Army
1 General
6 Units
Legionaries
3 Units
Auxiliaries
2 Units Light
Infantry
2 Units Medium
Cavalry
2 Units Light
Cavalry
Gallic/Germanic Army
1 General
6 Units Warband
4 Units Light
Infantry
1 Unit Heavy
Cavalry
2 Units Medium
Cavalry
2 Units Light
Cavalry
Celtic Army
1 General
4 Units Chariots
6 Units Warband
3 Units Light
Infantry
2 Units Light
Cavalry
Late German/Goth/Hun Army
1 General
4 Units Medium
Infantry
2 Units Light

Infantry
 4 Units Heavy
 Cavalry
 5 Units Light
 Cavalry

GREEK ARMY

UNIT TYPE	MOVE	RANGE	ATTACK- Hand to Hand	ATTACK- Missile	DEFENSE	MORALE	NOTES
General	4		8		7	10	
Hoplites- Standard	2		7		7	6	
Hoplites- Spartan or Theban	2		8		8	9	
Peltasts	3		4		4	6	
Psiloi- Javelin	3	3	3	2	4	3	
Psiloi- Bow	3	6	3	2	3	3	
Psiloi- Sling	3	4	3	2	3	3	
Heavy Cavalry	5		4		4	6	
Medium Cavalry	6		4		4	6	
Light Cavalry- Javelin	6		3		3	3	
Light Cavalry- Bow	6	5	2	2	3	3	

PERSIAN ARMY

UNIT TYPE	MOVE	RANGE	ATTACK- Hand to Hand	ATTACK- Missile	DEFENSE	MORALE	NOTES
General	4		8		7	10	
Spearmen/Bow- Standard	2	6	6	2	6	6	
Spearmen/Bow- Immortals	2	6	7	2	7	9	
Medium Infantry- Spear	3		4		4	6	
Light Infantry- Javelin	3	3	3	2	4	3	
Light Infantry- Bow	3	6	3	2	3	3	
Light Infantry- Sling	3	4	3	2	3	3	
Heavy Cavalry	5		4		4	6	
Medium Cavalry	6		4		4	6	
Light Cavalry- Javelin	6		3		3	3	
Light Cavalry-	6	5	2	2	3	3	

Bow							
Chariots	5	3	3	2	3	6	
Elephants	4		7		4	3	
Mercenary Hoplites	2		7		7	6	
Mercenary Peltasts	3		4		4	6	

CARTHAGINIAN ARMY

UNIT TYPE	MOVE	RANGE	ATTACK- Hand to Hand	ATTACK- Missile	DEFENSE	MORALE	NOTES
General	4		8		7	10	
Spearmen- Standard	2		6		6	6	
Spearmen- Citizen	2		6		6	9	
Spanish Medium Infantry	2		5		5	6	
Gallic Medium Infantry	2		6		5	6	
Light Infantry- Javelin	3	3	3	2	4	3	
Light Infantry- Bow	3	6	3	2	3	3	
Light Infantry- Sling	3	4	3	2	3	3	
Heavy Cavalry	5		4		4	6	
Medium Cavalry	6		4		4	6	
Light Cavalry- Javelin	6		3		3	3	
Elephants	4		7		4	3	

ROMAN ARMY (EARLY IMPERIAL)

UNIT TYPE	MOVE	RANGE	ATTACK- Hand to Hand	ATTACK- Missile	DEFENSE	MORALE	NOTES
General	4		8		7	10	
Legionaries	2		6		6	9	
Auxiliary Infantry	2		5		5	6	
Light Infantry- Javelin	3	3	3	2	4	3	
Light Infantry- Bow	3	6	3	2	3	3	
Light Infantry- Sling	3	4	3	2	3	3	
Heavy Cavalry	5		4		4	6	
Medium Cavalry	6		4		4	6	
Light Cavalry- Javelin	6		3		3	3	
Elephants	4		7		4	3	

Artillery	2	12	3	2	3	6	
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MACEDONIAN ARMY

UNIT TYPE	MOVE	RANGE	ATTACK- Hand to Hand	ATTACK- Missile	DEFENSE	MORALE	NOTES
General	4		8		7	10	
Phalangites	2		6		6	9	
Hypaspists	2		7		7	9	
Light Infantry- Javelin	3	3	3	2	4	3	
Light Infantry- Bow	3	6	3	2	3	3	
Light Infantry- Sling	3	4	3	2	3	3	
Heavy Cavalry- Companions	5		4		4	9	
Heavy Cavalry	5		4		4	6	
Medium Cavalry	6		4		4	6	
Light Cavalry- Kontos	6		4		4	6	
Light Cavalry- Javelin	6		3		3	3	
Light Cavalry-Bow	6	5	2	2	3	3	
Artillery	2	12	3	2	3	6	
Elephants	4		7		4	3	
Mercenary Hoplites	2		7		7	6	
Mercenary Peltasts	3		4		4	6	

INDIAN ARMY

UNIT TYPE	MOVE	RANGE	ATTACK- Hand to Hand	ATTACK- Missile	DEFENSE	MORALE	NOTES
General	4		8		7	10	
Medium Infantry Javelin	2	3	6	2	4	3	
Medium Infantry Bow	2	6	6	2	5	3	
Medium Cavalry	6		4		4	6	
Light Cavalry- Javelin	6		3		3	3	
Light Cavalry- Bow	6	5	2	2	3	3	
Chariots	5	5	3	2	3	6	
Elephants	4		7		4	3	

CELTIC/GALLIC/GERMANIC ARMY

UNIT TYPE	MOVE	RANGE	ATTACK- Hand to Hand	ATTACK- Missile	DEFENSE	MORALE	NOTES
General	4		8		7	10	
Warband	2		6		6	6	
Light Infantry- Javelin	3	3	3	2	4	3	
Light Infantry- Bow	3	6	3	2	3	3	
Light Infantry- Sling	3	4	3	2	3	3	
Heavy Cavalry	5		4		4	6	
Medium Cavalry	6		4		4	6	
Light Cavalry- Javelin	6		3		3	3	
Chariots	5	3	3	2	3	3	

LATE GERMAN/GOTH/HUN ARMY

UNIT TYPE	MOVE	RANGE	ATTACK- Hand to Hand	ATTACK- Missile	DEFENSE	MORALE	NOTES
General	4		8		7	10	
Medium Infantry Spear/sword	2		6		6	6	
Light Infantry- Javelin	3	3	3	2	4	3	
Light Infantry- Bow	3	6	3	2	3	3	
Heavy Cavalry	5		4		4	6	
Medium Cavalry	6		4		4	6	
Light Cavalry- Javelin	6		3		3	3	
Light Cavalry- Bow	5	3	3	2	3	3	

Rules originally published on the web at <http://www.angelfire.com/games2/warpspawn/>
by Lloyd Krassner. Editing and additions by Mike Murgatroyd September 2001.

RULES OF WAR

INTRODUCTION

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FACING

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After each hex moved a unit may change its facing 60 degrees.
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The Defender gets defense -3.
Routing units immediately change their facing 180 degrees.

STACKING

Only one ground unit per hex, except for units that can carry other units.
This may be altered depending on the scale of the map.

MOVEMENT PHASE

MP = Movement Points.
MPs are expended upon entering an adjacent hex.
Units may move up to their movement allowance.
A unit that is not damaged, pinned, etc, can always move at least 1 hex.
A unit may spend a movement point to change its facing to any direction.
A unit may (dis)mount a vehicle in the same hex if both pay 1 MP.

ATTACKING

All units may attack only once per turn.
Any unit may attack at any time during either Movement Phase.
Resolve attacks immediately.
If players want to attack at the same time, the attacks are simultaneous.
Each unit has an attack range in hexes.
When attacking roll 1D10. this is the Attack roll.
An Attack Hits if the roll is less than or equal to the Attack rating of the Attacker.
Natural Rolls of 1 always hit, and rolls of 10 always hit.
If an attack hits the Defender may attempt to save.
The Defender saves on a roll on 1D10 less than or equal to the Defense value of the Defender.
If a unit receives a number of hits equal to its Hits Rating it is killed and is removed from play.
Unless otherwise stated all attacks must be Line of Sight.

COMBINED ATTACKS RULE

Every unit after the first to attack the same target unit gets Attack Rating +1.

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If an attack hits, subtract the roll result from the attack rating.
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For example: the attacking tank has an Attack rating = 9. It rolls a 5.
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OVERRUN (FREE ADVANCE)

A unit that has destroyed an adjacent enemy unit may move into its hex.

MORALE PHASE

Units must make morale checks every time they are hit but not destroyed.
Units must also check morale if an adjacent friendly unit routs.
If they roll equal to or less than their Morale Rating on 1D10 they keep fighting.
On a higher roll they rout. They move away from enemy units at top speed.
If they move off the board they are removed from play.
Routing units may roll to rally every turn after they rout.
If they roll equal to or less than half (round up) of their Morale Rating on 1D10 they rally.
Morale checks are at -2 if the Leader unit is destroyed.
Morale checks are at -1 if they are outnumbered 2 to 1.

FIRE SUPPORT

These are attacks that are generated somewhere off map.
This usually represents Artillery batteries or Air strikes.
These can strike anywhere on the map.
They are limited in ammo and number of attacks per turn.

SPOTTING

Some lists include spotting ranges as a unit stat.
This is the range in hexes a unit will spot enemy units.
Once spotted, any unit can attack it.

ARMY LIST STATS

Every Army List includes the:
Nationality or Era, Scale, Terrain Set

ARMY SCALES

For two armies to fight they must have the same Scale, Era, and Terrain Set.
Scales can be in terms of manpower, or distances.

Some possible Scales include:

Skirmish	1 Man
Tactical	10
Brigade	100
Operational	1,000; Countries
Strategic	10,000 Men; Continent
Small Naval	Coastal Region
Large Naval	Ocean
World War	Entire Globe
Interstellar Space	Single Solar System
Galactic Space	Light Years

ARMY ERAS

For two armies to fight they must have the same Scale, Era, and Terrain Set.
The Name of the Army basically determines what Nationality and Era it belongs to.
Some possible Eras, or Time Periods, include:
Ancients, Roman Empire, Medieval, Feudal Japan, Napoleonic, WWI, WWII, Modern, Future

TERRAIN SETS

For two armies to fight they must have the same Scale, Era, and Terrain Set.
The Armies Scale basically determines what Terrain Set it will use.
A Terrain Set will list what Terrain types are available and how they effect play.
A Terrain type will have one or more of the following attributes:

Defense: A bonus or penalty applied to the Defense Rating of any unit occupying the space.

MP: The number of Movement points required to enter the space.

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Terrain Type	MP	Defense	Notes
Open	1	-	Grass lands, plains
Forest	2	+1	Woods, Defense +2 vs Ranged Attacks
Water	-	-	Impassable
Shallow Water	2	-1	-
Mountainous	-	-	Impassable
Buildings	-	-	Impassable
Bridge	2	-1	-
Marsh	2	-1	-
Desert	2	-	-
Low Wall	2	+1	-
Fortress	3	+2	Walls, Defense +3 vs Ranged Attacks

Elevation Rule- Determine the elevation of all hexes.

A higher elevation costs 1 additional MP to enter.

At a higher elevation get +1 Defense if being attacked from below and get +1 to attack units below.

Units may not stack unless the Army List allows it.

WWI GROUND TERRAIN SET

Terrain Type	MP	Defense	Notes
No Mans Land	1	-	
Mine Field	1	-1	Units moving through receive an Attack of strength = 5.
Barbed Wire	2	-2	
Trenches	2	+3	
Roads	½	-	
Pill Box	2	+4	
Fortress	2	+6	3 Hits
Hill	1	+1	Attack +1; Costs 2 MP to go uphill
Forest	2	+1	
Buildings	2	+2	Also Ruins
Airfield	1	-	
Water	-	-	Impassable

Terrain Bonuses do not protect against gas.

Indicate direction of wind.

WWII SQUAD GROUND TERRAIN SET

Terrain Type	MP	Save
Clear	1	-
Road	1/2	-
Tall Grass	1	2
Bocage	2	4
Building	3	5
Rubble	3	6
Trees	2	3
Mud	2	-
Barbed Wire	4	-
Pill Box	3	7

Save = If a unit in this terrain is hit it is not killed on a 1D10 roll under this value.

BASIC SPACE TERRAIN SET

Terrain Type	MP	Defense	Notes
Void	1	-	Empty Space
Gasses	2	+1	Attack at -1
Radiation Belt	2	+2	Attack at -2
Asteroid	-	-	Impassable
Space Hulks	-	-	Impassable (Unless Destroyed: 2 Hits)
Dark Matter	2	-	-
Star Dust	2	-	-
Satellites	-	-	Impassable (Unless Destroyed: 1 Hit)

ARMY LISTS

Some sample army or unit lists are provided below:

HISTORICAL ARMY LISTS

PERSIAN WARS GREEK ARMY LIST

Unit Name	Move	Range	AH	AR	Defense	Morale	Notes
Spartan Warband	2	1	8	-	8	10	
Athenian Hoplites	2	1	7	-	7	8	
Ionian Peltasts	3	3	4	2	4	6	
Cretan Bowmen	3	6	3	2	3	5	
War Chariots	4	3	5	2	5	9	
Heavy Infantry	2	1	7	-	7	7	
Corinthian Phalanx	2	1	7	-	8	9	
Greek Archon	4	1	8	-	7	10	Army Leader

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade.

All units have a Hits Rating = 1.

AH = Attack Rating vs adjacent units. Hand to Hand.

AR = Attack Rating vs units 2 or more hexes away. Ranged Attacks.

PERSIAN WARS PERSIAN ARMY LIST

Unit Name	Move	Range	AH	AR	Defense	Morale	Notes
Immortals	2	6	6	2	6	9	
Persian Archers	3	6	3	2	3	7	
Scythed Chariots	4	1	5	-	4	6	
Scythian Horse Archers	6	5	2	1	3	4	
Phrygian Javelineers	3	3	4	2	4	3	
Ethiopian Tribesmen	3	4	3	1	3	2	
Arabian Nomads	6	5	4	1	3	2	
Indian Heavy Chariots	4	3	4	2	4	4	
Egyptian Levies	2	1	4	-	5	4	
Mede Cavalry	6	5	5	1	6	6	
Assyrian Light Chariots		5	3	3	1	3	5
Bactrian Spearmen	2	1	4	-	5	2	
King Xerxes	4	1	6	-	7	10	Army Leader

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade.

All units have a Hits Rating = 1.

AH = Attack Rating vs adjacent units. Hand to Hand.

AR = Attack Rating vs units 2 or more hexes away. Ranged Attacks.

PUNIC WARS ROMAN ARMY LIST

Unit Name	Move	Range	AH	AR	Defense	Morale	Notes
Velites Skirmishers	3	3	3	2	3	3	
Hastatus Heavy Infantry		2	3	5	2	5	7
Pila							
Princepes Heavy Infantry	2	3	6	2	6	8	Pila
Triarii Veteran Spearmen	2	1	6	-	7	9	
Centurion	2	1	7	-	7	9	ArmyLeader
Auxillary Light Infantry	3	3	3	2	3	2	
Aux. Heavy Infantry Cohort	2	3	5	2	5	6	Pila
Heavy Cavalry	5	1	4	-	4	4	

Use the Basic Ground Terrain Set. Scale: Tactical-Brigade.

All units have a Hits Rating = 1.

Units with Pila get 2 ranged attacks, on the same turn, the very first turn they enter into HTH during the battle. They can make no other Ranged attacks.

PUNIC WARS CARTHIGIAN ARMY LIST

Unit Name	Move	Range	AH	AR	Defense	Morale	Notes
War Elephants	4	1	7	-	4	5	
Balearic Slingers	3	4	2	1	2	3	
Spanish Heavy Infantry	2	3	5	2	5	7	Pila
Spanish Light Infantry	3	3	3	2	3	7	
Numidian Light Cavalry	6	3	3	2	3	4	
Spanish Cavalrymen	6	3	4	2	4	7	Pila
African Heavy Infantry	2	1	5	-	6	7	
Celt Heavy Cavalry	5	1	5	-	4	6	
Celt Warbands	2	1	6	-	5	7	
Hannibal	5	1	6	-	7	10	Army Leader

Use the Basic Ground Terrain Set. Scale: Tactical-Brigade.

All units have a Hits Rating = 1.

If an Elephant unit routs, it will attack friendly units blocking its escape route.

Units with Pila get 2 ranged attacks, on the same turn, the very first turn they enter into HTH during the battle. They can make no other Ranged attacks.

BARBARIAN ARMY LIST

Unit Name	Move	Range	Attack	Defense	Morale	Notes
Pathfinders	4	6	3	4	4	Short Bows
Naked Warriors	4	1	5	3	8	Always Charge
Swordsmen	3	1	5	4	7	
Spearmen	3	1	4	4	6	+1 Defense vs Shock Cavalry
Axe Throwers	3	3	4	4	6	
Hunter Archers	3	8	2	3	5	
Axemen	3	1	6	4	7	
Heavy Cavalry	5	1	5	4	6	
Berserkers	3	1	7	4	9	Always Charge
Chieftain	3	1	6	5	8	Army Leader

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade.

All units have a Hits Rating = 1.

A unit cannot make a ranged attack and move in the same turn.

Units may charge into combat: Move +1 (+2 if Cavalry), Attack +1, Defense -1.

This List represents Vikings, Celts, Gauls, Visigoth tribes.

MEDIEVAL ARMY LIST

Unit Name	Move	Range	Attack	Defense	Morale	Notes
Peasant Rabble	2	1	2	2	3	
Halberdiers	3	1	6	4	6	Set Spears +1
Crossbowmen	3	14	3	3	5	
Longbowmen	3	12	4	2	5	

Shortbowmen	3	8	2	2	4	
Pikemen	2	1	5	4	6	Set spears +2
Swordsmen	3	1	5	5	6	
Footmen	3	1	4	4	5	
Shield Men	2	1	3	6	5	+1 Defense vs Ranged Attacks
Mntd Crossbows	7	14	2	3	5	
Horsemen	7	1	5	4	5	
Mounted Knights	6	1	6	6	7	
Knights on Foot	2	1	6	6	7	
Nobility	6	1	6	6	6	Army Leader

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade.

All units have a Hits Rating = 1.

A unit cannot make a ranged attack and move in the same turn.

Units may charge into combat: Move +1 (+2 if Cavalry), Attack +1, Defense -1.

Units with Set Spears get +X Defense vs Shock Cavalry and they get to attack first in any HTH.

Ranged units always get to make missile attacks before an enemy attacks in HTH.

FEUDAL JAPAN ARMY LIST

Unit Name	Move	Range	Attack	Defense	Morale	Notes
Ashigaru Spearmen	3	1	3	3	4	Set Spears +1
Ashigaru Gunners	3	12	2	1	3	
Bushi Spearmen	3	1	4	4	6	Set Spears +1
Bushi Musketeers	3	16	3	2	5	
Bushi Spear Cavalry	8	1	3	3	5	+1 Attack vs Routers
Buddhist Monks	4	1	5	5	7	
Ninja	4	1	5	3	5	
Samurai Swordsmen	3	1	6	5	8	
Samurai Naginata	3	1	5	6	8	Set Spears +1
Samurai Archers	3	12	4	3	7	
Samurai Heavy Cavalry	6	1	4	4	8	
Samurai Horse Archers	7	10	3	3	7	
Daiyamo	6	1	6	7	9	Army Leader

Use the Basic Ground Terrain Set. Scale: Tactical-Brigade.

All units have a Hits Rating = 1.

A unit cannot make a ranged attack and move in the same turn.

Units may charge into combat: Move +1 (+2 if Cavalry), Attack +1, Defense -1.

Units with Set Spears get +X Defense vs Shock Cavalry and they get to attack first in any HTH.

Ranged units always get to make missile attacks before an enemy attacks in HTH.

NAPOLEONIC ERA ARMY LIST

Unit Name	Move	Range	A1	A2-5	A6+	Morale	Defense
Guard Infantry	3	3	7	3	-	9	6
Elite Infantry	3	3	6	3	-	8	5
Line Infantry	3	3	5	2	-	7	4
Light Infantry	4	5	5	3	-	8	6
Militia	3	3	2	1	-	4	3
Heavy Cavalry	5	3	5	2	-	8	5
Dragoons	6	2	4	2	-	7	6
Shock Cavalry	5	1	6	-	-	8	4
Field Pieces	2	12	8	6	3	6	3
Howitzers	2	8	6	3	1	5	2
General & Staff	5	1	3	-	-	9	6

Use the Basic Ground Terrain Set. Scale: Company (1 Hex = 100 yards)

A unit may only have one Formation marker at a time.

A unit without a formation marker is considered to be in line in close order.

A unit must make a morale check to change its formation or else it does nothing.

Units may instead of attacking put on or take off a Column Formation marker.

A unit with a column marker is Attack -1, Defense -1, Move +1.

Heavy Infantry (Line, Elite, Guard) may instead of attacking put on or take off a Square Formation Marker. Infantry in Squares are Move = 0, Attacks -1, Defense +5 vs Cavalry, and Defense -2 vs other troop types. Units that are hit receive a 'Disrupted Formation' counter. Disrupted Units get a -1 to all ratings except Range. A unit that receives a second 'Disrupted Formation' counter is destroyed. Militia and Light Infantry can never inflict a second Disrupted counter, instead, the unit that was hit must check morale. Artillery cannot move and attack in the same turn. Howitzers may make indirect attacks over the heads of friendly troops. Non-artillery units may make bayonet/saber charges at adjacent enemy units. Charging units get Attack +2 and Defense -2.

A1 = Attack Rating at Range = 1
A2-5 = Attack Rating at Ranges = 2-5
A6+ = Attack Rating at Ranges = 6+

Guard Infantry- Old Guard, Young Guard
Elite Infantry- Musketeers, Grenadiers, Highlanders
Line Infantry- Fusiliers, Sappers, Gendarmes, Legere, Jagers
Light Infantry-(Rifles) Skirmishers, Cacadores, Voltigeurs, Zouaves
Militia- Landwehr, Blunderbussars, Partisans
Heavy Cavalry- Cuirassiers, Carabiners, Chasseurs
Dragoons- Also Hussars, Cossacks
Shock Cavalry- Lancers, Uhlans, Mamelukes
Howitzers fire shells. Field pieces fire canister and round shot.
Round Shot attacks every unit it passes through in a straight line.

WORLD WAR I UNIT LIST

Unit Name	Move	Range	Attack	Defense	Notes
Infantry	2	2	6	5	
Snipers	2	4	4	6	
Flame Throwers	2	1	6	2	Attack +5 vs Pillboxes
Cavalry	4	1	4	1	Cannot enter Barbed Wire
Machine Guns	1	2	7	5	
Mustard Gas	-	4	8	-	All units have a Def = 5 vs Gas
Tanks	2	4	6	8	
Mortars	1	6	2	5	
Light Artillery	1	12	2	4	
Medium Artillery	1	20	3	3	
Siege Guns	1	32	4	2	Attack +5 vs Fortresses
Headquarters	1	1	1	2	Army Leader
Airplane	40	1	2	5	Attack +5 vs other planes
Flak Guns	1	6	5	4	

Use the WWI Terrain Set. Scale: Tactical-Brigade. All units have a Hits Rating = 1. Only Infantry, Snipers, Flame Throwers, Airplanes, Cavalry, and Tanks can move and attack in the same turn. Siege guns attack every other turn. Mustard gas is an attack chit carried by some infantry. It is discarded when used. Gas affects all units in a line of 4 hexes. Attacks must be in direction of the wind. Airplanes must land at a friendly airfield at the end of every other turn. Only Flak guns and Airplanes may attack Airplanes. Airplanes ignore terrain when moving and when being attacked. All units have a Morale Rating = 7.

WORLD WAR II SQUAD UNIT LIST

Unit	R5	R4	R3	R2	R1	OA	MP
Sniper Rifle	-	2	3	3	2	-	6
Rifle	-	1	2	2	2	-	6

SMG - - **1** **2** **3** - **6**

Officer	-	-	1	2	2	-	6
Flamethrower	-	-	-	1	4	10	4
Machinegun	-	1	2	3	3	10	4
Mortar	2	2	2	1	1	10	4

Use the WWII Terrain Set. Scale: Tactical. All units have a Hits Rating = 1.

RX = Attack value at range = X

OA = Unit is out of ammo when an attack roll of this value is made.

All units have a Morale Rating = 7.

A squad without a officer has Morale -2.

SCIENCE FICTION ARMY LISTS

SPACE FLEET UNIT LIST

Unit Name	Move	Range	Attack	Defense	Hits	Notes
Interceptor Fighter	7	5	2	6	1	Attack +5 vs Fighters
Assault Fighter	6	6	6	4	1	
Fighter Bomber	5	3	2	3	1	Attack +5 vs Ships
Heavy Fighter	5	6	5	5	1	
Light Fighter	8	4	4	6	1	
Escort Corvette	4	8	3	6	2	Attack +4 vs Fighters
Hunter Corvette	5	9	5	5	2	
Gunship Corvette	4	10	4	4	2	Attack +2 vs Ships
Destroyer Ship	4	12	5	4	3	Attack +2 vs Fighters
Cruiser Ship	3	14	6	5	4	
Battle Ship	2	16	7	6	5	+1 vs Ships

Use the Basic Space Terrain Set. Scale: Skirmish-Tactical.

All units have a Morale Rating = 10.

All Fighters have Defense +3 vs Ships

All Ships have Attack +2 vs Corvettes

All Corvettes have Attack +2 vs Fighters

Ships & Corvettes have -1 Move, Attack, and Defense per hit lost.

Use Damage counters to designate hits.

Players pick one of their vessels to be their leader unit.

STAR WARS GALACTIC EMPIRE FLEET UNIT LIST

Unit Name	Move	AD	Hull	Shields	Cargo	Notes
Star Galleon	2	0/1/1	1	2	-/3	Point Defense
Carrack Light Cruiser	5	1/1/2	1	2	-/-	Attack Rating = 5
Republic Dreadnaught	2	1/1/1	1	2	1/2	Bombardment
Imperial Escort Cruiser		3	1/1/1	1	2	6/- Point
Defense						
Galleon	3	-	1	1	-/2	-
Super Star Destroyer	3	7/3/5	6	12	12/9	Bombardment
Lancer Frigate	3	2/2/2	1	3	-/-	Point Defense
Strike Cruiser	3	2/1/2	2	6	1/-	Bombardment
Assault Transport	4	2/0/1	1	3	-/1	Point Defense
Interdictor Cruiser	3	1/1/1	1	6	-/-	Attack Rating = 5
Victory Destroyer	3	2/0/2	2	2	2/2	Bombardment
Victory II Star Destroyer	3	2/2/2	2	6	2/-	Bombardment
Imperial Star Destroyer		3	2/1/2	3	3	6/3
Bombardment						
Imperial II Star Destroyer	3	4/1/3	4	8	6/3	Bombardment
Death Star	1	8/8/8	12	18	24/18	Bombardment

Use the Basic Space Terrain Set. Scale: Skirmish-Tactical.

All units have a Morale Rating = 10.

All ships have a Defense Rating = 0.

Shields & Hull are the same as Hits. Shields are lost before Hull points.
 Cargo: The first value is the number of fighter squads carried.
 The second Cargo value is the number of troop regiments carried.
 Surviving Troop regiments may count towards victory objectives.
 Ships with the Bombardment ability may count towards victory objectives.
 Ships with Point Defense have an Attack Rating = 6 vs Fighters
 Ships with Point Defense have an Attack Rating = 4 vs Ships
 Ships with Bombardment have an Attack Rating = 4 vs Fighters
 Ships with Bombardment have an Attack Rating = 6 vs Ships
 All attacks have a Range = 1.
 AD = Attack Dice: The number of Attacks the unit can make per turn in 4 arcs:
 Front/ Aft/ Sides (Port & Starboard)
 The Death Star can make 1 Special Attack every other turn at Range = 5.
 This attack automatically destroys any target it hits.
 As it move, any ship may hyper jump out of the battle. Enemy ships may attack first.
 Interdictor Cruisers have Gravity Wells that prevent all ships on the
 map from hyper jumping.
 Use Damage counters (or change) to designate hits.
 Ships reduced to half hull points have half AD and Movement.
 Players pick one of their vessels to be their leader unit.

STAR WARS GALACTIC EMPIRE FIGHTER UNIT LIST

Unit Name	Move	AD	Defense Notes
Tie Fighter Squad	7	1	6 Point Defense
Tie Interceptor Squad	8	2	7 Attack Rating = 5
Tie Defender Squad	7	3	6 Attack Rating = 5
Tie Bomber Squad	6	2	5 Bombardment
Slave-1 (Boba Fett's Ship)	6	2	7 Attack Rating = 7

All fighter Squads have only 1 hit, but notice, they do have a Defense Rating.
 All Attacks are into the forward Arc.

STAR WARS REBEL ALLIANCE FLEET UNIT LIST

Unit Name	Move	AD	Hits	Shields	Cargo	Notes
Corellian Frigate	3	1/1/2	1	3	-/-	Attack Rating = 5
Dauntless Cruiser	3	2/2/4	3	8	4/2	Bombardment
Corellian Gunship	5	2/1/2	1	2	-/-	Point Defense
Liberator Cruiser	4	2/1/2	2	6	6/3	Bombardment
Bulwark Battlecruiser	3	8/2/5	5	11	10/4	Bombardment
Nebulon-B Frigate	3	2/1/1	1	3	2/-	Attack Rating = 5
Alliance Dreadnaught	3	1/1/1	1	2	1/2	Bombardment
Mon Calamari Cruiser	3	2/2/2	2	3	3/1	Bombardment
Bulk Cruiser	3	1/0/1	1	2	-/-	Bombardment
Bulk Transport	2	-	1	2	-/6	-
Medium Transport	3	0/0/1	1	1	-/2	Point Defense
Alliance Escort Carrier	3	1/0/1	1	2	6/-	Point Defense
Corellian Capitol Ship	3	2/1/2	2	6	-/1	Bombardment
Corellian Corvette	3	2/1/2	1	2	-/-	Point Defense
Assault Frigate	3	3/0/2	2	6	-/-	Bombardment
Millennium Falcon	6	1/1/1	1	1	-/-	Point Defense

Corellian Frigates have Gravity Wells that prevent all ships on the map from hyper jumping.
 The Millennium Falcon has a Defense Rating = 5.

STAR WARS REBEL ALLIANCE FIGHTER UNIT LIST

Unit Name	Move	AD	Defense Notes
A-Wing Squad	8	1	7 Point Defense
B-Wing Squad	6	3	5 Bombardment
X-Wing Squad	7	2	6 Attack Rating = 5
Y-Wing Squad	6	2	6 Attack Rating = 5

One of a Y-Wings Attack Dice may be fired into any arc.
 Squads with a Jedi pilot have Attack and Defense Ratings +2.
 Any Fighter Squad that hits the Death Star has 1 in 1D10 chance of Destroying it.
 Jedi Squads have a 1-5 in 1D10 chance of destroying the Death Star.

FANTASY ARMY LISTS

MIDDLE EARTH - WAR OF THE RING - DARK POWERS - ARMY LIST

Unit Name:	Move	AM	AR	Defense	Morale	Notes
Sauron the Dark Lord*	0	7	-	9	10	Magic = 20
Saruman the White*	4	2	-	8	7	Istari, Maiar, Magic = 10
Witch King of Morgul*	4	9	-	8	10	High Nazgul
Nazgul Ring Wraiths*	4	8	-	8	10	Black Riders
Barrow-Wights	2	6	-	7	10	Undead
Mouth of Sauron*	4	4	-	6	8	
Orcs	2	3	2	2	4L	Goblins
Uruk-hai	2	5	3	4	6L	Hobgoblins
Half Orcs	2	4	3	3	5L	
Trolls	3	6	-	5	8L	Giants
Olog-hai	3	7	-	6	9L	Great Trolls
Balrog Demon	4	9	-	8	10	2 Hits
Shelob the Great	3	8	-	6	10	Spider
Great Spiders	3	6	-	4	9	
Cold-Drake	4	7	-	7	7	Dragons
Winged Fire-Drake	8F	8	5	8	9	2 Hits
Black Numenoreans	2	5	2	4	7L	Men
Umbar Corsairs	2	4	2	3	5L	Attack +1 at Sea
Easterlings of Rhun	2	4	3	3	4L	Men
Men of Harad	2	4	3	3	5L	Southrons
Balchoth Barbarians	2	5	3	3	6L	Men
Wargs	4	6	-	5	8L	Great Wolves
Wolf Riders	4	6	2	4	7L	Orcs & Wargs
Great Bats	8F	3	-	2	9L	
Vampires	8F	7	-	6	8	Undead
Gaurhoth Werewolves	4	6	-	6	9	Shapeshifters
Fell Beasts	8F	5	-	4	8	Carry Nazgul
Wainriders	4	4	2	3	6L	War Chariots
Flies of Mordor	6	3	-	6	10L	Swarms
Dunlendings	2	4	2	3	4L	Men
Haradrim Mumakils	3	7	2	8	8L	War Elephants
Hillmen	2	3	2	3	7L	
Smeagol Gollum	3	1	-	8	3	
Kraken	1	9	-	8	9	3 Hits, Water Only
Variags of Khand	2	4	3	4	5L	Men
Siege Towers	1	4	3	6	9L	
Catapults	1	1	3	2	5L	Breach = 2, Range = 3
Battering Rams	1	1	-	4	7L	Breach = 4
Ships	6	4	2	6	6L	Carry = 1

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade.

All units have a Hits Rating = 1.

AM = Attack Rating Melee. Used against adjacent opponents.

AR = Attack Rating Ranged. Used against opponents 2 hexes away.

Units with an AR rating have a Range Rating = 2.

Units with a * are 'Heroes'. Heroes may stack unlimited on other Units.

Units with an L after their Morale rating are Legions.

Heroes cannot attack Legions.

Legions cannot attack Heroes stacked on a Legion.

Legions adjacent to or stacked with heroes get +1 on all their ratings.

On a roll of 1-5 on 1D10, Ships, Siege Towers, Catapults, and Rams are captured, not destroyed.

The letter F after the move rating indicates the unit can fly.

Each Ship can carry one non-ship Legion and any number of Heroes.

Sauron never moves from his Lair in Mordor.

Units with Magic points can cast spells.

Units with breach ability use this as an attack rating to destroy walls and Fortifications.

Units get no terrain bonus when attacked by Siege Towers.

MIDDLE EARTH - WAR OF THE RING - FORCES OF LIGHT - ARMY LIST

Unit Name:	Move	AM	AR	Defense	Morale	Notes
Gandalf the Grey*	6	5	--	9	10	Istari, Maiar, Magic = 8
Radagast the Brown*	5	4	--	9	9	Istari, Maiar, Magic = 6
Aragorn*	5	8	5	9	10	Strider
Legolas the Elf Lord*	4	6	6	8	10	
Glimli the Dwarf Lord*	4	7	--	8	10	
Frodo the Ring Bearer*	4	--	--	9	9	
Eomer*	4	7	--	9	10	
Faramir*	4	5	--	7	9	
Eowyn*	4	7	--	8	10	
King Theoden*	4	5	--	6	10	
Gwaihir the Windlord*	8F	6	--	9	10	Carry 1 Hero
Eagles	8F	6	--	4	8L	Carry = 1
Treebeard*	2	9	--	9	10	Treefolk
Ents	2	8	--	9	10L	Treefolk. Hits = 2
Huorns	1	7	--	8	10L	Treefolk
Grey Mountain Dwarves	2	6	--	6	10L	Khazad
Iron Hill Dwarves	2	6	--	6	10L	Khazad
Rivendell Grey Elves	4	6	5	5	9L	Sindar
Lothlorien High Elves	4	6	5	5	9L	Noldor
Mirkwood Silvan Elves	4	6	5	5	9L	Laiquendi
Teleri Sea Elves	4	4	4	4	8L	Attack +1 at sea
Half Elves	4	5	4	5	8L	
Shire Hobbits	2	2	2	4	7L	
Men of Gondor	2	5	3	4	8L	Dunedain
Men of Arnor	2	4	3	4	7L	Dunedain
Lakemen of Esgaroth	2	4	3	3	7L	Northmen
Horsemen of Rohan	4	5	2	4	8L	Rohirrim
Bardings of Dale	2	4	4	3	8L	Northmen
Beorning Bear Men	3	6	--	5	9L	Northmen
Rangers of the North	4	6	4	5	9L	Northmen
Woses of Druadan	3	5	3	5	6L	Pukel Men
Woodmen of Mirkwood	3	4	4	4	7L	Northmen
Dead Men of Dunharrow	2	8	--	7	10L	Undead
Ships	6	4	2	6	6L	Carry = 1

MIDDLE EARTH MAGIC

Magic Spell: Effect

Haste 1D10 Target Adjacent units get Move Rating +1D10 this turn.

Barrier Designate 1D10 connected hexes that enemy units may not enter this turn.

Aid Any rating of any Target Unit +/- 1D5 this turn. Cast before roll is made.

Fear 1D5 Target Adjacent units must make a Morale Check at -2.

A Spellcaster can use one spell per turn.

The Aid spell can be cast during the opponents turn.

Each spell cast uses up one Magic Point.

MIDDLE EARTH SCENARIO OUTLINE

Battle of Morannon, outside the Black Gates of Mordor.

GAME DESIGNERS NOTES

More Army Lists and Terrain Sets are on their way.

DISCLAIMER

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RUSSO-GERMAN WAR

INTRODUCTION

Board & card game for 2 players.
WWII East Front very abstract simulation
Each figure (unit) represents an army or armored division.
One player is the Germans, the other is the Russians (Soviets).

VICTORY

Destroy all opposing units.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.
There are 2 types of units:
Infantry and Armor
The German player starts with:
3 Armor
5 Infantry
The Russian player starts with:
4 Armor
12 Infantry

SETUP

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

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.
Each turn has 4 phases:
Orders Phase
Move Phase
Fire Phase
Recruit Phase

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your units.
The move card has a number.
This is the number of spaces the unit moves.
Moves can be diagonal or orthogonal.
Instead of moving just one unit in any direction, you have the option of moving up to three units forward the indicated number of spaces using a single move card.
A unit can move only once per turn.

FIRE PHASE

Play (discard) an Attack card to have a unit attack.
The attack card has a number.
This is the range of the attack.
Attacks can be diagonal or orthogonal.
The enemy unit that is the target of the attack is automatically killed and removed from the map.
Your opponent may play certain Defense cards to negate your attack.

RECRUIT PHASE

Players may play a Recruit card to gain back one lost unit.
The unit starts in an empty space in that player's back row.

CARD LIST NOTATION

M = Movement
A = Attack
D = Defense: Negate Attack card played by opponent
Q = Negate Attack (of Range = 1) card played by opponent and destroy attacker
V = Destroy Attacker (of Range = 1) card. (does not negate attack)
N = Negate Move card played by opponent
K = Recruit
X = Opponent must discard 2 cards
Z = Draw 2 cards
Use = Which player can use the card
G = German Player only
R = Russian Player only
T = Tank units only
I = Infantry units only
= Number of this card in the deck

CARD LIST

Card Name:	#	Use	Type	Range	Notes
Blitzkrieg	4	G	M	2	
Mechanized Infantry	1	G	M	2	I
Russian Winter	1	R	N	-	
Columns	4	-	M	1	
Frontal Assault	1	-	A	1	
Prepared Defenses	2	-	Q	-	
Mass Surrender	1	G	A	1	
War Without Mercy	1	-	A	1	
Poorly Armed	2	G	Q	-	
Rail Lines	2	-	M	2	
Unorganized	1	G	N	-	
Counter Offensive	1	R	A	1	
Professionalism	2	G	D	-	

Elite Units	1	G	A	1	
Human Waves	1	R	A	1	
Air Superiority	1	G	A	3	
Frozen Mud	1	R	N	-	
Pocket of Resistance	1	R	A	1	
Manpower	1	R	K	-	
Luftwaffe	1	G	A	3	
Artillery	1	-	A	2	
Blizzard	1	R	D	-	
Allied Supplies	1	R	K	-	
Manufacturing	1	R	K	-	
Tough Resistance	1	R	D	-	
Freezing Cold	1	R	A	1	
Unsupplied	1	-	A	1	
Surrounded	1	-	A	1	
Atrocities	1	G	A	1	
Panzers	1	G	A	1	T
Armored Spearhead	1	-	M	2	T
Rockets	1	-	A	2	
Massed Armor	1	-	A	1	T
Street Fighting	1	R	V	1	I
Fortifications	1	R	D	1	
Leadership	1	-	Z	-	
Propaganda	1	-	X	-	
Hitler's Meddling	1	R	X	-	
Stalin's Resolve	1	R	Z	-	
War of Attrition	1	R	V	1	
Reserves	1	G	K	-	
General Manstein	1	G	Z	-	
General Guderian	1	G	Z	-	
Combined Arms Tactics	1	G	A	1	
Mobile Warfare	1	G	M	2	
General Konev	1	R	Z	-	
Marshal Zhukov	1	R	Z	-	
Steamroller Tactics	1	R	A	1	T
Scorched Earth	1	-	X	-	
Bleed Them Dry	1	R	V	1	

MOSCOW OPTION

Designate one space on the Russians second to last row to be Moscow.
 If Moscow is occupied for 2 consecutive turns by the Germans, the German player wins.

SUMMER/WINTER OFFENSIVES OPTIONS

Alternate every 6 turns to be Summer then Winter, starting with summer.
 In summer, cards referring to cold, freezing, winter and blizzards cannot be played.
 In winter the Luftwaffe and Air Superiority cards cannot be played.

RUSSO-TURKISH WAR

INTRODUCTION

Board & card game for 2 players.

Abstract simulation of the Russo-Turkish War of 1877.

(Russia's fifth war against Turkey (The Ottoman Empire) in the 19th Century)

One player is the Turks, the other is the Russians.

VICTORY

Destroy all opposing units.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.

Each figure (unit) represents an army of 20,000 men.

Each player starts with 12 units.

Each unit has 3 Hits.

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 one of each listed card.

TURN SEQUENCE

Players take turns.

Each turn has 4 phases:

Orders Phase

Move Phase

Attack Phase

Recruit Phase

ORDERS PHASE

Draw 3 cards.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Get one free move (one unit one space). For additional moves:
 Play (discard) a Move card to move one of your units one space.
 Moves can be diagonal or orthogonal.
 Instead of moving just one unit in any direction, you have the
 option of moving up to three units forward the indicated number of
 spaces using a single move card.
 A unit can move only once per turn.

ATTACK PHASE

Play (discard) an Attack card to have a unit attack an adjacent unit.
 Attacks can be diagonal or orthogonal.
 The enemy unit that is the target of the attack takes one point of damage.
 A unit reduced to zero hits is destroyed and removed from the map.
 Your opponent may play Defense cards to negate your attack.

RECRUIT PHASE

Players may play a Recruit card to gain back one lost unit.
 The unit starts in an empty space in that players back row.

CARD LIST NOTATION

Use = Which player can use the card
 T = Turkish Player only
 R = Russian Player only
 # = Number of this card in the deck
 M = Move
 A = Attack
 D = Defense: Negate Attack card played by opponent
 Q = Negate Attack (of Range = 1) card played by opponent and destroy attacker
 V = Destroy Attacker (of Range = 1) card. (does not negate attack)
 N = Negate Move card played by opponent
 K = Recruit a replacement unit
 P = Unit recovers one lost hit
 E = Play after doing damage to do 1 extra point of damage
 X = Opponent must discard 2 cards
 Z = Draw 2 cards

CARD LIST

Card Name:	Use	Type	
Tsar Alexander II	T	N	
Slavic Nationalism	R	K	
Russian Plan	R	Z	
Sultan Abdul Hamid II	T	Z	
Battle Hardened Army	T	D	
Heavily Fortified Province	T	D	
Turkish Fortress	T	D	
Cossacks & Uhlans	R	A	
Hussars & Dragoons	R	A	
Diversionsary Offensive	R	X	
Precaious Finances	T	X	
Asia Minor Reinforcements	T	K	
Protect the Flanks	-	D	
Travel by Rail	R	M	
Turkish Irregulars	T	K	
Factional High Command	R	X	
Well Managed Deployment	-	-	M
Reconnaissance	-	X	
Seize the Passes	-	A	

Balkan Mountains	T	D
Imperial Guard & Grenadiers	R	K
Romanians & Bulgarians	R	K
Cross the Danube	R	M
Gourko's Raid	R	A
Headlong Advance	-	M
Threaten LOC	-	N
Active Turkish Defense	T	D
Heavy Fire	-	E
Field, Horse & Mountain Guns	-	A
Entrenched Infantry	-	D
Forced March	-	M
Dug In	-	D
Bad Roads	-	N
Assemble the Forces	-	M
Large Redoubts	T	D
Catastrophic Losses	-	E
Strengthen Position	-	P
Light Opposition	-	A
Long Range Bombardment	-	A
Deep Narrow Trenches	T	D
Attack in Close Order	-	A
Shoulder to Shoulder	-	Q
Headlong Assault	-	A
Cut to Pieces	-	Q
Fire Superiority	-	A
Skirmish Screen	-	A
Bayonet Charge	-	A
Overrun	-	A
Counter Attack	-	A
Replacement Draft	R	K
Mobilization	R	K
Summon Reinforcements	R	K
Great Power Intervention	T	D
First Reserve	T	K
Second Reserve	T	K
Conscription	T	K
Epic Defensive Battle	-	Q
Pasha Intrigue	R	X
Arrive by Sea	-	M
Uncoordinated Attacks	-	Q
Waves of Infantry	-	A
Fanatical Bravery	-	A
Fight to the Last Man	R	D
Determined Defense	-	D
Legendary Stubbornness	R	D
Desperate Attacks	-	A
Great Assault	-	A
Siege Guns	R	A
Krupp Guns	-	A
Earthworks	-	D
Damaged Prestige	-	X
Strategic Position	-	D
Reserves Exploit Success	-	E
Attack in Open Formation	-	A
Pursue Routing Troops	-	E
Slaughter Attackers	-	Q
Disastrous Assault	-	Q
Set-Piece Attack	-	A
Harassing Fire	-	N
Hail of Fire	-	E
Ammunition Stockpile	-	E
Repeating Rifles	-	E
Attackers Disorganized	-	D
Attack Strongest Point	-	Q
Formal Siege	R	A

Siege Mortars	T	A	
Surprise Attack	-	A	
Press Home the Attack	-	E	
Beaten Back	-	D	
Second Line Entrenchments	R	Q	
Exact a Heavy Toll	-	E	
Ferocious Assault	-	A	
Atrocities	-	E	
Take no Prisoners	-	E	
Minor Clash	-	D	
Break Through	-	M	
Occupation	-	M	
Drive	-	M	
Columns	-	M	
Epic March	R	M	
Appalling Weather	-	N	
Winter Campaign	-	N	
Rapid March	-	M	
Snow Drifts	-	N	
Hitch Ride with Cavalry		R	M
Natural Defenses	T	N	
Parallel Routes	R	M	
Menaced by Reserves	-	N	
Little Progress	-	N	
Encirclement	-	A	
Terrific Fight	-	V	
Heavy Opposition	-	V	
Storm the Redoubts	-	A	
Thirst for Glory	-	A	
Take Captives	-	E	
Rearguard Action	-	D	
Ensuing Clash	-	A	
March on Constantinople		R	M
Advancing Army	-	M	
Bold Offensive	-	A	
Inconclusive Battle	-	V	
Telegraph	R	Z	
Divide their Forces	-	M	
Classic Pincer Movement		R	A
Night Assault	R	A	
Well Planned Assault	R	A	
Rifle Battalions	-	A	
Feint Attacks	R	X	
Draw off Reserves	R	X	
Cholera	-	X	
Typhoid	-	X	
Officer Casualties	T	X	
Military Reorganization		T	X
Collect Stragglers	-	P	
Reinforce Garrisons	-	P	
Siege of Plevna	R	A	
Prepared for War	T	Z	

SAILOR MOON

INTRODUCTION

Help Sailor Moon & the Sailor Scouts protect Earth from the Negaverse and the Negamoon.

DECKS

One player uses the Space Scouts Deck.
The other player uses the Nega Deck.
Each deck has 60 cards.

TURN SEQUENCE

Each turn has 5 phases:
Draw Phase
Transformation Phase
Reveal Phase
Battle Phase
Discard Phase

DRAW PHASE

Each player draws 10 cards.
If a player's deck runs out, shuffle the reserve pile and draw from it.

TRANSFORMATION PHASE

Players may discard up to 5 cards and draw replacements.

REVEAL PHASE

Players reveal their hands.
Hands are placed on the table face up.
Summon cards allow you to take any one character from your deck and put it into play.

BATTLE PHASE

Each player determines the battle total for his hand.
Add up the Force value of all your cards.
For each Character, you can count only one of his or her character cards.
The Nega player may only use either Negaverse or Negamoon cards and any minion or power cards.
Cards that are not used or do not count do not add to your Battle Total.

DISCARD PHASE

Compare the players Battle Totals.
The player with the higher total wins the hand.
All cards are discarded.

OBJECT

The first player to win 3 hands is the Game Winner.

CARD LIST NOTATION

= Number of that card in the deck.
 SS = Sailor Scouts
 A = Ability
 C = Companions
 D = Device
 E = Enemy
 M = Minion
 SW = Shadow Warrior

SAILOR SCOUTS CARD LIST

Card Name:	#	Type	Force	Notes
Sailor Moon	5	SS	10	Serena
Moon Crystal Healing Activation		1	A	5 +5 with Sailor Moon
Moon Sceptre Elimination	1	A	4	+5 with Sailor Moon
Cosmic Moon Power	1	A	4	+4 with Sailor Moon
Moon Healing Activation		1	A	3 +4 with Sailor Moon
Moon Tiara Magic	1	A	3	+3 with Sailor Moon
Imperium Silver Crystal		1	D	5 +5 with Moon or Rini
Crescent Moon Wand	1	D	9	Moon
Sailor Jupiter	3	SS	9	Lita
Jupiter Thundercrash Zap	1	A	4	+5 with Sailor Jupiter
Jupiter Thunder Dragon	1	A	4	+4 with Sailor Jupiter
Jupiter Thunder Crash	1	A	3	+4 with Sailor Jupiter
Sailor Mars	3	SS	8	Raye
Mars Celestial Fire Surround	1	A	4	+4 with Sailor Mars
Mars Firebird Strike	1	A	3	+4 with Sailor Mars
Mars Fire Ignite	1	A	3	+3 with Sailor Mars
Sailor Venus	3	SS	7	Mina
Venus Love Chain Encircle	1	A	3	+4 with Sailor Venus
Venus Meteor Shower	1	A	3	+3 with Sailor Venus
Venus Crescent Beam Smash	1	A	2	+3 with Sailor Venus
Sailor Mercury	3	SS	6	Amy
Shine Aqua Illusion	1	A	3	+3 with Sailor Mercury
Mercury Ice Bubbles Freeze	1	A	2	+3 with Sailor Mercury
Mercury Bubbles Blast	1	A	2	+2 with Sailor Mercury
Pocket Communicators	1	D	-	Summon
Wrist Communicators	1	D	-	Summon
Transformation Pens	1	D	3	Any Sailor
Guardian Cat Luna	1	C	1	Summon
Guardian Cat Artemis	1	C	1	Summon
Prince Darien	3	C	10	Darien
Knight Armor	1	A	5	+5 with Darien
Tuxedo Mask Rose Throw	1	A	4	+5 with Darien
Tuxedo Mask Cape & Cane		1	A	4 +4 with Darien
Moonlight Knight	1	A	3	+4 with Darien
Rini	3	C	6	Chibi Usa
Luna Ball	1	D	3	+4 with Rini
Crystal Time Key	1	D	-	Summon
Sailor Uranus	1	SS	7	Space Sword Blaster
Sailor Neptune	1	SS	5	Deep Submerge
Sailor Pluto	1	SS	6	Time Stop
Sailor Saturn	1	SS	8	Silence Glaive
Sailor Teleport Power	1	A	-	Summon x 3
Sailor Planet Power	1	A	2	+2 per Scout present
Combination Attack	1	A	2	+1 per Scout present

NEGA DECK NOTES

There is one of each card listed in the Nega Deck.
 Note that there are 4 lists, but all cards are shuffled to make one deck.
 Yoma get +2 if the Nega player plays a Negaverse Hand
 Droids get +2 if the Nega player plays a Negamoon Hand

NEGA DECK: SEASON ONE NEGAVERSE CARD LIST

Card Name:	Type	Force	Notes
Negaforce	E	10	Divine Ally
Queen Beryl	E	10	Power Staff & Crystal Ball
Negaverse Magic	A	9	
General Jedite	E	6	Makes Human Golems
General Nephrite	E	7	Power of the Stars
General Zoycite	E	8	Black Homing Crystal
General Malachite	E	9	Black Domes
Doom Tree Alan	E	8	Cardians get +3
Doom Tree Ann	E	7	Cardians get +3
Doom Tree	E	9	Cardians get +3
Game Machine Man	SW	6	Shadow Warrior
Bobo the Vulture	SW	5	Shadow Warrior
Techniclon	SW	7	Shadow Warrior
Pox	SW	6	Shadow Warrior
Bakene	SW	6	Shadow Warrior

NEGA DECK: MONSTER OF THE WEEK MINIONS FROM BOTH SEASONS

Card Name:	Type	Force
Minotaron	Cardian	4
Vampeal	Cardian	4
Skulker	Cardian	3
Four Face	Cardian	3
Mophead	Cardian	2
Amphibia	Cardian	2
Insectia	Cardian	3
Genie of the Time Warp	Droid	3
Injector	Droid	2
Hypnotica	Droid	3
Thunderclap	Droid	4
Jellax	Droid	4
Regalia	Droid	2
Grim Man	Droid	3
Black Widow	Yoma	4
Dream Dolly	Yoma	2
Gemini Warrior	Yoma	3
Blizzard	Yoma	4
The Doom & Gloom Girls	Yoma	4
Ninjana	Yoma	3

NEGA DECK: GENERIC BAD GUY POWERS & SPECIAL ABILITIES

Card Name:	Type	Force	Notes
Mind Control	A	9	
Teleport/Dimensional Portals	A	-	Summon
Telekinesis	A	4	
Levitation/Fantastic Leaps	A	3	
Paralysis/Sleeping Spell	A	2	Negate Force of one Character
Positive Energy Deflection	A	1	Negate Force of one Attack
Dark Energy Attack	A	8	
Illusions/Invisibility	A	5	

Elemental Attacks	A	6
Drain Energy	A	7

NEGA DECK: SEASON TWO NEGAMOON CARD LIST

Card Name:	Type	Force	Notes
Four Sisters Catzi	E	5	Dark Fire Attack
Four Sisters Bertie	E	4	Dark Water Attack
Four Sisters Avery	E	6	Dark Whip Attack
Four Sisters Prizma	E	7	Dark Lightning Attack
Rubeus	E	6	Negamoon Strobe
Emerald	E	7	Droids get +1
Sapphire	E	8	Brother of Prince Diamond
Prince Diamond	E	9	Leader of Negamoon family
Wicked Lady	E	8	Discard Rini cards
Dark Powers	A	7	
Wise Man	E	10	Doom Phantom
Dark Crystal	D	10	
Energy Orb	D	9	
Spaceship	D	5	Chamber of Mirrors
Time Travel	A	-	Summon

GAME DESIGNERS NOTES

A CCG of Sailor Moon exists. I have not seen any of the cards, but I'm sure they look great.

I'm guessing a deck theme in the CCG would be one sailor scout and her powers, or one group of enemies.

My non-collectible version crams a lot of characters into 60 cards.

DISCLAIMER

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SAMURAI QUEST

INTRODUCTION

Board game for 2+ players.
Each player controls a Samurai adventuring in the countryside.

VICTORY

Be the first player to accumulate 20 Honor points.
If a Samurai ever has wound markers equal to or greater than his Strength Attribute level, he is killed, and the player must start over with a new Samurai.

THE BOARD

The Board is a circular track divided into 36 spaces.
Every sixth space is a Fortress.

FIGURES

Use a miniature or pawn to represent your Samurai.

DICE

Six sided dice (D6) are needed.

DECKS

There are 2 common decks:
The Encounter Deck, and the Spell Deck.

ATTRIBUTES

Each Character has 8 Attributes:

Attribute:	Notes
Skill	Personal Physical fighting ability
Strategy	Leadership Ability on the Battlefield
Wit	Ability to outwit opponents
Will	Fighting ability vs spirits & resistance to magic
Court	Courtly etiquette
Honor	Deeds befitting a Samurai
Strength	Ability to resist wounds, poison, disease
Command	Number of retainers allowed

SETUP

For your Samurai roll 1D6 for each attribute to determine its starting level.
Keep track of Attribute levels on a piece of paper.
Each Samurai starts at a different Fortress.

ENCOUNTER DECK

The encounter deck has 4 types of cards:

F = Foes

L = Locations

C = Companions

I = Items

TURN SEQUENCE

Players take turns.

On a player's turn he rolls 1D6 and moves that many spaces in either direction.

If he lands on an empty space, he draws 1 card from the Encounter Deck.

If he lands on a space with a card, he follows the rules on the card.

If he lands on a Fortress space, nothing happens.

If he lands on a space occupied by another Samurai, they will Duel.

SPELLS

Normal Spell Hand size is zero.

Some companions & Items can increase this.

At the beginning of your turn fill up your spell hand from the spell deck.

Spells are cast when appropriate.

Spells are discarded as soon as they are used.

ENCOUNTERS

If a Samurai lands on an empty space, he draws 1 card from the Encounter Deck.

This card is placed face up on the space.

It will remain there until it is destroyed.

If it is a Foe there will be a battle.

If it is a Location, follow the rules on the card.

If it is a Companion, the Companion will join the Samurai if

The Samurai does not already have companions equal to his Command level.

If it is an Item, attach it to your Samurai or a companion.

If a companion or Item is not taken, leave it in the space.

LOCATIONS

Every time a location is visited roll 1D6.

On a roll of 6 it is discarded.

COMPANIONS & ITEMS

Companions & Items improve one or more of your Samurai's Attributes or provide some other special benefit or ability.

FIGHTING FOES

The Foe will fight using one Attribute indicated on the card.

Roll 3D6 & add the Foes level to get the Foe Attack Level

Roll 3D6 & add the Samurai's level to get the Samurai Attack Level

If the Samurai's Attack level is equal or greater, the Samurai Wins.

Discard the Foe and gain 1 Honor Point or 2 Honor Points if

The foe's initial Attribute level was greater.

If the Foes attack level was higher, the Foe wins.

If the Foe wins, the Samurai must gain 1 Wound marker or lose 1 Companion.

The Winning Foe card is not discarded.

DUELING SAMURAI

If a Samurai lands on a space occupied by another Samurai, they will Duel. The Samurai whose turn it is may choose which Attribute is used in the Duel. Any Attribute may be used except Honor. Each Samurai rolls 3D6 & adds their level in the chosen Attribute to get an Attack Total. If it is a tie, no one wins. The Samurai with the higher Attack total wins. The Loser loses 1 Honor. The Winner gains 2 Honor.

ITEMS

A Samurai can only get the benefit from one Katana (Sword) & one Armor at a time.

ENCOUNTER DECK CARD LIST

Card Name	Type	Level	Notes
Dojo	L	-	Gain Skill +1
Training Camp	L	-	Gain Battle +1
Tea Ceremony	L	-	Gain Court +1
Temple	L	-	Remove 1 Wound Counter
Shrine	L	-	Gain 1 Honor
Oracle	L	-	Look at next 5 cards in deck
Hermit	L	-	Gain Will +1
Go Master	C	-	Wit +1 & Strategy +1
Retired General	C	-	Strategy +2
General Tiger	C	-	Skill +5 (Discard after one use)
General Ox	C	-	Strategy +5 (Discard after one use)
General Monkey	C	-	Wit +5 (Discard after one use)
Eater of Dreams	C	-	Will +5 (Discard after one use)
War Horse	C	-	Skill +1 & Strategy +1
Protective Spirit	C	-	Will +2
Kung Fu Master	C	-	Skill +2
Guards	C	-	Wit +1
Infantry	C	-	Strategy +1
Archers	C	-	Strategy +1
Cavalry	C	-	Strategy +1
Alchemist	C	-	Spell Hand +1
Scribe	C	-	Spell Hand +1
Sage	C	-	Spell Hand +1
Wu Jen (Wizard)	C	-	Spell Hand +1
Shukenja (Sorcerer)	C	-	Spell Hand +1
Sohei (Warrior Priest)	C	-	Spell Hand +1
Diplomat	C	-	Court +2
Herald	C	-	Court +2
Emperors Seal	I	-	Court +2
Daikyu (Great Bow)	I	-	Skill +1
Fine Wakizashi	I	-	Skill +1
Fine Katana	I	-	Skill +1
Crystal Katana	I	-	Spell Hand +1
Jade Katana	I	-	Skill +2
Imperial Katana	I	-	Skill +2
Serpent Shurikens	I	-	Skill +3 (One Use)
Magic War Fan	I	-	Skill +1
Magic Kabuto (Helmet)	I	-	Strength +1
Fine Armor	I	-	Strength +1
Imperial Armor	I	-	Command +1
Dragon Scale Armor	I	-	Strength +2
Jade Armor	I	-	Strength +2
War Banner	I	-	Command +1
Magic Gong	I	-	Will +2
Magic Bell	I	-	Will +2

Bandits	F	3	Strategy (Men)
Barbarians	F	5	Strategy (Men)
White Ape Men	F	6	Strategy (Men)
Bakemono (Goblins)	F	4	Strategy (Men)
Wako (Pirates)	F	2	Strategy (Men)
Tengu (Bird Men)	F	1	Strategy (Men)
Kensai (Sword Saint)	F	8	Skill (Man)
Buso (Savage Ghoul)	F	4	Skill (Spirit)
Typhoon Dragon	F	12	Skill (Dragon 3 Honor if Defeated)
River Dragon	F	9	Skill (Dragon)
Ronin (Rogue Samurai)	F	3	Skill (Man)
Tattooed Man	F	6	Skill (Spell Caster)
Foo Dogs	F	5	Skill (Monsters)
Geisha (Assassin)	F	4	Wit (Woman)
Yakuza (Thieves)	F	1	Wit (Men)
Kolat Assassin	F	2	Wit (Man)
Kappa (Turtle Men)	F	6	Wit (Monster)
Con Tinh (Maiden Spirit)	F	5	Wit (Spirit)
Ninja (Assassin)	F	7	Wit (Men)
Fox Woman	F	3	Wit (Spirit)
Bajang (Evil Spirit)	F	4	Will (Spirit)
Necromancer	F	7	Will (Spell Caster)
Ogre Magi	F	5	Will (Spell Caster)
Gaki (Wicked Spirits)	F	3	Will (Spirit)
Oni (Demon)	F	6	Will (Monster)
Kue (Demon Ghost)	F	2	Will (Spirit)
Earthquake Beetle	F	4	Strength (Monster)
Turtle Dragon	F	6	Strength (Dragon)

SPELL DECK

Spell:	Notes:
Healing	Remove 1 Wound Counter
Flying	Move an extra 1D6 spaces
Fireblast	Strategy +5
Storm	Destroy any Encounter card on the Board
Invisibility	Ignore Foe Encounter or Duel
Fate	Reroll target Die roll
Illusion	Adjacent Opponent misses his next turn
Flaming Sword	Skill +5
Banish Evil	Level +5 vs Spirits
Protection	Level +5 vs Monsters
Fear	Level +5 vs Men
Spell Bind	Level +5 vs Spell casters
Dragon Control	Level +5 vs Dragons
Wards	Wit +5
Curse	Opponent gets -1 to all rolls for 2 turns
Divination	Look at next 5 cards in encounter deck
Note:	the spell deck contains 2 copies of each card listed.

SAN JUAN HILL

INTRODUCTION

Card Game for 2 players.
One player gets the American deck.
The other player gets the Spanish deck.

THE DECKS

Each deck is composed of 32 cards.
Each card has a name, type, and force value.

OBJECT

Players play 8 hands.
If both win 4 hands, the game is a draw, and history unfolds as in the books.
If The Americans win 5+ hands, then they take the hill with fewer casualties.
If the Spanish win 5+ hands, the Americans suffer a military disaster & retreat.

TURN SEQUENCE

Each hand (Turn) has 4 phases:

1. Draw Phase
2. Reserve Phase
3. Attack Phase
4. Withdrawl Phase

DRAWPHASE

Each player draws up to 8 cards from their own deck.
If a deck runs out, shuffle the discard and draw from it.

RESERVE PHASE

Each player may discard up to 2 cards and draw an equal number of new cards.
The American player may discard his Observation balloon card to look at the Spaniard's hand after the Spaniard does reserves, and before the American does.

ATTACK PHASE

Players may play one card, from their hand, of each of the 7 types of Cards listed in the Card Type Chart.
The American player may play up to 2 Infantry Units (U).
The Spanish player may play up to 2 Terrain cards (T).
Some cards can eliminate others. Discard target eliminated card.
Each player adds up the force values of his played un-eliminated cards.
The player with the higher force value wins the hand.
Tied hands remain tied.
Played cards are discarded.

WITHDRAWL PHASE

Players may discard up to 3 cards from their hands.

CARD TYPE CHART

Abbreviation	Meaning
U	Infantry Units
A	Artillery
L	Leaders
M	Morale
E	Equipment
T	Terrain
S	Special
CARD LIST	American forces

Unit Name	Type	Force	Notes
Rough Riders	U	5	
Lieutenant Colonel Teddy Roosevelt	L	5	
Artillery	A	2	
US Regiments	U	3	
Infantry	U	3	
Dismounted cavalry	U	2	
Gatling Guns	A	2	
Sims-Dudley dynamite gun	S	1	Eliminate opposing Terrain
Volunteer formations	U	1	
Aging equipment	E	1	
Black powder	E	1	
Springfields	E	1	
Breech loading Krag-Jorgensen rifles	E	3	
Old field pieces	A	1	
Buffalo Soldiers	U	3	
General Joe Wheeler	L	1	
Division and brigade commanders	L	2	
Easily flanked	T	4	
Encirclement	T	4	
V Corps	U	3	
Grimes Battery	A	2	
71st NY	U	3	
Colonel Leonard Wood	L	3	
Former Spanish trenches	T	3	
Troopers	U	3	
General Shaftner	L	3	
Reform scattered units	M	3	
Observation balloon	S	0	Look at opponents hand
Jingo Press Sensationalism	M	4	
War Mongering	M	3	
Charge!!!	M	3	
Remember the Maine!	M	3	

Unit Name	Type	Force	Notes
CARD LIST			Spanish Forces
Companies	U	2	
Bravery	M	3	
Grim determination	M	3	
Battalions	U	2	
Artillery	A	3	
Leader casualties	S	1	Eliminate opposing Leader
Sharpshooters	M	3	
Trenches	T	3	
General Linares	L	3	
Well trained	M	3	
Mauser rifles	E	4	
German-made Krupp pieces	A	5	
Recruited Cubans	U	1	
Remingtons	E	2	
Spanish gunners under Ordo-ez	A	3	
Machetes	E	1	
Heat & humidity	M	1	

Malaria, Typhoid Fever, & Dysentery	S	1	Eliminate opposing Unit
Blockhouses	T	3	
Fortified positions	T	3	
Delaying force	U	1	
Bloody Ford	T	3	
Kettle Hill	T	1	
Counterattack	T	3	
Spanish reserve units	U	2	
Main Spanish line	U	4	
Sierra's cavalry	U	2	
Bustamante's Naval infantry	U	2	
High Ground	T	5	
Entrenchments	T	3	
Detachments	U	1	
Accurate Fire	A	4	

SATAN'S FOLLY

by Dana Darby sz3d@yahoo.com

INTRODUCTION

This is a simulation of the War in Heaven from John Milton's Paradise Lost. In it, the forces of Satan fight the forces of God in a battle for control of Heaven before the

Son defeats them and they are cast out of Heaven and into Hell.

Contents of rulebook:

1. Map and chits
2. Victory conditions
3. Set-up
4. Unit descriptions
5. Turn sequence-with break down of how to play the game
6. Optional rules
7. Designer notes

1. MAP & CHITS

The following items are needed for play:

1. Hex grid map.
2. Cardboard counters either commercial or homemade from poster board.
3. Dice for all players.

2. VICTORY

Satan player: You must have achieved a moral victory by the end of turn 20 or eliminate

all of Heaven's forces first. A moral victory is achieved by eliminating 40 points of power.

Keep track of the units killed by the Satan player.

On the start of turn 20, if the total of power from these dead unit equals 40 or more, then

Satan has a moral victory.

Force of Good player: Prevent Satan from achieving his goal by the end of turn 20.

3. SETUP

The map should be drawn as follows: Satan's forces assemble in the "Quarters of the North"

and build a palace. On the top one third of the map, draw 8 "city hexes" to represent the

palace of Satan. The Satan player may place a wall around the entire city.

Just draw a dark line around the city hexes. The rest of the map may have forests, hills,

plains, rivers and mountains. Each player can take turns drawing a terrain feature on the

map or the players can mutually agree on a map before hand.

4. UNIT DESCRIPTIONS

POW = Power points

MOV = Movement points

C = Carry 1 unit

C2= Carry 2 Units

R = Ranged Attack up to two hexes away
 R3 = Ranged Attack up to three hexes away
 F = These units can fly.

Breach = Unit automatically moves through walls destroying them

Draw the following units on the cardboard counter.

Place a mark to represent either Satan or Forces of Good on the counters to avoid confusion,

as to whose counter belongs to who.

ANGELIC FORCES (available to both sides)

UNIT POW MOVNOTES

Seraphim	1	3	See designer notes at the end of rules.
Cherubim	2	3	
Thrones	2	3	
Dominions	3	3	
Virtues	3	4	
Powers	3	4	
Principalities	4	4	
Archangels	4	4	
Angels	4	4F	

Note: Each side draws from a pile of 27 chits. Make three chits per type of angelic unit.

Alternate drawing the chits until all of them are gone.

This will leave one side with an extra chit. Discard that chit so the forces are equal.

LEADERS (one each of the following)

UNIT POW MOVNOTES

The rebel angels:

Satan	6	5F	leader of the rebels
Belial	4	4F	became the god of luxury
Beelzebub	4	4F	second in command of the rebels
Leaders of God's forces:			
The Son	8	6F	became the Messiah, enters on turn 16
Gabriel	5	4F	guardian of Eden
Michael	5	4F	leader of God's forces during the great battle
Abdiel	4	3F	stood up to Satan in Book V and fought in the battle
Available Rebel units			
Infernal Engines	XR3	1	Power Points = 1D6-1; Reroll for each attack;
(5 available)			Cannot move & attack on the same turn
Available after turn 8.			
Lens Towers	3R3	0	Located on edges of city;
(4 available)			Create deadly beams of Light & Heat
Flying Machines	3	4FC	
(3 available)			
Available Divine units			
Juggernaut	5	2C	Breaches wall automatically
(5 available)			

5. TURN SEQUENCE

Draw Phase

Movement Phase

Attack Phase

Advance turn marker

The following sequence is done in order for each turn.

Eight turns equal one day in Heaven. Historically the war was fought for three days.

5-1: DRAW PHASE

Each player draws to replenish a max hand of 3 spell chits.
Unflip and unrotate unit chits from previous turn.

5-2: MOVEMENT PHASE

Each unit is given a MOV value.
This is the total number of movement points the unit has each turn it is in the game.
Players take turns moving units until all units have moved once.
Rotate units to indicate that they have moved.
Units may move up to a number of hexes equal to their movement rate.
Units may move in any direction as long as they pay the movement cost.
Units do not have to use their entire movement allowance.
Terrain features may cost more to enter, consult the terrain section for more information.
Unless otherwise noted, all units can move at least one hex per turn.
F = These units can fly.

5-3: TERRAIN

Even with penalties the minimum movement rate = 1hex per turn
Clear = Costs 1 Move point to enter
City spaces = Costs 2 Move points to enter. +1 Power to defense rolls for defending units
Forest = Costs 2 Move points to enter. +1 Power to defense rolls
Mountains = Costs 3 Move points to enter. +1 Power to defense rolls
Rivers = Seperate adjacent hexes. Costs 2 Move points to cross. Units being attacked from across a river get +2 Power to defense rolls.
Walls = Seperate adjacent hexes. Costs 3 Move points to cross, unless breached, then it costs 0 points.
Flyers do not receive move penalties, they can move up to their full MOV value at only 1 point per hex.

5-4: STACKING & CARRYING

Only one unit may occupy a space unless it is carrying other units.
Carried units attack at -1 Power to a minimum of 1.
Carried units cannot be attacked.
If a unit is destroyed all units it is carrying are also destroyed.
Units carrying other units cannot be carried.

5-5: ATTACK PHASE

Each unit is given a POW value. This is the total power the unit has when either attacking or defending. Units may attack only once per turn.
They may defend as many times as necessary.
Players take turns attacking target units until all units have attacked.
Units may combine their attacks against a single target.
Units can attack targets in an adjacent hex.
Units with ranged attacks can target defenders within two hexes.
The attacker rolls 1D6 for every point of power used in the attack. This is the attack roll.
The defending unit rolls 1D6 for each of its power points. This is the defense roll.
If the attackers total is higher, the target is destroyed, otherwise the defender survives.
Spells may contribute power points to the attackers or the defenders.
Flip units to indicate that they have attacked or cast spells.

NOTE: Remember to add any power points from terrain if defending or any points from spells cast.

Example: A unit with a POW of 3 attacks a unit with a POW of 4.

The attacker rolls 3 dice and gets a 3, 2, 5 for a total of 10.

The defender rolls 4 dice and gets a 4, 3, 3, 1 for a total of 11.

The defender survives. The attacker flips his unit over to show that it has attacked this turn.

5-6: SPELLS

The spell pile mix should be 1 chit for each of the spells listed below.

A leader can cast one spell per turn.

Each player has a hand of 3 spell chits they replenish in Draw Phase.

A player casts a spell from his hand through a leader unit he controls.

Once spells are cast they are discarded unless they are to be used as markers.

Unless otherwise noted spell have a range of 2 hexes.

SPELLS- NOTES

Shield- Unit gets +3 Power Points on Defense roll. Cast at beginning of Attack phase

Haste- Unit gets +2 Move Points. Cast at beginning of move phase

Fly- Unit Flies at Move Points = 4 this turn. Cast at beginning of move phase

Aid- Unit gets +2 Power Points. Cast at beginning of Attack phase

Inspire- All adjacent friendly units get +1 Power points this turn.

Cast at beginning of Attack phase

Rage- Unit gets +3 Power Points on Attack roll. Cast at beginning of Attack phase

Fireball- Range = 2 attack for 4 Power Points

Lightning Bolt- Range = 3 attack for 3 Power Points

Invulnerability- Unit cannot be Destroyed. Cast at beginning of Attack phase

Negate- Negate the effect of spell just cast within 3 hexes

Mesmerize- All adjacent enemy units cannot attack. Cast at beginning of Attack phase

Winds- Negate all nonmagical ranged attacks against target. Cast before Defense roll made

Wall of Fire- No unit may enter 1-3 adjacent target hexes targeted by caster

within 3 hexes of caster. Cast at beginning of move phase

Earthquake- 3 Adjacent hexes within 3 hexes of caster. Ground units in these hexes attacked for 2 Power Points

Poison Gases- Unit -2 Power Points. Cast at beginning of Attack phase

Summon- Move any Friendly unit from anywhere adjacent to caster

Teleport- Caster or Friendly unit adjacent to caster can move to any empty hex

Control- Take control of unit this turn. Cast at beginning of Attack phase

Fear- Move enemy unit. Unit cannot end move adjacent to one of your units.

Cast in move phase before unit moves

6. OPTIONAL RULES:

Command control: Units cannot move or fight unless they are within 3 hexes of a friendly

leader. It is recommended that you get some experience first with the game before you try

this rule.

No spells: Eliminate the spell rules. This will make the game more like a regular wargame

and less "colorful."

Prince of Lies: The Satan player must recruit his forces before the game.

Each angelic unit will follow Satan on a roll of 5 or 6 on a 6 sided die.

The Satan player can add 1 to the die roll up to a maximum of 6 times.

This will simulate the fact that he can make an extra effort to get some classes of angels

over other classes.

7. GAME DESIGNERS NOTES

The information for this game from Books V and VI of Paradise Lost. Additional sources were consulted for information on the units involved. Historically this battle is lost by Satan on the third day when the Son casts him and his followers out of Heaven after a crushing defeat in which Satan's cannons are buried under mountains.

Here is a run down of the events in the book:

Day One: Both sides meet on a plain outside Satan's palace in the "Quarters in the North."

They both form a giant phalanx and advance on one another. Michael cleaves Satan's right side off and Satan and his followers retreat.

Day Two: After a council of war, Satan decides to build cannons or infernal machines to fight with. These cannons take Michael by surprise and wreak havoc on Heaven's forces. Then they regroup and throw mountains on top of the cannons to bury them.

Day Three: The Son arrives per God's will and rides a chariot into battle and defeats Satan

and his forces. The rebels retreat to the Gates of Heaven and are cast out.

The main problem with this game is the lack of detailed information.

We are told that the forces line up in a classic Greek style formation and face off.

But there are also chariots and cannons and some Roman style tactics.

But not much in the way of detail. We are not told exactly what the angels are capable of

doing in a fight, so much of this is speculation. Consulting the internet for information, we

find that the angel are grouped by "choirs" and that there are nine classes of angels. Hence the angelic units in the game. The combat capabilities are purely arbitrary and were

done to provide favor between the classes. The spells were added to give the leaders added

ability against the "common angel" and can be considered an optional rule if need be.

The extra "non-angelic" units are added to make the game more fun. The infernal engines

are, of course, historically accurate, the rest is speculation.

References from the web:

[Hierarchy of Angels](#)

[Paradise Lost](#)

References from the book Paradise Lost:

Book V

Book VI

SCOOBY DOO MYSTERY GAME

INTRODUCTION

Solve Mysteries with Scooby Doo & the gang of Mystery Inc.
Card game for 2+ players.

DISCLAIMER

Scooby Doo is a licensed, trademarked, copyrighted property.
This is merely a fan site.

WINNING

The first player to solve 3 Mysteries is the winner.

THE DECK

Players share a common deck

SETUP

Shuffle the deck.
The youngest player goes first.

TURN SEQUENCE

Players take turns.
Each turn is divided into 4 phases:
Mystery Phase
Find Clues Phase
Chase Phase
Capture Villain Phase

MYSTERY PHASE

Lay the top eight cards of the deck face up on the table.
These are known as clue cards.

FIND CLUES PHASE

Players (starting with the current player) take turns taking one clue card and putting it into their hand. Continue until all 8 clue cards are taken.
Max hand size is 13 cards. Discard excess cards.
Special cards take effect (played & discarded) as soon as they are picked.

CHASE PHASE

Any player may discard 2 of a kind from their hand to draw 2 cards from the top of the deck and put them into their hand.

CAPTURE VILLAIN PHASE

Any Player may solve a Mystery.

To solve a Mystery, you must play from your hand the following combination of 7 cards:

- 1 Scooby card
- 1 Shaggy card
- 1 Fred card
- 1 Velma card
- 1 Daphne card
- 1 Villain card
- 1 Location card

CARD LIST

Card Name:	#	Type
Scooby Doo	8	Scooby (Character)
Shaggy	8	Shaggy (Character)
Freddy	8	Freddy (Character)
Daphne	8	Daphne (Character)
Velma	8	Velma (Character)
Zoinks	1	X = Opponent must discard 1 random card
Scooby Snacks	1	X = Draw 2 cards
Mystery Machine	1	X = Draw 3 cards and discard 2
Jeepers	1	X = Opponent must discard a Character card
Mystery Club Convention	1	X = Take a Location clue card & go again
The Van Breaks Down	1	X = Opponent must discard a Location card
Scrappy Doo	1	X = Counts as Velma & Fred
Gypsy Woman	1	X = Look at next 8 cards in deck & go again
Secret Identity	1	X = Opponent must discard a Villain card
Velma loses her glasses	1	X = This card does nothing
The Malt Shop	1	X = Discard all Character Clue Cards
Best Pals	1	X = Counts as Scooby & Shaggy
Chase Scene	1	X = Counts as any card type for Chase Phase
Pull off the Mask	1	X = Draw a card & go again
The Girls	1	X = Counts as Daphne & Velma
I have a Plan	1	X = Take 2 Clue Cards
Captain Cutler	1	Villain
The Creeper	1	Villain
Snow Ghost	1	Villain
Shadow Phantom	1	Villain
Dracula	1	Villain
Miner 49'er	1	Villain
Chinese Zombies	1	Villain
Frankenstein's Monster	1	Villain
Haunted Castle	1	Location
Spooky Island	1	Location
Ship Graveyard	1	Location
The Big Top	1	Location
The Wax Museum	1	Location
The Abandoned Mine	1	Location
The Lighthouse	1	Location
Funland Park	1	Location

= number of copies of that card in the deck.
X = Special

SCORE

INTRODUCTION

Scenario for WarpQuest.

Click here for the [WarpQuest](#) Core Rules.

Each player takes the role of a teenager looking to "Score" on a Saturday night.

VARIANT RULES

There is only one Module.

There is no Artifact.

The journey on the board is a one way trip.

Spaces on the board represent time not distance.

There are 6 types of challenges:

Alcohol, Sex, Drugs, Music, Trouble, Fight

Each player starts with 6 skills.

If a card lists two types pick one.

If you fail the challenge discard the card (no one gets wounded or killed).

If you win the Challenge, keep the card.

The player with the most cards in the most challenge types wins.

If you win a "fight" with an opponent take any one of his cards.

SKILL TABLE

1D6	Skill	Notes
1	Stupidity	+1 to Trouble Challenges
2	Smooth Talking	+1 to Sex Challenges
3	Tough Guy	+1 to Fight Challenges
4	Stoner	+1 to Drug Challenges
5	Tape Collection	+1 to Music Challenges
6	Tolerance	+1 to Alcohol Challenges

SCORE

Card Name	Notes
Six Pack of Beer	Alcohol
Vodka Bottle in each Hand	Alcohol
Beer Keg	Alcohol
Long Neck Flask	Alcohol
Wine Coolers	Alcohol
Wine in a paper Bag	Alcohol
Chugging	Alcohol
Game of Quarters	Alcohol
Bar Hopping	Alcohol
Pub Crawl	Alcohol
Beer & Chicken Wings	Alcohol
Mixed Drinks	Alcohol
Hard Liquor	Alcohol
Tequila Shots	Alcohol
Dance Club	Music
Live Band	Music
House Music	Music
Head Bangers Ball	Music
Mosh Pit	Music or Fight
Stage Diving	Music or Trouble
Techno Rave	Music
Hip Hop	Music

Grunge	Music
Dance Music	Music
Battle of the Bands	Music
Rap Music	Music
Heavy Metal	Music
Hardcore	Music
Retro Disco	Music
Nitrous Oxide	Drugs
Mary Jane	Drugs or Sex
Smokin Dope	Drugs
Grass	Drugs
Pass the Joint	Drugs
Burn	Drugs
Dime Bag	Drugs
Psychadelic Haze	Drugs or Music
Water Bong	Drugs
Weed	Drugs
Light Up	Drugs
Cocaine	Drugs
Spanish Fly	Drugs or Sex
Spin the Bottle	Sex
Truth or Dare	Sex or Trouble
Hippy Chick	Sex
Condoms	Sex
Two Sisters	Sex
Beach Bunny	Sex
Party Girl	Sex or Drugs
Wham Bam Thank You Maam	Sex
Punk Rock Girl	Sex or Music
Sex on the Beach	Sex or Alcohol
Back Seat	Sex
Dinner & a Movie	Sex
College Dorm Orgy	Sex
Hot Tub	Sex
Skinny Dipping	Sex or Trouble
Roomates	Sex
Boy Toy	Sex
Gang Bang	Sex
Biker Chick	Sex or Fight
Ass Whooping	Fight
Fight in the Bowling Alley	Fight
Scuffle in the Parking Lot	Fight
You Lookin at Me?	Fight
Hicks	Fight
Punks	Fight
Lowlifes	Fight
Fight Club	Fight
Looking for Trouble	Fight or Trouble
Saturday Nights alright for Fighting	Fight
Mailbox Baseball	Trouble
Cops Break up Party	Trouble
Shoot Bottle Rockets at Houses	Trouble
Driving Drunk	Trouble or Alcohol
Street Racing	Trouble
Toilet Paper Cars	Trouble
Shoplifting	Trouble
Loud Stereo Speakers	Trouble or Music
Broken Bottles	Trouble or Alcohol
Loud & Obnoxious	Trouble or Fight
Juvenile Delinquent	Trouble
Break Window	Trouble
Vandalism	Trouble
Graffiti	Trouble
Crash Party	Trouble or Fight
Trespassing	Trouble
Money	Aid: +4 to Drug, Alcohol, or Music Challenge

Cool Car	Aid: +4 to Sex Challenge
Good Looks	Aid: +4 to Sex Challenge
Stash	Aid: +4 to Drug Challenge
Gang	Aid: +4 to Fight Challenge
Bad Attitude	Aid: +4 to Fight or Trouble Challenge

GAME DESIGNERS NOTES

Aspirations of my younger days...
My "Score" was never that high :)

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.

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

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
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.)

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

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
Reptilions	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
Scotch Wildlife	1	Negate move of Target Stack in Scotch
Radiation	1	Kill target Army unit in Scotch 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
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	-	PresidentofMontagar; 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
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.

SEA BATTLES

Abstract WWII Naval Strategy Game

SHIP TYPES

# SHIPS	SHIP TYPE	HITS	MAX MOVE	MAX RANGE	MAX DAMAGE	MAX 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.
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 CARD LIST

Unit Type:	#	Type:
Submarine	8	Sub
Airplane	12	Air (Includes Helicopters)
Military Base	2	Ground
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	
Bogie: 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	
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)

SEVEN SAMURAI SKIRMISH

INTRODUCTION

Simple tactical skirmish rules.
Based on the classic movie Seven Samurai.

COUNTERS

Use cardboard counters to represent:
Men, Horses, Guns, Armor, Wounds.

VICTORY

The Bandits win if all the Samurai are killed.
The Samurai win if the Leader, lieutenants, and 15 bandits are killed.
The remaining bandits will flee.

THE MAP

Use a hex map.
The map is of the village and its immediate surroundings.
The village is a maze of 20 houses and a few other structures (Well, fences).
A stream borders one side of the village.
The terrain outside the village is a mix of clear and forest plus a few outlying houses.

STACKING

Units may not stack.

TERRAIN TYPES

*Clear
*Forest: Units in forest cannot be shot at except by adjacent units.
Units cannot shoot through forest hexes.
It costs horses two moves to enter a Forest space.
*Houses: HTH attack rolls into or out of houses get Force -2.
Units have no penalty when shooting out of houses.
Only units adjacent to houses may shoot into them. (Roll at Force -1)
It costs an extra move to enter or leave a house.
Horses may not enter houses.
The average house will occupy 4-6+ spaces.
*Stream: It costs units two moves to enter a Stream space.
Attack rolls at units in streams get Force +1
*Fences: It costs units one move to climb a fence.
Horses are blocked by fences.

SAMURAI SETUP

The Samurai player sets up first.
The 7 Samurai and 40 villagers are in the village.

The Samurai have swords.
The villagers have spears.
One Samurai has a gun.
Three Samurai have armor.

BANDIT SETUP

The bandits are placed anywhere on the edges of the map.
There are 37 Bandits with assorted hand weapons.
20 of the Bandits have Horses.
10 of the Bandits have guns.
There are two Lieutenants with swords, armor and horse.
There is one Leader with swords, armor and horse.
The bandits get the first turn.

UNIT STATS

Type:	Force	Move	Notes
Villagers	1	2	
Samurai	4	3	Can make 2 attacks per turn
Bandits	2	2	
Lieutenants	3	3	
Leader	4	3	Can make 2 attacks per turn

TURN SEQUENCE

Players take turns.
On a players turn each of his men can move once and attack once.

MOVING

It costs a unit one move to enter a clear space.
Units cannot move through other units.
It costs a unit one move to get on or off a horse (you cannot ride it until next turn).

HORSES

A horse can move 9 spaces per turn.
Villagers and wounded men cannot ride horses.
If thrown from a horse you cannot get up and back on until next turn.
A horse without a rider will not move.

HAND TO HAND ATTACKS

These are made against adjacent opponents.
The attacker rolls a number of 6 sided dice equal to his force score.
The attacker gets +1 to the roll for every friendly unit adjacent to the defender.
The defender rolls a number of 6 sided dice equal to his force score.
If the attackers total is greater, the defender loses 1D6 Force points.
A unit with 0 or fewer force points is killed.
Stack Wound counters under the wounded man to indicate his Force reduction.
If the defender is on a horse, he takes no damage on a roll of 1-3 on 1D6, but is instead thrown from his horse. (lands in same space)
Further attacks against thrown riders are at +1 Force until the end of the turn.
If the defender is wearing armor, he takes no damage on a roll of 1-3 on 1D6.

GUN ATTACKS

Guns have a range of 10 spaces.
Attacks past 6 spaces are at -1 Force.
The shooter rolls 1D6.
If the roll is equal to or less than the attackers Force the target is hit.
The defender loses 1D6 Force points if hit.
Terrain features and other units will block line of sight.
Guns require one turn to reload.
Once fired flip the gun counter over.
The gunner may reload (flip the counter up) if he does not move or attack.
A unit may pick up the gun of a dead man in the same space.

MORALE

If a villager is in the open and adjacent to any bandit the villager will Panic on a roll of 1-3 on 1D6:
A Panicked villager will not attack and will run away if possible.
Add 1 to the roll if the villager is next to a samurai.
A villager will cease to panic if an adjacent Samurai uses up a move to Yell exhortations at him.

LINKS

[Seven Samurai](#)
[Film Journal](#)
[SHICHININ NO SAMURAI](#)

SHARED UNIVERSES

Introduction: Shared Universes is an addition to the universe of wargaming and roleplaying. Gamers are often very creative and talented people. Unfortunately there is often nowhere to go for the amateur writer or artist. Poems get buried away never to be seen again. The doodles never get turned into paintings. Ideas die, never having been fully explored. Most gamers have a few drawings and adventure ideas hidden in old folders. Shared Universes is an attempt to give this raw undeveloped talent a place to go, to grow, to be seen, and to communicate. In Shared Universes, like-minded artists band together, for inspiration and support, in organizational units called journey groups. Players may decide to work on group projects together called, appropriately, shared universes. Artifacts, such as drawings and stories, not only have their own intrinsic value but also contribute to a larger work of art, the shared universe. As players build up their portfolios and the groups archives grow, the players and the group will move onto continually more sophisticated and fulfilling projects. Shared Universes is a gaming system that provides players with a framework in which to create their own art and literature. The rules give guidelines and starting points for the creative process. Players are not just playing a game, they are producing permanent records of their ideas in writing and in art. As players refine their skills the game becomes richer and more rewarding.

The Journey: All players are considered to be on a journey. A journey of imagination, self exploration, learning, creating, experience, ideas, growth, sharing, and mastery.

Journey Names: Every player should take a journey name. These names should be descriptive and fanciful. Some examples include: Earthborn, Starbright, Dreamdancer, Lost Angel, Birdman. The journey name is one of the players' many alter egos. Players should draw a picture of the physical incarnation of their journey name. A player, of course, may use different names for different journeys.

Journey Groups: Every artist and writer needs an audience. This is the primary function of the journey group. Groups may be composed of just several friends or they may be larger, community based, clubs or organizations. Journey groups are called J-groups for short.

Journey Group Names: Every journey group should give itself a name. Some sample names: The Ghost Writers; Anonymous Artists Political Action Group; Sidereal Messengers; Prometheans; The Underground; Undead Poets Society; The Fellowship; Futurians; Tech Hombres Gang; The Journeymen.

Journey Sessions: When a journey group meets it is called a session. Formal sessions may occur once a week, once a month, or whenever convenient. A session is broken down into two main parts: show and tell, and brainstorming. During show and tell, players take turns showing off and reading out loud whatever art and writing they have done since the previous session. During brainstorming players work on group projects and give feedback about each others personal projects.

Guardian of Knowledge: Abbreviated GK, this individual is the groups' leader, organizer, record keeper, and judge. The actual responsibilities of the GK may be spread among several people. This position has more responsibility than authority as most decisions of a group will be arrived at democratically.

The role of the GK includes the following tasks:

- Inspire players
- Maintain interest or call for a change of topic
- Mediate disputes; Keep the peace; Negotiate compromises
- Call Votes
- Award Story Teller Points
- Offer suggestions and advice
- Maintain the archives
- Provide focus and organization if and where it is needed.

Artifacts: Artifacts are another name for anything created for a journey universe. Drawings, songs, stories, and jewelry are all artifacts.

Artifacts also include events such as performances and festivals.

Special Projects: A player or group may decide to do a special project. Special projects, in the most general sense, are collections of artifacts, usually with a unifying purpose or theme, displayed together. An example of a special project would be a series of books, each containing a collection of short stories and illustrations. A special project may incorporate work from many universes.

Universes: The concept of the 'Universe' is central to the Shared Universes game. A universe is simply a fictional background that players use as a framework for creating artifacts. Artifacts help to detail a universe and detailed universe gives inspiration for the creation of more artifacts. Imagination is the only limit to the number of possible universes. Universes may be of several types: shared, closed, personal, and parallel.

Shared Universe: Everyone in the journey group may use a shared universe. The GK may keep a file in which anyone who wishes may keep a copy of their work. All players should have full access to the GKs Shared universe files.

Closed Universe: In this universe only certain people may contribute under certain conditions. Players should make a charter document detailing who has access to the universe.

Personal Universe: This includes very personal, private work of a single player.

Parallel Universe: This is material that supplements another universe but is kept separate for whatever reason. For example, if a player creates an artifact for a specific universe and the other players do not feel it belongs there, the GK may decide to put the artifact in a parallel universe file. The most common use for a parallel universe is as a place to keep rough draft material which will outnumber finished artifacts.

Archives: An archive is a collection of artifacts. Players will have their own personal archives and the GK will keep the journey groups archives. Artifacts of a single universe may be kept together in what is known as a single "library". To help keep the archives organized, individual artifacts should be recorded, cataloged, and labeled with the creators name, the date of creation, the artifacts title, the universe it was created for and any other important information.

Possession: They say possession is nine tenths of the law. No player is under any compulsion to give their work to another player. Avoid potential problems by making copies of your work. Players should avoid plagiarizing published authors. Always include references and credits where necessary.

Story Teller Points: Story teller points or STPs are an abstract measure of productivity, quality, and ideas generated by players. The GK awards STPs either during or after a Journey session. The GK's award may be influenced by players opinions. Players keep track of their STP totals from session to session. As players accumulate STPs they increase in level and corresponding title. An artifact may be used to acquire points only once in a particular Journey group. If a player belongs to more than one group that player will have different STP totals and ranks in each.

Awarding Story Teller Points:

1 for attending a Journey session

1 for being a GK at a Journey session

1 for a quick Sketch

1+ for a Poem, story outline, or character concept

1+ per page of writing

1+ for a really good idea

1+ for creating a new Universe

5+ for a detailed Illustration

5+ for a Short Story or Essay

5+ for a game design or set of RPG rules

10+ for a detailed Painting

20+ for a Book or Novel

5+ for a Comic Strip

1+ for a Photograph

5+ for completing a special project

1-20+ for Craft items: Metalwork, Sculpture, Jewelry, Glass, Costumes, Clothing, etc

5+ for Acting, Orations, Speeches, Monologues

10+ for putting on a Play, Concert, or Festival
 5+ for a Song or Instrumental piece
 10+ for an Album or Video
 1+ for attending Craft or Renaissance Fairs
 1+ for selling an Artifact
 10+ for having your work published or displayed in public
 10+ for having your own Webpage
 1+ for every 1,000 hits

A single artifact or project may acquire points in several categories.

STP Rank & Title Table:

STPs	RANK	TITLE
0	0	Initiate
100	1	Novice
200	2	Aspirant
300	3	Adept
400	4	Artisan
500	5	Artist
600	6	Seeker
700	7	Loresmaster
800	8	Dreamspeaker
900	9	Shaman
1000	10	Oracle
2000	11	Prophet
3000	12	Demi-God
4000	13	Lesser God
5000	14	Greater God

Journey Roleplaying & Storytelling Resolution: Many of the shared universes will, after some development, become ripe settings for roleplaying. In Shared Universes style roleplaying the distinction between players and game master is blurred. Players are collectively creating a story and have some control over all elements of the story. Players resolve events, actions, and plot lines by debating what result would be the most dramatic and appropriate to the story. If it improves the story, players may change events that occurred earlier.

SHARED UNIVERSES The following universes are available as starting points to any player and any group. These suggestions are by no means exhaustive. Discover and explore new universes:

ANIME MAYHEM Japanese animation is stereotypically postapocalyptic, violent and intensely sexual. Common elements include big eyes and transformers. Players may enjoy taking turns drawing sequential scenes for an action sequence. Artifacts: Character sketches; Storylines; Technical diagrams; Haikus; Film festivals; and of course, merchandising.

FANTASY ARMIES Two player-generals draw 10 or more units that are in their armies. The GK draws a map of the battlefield. Other players determine the result of the confrontation. Artifacts: First hand written accounts of the battle by soldiers and commanders; maps depicting troop movements; General's battle plans; Historian's notes; and drawings of the battle in progress.

PERSONAL MYTHOLOGY This concept is best suited for a personal universe. Examine your own psychological landscape. Depict personal problems as battles between heroes and monsters. Transform places in the real world into legendary lands. People become gods and titans. Goals become quests. Sorrow becomes the destruction of nations. Anger becomes earthquakes and tidal waves. Obstacles become mountains. Love is a golden age. Minutes become eras of a thousand years. Artifacts of this soul searching include: Poetry; Fables; Pantheons; and fine art.

MYSTIC JOURNEYS Players create artifacts with mystical, occult, spiritual and religious themes. The goal is for players to create a personal religion for themselves. Through the meditative and reflective act of creating artifacts players discover what they really believe in. Artifacts: Rituals; Holy symbols; Scriptures on Universal truths, Man's relationship to the universe, the structure of the cosmos, Self actualization, and the nature of God.

ART HISTORY Get Some books on an artist, such as Picasso. First try duplicating some of their paintings, then try making some new paintings in

the same style. This journey will be the most rewarding if the players have adequate supplies (paints, brushes, canvasses) on hand.

STELLAR LANDSCAPES Draw, or preferably, paint a landscape of one of the planets or moons in our solar system. Some are rocky, some are volcanic, some are icy, some have atmospheres, some do not. This journey will be most rewarding if you first do some research on the heavenly bodies you are depicting. From Triton you can see the rings of Saturn. If you run out of places in our solar system do landscapes of alien planets.

FLOORPLANS OF A SPACESHIP Make a detailed technical diagram. Types of ships might include: research vessels, space stations, colony ships, fighters, battleships, world ships. If everyone in the group does a few, you may have enough for a whole fleet. Tie this in with Space Fury. Artifacts: Captains logs; Ship recognition manuals; Histories of each ship class.

INN OF THE GOURMET GORGON The Inn is located in Findell, a fantasy realm filled with magical creatures of every description. The house specialty is Dragontail steak and Fireberry wine. Artifacts: Menus; Recipes; Actual edible meals; Bistro magic; and short stories.

LANTASIA A classic fantasy realm complete with elves, dwarves, orcs, wizards, knights, dragons, and mighty spells.

FANTASTIC ARCHITECTURE Using the laws of physics, magic, and aesthetics, players design buildings. Mix ancient with modern styles. Experiment with materials, cultures, and locations. Artifacts: Exterior and interior views; Floorplans.

FUTURE HISTORY Players speculate about what changes in science, medicine, technology, transportation, culture, government, art, sports, computers, agriculture, energy, entertainment, economics, work, and human evolution will occur in the next 25, 50, 75, 100, 200, 500, 1000 years. Artifacts: Essays; Histories; Timelines.

DREAM LOGS Players make records of their dreams. After doing this for awhile players might try lucid dreaming. Artifacts: Dream journals; Dream catchers

RAYGUNS & ROCKETSLIDS This universe is straight from 1930's science fiction comics. Be sure to include bubble helmets, jetpacks, and cliffhangers. Artifacts: Serial adventure comics.

GIANT ASPARAGUS FROM PLANET X This universe is that of the 1950's B-movies. Common elements include: earth invasions, mutant monsters, and mad scientists. Artifacts: Movie posters; Short films in black and white.

KUNG FU FIGHTERS This universe is that of contemporary martial arts movies and arcade games. Common elements include gratuitous death and special moves. Artifacts: Character descriptions, high scores.

EXPLORERS Human exploration of the galaxy is still incomplete after hundreds of years of missions. The history logs are filled with thousands of incredible accounts of first contacts. This shared universe is particularly good for short stories. Artifacts: Survey crew logs.

PRIMEA An alternate universe of human and dinosaur evolution on planet Earth. Dinosaurs still exist and several races of hominids have built civilizations. The cities of Cro-Magnon, Homo Erectus and the Neanderthals live in a delicate balance of competition and coexistence. Artifacts: Maps; Descriptions of the relationships between the races of man; Dinosaur based technology.

CHILDRENS BOOKS Players create stories and illustrations for childrens books and fables. A lot of great art has been created since the mid 1800's for childrens books. Artifacts: Illustrated Fairy tales.

UNDERGROUND This is the universe of 1960's under-ground comix. Common themes are sex, drugs, rock n roll, changing morals, psychedelia, political protest, and dark humor. Players should experiment with the possibilities of the comix format.

CITY PLANNER Players design in detail a utopian city that they create using current technology. This should also include the cities government and legal system.

NATURALISTS Players make collections of natural phenomenon. This can turn into a very satisfying pastime and a nice change from wargames. Artifacts: Rock and crystal collections; Pressed leaves; Insects; Seashells; Bird watching; Camping trips; fishing trips.

BEATNIK SCENE Players dress in black, make some coffee, and read some

homegrown poetry. As extra incentive give the hippest cat a prize, dig.
Make sure to have some jazz in the background.

FILKING Players write songs and music for their favorite novels. This is a sign of a real fan.

SCIENCE FANTASY THEATER Costumed players enact scenes from their favorite works of fiction. Big STP's for this category, especially for long performances.

DRAGONBAIT Do a RPG in a cartoon style with gags, puns, mayhem, and punchlines. Artifacts: Character sketches, strips.

NOVA A science fiction universe where human empires fight using every weapon of war and every form of treachery at their disposal.

HISTORIAN Players do projects using their favorite historical period as subject matter. This may require some research. The possibilities for Historical Roleplaying are very rich.

MUTOG This universe details the years and centuries on planet earth after a nuclear holocaust. Menaces include radiation, mutants, and rebuilding civilization.

HORROR SHOW Save your scariest and strangest stuff for this universe. Stories may or may not be unconnected.

CONSPIRACIES In this universe there is some truth behind most conspiracy theories. Watch your back.

THE PUZZLING Players create mathematical, word, and visual puzzles to confound each other.

BROKEN LANDS The broken lands is a fantasy setting populated with savage barbarians, beautiful amazons, foul beasts, filthy cities, constant warfare, and exotic locations. Magic is ritualistic and diabolic. This is a good universe for artists who love drawing muscles, and writers who love describing fierce, grisly combats.

D-TRAVELERS D-Travelers is a universe in which dimension travelers have both high tech and magic at their disposal.

SUPERHEROS A universe where super heros and supervillans are behind every nook and cranny.

CYBERPUNK In the not so distant future

EROTICA Players Artifacts: Drawings, Letters, Photos, Sculpture, Experiences.

LOVE BONDS This is a closed universe shared by two lovers.

HISTORICAL WHAT IFs Players recreate history. What if the Roman Empire did not fall?

NEW SPORT Players design a new type of team sport. Artifacts: Rules; Playing equipment; Demonstration game.

ANATOMY Players produce artifacts describing human, animal and monstrous figures.

SCAVENGER HUNT The GK creates an elaborate scavenger hunt, puzzle or mystery for the players to solve.

COSMIC BALANCE Demons, Titans, Gods, Deities, and Avatars are locked in an eternal struggle for control of the multiverse. Artifacts: Epics

ALL THE QUEENS MEN Set in the Victorian era, intrepid English scientists and their companions explore the hollow earth, the planets, and other fantastic places.

VEHICLES Players produce designs for fantastic vehicles. Artifacts: Blueprints

WESTERNS Players pay tribute to the legends of the old west.

COMPUTER ART Players produce artwork using computers.

THE SIMULATORS What do humans of the 5th millennium do for entertainment? They engage in highly elaborate holographic simulations. The simulation controllers easily mix historical and fantastic elements in the most bizarre combinations possible. Roleplayers will often find themselves in very awkward situations.

GAME DESIGNERS NOTES

This 'gaming system' was written before the advent of the Internet & the Web.

LINKS

[Star Shield RPG](#) Guardians of Knowledge
[Matrix Gaming](#) A better way to game

[Blakes 7 RPG](#) Sample online Matrix Game

[The World of Slobbovia](#) Example of a Shared Universe

SHERWOOD

INTRODUCTION

Card game. Three Decks.

One player is Robin Hood, stealing from the rich to give to the poor.

The other player is the most evil Sheriff of Nottingham.

OBJECT

Accumulate the most victory points by acquiring cards from the Prize Deck.

PRIZE DECK LIST

#	Card Name	Victory Points
1	Peasants	0
6	Fat Merchant	1
5	Tax Collector	2
4	Nobleman	3
1	Tournament	4
1	The Kings Messenger	5
1	Prisoners	6
1	Maid Marion	7

= Number of such cards in the deck

ROBIN HOOD DECK LIST

#	Card Name	Force Value	Notes
30	Arrows	0	
5	Woodsmen	5	
10	Merry Men	10	
5	Yeomen	15	Can shoot 2 arrow cards in Arrow Phase
1	Friar Tuck	20	
1	The Moor	30	
1	Little John	30	
1	Sir Ivanhoe	40	
1	Robin Hood	50	Can shoot 3 arrow cards in Arrow Phase
5	Heal Wounds	0	

SHERWOOD SHERIFF DECK LIST

#	Card Name	Force Value	Notes
10	Crossbow Bolts	0	
10	Shieldmen	5	Negates one arrow card in Arrow Phase
10	Guards	10	
15	Halberdiers	15	
5	Knights	20	
5	Chivaliers	25	
1	Sheriff of Nottingham	30	
4	Trap	0	

SETUP

One player has the Sheriff deck, the other has the Robin Hood deck.

The Prize Deck is placed between them off to one side.

All decks have their own discard piles.

The Sheriff starts with 6 cards.
The Robin Hood player starts with 3 cards.

TURN SEQUENCE

Draw Phase
Prize Phase
Ambush Phase
Arrows Phase
Melee Phase
Victory Phase
Recovery Phase

DRAW PHASE

Each player draws 3 cards from their deck.

PRIZE PHASE

Draw 1 card from the Prize deck.
Place it in the center of the table between the players.

AMBUSH PHASE

Character cards are any cards that have a Force value greater than zero.
Each player selects from his hand which Character cards he wants to participate in the ambush.

A player may choose zero cards, or up to all of the Character cards in his hand.
These cards are placed face down behind a barrier so the other player cannot see them.
The selected Character cards are called the Combatant cards.
When both players are done with this, the Combatant cards are then simultaneously revealed face up on the table.

ARROWS PHASE

Skip this phase if there are no combatants.
The Robin Hood player may play (discard) Arrow cards.
The Sheriff player may play (discard) Crossbow Bolt cards.
A player may play one arrow or bolt card per combatant played in Ambush phase
Each arrow or bolt card played kills one enemy combatant.
Killed Combatants are discarded.
A player decides which of his combatants are killed by enemy arrows or bolts.

MELEE PHASE

Each side adds up the Force values of all of their remaining combatants.
These are known as the Melee totals.
The higher total wins.
All combatants of the loser are discarded.
The winner keeps cards with a total force value equal to the difference between the winning and losing sides melee totals.
The winner always keeps at least one combatant.
For example: Winner = 70, loser = 50, difference = 20. The winner may keep combatants with a total melee value of 20 or less, or any one unit, even if it has a force value greater than 20.

VICTORY PHASE

If there are no combatants discard the Prize card and start a new turn.
If only one player has combatants left, than that player keeps the Prize card.
Each player keeps a Victory pile with the Prize cards they have won.

RECOVERY PHASE

The player who won the Prize card may place his surviving combatants back in his hand.

GAME END & VICTORY DETERMINATION

The game ends when the last Prize card has been won or discarded.
Each Prize card has a Victory point value.
The player with the most Victory points in his pile wins the game.

THE TRAP CARD

The Sheriff player may include this card with his combatants in Ambush Phase.
If used, skip the Arrows Phase and go directly to Melee Phase.

THE HEAL WOUNDS CARD

The Robin Hood player may use these cards in Recovery Phase to put one of his combatants discarded this turn back into his hand.

THE TOURNAMENT CARD

If this Prize card is played, skip the Ambush and Melee phases.
The player who plays the most arrows or bolts wins the card.
Such cards are revealed simultaneously. Discard the Tournament if there is a tie.

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.

SHOT, SHELL & GRAPE

INTRODUCTION

Two player Card game depicting Napoleonic era warfare.

VICTORY

The first player to be routed from 3 of his 5 forward positions loses.

THE DECKS

There are two common decks:

The Battalion deck and

The Tactics deck.

The Battalion deck has 2 of each card in the list.

Battalion cards are also referred to as units.

The Tactics deck has 1 of each card in the list.

Six and eight sided dice are needed.

SETUP

Each player is dealt half the Battalion deck.

Each player forms a line of five stacks of cards.

The opposing lines face each other.

These stacks are called:

-Left Flank

-Left Center

-Center Center

-Right Center

-Right Flank

Additionally each player has a Reserve stack.

The Reserve stack is placed behind the line.

Place Battalion cards face up in each stack.

Line Infantry and Artillery may be placed in Center stacks.

Cavalry and Light Infantry may be placed in any stacks.

Horse Artillery are considered as cavalry for the setup purpose.

Any troop type may be in the reserve stack.

Center stacks must contain at least 3 cards.

Flank stacks must contain at least 2 cards.

Players can look at their cards and then create the stacks.

TURN SEQUENCE

Players take turns.

Each turn has 5 phases:

1. Draw Phase

2. Reinforce Phase

3. Attack Phase

4. Morale Phase

5. Terrain Phase

DRAW PHASE

Draw 2 Tactics cards.

Maximum hand size = 7 tactics cards.

Discard excess cards.

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

REINFORCE PHASE

You may move up to 2 battalions from one of your stacks to an adjacent stack.

Reinforcements are placed on the bottom of the stack.

This type of movement is called a reinforcement.

Alternatively, battalions can be moved within the same stack.

Your Reserve is adjacent to all of your other stacks.

You may move any card in a stack. (You are not limited to the top one)

ATTACK PHASE

Each of your stacks gets one basic attack per turn.

You get one free additional attack per turn that can be made by any one of your stacks.

Your battalions are the attackers.

Your opponent's battalions are the defenders.

To attack, pick the top card of one of your stacks.

The reserve stack never attacks.

The defender is the card in the opponent's line opposite to the attacking card.

Both players roll one eight sided die. These are called the Combat rolls.

The attackers combat roll is called the Attack roll.

The defenders combat roll is called the Defense roll.

The opponent's card is destroyed on a combat roll of 7 or higher.

Line Infantry vs cavalry and light infantry get -1 to their attack roll. (They ride/run away)

Line Infantry vs non-flanking cavalry get +2 to their defense roll.

Cavalry vs Artillery or Light Infantry get +1 to their attack roll.

Line Infantry vs Light Infantry get -1 to their defense roll.

Artillery vs Line Infantry get +1 to their defense roll.

Heavy battalions get +1 to their combat rolls.

Elite battalions get +2 to their combat rolls.

Shock cavalry get +1 to their combat rolls vs other cavalry.

Militia get -1 to their combat rolls.

Destroyed battalions are discarded.

Surviving battalions are placed face down on the bottom of their stack.

Tactics cards that modify the Attack roll are played before the roll is made.

Tactics cards that allow Defenders an extra attack are only used if their first attack misses.

Tactics cards are discarded immediately when played.

A Battalion can be used as an attacker only once on its owners turn.

FLANK ATTACKS

If you destroy all the cards in one of your opponents stacks, the battalions in your stack facing the empty stack get to flank attack the enemy stacks adjacent to the empty stack.

Battalions making Flank attacks are +2 to their Attack roll and may attack the enemy reserve stack.

Cavalry battalions making Flank attacks are +3 to their Attack roll and may attack any enemy stack.

Defense rolls against flankers are at -1.

If you flank stacks on two sides, this is called a double envelopment, and you get an additional +1 to Flanking Attack rolls.

MORALE PHASE

Every time you destroy an opposing battalion roll 2D6.

This is called the Morale check.

On a roll of 10+ all of the battalions in the destroyed battalion's stack rout and are placed in the reserve stack.
 If the reserve stack routs, all of those battalions are discarded.
 A stack rolls at +1 if it contains any Militia.
 A stack rolls at -1 if it contains any Elite units.
 A stack rolls at +1 if an Elite unit was destroyed.

TERRAIN PHASE

You may play a Terrain card onto an appropriate stack.
 Terrain cards remain in effect until a Maneuver card is played to remove them.

BATTALION CARD LIST

Card Name	Type
Grenadiers	Line (Elite)
Dragoons	Cavalry
Lancers	Cavalry (Shock)
Hussars	Cavalry
Skirmishers	Light
Cuirassier	Cavalry (Heavy)
Musketeers	Line
Old Guard	Line (Elite)
Young Guard	Line
Howitzers	Artillery
Fusiliers	Line
Chasseurs	Cavalry
Landwehr	Light (Militia)
Sappers	Line
Mortars	Artillery
Highlanders	Line (Elite)
Mamelukes	Cavalry
Cossacks	Cavalry
Carabiners	Cavalry (Heavy)
Uhlans	Cavalry (Shock)
Troopers	Line
Horse Artillery	Artillery
Cacadores	Light
Gun Battery	Artillery
Field Pieces	Artillery
Zouaves	Light
Voltigeurs	Light
Gendarmes	Line
Blunderbussars	Light (Militia)
Partisans	Light (Militia)
Legere	Line
Jagers	Line
Congreve Rockets	Artillery

TACTICS CARD LIST

Card Name	Effect
Square Formation	Cavalry vs Line Infantry are -3 to their attack roll.
Second Volley	Defending Infantry battalion gets 1 extra attack
Fire at Will	Get 1 extra attack with any unit on your turn.
Sabers & Pistols	Attacking Cavalry battalion gets 1 extra attack
Rapid Deployment	Get +1 Reinforcement move.
Forced March	Get +1 Reinforcement move (Move infantry only).
Frontal Assault	Line Infantry get +2 to their attack roll and are +1 to be hit.
Bayonet Charge	Line Infantry get +2 to their attack roll and are +1 to be hit.
Rifles	Light Infantry get +1 to their combat roll.

Probe stacks.	Get 1 extra attack with any Light Infantry in any of your
Screen	Defense roll +1 vs attacking Light Infantry
Counter Attack	Defending Cavalry get +2 to their defense roll.
Dismounted	Your Cavalry battalion is considered to be Infantry this turn.
Limber	Get +1 Reinforcement move (Move Artillery only).
Double Canister	Artillery get +2 to their defense roll.
Cansiter	Artillery get +1 to their defense roll.
Round Shot	Artillery get +1 to their attack roll.
Cannon Ball	Artillery get +1 to their attack roll.
Shrapnel	Attacking Artillery brigade gets 1 extra attack
Spherical Case	Attacking Artillery brigade gets 1 extra attack
Fusillade	Any Line Infantry gets 1 extra attack.
Sniper	Cause a stack to make a morale check in its Morale phase.
Commander	Morale check at -1.
Esprit de Corps	Morale check at -1.
Disordered	Line Infantry get -1 to their attack roll.
Wheel about	Morale check at -1.
Rearguard Action	Get +2 Reinforcement moves from reserve.
Attack Column	Get +2 to attack roll.
Lost Orders	Opponent gets one less Attack this turn.
Column	Get +1 Reinforcement move.
Overrun	Unit making Flank attack gets a second attack.
Take Prisoners	Routing battalion is discarded.
Fighting Withdrawal	Defender gets +1 to defense roll.
Difficult Terrain	Opponent gets one less attack this turn.
Field Officer	Morale check at -1.
Lost Cohesion	Morale check at +1.
Refuse Flank	Negate attacking units Flank attack bonus.
Conscript	Morale check at +1.
Enfilade fire	Get +1 to combat roll.
Crossfire	Battalion may attack top unit in stack diagonal to it.
Bombardment	Get 1 extra attack with any artillery in any of your stacks.
Confusion	Opponent gets -1 Reinforcement move this turn.
Advancing Line	Get 1 extra attack with any Line Infantry in any of your stacks.
Scouts	Look at opponent's hand
Blocking Terrain Left	Terrain: Attacks vs left Flank at -1 on attack roll.
Blocking Terrain Right	Terrain: Attacks vs right Flank at -1 on attack roll.
Redoubt	Terrain: Attack vs. center stack is at -1 on attack roll.
High Ground	Terrain: Get +1 to combat roll. Artillery gets +2.
Maneuver	Discard Terrain card (3 in deck)

ARMY SPECIALTIES: OPTIONAL RULES

Before play starts each player rolls once on the table below.
The indicated benefit lasts the entire game.

1D6	Ability	Notes
1	Superior Discipline	Morale checks at -1
2	Genius Commander	Maximum hand size +2
3	Fire Drill	Line Infantry combat rolls at +1
4	Advanced Artillery	Artillery combat rolls at +1
5	Elite Cavalry	Cavalry combat rolls at +1
6	March Drill	Get +1 Reinforcement move per turn

SILVER SURFER

INTRODUCTION

Card Game with Silver Surfer Theme.

DISCLAIMER

The Silver Surfer is a copyrighted, licensed property.
This is merely a Fan site.

VICTORY

Have the most Plot Points at the end of the game.
The game ends when the deck runs out.

THE DECK

Players share a common deck.

There are 7 cards types:

SK = Surfer Skill

SE = Surfer Energy Attack

SA = Surfer Allies

SS = Surfer Speed

ST = Surfer Toughness

SB = Surfer's Board

SC = Surfer Action

V = Villains

F = Foes

X = Superpowers (Used by Villains)

L = Locations

P = Plots

Every card has a Plot Point (PP) Value.

SETUP

The most brooding, cosmic, dramatic player goes first.

TURN SEQUENCE

Players take turns.

Each turn has 5 phases:

Fate Phase

Action Phase

Resolution Phase

Plot Phase

Recovery Phase

FATE PHASE

Draw cards from top of deck to Fill Hand to 8 cards.

ACTION PHASE

Discard up to 4 cards and draw replacements.

RESOLUTION PHASE

You may play a Meld.

A Meld is a card combo that must include:

1. Exactly one Foe or one Villain
2. Up to two Surfer cards* with PP \geq to the Foe or Villain
3. Up to one Location card
4. Up to one Superpower card if a Villain was played
5. One or two Plot cards.

* = The Surfer cards cannot be of the same type.

PLOT PHASE

If you played a Meld gain PP = Total PP of the cards you played in the Meld.

RECOVERY PHASE

You may discard any unwanted cards.
Maximum ending hand size is 4 cards.
Discard excess cards.

CARD LIST

Card Name:	Type	PP	
Cosmic Endurance	ST	5	
Impervious to Elements	ST	5	
Cosmic Blast	SE	8	
Flying Board	SB	4	
Space Born Skill	SK	9	
Double Back	SS	6	
Searing Energy	SE	8	
Sky Rider	SK	9	
Board Attack	SB	4	
Summon Board	SB	4	
Cosmic Thrust	SE	8	
Healing Energy	SC	3	
Cosmic Power Bolt	SE	8	
Melt Weapon	SC	3	
Cosmic Burst	SE	8	
Track Any One	SC	3	
Supersonic Speeds	SS	6	
Sentinel of the Spaceways	SK	9	
Herald of Galactus	SK	9	
The Defenders	SA	7	
The Avengers	SA	7	
The Star Masters	SA	7	
The Fantastic Four	SA	7	
Cosmic Commandos	SA	7	
Superhuman Strength	ST	5	
Indestructible	ST	5	
Cosmic Energy Powers	SE	8	
Energy Beams	SE	8	
Silver Skin	ST	5	
Hyperspace Travel	SS	6	
Blinding Speed	SS	6	
Master of Cosmic Forces	SK	9	9
Silver Board	SB	4	
Dodge Blows	SS	6	
Pure Heart	ST	5	

Cosmic Shock	SE	8
Disguise	SC	3
Cover Vast Distances	SS	6
Sense Aura	SC	3
Lightning Speed	SS	6
Surprise	SS	6
Neutralize Device	SC	3
Galactus	V	17
Thanos	V	16
Loki	V	15
The Overlord	V	14
The Stranger	V	13
Mephisto	V	12
Doctor Doom	V	11
Quasimodo	V	10
Thor	F	15
The Monster of Badoon	F	9
Robot Monster	F	8
Cavemen	F	3
Dinosaurs	F	5
Naval Warships	F	6
Fighter Jets	F	6
Yetis	F	4
The Hulk	F	11
Alien Invasion Fleet	F	9
Armed Guards	F	3
Mind Control	X	7
Magic Powers	X	5
Infernal Plot	X	4
Ultimatum	X	4
All Knowing	X	7
Protective Field	X	6
Energy Drain	X	6
Dematerialize	X	5
Pacific Ocean	L	2
Zenn-La	L	4
The Underworld	L	5
Deep Space	L	4
Arctic Circle	L	3
Modern Metropolis	L	2
Asgard	L	5
Savage Earth	L	3
Catastrophe	P	8
Decoy	P	6
Hostages	P	6
Kidnapping	P	6
Misunderstanding	P	7
Rescue Innocent	P	7
Time Travel	P	5
Space Travel	P	4
Cataclysm	P	8
Love Interest	P	7
Spacecraft	P	4
Scientist	P	5
Meteor Shower	P	7
Madness	P	5
Competition	P	5
Space Scrambler	P	4
Null-Life Bomb	P	9
Ultimate Nullifier	P	10

LINKS

[Silver Surfer](#)

SIMULCHESS

OBJECTIVE

Capture the opponents King.

SETUP

Normal chess setup. Paper & writing instruments needed.

TURN SEQUENCE

Players take their turns simutaneously.

1.) Write Move Orders in secret.

Indicate piece you want to move and where you want it to go.

2.) Reveal Orders Simultaneously.

3.) Move & Capture.

SPECIAL RULES

If opposing pieces are ordered into the same square, both are 'captured'.

A piece cannot move this turn if it made a capture last turn.

You can never order a piece to move into a square occupied by one of your own pieces.

SINO-JAPANESE WAR

INTRODUCTION

Three Player Wargame.
The first player is the Japanese.
The second player is the Nationalist Chinese.
The third player is the Communist Chinese.

THE MAP

Use a hex map of mainland China.
Include about 20 cities on the map.
Also include mountains and rivers.

SETUP

All sides start with 20 armies.
Use counters to represent armies.
The Communists start in the Northwest
The Nationalists start in the Southwest and South.
The Japanese start in the North and East.

VICTORY

The game ends after 9 years.
Keep track of the year (turn number).
The game starts in 1939 and ends in 1945.
The Game ends right before the Atomic bombs are dropped.
The player controlling the most cities at the end wins.

YEARLY TURN SEQUENCE

Each year is divided into 4 phases:

1. Reinforcement Phase
2. Japanese Action Phase
3. Nationalist Action Phase
4. Communist Action Phase

REINFORCEMENT PHASE

Each player gains a number of armies equal to:
1 Free Army + 1 Army for every 2 cities the player controls.
New Armies are placed in or adjacent to a controlled city.

ACTION PHASE

During his action phase a player may move and attack with his armies.
A player gets 20 action points (AP) at the beginning of his phase.
Every time he moves an army or attacks with an army he must discard 1 AP.
An individual unit may move and attack multiple times.
Unused AP are discarded at the end of the turn.

Armies may not stack.
 It costs 2 AP for an army to move into a Mountain hex.
 It costs 1 AP for an army to cross a River.
 All players may attack all other players.

BATTLES

The active player may attack an adjacent opposing army.
 Both players fill their hands to 10 cards.
 Players may discard up to 4 cards and draw replacements.
 Each card has a force value.
 Players add up the Force value of all their cards.
 Each player is limited to the number of cards of a certain type that he can use in his hand. See the Card limit Tables.
 For instance the Nationalist player could use 8 Infantry max, but the Japanese player could use only 4 Infantry max.
 The Higher Force Total wins the battle.
 An Army attacking across a river gets -1 to its Force Total.
 An Army that already fought a battle this turn gets -1 to its Force Total.
 An Army defending in a city or mountain gets +1 to its Force Total.
 The defender wins ties.
 The losing army is destroyed.
 Used cards are discarded.
 Unused cards may be discarded or kept in the players hand to be used in later battles.

NATIONALIST CARD LIMIT TABLE

Card Type:	Max:
Infantry	8
Tanks	1
Artillery	1
Fighters	1
Bombers	0
Tactics	2
Morale	2
Strongpoint	1
Leader	1

COMMUNIST CARD LIMIT TABLE

Card Type:	Max:
Infantry	6
Tanks	1
Artillery	1
Fighters	1
Bombers	0
Tactics	3
Morale	3
Strongpoint	1
Leader	1

JAPANESE CARD LIMIT TABLE

Card Type:	Max:
Infantry	4
Tanks	2
Artillery	2
Fighters	2
Bombers	1
Tactics	2

Morale	2
Strongpoint	1
Leader	1

THE DECK

Card Name:	#	Force
Chinese Infantry	20	1
Infantry	20	1
Tanks	10	2
Artillery	10	2
Fighters	10	2
Flying Tigers	5	3
Bombers	5	2
Tactics	10	2
Morale	15	2
Strongpoint	10	3
Leader	5	3

= Number of that card in the deck.

Strongpoint cards can only be used by a defending army.

The Flying Tigers count as Fighters.

Flying Tigers can only be used by the Nationalist armies against the Japanese.

Chinese Infantry count as Infantry.

Chinese Infantry can only be used by Chinese armies.

SKYIE WARP PLAY

INTRODUCTION

Fantasy with an arial bent.

TACTICAL RULES

Click [here](#) for the tactical rules.

WORLD BACKGROUND

The details of the war of the wizards is forever lost in time. The results of that war still afflict us and forever will. Eons later the residues of their mighty magics are still at work.

Whole continents shattered into tiny fragments float in or above a sea of burning blood.

The only way the isolated survivors could travel, trade, or communicate was by flying. Everything that could fly was forced into service by whomever found it first. Things that should never fly were made to by magic and ingenuity. The landscape is still in ruins

but the skies are filled with the most marvelous beasts and wondrous contraptions as never existed before. Men still travel, trade, and make war, but now they do it in the air on the backs of their creatures and creations in this world we now call Skyie.

SIGHTS OF SKYIE

Some of the remaining solid earth rises from the boiling blood sea, however, most of the land fragments (or rocks) float in the air at a variety of elevations. These fragments are moving or stationary. Some tumble. Some rise and fall into the sea. Smaller ones can be pushed around. Most are land. Some have springs of pure water. Some have waterfalls that shower the fragments beneath. Some are balls of shimmering water or muddy swamp. Some are barren and others have giant trees. Some are giant veins of precious metals with mining towns forming scaffolding all around and underneath. The city-states have many fragments connected together by stone bridges. Far above these are the cloud cities of the Djinn and the Giants. Very isolated fragments are the roosts of hawkmen and hideouts of pirates. Great ships and swarms of flyers lay siege to Floating Castles that are held aloft by powerful spells. Tribal humanoids defend their tunneled-out rocks with great tenacity.

There are rocks of solid Ice and others of burning sand. Small frags are the lairs of mythical monsters, hermits and even families. Great schools of flying fish are pursued by magical whales and the vessels of flying fishermen. Tremendous Storms, Magical Vortexes, and plumes of Fire may send fragments spinning out of their orbit. The ruins of pre-cataclysm cities can be found exposed on the surface of many rocks. Artifacts of the ancient wizards still remain to be found. The faeries of the woods and waters have all sprouted wings and taken to the air. Insects have been magically bred into giant forms to serve as steeds. Demons and their horrible mounts rise from the depths burning sea in search of victims. Undead riders move from rock to rock killing the inhabitants and using the corpses to swell their ranks. Lawless barbarian raiders of all races take every chance to terrorize and pillage their neighbors. Skyie is a world of great beauty and even greater danger.

SLIMED

INTRODUCTION

Ghostbuster Backgammon.
One player is the Ghostbusters (GB).
The other player is the Ghosts.

RULES

Use a regular backgammon board.
Same Rules as backgammon except for the following differences:
The Ghostbuster player has on only 5 pieces.
In setup these are placed one each on the last 5 points on his side of the board.
The Ghost player has 20 pieces.
In setup these are placed in 4 stacks of 3 on the last 5 points on his side of the board.
When a Ghostbuster piece captures a ghost piece it is sent to the bar.
The bar is called "The Containment Field".
Ghosts cannot escape the bar.
If a ghost captures a ghostbuster the GB is "slimed".
A slimmed GB remains where it is trapped under the ghost that caught it.
If the ghost moves, the GB is un-slimmed and may move.
Any number of Ghosts may stack onto a slimmed GB.
If only one Ghost is slimming a GB, another GB may land on the Ghost and capture it, setting the first GB free.
The GB wins when all the Ghosts are put in the containment field.
The Ghosts win if all the GB are slimmed.
Pieces never "end-off" the board, they keep going around.
Pieces continue to circle the board until the victory conditions are met.

DISCLAIMER

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This is only a fan-site.

SMART GAMING

by Themcganndocor@aol.com

SMART FUNDIMENTAL RULES

SIMPLE MINIATURE ADVENTURE RULES AND TACTICS

INTRODUCTION

These miniature rules may be used for fantasy or medieval miniature war gaming, but can easily be adapted to any genre. These rules were inspired from Little Armies by H. G. Wells and Kreigspiel.

COMPONENTS

You will need plastic or metal miniatures (or counters) and, if you wish, some terrain (expensive, fancy terrain, or simple paper cutouts). You will also need a twenty sided die (d20).

PLAYERS

In addition to however many players are playing armies, one should follow the classic idea of having a Judge ("Time Keeper" or "Umpire"), to make rulings on combat resolutions. This is a simple game, and interpretation of rules will be an issue.

SCALE

In the fundamental rules, one may use a 100:1, 10:1 OR 1:1 scale. All that matters is that the scale is constant for each and every unit.

THE RULES

SET UP

Set up the table top as each player sees fit.

THE TURN

1. THE MOVE

Each player rolls a d20. The highest number moves their miniatures first, then the next highest roll, and so on.

FOOT SOLDIERS AND SMALL OR MEDIUM MONSTERS (goblins, skeletons, fairies, etc) move 6 inches in one turn.

KNIGHTS AND LARGE MONSTERS move 12 inches.

The Judge will have to decide how terrain barriers, such as bushes and low walls affect movement rates. Obviously high walls and trees are complete barriers to one's path of movement.

2. PROJECTILES

Beginning with the first player (he who rolled the highest in the move phase), projectile combat is resolved (e.g., bows, crossbows, slings, etc.)

The effective range for projectiles is 30 inches. For each inch past 30 inches, a +1 modifier is added to those units COMBAT ROLL.

The COMBAT ROLL IS RESOLVED BY THE PLAYER ROLLING A D20 FOR EACH

UNIT FIRING. The base chance to hit an opponent is a roll of 11 or higher.

Each +1 penalty for range is added to that base chance. So an archer aiming at a target 50 inches away must roll a 12 or higher in order to hit.

If there is intervening terrain in the way of the target, one must roll a d20 if the combat roll is successful. If one rolls a 1-10, the arrow or bolt hits that obstacle instead. If one is firing into hand-to-hand combat, the same roll is made. On a roll of 1-10 one hits their own unit instead of the target.

The projectile phase continues with the Second Player, the Third, and so on till each player has a chance to fire their bows or crossbows.

3. HAND-TO-HAND

When two or more units approach 1 inch of each other they may engage in hand-to-hand combat. For the first turn of that combat the player with the longest weapon goes first, then the one with the second longest, and so on. Combat between units with equal sized weapons is simultaneous. If the units continue to fight each other in subsequent turns, then the order is reversed: the shortest weapon goes first.

The COMBAT ROLL IS RESOLVED BY ROLLING A D20. The chance to hit is a roll of 11 or higher. If one hits, then they score 1 point of damage. The armor that is worn by the unit is considered into this damage, by its ABSORPTION LEVEL. Each piece of armor may absorb one (1) point of damage for each level it has:

LEATHER OR PADDING 1

SHIELD 2

CHAIN MAIL 3

PLATE 4

When there is no absorption level left for that unit, then the unit itself receives the next point of damage, and is defeated.

DUNGEON IDEAS

The Judge can arrange dungeon setting and labyrinths with wall terrain, to create a dungeon adventure for the players. Players may play a 1:1 scale, working together to battle monsters that the Judge attacks them with.

SPECIAL RULES

LARGE MONSTERS

For Dragons and other large and powerful monsters, one may wish to give the monster an absorption level of 5, to represent its large size and tough hide.

For dragons one may give it a special attack in the Projectiles phase with its dragon breath. Dragon breath may affect an area of 3 inches by 3 inches in front it, dealing out 5 points of damage to each unit in that area. In my NARNIA campaign, I give each unit a chance to make a FAITH role to avoid all damage from dragon breath or magic. If the unit rolls 11-20 on a d20 it avoids all damage from dragon breath or magic.

COMING SOON: SMART BASIC RULES

- Skirmish rules
- unit experience
- tough monsters
- magic rules

INTRODUCTION

These rules are expansions to the SMART FUNDIMENTAL RULES. Unlike the FUNDIMENTAL RULES, these focus more on the Fantasy genre.

EXPERIENCE

The experience rules provide a way to increase the effectiveness of veteran units. These rules can be used for any scale, whether it is 1:1 or 1:100, or more. When a unit defeats an enemy unit, it receives experience points (xp). As that unit accumulates more experience, its level rises. All units are considered to be 1st level when they enter a player's army. These rules are only for human units (infantry, archers and knights). The level of monsters should be always at a level decided by the Judge.

UNIT EXPERIENCE LEVELS

LEVEL XP

1st level	0
2nd level	24
3rd level	54

The formula for xps needed to advance in level: $\text{level} \times \text{level} \times 6$

UNIT XPS AWARDED

LEVEL XP

1st level	1
2nd level	4
3rd level	9

The Formula for xps awarded for defeat a unit: $\text{level squared} (\text{level} \times \text{level})$

THE EFFECTS OF EXPERIENCE

COMBAT (PROJECTILE AND HAND-TO-HAND)

The target to hit is still the same (11-20 on 1d20). To hit a target, the unit rolls the 1d20 adds that attacking units Experience level to the roll, and subtracts the defending unit's experience level from the roll. If the

modified score is 11-20, it is a hit. Other wise, no damage is inflicted.

DAMAGE

The unit inflicts 1 damage point per level. A unit can absorb (after armor has absorbed as much damage as it can) as many damage points in a battle as it has levels (e.g., a 3rd level knight, after his plate armor and shield have absorbed their maximum damage, can receive 3 damage points before being defeated).

SAMPLE MONSTERS AND THEIR LEVELS

Examples are from my NARNIA SMART CAMPAIGN:

FIRST LEVEL MONSTERS

GOBLINS

GIANT BATS

SKELETONS

SPRITE DEMONS

SECOND LEVEL MONSTERS

GHOULS

HOBGOBLINS

MAGICIAN (can cast two spells per battle)

GIANT SNAKE

ZOMBIE

THIRD LEVEL MONSTERS

GIANT CENTEPEDES

DWARF

ELF (can cast three spells per day)

GNOME

VERY SIMPLE MAGIC SYSTEM

A creature, who can cast spells, has a range in inches equal to its level. If the battle is on a 1:1 scale, then its area of effect has a diameter equal to the spell caster's level. If the battle is not a skirmish (i.e., the scale is greater than 1:1, then the area of effect is 1 unit). The spell causes 1 point of damage per spell caster's level.

In my NARNIA CAMPAIGN, I give the good guys a FAITH roll to avoid all magic damage. The unit rolls 1d20: if the roll, with the unit's level added to it, is 11 or greater, they avoid all magic damage or effects. A fair Judge should also devise some sort of magic resistance roll for victim units.

COMING SOON: SMART INTERMEDIATE RULES

-More powerful sample creatures

-A larger experience list (so you don't have to do the calculations yourself

-The importance of terrain (and tips on really inexpensive terrain!)

SOAPBOX

INTRODUCTION

Game of Oration.
Players pretend to be USA presidential candidates.

PLAYER ROLES

There are 3 types of Player Roles:

1. Candidates At least 2 players
2. Judge One player only
3. Citizens All remaining Players

SETUP

Players decide what roles they want to be.
Determine how much time is available to play.
The Judge picks which issues he wants to cover in the allotted time.

SEQUENCE OF PLAY

The Judge picks one issue.
Each candidate gets 2-5 minutes to address the issue.
The Judge determines speaking order, rules of conduct, and watches the clock.
Candidates should explain how they as president of the USA would solve the problem.
After all candidates speak on an issue, the Judge and the citizens vote to see which of the candidates they most agree with on that particular issue.
The candidate that gets the most votes for that issue gets an "Electoral Vote".
If the Issue vote is a tie, neither candidate gets an Electoral Vote.
At the end of the gaming session, the player with the most Electoral Votes wins the presidential election.

SAMPLE ISSUE LIST

1. Global Warming
2. Over Population
3. Stem Cell Research
4. Middle East Peace Process
5. Racism
6. Abortion Controversy
7. Domestic Economy
8. Election Reform
9. Term Limits
10. Campaign Fundraising
11. Star Wars Missile Defense
12. Iraq
13. Education
14. Energy Development
15. Space Exploration
16. Immigration Policy
17. War on Drugs
18. Foreign Relations with China
19. Health Care

20. AIDS

SOLAR INVASION 2100

INTRODUCTION

The year is 2100.

Human beings have been intensively colonizing the solar system for the last 70 years in relative peace.

THE MAP

Each player gets an identical space hex map.

Place a counter representing Earth in the center.

Place the L4 and L5 space stations 15 spaces from earth on either side.

Place the moon 10 spaces from Earth.

NEOSTAT or Near Earth Orbit Station is adjacent to Earth and

moves 1 hex per turn in orbit clockwise.

GEOSTAT-5 or Geo-synchronous Orbiting Station is 2 hexes from Earth and

moves 1 hex per turn in orbit clockwise.

There are many more space stations and satellites in Earth orbit, however these are the only ones with weapons.

VICTORY

The Earth wins if all of the Mother Ships are destroyed.

The fighters are not jump capable, and will self destruct.

The Aliens win if Earth is destroyed.

COUNTERS

Use counters or chits to represent units and Attack markers.

SETUP

Units may stack.

The Human player sets up first.

The shuttles are located on Earth or NEOSTAT.

5 Transports are located at each of these 4 sites: NEOSTAT, the Moon, L-4, L-5.

The Alien Fleet starts within 2 hexes of any 1 side of the map.

REINFORCEMENTS

Every 3rd turn the Earth gains the ability to launch one additional Missile per turn.

8 Transports arrive from Mars on turn 4.

2 Transports arrive from Venus on turn 6.

8 Excavators arrive from the Asteroids on turn 8.

6 Solar Sails arrive from Mercury on turn 10.

6 Ramjets arrive from Jupiter on turn 12.

NUCLEAR WARHEADS

The governments of Earth have more than 20,000 nuclear warheads in storage left over from earlier arms races.

At the start of the invasion the earth can only launch 8 per turn from Ground based launchers.

Missiles launched from Earth and NEOSTAT are large ICBMs.

Missiles launched from shuttles & transports are smaller & have shorter ranges.

LASERS & MASS DRIVERS

The giant lasers on L-4, L-5, and GEOSTAT are for pushing Solar Sails around. There are other giant lasers in the solar system, but they are not effective weapons at this range. Numerous other stations have less powerful lasers, also for the same purpose. Solar Sail ships are capable of concentrating and redirecting these laser emissions. The Tycho base Mass Driver is normally used to send materials mined on the moon to other locations. Special 'Catcher' Transport ships are used to recover the shipments. The excavator ships from the asteroid fields are actually small hollowed out asteroids filled with refineries. Small Mass drivers on board can be used for propulsion and as weapons. There are other mass drivers in the solar system, but they are not effective weapons at this range. Ramjets are able to fire directed bursts of ionic plasma from their engines. Ramjets scoop up gasses from the outer atmospheres of the gas giants. The Mercury Solar Array collects solar energy from the sun. This energy is beamed to collector dishes at other far away stations in the form of Infra-red radiation.

THE ALIENS

The Kathar are still a young race: aggressive, and impetuous. They have conquered numerous other less militant races. They are currently fighting wars on several fronts. Initial reconnaissance of Earth mistook us for a peaceful race. There was no reports of Nuclear Weapon stockpiles. A small task force was sent to enslave us. The Kathar ships use antimatter energy weapons.

TURN SEQUENCE

Both players go simultaneously. Each turn has 2 Phases:
1. Action Phase
2. Resolution Phase

ACTION PHASE

Each player moves his units and places his attack markers on his own map. Players cannot look at each others maps. Each unit can move a number of spaces up to its speed rating. Units may stack. If a unit is attacking, place an Attack Marker on the target space. The target space must be within the units range. U = Unlimited range. Rotate counters 180 degrees to indicate that they have moved and attacked. All Shuttles and Transports start the game unarmed. Up to 7 Shuttles and/or Transports can be loaded with Missiles per turn in near earth orbit. Once armed these units have enough missiles for the rest of the battle. Alien Ships may not move onto moons, planets, or stations.

RESOLUTION PHASE

Players look at each others maps. If an attack marker occupies the same hex as an enemy unit, than that unit takes 1 Hit of damage per attack marker. Remove the Attack markers from the board once resolved or leave them stacked on the Target to keep track of damage.

Any unit that takes damage equal to or in excess of its hits is destroyed and removed from the board.

the board.

If there is more than 1 enemy unit stacked in the space, all are hit by the attack.

ALIEN COUNTER LIST

Unit Name	#	Speed	Range	Hits	AMN
Mother Ship	6	3	E/10	5	24
Fighters	60	6	E/5	1	60

Each Mother ship can make 4 attacks per turn.

= Number of that type of unit in the fleet

E = Energy weapons

U = Unlimited

AMN = Attack markers needed

HUMAN COUNTER LIST

Unit Name	Number	Speed	Range	Hits	AMN	Loc
Shuttles	20	2	M/4	1	20	Earth
Transports	30	4	M/4	1	30	Earth, Moon, Mars, Venus,
L-4, L-5						
Solar Sails	6	5	L/5	1	6	Mercury
Excavators	8	4	R/3	1	8	Asteroids
Ramjets	6	8	E/2	1	6	Jupiter
L-4 Colony	1	0	L/U	15	1	L-4
L-5 Colony	1	0	L/U	15	1	L-5
Tycho Base	1	0	R/U	20	R	Moon
Earth	1	0	M/12	30	8	Earth

NEOSTAT 1 1 M/20 10 2 NEOSTAT

GEOSTAT-5 1 1 L/U 5 1 GEOSTAT-5

Mercury Solar Array 1 0 L/U - 1 Mercury: Off Map

Note: the Mercury Solar Array is off the map and cannot be attacked.

Earth can launch 8 Missiles per turn and NEOSTAT can launch 2.

= Number of that type of unit available

M = Missiles

L = Lasers

E = Energy weapons

U = Unlimited

AMN = Attack markers needed

Loc = Starting Location

SINGLE BOARD VARIANT

Use just one hex map.

All units from both players are on the same map.

Attack counters are unnecessary if the attacks are resolved immediately.

Players take turns moving and attacking.

The Aliens go first.

To resolve an attack roll a six sided die:

On a roll of 1-3 the attack misses.

On a roll of 4-6 the attack hits.

SOLITAIRE CONQUEST

INTRODUCTION

Solitaire board and card game with a fantasy conquest theme

THE BOARD

Draw a map of a continent with 12 connected regions.
Name them if you like.
Each region must be large enough to hold one stack of cards.

THE DECKS

There are two decks:
The Foe deck and the Ally deck.
The Foe deck has 44 cards.

SETUP

11 of the 12 regions are dealt 4 cards each.
These stacks of 4 cards are called 'Hordes'.
Horde cards are face up.
Place a pawn in the empty space.
The pawn represents your army.

TURN SEQUENCE

Each turn has 4 Phases:
Raise Army Phase
Reinforcement Phase
March Phase
Conquest Phase

RAISE ARMY PHASE

Draw 3 cards from the Ally deck.

REINFORCEMENT PHASE

You may draw one card from the Ally deck.
You may repeat this phase.

MARCH PHASE

You may move your pawn one or more regions.
You must end your move adjacent to a region with a horde.

CONQUEST PHASE

You may destroy one Horde in region that is adjacent to your pawn.
Your army must have a higher Force total than the target Horde.

Each card has a Force value.
 A Horde gets +1 if it has two cards of the same type.
 A Horde gets +2 if it has three cards of the same type.
 A Horde gets +3 if it has four cards of the same type.
 Discard the destroyed Horde.
 Discard all your Ally cards.

WINNING

If you destroy all the Hordes you win.
 Defeating all the Hordes scores 10 points.
 Every card left in your Ally deck scores an additional point.

LOSING

If you are unable to destroy all the Hordes you lose.

CARD LIST NOTATION

G = Giants
 H = Humanoids
 U = Undead
 D = Dragon
 # = Number of that card in the deck

HORDE CARD LIST

Card Name	Force	Type	#
Hill Giant	1	G	2
Stone Giant	2	G	2
Ice Giant	3	G	2
Fire Giant	4	G	2
Cloud Giant	5	G	1
Storm Giant	6	G	1
Titan	7	G	1
Kobold Mob	1	H	2
Goblin Warparty	2	H	2
Orc Warband	3	H	2
Hobgoblin Riders	4	H	2
Gnoll Raiders	5	H	1
Bugbear Ambushers	6	H	1
Ogre Tribe	7	H	1
Skeletons	1	U	2
Zombies	2	U	2
Ghouls	3	U	2
Ghasts	4	U	2
Wights	5	U	1
Wraiths	6	U	1
Vampire	7	U	1
Fire Drake	1	D	2
Wyvern	2	D	2
White Dragon	3	D	2
Green Dragon	4	D	2
Black Dragon	5	D	1
Blue Dragon	6	D	1
Red Dragon	7	D	1

CARD LIST NOTATION

E = Elves

D = Dwarves
M = Men
H = Holy Men

ALLY CARD LIST

Card Name	Force	Type	#	Notes
Elf Scouts	1	E	2	
Elf Hunters	2	E	2	
Elf Warriors	3	E	2	
Elf Archers	4	E	2	+1 vs Humanoids
Elf Lancers	5	E	1	+1 vs Humanoids
Elf Lord	6	E	1	Other Elves get +1
Elf Mage	7	E	1	
Dwarf Clans	1	D	2	
Dwarf Crossbows	2	D	2	
Dwarf Warhammers	3	D	2	
Dwarf Siege Engines	4	D	2	
Dwarf Rune Master	5	D	1	Other Dwarves get +1
Dwarf Giant Slayer	6	D	1	+2 vs Giants
Dwarf Lord	7	D	1	+1 vs Giants
Spearmen	1	M	2	
Swordsmen	2	M	2	
Longbowmen	3	M	2	
Halberdiers	4	M	2	
Knights	5	M	1	+1 vs Dragons
Wizard	6	M	1	Other Men get +1
Hero	7	M	1	+2 vs Dragons
Monks	1	H	2	
Zealots	2	H	2	
Crusaders	3	H	2	
Clerics	4	H	2	
High Priest	5	H	1	Other Holy Men get +1
Paladin	6	H	1	+1 vs Undead
Saint	7	H	1	+2 vs Undead

FAQ's

1) Does the player's army have any force value?

---Yes of course.

An army of a Monk(Force = 1), a Hero(Force = 7) and Elf Warriors(Force = 3) would have a total force = 11 (13 vs a Horde with 1 or more Dragons)

2) Can you use all of the allies in your hand in a given battle?

---You have to use all of them.

3) The first phase allows you to draw 3 allies, the next phase allows you to draw 1 and then another 1. If you can always draw 5 allies what is the purpose of having 2 phases?

---You can draw as many as you like. The 2 phases was supposedly to avoid confusion (Oh well)

4) You lose if you don't defeat all the Hordes. That implies that you only go through the ally deck once. Correct?

---Absolutely correct.

5) There is a point bonus for conserving allies. Is there any standard to evaluate the quality of victory? That is, if you get only the bare 10 points it's a marginal victory, if you have 15 points it's a great victory, if you have 20 points it's a spectacular victory, etc. By the same token, is there any standard to evaluate the quality of defeat? That is, if you have only 1 region left unconquered it's a temporary defeat, if you have 3 left unconquered it's a campaign defeat, if you have 5 left unconquered it's a catastrophic defeat, etc.

---Sounds good to me.

SOLO RULES FOR MYTHOS

THE CTHULHU COLLECTIBLE CARD GAME
by CHAOSIUM

OBJECTIVE

Rules for common deck Solo play.

TO WIN

Complete any one Adventure card you have drawn.
You immediately lose the game if your investigator is ever reduced to zero or less sanity.

SETUP

Take all of your Mythos cards and shuffle them together in a common deck, including adventure cards. Add and remove cards to suit your tastes.
Pick an investigator.
You start with no cards in your hand.
Draw and discard cards until you get a location card.
Put that location into play.

TURN SEQUENCE

When you have nothing else you can do draw a card.
Some cards have to be played immediately, others can be put in your hand.
Maximum hand size is 13 cards. Discard excess cards.
If you draw a location card of the same region as your current location immediately put it into play and discard the previous location.
If you draw a location card from a different region, you may go there if you discard an appropriate travel card from your hand, otherwise put the location card in your hand.
You can always go to Dream locations from anywhere.
From a Dream location you can to any other location.
If you draw an ally, tome, or artifact card you may put it into play if you are at a matching location, otherwise put it in your hand.
If you draw a corrupt cultist you are immediately attacked by it.
If you draw a monster while at a gate site you are immediately attacked by it, otherwise discard it. Ignore joining.
The strength of an attacker causes a loss of that many sanity points, or points worth of allies. Allies receiving any damage are discarded.
If you draw a spell card you may attach it to an appropriate card, otherwise put it in your hand.
Spell cards are discarded as soon as they are cast.
If you draw a phobia card it effects you.
If you draw an adventure card set aside in a separate pile. If you complete this or any adventure card you draw, you win the game.
A "round" now means the next three draws.
A "turn" now means until the end of all responses to the next draw.
If you draw a great old one it immediately goes into play and replaces the previous great old one.

REINTERPRETATION OF CARDS

Many cards that target your opponent, will have no affect in solo play. For example: "Curse of the Rat thing" does nothing. The "Tiara of Opulent Fantasy", "Ambush", and "Mist of R'lyeh" do nothing. Cards that increase the value of your threat now instead decrease the strength of attackers. For example: "Unaussprechlichen Kulten" decreases the the strength of living dead by 1. Other cards now target the last card drawn instead of your opponent. For example: "Yithian Mental Contact" can be used to negate a card just drawn and "Instability in the Mythos" can negate an attacker just drawn. Spells that target opponent's allies now target attacking corrupt allies. Some event cards now target you instead of your opponent. For example: "Townsfolk Riot" targets your investigator. Event cards now target your allies instead of your opponents allies. For example: "Influenza" and "Hound of Tindalls" target your allies. In addition to these examples, many more cards have to be reinterpreted, a task left to the eager investigator.

SOMALIA 93

INTRODUCTION

Card game for 2 players.

Theme: The US Mogadishu Operation in Somalia on October 3, 1993.

One player is the Americans.

The other player is the Somalis.

DECKS

One player uses the American Deck.

The other player uses the Somali Deck.

Each deck has 45 cards.

Each deck has 3 suites and 15 cards in each suite.

The 3 suites in the American deck are:

S = Soldiers

W = Weapons and Vehicles

T = Tactics

The 3 suites in the Somali deck are:

C = Combatants

F = American Friction (& Blunders)

T = Tactics & Weapons

Each card has a Force Value from 1 to 5.

TURN SEQUENCE

Each turn has 5 phases:

Logistics Phase

Deployment Phase

Contact Phase

Combat Phase

Casualty Phase

LOGISTICS PHASE

Each player draws 7 cards from his own Deck.

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

DEPLOYMENT PHASE

Each player may discard up to 5 cards to their Reserve pile and draw replacement cards.

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

CONTACT PHASE

Both players reveal their hands.

They place their cards face up on the table.

COMBAT PHASE

Each player determines their Combat Force Total (CFT) for their hand:

The American Player adds up the Force Values of all Soldier cards and adds 1. This is the Soldier Total (ST).
 The American Player adds up the Force Values of all Weapon cards and adds 1. This is the Weapon Total (WT).
 The American Player adds up the Force Values of all Tactics cards and adds 1. This is the Tactics Total (TT).
 $American\ CFT = ST \times WT \times TT$
 The Somali Player adds up the Force Values of all Combatant cards and adds 1. This is the Combatant Total (CT).
 The Somali Player adds up the Force Values of all Friction cards and adds 1. This is the Blunder Total (FT).
 The Somali Player adds up the Force Values of all Tactics cards and adds 1. This is the Tactics Total (TT).
 $Somali\ CFT = CT \times FT \times TT$

CASUALTY PHASE

If the Somalis have a higher total, the Americans suffer 8 casualties.
 If the Americans have a higher total, they suffer 2 casualties.
 Flip a coin if there is a tie.

OBJECT

If the Americans win 3 hands in a row, they are able to extract their comrades and escape.
 The game ends when this happens.
 Count the total number of American casualties.
 Compare this to the actual number of casualties (91).
 The American player "wins" if his total is less.
 The Somalis "win" if the total is more.

TURN BY TURN

The American player draws 8 cards in the first 2 turns because of surprise.
 The Somali player draws 8 cards on turns 5-14 because of superior numbers.
 On turns 15+ the American player draws 9 cards because of the arrival of the Armored Column.

AMERICAN CARD LIST

Card Name	Type	Force
Medics	S	3
Sergeant	S	2
Sniper	S	4
US Rangers	S	4
Squad Leader	S	2
Delta Force	S	5
Special Forces	S	4
Navy SEAL	S	3
Assault Force	S	3
Veteran Commandos	S	5
D-Boys	S	5
Ground Commander	S	1
Night Stalkers	S	1
Drivers	S	1
Light Infantry	S	2
Radio Communications	T	1
Ariel Reconnaissance	T	1
Suppression Fire	T	4
Small Unit Tactics	T	5
Heroics	T	3

Mow Down Crowds	T	4	
Defensive Perimeter	T	3	
Shoot Everything	T	5	
Disciplined Fire	T	3	
Gung Ho	T	2	
Leapfrogging	T	2	
Covering Positions	T	4	
Return Fire	T	2	
Hand Signals	T	1	
Camaraderie	T	5	
M-60 Pig Gunner	W	5	
Minigun	W	4	
Grenade Launcher	W	2	
SAW Gunner	W	2	
Body Armor & Helmets	W	1	
Flash Bang Grenades	W	1	
50 Cal Machine Gun	W	3	
M 16 Rifles	W	5	
Thrown Grenades	W	1	
Helicopter Gunships	W	5	
Five-Tons	W	2	
Humvees	W	3	
Ground Convoy	W	3	
Blackhawks	W	4	
Little Bird Helicopters	W	4	4

SOMALI CARD LIST

Card Name	Type	Force	
Skinny Bandits	C	3	
Veteran Street Fighters	C	5	5
Warlords Bodyguard	C	5	
Armed Civilians	C	1	
Angry Mob	C	1	
Pick Up Trucks	C	1	
Clan Militias	C	4	
Tripod Mounted HMG	C	2	
Irregulars	C	2	
Adid Supporters	C	2	
Somali Gunmen	C	4	
Hired Guns	C	3	
Revengers	C	3	
Militia Leader	C	4	
Hordes of Gunmen	C	5	
Ambush	T	4	
City Warfare	T	5	
Roadblocks & Barricades	T	2	2
Pot Shots	T	1	
Blackhawk Down	T	5	
RPG Fire	T	5	
Automatic Weapons	T	4	
Burning Tires	T	2	
Shooting from Rooftops	T	1	
AK-47's	T	3	
Civilian Shields	T	1	
Crossfire	T	3	
Punish the Invaders	T	2	
Heavy Small Arms Fire	T	4	
Overrun Position	T	3	
Chaos & Panic	A	3	
Trapped in Shooting Gallery	A	1	
Stranded in Killing Zone	A	1	
Exhaustion & Wounds	A	4	
Communication Breakdown	A	3	3
Leadership Crisis	A	2	

Unit Integrity Collapse		A	3
Missing Equipment	A	1	
Mishaps & Accidents	A	2	
Leave No Man Behind	A	5	
Navigation Errors	A	5	
Lost Convoy	A	5	
Pinned Down	A	4	
American Casualties	A	4	
Shock & Horror	A	3	

LINKS

[Sony](#)

[The Inquirer](#)

SORCERY CHESS

WELCOME KNAVE!

The premise of sorcery chess is that the king is also a powerful wizard. The rules are that of normal chess plus the following differences.

Spell Acquisition & Spell Books

At the end of a players turn, that player makes one roll on the Spell Table. The player records the spell on a record sheet called the spell book.

Both players may look at each others spell book.

5's the Limit

A player can have no more than 5 spells in their spell book. If by the end of the turn the player has acquired more than 5 then that player must cross off (forget) spells of his choice until only 5 are left.

Move or Magic

On your turn you may move a chess piece normally or cast a spell.

Most spell merely modify the way a piece can move.

Optional Rule: Magic Chivalry

Players cannot check or checkmate on a turn they cast a spell.

Skipping

If a piece is given the power to skip it can jump over pieces like a king in checkers. Pieces that are jumped are not captured.

Events

These are not spells. They occur immediately.

Artifacts

These behave like permanent spells. A player may only have 1 of each type of artifact.

Optional Card Version

Make 1 card for each spell on the list.

Instead of rolling on the list draw 1 card.

Hands are played face up.

Maximum hand = 5 spell cards.

SPELL TABLE

D100	Spell
01-02	Lordly Standing: Knight moves like a King
03-04	Masonic Secret: Rook moves like a King
05-06	Divine Authority: Bishop moves like a King
07-08	Squires Errand: Pawn moves like a King
09-10	Feebleness: Opponent forgets 2 spells of his choice
11-12	Arcane Study: Roll again Twice on Spell Table
13-14	Counterspell: Negate an opponents spell as it is cast
15-16	Teleport: Move one of your pieces anywhere except capture or check
17-18	Pawn can skip
19-20	Queen can skip
21-22	Rook can skip
23-24	Knight can skip
25-26	Bishop can skip
27-28	King can Skip
29-30	Probability shift: Reroll a diceroll
31-32	Knight Templar: Move knight like bishop
33-34	Holy Ground: Move rook like bishop
35-36	Divine Moment: Move king like bishop
37-38	Monks Deliverance: Move Pawn like Bishop.
39-40	Move bishop like rook
41-42	Move knight like rook
43-44	Move pawn like Rook.
45-46	Kings Highway: Move King like Rook.
47-48	Move Queen like Knight
49-50	Move King like Knight
51-52	Move Rook like Knight
53-54	Move bishop like Knight
55-56	Move pawn like Knight.

57-58 Move Knight like King. No Capturing.
 59-60 Move Rook like King. No Capturing.
 61-62 Move Bishop like King. No Capturing.
 63-64 Move pawn like King. No Capturing.
 65-66 Procession: Move Queen twice. No capturing
 67-68 Joust: Move Knight twice. No capturing
 69-70 Pilgrimage: Move bishop twice. No capturing
 71-72 Siege Tower: Move Rook twice. No capturing
 73-74 Forced March: Move Pawn twice. No capturing
 75-76 Master Stroke: Move king twice. No capturing
 77-78 Charge: Move 2 pieces this turn one after the other.
 79-80 Transferral: Switch locations of two pieces you control.
 81-82 Call Defender: Move any one of your pieces to an
 unoccupied square adjacent to the king
 83-84 Knighting Ceremony : Promote any pawn to a Knight
 85-86 Opponent forgets one spell of your choice.
 87-88 Antimagic: Event. No one can cast spells on their next 3 turns.
 89-90 Steal one of opponents Spells.
 91-100 Roll on Wild Magic spell table
 WILD MAGIC SPELL TABLE
 D100 Spell
 01 Fey magic: Forget all current Spells and roll for new spells equal
 to the number you had.
 02 The Meek Shall inherit: Event. All pieces move as pawns on both
 players next 3 turns.
 03 Shield: Target piece cannot be captured by pawns on opponents
 next 3 turns.
 04 Invulnerability: Target piece cannot be captured on opponents
 next turn.
 05 Hand of Fate: Cause opponent to reroll a Spell roll immediately
 after it is made. Cast on Opponents turn.
 06 Kings Crown: Artifact. You may have an extra spell in your
 spellbook.
 07 Hex: Target unoccupied space cannot be moved into or through for
 both players next 3 turns.
 08 Petrify: Target non king piece cannot move or be captured for next
 3 turns of both players.
 09 Plague: Event: Each player must destroy one of their pieces.
 10 Eldritch Barrier: Target piece cannot be target of spells for next
 3 of both players turns.
 11 Exchange: Players exchange Spellbooks.
 12 Mirror Image: One row or column is reversed this turn.
 13 Excommunicate: One of opponents Knights is turned into a pawn.
 14 Thief: Steal one of opponents artifacts.
 15 Merlins Staff: Artifact: You may change your Spell roll by +1 or -1.
 16 Magical Vortex: Event. Both players forget all their spells.
 17 Drain: Destroy an artifact
 18 Dispel: Destroy a spell that lasts longer than 1 turn
 19 Hallucinatory terrain: Shift whole column or row over 1 square
 distance this turn. Cannot cast if this results in a captures or
 figures going off board.
 20 All the Kings Men: You may move some or all of your pieces this turn.
 21 Battle Frenzy: Move 2 pawns this turn.
 22 Invisibility: Piece is removed from board. Its moves are recorded on
 paper in secret. Piece may capture or be captured. Piece may move
 this turn. Lasts for next 3 of both players turns.
 23 Death Spell: Forget 2 Spells and Destroy target non king piece.
 24 Mystic Ward: Opponent may not cast spells on his next 3 turns.
 25 Barring Ways: Prevents a normal move. Opponent must do something
 else. Cast on opponents turn.
 26 Resurrection: One of your captured pieces reenters play on an
 unoccupied space on your back row.
 27 Reverse Time: Undue the last 2 turns. This spell is forgotten.
 (No time loops)
 28 Word of Recall: Send target piece to its original starting square
 if the space is not occupied.

29 Translocation: Switch places of one of your pieces with opponents piece of same type.

30 Father to Son: Switch places of your king and one of your pieces.

31 Black Magic: Force opponent to cast one of his spells this turn. You choose the target and the spell results.

32 Old Tricks: Event. Regain a spell you previously cast.

33 Major Arcana: Event. Gain any one spell.

34 Possession: Play on opponents turn. Opponent must make a normal move of your choice.

35 Spellbind: Neither player may make a normal move on their next turn.

36 Banish: Destroy target pawn.

37 Hold: Target nonking piece cannot move next turn.

38 Confusion: Switch location of two of opponents pieces.

39 Cursed ground: Mark a box of 4 squares. Any pieces remaining within after opponents next 3 rounds are destroyed.

40 Destiny: Opponent must capture next turn.

41 Tempest: Move any 4 of opponents pieces like kings

42 Chaos: Move six of opponents pieces this turn.

43 Weird: Move any or all of your pieces like kings this turn. No capturing.

44 Mislead: Move an opponents nonking piece twice this turn.

45 Cowardice: Opponent must move a piece backwards twice next turn.

46 Delude: Move an opponents piece like a king this turn.

47 Turn the tides: Opponent may not move any pieces forward on his next 2 turns.

48 Phase: Move one of your rooks. It may move through 1 figure.

49 Ritual: You may cast this and two other spells this turn.

50 Wrap: Move one of your pieces. It may move off the side of the board and reenter through the opposite side.

51 Morganas Orb: Artifact. Roll for 2 spells and pick one.

52 Kings Scepter: Artifact. You may have an extra spell in your spellbook.

53 Excalibur: Artifact. King may move like a Knight.

54-100 Roll again or create your own spells.

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:

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:	
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.

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

LINKS

[Adventures on the Red Planet](#)

[Royal Martian Geographical Society](#)

[Space 1889](#)

[Felix](#)

SPACE BASE

INTRODUCTIO

Players control rival commercial colonies on a small piece of stable crust on a volcanic moon.

EQUIPMEN

The map is a 10 x 10 grid. Map spaces must be large enough to hold a card. Two ten sided dice are needed. Each player will need a set of colored control tokens. Paper & pencil to keep track of Credits. The deck consists of 120 cards

SETU

Each player starts with 50 credits. Each player begins with one Outpost card. Players place their Outpost cards in opposite corners, within 2 spaces of the corner space.

TURN SEQUENC

Players take Turns. Each Turn is divided into several Phases. When each player has taken a Turn, that is the end of the Round. 1. Transfer Phase 2. Repair Phase 3. Meteor Phase 4. Production Phase 5. Control Phase 6. Draw Phase 7. Build Phase

TRANSFER PHAS

By playing (discarding) a Transfer card a player may: 1. Move a site he controls to any other space adjacent to a site he also controls, or... 2. Switch the location of any two site cards he controls.

REPAIR PHAS

Repair sites damaged by meteors. Pay 1 credit to remove 1 point of damage.

METEOR PHAS

Each turn a meteor hits a random space. (How convenient) Roll two ten sided dice to determine the X and Y axes. If the space contains an installation, it receives 1D10 points of Damage. Damaged sites are considered to be "defunct". Empty spaces and resource spaces are unaffected. Shield generators and installations adjacent to shield generators are unaffected.

PRODUCTION PHAS

Some installations produce income (credits). If an installation meets all of its functional requirements, then it is functional and produces income. If an installation cannot meet all of its functional requirements, then it is considered defunct. Defunct sites produce no income. For example, a Spaceport must be adjacent to a Colony, a High tech industry, and a Power source. To be functional, all of the adjacent required sites must also be functional. Installations may meet requirements using adjacent sites controlled by opponents.

CONTROL PHAS

By playing (discarding) a Control card a player may:1. Replace the control marker on an opponents site with one of your own markers.The target site must already be adjacent to one of your sites. Or...2. Look at opponents hand and steal one card.

DRAW PHAS

Draw one card.If a player has 9 or more cards in his hand he must discard down to 8 cards.

BUILD PHAS

A player may place one or more "site" cards onto the map.One site card per space.A site may be placed in an empty space orthogonally adjacent to a site you control.Place one of your control markers onto any site you place.

RESOURCE SITE

There are three types: Metals, Radioactives, Ice + Organics.These are called resources or ores.

EXTRACTOR

These mine raw materials from all adjacent resource sites, even resources of different types.

OUTPOS

Each player starts the game with one of these.Outpost cards are removed from the deck before play.Outposts are power sources.Outposts are also extractors.

REFINERIE

These process the raw ores collected from all adjacent extractors, even resources of different types.To be functional these must be adjacent to an extractor, which is adjacent to any resource site.

SOLAR PANEL ARRA

These catch solar energy that can power all adjacent installations.

GEOHERMAL PLAN

These catch geothermal energy that can power all adjacent installations.To be functional these must be adjacent to a volcano site.

VOLCAN

These are not considered to be resource sites.In build phase these may be placed in any empty space.

REACTOR COR

These produce nuclear energy that can power all adjacent installations. To be functional these must be adjacent to a refinery, which is adjacent to an extractor, which is next to a Radioactives resource site.

FACTOR

These are producing manufactured goods. To be functional these must be adjacent to a refinery, which is adjacent to an extractor, which is next to a Metals resource site.

HYDROPONIC DOM

These are producing food, water, and Oxygen. To be functional these must be adjacent to an extractor, which is next to an Ice + Organics resource site.

COLON

These contain relatively large populations of enterprising colonists. To be functional these must be adjacent to a hydroponic dome.

TRANSPORT HU

All sites adjacent to the hub are also considered to be adjacent to each other. This applies only to people and materials. This system does not transmit power or shielding.

RESEARCH STATIO

These are studying the local geology, biology, meteorology, and astronomy.

SHIELD GENERATO

The generator and all adjacent sites are immune to meteor hits.

HIGH-TECH INDUSTR

These are producing sophisticated electronics, vehicles, computers, robots, etc. To be functional these must be adjacent to a Colony, and a Factory

BIO-MED LAB

These are producing new drugs derived from the native life-forms. To be functional these must be adjacent to a Colony, and a Research Station

SPACE PORT

Centers of trade and commerce. To be functional these must be adjacent to a Colony, and either a High-Tech Industry or Bio-Med Lab

CARD LIST

= The number of that type of card in the deck. Income = Credits produced in Production Phase
 I = Installation site IP = Installation site that produces power R = Resource site V = Volcano site
 A = Action Card

#	Name	Type	Income	Requirements
0	None	Radioactives	0	
6	Ice + Organics	None	8	Extractor
9	Refineries	R	0	Reactor
4	Refineries	I	2	Power, Extractor (Any Ore)
3	Refinery (Radioactives); Produces power		5	Hydroponic
2	Power, Extractor (Ice + Organic ores)		5	Factory
1	Power	Colony	I	3
4	Colony		I	3
3	High-Tech Industry	I	4	Power, Colony, Factory
2	Power, Colony, Factory		2	Bio-Med
4	Power, Colony, Research Station		2	Space Port

in Control Phase

END OF GAME

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

VICTORY

The player with the most credits at the end of the game is the winner.

SPACE BLAST

INTRODUCTION

Backgammon variant on a circular board with cards and a sci-fi theme.
One player is the Terran Defense Force.
The other player is the Evil Empire.

OBJECT

The first player to occupy all four planet spaces is the winner.

THE BOARD

The board is in the shape of a circular track.
The circle is divided into 28 spaces also known as sectors.
One space represents Planet Earth. (Space #1)
The opposite space is Planet X, home of the Evil Empire. (Space #15)
Moving clockwise from Earth, Space #8 is the Planet Nimrod.
Moving clockwise from Planet X, Space #22 is the Planet Cygnus-7.
All other spaces are known as Deep-Space sectors.
The deck and the discard pile (the vortex) can be kept in the interior of the circle.
Also in the interior there is an area called the scrap heap where
destroyed units are kept.

PIECES

Each side has 15 pieces or units.
Make them using cardboard counters (or chits).
Use blue chits for the Terran Defense Force units.
Use red chits for the Evil Empire units.
Chits should be marked with their force value, a number between 1 and 5.

THE DECK

Both players share a common deck.
The deck contains 2 of each card on the list.

SETUP

Each player starts with 5 cards.
Each player puts all 15 of his units on his homeworld.

TURN SEQUENCE

Players alternate turns.
The player whose turn it is, is known as the attacker, the other player is the defender.

The Evil Empire goes first.

Each turn has 5 phases:

1. Draw Phase
2. Roll Phase
3. Build Phase
4. Move Phase
5. Fight Phase

DRAW PHASE

Draw two cards.

If the deck runs out, shuffle the discard and continue.

Base maximum hand size = 6.

Discard excess cards.

Max hand size +1 if you control Nimrod.

Max hand size +1 if you control Cygnus-7.

Max hand size -2 if you are not in control of your Homeworld.

ROLL PHASE

Roll two six sided dice (2D6).

Cards can be used to modify these dice rolls.

BUILD PHASE

If a player rolls doubles (two sixes, snake-eyes, etc.) he may place one of his destroyed units back into play onto his homeworld (Earth or Planet X).

He may only do this if he currently occupies (controls) his homeworld by having one or more of his units on his homeworld space.

The player still uses the die rolls for movement.

MOVE PHASE

As in backgammon, move one or two of your units a number of spaces indicated by the dice.

Both dice can be assigned to one unit, or each die roll can be assigned to two different units.

Die rolls (from roll phase) must be used.

Terran units move clockwise.

Evil Empire units move counterclockwise.

A unit cannot use the second die if, as a result of its first roll, it lands on a space containing enemy units.

Cards can be used to modify which units move and by how much.

Played cards are discarded.

Rolling doubles does not allow you to move four times as in normal backgammon rules.

FIGHT PHASE

Each unit has a force value. See the Unit Lists.

If a space contains opposing units there will be a fight.

Each side adds up the force value of all of its units present to get a force total.

The attacker may play attack cards to increase his total.

The defender may play defense cards to increase his total.

Played cards are discarded.

The higher total wins.

All units of the loser are destroyed and sent to the scrap heap.

The winner keeps units with a total force value equal to the difference between the winning and losing sides force totals.

The winner always keeps at least one unit.

For example: Winner = 7, loser = 5, difference = 2. The winner may keep units with a total force value of 2 or less, or any one unit, even if it has a force value greater than 2.

TERRAN DEFENSE FORCE UNIT LIST

#	Force	Unit Name
1	5	Sol-1

2	4	Stellar Navy
3	3	Space Marines
4	2	Solar Scouts
5	1	Planetary Patrol

= Number of units (chits) of this type.

Sol-1: Flagship of the Terran Defense Force.

Commanded by the heroic Captain Stark Raving.

Stellar Navy: Two main fleets of battlecarriers, and their escorts.

Space Marines: Three battle groups of zero-g power armor commando troops and their heavily armed transports.

Solar Scouts: Also called the Space Rangers. Squads of fast, stealthy ships for reconnaissance and ambush.

Planetary Patrol: Also called the Star Guard. Local law enforcement and rescue operations. Armed to deal with pirates and criminals. Also includes a variety of ships pressed into military service.

EVIL EMPIRE UNIT LIST

#	Force	Unit Name
1	5	Vindicator
2	4	Star Cruisers
3	3	Imperial Enforcers
4	2	Robot Drones
5	1	Clone Troopers

Vindicator: Personal Dreadnought of Emperor Phlebotamus.

Star Cruisers: Massive Hulks bristling with armor and weapons and filled with divisions of elite shocktroops.

Imperial Enforcers: An unsavory lot of alien mercenaries, cyborg bounty hunters, and mutant raiders.

Robot Drones: An assortment of probes, androids, drone ships, and death machines.

Clone Troopers: Swarms of expendable ground troops and space fighters.

Best for terrorizing civilians.

DECK CARD LIST

Card Name	Notes
Ion Thrusters	Add +1 to one die roll
Warp Overdrive	Add +2 to one die roll
Maximum Burn	Add +3 to one die roll
Hyper Jump	Roll one additional die in Roll Phase
Strategic Move	Use one die roll to move all units in one space
Space Combat Tactics	Use one die roll to move backwards
Defend the Homeworld	Move target unit directly to your homeworld
Hold Position	Do not use one die roll
Battle Computers	Cause one of your die rolls to be rerolled
Continuous Wave Laser	Attacker +1 Force
Plasma Generator	Attacker +2 Force
Disruptor cannon	Attacker +3 Force
Antimatter Missiles	Attacker +4 Force
Nova Bomb	Attacker +5 Force
Surprise Attack	Attacker +1D6 Force
Plasteel Armor	Defender +1 Force. *
Electronic Countermeasures	Defender +2 Force. *
Inertial Force Field	Defender +3 Force. *
Evasive Maneuver	Defender +4 Force. *
Ablative Energy Shields	Defender +5 Force. *
Ambush	Defender +1D6 Force. *
Espionage	Look at opponents hand. Play on opponents draw phase.
Jam Transmission	Target enemy unit cannot move this turn. *
Reinforcements	Rebuild one extra destroyed unit in build phase.
Major Offensive	Discard 2 cards and take another turn.

Notes: Unless specified otherwise, all cards target your own units during your own turn.

* = Play on opponents turn.

Space Cruisers Material by Geo Gibson (techromancer@wncol.net)

Here's that extra stuff I'd done for Space Cruisers. It's mostly been used in solo games, so I can't say it's been extensively playtested :) Some of the modifications have been left out, either because they aren't in any kind of usable form yet or else because they only make sense in scenarios.

Extra "Space Cruisers" rules

These are the extra rules I've been using for some solo games. I use miniatures on a hexless surface (two sections of posterboard that have a starfield painted on them); each hex is assumed to be 1 inch on the table. Two inches might work better if you have the space.

Fighters: Fighters are fielded in squadrons (usually 2-5 fighters); each squadron moves as a unit and rolls one initiative die. Hits are always assigned to any damaged fighters first. Fighters do not have to move between turnings (see below).

Movement (additional): Ships cannot usually turn twice; some forward movement must occur in between. A ship may turn twice (without a move in between), but the second facing change costs 2".

Fighters ignore this rule.

Extra Systems

Enhanced Battle computer: allows Critical rolls to be modified by plus or minus one. A ship with an EBC only suffers -2 when targetting a Cloaked Ship.

Tractor Beams (all Military ships have one): Range is 3". A ship can use its tractor beam to latch onto another vessel (same size or smaller) to tow it. Towed ships remain within 3" of the other vessel; the towing ship loses 1" of movement while the beam is engaged.

Ships with operable drives cannot be towed unwillingly. Stations cannot be towed and fighters cannot possess tractors. If a second tractor is added, a ship can tow a vessel one size larger at a cost of 1 extra inch of movement (a small vessel with 2 tractors could tow a medium vessel at -2" to its move, or a large vessel if it had three tractors, though it would then be at -3" movement). These usually have a 120 degree rear arc.

Self-Destruct

Sometimes a Captain will destroy his/her/its own ship rather than allow it to fall into enemy hands (or tentacles, etc.). Self-Destruction is announced during the Cloaking phase and replaces the ship's Movement Phase (on its initiative). Normally, a ship will self-destruct on a 10 or less on a d10 (automatic success). For each Critical it has taken the roll is at a penalty of 2 (so a ship that has taken 3 criticals will only self-destruct on a 4 or less).

If the die roll is made, the ship is utterly destroyed. Nearby vessels may take damage as well. This is equal to 1d6 for each two of the following systems the vessel had intact when it exploded: Weapons, Fighter Bays, Drives. This damage is rolled (seperately) against each vessel within 1"; for every further inch the damage drops by a die. A self-destructing fighter does no damage to anyone else, as the explosion is too small.

Damage Control Parties

All ships and stations (but not fighters) have crew that can attempt to repair ship damage. Each vessel has 1 roll per Size Category (small ships 1, medium ships 2, large ships 3) per turn. This roll is made after the Cloaking Phase and before Initiative. Shields and criticals can be repaired; hull points can be repaired between games. The specific damage that is to be repaired must be declared before the die is rolled (repairs Shields or Drives or Phasers, etc.). Repairs are rolled on 1d6 as follows: for shields 5-6, for Criticals, destroyed drives or weapons systems 6.

The following is used for my pseudo-campaign, where a day or two may pass between battles and I want damage to carry over. Assume each Damage Control party not otherwise occupied can repair d3 hull points per day, though never more than half the original hull points of the vessel (without access to a shipyard, repair dock, etc.). Access to a friendly base adds +1 to chances of success and number of hull points repaired. Larger bases (or repair docks, etc.)

probably repair ships faster. Note that since a space station is usually a base, it always gets the +1 bonus.

Space cruisers- Custom Version by Rabbidgerbal@aol.com

I added a few systems and possibilities in your critical hits section and wanted to share them with you... here's my version.

SPACE CRUISERS

INTRODUCTION

Very simple space ship combat.

EQUIPMENT

Use a hex map (large hexes) with a starfield background.

10, 20, and 6 sided dice are needed.

Ship figures and stands are needed.

The Micro-Machine Star Trek line works nicely.

BASIC MILITARY HULL

Every military ship has the following basic features:

10 Hull points

1 Phaser

3 Drives

1 Shield

ADDITIONAL SYSTEMS

In the Basic rules every ship has 5 additional systems.

Roll 5 times on the System table to see which systems a ship has.

SYSTEMS TABLE

1D20 System

1 Phasers (or cargo bay if playing with fighters)

2 Phasers

3 Photon Torpedoes

4-6 Drives

7-9 Shields

10-11 Armor

12 Scanners

13 Security Team

14 Cloaking Device

15 Elite Crew

16 Chain guns

17 Ion shockwave

18 Targeting computers

19 Jump plasma turbine

20 choose your own from above, limitations in systems still valid

SYSTEM NOTES

Phasers: Range = 6. Damage = 1D6. Hits on roll of 5+.

Phasers can be fired into a 120 degree arc in front of the ship.

Photon Torpedoes: Range = 4. Damage = 2D6. Hits on roll of 7+.

Torps fire in a straight line.

Drives: Each level of drives can be used to move a ship one space forward or make one 60 degree turn per turn.

For each Drive add 1 to the ships initiative roll.
Shields: Attacks that do 4 or less points of damage are negated.
Attacks that do 5+ damage are negated, but destroy a shield.
Armor: Each level of armor gives the ship 10 more hull points.
Scanners: Each scanner gives one attack per turn +1 to hit.
Security Teams: Each security team can attack one adjacent uncloaked ship per turn that has no shields.
Roll 1D6. On a roll of 1-2 the team is destroyed.
On a roll of 5-6 the target ship is destroyed.
Cloaking Device: A ship may decide to cloak for the turn.
Cloaked ships cannot attack. Cloaked ships are -3 to be hit.
A ship will only ever have 1 Cloaking Device. Reroll duplicate rolls.
Elite Crew: For each elite crew add 1 to the ships initiative roll.
Each elite crew allows the ship to attempt to evade 1 attack per turn.
The target attack is evaded on a roll of 1-3 on 1D6.
Chain guns: may fire twice at a range of one hex or less.
7 or better hit each shot 1d6 damage each. 120 degree
Ion shockwave: range one hex, 360 degree arch blast count one hex circle.
Disable each ship 1d6 on a six for the rest of this turn
and next turn. that damaged ship may not move or fire.
Missiles: range 3 or less. 2d6 damage 360 degree field of fire. roll 7+
Target computer: +1 from each weapons to damage. reroll duplicate rolls
Jump Plasma Turbine: 1 use, may move 5 hex. Roll 1d6=6 critical hit self

SETUP

Each side should have an equal number of figures.
Or each side should have an equal number of construction points
if using the advanced rules.

TURN SEQUENCE

Each turn has 4 phases:
1 Cloak Phase
2 Initiative Phase
3 Move Phase
4 Attack Phase

CLOAK PHASE

Ships with cloaking devices may cloak.

INITIATIVE PHASE

Each ship rolls 1D10.
This is the ships initiative number.

MOVE PHASE

The ship with the lowest initiative moves first.
The next lowest moves next and so on.
Reroll tied initiatives.
Only 1 ship per hex.

ATTACK PHASE

The ship with the highest initiative attacks first
The next highest attacks next and so on.
For each attack roll 1D10. This is the To hit roll.

Phasers hit on a roll of 5 or more.
 Torpedoes and Missiles hit on a roll of 7 or more.
 Scanners & cloaking modify the To hit roll.
 Security teams may also attack.
 If an attack hits, a ship may try to evade if it has an elite crew. Security teams may be evaded.
 If an attack hits, and it is not evaded, roll for damage.
 Shields will absorb damage.
 Too much and the shields blow (are destroyed).
 If the ship has no shields, each point of damage destroys one hull point.
 If a ship has negative hull points, every phaser hit it takes requires 1 roll on the Critical Damage Table.
 Torpedo + missile hits require 2 rolls.

CRITICAL DAMAGE TABLE

1D10 Effect

1 1 Weapon system destroyed (reroll if none left)
 2 1 Drive destroyed (reroll if none left)
 3 Warp Core
 4 Life Support
 5 Super Structure
 6 Targeting Computer hit all weapons fire at negative one.
 7 maneuvering thruster damage may choose a turn OR fly straight a turn
 8 weapons internal damage -1 damage and -1 range all weapons
 9 malfunctions roll 1d6 before each movement/weapon fire on a 6 fail.
 10 laugh it off it only took out the ships restroom!
 If the Warp Core is hit twice the ship explodes.
 If Life Support is hit twice the entire crew is killed.
 If the Super Structure is hit twice the ship breaks apart.

BASIC RULES SAMPLE SHIPS

Ship Name: 5 Additional systems
 The Courageous: Shields, Torps, Security, Drives x2
 The Victorious: Scanners, Armor x2, Shield, Elite Crew
 The Noblesse: Elite Crew, Shield, Torps, Drives, Scanners
 The Atlantea: Phasers, Drives, Shields x2, Cloak

ADVANCED RULES SHIPBUILDING

The basic military hull is worth 2 construction points.
 Each additional system is 1 construction point.
 Small ships have 0-3 additional systems.
 Corvettes, escorts, gunships, raiders
 Medium Ships have 4-6 additional systems.
 Destroyers, frigates, cruisers
 Large ships have 7-10+ additional systems.
 Battle Ships, capitol ships, dreadnaughts, carriers

BASIC COMMERCIAL HULL

The basic commercial hull is worth 2 construction points.
 10 Hull points
 2 Drives
 3 Non military systems
 Non military systems include: Cargo bays, Science Labs,
 Mining equipment, Passenger accommodations, etc.

SPACE STATION HULLS

The basic Space station hull is worth 2 construction points.
Space stations have no drives
20 Hull points
4 Non military systems.
All weapons mounted on Space stations fire out of any arc.

FIGHTER HULLS

The basic fighter hull costs 2 construction points.
They have 1 hull point. Any roll on the critical damage table will destroy them.
They have 5 drives, 1 phaser, 1 elite crew
Up to 5 fighters can be carried by a ship for every cargo bay the ship has.
Fighters can have a maximum of 3 additional systems

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1D10	System
1	Phasers (or cargo bay if playing with fighters)
2	Phasers
3	Photon Torpedoes
4	Drives
5	Shields
6	Armor
7	Scanners
8	Security Team
9	Cloaking Device
0	Elite Crew

SYSTEM NOTES

Phasers: Range = 6. Damage = 1D6. Hits on roll of 5+.

Phasers can be fired into a 120 degree arc in front of the ship.

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Torps fire in a straight line.

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For each Drive add 1 to the ships initiative roll.

Shields: Attacks that do 4 or less points of damage are negated.

Attacks that do 5+ damage are negated, but destroy a shield.

Armor: Each level of armor gives the ship 10 more hull points.

Scanners: Each scanner gives one attack per turn +1 to hit.

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Roll 1D6. On a roll of 1-2 the team is destroyed.

On a roll of 5-6 the target ship is destroyed.
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If a ship has negative hull points, every phaser hit it takes requires 1 roll on the Critical Damage Table. Torp hits require 2 rolls.

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1-2 1 Weapon system destroyed (reroll if none left)
3-4 1 Drive destroyed (reroll if none left)
5-6 Warp Core
7-8 Life Support
9-0 Super Structure
If the Warp Core is hit twice the ship explodes.
If Life Support is hit twice the entire crew is killed.
If the Super Structure is hit twice the ship breaks apart.

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The Atlantea: Phasers, Drives, Shields x2, Cloak

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They have 5 drives, 1 phaser, 1 elite crew
Up to 5 fighters can be carried by a ship for every cargo bay the ship has.
Fighters can have a maximum of 3 additional systems

SPACE CRUISER VARIANT MATERIAL

[Extra Rules](#) by Geo Gibson at techromancer@wncol.net
[Custom Version](#) by Rabbidgerbal@aol.com

SPACE FURY

INTRODUCTION

Quick & Dirty Tactical Space Fighter Combat Rules.
Special rules for pilots: 10 Skills, Panic, Quirks, Special maneuvers.
Very easy ship construction system.

SUPPLIES

A space hex map is required.
Use painted miniatures or chits to represent ships.
10 and 6 sided dice are used

TURN SEQUENCE

1. Stealth Phase: Cloaking
2. Detection Phase: Detect Cloaked Fighters
3. Tactics Phase: Determine who goes first in movement phase
4. Movement Phase: Normal movement or attempt Special Attack Maneuvers
5. Special Maneuvers Phase: Offensive or Defensive
6. Missile Launch & Move Phase: Move Missiles, Declare targets of Missiles & Rockets
7. Gun Declaration Phase: Declare Targets
8. Gun Resolution Phase: Roll ToHit & Damage
9. Missile Resolution Phase: Roll ToHit & Damage
10. Morale Phase: Taunting, Panic checks, Rally checks

1. STEALTH PHASE

Ships with cloaking devices may cloak or uncloak.
Ships that attack or communicate immediately uncloak.
Cloaked, undetected fighters cannot be attacked.

2. DETECTION PHASE

A fighter with basic sensors will detect cloaked fighters
up to 10 hexes away on a roll of 1-2 on D10
A fighter with the scanner enhancement will detect cloaked fighters
up to 20 hexes away on a roll of 1-4 on D10
Detected fighters can be attacked

3. TACTICS PHASE

Each player rolls 1D10. This is the Initiative roll.
The high roll gets to move last in Movement phase.
Actions in all other phases are considered simultaneous.
Pilots with Tactics skill add 1 to their sides initiative roll.

4. MOVEMENT PHASE

Fighters have a base Speed =4
For each point of speed a fighter may move forward 1 space or change
its facing one hex face (60 degrees).
Fighters with a Jump drive and that are in a jump point may jump to

another star system.
Any number of units may occupy the same space

5. SPECIAL MANEUVERS PHASE

Fighters may attempt special offensive maneuvers. See corresponding Tables.

6. MISSILE LAUNCH & MOVE PHASE

A fighter can launch some or all of its missiles & rockets.
Missiles move like fighters. They begin in the same space with the same facing as the ship that launched them.
Missiles persist from turn to turn until they hit a target, are lost, or are shot down.
Rockets only last one turn. They can be aimed at targets in a 60 degree arc extending from the front of the fighter.
Rockets launched from the same pod in the same turn must be aimed at the same target.
Place the rockets in the same hex as the target.

7. GUN DECLARATION PHASE

Guns in standard fixed mounts may fire at targets in a 60 degree arc extending from the front of the fighter.
Fixed Guns may also fire at targets in the same hex that were in the hex from a previous turn or that entered the hex this turn from one of the 3 hexes the fighter is facing.
Guns in turrets may fire in any direction.
Guns may be aimed at fighters, missiles, or rockets.

8. GUN RESOLUTION PHASE

All attacks are considered simultaneous
Use the To Hit Table for each attack
Roll on the Damage Table for attacks that hit

9. MISSILE RESOLUTION PHASE

Missiles & Rockets not shot down may roll to hit

10. MORALE PHASE

This phase is divided into 3 segments: Taunt, Cool, and Rally.
Taunt Segment :
Pilots with taunt skill may taunt target opponent pilots within 10 Hexes.
Target is taunted on a roll of 1-5 on D10.
Cool Check Segment:
Pilots whose ships have been hit or who have been taunted must save on 1-6 on D10 or roll on the Panic Table.
Rally Segment:
Pilots with leadership skill can attempt to rally another pilot that failed a cool roll or is already panicked.
The chance to rally is 1-5 in D10. Rallied pilots do not panic.
Rally range= 20 hexes

FACTIONS

- 1 Colonial Federation
- 2 Terran Empire
- 3 Andromeda Alliance
- 4 Corporate Mercenaries
- 5 Fringeworld Pirates
- 6 Templars of the Church of Mankind
- 7 Independent Warlords
- 8 Rebel Worlds
- 9 Planetary Defense Force
- 10 Alien Invasion Force

FIGHTER CONSTRUCTION

In single session games ship enhancements are determined randomly using the Primary Enhancements Table.

For 11 enhancements add 11 to the cost; for 12 add 12, and so on.

This is the law of diminishing returns.

The better its made the more it costs.

Pilots must also be purchased.

Their cost is equal to their number of experience points.

FIGHTER COST	ENHANCEMENTS
--------------	--------------

20	0
21	1
23	2
26	3
30	4
35	5
41	6
48	7
56	8
65	9
75	10

BASIC SYSTEMS

All fighters have these systems built into their cost:

Hull- Contains all other systems. Affords minimal protection.

Base Armor Modifier = 0

Cockpit & Life support- 1 pilot. 1 week of Oxygen

Reactor Core- Converts Fuel into energy

Fuel Reserve- Enough fuel for 4 days of cruising, or 5-30 minutes of sustained weapon fire at maximum speed.

Power grid- Distributes power to all systems

Standard Engine- Base Speed = 4

Directional thrusters- Base Maneuver Modifier = 0

Central Computer- Controls all systems

Targeting- Base ToHit Modifier = 0. Pilot may fire at one target per turn

Sensors- Passive & Active. Used for detection, targeting, and navigation

Weapon- All off the rack fighters come with one Laser

(Range =5, Damage +0, ToHit +0, Gun)

PRIMARY ENHANCEMENTS TABLE

D10	ENHANCEMENTS	NOTES
1	Targeter	ToHit Modifier +1 with one weapon vs one target
2	Engines	Speed +1
3	Thrusters	Base Maneuver Modifier +1
4	Missile Rack	2 Missiles: Speed =6, Maneuver +4, ToHit +1, Damage +4
5	Extra Laser	Range =5, Damage +0, ToHit +0
6	Special Weapon	Roll on Subtable
7	Armor	Base Armor Modifier +1
8	Deflector Shield	Absorbs 1 Hit, then blown

9	Special System	Subtable
10	Pick 1 Result	

SPECIAL WEAPON TABLE

All guns contain enough ammo or active materials to fire about 50 times

D10	SYSTEM	NOTES
1	Turbo Laser	Range =3, Damage +1, ToHit +1, Gun
2	Particle Accelerator	Cost =2 Enhancements; Range =8, Damage +1, ToHit +0, Gun
3	Rail Gun	Cost =2 Enhancements; Range =6, Damage +3, ToHit -1
4	Chain Gun	Range =2, Damage +2, ToHit +1; HE shells
5	Ion Gun	Range =4, Damage +X, ToHit -1;
6	Rocket Pod	Range =6, Damage +2, ToHit +0; Contains 8
7	Plasma Generator	Range =1, Damage +0, ToHit +2, Gun
8	Nuclear Missile	Cost =2 Enhancements, Like normal missile but Damage +25
9	Turret	Attached weapon may fire in all arcs & target
10	Missiles & Rockets	
	Pick 1 Result	

SPECIAL SYSTEMS TABLE

D10	SYSTEM	NOTES
1	Jump Drive	Allows travel between stars
2	Escape Pod	If fighter explodes, pilot escapes in pod (Speed =2)
		on a roll of 1-3 on D6
3	Cloaking Device	Cost =2 Enhancements; Ship may Cloak
4	Jammer	Missiles are -1 ToHit this fighter or any adjacent fighters
5	Scanners	Enhanced Sensors; Detection +2, Detection Range +10
6	Streamlining	Non-streamlined Ftrs in Atmospheres: speed -1 & maneuver -1
7	Copilot	Cockpit accommodations & Life support for a copilot
8	Afterburner	Speed +4; can be used once; Costs 1 to replace
9	Storage Space	Doubles fuel capacity or may be used to carry cargo
10	Pick 1 Result	

TO HIT TABLE

D10	RESULT
1-4	Miss (Missile Lost)
5-6	Near Miss
7-10	Hit!

All attacks use the same table

TO HIT ROLL MODIFIERS

Attacking Fighter Targeting system Enhancements +1
 Defending Fighter Maneuver Bonus -1
 Missiles are +1 to hit
 Missiles & Rockets are -1 to be hit
 Attacking Pilot Accuracy Skill +1
 Defending Pilot Evasion Skill -1
 Defender moved 4+ Hexes -1
 Attacker moved 4+ Hexes -1
 Defender Stationary -1
 Attacker Stationary -1

DAMAGE TABLE

D10	RESULT
-----	--------

1-3	Deflected (No Damage)
4-6	Minor Structural Damage; +1 to next Damage Roll
7-8	Moderate Structural Damage; +2 to next Damage Roll
9+	Critical Damage Table

DAMAGE ROLL MODIFIERS

Attackers Weapon Bonuses +X
 Defending fighter Armor Enhancement -1
 Defenders Accumulated Structural Damage +X
 Defender has Deflector Shield: Attack is automatically deflected & shield is destroyed (Blown).

CRITICAL DAMAGE TABLE

D10	RESULT: NOTES
1	System Shock: Ship can do nothing on its next turn except launch escape pod
2	Weapon Destroyed: Roll 1D6: on 1-3 attacker picks, 4-6 defender picks
3	Engines Hit: Speed -1
4	Thruster Hit: Maneuver -1
5	Targeting Damaged: -1 to all ToHit rolls with Guns
6	Special System Destroyed: Roll 1D6: on 1-3 attacker picks, 4-6 defender picks
7	Reroll: 1D6 on this table
8	Basic System Destroyed: Roll on the Basic System Destroyed Table
9+	Ship Explodes

BASIC SYSTEM DESTROYED TABLE

D10	SYSTEM	RESULT
1	Cockpit	Pilot Killed
2	Life support	Pilot Killed
3	Communications	Detection -2
4	Sensors	ToHit -2, Detection -4
5	Antigravity	Maneuver -1
6	Fuel Reserve	Ship Explodes
7	Reactor Core	Ship Explodes
8	Power Grid	Permanent System shock
9	Computer	ToHit -2, Detection -2, Maneuver -1, Ship cannot Jump
10	Reroll	

TYPES OF PLAY

There are several ways to play space fury. These include:

1. Duel- One ship versus another. Single playing Session.
2. Squads- One squad versus another. Single playing Session.
3. Scenarios- Several sample scenarios are included at the end of the rules. Single playing Session.
4. Campaign Missions- This is several connected scenarios where the results of one scenario affect the next scenario. This level of play requires a gamemaster. Multiple playing Sessions.
5. Roleplaying- The gamemaster will have to develop nonpiloting skills and quirks. Adventure possibilities may include rescue missions, exploring systems in the neutral zones, first contacts, diplomatic missions, hunting down spies and pirates, dangerous reconnaissance missions, and sabotaging enemy bases.

PILOT LEVEL TABLE

Level	Experience(XP)	Skills	Reputation	Cool
1	1	1	Green	3

2	3	2	Green	4
3	6	3	Regular	5
4	10	4	Regular	6
5	15	5	Regular	7
6	21	6	Regular	8
7	28	7	Veteran	9
8	36	8	Veteran	9
9	45	9	Veteran	10
10	55	10	Elite	10

Notes: First level skill is always Basic Combat Pilot.

EXPERIENCE POINTS TABLE

ACTION	XP AWARDED	NOTES
1 Year of Training	1	Academy quality
Minor Battle	1	7 or less ships per side
Major Battle	2	More than 7 ships per side
1 Kill	1	Defenseless or very inferior
	targets do not count	

TERRAN DEFENSE FORCE OFFICER RANKS

Pilot Rank	Prerequisites
Private	Level 1
Corporal	Level 2
Sergeant	Level 4 & Tactics skill
Lieutenant	Level 6 & Leadership skill
Major	Level 8
Captain	Level 10

PILOT SKILLS

D10	Skill	Notes
1	Accuracy	+1 to hit with one gun attack
2	Speed	+1 Speed
3	Evasion	+1 Evasion
4	Stunts	+1 to attempt Special Maneuvers
5	Tactics	+1 to Initiative rolls. A pilot cannot be a wingleader unless he has this skill
6	Engineering	Required to do Repairs at Dock
7	Taunting	+1 to Taunt & +1 to Cool Rating
8	Navigation	Required for hyperspace Jumps
9	Lucky	Each level of luck allows the pilot to reroll any 1 Dieroll he makes during a battle.
10	Leadership	+1 to Rally

QUIRK TABLE

Quirks have a strong Roleplaying element. Players should have their pilots act out their quirks, moments of panic, and heroism in the spirit of the game. Sometimes pilots will develop personality quirks and particular flying styles. At every level increase on a roll of 1 on D6 a quirk will manifest itself. When roleplaying, pilots' quirks and personalities are much more complex and characters may develop multiple quirks to varying degrees. Characters quirks will change and evolve over time. Characters may roll under their cool rating on D10 to control their quirks.

D100	QUIRK
1-5	Foolhardy: will charge large groups of enemies. Cool +3. Saves at -3 versus taunts.

6-10 Creep up: will not fire weapons until within 3 hexes. Tactics +1
 11-15 Focused: Will only attack 1 enemy at a time and will not change targets until that enemy is destroyed. Speed +1
 16-20 Dutiful: Will never leave a comrade at the expense of the mission. Will be the last to leave a battle. Wingmen are Cool +1.
 21-25 Uncontrollable: Will not stay in formation. Speed +1.
 26-30 Over cautious: Will hang back and fire from a distance. Likes to cloak. Evasion +1.
 31-35 Fixated: Will go for the mission goals at the expense of everything else. Evasion -1 Speed +1 Accuracy +1.
 36-40 Safety in Numbers: -2 Cool when not in formation. +2 cool when in formation. Tactics+1.
 41-45 By the Book: Will not do special maneuvers. Tactics +1 Leadership +1.
 46-50 Sneaky: Will always try to get behind enemies and tail them. Accuracy +1
 51-55 Hot Dogger: Will attempt special maneuvers whenever possible. Stunts +1
 56-60 Trigger Finger: Will fire all missiles as soon as possible.
 61-65 Dogfighter: Cool -2 if ganged up on. Evasion +1.
 66-70 Intimidating: Taunt+1 Must be a veteran.
 71-75 Superiority Complex: Taunt +1. Don't expect much backup.
 76-80 Straight Runs: Accuracy +1 Cannot end a move with a turn.
 81-85 Responsible: Will not do Special maneuvers. Wingmen are Cool +1.
 86-90 Proximity sensitive: Will always attack the nearest opponent over other targets.
 91-95 Speed Demon: Moves at full allowance when not in formation. Speed +1
 96-100 Taciturn: Cool +1, Cannot Taunt.

PANIC TABLE

Roll on the panic table when a pilot fails a cool roll.

1D10 Pilot Reaction

- 1- Revenge: The pilot must attack with all weapons if possible, one of the ships that attacked it.
- 2- Rout: The pilot turns around and flees off the map as quickly as possible for the rest of the game.
- 3- Freeze up: The pilot maintains same speed and course next turn and cannot do anything else.
- 4- Stop Everything: The pilot cannot move next turn.
- 5- Yikes!: Pilot must attempt a special maneuver next turn if an enemy is within 5 hexes.
- 6- Distracted: Pilot is -1 on all rolls next turn.
- 7- Systems Check: Pilot cannot attack next turn.
- 8- Keep your distance: Pilot will try to stay at least 3 hexes away from enemy craft.
- 9- Shaken: Pilot -1 on all cool rolls for rest of battle.
- 10- Help!: A nearby friendly ship will move to put itself between the panicked ship and its attackers next turn.

SPECIAL MANEUVERS

Pilots with stunt skill add 1 to their rolls on the special maneuver success tables.

Attack & defense maneuvers use the same table:

SPECIAL MANEUVER SUCCESS TABLE

D10	RESULT
1-2	Failed miserably. You may not attack this turn. Speed -2 next turn.
3-4	Failed & Off Course. Accuracy -2.
5-7	Failed, you Hesitated. You may attack normally.
8+	Maneuver Successful.

ATTACK MANEUVERS

1. Strafe- Accuracy +1. Must have moved a minimum of 3 hexes in a straight line.
2. Tail- Accuracy +2 vs enemy fighter you are directly behind within 1 Hex and facing their rear arc.
3. Dive- Fighter must have moved at maximum speed. Move forward 1 Hex.
4. Revolver- Weapons can fire out of any arc. Only if fighter has not moved this turn.
5. Careful Aim- Accuracy +1, Only if fighter has not moved this turn.
6. Loop- Perform this maneuver only if you have not yet moved this turn. Move backwards 3 or 4 Hexes.

DEFENSIVE MANEUVERS

1. Roll- Slide ship to the right or left on space.
2. Dodge- Evasion +1, Easy maneuver: +1 on Defensive maneuver success roll.
3. Brake- Evasion+2, Move backwards 1 or 2 Hexes
4. Hard Turn- Evasion +2. No attack this turn. Change facing 1 hex to the left or the right.

FORMATIONS

A formation is a group of 2 or more fighters flying together with the same facing & within 1 hex of another formation member. The wingleader of a formation gets Tactics +1. There can be only 1 Wingleader. The wingmen get Detection +1. All fighters in the formation get Accuracy +1 and Maneuver -1.

SAMPLE FIGHTER DESCRIPTIONS: HUMAN DESIGNS

#ENH	TYPE	SYSTEMS
4	Interceptor	Turbo Laser, Speed +1, Maneuver +2, Targeter +1
3	Defense Fighter	2 Rocket Launchers, Laser, Shield
4	Light Fighter	Laser, Speed +2, Maneuver +2
5	Scout	1 Laser, Scanners, Cloak, Streamlining,
	Jump, Storage	
6	Assult Fighter	4 Lasers, Jump, Shield, 1 Missile
5	Escort Fighter	1 Particle Accelerator, 1 Ion Gun, Jump,
	Armor, Shield	
10	Gunship	Copilot, Chain Gun+Turret, Rail Gun, 2 Armor,
	2 Shields, 2 Missles,	
10	Heavy Bomber	Laser+Turret, Shield, 4 Nukes
7	Fighter Bomber	4 Missles, 2 Lasers, Maneuver +1, Armor
3	Symbiote Fighter	2 Copilots, 2 Lasers

SAMPLE SCENARIOS: Skirmishes
Roll 1D6 + The total number of fighters.
Each side has this many levels worth of pilots.

D6	SIDE A	SIDE B
1	2 Fighter Bombers	4 Interceptors
2	3 Defense Fighters	3 Light Fighters
3	4 Assault Fighters	2 Escort Fighters & 1 Gunship
4	3 Assault Fighters	5 Light Fighters
5	2 Scouts	1 Heavy Bomber
6	2 Interceptors	2 Symbiote Fighters + 1D6 extra levels of pilots

GAME DESIGNERS NOTES

Yes, I rewrote it again, but this version kicks butt!

VIETNAM AIR FURY VARIANT

Joe Nixon has created a Vietnam version of Space Fury:
Check out the [Vietnam Air Fury](#) Link.

SPACE INSURRECTION

INTRODUCTION

"The Universe is Mine! Mine! All Mine I tell you!"
----Lord Phallius, Space Tyrant----

PLAY ONLINE

Click [here](#) to Play Online.

MAP

Draw 10 Planets indicated by circles. Devise names for all the planets.
Make each circle large enough to hold a dozen or more chits.
The terms: Planet, World, and System are interchangeable.

SETUP

Each player starts with a base on one loyal world and 7 random Unit chits in his reserve pile.
All other worlds are neutral.

VICTORY

All Worlds loyal to your side at the end of the turn, or
Elimination of all of your opponents units from the board.

UNITS

TYPE ACTIONS

Assassin	EP	Kill (Public Personality)-3
Security	PP	Kill (Espionage Personality)-3; Deploy Personality-3
Star Cruiser	M	Transport Troops; Attack Cruiser-3; Blockade; Bombardment-3
Troops	M	Attack (Troops, Rebels, Installation)-4; Control World-3; Subdue
Uprising-4		
Diplomat	PP	Incite uprising-3; Control World-3; Deploy Personality-4
Agent	EP	Surveillance, Spy-4; Deploy (Personality, Rebels)-3
Saboteur	EP	Sabotage (Military unit)-3; Sabotage (Installation)-4
Governor	PP	Recruit-5; Deploy (Personality, Troops)-5; Subdue Uprising-3
Rebel Leader	EP	Deploy (Rebels)-5; Incite uprising-4
Rebels	M	Attack (Troops or Installation)-3, Incite uprising-3; Deploy
Rebels-4		
Base	MI	Deploy (Troops, Star Cruiser, Installation)-5
Force Field	MI	Planet Immune to Bombardment
Ion Gun	MI	Attack Star Cruiser-3
Loyal World	---	Recruit-5; Deploy Base-4; Deploy Personality-4; Repair-2

Worlds are part of the Map.
TYPES: PP = Public Personality Unit; EP= Espionage Personality; M = Military Unit;
MI = Military Installation

TURN SEQUENCE

- 1-Recruit Phase
- 2-Blockade Phase
- 3-Surveillance Phase

4-Movement Phase
5-Action Phase

COUNTERS

Each player needs a set of 10 "Loyal World" counters of a color unique to that player. Each player needs a set of 30 blank "Identification" counters of a color unique to that player.

Identify your units by placing your Identification counters under them.

RECRUIT PILE

Chit Mix: Make 10 of each unit type. Force Fields & Ion guns only 5 each.

Include 1 or 2 each of each of the special chits.

When making chits write the name of the unit and an identification number #1-10.

RECRUIT PHASE

Draw 1 chit from the recruit pile per successful recruit attempt by

Loyal Planet and Governor (on a loyal planet) you control.

Only 1 governor per planet gets this benefit.

If the planet is blockaded by enemy Star Cruisers the ability of Loyal Planets and Governors becomes Recruit-3.

Worlds disrupted by bombardment cannot recruit.

Governors on worlds disrupted by bombardment cannot recruit.

Recruited chits go into your reserve pile.

Neutral worlds and worlds with uprisings do not recruit chits.

You can have a maximum of 7 chits in your reserve before you must discard back to the recruit pile.

BLOCKADE PHASE

Star cruisers may declare they are blockading the world they currently orbit.

SURVEILLANCE PHASE

Non-wounded Agents have two different actions they may take:

1. Observe-2 an opponents reserve pile.

Observe-2 means that the observation succeeds on a roll of 1-2 on D6.

2. Observe-2 an enemy unit. If successful,

The controlling player must declare that units' movement orders immediately.

The agent gets observe-4 if he is in the same system as the unit.

MOVEMENT PHASE

All players write down movement orders for all of their units.

A unit can move to any world on the map from any other world.

Blockading Cruisers may not move.

Players reveal their orders.

Example Order: Move Agent#3 to Cassiopia.

Players move their units. All movement is considered simultaneous.

Rebels, Ion Cannons, Shields, and Bases do not move (Rebel Leaders may move).

Troops can only move if a Star cruiser transports them.

Example Order: Move Star cruiser #1 and Troops#2 to planet Jungla.

Units not given written orders do not move.

Smugglers rule:

Every enemy personality trying to get on or off a blockaded world must roll D6: On a roll of 1-2 they are destroyed.

Disrupted & wounded units may move.

ACTION PHASE

Wounded Personalities can take no other action except heal
Disrupted units, installations, and worlds can take no other action except repair.
Conduct all the actions on one planet before moving to the next.
Go in Alphabetical order by planet.
Players with units on the World take turns.
In a turn, one unit takes one action.
The Player with more units in the System goes first.
Blockading Cruisers may not do any further actions.
Worlds disrupted by bombardment cannot deploy.
Units on worlds disrupted by bombardment cannot deploy.
Governors may only deploy on loyal Worlds.
A unit may only attempt to control a world if no enemy troops are present.
An agent that acted in surveillance phase may not act in this phase.
Wounded/disrupted units that are wounded/disrupted again
are eliminated.

DETERMINING ACTION SUCCESS

All actions are written in the form: Action-X
For example: Sabotage-3
This means the sabotage action is successful on a roll of 1-3 on D6.
Sabotage-4 means the sabotage action is successful on a roll of 1-4 on D6

EXPLANATIONS OF UNIT ACTIONS

Actions can only be taken against units in the same system.
A unit may only undertake one of the following actions if the action is
listed in the units description.

ACTION SUCCESS

Deploy	Put target chit from your reserve pile into same system
Attack	Roll D6: on 1-4 Target Destroyed; on 5-6 Target Disrupted
Kill	Roll D6: on 1-3 Target Killed; on 4-6 Target Wounded
Sabotage	Roll D6: on 1-2 Target Destroyed; on 3-6 Target Disrupted
Bombardment	Target Military Units/Installations; Roll D6: 1 = Destroyed; 2-6 =
Disrupted	
Bombardment	Target a Worlds Industry. The World becomes Disrupted.
Heal	Remove Wounded result from personality. All personalities have Heal-3
Repair	Remove Disrupted result from unit. All nonpersonality units have
Repair-3	
Control World	World (not in Uprising) becomes loyal to your side.
Incite Uprising	The world becomes Uncontrolled and Hostile to all players
Indicate with an 'Uprising' marker.	
Subdue Uprising	Remove 'Uprising' marker, World becomes loyal to your side.
Spy	All further actions this turn against target of espionage are at +1
to the success roll For example: Kill-3 becomes Kill-4; Only 1 such	
bonus allowed vs target.	

INSTALLATIONS

Only one of each type of Installation can be deployed on a world.

GAINING CONTROL OF WORLDS

Only Diplomats & Troops can gain the loyalty of worlds.
The world must first be rid of all enemy Troops & Installations.

Once a world becomes loyal to you, put any rebels on it you control into your reserve. You cannot Deploy rebels onto a world you control.

OPTIONAL SAMPLE SPECIAL CHITS

Betrayal- Play as an action. Gain control of target personality.
Sabotage- Play as an action. Automatic success. Any Military target.
Deploy Rebels- Play as an action. Automatic success. Any target planet.
Careful Planning- Personality gets an extra Action this turn.
Tactical Superiority- Military unit gets an extra Action this turn.
Assassination- Play as an action. Automatic success. Any target Personality.
Quick Recovery- Play as an action. Target unit healed or repaired.
Deploy Personality- Play as an action. Automatic success. Any target planet.
Incite Uprising- Play as an action. Automatic success. Any target planet.
Subdue Uprising- Play as an action. Automatic success. Any target planet.
Diplomacy- Play as an action. Automatic success.
Any target neutral planet comes under your control.

GAME DESIGNERS NOTES

Similar to Emporex but cleaner & more elegant.
Its like getting to be both the rebels & the evil empire.
Special thanks to Lorenzo Hernandez & Dan S. for pointing out several flaws in the rules (which have been "fixed")

COUNTERS & PLANET MAPS

The following amazing sets were created by David Ashton:
david.ashton@cheshdatsys.co.uk
David has also made counters and cards for Stratastar.
To view the Planet Maps at David's site:
[Click here for Planets 1-5](#)
[Click here for Planets 6-10](#)
[Download Insurrection Counters](#)

SPACE PROGRAM

INTRODUCTION

Card game for 2+ players.
Each player represents a National Space Program.
Players acquire technologies, perform Missions, and develop Space Industries.

VICTORY

The player with the most Prestige Points (PP) at the end of the game wins.
The game ends when players have gone through the deck twice.

TURNS

Each turn represents a Decade.

THE DECK

Players share a common deck.

There are 8 card Types:

- D = Disasters (National calamities that setback space programs)
- L = Lift Capability (Escape Earth Orbit)
- N = Near Earth (Space Stations & Bases close to the Earth and Moon)
- M = Missions (Requiring only Lift Capability to pursue)
- Z = Zero-G Industries (Industries that can take place in Near Earth Space)
- S = Stellar Transport (Technologies used to travel to other Planets)
- P = Projects (Missions requiring Stellar Transport)
- I = Industry (Mining Operations requiring Stellar Transport)

PRESTIGE POINTS

Each time you put a card into play, you get a number of Prestige Points (PP)
According to the type of card:

Type:	PP
D	0
L	1
M	2
N	3
Z	4
S	5
P	6
I	7

CARD LIMITS

- D = There is no limit to the number of Disasters you can get stuck with.
- L = Basic Technologies upon which all Space programs depend
- M = You cannot play more Mission cards in a turn than you have Lift cards
- N = You cannot have more Near Earth cards in play than you have Lift cards
- Z = You cannot have more Zero-G cards in play than you have Near Earth cards
- S = You cannot have more Stellar cards in play than you have Near Earth cards
- P = You cannot have more Project cards in play than you have Stellar cards
- I = You cannot have more Industry cards in play than you have Stellar cards

TURN SEQUENCE

Each turn has 4 Phases:

Logistics Phase
Implementation Phase
Prestige Phase
Maintenance Phase

LOGISTICS PHASE

Take X cards from the top of the deck and place them face up on the table.

$X = 2 \times \text{Number of Players.}$

The cards are called Bid cards at this stage.

Going clockwise, Players take turns picking one Bid card and putting it into their hand.

The player with the fewest PP picks first. (or random player if PP totals are tied)

Continue until all cards are picked.

IMPLEMENTATION PHASE

Each player may put up to 2 cards into play.

If you were forced to take a Disaster card, you may not put any cards into play this turn.

You cannot put into play more than one card of a single type.

(For example: Only one Lift card not two)

Cards you put into play are placed face up in front of you.

PRESTIGE PHASE

Keep a running total of the PP value of all cards you have in play.

MAINTENANCE PHASE

Max hand size is 5 cards. Discard excess cards.

COMMON DECK CARD LIST

Type	#	Card Name
L	4	Multi-Stage Rockets
L	4	Space Shuttles
L	4	Space Planes (Scramjets, etc.)
L	2	Space Elevators
M	2	Unmanned Deep Space Probes
M	2	Space Telescope
M	2	Atmospheric Penetrator Probes
M	2	Orbital Probes
M	2	Manned Space Expeditions
N	2	LEO Station (Low Earth Orbit)
N	4	GEO Station (Geosynchronous Orbit)
N	1	L-4 Space City (Lagrange Point)
N	1	L-5 Space City (Lagrange Point)
N	2	Moon Base (Lunar Colony)
Z	1	Zero-G Manufacturing
Z	1	Zero-G Materials Research
Z	1	Giant Space Solar Panels
Z	1	Zero-G Pharmaceuticals
Z	1	Zero-G Tourism
S	2	Mass Driver
S	2	Sling Shot Effect

S	2	Solar Sail
S	2	Ramscoop
S	2	Nuclear Powered Spacecraft
P	1	Generation Ship
P	1	Inner Planet Bases (Mercury, Venus)
P	1	Alpha Centauri Probe
P	1	Mars Terraforming Project
P	1	Outer Planet Outposts (Uranus, Neptune, Pluto)
I	1	Moon Mining
I	1	Asteroid Belt Mining
I	1	Jupiter Atmospheric Extractor
I	1	Saturn Ring Mining
I	1	Mars Mining
D	1	Civil War
D	1	War
D	1	Overpopulation
D	1	Economic Collapse
D	1	Ecological Crisis

LINKS

[Ramscoop](#)

[Mass Driver](#)

[Solar Sail](#)

[NASA Mars](#)

[Lagrange Points](#)

[SpaceColonies](#)

[Space Plane Designs](#)

[Space Elevator](#)

ACTION DECK SPACE SCOUT RULES

ALTERNATE RULES FOR SPACE SCOUTS

DECKS

There are 3 decks:

Mission Deck: Mission cards only

Threat Deck: Threat cards only

Action Deck: Aid & Mishap cards

SETUP

Each player works up a ship & crew as normal.

Draw 7 Mission cards.

Place them face up on the table.

For each mission draw 2 threat cards & place them face up on top of the mission.

The Mission & Threat Decks are not used for the rest of the game.

Start with no cards in your hand.

OBJECT

The game is over when all 7 missions have been completed.

The player with the highest Victory Total at the end wins the game.

Missions in your Completion Pile are worth 2 VP.

Threats in your Completion Pile are worth 1 VP.

DRAW PHASE

Draw one card from the Action Deck.

ACTION PHASE

You may decide whether to go on a mission or return to Starbase.

If you return to Starbase you may replace one killed Crewmember or repair all Ship damage.

If you go on a mission, target any one of the missions on the table.

You must first overcome any Threat cards on the Mission, the topmost first.

If your crew and ship have skills and systems that match those on the threat card, you overcome the threat successfully.

Place threats you have overcome in a separate Completion pile.

You may also play Aid cards to give your crew and ship extra skills.

Your opponents may play Mishap cards to cause your crew and ship to lose skills.

Aid and mishap cards effect only the current threat or mission.

Discard Aid and mishap cards as soon as they have been played.

If you do not have the required skills you fail the threat.

The failed threat card remains on top of the mission

If you fail the threat, roll once on the Threat Failure Result Table.

If you have overcome the threat you may stop, or try the next threat.

If you overcome all the threats you may try the mission.

If you have the required skills, you complete the mission and get to keep the mission card.

Keep your completed mission cards in your Completion pile.

If you fail the mission roll on the Failure table.

The failed mission remains in play.

A player may attempt only one mission per turn.

END PHASE

Discard cards in excess of 10 cards from your hand.
Scan cards may be played in this phase.

REDUCED DECKS

Only make the action deck.
For the Missions & Threats use the [percentile tables](#)
[Return to Space Scouts](#)

SPACE SCOUTS: NON-CARD VERSION

INTRODUCTION

Dice and Bookkeeping game.

Explore the mysteries of outer space with your trusty ship and intrepid crew.

SETUP

Six and 10 sided dice are required.

Randomly determine and record the 6 systems on your ship.

Randomly determine and record the skills of your 6 crew members.

Your captain has 3 skills. You have two officers with 2 skills each, and 3 specialists with 1 skill each.

When determining crew skills, you may roll on any of the 3 Skill determination Tables.

TURN SEQUENCE

Players take turns.

Each turn has 2 phases:

1. Mission Phase
2. Action Phase

OBJECT

Be the first to complete 10 missions.

MISSION PHASE

Roll once on the Mission Table.

ACTION PHASE

You may decide whether to go on the mission or return to Starbase.

If you return to Starbase you may replace any killed Crewmembers and repair any Ship damage

If you decide to go on the mission, you must first encounter 1D6-3 threats.

Roll on the threat table for each threat.

The threats are resolved one at a time.

The mission may be resolved after all threats are successfully overcome.

For each threat/mission roll twice on the Aid table and twice on the Mishap table.

Aid results increase your skills. Mishaps decrease your skills.

If your crew and ship have skills and systems that match those of the threat/mission, you automatically

overcome/complete it successfully.

If you do not have the required skills you fail the threat/mission.

If you fail, roll on the Encounter Failure Result Table.

If you fail, your turn ends immediately.

Keep track of all successfully completed missions.

CREW MEMBER COMMAND SKILL DETERMINATION TABLE 1

1D6	Skill
1	Integrity
2	Diplomacy
3	Cunning
4	Security
5	Combat
6	Pick

CREW MEMBER SCIENTIFIC SKILL DETERMINATION TABLE 2

1D6	Skill
1	Physical Science
2	Medical
3	Biological Science
4	Communications
5	Psychology
6	Pick

CREW MEMBER TECHNICAL SKILL DETERMINATION TABLE 3

1D6	Skill
1	Engineering
2	Computers
3	Astrogation
4-5	Roll on Ship systems table
6	Pick

SHIP SYSTEMS DETERMINATION TABLE

1D6	System
1	Ship Shields
2	Ship Weapons
3	Ship Speed
4	Computers
5	Astrogation
6	Pick

ENCOUNTER FAILURE RESULT TABLE

1D6	Result	Effect
1-2	Ship Damaged	The Ship loses 2 random systems
3-4	Mission Delayed	Miss next Turn
5-6	Crewmember Killed	1 Random Crewmember killed

MISSION TABLE

1D100	Name	Skills Required
01-03	Deliver Vaccine	Medical
04-06	Evacuate Colony	Speed X2
07-09	Chart Star Cluster	Astrogation X2
10-12	Nebula Gas Samples	Physical Science
13-15	Strange New World	Biology & Physical Science
16-18	Diplomatic Mission	Diplomacy X2
19-21	Prisoner Transfer	Security X2
22-24	Mediate Dispute	Diplomacy & Communications
25-27	Peace Talks	Diplomacy & Integrity

28-30	Trade Negotiations	Diplomacy & Cunning
31-33	Repair Satellite	Engineering
34-36	First Contact	Communication X2
37-39	Rescue Mission	Medical, Security, & Engineering
40-42	Border Patrol	Ship Shields & Weapons
43-45	Intercept Smugglers	Security & Communications
46-48	Monitor Primitives	Communication & Psychology
49-51	Distress Signal	Communication & Speed
52-54	Salvage Space Hulk	Engineering
55-57	Reconnaissance Mission	Astrogation & Security
58-60	Escort Mission	Ship Speed & Weapons
61-63	Assist Refugees	Medical & Psychology
64-66	Quarantine Plague Ship	Medical & Weapons
67-69	Bug Hunt	Combat & Biology
70-72	Apprehend Criminal	Security & Cunning
73-75	Espionage Mission	Cunning X2
76-78	Survey Mission	Astrogation & Physical Science
79-81	Explore Dyson Sphere	Ship Speed & Astrogation
82-84	Investigate Alien Ruins	Communication & Engineering
85-87	Pursue Military Raiders	Ship Speed & Weapons
88-90	Forbidden Planet	Physical Science & Diplomacy
91-93	Investigate Lost Ship	Astrogation & Security
94-96	Reestablish Contact	Communication
97-00	Reroll	

THREAT TABLE

Threat Name	Skill Test
1D100 Gravitic Anomaly X2	Physical Science & Astrogation or Speed
01 Supernova	Shields & Speed
02 Blackhole	Speed X2 or Astrogation X2
03 Meteor Shower	Shields & Weapons or Astrogation & Speed
04 Solar Flare	Shields X2 or Astrogation & Speed
05 Worm Hole	Speed X2 or Astrogation X2
06 Space Pirates	Weapons & Shields or Security & Combat
07 Ancient Defense System	Computers & Communications or Shields X2
08 Radiation Leak	Engineering or Physical Sciences &
Computers	
09 Dimensional Rift	Cunning & Astrogation or Cunning &
Physical Science	
10 Paradox	Cunning & 1 random skill
11 Enigma	Cunning & Integrity
12 Time Loop	Cunning
13 World Eater	Engineering & Physical Science
14 Hostile Natives	Diplomacy & Communications or Combat &
Security	
15 Brain Parasites	Security & Medical
16 Alien Mind Control	Psychology & Communications
17 Terrorist	Psychology & Diplomacy or Security &
Combat	
18 Drak Battlecruiser	Ship Shields X2 & Weapons X2 or Speed X2
19 Psychological Experiment	Integrity and Psychology
20 Dream Manifestations	Psychology X2
21 Alien Shapeshifter	Biology & Cunning
22 Alien Predator	Security X2 or Combat X2 or Biology X2
23 Penalcolony Descendants	Cunning & Security
24 Xeno Infestation	Biology & Security or Medical & Security
25 Alien Induced Madness	Psychology & Security
26 Alien Paradise	Integrity & Psychology
27 Alien Mind Trap	Integrity & Psychology
28 Alien Collector	Cunning & Psychology
29 Planetary Volcanism	Physical Science
30 Alien Slave Traders	Weapons X2 or Cunning & Combat
31 Exotic Narcotic	Medical & Security

32	Computer Society	Computers & Psychology
33	Love Interest	Integrity
34	Court Martial Trial	Integrity X2
35	Neutral Zone Trespass	Communications & Diplomacy or Speed X2
36	Traitor	Integrity & Psychology
37	Tech Scavengers	Combat & Communications
38	Duel to the Death	Combat X2 or Cunning X2
39	Cookbook for Man	Communications & Cunning
40	Terraforming Disaster	Physical Science & Biology
41	Alien Possession	Psychology & Medical
42	Mad Scientist	Cunning & Engineering
43	The Edge of the Universe	Speed X2
44	Bored Gods	Integrity X2 or Cunning X2 or Psychology
X2		
45	Hostage situation	Security X2
46	Hedonist Society	Integrity & Security
47	Rogue Android	Computer & Engineering
48	Deadly Computer Virus	Computer X2
49	Murder Trial	Integrity & Cunning or Diplomacy X2
50	Stowaway	Security
51	Space Gypsies	Cunning & Diplomacy
52	Rebel Saboteur	Security & Engineering
53	Assassin	Security & Combat
54	Criminal Mastermind	Security & Cunning
55	Disturb Cosmic Entity	Diplomacy X2
56	Accelerated Aging	Medical X2
57	Power Core Meltdown	Engineering X2
58	Cyborg Menace	Computers & Cunning
59	Fungal Spores	Medical & Biology
60	Nanotech Swarm	Computers & Engineering
61	Naked Singularity	Physical Science & Astrogation
62	Event Horizon	Cunning & Astrogation
63	Evil Duplicate	Combat & Psychology
64	Brainwashing Machine	Psychology & Engineering
65	Religious Fanatics	Diplomacy & Combat
66	Nemesis	Cunning & Psychology
67	Transhuman Veteran	Cunning & Combat
68	Shipwreck Survivors	Security & Medical
69	Hostage Situation	Security & Psychology or Security &
	Diplomacy	
70	Abduction	Communication & Security
71	De-evolution	Biology X2 or Medical & Biology
72	Hologram	Computers
73	Teleportation Accident	Engineering & Medical
74	Exponential Growth	Biology & Engineering
75	Asteroid Field	Astrogation & Ship Shields
76	Test of Honor	Integrity & Combat
77-00	Reroll	

AID TABLE

1D100	Card Name	Skill or Ability
01-03	Medikit	Medical
04-06	Antidote	Medical
07-09	Anti-Matter Torpedo	Ship Weapons
10-12	Navigation Beacon	Astrogation
13-15	Star Charts	Astrogation
16-18	The Slingshot Effect	Ship Speed
19-21	Special Maneuver	Ship Speed
22-24	Frequency Modulation	Ship Shields
25-27	Reboot	Computer
28-30	The Right Tool	Engineering
31-33	Convincing Bluff	Diplomacy
34-36	Brilliant Oration	Diplomacy
37-39	Outwit	Cunning

40-42	Logic	Cunning
43-45	Inspiration	Cunning
46-48	Linguistics	Communications
49-51	Alien Warning Buoy	Communications
52-54	Labkit	Biology
55-57	Psychometrics Analysis	Psychology
58-60	Psych Profiles	Psychology
61-63	Poignant Revelation	Psychology
64-66	Continuous Wave Laser	Combat
67-69	Surprise Attack	Combat
70-72	Instincts	Combat
73-75	Life Form Scan	Security
76-78	Codebreaker	Security
79-81	Red Alert	Security
82-84	Experimental Data	Physical Science
85-87	Rules of Engagement	Integrity
88-90	Humanity	Integrity
91-93	Passive Scan	Security
94-96	Active Scan	Physical Science
97-99	Time Travel	Cunning & Security
00	Reroll	

MISHAP TABLE

1D100	Card Name	Skill Lost
01-07	Gullibility	Cunning
08-14	Weapons are Useless	Ship Weapons
15-21	Hesitate	Combat
22-28	Computer Bug	Computers
29-35	Give in to Temptation	Integrity
36-42	Lax Security	Security
43-48	Arrogance	Diplomacy
49-54	Malfunction	Engineering
55-63	Mathematical Error	Astrogration
64-70	Unknown to Science	Physical Science
71-77	Medical Error	Medical
78-84	Xenophobia	Communication
85-91	Alien Power Drain	Ship Shields
92-00	Reroll	

[Return to Space Scouts](#)

SPACE SCOUTS

INTRODUCTION

Card and Bookkeeping game.

Explore the mysteries of outer space with your trusty ship and intrepid crew.

THE CARDS

Players draw from a common deck that includes:

Mission, Threat, Mishap, and Aid cards.

SETUP

Randomly determine and record the 6 systems on your ship.

Randomly determine and record the skills of your 6 crew members.

Your captain has 3 skills.

You have two officers with 2 skills each, and 3 crew with 1 skill each.

When determining crew skills, you may roll on any of the 3 Skill determination Tables.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

1. Draw Phase
2. Action Phase
3. End Phase

OBJECT

Have the most mission and threat cards in your Completion Pile by the end of the game.

DRAW PHASE

Draw one card from the deck.

The game ends when a player goes to draw a card and there are none left.

ACTION PHASE

You may decide whether to go on a mission or return to Starbase.

If you return to Starbase you may replace any killed Crewmembers and repair any Ship damage.

If you go on a mission, play a mission card onto the table face up.

Your opponent may play a Threat card from his hand.

If your crew and ship have skills and systems that match those on the threat card, you have overcome the threat successfully.

Place threats you have overcome in a separate Completion pile.

You may also play Aid cards to give your crew and ship extra skills.

Your opponents may play Mishap cards to cause your crew and ship to lose skills.

Aid and mishap cards effect only the current threat or mission.

Discard Aid and mishap cards as soon as they have been played.

If you do not have the required skills you fail the threat.

If you fail the threat, discard the threat card and the mission card and roll once on the Threat Failure Result Table.

Your opponents may keep playing threats until they run out or you fail one.
You may play threats on yourself.
If you overcome all the threats you may try the mission.
If you have the required skills, you complete the mission and get to keep the mission card.
Keep your completed mission cards in your Completion pile.
If you fail the mission discard it. You do not have to roll on the failure table.

END PHASE

Discard cards in excess of 10 cards from your hand.
Scan cards may be played in this phase.

CREW MEMBER COMMAND SKILL DETERMINATION TABLE 1

1D6	Skill
1	Integrity
2	Diplomacy
3	Cunning
4	Security
5	Combat
6	Pick

CREW MEMBER SCIENTIFIC SKILL DETERMINATION TABLE 2

1D6	Skill
1	Physical Science
2	Medical
3	Biology
4	Communications
5	Psychology
6	Pick

CREW MEMBER TECHNICAL SKILL DETERMINATION TABLE 3

1D6	Skill
1	Engineering
2	Computers
3	Astrogation
4-5	Roll on Ship systems table
6	Pick

SHIP SYSTEMS (SKILLS) DETERMINATION TABLE

1D6	System
1	Ship Shields
2	Ship Weapons
3	Ship Speed
4	Computers
5	Astrogation
6	Pick

RANDOM CREWMEMBER DETERMINATION TABLE

1D6	Crewmember
1	Captain
2	Officer #1
3	Officer #2
4	Crew 1#
5	Crew 2#
6	Crew 3#

THREAT FAILURE RESULT TABLE

1D6	Result	Effect
1-2	Ship Damaged	2 random ship systems destroyed
3-4	Mission Delayed	Miss next Turn
5-6	Crewmember Killed	1 Random Crewmember killed (lost, disabled, converted)

MISSION CARD LIST

Name	Skills Required
Deliver Vaccine	Medical
Evacuate Colony	Speed X2
Chart Star Cluster	Astrogation X2
Nebula Gas Samples	Physical Science
Strange New World	Biology & Physical Science
Diplomatic Mission	Diplomacy X2
Prisoner Transfer	Security X2
Mediate Dispute	Diplomacy & Communications
Peace Talks	Diplomacy & Integrity
Trade Negotiations	Diplomacy & Cunning
Repair Satellite	Engineering
First Contact	Communication X2
Rescue Mission	Medical, Security, & Engineering
Border Patrol	Ship Shields & Weapons
Intercept Smugglers	Security & Communications
Monitor Primitives	Communication & Psychology
Distress Signal	Communication & Speed
Salvage Space Hulk	Engineering
Reconnaissance Mission	Astrogation & Security
Escort Mission	Ship Speed & Weapons
Assist Refugees	Medical & Psychology
Quarantine Plague Ship	Medical & Weapons
Bug Hunt	Combat & Biology
Apprehend Criminal	Security & Cunning
Espionage Mission	Cunning X2
Survey Mission	Astrogation & Physical Science
Explore Dyson Sphere	Ship Speed & Astrogation
Investigate Alien Ruins	Communication & Engineering
Pursue Military Raiders	Ship Speed & Weapons
Forbidden Planet	Physical Science & Diplomacy
Investigate Lost Ship	Astrogation & Security
Reestablish Contact	Communication

THREAT CARD LIST

Threat Name	Skill Test
Gravitic Anomaly	Physical Science & Astrogation or Speed X2
Supernova	Shields & Speed
Blackhole	Speed X2 or Astrogation X2
Meteor Shower	Shields & Weapons or Astrogation & Speed
Solar Flare	Shields X2 or Astrogation & Speed
Worm Hole	Speed X2 or Astrogation X2
Space Pirates	Weapons & Shields or Security & Combat
Ancient Defense System	Computers & Communications or Shields X2

Radiation Leak	Engineering or Physical Sciences & Computers
Dimensional Rift	Cunning & Astrogation or Cunning & Physical Science
Paradox	Cunning & 1 random skill
Enigma	Cunning & Integrity
Time Loop	Cunning
World Eater	Engineering & Physical Science
Hostile Natives	Diplomacy & Communications or Combat & Security
Brain Parasites	Security & Medical
Alien Mind Control	Psychology & Communications
Terrorist	Psychology & Diplomacy or Security & Combat
Drak Battlecruiser	Ship Shields X2 & Weapons X2 or Speed X2
Psychological Expermnt	Integrity and Psychology
Dream Manifestations	Psychology X2
Alien Shapeshifter	Biology & Cunning
Alien Predator	Security X2 or Combat X2 or Biology X2
Penalcolony Descendants	Cunning & Security
Xeno Infestation	Biology & Security or Medical & Security
Alien Induced Madness	Psychology & Security
Alien Paradise	Integrity & Psychology
Alien Mind Trap	Integrity & Psychology
Alien Collector	Cunning & Psychology
Planetary Volcanism	Physical Science
Alien Slave Traders	Weapons X2 or Cunning & Combat
Exotic Narcotic	Medical & Security
Computer Society	Computers & Psychology
Love Interest	Integrity
Court Martial Trial	Integrity X2
Neutral Zone Trespass	Communications & Diplomacy or Speed X2
Traitor	Integrity & Psychology
Tech Scavengers	Combat & Communications
Duel to the Death	Combat X2 or Cunning X2
Cookbook for Man	Communications & Cunning
Terraforming Disaster	Physical Science & Biology
Alien Possession	Psychology & Medical
Mad Scientist	Cunning & Engineering
Edge of the Universe	Speed X2
Bored Gods	Integrity X2 or Cunning X2 or Psychology X2
Hostage situation	Security X2
Hedonist Society	Integrity & Security
Rogue Android	Computer & Engineering
Deadly Computer Virus	Computer X2
Murder Trial	Integrity & Cunning or Diplomacy X2
Stowaway	Security
Space Gypsies	Cunning & Diplomacy
Rebel Saboteur	Security & Engineering
Assassin	Security & Combat
Criminal Mastermind	Security & Cunning
Disturb Cosmic Entity	Diplomacy X2
Accelerated Aging	Medical X2
Power Core Meltdown	Engineering X2
Cyborg Menace	Computers & Cunning
Fungal Spores	Medical & Biology
Nanotech Swarm	Computers & Engineering
Naked Singularity	Physical Science & Astrogation
Event Horizon	Cunning & Astrogation
Evil Duplicate	Combat & Psychology
Brainwashing Machine	Psychology & Engineering
Religious Fanatics	Diplomacy & Combat
Nemesis	Cunning & Psychology
Transhuman Veteran	Cunning & Combat
Shipwreck Survivors	Security & Medical
Hostage Situation	Security & Psychology or Security & Diplomacy
Abduction	Communication & Security
De-evolution	Biology X2 or Medical & Biology
Hologram	Computers
Teleportation Accident	Engineering & Medical

Exponential Growth	Biology & Engineering
Asteroid Field	Astrogation & Ship Shields
Test of Honor	Integrity & Combat

AID CARDS

Card Name	Skill or Ability gained:
Medikit	Medical
Antidote	Medical
Anti-Matter Torpedo	Ship Weapons
Navigation Beacon	Astrogation
Star Charts	Astrogation
The Slingshot Effect	Ship Speed
Special Maneuver	Ship Speed
Frequency Modulation	Ship Shields
Reboot	Computer
The Right Tool	Engineering
Convincing Bluff	Diplomacy
Brilliant Oration	Diplomacy
Outwit	Cunning
Logic	Cunning
Inspiration	Cunning
Linguistics	Communications
Alien Warning Buoy	Communications
Labkit	Biology
Psychometrics Analysis	Psychology
Psych Profiles	Psychology
Poignant Revelation	Psychology
Continuous Wave Laser	Combat
Surprise Attack	Combat
Instincts	Combat
Life Form Scan	Security
Codebreaker	Security
Red Alert	Security
Experimental Data	Physical Science
Rules of Engagement	Integrity
Humanity	Integrity
Passive Scan	Look at next 10 cards in deck
Active Scan	Look at opponents hand
Time Travel	Cunning & Security

MISHAP CARDS

Card Name	Skill Lost:
Gullibility	Cunning
Weapons are Useless	Ship Weapons
Hesitate	Combat
Computer Bug	Computers
Give in to Temptation	Integrity
Lax Security	Security
Arrogance	Diplomacy
Malfunction	Engineering
Mathematical Error	Astrogation
Unknown to Science	Physical Science
Medical Error	Medical
Xenophobia	Communication
Alien Power Drain	Ship Shields

SOLO-PLAY RULES

Only keep Aid cards in your hand.
You must face missions and threats as you draw them.

You may only go to Starbase in End phase after you have failed a mission. Mishap cards apply to the next drawn mission or threat, then discard the Mishap.

OPTIONAL RULE - EXPERIENCE

After completing a mission roll 1D6. On a roll of 1-2 one random crewmember gains one random skill.

GAME DESIGNERS NOTES

You may want to name and draw pictures of your ship & crew members before play starts.

ALTERNATE RULES FOR SPACE SCOUTS

[Click here.](#)

7 set Missions with threats. An action deck with only Aid & Mishap cards.

NON-CARD VERSION OF SPACE SCOUTS

[Click here.](#)

Card lists are replaced with tables.

CARD SET AVAILABLE

Thanks Zak for another great card set!

[Thoth Card Game Engine](#)

SPACE STATION ALPHA

INTRODUCTION

Bidding & Placement Game.

Each player represents a space agency: NASA, European Union, Russia, Japan, etc. Players are working together to build the ISS (International Space Station). Players add Modules and score points.

OBJECTIVE

The game ends at the end of the turn when all 60 modules have been placed. The player with the most victory points at the end of the game wins.

THE BOARD

Use a Chessboard.

The center 4 spaces of the board represent the Core Command & Control Module. The Core Module is a self supporting active vehicle with the following capabilities: Propulsive control, Piloting station, Main Engine, Gyrostabilizers, Fuel storage, Assembly area, Operational quarters, Multiple module docking ports, Life support Monitoring systems, Environmental controls (Energy, Electrical, Temperature, Atmosphere)

PLAYER MARKERS

Each player has a set of 40 blank counters (markers) of a unique color

MODULE COUNTERS

Players share a Build pile (cup) of 60 cardboard counters representing Space Station Modules.

The Build pile contains 4 of each of the 15 types of modules in the list.

THE EVENT DECK

Players share a common deck.

SETUP

Each player starts with a hand of 6 randomly dealt cards.

TURN SEQUENCE

Each turn is divided into 5 phases:

- Planning Phase
- Bidding Phase
- Deployment Phase
- Scoring Phase
- Event Phase

PLANING PHASE

Take X random Module counters out of the pile and place them to the side of the board face up.

X = number of players.

If there are modules remaining from previous turns, only enough New Modules are drawn to have X Modules up for bidding.

BIDDING PHASE

Players bid on the Module counters using Funding Cards from the event deck.

Bids are made secretly, and then simultaneously revealed.

Note the funding cards have different values.

In case of ties, players cut the deck, the highest funding value revealed wins.

If you lose a bid put your funding card(s) for that bid back in your hand.

If a Module receives no bids, it remains to be bid on next turn.

The winner of a Bid (highest bid) gets to deploy that module next phase.

DEPLOYMENT PHASE

Place the modules you won last phase into play (0, 1 or more modules).

A module can be placed on any space on the board adjacent to another module (or Core).

Place a marker (of your color) next to the module to show your ownership of the module.

Maximum of one Module per space.

The player who bid the most Funding last turn deploys first, followed by the next most, and so on.

SCORING PHASE

Gain one VP (Victory Point) for every Module you place.

If you place 4 or more of your own modules in a row (orthogonal or diagonal), gain 3 VP.

Gain 1 additional VP for each of your Modules in a row in excess of 4 modules.

Play event cards that allow for additional special scoring.

Owners of Truss Exterior Frameworks gain 1 VP every time a module is built (O or D) adjacent to it.

Owners of External Stowage Platforms gain 1 VP every time a problem is played.

EVENT PHASE

Each player draws 3 cards from the Event Deck.

Max hand size = 10 cards. Discard excess cards.

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

END OF GAME SCORING

Earn extra VP at the end of the game:

The player with the most modules a single type gets 1 VP (check for all 15 types)

The player with the most Research modules gets 5 VP.

The player with the most Service modules gets 5 VP.

The player with the most Modules gets 3 VP.

MODULE COUNTER LIST

Module:	Type	Notes
Multi-Purpose Logistics		S Reusable Cargo Module; Carried by Shuttle
External Stowage Platform	S	Trash, Food, Water, Oxygen, Fuel, Equipment

Living Quarters	S	Crew Compartments, Galley, Hygiene, Exercise
Truss Exterior Framework	S	Structural Component
Unity Node	S	Pressurized Mating Adaptor, Control Moment Gyros
Photovoltaic Module	S	Solar Panel Array plus Batteries, Radiators
Air Lock	S	EVA Capability
Remote Manipulator System	S	Cargo Crane plus Robotics, Moveable Truss
Docking Platform	S	Universal, Emergency Crew Return Vehicle
Communications	S	Radio Antennae, Computers, Telemetry
Astrophysics	R	Observatory, Spectrophotometers, Radio Telescopes
Bioastronautics	R	Biochemistry, Hydroponics, Medical Monitoring
Engineering Sciences	R	Materials Technology, Electronics, Physical
Earth Observation	R	Meteorological, Oceanographic Research
SPACEHAB	R	Habitable Experimental System Rack Storage

S = Service Module
R = Research Module

EVENT DECK CARD LIST

Card Name:	#	Notes
Funding 10	7	Used for Bidding
Funding 20	7	Used for Bidding
Funding 30	7	Used for Bidding
Funding 40	7	Used for Bidding
Funding 50	7	Used for Bidding
Collision pile	1	Problem: Put target Module back into the Build pile
Air Leak	1	Problem: No one may bid or build this turn
Power Loss	1	Problem: No one may bid or build this turn
Major Malfunction VP	1	Problem: Each Docking Platform earns its owner 6 VP
Attitude Control Adjustment	2	Each Unity Node earns its owner 3 VP
Space Flight Experiments	3	Each SPACEHAB earns its owner 2 VP
New Drug Synthesized	1	Each Bioastronautics earns its owner 6 VP
New Manufacturing Techniques	1	Each Engineering earns its owner 6 VP
New Astronomical Data	1	Each Astrophysics earns its owner 6 VP
New Meteorological Data VP	2	Each Earth Observation earns its owner 3 VP
Crew Rotation	2	Each Living Quarters earns its owner 3 VP
Maintenance Space Walk	2	Each Air Lock earns its owner 3 VP
Supply Shipment	3	Each Multi-Purpose Logistics earns its owner 2 VP
Telecommunications	3	Each Communications earns its owner 2 VP
Reposition Element	2	Each Remote Manipulator earns its owner 3 VP
Reroute Power	2	Each Photovoltaic earns its owner 3 VP
Commander	1	Play during Crew Rotation to earn 2 VP
Flight Engineer	1	Play during Crew Rotation to earn 2 VP
Science Officer	1	Play during Crew Rotation to earn 2 VP
Political Turmoil	1	Players draw no cards or Modules this turn

= Number of copies of card in deck

LINKS

[ISS](#)

[MIR](#)

SPACEHOLE

INTRODUCTION

Solo Dice & Card game.
The player must defend and build up his Space colony.

SPACE JUNK

Six sided dice are needed.
Tokens to indicate damage and power are needed.
Pen & paper to record Megacredit totals are needed.

THE DECK

The deck has 4 types of cards mixed in:
Events, Invaders, Defenders, and Structures.

BASE

You start with your base card in play.
The Base has the following attributes:
It can take 10 hits of Damage before being destroyed.
It has a built in laser turret: It attacks with one die every battle turn.
It generates 5 power points every turn.
A Base allows you to have two defenders.

SETUP

You start with your base, zero Megacredits, and no cards.

END OF GAME

The game ends at the end of the turn when the last card has been drawn from the deck.
If your base is ever destroyed the game ends immediately and you lose with a score = 0.

SCORING

Your score is equal to your Megacredit total at the end of the game.

TURN SEQUENCE

Each turn has 5 Phases:

1. Space Karma Phase
2. Event Phase
3. Build Phase
4. Power Phase
5. Income Phase

SPACE KARMA PHASE

Draw 1 card.

If it is an Invasion or Event card it is resolved in Event Phase.

Otherwise, keep it in your hand.

Max hand size is 5 cards. Discard excess cards.

EVENT PHASE

An Invasion or Event card drawn last phase is resolved now.

For Event cards just follow the instructions on the card.

Discard the Event card after it is resolved.

For Invasion cards are resolved through Battle Rounds.

In a Battle Round the Invader attacks, and your Defenders & Laser Turrets attack once each.

Roll 1D6 for every level of Force an Invader or Defender has.

A roll of 1 will do one point of damage to the opposing side.

Use counters placed on the cards to record damage.

Each damage counter so placed reduces the cards Force by one point.

An Invader or Defender card reduced to 0 Force is destroyed.

Destroyed cards are discarded.

When the invaders inflict damage a random defender card will be hit first.

If there are no defender cards, Force domes will be attacked next.

Force Domes can take 3 Hits before being destroyed.

If all force domes are destroyed, Laser Turrets (Force = 1) are next.

If all Laser Turrets are destroyed, then the Base card will be attacked next.

The Base card can take 5 hits and it has a built in Laser turret that can make a one die attack every round.

BUILD PHASE

You may play one Structure card or one Defender card from your hand.

The played card is placed face-up on the table in front of you.

Note: You cannot have more Defender cards than your structure cards allow.

Excess are discarded.

You cannot play a structure if you can't provide it a power token this turn in power phase.

If you did not play a card you may remove all the damage tokens on one of your cards.

POWER PHASE

Your Base and Solar Array cards generate power points.

Other Structure cards use up Power Points.

Some structures also need the presence of other structures to be maintained.

For example: Each Colony requires one power point plus the food output of one Agrodome.

Note: One Agrodome could not support 2 Colonies.

Place a Power Token on every structure that is able to meet all of its upkeep demands.

INCOME PHASE

Some structures generate income.

If such a structure has a power token on it then it is able to generate all of its income this turn.

Otherwise it generates no income.

Record all income generated from all structures.

At the end of this phase discard all Power tokens.

STRUCTURE CARD LIST

Card Name:	#	\$	P	D	Notes:
Base	1	0	0	2	Generates 5 power/turn
Solar Array	7	0	0	0	Generates 5 power/turn

Agrodome	6	1	1	0	Supports Colony
Colony	4	3	1	1	Requires 1 Agrodome
Mine	8	1	1	0	Supports Refinery
Refinery	4	2	1	0	Requires 2 Mines
Factory	1	3	1	0	Requires 2 Refineries
Starport	1	5	2	1	Requires 2 Colonies
Research Labs	2	1	1	0	
Stargate	1	7	3	1	Requires 1 Lab
Command Center	1	0	1	1	Hand Size +2
Laser Turret	4	0	1	0	Force = 1
Force Dome	2	0	1	0	3 Hits

= Number of that card in the deck

\$ = Number of Megacredits generated each turn

P = Amount of Power used up per turn

D = Number of Additional Defender cards that may be in play.

DEFENDER CARD LIST

Card Name:	Force	Notes:
Space Rangers	2	Discard at end of turn to look at next 1D6 cards in deck
Astro Guard	2	
Space Marines	3	
Space Navy	4	
Battle Station	4	
Space Knights	3	
Star Fighters	3	
Space Hero	5	Can only take 1 Hit
Star Force	3	
Space Patrol	2	
Space Scouts	2	Discard at end of turn to look at next 1D6 cards in deck
Space Troopers	3	
Alien Artifact	5	Play & use only if you have a Lab

INVADER CARD LIST

Card Name:	Force
Alien Predators	3
Imperial Stormtroopers	4
Berserker Robots	6
Alien Invaders	3
Corporate Mercenaries	3
Cyborg Collective	6
Little Green Men	4
Alien Brainsuckers	5
Mutant Space Zombies	3
Cylon Raiders	4
Space Pirates	3
The Warstar	6
Alien Parasites	4
Dalek Exterminators	5
Space Monster	5
Romulan Warbirds	4
Vampiric Space Beavers	3
Starmada	6
Time Warp Fugitives	3
World Eater	7

EVENT CARDS LIST

Card Name:	Notes:
Solar Flare	Randomly distribute 2 points of damage to your defenders
Reinforcements	Take 1 defender from your discard & put it in your hand

Lost in Space	Discard 1 random Defender
Supernova	Discard your hand
Lab Explosion	Discard 1 Lab
Core Instabilities	Discard 1 Mine
Terraform	All Agrodomes income +2 for rest of game
Black Hole	Discard 1 random Defender
Emergency Repairs	Discard all Damage counters
Seismic Events	Generate no income this turn
Intergalactic War	Discard 1 random Defender
Sabotage	Discard one random structure*
Dilithium Crystals	Gain 10 Megacredits per Mine
Space Traders	Gain 3 Megacredits per Structure
Planet Bombs	Discard one random structure*
Meteor Swarm	Discard one random structure*
Space Virus	Discard 1 Defender or Colony
Discovery	Gain 50 Megacredits if you have a Lab
Merchant from Venus	Gain 20 Megacredits per Colony
Cosmic Con Artist	Lose half of your Megacredits
Interstellar Tax Men	Lose 2 Megacredits per Structure
Repairs	Take 1 structure from your discard & put it in your hand

* If Base is hit, it takes 1 Damage counter.

CARDSET AVAILABLE

at the [Space Hole Support Page](#)
Thanks Zak!

BABYLON 5 VARIANT

By C. Gerard Luft
Babylon 5 for spacehole.
Uses the same rules as spacehole, only the names of some cards have changed.
The player tries to operate b5 while defending against invaders.

B5 STRUCTURE CARD LIST

Card Name:	#	\$	P	D	Notes:
Hull	1	0	0	2	Generates 5 power/turn
Fusion reactor	7	0	0	0	Generates 5 power/turn
Garden	6	1	1	0	supports b5
Living quarters	4	3	1	1	requires 1 garden
Loading bay	8	1	1	0	supports refinery
Factory	1	3	1	0	requires 2 refineries
Landing bay	1	5	2	1	requires 2 living quarters
Research lab	2	1	1	0	
Hyperspace jumpgate	1	7	3	1	requires 1 lab
Command and control	1	0	1	1	+2 hand size
Ppg turret	4	0	1	0	Force = 1
Hull armor	2	0	1	0	3 Hits

DEFENDER LIST

Card Name:	Force	Notes:
Ranger Observers	2	Discard to look at 1d6 cards in deck
Security	2	
Marines	3	
Jeffrey Sinclair	4	Ranger Commander
Michael Garibaldi	4	Security Chief
Ranger Strike Team	3	
Star Fury Fighters	3	
Co Capt John Sheridan	5	can only take 1 hit

Susan Ivanova	2	xo lt cmd
Ranger Marcus Cole	2	discard to see 1d6 cards
White Star	3	
Alien Artifact	5	only if lab present

INVADERS LIST

Card Name:	Force	
Centauri agents	3	
Minbari colonial fleet	4	
Minbari expeditionary fleet	6	
Minbari agents	3	
Narn agents	3	
Narn expeditionary fleet	6	
Psi corp telepathic military	4	
Narn battle fleet	5	
Secret police	3	
Narn colonial fleet	4	
Drazi sunhawk	3	
Vorlon cruiser	6	
Centauri colonial fleet		4
Centauri battle fleet	5	
Minbari battle fleet	5	
Space pirates	4	
Night watch	3	
Centauri expeditionary fleet	6	
Rouge soul hunter	3	
Shadow ship	7	

EVENT LIST

same as in spacehole.

SPECTRUM

INTRODUCTION

Gin Rummy variant with novel deck.
Poker variants are possible of course.

THE DECK

52 cards:	Notes
7 Red	
7 Orange	
7 Yellow	
7 Green	
7 Blue	
7 Indigo	
7 Violet	
1 Infra-Red	Wild card for Red, Orange, or Yellow
1 Ultra-Violet	Wild card for Blue, Indigo, or Violet
1 Prism	Wild card for any color

COLOR ORDER

A prism divides white light into a rainbow that has the colors in the following order: ROYGBIV.

PLAY

The most colorful player goes first.
Players start with 7 random cards.
Players take turns drawing one card from the deck or discard and then discarding one card face up.
The first player to get a combo wins.

COMBOS

3 of a kind & 4 of a kind.
"A kind" = all of one color (all red, all green, etc) or colors in order (ROY or GBI or OYGB, etc)
7 of a kind (all blue, all yellow, etc) or 7 in a Row (ROYGBIV)

SPEED RACER

INTRODUCTION

Go Speed Racer! Go!
Pick your Driver, Car, Modifications, and go!

DISCLAIMER

Speed Racer is a licensed, copyrighted, trademarked property.
This is merely a fan site.

VICTORY

It takes 50 Speed Points to cross the Finish line.
Determine 1st, 2nd, and 3rd place.

THE DECKS

There are 5 Decks:
The Driver Deck
The Car Deck
The Equipment Deck
The Action Deck
The Episode Deck

THE ACTION DECK

The Action Deck has 4 types of cards:
Foe Cards
Obstacle Cards
Villain Cards
Aid Cards

SETUP

Each player Draws 1 Driver, 1 Car, and 3 pieces of Equipment.
Place these cards face up in front of you.
Each player starts with a hand of 5 Action cards.
Players roll high on 1D6 to see who goes first.
Draw 1 card from the Episode deck to see who the Villain is this game.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
Draw Phase
Threat Phase
Speed Phase

DRAW PHASE

Draw 2 cards from the Action Deck.
Max hand size is 7 cards.
Discard excess cards.

THREAT PHASE

You may play a Villain card on yourself or any opponent may play one Villain, Foe, or Obstacle card on you.
These are collectively referred to as 'Threat' cards.
Each Threat card has a Threat Level.
Roll 1D6 and add the Threat Level of the Threat card to get the Total Threat Value.
The Threat has one of several Descriptors: Fight, Jump, Turn, etc.
Roll 1D6 and add any bonuses you have from your Driver, Car, or Equipment in the Indicated Descriptor. This is the Total Skill Value.
You may also play Aid cards of the appropriate type for additional bonuses.
If the Total Skill Value is equal to or greater than the Total Threat Value, you Overcome the Threat. If not, you fail the Threat.
Threat and Aid cards are discarded.

SPEED PHASE

If you overcame the threat from Threat phase roll 1D6 and add any Speed bonuses you have. Add this value to your running Speed Point Total.
If you failed the Threat, you get no Speed points.
If you were not challenged by a Threat you may roll with an extra bonus of +2.

THE VILLAIN

Every time a Villain card is played, you have to face the Threat described on the Episode card.
The third time a Villain card is overcome means the Villain is finally, totally defeated, and no one can play any more villain cards.
The player that defeated the Villain for the third time gains 1D6 Speed points.

RACE CAR DECK CARD LIST

Card Name	Notes
Mach 5	Jump & Speed +1
Mach 5 Formula One	Speed +2
Mock Mach 5	Jump & Speed & Turn +1
Shooting Star	Speed +1 (Spiffy Black & Yellow)
Black Tiger	Turn +1 (Number 4)
Car 13	Jump +1 (Yellow)
Car 001	Repair +1 (Red)
Melange X-3	Speed +1 (Sporty Black Coupe)
Supersonic Car	Speed +3 & Turn -1

DRIVER DECK CARD LIST

Card Name	Notes
Speed	Speed +1 & Fight +1
Racer X	All Threats +1 (Rex Racer)
Kim Jugger	Speed +1 (Competitive Racer)
Janine Trotter	Turn +1 (Aspiring Racer)
Twinkle Banks	Jump +1 & Turn +1 (Girl Daredevil)
Rock Force	Speed +1 & Turn +1 (One Armed Racer)

EQUIPMENT DECK CARD LIST

Card Name	Notes
Powerful Auto Jacks	Jump +1
Super Grip Tires	Turn +1
Auxiliary Motors	Turn +1
Rotary Saws	Rough Terrain +3
Safety Cockpit	Repairs +3
Super Headlights	Darkness +3
Submersible	Water +3
Homing Robot	Hand Size +1
Special Brakes	Turn +1
GRX Engine	Speed +1
Retractable Wings	Jump +1
Jet Engines	Speed +1
Oil Slick	Fight +1
Mizmo Raygun	Fight +1
Super Charged	Speed +1

EPISODE DECK CARD LIST

Card Name	Notes
Monster Car	Jump +2 (Laser Tank created by the Mad Dr McFife)
Mammoth Car	Speed +4 (Cruncher Block: Crime Lord)
International Assassins	Fight +2 (Professor Anarchy: Evil Mastermind)
Race Rudolph Elegantor	Jump +2 (Notorious Aristocratic Mastermind)
Ace Deucey	Fight +2 (Mercenary)
Mr. Cumulus	Navigate (Maniacal Villain with Atomic Bomb)
Tongue Blaggard	Fight +2 (Unscrupulous Crime Boss)
Kadar	Turn +2 (Greedy Villain)
Jack Rival	Fight +2 (Unethical CEO of the Rival Motor Company)

ACTION DECK CARD LIST: AID CARDS

Card Name	Notes
V-Gas Drug	Speed +2
Go Speed Racer! Go!	Speed +2
Driving Skill	Turn +2
Elude Danger	Turn +2
Quick Reflexes	Turn +2
Martial Arts	Fight +2
Calculate Speeds	Navigate +4
Navigation Whiz	Navigate +4
Natural Talents	Turn +1 or Jump +1
Fearless	Jump +2
Expert Marksman	Fight +2
Smoke Bombs	Fight +2
Overtake the Pack	Speed +2
Short Cut	Speed +2
Sparky	Repair +2
Pops	Repair +2
Chim Chim	Fight +2
Spritle	Fight +2
Pit Stop	Repair +2
Trixie	Navigate or Fight +2
Inspector Detector	+2 vs Villain

ACTION DECK CARD LIST: FOE & OBSTACLE CARDS

Card Name	Notes
Villain Cards	7 in Deck
Motorcycle Bandits	Fight
Skull Duggery	Fight (Enemy Driver)
Axle Spikes	Speed

Zoomer Slick	Speed (Enemy Driver)
Henchmen	Fight
Alpha Team	Turn (Enemy Drivers)
Assassins	Fight
Grudge Match	Speed
Zero Visibility	Darkness
Spin out	Turn
Thugs	Fight
Dirty Tricks	Turn or Fight
Gunman	Fight
Falling Rocks	Turn
Log Trap	Speed
Night	Darkness
Chasm	Jump
Bridge Out	Jump or Water
Canyon	Jump or Navigate
River	Water
Maze	Navigate
Jungle	Rough Terrain or Navigate
Blizzard	Darkness or Navigate
Underground Base	Fight
Avalanche	Turn
Lava Flow	Speed
Rubble	Jump
Ramp	Jump
Pile of Flaming Wrecks	Jump
Mud Slide	Turn
Foliage	Rough Terrain
Sabotage	Repair
Mechanical Failure	Repair
Engine Problems	Repair
Flat Tire	Repair
Quicksand	Jump or Turn
Remote Control Car	Fight
Road Block	Rough Terrain
Flooding	Water
Icy Road	Turn
Signposts Altered	Navigate
Detour	Navigate

LINKS

[Speed Racer Shrine](#)
[Sparky's](#)

SPELLJAMMER SKIRMISH

INTRODUCTION

Board & card game for 2 players.
Takes place in the Spell Jammer Universe.
Pick your Fleet:
Humans, Neogi, Elves, Beholders...
Abstract skirmish level Ship combat.
Each figure represents a single Ship (unit).

DISCLAIMER

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

VICTORY

You win if you Destroy the opposing Flagship.

THE MAP

Use an 8x8 chessboard.

THE SHIPS

Use chits or miniatures to represent Ships.

FLEET TABLE NOTATION

= Number of that type of Ship you start the game with.
Hits = Number of Hits that type of Ship has.

SCRO FLEET TABLE

#	Type	Hits	Class
1	Battlewagon	3	Flagship
2	Mantis	2	
5	Scorpion	1	

Notes:

Ship Effect Card: Catapults & Bombards (Attack range = 4) for Battlewagon
Ship Effect Card: Grappling Rams (Attack range = 2) for Mantis
Ship Effect Card: Ram Claws (Attack range = 1) for Scorpion
Race Effect Card: Orc Marines (Attack range = 1) for all Ships.
Fleet Effect Card: Metal Plates (Defense) for all Ships.

MIND FLAYERS FLEET TABLE

#	Type	Hits	Class
1	Dreadnaught	3	Flagship
2	Octopus	2	
5	Nautiloid	1	

Notes:

Ship Effect Card: Mind Flayers!!! (Attack range = 1) for all Ships
Race Effect Card: Illithid Magic (Attack range = K) for all Ships.
Fleet Effect Card: Pool Helm (Move range = K) for all Ships

NEOGI FLEET TABLE

#	Type	Hits	Class
1	Black Widow	3	Flagship
2	Deathspider	2	
5	Mindspider	1	

Notes:

Ship Effect Card: Grappling Rams (Attack range = 2) for all Ships.
Race Effect Card: UMBER Hulks (Attack range = 1) for all Ships.
Fleet Effect Card: Urchin Swarm (Attack range = K) for all Ships.

BEHOLDER FLEET TABLE

#	Type	Hits	Class
1	Tyrant Ship	3	Flagship
2	Tyrant Ramship	2	
5	Tyrant Scout Ship	1	

Notes:

Ship Effect Card: Beholder Circuit (Attack range = 4) for Flagship.
Ship Effect Card: Ram (Attack range = 1) for Ramship.
Ship Effect Card: Magic Missiles (Attack range = 2) for Scouts.
Race Effect Card: Magical Eye Beams (Attack range = 3) for all Ships.
Fleet Effect Card: Orbus (Move range = K) for all Ships.

ELVEN FLEET TABLE

#	Type	Hits	Class
1	Armada	3	Flagship
2	Monarch	2	
4	Man-o-War	1	
1	Radiant Ship	1	

Notes:

Ship Effect Card: Flitter Swarm (Attack range = K) for Armada & Monarch.
Ship Effect Card: Maneuverable (Move range = K) for Man-o-War.
Ship Effect Card: Blind (Attack range = 2) for Radiant Ship.
Race Effect Card: Elven Magic (Attack range = 5) for all Ships.
Fleet Effect Card: Living Hull (Defense) for all Ships.
Fleet Effect Card: Flitter Swarm (Attack range = K) for Armada & Monarch.

WA FLEET TABLE

#	Type	Hits	Class
1	Tsunami	5	Flagship
7	Locust Swarms	1	

Notes:

Ship Effect Card: Huge Size (Defense) for Tsunami.
Ship Effect Card: Rudder of Propulsion (Move range = K) for Locusts.
Race Effect Card: Samurai (Attack range = 1) for all Ships.
Fleet Effect Card: Ki Power (Move range = 3) for all Ships.

SHOU LUNG FLEET TABLE

#	Type	Hits	Class
1	Dragon Ship	3	Flagship
2	Flaming Dragons	2	
5	Junks	1	

Notes:

Ship Effect Card: Fire Cannons (Attack range = 2) for all Ships

Race Effect Card: Extra Warriors (Attack range = 1) for all Ships.

Fleet Effect Card: Rockets (Attack range = 4) for all Ships.

GOBLIN FLEET TABLE

#	Type	Hits	Class
1	Triop	3	Flagship
2	Porcupine Ships	2	
5	Blades	1	

Notes:

Ship Effect Card: Lateral Fins (Move range = 4) for Triop.

Ship Effect Card: Ram Mines (Attack range = 1) for Porcupine Ship.

Ship Effect Card: Kamikaze Ram (Attack range = 1) for Blade.

Race Effect Card: Lots of Ballistae (Attack range = 3) for all Ships.

Fleet Effect Card: Expendable Goblin Horde (Defense) for all Ships.

VODONI FLEET TABLE

#	Type	Hits	Class
1	Vodoni Diamond	3	Flagship
2	Hunter Killer	2	
5	Nightwolf	1	

Notes:

Ship Effect Card: Spire Ram (Attack range = 1) for Diamond.

Ship Effect Card: Attack Ship (Attack range = 1) for Hunter Killer.

Ship Effect Card: Spy ship (Move range = K) for Nightwolf.

Race Effect Card: Were Wolves (Attack range = 1) for all Ships.

Fleet Effect Card: Lycanthropes (Defense) for all Ships.

DWARF FLEET TABLE

#	Type	Hits	Class
1	Citadel	6	Flagship
2	Stoneship	3	

Notes:

Ship Effect Card: Blunt Ram (Attack range = 1) for all Ships.

Fleet Effect Card: Stone Construction (Defense) for all Ships.

Race Effect Card: Siege Engines (Attack range = 4) for all Ships.

HUMAN FLEET TABLE

#	Type	Hits	Class
1	Cuttle Command	3	Flagship
2	Battle Dolphin	2	
5	Squid Ship	1	

Notes:

Ship Effect Card: Mages (Attack range = 5) for all Ships.

Fleet Effect Card: Dragonfly Squadron (Attack range = K) for all Ships.

Race Effect Card: Sailors (Move range = 2) for all Ships.

LIZARDMAN FLEET TABLE

#	Type	Hits	Class
1	Bloat Fly	3	Flagship
2	Turtleship	2	
5	Hammership	1	

Notes:

Ship Effect Card: Ballistae (Attack range = 3) for Bloatfly.

Ship Effect Card: Hard Shell (Defense) for TurtleShip.
 Ship Effect Card: Hammerhead Ram (Attack Range = 1) for Hammership.
 Fleet Effect Card: Wasp Squadron (Attack Range = K) for all Ships.
 Race Effect Card: Rugged Ships (Defense) for all Ships.

GIFF FLEET TABLE

#	Type	Hits	Class
1	Clipper	3	Flagship
1	Clipper	3	
6	Great Bombard	1	

Notes:

Ship Effect Card: BroadSides (Attack range = 4) for Clipper.
 Ship Effect Card: Big Gun (Attack range = 5) for Great Bombard.
 Fleet Effect Card: Helmseekers (Attack range = 6) for all Ships.
 Race Effect Card: Hand Guns (Attack range = 2) for all Ships.

DROW FLEET TABLE

#	Type	Hits	Class
1	Jade Spider Command Ship	3	Flagship
1	Jade Spider Command Ship	3	
6	Jade Spider	1	

Notes:

Ship Effect Card: Hard Shell (Defense) for all Ships.
 Fleet Effect Card: Grappling Ram (Attack range = 2) for all Ships.
 Race Effect Card: Adamantine Drill (Attack range = 1) for all Ships.

AARAKOCRA FLEET TABLE

#	Type	Hits	Class
1	Eagle Ship	2	Flagship
3	Eagle Ship	2	
4	Corbina	1	

Notes:

Ship Effect Card: Jettisons (Attack range = 2) for Eagle Ships.
 Ship Effect Card: Loop Maneuver (Defense) for Corbinas.
 Fleet Effect Card: Speed (Move range = 3) for all Ships.
 Race Effect Card: Aerodynamics (Move range = K) for all Ships.

GNOME FLEET TABLE

#	Type	Hits	Class
1	Deathglory	2	Flagship
1	Bolaship	2	
2	Whelk	2	
2	Yawl Wagon Train	1	
2	Sidewheeler	1	

Notes:

Ship Effect Card: Water Cannons (Attack range = 3) for Deathglory.
 Ship Effect Card: Bola Whip (Attack range = 2) for Bolaship.
 Ship Effect Card: Giant Space Hamsters (Move range = 1) for Sidewheelers.
 Ship Effect Card: Hard Shell (Defense) for Whelks.
 Ship Effect Card: Iron Golem (Attack range = 1) for Yawl.
 Fleet Effect Card: Contraptions (Attack range = 2) for all Ships.
 Race Effect Card: Gnome Illusionists (Defense) for all Ships.

THRI-KREEN FLEET TABLE

#	Type	Hits	Class
---	------	------	-------

1	Leaf Ship	2	Flagship
3	Leaf Ship	2	
4	Thorn Ship Squad	1	

Notes:

Ship Effect Card: Living Crystal Hulls (Defense) for Leaf Ships.

Ship Effect Card: Suicide Run (Attack Range = 1) for Thorn Ships.

Fleet Effect Card: Crystal Throne (Move range = 3) for all Ships.

Race Effect Card: Thri-kreen Warriors (Attack range = 1) for all Ships.

SETUP

Each player places one Ship on each square of his back row.

Ships may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Maneuver Phase

Fire Phase

ORDERS PHASE

Draw 3 cards.

Max hand size = 5 cards.

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

Discard excess cards.

MANEUVER PHASE

Play (discard) a Move card to move one of your Ships.

The move card has a number.

This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal.

"Knight" type Move cards produce an attack with a range like a knight in chess.

Instead of moving just one Ship in any direction, you have the

option of moving one or more Ships forward the indicated number of

spaces using a single move card.

FIRE PHASE

Play (discard) an Attack card to have a Ship attack.

The attack card has a number.

This is the range of the attack.

Attacks can be diagonal or orthogonal.

"Knight" type attack cards produce an attack with a range like a knight in chess.

You cannot attack through other ships.

Every attack does 1 point of damage.

Use Chits or coins to record damage.

A ship reduced to 0 Hits is destroyed and removed from the board.

Your opponent may play (discard) Defense cards to negate your attack.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

X = Special

K = as a Knight would move in Chess

Type = Purpose of card

Dam = Damage (inflicted or prevented)

= Number of that card in the Deck.

SPELLJAMMER CARD LIST

Card Name:	#	Range	Type	Notes
Race Effect	4	-	X	
Fleet Effect	4	-	X	
Ship Effect	4	-	X	
Blunt Ram	2	1	A	
Piercing Ram	2	1	A	
Warriors	2	1	A	
Archers	2	2	A	
Sleep	1	2	A	Spell
Charm	1	2	A	Spell
Greek Fire Projector	2	2	A	
Jettison	1	2	A	
Ballistae	5	3	A	
Cloudkill	1	3	A	Spell
Disintegrate	1	3	A	Spell
Petrification	1	3	A	Spell
Bombards	2	4	A	
Catapults	3	4	A	
Cone of Cold	1	4	A	Spell
Fire Ball	1	5	A	Spell
Lightning Bolt	1	6	A	Spell
Minor Helm	8	1	M	
Tread Phlogiston	7	2	M	
Rigging	6	3	M	
Spell Jamming	5	4	M	
Major Helm	4	5	M	
Gate	1	6	M	Spell
Evasion	2	-	D	
Saving Throw	2	-	D	
Shield	1	-	D	vs non-Spell Attack
Illusion	1	-	D	Spell
Invisibility	1	-	D	Spell
Magic Resistance	1	-	D	vs Spell
Cure Wounds	2	-	D	Spell
Dispell	1	-	D	vs Spell
Hold Spell	2	-	X	Negate Move Card
Scrye	1	-	X	Look at opponents hand
Divination	1	-	X	Look at next 7 cards in deck

SPELLJAMMER

INTRODUCTION

Battle between Good & Evil in the SpellJammer Universe.
Based on the AD&D RPG by TSR.
Card game for 2+ players.

DISCLAIMER

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

VICTORY

Control the most Locales when the deck runs out.

ALIGNMENTS

At start each player must pick whether they are going to be Good or Evil.
A good player can control Good & Neutral Ships.
An evil player can control Evil or Neutral Ships.

2 PLAYER GAME

One Good player vs One Evil Player.

4 PLAYER GAME

2 Good players vs 2 Evil Players.

ODD NUMBER CUTTHROAT GAME

Teams optional. Any player can control any type of ship.

DECK

Players share a Common Deck.
The Deck has 8 types of cards mixed in:
Locales, Ships, Monsters, Equipment, Crew, Characters, Events, Combat
The discard pile is called the "Void".

TOKENS

Use tokens for: Gold, Jam tokens
Six, eight, and ten sided dice are needed.

SETUP

Select teams and alignments.
Players start with a hand of 7 cards drawn from the deck.

Players start with 10 Gold.

JAMMING

Normally the cards in play you control will be on the table, vertically face-up, in front of you (Normal Position). To 'Jam' a card rotate it horizontally onto its side (Jammed). To Unjam a card that is jammed, rotate it back to the normal (unjammed) position.

TURN SEQUENCE

Players take turns.
Each turn has 6 phases:
Unjam Phase
Explore Phase
Trade Phase
Recruit Phase
War Phase
Control Phase

UNJAM PHASE

Unjam (or remove a Jam token from) all of your jammed cards.
A card with Jam tokens cannot be unjammed.

EXPLORE PHASE

Draw one card and put it in your hand.
Maximum hand size = 12. Discard excess cards.
You may put one Locale card in play under your control.
Jam an Explorer ship card to Draw an extra card.
Jam an Explorer ship card to put one Locale card in play under your control.

TRADE PHASE

Gain 1D6 Gold.
Jam your Locales to gain gold from them equal to the amount of gold indicated on the card.
Jam a Trader ship card to gain 1 Gold.
Jam a Pirate ship card to gain 1D6 -3 Gold.

RECRUIT PHASE

Purchase Ships from your hand.
Ships come into play unjammed.
You may also buy Equipment, Crew, and Characters.
Attach these cards to target unjammed ships
If you buy a Carrier Ship, you may attach one Scout for free.

WAR PHASE

You may Jam one or more ships to attack a target Locale. (Attacking Fleet).
Your opponent may Jam ships to defend the target (Defending Fleet).
The Fleet with the most Scout ships may look at the opponents hand and gets Tactics +2 for the rest of the phase.
The Battle proceeds in a series of rounds.
Each round roll once on the Battle Table (The Battle Stat Roll).

The ship stat indicated by the roll is the Primary Stat for the current round. The fleet with the highest combined total of the primary Battle Stat gains a Combat Advantage of +1. Players may play (Discard) Combat cards to increase their score in the Primary stat or decrease their opponents score. The fleet with the highest total Cost gains a Combat Advantage of +1 (or +2 if its Cost total is over twice the opponents fleet). Next each fleet rolls 1D6 and adds its Combat Advantages (Combat Roll). The side with the highest combat total wins. (reroll ties) The losing fleet must discard a Ship card. Repeat this process until one side is destroyed or flees. After each round of Battle either player may choose to retreat his fleet.

FLEETS

A fleet may contain ships of only one race unless you play an Ally card.

BATTLE TABLE

1D8	Battle Stat:	Notes:
1	Range	Catapults, Cannons, Ballistae, Jettisons, etc.
2	Impact	Blunt Rams, Piercing Rams
3	Speed	Helm, Rigging, Maneuverability
4	Crew	Boarding Actions, Marines
5	Hull	Size, Hits
6	Armor	Wood, Metal, Stone, Crystal, etc.
7	Tactics	Initiative, Command, Surprise, Invisibility
8	Magic	Wizards, Clerics, Bards, Spells, Magic Items

CONTROL PHASE

If you destroyed or routed the defenders in War phase, you take control of the target Locale.

SHIP CARD NOTATION

H/A = Hull/Armor
M/T = Magic/Tactics
C/S = Crew/Speed
I/R = Impact/Range
CS = Command Ship
Role: P = Pirate
Role: E = Exploration
Role: T = Trade
Role: C = Carrier
Race: G = Good
Race: E = Evil
Race: N = Neutral
Race: Human = Hum
Race: Lizard Men = LM
Race: Mind Player = MF

SHIP CARD LIST

Ship Type	Cost	Role	H/A	M/T	C/S	I/R	Race
Mantis	7	-	6/4	1/1	26/5	3/1	E: Scro
Battlewagon	13	-	8/5	2/1	60/3	8/5	E: Scro
Scorpion	6	P	6/4	2/1	7/5	2/1	E: Orcs
Porcupine Ship	3	-	3/1	1/1	4/4	2/1	E: Goblin
Triop	6	P	5/7	2/2	6/6	6/1	E: Goblin

Blade	4	S	1/4	0/1	2/7	1/2	E: Goblin
Night Angel	5	S	4/4	1/5	4/5	4/1	E: Kobold
Mammoth	13	P	9/4	1/1	47/2	9/3	E: Ogre
Black Widow	13	P	10/3	2/2	23/3	10/6	E: Neogi
Slavetrader	11	T	10/3	2/1	23/3	10/2	E: Neogi
Deathspider	11	C	10/3	2/1	23/3	10/2	E: Neogi
Mindspider	5	-	4/4	0/2	5/5	5/1	E: Neogi
Urchin	2	S	1/0	0/1	4/5	1/0	E: Neogi
Tyrant Ship	7	P	2/7	2/1	25/5	0/0	E: Beholder
Tyrant Scout Ship	4	SE	1/6	2/1	8/6	0/2	E: Beholder
Tyrant Ramship	8	-	2/7	2/1	25/5	2/0	E: Beholder
Nautiloid	7	PT	4/4	2/1	15/4	4/1	E: Mind Flayers
Dreadnaught	14	-	9/4	3/1	31/3	9/2	E: Mind Flayers
Jade Spider CS	15	C	10/7	2/1	24/1	6/0	E: Drow
Jade Spider	5	-	2/7	2/1	6/6	3/0	E: Drow
Vodoni Diamond	20	-	10/3	2/2	70/5	10/0	E: Vodoni
Hunter Killer	10	P	6/3	2/1	43/5	1/2	E: Vodoni
Werewolf	10	-	6/0	2/1	44/4	8/1	E: Vodoni
Nightwolf	8	SE	4/4	2/1	28/6	0/1	E: Vodoni
Flying Pyramid	12	-	9/7	2/1	19/1	1/6	E: Undead
Skeleton Ship	3	S	1/0	0/1	2/5	0/1	E: Undead
Antlership	9	-	9/5	2/1	17/2	8/1	E: Undead
Tradesman	4	TPE	3/3	2/1	6/4	0/1	N: All
Mosquito	3	S	1/3	1/1	1/5	0/0	N: All
Stinger	2	-	1/3	1/1	3/5	0/1	N: All
Celestial Dragon	17	-	8/8	1/1	15/6	1/8	N: Monster
Thorn Ship	5	S	1/1	2/1	16/6	0/2	N: Thri-Kreen
Leaf Ship	9	-	7/2	2/1	45/4	7/2	N: Thri-Kreen
Unity Ship	4	-	3/0	2/1	8/5	3/1	N: K' r' r' r
Stone Galleon	14	-	9/5	2/1	43/2	1/10	N: Space Giants
Eagleship	4	E	4/2	2/1	5/5	0/1	N: Aarakocra
Corbina	2	S	1/0	1/1	1/4	0/1	N: Aarakocra
Boatfly	11	E	5/2	1/1	9/2	1/14	N: Lizard Men
Wasp	3	PE	2/2	2/1	5/4	0/1	N: LM +Hum
Turtleship	8	-	4/5	1/1	13/4	4/1	N: LM +Hum
Hammership	7	PT	6/2	2/1	16/4	6/1	N: LM +Hum
Dragon Ship	5	E	5/3	2/1	11/4	1/1	N: Shou Lung
Flaming Dragons	6	-	5/3	2/1	11/4	1/2	N: Shou Lung
Whaleship	7	T	10/4	2/1	20/3	9/1	N: Human + MF
Octopus	7	P	7/1	2/1	16/4	3/2	N: Human + MF
Lamprey	4	-	3/4	2/1	6/6	3/1	N: Humanoid + Hum
Locusts	3	S	1/ 4	0/1	7/7	0/1	G: Wa
Tsunami	22	C	20/6	3/2	48/5	3/10	G: Wa
Caravel	2	T	1/0	1/1	3/2	0/1	G: Human
Longship	2	PE	1/0	1/1	6/2	0/1	G: Human
Drakkar	2	PE	1/1	2/1	4/1	0/1	G: Human
Great Galley	2	T	2/1	2/1	6/1	0/1	G: Human
Damselfly	2	S	1/4	2/1	2/4	0/1	G: Human
Hummingbird	3	S	1/0	2/1	2/7	0/2	G: Human
Batship	18	-	5/5	4/1	9/7	1/11	G: Human
Quad of Thay	16	-	6/7	5/1	14/7	4/0	G: Human
Ptah Battlebarge	10	T	6/0	2/1	15/2	6/5	G: Human
Vipership	6	-	3/3	2/1	3/7	3/1	G: Human
Squid Ship	6	PE	5/3	1/2	10/4	5/1	G: Human
Cuttle Command	10	C	14/1	2/2	23/3	1/2	G: Human
Battle Dolphin	5	-	8/3	2/2	15/4	1/1	G: Human
Quentins Libraria	6	-	3/1	5/1	7/5	3/1	G: Human
Iambus	4	-	4/3	5/1	7/4	0/1	G: Human
Dragonfly	3	E	1/0	2/1	3/5	0/1	G: Elves + Human
Swan Ship	4	-	3/1	2/1	5/5	0/1	G: Elves + Human
Shrikeship	4	-	3/4	1/1	8/5	3/1	G: Elves + Human
Flitter	3	S	1/1	1/1	2/6	0/0	G: Elves
Firewind Flitter	2	-	1/0	0/1	1/6	3/0	G: Elves
Radiant Ship	4	-	3/2	2/1	6/4	0/1	G: Elves
Man-o-War	6	-	6/1	2/1	14/5	1/1	G: Elves
Monarch	12	-	10/4	2/1	28/4	1/3	G: Elves

Armada	17	C	10/3	2/1	28/4	2/11	G: Elves
Deathglory	5	-	7/2	2/1	9/4	1/2	G: Gnomes
Bolaship	5	-	3/3	1/1	4/4	10/1	G: Gnomes
Whelk	5	-	4/2	2/1	6/4	4/1	G: Gnomes
Yawl Wagon Train	3	T	2/5	2/1	3/1	0/0	G: Gnomes
Sidewheeler	4	E	3/1	1/1	10/2	0/0	G: Gnomes
Citadel	28	-	30/7	2/1	40/3	2/6	G: Dwarves
Stoneship	35	-	30/7	2/1	35/2	30/3	G: Dwarves
Clipper	11	P	7/4	2/1	33/2	1/10	G: Giff
Great Bombard	5	-	4/2	1/1	10/2	4/3	G: Giff
Ship Type	Cost	Role	H/A	M/T	C/S	I/R	Race

LOCALES CARD LIST

Locale Name:	Gold	Notes
Kapri Spacestation	1	Elf fleets get tactics +1
Leuthilspar	3	Elf ships cost -1
Gamaro Base (Moragspace)	1	Scro, goblin, orc ships cost -1
Rock of Bral (Wildspace)	3	Cosmopolitan. Captains cost -1
Free City of Greyhawk	3	Human ships cost -1
Free Neogi (Greyspace)	2	Neogi ships cost -1
The Grinder (Greyspace)	1	Humans (Asteroid Field)
Marner (Greyspace)	2	Humans & Dwarves (Archbarony of Ratik)
Krynnspace	2	Kindori (Giant Whale Riders)
Kristophan (Krynnspace)	2	Humans (Southern Hosk Empire)
Palanthus (Krynnspace)	2	Humans (Black Market) Equipment costs -1
Waterdeep (RealmSpace)	3	Humans
Evermeet (RealmSpace)	2	Elf Fleets get Magic +1
Wa (RealmSpace)	2	Wa ships cost -1
The Dock (RealmSpace)	2	Shou Lung ships cost -1
Plata	1	Aarakocra shipa cost -1

CHARACTER CARD LIST

Character Name	Align	Cost	Notes
Captain Wrackblood	E	3	Scro, Tactics +2, Impact +2, Crew +4
Ancient Mariner	E	5	Ghost Captain, Crew +10, Pirate
Griktha	E	1	Neogi, Magic +2
Oolph Clawstem	E	3	Neogi, Magic +4, Tactics +2
Admiral Icarus	G	4	Elf, Magic +4, Speed +4
Captain Yerthad	G	2	Elf, Tactics +3, Magic +1
Captain Krissos	G	2	Elf, Impact +3, Magic +1
Cap'n Gyudd	G	2	Dwarf, Crew +2, Tactics +2
Eliminster the Wizard	G	4	Human, Magic +8
Wo Han Do	G	3	Wa Ninja, Crew +5, Tactics +1
CREW CARD LIST	Align	Cost	Notes
Crack Gunners	N	2	Range +4
Veteran Marines	N	2	Crew +8
Crack Crew	N	1	Speed +2

EQUIPMENT CARD LIST

Card Name	Cost	Notes
Accelerator	3M	Range +7 & Speed -1
Improved Rigging	1	Speed +2
Elemental Firebomb	3M	Range +10 (One use only)
Helmseeker Missile	3M	Range +13 (One use only)
Sphere of Annihilation	4M	Range +25 (One use only)
Rudder of Speed	2M	Speed +4
Trident of the Phlogiston	2M	Crew +6 Magic +2
Armor Plating	1	Armor +2
Double Ballistas	2	Range +3

Astrolabe	6M	Ship gets Explorer Ability
Cargo Barge	1	Ship gains Trade ability
Jolly Roger	1	Ship gains Pirate ability

M = Magic Item

COMBAT CARD LIST

Card Name:	Notes:
Blow the Hold	Destroy one of your ships & an opponents
Outguess	Negate a Combat card
Evasive Action	Reroll Battle Table Roll
Blur Spell	Armor +5
Cloudkill Spell	Crew -10
Disintegrate Spell	Hull -10
Sleep Spell	Crew -10
Teleportation Spell	Move Crew card to different Ship
Fireball Spell	Range +2D6
Lightning Bolt Spell	Range +7
Polymorph Spell	Crew +20
Fear Spell	Magic +5
Command Spell	Crew -20
Slow Spell	Speed -5
Shield Spell	Armor +3
Disenchantment Spell	Discard target Magic Item
Feeblemind Spell	Magic -5
Charm Spell	Crew +10
Blessing Spell	Magic +2
Dark Sendings Spell	Magic -2
Confusion Spell	Tactics -5
Detect Spell	Tactics +4
Dispell Spell	Negate Spell Card
Warp Wood Spell	Hull -5
Hold Spell	Speed -10
Cone of Cold Spell	Speed -2 or Range +4
Repulsion Spell	Ram -10
Globe of Invulnerability	Spell: Magic -5
Heat Metal Spell	Armor -5
Transmute Rock to Mud	Spell: Hull -10
Alter Reality Spell	Cause Target Dieroll to be rerolled
Banish Spell	Discard target Monster
Haste Spell	Speed +5 or Ram +5
Invisibility Spell	Tactics +5
Illusion Spell	Tactics +5
Meteor Swarm Spell	Range +3D6
Web Spell	Crew -5 or Speed -2
Darkness Spell	Tactics -5
Control Winds Spell	Speed +4
Damage Rigging	Speed -3
Hull Holed	Speed -1 or Ram -1 or Range -1
Broadsides	Range +5
Ambush	Defenders get Tactics +5
Surprise Attack	Attackers get Tactics +5
Boarding Action	Crew +5
Gravity Plane Shift	Crew -10
Out of Range	Range -2 or Crew -4 or Ram -2
Asteroid Field	Terrain: Tactics +5
Skeleton Minefield	Terrain: Crew +7
Nebula	Terrain: Tactics +5
Ghost Ship	Put ship from Void into play for this phase only
Decoy	Tactics +4
Burning Pitch	Range +4
Greek Fire	Range +3
Out of Ammo	Range -5
Helm Hit	Speed -5
Out of the Sun	Ram +5

EVENT CARD LIST

Card Name	Notes:
Gate Spell	Unjam Target Ship
Divination Spell	Look at next 10 cards in deck
Saboteur	Put 1D6 Jam counters on target ship
Foul Air	Put 1D6 Jam counters on target ship
Lost in the Phlogestin	Put 1D6 Jam counters on target ship
Solar Flare	Put 1D6 Jam counters on target ship
Plague Ship	Put 1D6 Jam counters on target ship
Treasure Ship	Jam one of your Pirate Ships for 1D6 Gold
Wraithship	Destroy Target Ship
Discovered	Destroy a Jammed Scout Ship
Salvage	Put target ship card in the Void into your hand
Decommission	Discard 1+ of your Ships to get your Gold back
Diplomacy	Ally Card
Alliance	Ally Card
Confederation	Ally Card
Common Enemy	Ally Card
Similar Motives	Ally Card
Treaty	Ally Card
Dark Alliance	Ally Card for Attacking Evil Player
Defense of the Realm	Ally card for Defending Good Player
Aperusa Space Gypsies	Opponent loses 1D6 Gold
Allura	Destroy Jammed Explorer Ship
Maelstrom	Destroy Jammed Explorer Ship
Piracy	Opponent loses 1D6 Gold
Privateers	Destroy Jammed Trader Ship
Patrols	Destroy Jammed Pirate Ship
Escort	Destroy Jammed Pirate Ship
Assassin	Destroy target Character
Celestial Navigation	Remove 1D6 Jam counters on target ship

LINKS

[Ahzad Jinsai's Spelljammer Page](#)

SPICE RAID

INTRODUCTION

Board & card game for 2 players.
Man to man combat on the surface of Arrakis.
Takes place in the Dune Universe.
Pick your force: Atreides, Harkonnen, Fremen, Sardaukar
Each figure represents one warrior.

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VICTORY

Kill your opponents Leader.

THE MAP

Use an 8X8 chessboard.

THE MEN

Use chits or miniatures to represent men.

ATREIDES UNIT LIST

#	Unit Name	Hits	Notes
1	Captain of the Guard	3	Leader
2	Sword Master	2	
5	Atreides House Troops	1	

HARKONNEN UNIT LIST

#	Unit Name	Hits	Notes
1	House Assassin	3	Leader
2	Sleeper Troops	2	
5	Harkonnen House Troops	1	

FREMEN UNIT LIST

#	Unit Name	Hits	Notes
1	Naib	3	Leader
2	Fedaykin Death Commandos	2	
5	Sietch Fremen Warriors	1	

SARDAUKAR UNIT LIST

#	Unit Name	Hits	Notes
1	Imperial Agent	3	Leader

2	Bashar	2
5	Sardaukar Soldier Fanatics	1

SETUP

Each player places 1 man on each square of his back row.
Men may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

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

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your men.
The move card has a number.
This is the number of spaces the man moves.
Moves can be diagonal or orthogonal.
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.

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.
The enemy man that is the target of the attack takes one point of damage.
Use chits to keep track of damage.
A man reduced to zero hits is killed.
Your opponent may play a defense card to negate your attack.
If you use a Shield defense against a Lasgun, both target & attacker are killed.
The Fremmen player treats the Lasgun card as: Crysknife (Attack range = 1)

CARD LIST NOTATION

A = Attack
M = Move
D = Defense
X = Special
= Number of that card in the deck.

CARD LIST

Card Name:	#	Type	Range	Notes
Slip-Tip	2	A	1	Poison Tipped Left Handed Knife
Kindjal	2	A	1	Double bladed Short Sword
Rapier	2	A	1	
Maula Pistol	2	A	2	Spring Loaded Poison Dart Gun
Stunner	2	A	3	Slow Pellet Projectile Weapon
Lasgun	2	A	4	Continuous Wave Laser Projector
Pyrocket	2	A	5	
Personal Shield	2	D	-	Holtzman Generator
Shield Fighting	2	D	-	
Behind Cover	2	D	-	Negate attack of Range = 2-5
Thrust & Parry	2	D	-	Negate attack of Range = 1
Advance	5	M	1	
Run	4	M	2	
Charge	4	M	3	
Feint & Counter	2	X	-	Opponent must discard 1 card
Tactics	2	X	-	Look at opponents Hand
Battle Language	2	X	-	Draw 2 Cards

SPIDER-MAN

INTRODUCTION

2 player card game.
One player is Spiderman (Spidey).
The other player is the Bad Guys.

THE DECKS

There are 2 decks:
The Bad Guy Deck & The Spiderman Deck.
The Bad Guy deck has 5 of each of the cards listed in the
Bad Guy Card List & Bad Guy Attack Card List.
The Spidey deck has 5 of each of the cards listed in the
Spiderman Card List & Spiderman Attack Card List.

OBJECTIVE

Get all 50 plot Tokens.

SETUP

Each player gets 25 plot tokens.

TURN SEQUENCE

Players go simultaneously.
Each turn is divided into 7 phases:
1. Plot Phase
2. Encounter Phase
3. Plot Thickens Phase
4. Maneuver Phase
5. Climax Phase
6. Attack Phase
7. Resolution Phase

PLOT PHASE

Each Player must put 2 Tokens in the pot (now referred to as the PLOT)

ENCOUNTER PHASE

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

PLOT THICKENS PHASE

Starting with the Bad guys, each player may up Ante by up to 5 plot tokens.
A Player may fold and concede the PLOT to his opponent.

MANEUVER PHASE

Players can discard up to 5 cards and draw replacement cards.

CLIMAX PHASE

Starting with the Spiderman, each player may up the Ante by up to 5 plot tokens.
A Player may fold and concede the PLOT to his opponent.

ATTACK PHASE

Players reveal their hands.

Calculate the value of each hand.

For the Bad Guys:

Multiply the number of cards of a particular Bad Guy x The number of his attack cards.

For Example: You have 2 Mysterio cards & 3 Energy Globes in your hand.

This would score $2 \times 3 = 6$.

Lets say the other 2 cards in his hand are Vulture and Lightning Blast.

No points are gained for either card. However,

If the other two cards were Vulture and Swoop Attack that would be worth $1 \times 1 = 1$ point and The total score would be $6 + 1 = 7$

For Spidey:

Attack and defense cards that you only have one copy of do not count.

Multiply the number of attack cards times the number of defense cards.

For Example: You have 3 Jumps and 2 Punches and 1 Swing and 1 Tangle.

The Tangle and the Swing cards do not count.

Multiply 3×2 to get your final hand value: $2 \times 3 = 6$.

RESOLUTION PHASE

Compare the point totals of the hands.

The winner gets the PLOT.

If tied, the PLOT carries over to the next hand.

BAD GUY CARD LIST

Card Name:

Mysterio

Hobgoblin

Vulture

Dr. Octopus

Chameleon

Shocker

BAD GUY ATTACK CARD LIST

Card Name:

Energy Globes

Goblin Grenades

Swoop Attack

Tentacle Attack

Surprise Attack

Lightning Blast

Associated Bad Guy:

Mysterio

Hobgoblin

Vulture

Dr. Octopus

Chameleon

Shocker

SPIDERMAN DEFENSE CARD LIST

Card Name:

Jump

Swing

Wall Crawling

Backwards Flip

1796

Spider Senses
Web Wall

SPIDERMAN ATTACK CARD LIST

Card Name:

Spin Web
Tangle
Sticky Strands
Spider Lasso
Punch
Leaping Kick

DISCLAIMER

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SQUAD

INTRODUCTION

Card game. Simulates small unit tactics in World War II.

LOGISTICS

Use tokens to represent soldiers.

At least two six-sided dice are required.

A deck of cards unique to this game will have to be constructed before play is possible.

SETUP

Each player starts with one squad of one of the five available nationalities.

American squads start with 12 men.

German, British, and Japanese squads start with 10 men.

Russian platoons start with 36 men.

Opposing squads begin the game at long range from each other.

Players take turns. Roll high to determine who goes first.

Shuffle the deck. Players start with 5 cards each.

Each player may play one terrain card, if they have one in their hand.

ALL FIRE PHASES

Range in this game is the relative range between the two squads.

Play attack cards that correspond to the relative range between the squads.

For instance if you are at long range, you may attack with a mortar, but not a pistol.

Attack Cards are type (A) in the card list.

Each attack lists what ranges it can be used at:

PB (Point Blank), S (Short), M (Medium), and L (Long)

You must play an Attack card to attack.

Each attack card kills 1D6 - 1D6 enemy soldiers. (The attack roll)

Roll two dice, subtract the second from the first.

A result of zero or a negative number means there are no casualties.

The attack roll is modified by many cards, as expressed in the card list.

Terrain cards (T) subtract their cover rating to the attack roll total.

For example: A Hedge Row would reduce 5 kills to 3 kills.

Attack cards have built in modifiers. For example:

A pistol (PB/S-1) inflicts one less casualty at short range.

If your attack causes casualties, you may play a Commander Killed card.

Japanese squads may make one PB attack at short range instead, per turn.

TURN SEQUENCE

Players take turns.

Each turn has 9 phases:

1. Draw Phase
2. Morale Phase
3. Covering Fire Phase
4. Opportunity Fire Phase
5. Movement Phase
6. Position Fire Phase
7. Return Fire Phase
8. Rally Phase
9. Discard Phase

DRAW PHASE

German Squads draw four cards from the common deck.
Russian Squads draw two cards from the common deck.
Other Squads draw three cards from the common deck.
If you use up the deck, reshuffle the discard pile and continue playing.

MORALE PHASE

If your squad was fired upon last turn roll 1D6:
1D6 Result:
1-4 Nothing
5-6 Squad Pinned
This roll is called the morale check.
American Squads get +1 to this roll.
Japanese Squads get -1 to this roll.
Add 1 to the roll per man killed last turn.
A pinned squad cannot move and its attack rolls are at -1.
If the squad was already pinned, it routs:
A squad that routs loses 1D6 - 1D6 men. (Roll 1D6 and subtract 1D6)
Routed men are considered to be casualties.
Men that did not rout are still pinned.
Cards that modify the Morale check are played before the roll is made.
Pinned units remain pinned until rallied.

COVERING FIRE PHASE

Declare whether or not your squad is going to attempt to move this turn.
If you are going to move your squad this turn you may first attack with covering fire.
(All attacks require the discard of 1+ Attack cards at the appropriate range.)
Your attacks are at -2, because you are moving and firing.
American squads only have no penalty because they are equipped with semi-automatic M-1 rifles instead of bolt action rifles.
You may also play a smoke card.
If you play smoke your attacks are at an additional -2.
Declare if you are taking the Point man option.

OPPORTUNITY FIRE PHASE

If you are moving this turn your opponent may attack in this phase.
Range is the same as last turn.
If you provided covering fire, your opponents attacks are at -1.
If you play smoke your opponents attacks are at an additional -2.
Your opponent may play an Ambush card to attack at +2.
If you took any casualties this phase, and you took the Point man option, you take only one casualty, and you skip movement phase.

MOVEMENT PHASE

To move your squad, play a terrain card.
This replaces your old terrain card, which is discarded.
You may also change the range by one step.

PB -- S -- M -- L

Changing the range is not required. The move may be lateral.
Instead of playing a terrain card you may discard any card to move into an open terrain.
Open terrain provides no cover modifier.

Your opponent may abort your move by playing a Blocking (B) card.
Minefields and Barbed Wire Card are (B) cards.
If a blocking card is played you must discard the new terrain card.
Your squad returns to the old terrain.
A minefield will kill 1D6 - 1D6+2 men.
A Combat Engineer card will negate a (B) card, allowing the squad to move.
If you are unblocked you may play a Mission Objective and/or Concealment card.

POSITION FIRE PHASE

You may attack.
Your attacks are at -1 if you moved this turn.
If you did not move and your opponent outflanked you last turn your attacks are at -1.
Heavy weapons like mortars and machine guns may not be used to attack if you moved this turn.
If you moved this turn and your opponent did not attack in opportunity phase, you have outflanked the enemy and get +1 to all your attacks this phase.

RETURN FIRE PHASE

Your opponent may attack.

RALLY PHASE

If a squad is pinned this turn roll 1D6:
1D6 Result:
1-4 Squad remains pinned
5-6 Squad is rallied (becomes unpinned)
This roll is called the Rally roll.
Cards that modify the Rally roll are played before the roll is made.
Americans & German Squads get +1 to this roll.

DISCARD PHASE

If you did not move or attack this turn you may draw an extra card.
If you have more than 5 cards in your hand discard the extra cards.
Well trained German troops may keep 6 cards.
Poorly trained Russian units may only keep 4 cards.

CARD LIST ABBREVIATIONS

= Number of this card in the deck.
M = Modifier Card
T = Terrain Card
A = Attack Card
B = Block Card
N = National Trait Card

CARD LIST

#	Type	Card Name	Notes
1	M	Leadership	Rally roll +2
1	M	Fatalism	Morale check -1
1	M	Patriotism	Rally roll +2
1	M	Camaraderie	Rally roll +2
1	M	Determination	Morale check -1
1	M	Shell Shock	Morale check +2
1	M	Confusion	Rally roll -1
1	M	Exhaustion	Rally roll -1

1	M	Hesitation	Morale check +2
1	M	Fear	Morale check +2
1	T	Pill Box	Cover -3
2	T	Line of Trees	Cover -1
2	T	Low Wall	Cover -1
1	T	Entrenchments	Cover -3
2	T	Building	Cover -2
1	T	Gulley	Cover -3
1	T	Wheat Field	Cover -1
2	T	Hedge Row	Cover -2
1	T	Fox Holes	Cover -2
2	T	Thick Woods	Cover -2
2	T	Rubble	Cover -2
1	T	Hill	Cover -1/All your Attacks +1
1	A	Knife	PB/Kill one enemy maximum
1	A	Entrenching Tool	PB/Kill one enemy maximum
1	A	Bayonet	PB/Kill one enemy maximum
1	A	Rifle Butt	PB/Kill one enemy maximum
1	A	Bare Hands	PB/Kill one enemy maximum
1	A	Garrote	PB/Kill one enemy maximum
2	A	Take Prisoners	PB/ Play only if enemy squad is pinned
3	A	Pistol	PB/S-1
4	A	Grenade	S/Negates opponents terrain Cover modifier
2	A	Flame Thrower	S/Negates opponents terrain Cover modifier
2	A	Bazooka/Panzerfaust	M+2
4	A	Sub-Machine Gun	S+1/M-1
2	A	Carbine	S/M
4	A	Bolt-action Rifle	S/M/L
3	A	Semi-Automatic Rifle	S+1/M/L-1
2	A	Sniper Attack	L+1
2	A	Mortar	L+2/Cannot use if you moved/Position Fire only
4	A	Light Machine Gun	M+2/L/Cannot use if you moved this turn
1	A	Radio Artillery	L+3
1	A	Fire Section	S/M/L Covering Fire Phase only
1	A	Assault Section	PB/S Position Fire Phase Only
1	A	Fire Team	M/L Position Fire Phase Only
4	A	Scout	Look at next 5 cards in deck
1	A	Infiltration	PB+1 Position Fire Phase Only
10	N	National Trait	Effect varies according to squads nationality
2	M	Encircled	Cover +3/Attach to pinned opponents terrain
6	M	Mission Objective	Victory Requirement
5	M	Smoke	All Opportunity Fire attacks -1 this turn
5	M	Concealment	Cover -1/Attach to your Terrain
4	M	Ambush	+2 all attk rolls in Oprty Fire Phase this turn
3	M	Enfilade	+2 to all attacks made by Guns this turn
4	M	Flanking Fire	Add +1 to all attacks this turn
2	B	Minefield	Block and Attack
2	B	Barbed Wire	Block
2	M	Combat Engineer	Negates a Block card
2	M	Commander Killed	Opponents Hand size -1

The Commander Killed Card can be played on opponents squad, once only during the game, immediately after an enemy soldier has been killed.

VICTORY

There are two ways to win:
Kill or rout all members of your opponents squad.
Collect 3 Mission Objective Cards.

NATIONAL TRAIT CARDS

These can be used for different effects depending on the nationality of your squad. Americans can use a national trait card to do one of the following:

1. Same as Radio Artillery card

2. American Ingenuity: Discard to draw 2 cards.

3. Browning Automatic Rifle Attack: S+1/M+1

Germans can use a national trait card to do one of the following:

1. Tactics: Same as Flanking Fire card

2. Same as Light Machine Gun card

3. Professionalism: Rally Roll +1

4. Intimidation: Morale Check +1

Russians can use a national trait card to do one of the following:

1. Machine Pistol Attack: PB/S/M-1

2. Reinforcements: Gain 1 man

3. Commissar: Rally Roll +1

4. Human Wave: PB+1

British can use a national trait card to do one of the following:

1. Sharp shooting: M+1/L+1

2. Stiff Upper Lip: Morale roll +1

3. British Intelligence: Look at next 4 cards in deck

Japanese can use a national trait card to do one of the following:

1. Same as Concealment card

2. Booby Traps: Same as Minefield card

3. Same as Ambush card

4. Bonsai Charge: PB+2

CARDSET

by Christian Martinez (at martinez@lyon.cci.fr)

Click here to download [Squad Cardset](#)

MORE CARDS!

Another set, this one by Janne Thorne

Zip File: [Click Here](#)

Click here to go to his [Site](#)

Thoth version: [Click Here](#)

FLANKING VARIANT

by Christian Martinez (at martinez@lyon.cci.fr)

Flanking Fire : this rule replaces the one existing about "Flanking Fire" and "Encircled".

In the deck replace the two Encircled cards with two more Flanking Fire cards.

After you have (successfully) played a terrain card without changing the range (laterally), you can play a Flanking Fire card. That card stays in play.

These cards are cumulative : if you move again laterally and play another FF card, all stay in play (=enciclement) and add their bonus.

If you move and do not play a FF card, all FF cards you have played are discarded.

If your opponent (successfully) moves, all FF cards you have played are discarded.

MAP VARIANT

Use a hex map.

Remove the Terrain cards from the deck.

Draw the terrain types onto the map before play.

Terrain types include those described on the cards plus clear or open terrain.

A squad is represented by a pawn on the map.

In move phase you can move your squad 2 hexes in open terrain or 1 hex if

Entering a non-open terrain type.

Point Blank Range = 1 hex distance.

S = 2 hexes, M = 3 hexes, L = 4 hexes

This variant would allow each player to have more than 1 squad.
Each squad requires its own hand of cards.

STAKK CHESS

OBJECTIVE

Capture opponents King.

SETUP

Use a normal chessboard.

Each side has 1 King and 31 flat pawns.

Stack your pawns in your back 2 rows as follows:

```
1  1  1  1  1  1  1  1
4  2  3  5  K  3  2  4
```

Pawns must be flat and stackable.

Use checker pieces for pawns.

RULES

Players take turns moving.

On your turn move your King, one pawn, or one stack.

Moving onto an opponents stack or pawn captures all of those pawns.

A pawn or stack may move onto a friendly pawn or stack forming a bigger stack.

One or more pawns may be moved off a stack into the same space adjacent to the stack.

At least one pawn must remain from the original stack.

Pawns moved this way may not capture or checkmate.

A stack may be up to 5 pawns high.

Pawns & Kings move as in normal chess.

A stack of 2 may move as a knight.

You may only have two knights at a time.

A stack of 3 may move as a bishop.

You may only have two bishops at a time.

A stack of 4 may move as a rook.

You may only have two rooks at a time.

A stack of 5 may move as a queen.

You may only have one queen at a time.

Single pawns that reach the back row may move laterally on the back row one space. They may not capture.

STAR COMMAND

INTRODUCTION

Board & card game for 2 players.

Battle between Buzz Lightyear and Evil Emperor Zurg.

Takes place in the Buzz Lightyear Universe.

Each figure represents a main character or group of lesser characters.

DISCLAIMER

'Buzz Lightyear' is a copyrighted/trademarked property.

This is just a fan site.

VICTORY

Capture the opposing Leader.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.

UNITS TABLE NOTATION

= Number of that type of unit each player has in setup.

Move = The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

SPACE RANGER UNIT TABLE

Name	#	Hits	Move	Range	Notes
Buzz Lightyear	1	3	5	4	Captain Lightyear: Leader
Mira Nova	1	2	5	4	Tangean Princess
X-R	1	1	5	3	Robot: Experimental Ranger
Booster	1	2	5	2	Space Cadet
LGM	2	1	3	2	Little Green Men
Space Rangers	8	1	4	3	Delta Squadron
Space Cruiser	1	2	5	5	Andromeda Class
Alpha-2	1	2	5	4	Prototype Ship

ZURGARIFFIC UNIT TABLE

Name	#	Hits	Move	Range	Notes
Evil Emperor Zurg	1	3	4	4	Leader
Agent Z	1	2	5	4	Dark Warpmatter
Brain Pods	1	1	2	2	Lack-wit Lackeys
Hornet Robots	8	1	3	2	Robots
Cranial Dissector Bot	1	1	3	1	Robot
Slag Monster Mutant	1	2	2	1	

War Cruiser	1	2	5	5
Planetary Defense Matrix	1	2	1	4
Zurg Tower	1	3	0	5

SPACE RANGER UNIT SPECIAL ABILITIES

Name	Ability	Game Effect
Buzz Lightyear	Field Experience	Defense
Mira Nova	Tangean Brain Squeeze	Attack = 1
X-R	Auxiliary Gear	Attack = 2
Booster	Bulk	Attack = 1
LGM	Uni-mind	Repair
Space Rangers	Hot Dogging	Move = 4
Space Cruisers	Laser Cannons	Attack = 6
Alpha-2	Stealth	Move = K

ZURGARIFFIC UNIT SPECIAL ABILITIES

Name	Ability	Game Effect
Evil Emperor Zurg	Ion Blaster	Attack = 3
Agent Z	Flame Thrower	Attack = 2
Brain Pods	Grey Matter	Repair
Hornet Robots	Expendable	Draw 1 card if destroyed
Cranial Dissector Bot	Dissection	Attack = 1
Slag Monster Mutant	Crater Vipers	Attack = 1
War Cruiser	Laser Cannons	Attack = 6
Planetary Defense Matrix	Space Mines	Attack = 1
Zurg Tower	Zurgatronic Megaray	Attack = 6-8

UNIT SPECIAL ABILITIES

Discard a 'Special' card to activate a units special ability.

The Repair ability puts a destroyed robot unit back into play next to the repairing unit.

Repairs on your units are done at the end of your Battle Phase.

SETUP

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

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Battle Phase

ORDERS PHASE

Draw 3 cards.

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

Max hand size = 5 cards.
Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.
Units cannot move through other units except for:
The Alpha-2 uses its stealth technology to move through other units
Mira Nova may use her Ghosting Powers to move through other units.
The move card has a number.
This is the number of spaces the unit moves.
The Unit tables list what type of Move cards each unit can use.
Moves are diagonal or orthogonal.
Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

BATTLE PHASE

Play (discard) an Attack card to have a unit attack.
The attack card has a number.
This is the range of the attack.
Attacks are diagonal or orthogonal.
The enemy unit that is the target of the attack takes one Hit point of damage.
A unit reduced to zero hits is captured and is removed from the map.
Units cannot attack through other units.
A player may discard a Defense card to negate an attack.

CARD LIST NOTATION

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

CARD LIST

Card Name:	#	Range	Type	Notes
Move	5	1	M	Walk
Move	5	2	M	Run
Move	5	3	M	Hover
Move	4	4	M	Jet Pack
Move	3	5	M	Full Throttle
Blast Off	1	3	M	Rangers only
Rocket Cycle	1	4	M	Rangers only
Flying Platform	1	3	M	Zurg only
Laser	5	2	A	Pistol
Laser	5	3	A	Rifle
Laser	4	4	A	Bazooka
Laser	4	5	A	Cannon
Close Combat	3	1	A	Kick
Close Combat	3	1	A	Punch
Close Combat	2	-	D	Flip: vs Close Cbt: Attacker takes 1 Hit
Armor	1	-	D	Terrillium Carbonic Alloy
Armor	1	-	D	Laser Resistant Diavallic Alloy
Maneuver	1	-	D	Gemini Split: Rangers only
Maneuver	1	-	D	Emergency Liftoff
Maneuver	1	-	D	Dodge
Communicator	1	-	X	Draw 3 cards

Nefarious Scheme	1	-	X	Draw 3 cards: Zurg only
Crystolic Fusion Cell	1	-	X	Draw 2 cards
Energy Readings	1	-	X	Look at opponents Hand
Spy Drone	1	-	X	Look at opponents Hand: Zurg only
Special	6	-	X	Activate Unit Special Ability

STAR CRAFT SPAWN

INTRODUCTION

Two player card game set in the StarCraft universe.

DISCLAIMER

StarCraft is a licensed, copyrighted product.
This is merely a fansite.

DECKS

Each player gets one unique deck.
For example: Terran Deck vs Zerg Deck.

RANDOMIZERS

Six sided dice are needed to play.
Tokens to record damage are also needed.

OBJECTIVE

Destroy your opponents Command Structure.

SETUP

Every player starts with a hand of 5 cards.
Every player starts with their Command Structure in play.
Roll high on 1D6 to see who goes first.

TURN SEQUENCE

Players take turns.
Each turn has 4 phases:
Logistics Phase
Deploy Phase
Attack Phase
End Phase

LOGISTICS PHASE

Draw 3 Cards.
If your deck runs out, you may shuffle your discard and draw from it.
You may discard 2 cards from your hand to draw 1 card.

DEPLOY PHASE

You may play (deploy) any 3 cards from your hand.
Deployed cards are placed face up onto the table in front of you.
Deployed cards stay in play until destroyed.
Some of your deployed cards may allow you to deploy additional cards.

Instead of deploying a card, you may issue a Repair Order.
A Repair Order removes 1D3 damage counters from your units.
Instead of deploying a card, you may draw a card from the top of the deck.
Instead of deploying a card, you may put the top card of the discard pile into your hand.
Instead of deploying a card, you may issue a Battle Plan Order.
A battle Plan Order gives all of your units a +1 to either Move, Force, Range, or Armor.
Instead of deploying a card, you may issue a Scout Order.
A Scout Order lets you look at your opponents hand.

ATTACK PHASE

All of your units with a move greater than zero may attack.
Attack with one unit at a time.
The target of the attack must be an Infantry unit, Hero, Vehicle, Starcraft, or Building.
Units with Stealth cannot be Targeted.
The defender may block the attack with another unit if the blocker has a larger Move rating
Or Range score than the attacking unit. The blocking unit becomes the target of the attack.
Units with Stealth cannot be blocked except by special units.
Compare the Range score of the Attacking unit & Defending Target.
The Higher Range score attacks first.
A unit with Stealth always attacks first regardless of Range.
When attacking roll a number of D6 equal to your Force Score.
Every roll of 1-3 on 1D6 causes a Damage Token to be placed on the opposing unit.
If the number of Damage Tokens equals or exceeds the units Armor rating it is destroyed.
Damage tokens remain until repaired.
Destroyed units are discarded.

END PHASE

Max hand size = 6. Discard excess cards.
All Zerg units automatically (regenerate) remove 1 Damage Counter.

EVENT CARDS

Have a variety of uses, and are played when appropriate.
They are discarded after they take affect.

TERRAN CARD TYPE NOTATION GLOSSARY

B = Building
S = Spacecraft
I = Infantry
V = Vehicle
H = Hero
F = Faction
A = Advance
E = Event
Units = Heroes, Infantry, Vehicles, Spacecraft

TERRAN DECK CARD LIST

Card Name	#	Force	Armor	Move	Range	Notes
Command Center	1	0	10	0B	0	Command Structure
Barracks	1	0	4	0B	0	Deploy +1 Infantry

Academy	1	0	3	0B	0	Deploy +1 Advance
Factory	1	0	3	0B	0	Deploy +1 Vehicle
Machine Shop	1	0	3	0B	0	Vehicles Force +1
Armory	1	0	3	0B	0	Vehicles Armor +1
Starport	1	0	3	0B	0	Deploy +1 Starcraft
Control Tower	1	0	3	0B	0	Battle Order +1
Science Facility	1	0	3	0B	0	Starcraft Armor +1
Physics Lab	1	0	3	0B	0	Starcraft Force +1
Covert Ops	1	0	3	0B	0	Infantry Force +1
Supply Depot	2	0	3	0B	0	Hand Size +1
Refinery	1	0	3	0B	0	Draw +1 Card/turn
Engineering Bay	1	0	3	0B	0	Deploy +1 Building
Bunker	2	0	6	0B	0	Defndng Infantry +3 Armor
Missile Turret	2	6	3	0B	30	Vs Space Only
ComSat Station	1	0	3	0B	0	Scout Order +1
SCV	6	1	2	1I	1	Build, Mine, Repair
Marine	8	2	2	2I	5	
Firebat	4	3	1	1I	3	
Ghost	2	3	2	3I	8	Stealth
Vulture Skimmer	4	3	2	8V	6	
Goliath Walker	4	4	4	5V	12	
Siege Tank	4	6	6	4V	20	
Wraith Fighter	4	4	3	10S	14	Stealth
Dropship	2	2	3	6S	6	Transport
Science Vessel	2	1D6	3	5S	10	
Battlecruiser	2	8	8	4S	24	
Stimpacks	1	+1	+1	+1A	-	Infantry
Yamato Cannon	1	+6	-	A	+2	Battlecruisers
EMP Shockwave	1	+3	-	A	+2	Science Vessels
Irradiate	1	+4	-	A	-	Science Vessels
Defensive Matrix	1	-	+3	A	-	Science Vessels
U-238 Shells	1	+2	-	A	-	Marines
Ion Thrusters	1	-	-	+2A	-	Starcraft
Siege Tech	1	+2	-	A	+2	Siege Tanks
Burst Lasers	1	+2	-	A	-	Wraiths
Titan Reactor	1	+2	-	A	-	Spacecraft
Cloaking Field	1	-	+2	A	-	Wraiths & Ghosts
Lockdown Rounds	1	+2	-	A	-	Ghosts
Mobile Buildings	1	-	+2	A	-	Buildings
Scanner Sweep	1	-	-	A	-	Scout Order +1
Upgrade Armor	1	-	+1	A	-	All Units
Upgrade Weapons	1	+1	-	A	-	All Units
Omega Squadron	1	-	+1	F	-	All units
Nova Squadron	1	-	-	+2F	-	All units
Alpha Squadron	1	+1	-	F	+1	All units
The Sons of Korhal	1	-	-	F	-	Draw +1 card/turn
Umojan Protectorate	1	-	-	F	-	Hand Size +1
Kel-Morian Combine	1	-	-	F	-	Scout Order +1
Arcturus Mengsk	1	3	3	3H	6	Draw +1 card/turn
Jim Raynor	1	4	3	4H	8	All Units +1 Force
Sarah Kerrigan	1	5	4	5H	10	Stealth
Edmond Duke	1	3	3	3H	7	All Units +2 Move
Nuclear Strike	1	10	-	E	0	Vs Building or Ground unit
Spidermines	1	5	-	E	0	Vs Attacking Ground units

Notes: SCV = Space Construction Vehicle.

Ground units include Infantry and Vehicles.

Transport = Deploy +1 Infantry.

Build = Deploy +1 Building, Mine = Draw +1 Card, Repair = Repair Orders +1

ZERG CARD TYPE NOTATION GLOSSARY

O = Organ (Building)

V = Evolution (Advance)

S = Space Unit

G = Ground Unit

C = Celebrate (Leader)
 B = Brood

ZERG DECK CARD LIST

Card Name	#	Force	Armor	Move	Range	Notes
Hatchery	1	-	10	00	-	Command Structure
Creep Colony	2	-	4	00	-	Deploy +1 Organ
Spore Colony	2	4	4	00	20	Versus Space, Detect
Extractor	1	-	3	00	-	Draw +1 Card
Spawning Pool	1	-	3	00	-	Deploy Zerglings +1
Evolution Chamber	1	-	3	00	-	Deploy Ground Units +1
Lair	1	-	5	00	-	Deploy Drones +1
Sunken Colony	2	4	6	00	8	Versus Ground
Hydralisk Den	1	-	3	00	-	Deploy Hydralisks +1
Queen's Nest	1	-	3	00	-	Deploy Queens +1
Spire	1	-	3	00	-	Deploy Mutalisks +1
Hive	1	-	3	00	-	Deploy Overlords +1
Defiler Mound	1	-	3	00	-	Deploy Defilers +1
Nydus Canals	1	-	3	00	-	All Units Move +2
Ultralisk Cavern	1	-	3	00	-	Deploy Ultralisks +1
Greater Spire	1	-	3	00	-	Deploy Guardians +1
Larvae	1	0	1	1G	0	
Overlord	4	-	4	4S	-	Detect, Battle Orders +1
Drone	6	1	2	2G	0	Build, Mine
Zerglings	8	1	1	4G	0	
Hydralisk	6	2	2	3G	6	
Mutalisks	4	3	2	7S	4	
Scourge	4	6	1	9S	0	
Queen	2	4	2	2G	2	
Ultralisks	4	8	6	3G	0	
Defiler	2	1	2	3G	0	All Units +1 Force
Guardian	2	4	4	2G	16	
Spawn Broodlings	1	+3		V	-	Queen
Infestation	1	-		V	-	Control
Burrow	1	-	+2	V	-	Ground Units
Dark Swarm	1	+3		V	-	Defiler
Plague	1	+3		V	-	Defiler
Consume	1	-	+3	V	-	Defiler
Pneumatized Carapace	1	-	-	+3V	-	Overlord
Ventral Sacs	1	-	-	V	-	Overlords get Transport
Antennas	1	-	-	V	+1	All Units
Metabolic Boost	1	-	+1	+1V	-	Zerglings
Adrenal Glands	1	+2	-	V	-	Zerglings
Upgrade Melee Attacks	1	+1	-	V	-	Zerglings & Ultralisks
Upgrade Missile Attacks	1	1	+1	-	V	+1 Hydralisks &
Defilers						
Upgrade Carapace	1	-	+1	V	-	All units
Muscular Augments	1	-	-	+3V	-	Hydralisks
Grooved Spines	1	-	-	V	+3	Hydralisks
Flyer Attacks	1	+2	-	V	-	Mutalisks & Queens
Parasites	1	-	-	V	-	Scout +1
Ensnare	1	+3	-	V	-	Queen
Tiamat Brood	1	+1	-	B	-	Space Units
Fenris Brood	1	-	-	B	-	Scout Orders +1
Baelrog Brood	1	+1	-	B	-	Ground Units
Garm Brood	1	-	-	+1B	-	All Units
Jormungand Brood	1	-	-	B	-	Deploy +1 Unit
Surtur Brood	1	+1	-	B	-	Ground Units
The Overmind	1	-	-	C	-	Draw +1 Card
Daggoth	1	-	-	C	-	Hand Size +1
Zasz	1	-	-	C	-	Battle Orders +1

Detect = Negate Stealth ability of all opposing units in play.

Control = Take control of Target Infantry Unit

GAME DESIGNERS NOTES

Protoss deck will be posted soon.

STAR FIEFS

INTRODUCTION

Card game version of Emporex.
Opposing Noble Houses vie for domination in this quadrant of space.

SETUP

Determine turn order by coin flips.
Shuffle the common deck.
Each Player starts with one Homeworld card and 1 Leader Card.
Each player starts with 4 Power tokens.
Each player draws a hand of 8 cards.
Homeworlds and Leaders not used, are removed from play.

VICTORY

Players who lose their Homeworld are eliminated.
A player may win by eliminating all of his opponents or...
The first player to accumulate 8 Power Tokens is the winner and becomes the Governor of the Sector.

TURN SEQUENCE

Players alternate turns.
The player whose turn it is, is called the active player.
A turn consists of the following 8 phases:

1. Draw Phase
2. Intrigue Phase
3. Duel Phase
4. Event Phase
5. Attack Phase
6. Production Phase
7. Recruit Phase
8. Discard Phase

DRAW PHASE

Draw 1 card.
You may pay 10 Ecos to draw another card.
If the deck runs out, shuffle the discard pile, and continue play.

INTRIGUE PHASE

Leaders are considered to be personas.
You may put a card with the Seduction, or Intrigue trait back in your hand to spy:
Look at opponents hand.
You may put a card with the Psychic trait back in your hand to look at opponents hand and next card in deck.
You may put a card with the Sabotage trait back in your hand:
Target opponent must discard 1 random card from his hand.
If the discarded card is a psypower or event the saboteur is discarded also.
You may put a card with the Seduction trait back in your hand:
Target opponent's male persona is put back in his owner's hand.
That male persona is immune to this effect for the rest of the game.

You may put a card with the Assassination trait back in your hand:

Discard the top card of the deck:

If it is a psypower or event the saboteur is discarded.

If it is a Persona, than a target opponent's persona in play is killed (discarded).

If it is any other type of card than nothing happens.

A player may only make one Assassination attempt per turn.

A player may discard a persona card from play or his hand to negate a successful assassination.

EVENT PHASE

Certain Events and psypowers may be played during this phase.

You may play a psypower card if one of your cards already in play has the trait of psychic.

Discard these cards as soon as they are used.

DUEL PHASE

If you have a Duelist in play, he may duel an opponent's duelist that is also in play.

A Leader may only duel if there are no other duelists on his side.

Each player in turn discards the top card of the deck:

The military value of the discarded card is that duelist's attack value.

Some duelists have a dueling value on the persona's card. This adds to their attack value

The duelist with the highest attack value wins.

Certain event and psypower cards may be played to modify these values.

If the cards are tied, then discard again.

The losing duelist is killed (discarded).

A player may initiate a maximum of one duel per turn.

ATTACK PHASE

The active player is the attacker.

The active player may choose not to attack or to attack one target opponent player.

Attacker chooses attack mode: Military (M) or Political (P)

A card with the transport trait may be played to initiate an extra attack phase that is a military attack. The card is part of the attack.

A card with the intrigue trait may be played to initiate an extra attack phase that is a political attack. The card is part of the attack.

MILITARY ATTACKS

The attacker must target a world controlled by his opponent.

Both players may commit cards he has in play to the battle.

Cards committed may include Leaders, Personnas, and Armies.

The attacker must pay 1 Eco per such cards he commits.

The defender must commit the attacked world.

Defender cards can only be used by the defender.

A player may play a psypower card if one of his deployed cards has the trait of psychic.

Events may be played if applicable.

In a multiplayer game, other players may play cards in support of the attacker or the defender at their invitation.

Starting with the attacker, cards are committed until neither player wants to commit any

more cards.

The winner is the player with the highest total military value.

Only cards in play (not discarded) count towards the total values.

In case of a tie the defender wins.

If the Attacker wins he puts the target planet into his hand.

If the Defender wins, he remains in control of the world.

The loser must discard one committed Army card. Other cards remain in play.

POLITICAL ATTACKS

The attacker must target one of his opponents.

Both players may commit cards he has in play to the struggle.

Cards committed may include any card with a Political value.

A player may play a psypower card if one of his deployed cards has the trait of psychic.

Events may be played if applicable.

In a multiplayer game, other players may play cards in support of the attacker or the defender at their invitation.

Starting with the attacker, cards are committed until neither player wants to commit any more cards.

The winner is the player with the highest total political value.

Only cards in play (not discarded) count towards the total values.

In case of a tie the defender wins.

The loser must place one of his non-homeworld committed cards back into his hand.

If the Attacker wins he gains control of one of his opponents Political power tokens.

PRODUCTION PHASE

The basic monetary unit is the Eco.

Use coins to represent Ecos. (1 penny = 1 Eco)

Gain a number of Ecos equal to the Economic value of all of your cards in play.

RECRUIT PHASE

Put Armies, Personas, Worlds and Organizations into play.

A card costs a number of Ecos equal to 1 + its combined Military, Political, and Economic value.

DISCARD PHASE

Pay 1 Eco for each army you control or place that army back in your hand.

Maximum hand size is 10 cards. Discard excess cards.

CARD LIST

CARD NAME

VALUE

NOTES

Homeworld	10E/12M/8P	
Baron Gurati	7M/5P	Leader / Duelist/ Intrigue
Duke Lortran	6M/7P	Leader / Duelist+3
Countess Kadesh	6P	Leader / Duelist+2/ Seduction
Lord Nitrix	5P/4E	Leader / Duelist+1/ Psychic
Imperial Army	5M	Army
General Khor	3M	Persona/ Duelist +1/ All your Army
cards +2M		
Sisteria	9P	Organization/ Psychic/ Intrigue
Mistress Diva	7P	Persona/ Psychic/ All your persona +1P/
Sisteria/ Intrigue		
Emporex	12P	Persona/ Psychic/ Intrigue
Emperors Daughter	8P	Persona/ Seduction
Mercenary Guild	2E	Organization/ Pays upkeep of all your
armies		
Assassins Guild	4E	Organization/ Assassination

Weapon Merchants cards +2M	7E	Organization/All your Army and World
Imperial Navy	9M	Army/ Transport
Spacing Guild	9P/10E	Organization/ Transport/ Intrigue
Guild Master Nosovo event	8P	Persona/ Psychic/ Discard to negate an
Church of Mankind	11P	Organization/ Psychic
Technopope	10P	Persona/ Psychic/ Church/ Opponent
cannot play Church cards		
Mercantile Consortium	8E	Organization/ All your World cards +2E
Brotherhood of Machines	8P	Organization/ Intrigue
Galactic Inquisition	8P	Organization/ Assassination/ Church
Inquisitor Travis	7P	Persona/ Assassination/ Church/ Duelist
Black Market Smugglers to draw X cards	7E	Organization/ Pay X to discard X cards
Crime Lord	6E	Persona/ Duelist/ Sabotage
Imperial Secret Police	4P	Organization/ Assassination
House Prodigy	3M/5P	Persona/ Duelist+3/ Psychic
House Lesser Son	4E/4M	Persona/ Duelist+2
House Prince	4M	Persona/ Duelist+1/ Intrigue
Computus Android Advisor	4E/2M/2P	Persona/ All your cards +1P
Sector Governor +4E	2E/2M	Persona/One of your World cards gets
House Diplomat	8P	Persona/ Intrigue
House Agent	3P	Persona/ Assassination/ Duelist
House Duel Master Duelist	4M	Persona/ Duelist+3/ Replace target
House Mentalist	2P/4M	Persona/ Psychic
House Consort	---	Persona/ Seduction
House Daughter	4P	Persona/ Duelist/ Seduction
Imperial Concubine	3P	Persona/ Seduction
House Spy	---	Persona/ Intrigue/ Duelist
Imperial Senate	7P/8E	Organization/ Your Imperial Cards +2P
Senator Vahn political battle/ Intrigue	7P	Persona/ +2P per Opposing Card in
Elders of Pyreen	4P	Organization/ Psychic
Colonial Council	4P/7E	Organization/Your World cards +2E
Colonial Lobbyist	4P/2E	Persona
5th Sector Rebels	4M/5P	Army/ Sabotage/Transport
Rebel Leader +2M & +2P	5M/6P	Persona/ Duelist/Your Rebel cards get
Surgeons of Silex in your hand	7E	Organization/Pay 10 to put dead persona
Paswa Silexian Demagogue	P7	Persona/ Duelist/ Assassination
Discordian Heretics	3M/6P	Army/ +2M and +2P vs Church cards
Imperial Beurocracy	5P	Organization/ Sabotage
Imperial Aristocracy	9P/6E	Organization/ Intrigue
House Troops	4M	Army/ +2M When Defending
Psychic Veterans	6M	Army/ +6M vs Psychic opponent
Anthrosynthetic Berserkers	7M	Army/ +5M When Attacking
Cyborg Commandos	4M	Army/ Assassination/Sabotage
Fanatics	2M/3P	Army/ +1M per opposing card
Warrior Priests	5M/6P	Army/ Psychic
Suicide Squads	3M	Army/ +7M When Attacking
Desert Warriors	5M	Army/ +3M When Defending
Ice Barbarians	3M	Army/ +5M When Defending
Jungle Fighters	1M	Army/ +7M When Defending
Prisoner Soldiers	1M/3E	Army/ +1M per card you discard
Subterranean Mutants	4 M	Army/ Psychic
Solar Templars	7M/5P	Army/ Psychic
Feral Amazonians	5M	Army/ Seduction
Computus Robot Death Machines	7M	Army
Clone Soldiers	1M/4E	Army/ +1M per card in your hand
Colonial Rangers	7M	Army/ Transport
Colonial Legionnaires	5M	Army/ Discard to draw 1 card
Imperial Shock Troops	6M	Army/ +4 When Attacking

Imperial Centurions	6M/3P	Army/ +3 When Defending
Imperial Death Squads	4M	Army/ Assassination
Imperial Conscripts	1M	Army/ +4 when Defending
Rimspace Pirates	4M/5E	Army/ Transport
Fringe World Partisans	3M/3P	Army/ +4 When Defending
Transhuman Supersoldiers	10M	Army/ Flip coin. If you lose -20M
Off World Mercenaries	6M	Army/ +2M per card you discard
Rebel Freedom Fighters	4M/4P	Army/ Sabotage/ +2M vs Imperial cards
Sea Monsters	8M	Army/ Defender
Miners	2M/6E	Army/Defender
Psychic Natives	2M	Army/ Psychic/ Defender
Lava Projectors	10M	Army/ Defender/ +2M per card you discard
Stellar Pilgrims	6P	Organization/ +2P per card you discard
Space Traders	6E	Organization/ Discard a card for 4 Ecos
Quayat - Desert World	10M/3E	
Parallax- Industrial World	10E	
Mercurium- Mining World	8E	
Sanctuary- Ice World	8M/2E	Put 1 of your persona in play into your hand
Computus- Machine World	9E/6P	Pay 10 to look at top 2 cards of deck
Bolavor -Jungle World	5E/4M	
Aquara-Ocean World	4E/3M	
Punah-Pleasure World	7E	Seduction
Griddox-Prison World	2E	
Yoravar-Shipyard World	12E	Transport
Fah- Living World	12M/4E	Psychic
Zenceti-Alien Ruins World	4P/3E	Psychic
Eden-Church World	10P/8E	Intrigue
Mox-Gem World	11E	
Hellish-Radioactive World	6M/4E	
Dalton-Research World	7E	Pay 8 to draw 1 card
Bazarium-Commerce World	10E	
Seedeem-Hive World	9E	
Pyreen-Pacifist World	6P/3E	
Scorch-Volcanic World	4M/2E	
Marx-Clone World	8E	
Probability Shift	---	Psypower/ All players discard their hands & Draw 5 cards
FuturePast	---	Psypower/ Search discard for 1 card
Time expansion	---	Psypower/ Take another turn after this one
Dimensional Rift	---	Psypower/ Opponents discards 3 cards
Teleportation	7M	Psypower/ Transport
Precognition	---	Psypower/ Look at next 7 cards in deck
Cosmic Transference	---	Psypower/ Take 1 random card from opponent's hand
Molecular Disruption	9M	Psypower
Mind Slave	---	Psypower/ Take control of target personality
Psychic Persuasion	10P	Psypower
Clairvoyance	---	Psypower/ Look at opponents Hand
Telekinetic Maelstrom	---	Psypower/ Target Army destroyed
Domination	---	Psypower/ Take control of target army this battle
Sympathetic Convergence	---	Psypower/ Search deck for 1 card
Imperial Veto	7P	Event
Armageddon Virus	---	Event/ Destroy all armies in play
Planetary Revolt	---	Event/ Take control of target World
Betrayal	---	Event/ Take control of target organization
Infiltration	---	Event/ Target organization goes back to owners hand
Traitor	---	Event/ Take control of target persona
Pax Imperia	---	Event/ No Military Attacks next 2 turns
Psychic Nexus	---	Event/ No Psypowers next 3 turns

House Bodyguard	---	Event/ Negate Assassination
Poisoned Blade	---	Event/ Discard during Duel to get Duel
+3		
Progenitor Artifact	---	Item/ Psychic

STAR FLEETS

INTRODUCTION

Card game for two players.
Battle between opposing fleets in the Star Trek Universe.

THE DECKS

Each player gets one unique deck.

DOWNLOAD CARDSET

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CARDS

Types of cards include:
Ships, Personnel, Control, and Combat cards.

FLEET TOTAL

Each player starts with a Fleet Total of 100 points.

VICTORY

You win if you reduce your opponents Fleet Total to zero points.

SHIPS

All ships are designated as Small, Medium, Large, or Fighters.
All ships have an Attack Score and a Defense Score.
Shield cards played with large ships get Defense +2
Shield cards played with small ships get Defense -1
Shield cards played with fighters get Defense -2
Evasion cards played with large ships get Defense -1
Evasion cards played with small ships get Defense +3
Evasion cards played with fighters get Defense +4
Ships with Initiative get to attack first in Combat.
Ships with Command give Initiative to any one ship every turn.

TURN SEQUENCE

Players take turns.
Each turn has 4 phases:
Warp Phase
Deployment Phase
Control Phase
Combat Phase

WARP PHASE

Both players Draw 5 cards.

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

DEPLOYMENT PHASE

Put all Ships you draw into play (face up in front of you).

Place Personnel Cards into play onto Ships just deployed.

A ship may have a maximum of 1 Captain, 1 Officers, and 1 Crew.

CONTROL PHASE

Ships with Detect allow you to look at your opponent's hand.

If the hand contains Cloak cards you may discard one.

Discard all Control cards played at the end of this phase.

COMBAT PHASE

Declare a target for each of your ships.

A target can be any opposing ship or the opponents Fleet.

If the defender has any ships not being attacked, those ships may block any attacker they like.

A ship does damage equal to its Attack rating.

Every ship has a Attack & Defense rating. Attached Personnel add to these ratings.

Players may play Combat cards onto their ships to increase the Ship's

Force & Defense ratings.

If the Attack total is greater than the target ships Defense Rating, the

target is destroyed.

The Attacking & Target ships simultaneously do damage to each other.

Ships with "Initiative" get to apply their attack first.

If a ship is attacked by two or more ships, it applies its Attack rating to them in any combination it likes to the attackers.

If a ship is attacked by two or more ships, the attackers combine their

Attack ratings but not their Defense ratings.

If the Fleet is attacked and the attacker is unblocked, subtract a number of

Points from the Fleet Total equal to the Force of the attacking ship.

Discard all Combat cards played at the end of this phase.

If a ship is destroyed, all of its fighters are destroyed too.

CARD TYPE ABBREVIATIONS

C = Combat (Play in Combat Phase)

P = Personnel

LS = Large Ship

MS = Medium Ship

SS = Small Ship

F = Fighter

X = Control Card (Play in Control Phase)

THE UNITED FEDERATION OF PLANETS CARD LIST

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Photon Torpedoes	4	C	+5	-	
Drones	2	C	+5	-	
Boarding Party	2	C	+5	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship

Tractor Beam	2	C	+1	+1	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Wild Weasel	1	C	-	+1	Destroy opposing Drone
Tactics	4	C	-	-	Ship gains Initiative this turn
Non-Violent Combat	1	C	+1	+2	
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
SWAC Shuttle	1	P	-	+1	Ship gains Detect
Dreadnaught	3	LS	9	9	Photon Torpedoes +2
Heavy Command Cruiser	1	LS	8	8	Command
Command Cruiser	1	MS	7	7	Command
Strike Carrier	2	MS	1	5	Carries 5 Fighter Tokens (1/1)
Heavy Cruiser	3	MS	6	7	"Constitution Class"
Light Cruiser	2	MS	4	6	
Escort Cruiser	1	MS	4	4	
Commando Cruiser	1	MS	3	4	Boarding Parties +3
Destroyer Leader	1	MS	5	5	Command
Destroyer	4	SS	5	5	
Guided Weapons Destyr	1	SS	4	5	Drones +3
Scout	2	SS	4	5	Detect
Battle Tug	1	MS	5	5	
Emergency Repairs	2	X	-	-	Put ship in discard into your hand
Sensors	4	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

THE KLINGON EMPIRE CARD LIST

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Disruptors	7	C	+3	-	
Drones	3	C	+5	-	
Boarding Party	3	C	+6	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	+1	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
C9 Dreadnaught	1	LS	10	10	
C8 Dreadnaught	1	LS	10	11	
Space Control Ship	1	LS	10	10	Command
Heavy Carrier	1	LS	2	8	Carries 6 Fighter Tokens (1/1)
Strike Carrier	1	MS	1	5	Carries 4 Fighter Tokens (1/1)
Command Cruiser	1	MS	6	6	Command
D7 Battlecruiser	2	MS	6	6	Boarding Parties +3
D6 Battlecruiser	3	MS	6	6	
Drone Battlecruiser	1	MS	5	6	Drones +3
D6S Heavy Scout	1	MS	5	6	Detect
F5 Frigate	5	SS	4	4	
F5V Light Carrier	1	SS	1	3	Carries 2 Fighter Tokens (1/1)
F5E Combat Escort	1	SS	3	5	
E4 Escort	2	SS	3	3	
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Sensors	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

THE ROMULAN STAR EMPIRE CARD LIST

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Plasma Torpedoes	5	C	+4	-	
Boarding Party	2	C	+5	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Large Nuclear Mine	1	C	-	-	Do 6 Damage to Attacking Ship
Tractor Beam	2	C	+1	+1	Negate Evasion Card
Shields	6	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Cloak	10	C	+1	+5	Ship gains Initiative this turn
Tactics	2	C	-	-	Ship gains Initiative this turn
Legendary Captain	1	P	+3	+3	Ship gains Initiative
Elite Officers	1	P	+2	+2	Ship gains Detect
Veteran Crew	1	P	+1	+1	
Romulan K9R	1	LS	10	10	
KillerHawk	1	LS	9	9	
SuperHawk	1	LS	8	8	Command
NovaHawk	1	LS	8	8	
FireHawk	1	MS	7	7	
Romulan K7R	1	MS	6	6	
War Eagle	4	MS	5	5	
Scout Eagle	1	MS	4	5	Detect
Commando Eagle	1	MS	4	5	Boarding Parties +3
Romulan K5R	2	MS	4	4	
SkyHawk	2	SS	3	4	
Romulan K4R	2	SS	3	3	
Warbird	2	SS	2	2	
Emergency Repairs hand	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

THE KZINTI HEGEMONY CARD LIST

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Drones	6	C	+5	-	
Disruptors	5	C	+3	-	
Boarding Party	2	C	+6	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	+1	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Carrier	3	LS	2	7	Carries 4 Fighter Tokens (2/2)
Strike Cruiser	3	MS	5	5	Drones +3
Command Cruiser	2	MS	6	7	Command; Drones +3
Battlecruiser	3	MS	6	7	
Strike Carrier	2	MS	1	6	Carries 4 Fighter Tokens (1/1)
Light Cruiser	2	SS	4	4	
Escort Frigate	2	SS	3	4	
Frigate	3	SS	3	3	
Emergency Repairs hand	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

THE GORN CONFEDERATION CARD LIST

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Plasma Torpedoes	5	C	+4	-	
Plasma Shotgun	2	C	+3	-	Destroy opposing Fighter
Boarding Party	2	C	+6	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	-	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Command Cruiser	1	LS	9	9	Command
Battlecruiser	2	LS	8	8	
Heavy Cruiser	3	MS	7	7	
Large Scout	1	MS	5	6	Detect
Carrier	1	MS	2	6	Carries 4 Fighter Tokens (1/1)
Escort Cruiser	1	MS	6	7	
Commando Cruiser	1	MS	6	7	Boarding Parties +3
Destroyer Leader	1	SS	5	5	Command
Battle Destroyer	3	SS	5	5	
Destroyer	3	SS	4	4	
Destroyer Escort	1	SS	3	5	
Minesweeper	1	SS	2	4	Mines +3
Scout	1	SS	3	4	Detect
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

THE THOLIAN HOLDFAST CARD LIST

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Boarding Party	2	C	+6	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	-	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	1	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Tholian Webs	10	C	+3	+5	Negate Evasion & Drone Cards
Command Corvette	2	MS	3	4	Command
Destroyer	4	MS	4	3	
Patrol Corvette	5	SS	3	3	
Black Widow	3	SS	3	2	Webs +1/+1
Scout	2	SS	2	3	Detect
Patrol Escort	2	SS	2	4	
Commando Ship	1	SS	2	3	Boarding Parties +3
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

THE HYDRAN KINGDOM CARD LIST

Card Name:	Number	Type	Attack	Defense	Notes
Fusion Beam	6	C	+3	-	
FB Overload	2	C	+5	-1	

FB Suicide Overload	1	C	+7	-2	
Hellbore Fusion Bomb	4	C	+6	-	Negate opposing Shields
Offensive Phasers	4	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Boarding Party	2	C	+4	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	-	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Paladin Dreadnaught	1	LS	9	9	
Lord Marshall Cruiser	1	MS	5	7	Command, 2 Fighter Tokens (1/1)
Cavalier Heavy Carrier	1	LS	2	5	Carries 7 Fighter Tokens (1/1)
Ranger Cruiser	1	MS	2	4	Carries 3 Fighter Tokens (1/1)
Dragoon Cruiser	1	MS	5	7	Carries 1 Fighter Token (1/1)
Lancer Destroyer	1	MS	2	4	Carries 1 Fighter Token (1/1)
Horseman War Cruiser	1	MS	3	3	Carries 2 Fighter Tokens (1/1)
Destroyer Escort	1	MS	2	4	Carries 2 Fighter Tokens (1/1)
Uhlan Carrier	1	MS	1	4	Carries 5 Fighter Tokens (1/1)
Traveler Light Cruiser	1	MS	5	5	
Knight Destroyer	1	MS	4	4	
Hunter Frigate	1	SS	3	2	
Cuirassier Frigate	1	SS	3	3	
Scout	1	SS	1	2	Detect
Escort Hunter	1	SS	2	3	
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

THE LYRAN STAR EMPIRE CARD LIST

Card Name:	Number	Type	Attack	Defense	Notes
Expanding Sphere Gnrtrs Drone		10	C	+2	+1 Destroy Fighter, Mine or Drone
Offensive Phasers	8	C	+2	-	
Disruptor	4	C	+3	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Boarding Party	2	C	+5	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	-	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	4	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Lion Dreadnaught	1	LS	11	11	
SaberTooth Tiger Mauler	1	LS	10	10	6
Wildcat Battlecruiser	1	LS	8	9	
Tiger Heavy Cruiser	3	MS	6	7	
Panther Light Cruiser	1	MS	4	5	
Leopard Destroyer	1	MS	4	4	
Cheetah Frigate	1	SS	4	2	
Ocelot Scout	1	SS	2	3	Detect
Escort Frigate	1	SS	3	4	
Siberian Tiger Carrier	1	MS	2	7	Carries 4 Fighter Tokens (1/1)
Jaguar War Cruiser	3	MS	5	6	
Alleycat War Destroyer	1	MS	5	4	
Puma Battle Tug	1	MS	4	6	
Cougar Battle Tug	1	MS	6	6	

Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Sensors	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

FAQ'S

1Q) Unblocked attack: only possible when there are no enemies or also in the case when the attacker has more ships than the defender?

1A)Or if you target opponents fleet and he declines to block.

2Q) The effect of a card must be applied (an then the card is discarded) or you can choose? As an example: shields; you can choose to use them or play the card to negate a boarding party card.

2A)You get all benefits of the card when you play it. If you play shields on your ship you get defense +3 & you negate a boardng party card if one was or is played against that ship.

3Q) Combat cards that do not have an effect clearly stated as "this turn ..." are left on the ship at the end of the turn if the ship is not destroyed or you must discard them in any case?

3A)Only Personnel remain from turn to turn. Combat cards are discarded.

GAME DESIGNERS NOTES

Need to get info on the Orions, etc.

LINKS

[Starfleet Games](#)

STAR TREK RPG

SOLO CARD AND DICE GAME

By C Gerard Luft

INTRODUCTION

Although my favorite Science Fiction RPG has, is and always will be TRAVELLER (my favorite genre is Classic Space Opera; though DOCTOR WHO is always number one with me, I never classify it as a specific genre), I always had a soft spot in my heart for Roddenberry's utopian Star Trek. A veteran of the FASA STAR TREK RPG, The adventures I loved the most were the basic explore, first contact, go where no man has gone before on a Constitution Class Star Ship. This game captures that feel. Although I loved the FASA game, I am trying to be progressive, so I have used a VERY SIMPLIFIED system based off the new Decipher Star Trek RPG.

You will need 2 six-sided dice and a card deck composed of the STAR TREK CARD LIST below. I have also included a STAR TREK: THE NEXT GENERATION CARD

LIST, STAR TREK: THE MOTION PICTURES CARD LIST, STAR TREK: THE ADVENTURES OF

CAPTAIN SULU! CARD LIST and the crew from the ENTERPRISE-B in a STAR TREK: GENERATIONS CARD LIST (give Capt. Harriman a chance; he's just green).

THE TURN

Each turn represents traveling at warp speed, orbiting and scanning, and beaming down to explore an unknown planet. You begin the game with the ENTERPRISE, KIRK, SPOCK and MC COY cards on the table. All the rest are shuffled up into one deck. Draw one card from the deck each turn.

SHORE LEAVE!: If the card you draw is a crew person, add that character to your other cards (representing your Landing Party/ Bridge Officers). The turn is then over, so proceed to the next planet.

FIRST CONTACT: If you draw a First Contact card, roll 2d6. If it is equal to or less than the score for the highest COMMAND OFFICER PROFESSION score of your cards in play, you succeed in making first contact. If you fail, the newly discovered aliens become hostile. Proceed to INVADERS below in order to resolve the conflict.

INVADERS: If you draw a KLIGON SOLDIER OR CAPTAIN, or a ROMULAN SOLDIER OR COMMANDER, a fight ensues (complete with Phasers and round-house punches)! You must roll on a 2d6 equal to or less than the score of the highest SECURITY PROFESSION score or MEDICAL PROFESSION score of your cards in play, in order to avoid a casualty. If you fail, you must discard a card from your characters in play. Security goes first (it's that red shirt thing), then command, then science, and finally medical.

SPACE COMBAT: If you draw a KLINGON or ROMULAN starship card, the ship attacks the ENTERPRISE:

1. The Klingon or Romulan ship goes first (it's a Star Fleet directive thing)

" ENEMY SHIP: roll 2d6 +6

" ENTERPRISE: roll 2d6 + highest OPERATIONS OFFICER PROFESSION + 1 for each addition character in play with OPERATIONS OFFICER PROFESSION.

" If the enemy's roll is greater than the Enterprise's roll, then the Enterprise is dead in space and the game is over.

2. The ENTERPRISE goes next
 " ENTERPRISE: roll 2d6 + highest COMMAND OFFICER PROFESSION +1 for each additional card in play with COMMAND OFFICER PROFESSION.
 " ENEMY SHIP: roll 2d6 + 6
 " If the ENTERPRISE'S roll is higher than the ENEMY SHIP'S roll, then the ENEMY SHIP is defeated. If not, return to step 1 and continue the combat.

TO BOLDLY GO WHERE NO MAN HAS GONE BEFORE:

If you draw a TO BOLDLY GO WHERE NO MAN HAS GONE BEFORE card, roll 2d6. If the roll is equal to or less than the card in play with the highest SCIENCE OFFICER PROFESSION or OPERATIONS OFFICER PROFESSION, then you succeed in a great discovery. If you roll greater than the score, then the ENTERPRISE is disabled, and the game is over.

WINNING

If you make it through the deck, you win!

CARD LIST ABBREVIATIONS

COMMAND OFFICER = CO
 SCIENCE OFFICER = SO
 MEDICAL = MD
 OPERATIONS OFFICER = OO
 SECURITY = SEC
 COUNSELOR = CN
 CN may be used for COMMAND OFFICER PROFESSION ROLL for FIRST CONTACT only

STAR TREK CARD LIST

CARD	#	PROFESSION
Capt. James T. Kirk, Commanding Officer	1	CO 8
Cmdr. Spock, Executive Officer	1	CO 4 and SO
Lt. Cmdr. Leonard Mc Coy, MD, Chief Medical Officer	1	MD 8
Lt. Cmdr. Montgomery Scot, Chief Engineer	1	OO 8
Lt. Uhura, Operations Officer	1	OO 4
Lt. Sulu, Helmsman	1	CO 4
Ens. Pavel Chekov, Navigator	1	CO 2, SO1, and SEC 1
Lt. Bailey, Tactical Officer	1	CO 2 and SEC 2
Lt. Grant, Security Officer	1	SEC 3
USS. ENTERPRISE	1	
UFP FIRST CONTACT	8	
KLINGON D-7 CLASS BATTLE CRUISER	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLASS CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
TO BOLDLY GO WHERE NO MAN HAS GONE BEFORE	8	

STAR TREK: THE NEXT GENERATION CARD LIST

When playing a STAR TREK: THE NEXT GENERATION GAME, you begin with the ENTERPRISE, RIKER, DATA and WORF CARDS.

CARD	#	PROFESSION
Capt. Jean-Luc Picard, Commanding Officer	1	CO 8
Cmdr. William T. Riker, Executive Officer	1	CO 6
Lt. Cmdr. Data, Operations Officer	1	OO 10
Cmdr. Beverly Crusher, MD, Chief Medical Officer	1	MD 8

Lt. Cmdr. Geordie La Forge, Chief Engineer	1	OO 5 and CO 3
Lt Cmdr. Deanna Troi, Counselor	1	CN 6
Lt. Worf, Tactical Officer	1	SEC 4 and CO 3
Ens. Ro Laren, Con Officer	1	CO 2
USS ENTERPRISE	1	
KLINGON VOR'CHA CLASS BATTLE CRUISER	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN WARBIRD CLASS CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
FIRST CONTACT	8	
TO BODLY GO WHERE NO ONE HAS GONE BEFORE	8	

STAR TREK: THE MOTION PICTURES CARD LIST:

CARD	#	PROFESSION
Capt. James T. Kirk, Commanding Officer	1	CO 9
Capt. Spock, Executive Officer	1	CO 7 and SO11
Cmdr. Leonard Mc Coy, MD, Chief Medical Officer	1	MED 9
Capt. Montgomery Scot, Chief Engineer	1	OO9
Cmdr. Pavel Chekov, Tactical Officer	1	CO 6, SO3, SEC 4
Cmdr. Uhura, Operations Officer	1	OO 6
Lt. Saavik, Helmsman	1	CO 4 and SO 3
FIRST CONTACT	8	
TO BODLY GO WHERE NO MAN HAS GONE BEFORE	8	
KLINGON K'TINGA CLASS BATTLE CRUISE	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
USS ENTERPRISE-A	1	

STAR TREK: THE ADVENTURES OF CAPTAIN SULU! CARD LIST

CARD	#	PROFESSION
Capt. Sulu, Commanding Officer	1	CO 8
Cmdr. Henreid, Executive Officer	1	CO 6
Cmdr. Janice Rand, Operations Officer	1	OO 6
Lt. Cmdr. Dmitri Valtane, Science Officer	1	SO 5
Lt. Cmdr. Lojur, Con Officer	1	CO 5
Ens. Tuvok, Tactical Officer	1	CO 2, SEC 2, SO 2
FIRST CONTACT	8	
TO BODLY GO WHERE NO MAN HAS GONE BEFORE	8	
KLINGON K'TINGA CLASS BATTLE CRUISER	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
USS EXCELSIOR	1	

STAR TREK GENERATIONS CARD LIST (ENTERPRISE-B)

CARD	#	PROFESSION
Capt. John Harriman, Commanding Officer	1	CO 7
Cmdr. Voigt, Executive Officer	1	CO 6 and SO 6
Lt. Cmdr. Mark Tobiaston, Operations Officer	1	OO 6
Lt.J.G. Tuvok, Tactical Officer	1	CO 3, SEC 3, SO 2
Ens. Damara Sulu, Con Officer	1	CO 2

FIRST CONTACT	8
TO BODLY GO WHERE NO MAN HAS GONE BEFORE	8
KLINGON K'TINGA CLASS BATTLE CRUISE	2
KLINGON SOLDIERS	4
KLINGON CAPTAIN	2
ROMULAN BIRD OF PREY CLOAKED CRUISER	2
ROMULAN SOLDIERS	4
ROMULAN COMMANDER	2
USS ENTERPRISE-B	1

FEEL FREE TO CUT AND PASTE SOME STAR TREK CARDS AT THE LINKS BELOW:

STAR TREK CARDS:

[Download](#)

STAR TREK: THE NEXT GENERATION CARDS:

[Download](#)

STAR TREK: THE MOTION PICTURES CARDS:

[Download](#)

STAR WARS CAMPAIGN

INTRODUCTION

Star Wars Theme.

Module for the [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
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
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
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.

STARWARS DOGFIGHT

INTRODUCTION

Board & card game for 2 players.
Battle between Rebel & Imperial Space Fighters.
Takes place in the Star Wars Universe.
Each figure represents one Space Fighter.

DISCLAIMER

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

VICTORY

Destroy 5 enemy Fighters and the rest will flee.

THE MAP

Use an 8x8 chessboard.

THE FIGHTERS

Use chits or miniatures to represent Fighters.

UNITS TABLE NOTATION

= Number of that type of unit each player has in setup.

Move = The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

REBEL FIGHTER TABLE

Name	#	Move	Range
A-Wing	2	6	3
B-Wing	2	4	4
X-Wing	2	5	4
Y-Wing	2	4	3

EMPIRE FIGHTER TABLE

Name	#	Move	Range
TIE Fighter	6	5	3
TIE Interceptor	2	6	4

SETUP

Each player places one Fighter 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:

Vector Phase

Move Phase

Fire Phase

VECTOR PHASE

Draw 3 cards.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your Fighters.

Fighters cannot move through other units except for Knight type moves.

The move card has a number.

This is the number of spaces the Fighter moves.

The Fighter tables list what type of Move cards each unit can use.

Moves are diagonal or orthogonal.

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.

FIRE PHASE

Play (discard) an Attack card to have a unit attack.

The attack card has a number.

This is the range of the attack.

Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack is automatically killed and removed from the map.

Units cannot attack through other units except for Knight type attacks.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

K = As a Knight moves in Chess

Type = Purpose of card

= Number of that type of card in the deck

CARD LIST

Card Name:	#	Range	Type	Notes
Maneuver	5	1	M	
Loop	5	2	M	
Break away	5	3	M	
Pursuit	4	4	M	

Dive	3	5	M	
Afterburners	2	6	M	
Blasters	5	1	A	
Attack Run	5	2	A	
Targeters	5	3	A	
Fire-Linked	5	4	A	
Evasion	4	-	D	
Deflector Shields	2	-	D	Rebels Only
Ion Thrusters	2	K	M	Imperials Only
Laser Cannons	2	5	A	X-Wings Only
Agility	2	-	D	A-Wings Only
Ion Cannons	2	3	A	B-Wings Only
Laser Turret	2	K	A	Y-Wings Only
Tight Turns	4	-	D	TIE Fighters Only
Laser Cannons	2	5	A	Interceptors Only
Tactics	2	-	X	Draw 2 cards

LINKS

[Starwars Project](#)

STAR WARS FLEETS

INTRODUCTION

Card game for 2 players.
Star Wars Universe Fleet Actions.
Rebel Fleet vs Imperial Fleet.

DISCLAIMER

Star Wars is a copyrighted, licensed, trademarked property.
This is merely a Fan site.

THE DECKS

Each player has their own unique deck.

CARDS

There are 4 types of cards:

Capitol Ships

Fighter Squads

Personalities (captains or pilots)

Action Cards

Note: Capitol Ships & Fighter Squads are collectively referred to as spacecraft.

OBJECTIVE

Reduce your opponent to zero Fleet Points.

FLEET POINTS

Each player starts the game with 100 Fleet Points (FP).

SETUP

Each player draws a hand of 7 cards.

Draw a card to see who goes first. The highest Force ship wins.

TURN SEQUENCE

Players take turns.

Each turn has 3 Phases:

Maneuver Phase

Deployment Phase

Attack Phase

MANEUVER PHASE

Draw 3 Cards from your deck.

Max hand size is 10 cards. Discard excess cards.

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

DEPLOYMENT PHASE

Put Capitol Ships, Fighter Squads, and Personalities into play.
Cards in play are put face up onto the Table.
The cost in Fleet points to deploy a card is equal to its Force.
[For Example: to deploy the Death Star (Force = 25) would drop the Imperial players FP total from 100 to 75.]
Personality cards must be attached to a spacecraft.
Captains can only be attached to Capitol Ships.
Pilots can only be attached to Fighter Squads.
If you deploy a Transport, draw a card.

ATTACK PHASE

Spacecraft cannot attack the same turn they are deployed.
You may attack with some, all, or none of your spacecraft in play.
Each unblocked spacecraft does damage to your opponents FP Total equal to the Spacecraft's modified Force Total (Modified by Action cards and attached Personalities)
Your opponent may block with his spacecraft in play.
Several spacecraft may combine to block one attacking spacecraft.
Compare the Force total of an attacker and a blocker.
The Spacecraft with the smaller Force is destroyed (discarded).
Action cards are discarded after they are used.
Instead of targeting the opponents FP Total, spacecraft that are unblocked may do damage to any one enemy spacecraft (now considered to be blocking) in play.

CARD LIST NOTATION

C = Capitol Ship
F = Fighter Squad
P = Personality
J = Jedi
A = Action Card
= Number of that card in the deck

IMPERIAL UNIT DECK

Name:	#	F	Type	Notes
Star Galleon	1	2	C	Transport
Carrack Light Cruiser	1	3	C	+3 if Unblocked
Republic Dreadnaught	1	3	C	
Imperial Escort Cruiser		1	2	C +3 if Blocking
Galleon	1	1	C	Transport
Super Star Destroyer	1	15	C	
Lancer Frigate	1	5	C	+3 vs Fighter Squads
Strike Cruiser	1	4	C	+3 if Attacking
Assault Transport	1	3	C	Transport
Interdictor Cruiser	1	2	C	+3 vs Capitol Ships
Victory Destroyer	2	4	C	
Victory II Star Destroyer	1	6	C	
Imperial Star Destroyer		1	5	C
Imperial II Star Destroyer	1	8	C	
Death Star	1	25	C	
Tie Fighter Squad	7	2	F	
Tie Interceptor Squad	4	2	F	+2 vs Fighter Squads
Tie Defender Squad	3	3	F	
Tie Bomber Squad	3	1	F	+3 vs Capitol Ships
Darth Vader	1	+7	PJ	
Emperor Palpatine	1	+6	PJ	Captain
Grand Moff Tarken	1	+5	P	Captain, All Capitol Ships get +1
Boba Fett & The Slave-1		1	4	F Cannot be Blocked

Veers	1	+4	P	Captain, +2 if Attacking
Piet	1	+3	P	Captain, +2 vs Capitol Ships
Jerjerrod	1	+2	P	Captain, +2 if Unblocked
Turbolasers	2	-	-	Capital Ship gets +5
Ion Cannons	2	-	-	Target Capital ship does no
damage				
Laser Cannons	2	-	-	Destroy blocked Fighter Squad
Critical Hit	2	-	-	Destroy blocked/-ing Capitol Ship
Stand Off	2	-	-	Blockers get +2 each
Close Assault	2	-	-	Attackers get +2 each
Strafing Run	2	-	-	Fighter Squad gets +5
Use the Force	2	-	-	Jedi gets +7
Surprise Attack	2	-	-	Spacecraft just deployed can
attack				
Reinforcements	2	-	-	Gain 7 Fleet Points
Strategic Maneuver	2	-	-	Draw 3 cards
Encirclement	2	-	-	Opponent discards 3 random cards
Treachery	2	-	-	Personality gets +5
Shields	2	-	-	Negate target attack vs Capitol
Ship				
Evasion	2	-	-	Negate target attck vs Fighter
Squad				
Breakthrough	2	-	-	Target spacecraft cannot be
blocked				

REBEL DECK

Name:	#	F	Type	Notes
Corellian Frigate	1	4	C	
Dauntless Cruiser	1	8	C	
Corellian Gunship	1	4	C	+3 vs Fighters
Liberator Cruiser	1	5	C	
Bulwark Battlecruiser	1	15	C	
Nebulon-B Frigate	1	3	C	+3 vs Fighters
Alliance Dreadnaught	1	3	C	+3 if Blocking
Mon Calamari Cruiser	2	6	C	
Bulk Cruiser	1	2	C	
Bulk Transport	1	1	C	Transport
Medium Transport	1	1	C	Transport
Alliance Escort Carrier	1	2	C	All your Fighters get +1
Corellian Capitol Ship	1	4	C	+3 vs Capitol ships
Corellian Corvette		1	4	C +3 if Unblocked
Assault Frigate	1	4	C	+3 if Attacking
Millennium Falcon	1	3	F	Cannot be Blocked
A-Wing Squad	4	2	F	+2 vs Fighter Squads
B-Wing Squad	3	4	F	
X-Wing Squad	5	3	F	
Rogue Squadron	1	5	F	Cannot be Blocked
Y-Wing Squad	4	2	F	+2 vs Capitol Ships
Luke Skywalker	1	+7	PJ	Pilot
Han Solo	1	+5	P	Captain
Princess Leia	1	+3	P	Captain
Admiral Akbar	1	+4	P	Captain, All Capitol Ships get +1
Obi-Wan-Kenobi	1	+6	PJ	Captain
Lando Calrissian	1	+2	P	Captain, +2 if Attacking
Turbolasers	2	-	-	Capital Ship gets +5
Ion Cannons	2	-	-	Target Capital ship does no
damage				
Laser Cannons	2	-	-	Destroy blocked Fighter Squad
Critical Hit	2	-	-	Destroy blocked/-ing Capitol Ship
Stand Off	2	-	-	Blockers get +2 each
Close Assault	2	-	-	Attackers get +2 each
Strafing Run	2	-	-	Fighter Squad gets +5
Use the Force	2	-	-	Jedi gets +7

Surprise Attack attack	2	-	-	Spacecraft just deployed can
Reinforcements	2	-	-	Gain 7 Fleet Points
Strategic Maneuver	2	-	-	Draw 3 cards
Encirclement	2	-	-	Opponent discards 3 random cards
Heroism	2	-	-	Personality gets +5
Shields	2	-	-	Negate target attack vs Capitol
Ship				
Evasion	2	-	-	Negate target attack vs Fighter
Squad				
Breakthrough blocked	2	-	-	Target spacecraft cannot be

STAR WARS- A NEW HOPE

BY

SIR GERARD LUFT, KDM

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

Introduction

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

Set Up

Light Side

Character Cards

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

Dark Side

Character Cards

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

Deck

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

Miniatures and Map

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

The Turn

Each player lays his character cards (and miniatures) out face up before him. Then they draw a card from their deck for each of their characters, going right to left. The cards

drawn indicate which area of the Death Star each individual character is that turn (If random location seems unrealistic, one merely needs to watch a few episodes of Doctor Who, Star Wars Episode IV, or any early seasons of Star Trek: the Next Generation, to see the heroes running "like chickens with their heads off" trying to save their derrières; it's just the fun of true space operas!).

If any character is in the same area with an opponent character, they may attack that opponent. (e.g., Luke, Leia, Boba Fett and the Storm Trooper are in the Command Center).

Before a conflict occurs, players must decide if they wish to Tap (rotate 90 degrees/ AKA siding) a character to use the Force to Support another character in the same area (e.g., Leia taps to support Luke, and Darth Vader taps to support Boba Fett. Characters tapped due to damage taken in previous turns can not be tapped to support.

The attacking characters must choose their targets. A character that is tapped to support can not be targeted. If there is a character that is tapped due to damage, then that character can be targeted. Only characters tapping to support are exempted from being targeted.

Players should take turns attacking. However all attacks are considered to be simultaneous.

A player draws one card from their deck for each character attacking. The character can draw more than one card if any other characters are tapped to support him or her (e.g., Tapping Leia when in the same area as Luke allows Luke to draw three additional Attack Draws when he enters into a Conflict). A character can only receive as many points of Force as he has as his Force Level (i.e., If Leia- Force 3 and Han- Force 3, both tap to support Luke, Luke- Force 4 can only receive 4 of the 6 points of force supporting him). Each card in the deck has a Power score (either 0 or 1). Take the character's Power score and add that number of +1's that he or she received from their attack draw(s). If the modified Power of the character attacking is greater than the Toughness score of their target, then that character has been injured. The first time a character is injured, that character card is tapped. For the remainder of the game, that injured character can not tap to support another card in the same area. Also, if that tapped character is successfully hit again, then it is removed from the game.

After all conflicts have been resolved, characters that were tapped to support are untapped. The cards drawn for character location and Attack Draws are discarded. One does not need to reshuffle the discard pile each turn. But if one does, the probability balance will be much more accurate (this we found after doing some serious play testing with this game).

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

SW:NH Thoth files:

<http://www.angelifire.com/games4/doctorwhoeyespy/swnh.zip>

(If you have problems with this link, just copy and paste it to your browser.)

STARMAGEDDON

By Matt R.
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SHIPS

TYPE	COST	MOVE	HITS	WEAPONS	NOTES
Transport	1	1	30	10	Use for scenario victory conditions
Battle Station	8	0	100	10	Can carry 10 Fighter Squads
Dreadnaught	7	1	80	8	
Battleship	6	2	60	6	
Carrier	5	2	40	2	Can carry 6 Fighter Squads
Cruiser	4	3	40	4	
Destroyer	3	4	20	2	Also: Frigate
Gunboat	2	5	10	1	Also: Escort, Scout
Fighter Squad	1	6	5	1	Not Jump capable

SHIP DESCRIPTIONS

Cost = Does not include cost of weapons

Move = Number of spaces moved or hex facings turned

Hits = Damage before ship is destroyed

Weapons = Number of Weapon Systems that can be mounted

A Battle Station can repair 1 hit per turn to itself or to a friendly docked (in same space) ship

Docked ships cannot attack

One move point can be used to move the ship forward one hex or for one 60 degree turn.

TURN SEQUENCE

1. Initiative- Roll high to see which player goes first this turn.
2. Move ships.
3. Fire Weapons: Roll to hit & for Damage.
4. Next Player repeats steps 2 & 3.

TO HIT ROLLS

Attacks hit on a roll of 7+ on 1D10.

The ranges listed are long range.

Attacks at half this distance (rounded up) are +1 to hit.

Attacks into adjacent hexes (point blank) are +2 to hit.

A ship can attack with all of its ranged weapons, once per turn.

Ranges of weapons used by fighters are half of those listed.

CRITICAL DAMAGE TABLE

D12	System Damaged	Notes
1	Eng. Destroyed	Ship cannot move or change facing but can still attack
2	Pilot Shaken	Next turn ship moves full movement allowance w/out turning
3	Eng. Damaged	Move Rate -1
4-5	Weapon	1 Random system destroyed
6	Reactor Core	At the beginning of the turn roll 1D6: On a roll of 1-3 nothing happens. Roll again next turn. On a roll of 4-6 the unit explodes. Use the

bomb rules to see the effect of the explosion.
 7 Computers Ship is -1 to hit on all attacks
 8-9 System Shock Ship can do nothing on its next move
 10 Electrical Fire Take 1D4 Damage at the beginning of every turn
 11-12 No Effect
 Roll on the critical hit table whenever a hit does 10 or more points of damage.

WEAPON SYSTEMS

Beam Weapons	SIZE	DAMAGE	RANGE	AMMO	
Lasgun	1	1D4	6	U	
Lascannon	2	1D8	9	U	
Particle Accelerator	3	1D12	12	U	
Missile Launchers	SIZE	DAMAGE	RANGE	AMMO	
Small	1	1D10	12	6	
Medium	1	2D10	18	3	
Large	1	3D10	24	2	
X-Large	1	4D10	30	1	
Ballistic Weapons	SIZE	DAMAGE	RANGE	AMMO	
Chain Gun	1	1D6	4	12	
Rail Gun	2	2D6	6	12	
Rail Cannon	3	3D6	8	12	
Plasma Weapons	SIZE	DAMAGE	RANGE	AMMO	
Plasgun	1	1D10	2	U	
Plasma Projector	2	2D10	3	U	
Plasma Cannon	3	3D10	4	U	
Fusion Cannon	4	4D10	6	U	
Torpedoes	SIZE	DAMAGE	RANGE	AMMO	
Small	1	1D8	8	8	
Medium	2	2D8	12	8	
Large	3	3D8	16	8	
OTHER SYSTEMS	SIZE	DAMAGE	RANGE	AMMO	NOTES
Armor	1	NA	NA	NA	+10Hits
Bomb	1	6D10	All Adj	1	
Targeting	1	NA	NA	NA	+1 to hit with one ranged attack
Missile Defense	1	NA	6	U	For every 6 spaces a missile has traveled add +1 to hit roll (distance lowers chances of a successful missile hit). For every missile after the 1st one, subtract 1 from hit roll (salvoes overwhelm the system).

WEAPON NOTES:

Plasma weapons can only be fired once every other turn.
 The Bomb is a self destruct mechanism. All ships in an adjacent space take 6D10 Damage.
 All weapons attack into a 180 degree arc.
 The arc is determined by the ship's weapon configuration.
 Arcs include: (F)orward, (L)eft, (R)ight, and (B)ack. The arcs overlap.

STARSHIP TROOPERS

INTRODUCTION

Board & card game for 2 players.

Battle between Human Troopers and the Arachnoid Threat.

Each figure represents a Trooper or Insect(s).

DISCLAIMER

'Starship Troopers' is a copyrighted/trademarked property.

This is just a fan site.

VICTORY

Kill the opposing Leader.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.

UNITS TABLE NOTATION

= Number of that type of unit each player has in setup.

Move = The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

HUMAN UNIT TABLE

Name	#	Hits	Move	Range	Notes
Troopers	7	2	4	5	
Commander	1	3	4	5	Leader

ARACHNOID UNIT TABLE

Name	#	Hits	Move	Range	Notes
Worker Swarm	8	1	2	1	
Warrior Bugs	7	2	3	2	
Queen	1	3	2	1	Leader

SETUP

Each player places one unit on each square of his back two rows.

Units may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

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

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your units.
Units can move through other units only if they are making an Aerial Move.
The move card has a number.
This is the number of spaces the unit moves.
The Unit tables list what type of Move cards each unit can use.
Moves are diagonal or orthogonal.
Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

BATTLE PHASE

Play (discard) an Attack card to have a unit attack.
The attack card has a number.
This is the range of the attack.
Attacks are diagonal or orthogonal.
An attack does 1 point of damage.
If the target unit is reduced to zero hit points it is destroyed.
Troopers may attack through other units, Arachnoids may not.
The defender may play a Defense card to negate an attack.

CARD LIST NOTATION

M = Movement
A = Attack
User = Who can use the card.
T = Troopers only
S = Arachnoids only
D = Defense
Type = Purpose of card
= Number of that type of card in the deck

CARD LIST

Card Name:	#	Range	Type	User	Notes
Walk	3	1	M	T	
Run	3	2	M	T	
Powered Jump	2	3	M	T	Aerial
Hover	2	K	M	T	Aerial
Jet Pack	2	4	M	T	Aerial

1846

Burrow	4	1	M	S	
Crawl	5	2	M	S	
Winged Flight	3	3	M	S	Aerial
Mandibles	3	1	A	S	
Pincers	3	1	A	S	
Spine Projectiles	3	2	A	S	
Bio-Energy Discharges	3	3	A	S	
Carapace	1	-	D	S	
Segmentation	1	-	D	S	
Expendable	1	-	D	S	
Augmented Armor	1	-	D	T	
Power Armor	1	-	D	T	
Intelligence	1	-	D	T	
Hand-to-Hand Combat	2	1	A	T	
Magnetic Ballistics	2	2	A	T	
Force Beam	2	3	A	T	
Grenade Launcher	2	K	A	T	
Micro Missiles	2	4	A	T	
Tac Nuke	2	5	A	T	
Tactics	2		X	T	Draw 3 cards
Hive Mind	2		X	S	Draw 3 cards

STELLAR POKER

INTRODUCTION

Poker variant

Requires a special deck called the Earth Sun Moon deck

EARTH SUN MOON PLAYING CARD DECK

This deck has 52 nonstandard cards

There are 4 suites. They are designated:

SUITE	SYMBOL
FULL	Black circle
NEW	White circle
WAXING	Black Crescent
WANING	White Crescent

Each suite contains 13 cards:

ORDER	CARD	NOTES
1	Sun	
2	Mercury	Inner Planet
3	Venus	Inner Planet
4	Earth	Inner Planet
5	Moon	Inner Planet
6	Mars	Inner Planet
7	Asteroids	
8	Jupiter	Outer Planet
9	Saturn	Outer Planet
10	Uranus	Outer Planet
11	Neptune	Outer Planet
12	Pluto	Outer Planet
13	Comets	

TURN SEQUENCE

- 1- Shuffle deck.
- 2- One player is chosen as the dealer.
- 3- Players ante in.
- 4- Five cards are dealt to each player
Cards are dealt face down unless house rules state otherwise.
Play starts with the player to the dealers left and proceeds clockwise
- 5- In turn each player may discard up to 4 cards and receive replacement cards.
- 6- Players may now, in turn, raise the ante.
Other players must match the raise or drop out.
- 7- Players reveal their hands. The highest combination wins the pot.

COMBINATIONS

In order from lowest to highest:

- Pair
- Two Pair
- Two Pair of adjacent planets (Example: Jupiter & Asteroids)
- Two Pair of Earth & Moon
- Flush
- Straight
- Inner Planets Straight
- Outer Planets Straight
- Three of a Kind
- Full House

Four of a Kind
Four Moons & New or Full Earth
Inner Planets Straight Flush
Outer Planets Straight Flush

NOTES

Use Comets as the first choice for Wild Cards (Asteroids second)
The order of the Moon & the Earth are interchangeable when forming a straight
The order of the Neptune & Pluto are interchangeable when forming a straight
(Pluto's orbit is elliptical. It is sometimes closer to the Sun than Neptune is)

STORM TROOPER

INTRODUCTION

Solo card game.

WWI theme.

You control a squad of 9 Stormtroopers attacking a section of the enemy line.

GEAR

You will need tokens to keep track of your men.

You will need tokens to keep track of enemy men.

Six sided dice are needed.

There are 3 decks: Terrain, Enemies, and Stormtrooper decks.

VICTORY

Destroy all enemy unit cards in play.

DEFEAT

You lose if your squad is ever reduced to less than 3 men.

MAP SETUP

The Terrain deck contains 50 cards.

Randomly lay out the Terrain cards face up to make a rectangle 10 cards long and 5 wide.

This is the Board (or Map).

Each Terrain card is a space on the map.

There is also an eleventh row, the starting row (German lines).

SETUP: ENEMY DEPLOYMENT

The Enemy unit deck has 20 cards.

Place the 3 machinegun unit cards on the 3 terrain cards that are of the 'Machinegun type'.

The other 17 units are each placed randomly on the terrain cards of the 'Occupied type'.

STORMTROOPER SETUP

Your squad is represented by a single pawn.

During setup you may place it in any space of the starting row.

Draw 4 cards. This is your starting hand.

You get +1 to casualty rolls on your first turn.

TURN SEQUENCE

Each turn has 4 phases:

Supply Phase

Advance Phase

Counterattack Phase

SUPPLY PHASE

Draw 1 card from the Storm Trooper deck.
Max hand size = 5 cards. Discard extra cards.
If the deck runs out, shuffle the discard and draw from it.

ADVANCE PHASE

You may move your squad to any adjacent unoccupied space.
Cards that allow extra moves must be used in this phase.
You cannot move into a space occupied by an enemy unit.

COUNTERATTACK PHASE

If you come within range of an enemy unit the enemy attacks.
Snipers have a range of 3. All others have a range of 2.
Roll 1D6 for each attacking enemy unit card.
Machine gun units get to roll twice.
Units with officers or 8 or more men get to roll twice.
Add to the roll the Defense rating of the terrain your squad is in.
On a modified roll of 3 or less one of your men is killed.
You may discard a Defense card to negate the casualty.
Next roll once on the counterattack table:

1D6	Result:	Notes:
1-3	Nothing	
4	Counterattack	Move one non-machinegun Defender forward 1 space.
5	Pinned	You cannot move next turn.
6	Reinforcements	*

* = Take a random destroyed enemy unit card and place it on an edge space on the far end of the map.

ASSAULT PHASE

Discard an Attack card to attack an enemy unit at the indicated range.
The Enemy unit loses (1D6 men - the Defense value of the Space).
This is the casualty roll.
Indicate surviving men on card with tokens.
Discard an enemy unit card with no men left.
Morale cards do not cause casualties (but they do have a range).

TERRAIN DECK NOTATION

Ocp = Is this terrain occupied by enemy unit cards at the beginning of the game.
Y = Yes. N = No. M = Machinegun unit.
= Number of that card in the deck.

TERRAIN DECK

Card:	#	Ocp	Notes:
No Mans Land	10	N	-
Wire Entanglements	8	N	*
Pill Box	1	M	Defense = 2 (Bunker)
Machinegun Nest	1	M	Defense = 1 (Bunker)
Machinegun Emplacement	1	M	Defense = 1
Concrete Bunker	1	Y	Defense = 2
Blockhouse	2	Y	Defense = 2 (Bunker)
Trenches	10	Y	Defense = 1

Dug outs	3	Y	Defense = 1 (Trench)
Ruined Farmhouse	1	Y	Defense = 1
Destroyed Tank	1	N	Defense = 1
Splintered Trees	1	N	Defense = 1
Communication Trench	5	N	Defense = 1**
Shell Holes	5	N	Defense = 1 (Trench)

*Requires a Wire cutter card to be played to enter.

**You may move again this turn.

ENEMY DECK

Card:	Men	Notes:
Riflemen	8	
Sentry	1	
Sniper	1	
Lookout	1	
Sniper & Observer	2	
Detachment	8	
Guards	2	
Garrison Troops	8	
Officer & Aide	2	
Machinegun	5	3 in Deck
Squad	8	
Officer	1	
Platoon	16	
Sharpshooter	1	
Officer and Men	9	
Grenadiers	4	
Soldiers	12	
Mortar Team	4	

Officer units are immune to morale cards.

STORM TROOPER DECK

Card:	#	Range	Notes:
Stick Bombs	4	1	Trenches get no defense mod. Casualty roll +1
Egg Grenades	4	2	Trenches get no defense mod. Casualty roll -1
Pistols	3	1	
Trench Knives	1	1	Casualty roll -1
Bayonets	1	1	Casualty roll -1
Entrenching Tool	1	1	Casualty roll -1
Light Machinegun	2	2	Casualty roll +1
Rifles	2	2	
Sniper	2	3	
Light Flame Thrower	2	1	Bunkers and Pillboxes get no defense bonus
Demolition Charge	2	1	Bunkers and Pillboxes get no defense bonus
Bangalore Torpedoes	2	-	Play to enter a Wire space
Wire Cutters	3	-	Play to enter a Wire space
Camouflage	1	D	Defense card
Use Cover	1	D	Defense card
Open Formation	1	D	Defense card
Demoralized	1	(3)	Move one enemy unit back 1 space (Morale)
Terror	2	(2)	Move one enemy unit back 1 space (Morale)
Panic	2	(1)	Move one enemy unit back 1 space (Morale)
Cause Surrender	1	1	
Rush	1	-	Move 1 extra space this turn
Infiltrate	1	-	Move 1 extra space this turn
Trench Raid	1	-	Move 1 extra space this turn
Consolidation Team	1	-	Get 1 reinforcement (1 man)
Move up Reserves	1	-	Get 1 reinforcement (1 man)
Supply Team	1	-	Discard to draw 2 cards
Shells & Gas	1	X	Make a casualty roll vs any enemy unit.

VARIANTS

Larger map (more Terrain cards)
Larger squads or multiple squads.

TWO PLAYER VARIANTS

Each player gets a squad and they share the same map.
Players race to capture an enemy HQ space.

STORMBRINGER

INTRODUCTION

Two player card game depicting the struggle between Law & Chaos in Moorcock's Elric Fantasies.

THE DECKS

There are 2 decks:

The Law Deck

The Chaos Deck

Each player controls one deck.

SETUP

Shuffle the decks.

Each player draws 8 cards from his own deck.

Each player starts with 4 Balance Tokens.

VICTORY

The first player to control all 8 Balance Tokens wins the game.

TURN SEQUENCE

Each turn has 5 phases:

Fate Phase

Destiny Phase

Quest Phase

Struggle Phase

Balance Phase

FATE PHASE

Each player fills his hand to 8 cards

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

DESTINY PHASE

Each player may discard up to 4 cards and draw replacements.

QUEST PHASE

Players may discard a Transport card to search their deck for and play any Item or Place card.

STRUGGLE PHASE

Each player may play to the table, face-up, some, all, or none of his cards.
 Each played card has a Force Value.
 Each player adds up the Force Value of his played cards.
 The player with the highest total Force Value wins the turn.
 The Law player may only play:
 1 Elric card, 1 Stormbringer card, 1 Lady card, 1 Spell card, 1 God card,
 1 Transport card, 1 Place card, 1 Item card.
 The Law Player may play any number of Hero and Army cards.
 The Chaos Player may only play:
 1 Sorcerer or Villain card, 1 God card, 1 Transport card, 1 Place card,
 1 Special Item card, 1 Event card.
 The Chaos Player may play any number of Monster, Army, and Item cards.

BALANCE PHASE

The turn winner gets to take a Balance Token from his opponent.
 All played cards are discarded.
 Players may discard some, none, or all of the cards in their hands.

LAW DECK CARD TYPES

E = Elric
 SB = Stormbringer
 H = Hero
 A = Army
 P = Place
 L = Lady (Lover)
 B = Boon
 I = Item
 S = Spell
 T = Transport
 G = God

LAW DECK CARD LIST

Card Name:	Type	Force	Notes:
Elric, Eternal Champion		E	9
Elric, God-Slayer	E	9	Destroy 1 opposing God
Elric the Doomed Albino		E	8
Elric the White Wolf	E	8	
Elric, Emperor of the Ruby Throne	E	7	
Elric of Melnibone	E	7	
Elric, Woman-Slayer	E	6	You cannot play a Lady card
Stormbringer, Hell Sword	SB	9	+2 if Elric card Played
Stormbringer, Soul Stealer	SB	8	+2 if Elric card Played
Stormbringer, Rune Blade	SB	7	+2 if Elric card Played
Stormbringer, The Black Sword	SB	6	+2 if Elric card Played
Moonglum	H	8	
Rackhir the Red Archer	H	7	
Tanelorn	P	8	
Dyvim Tvar, Lord of the Dragon Caves	H	5	+4 if Dragons are played
Magum Colim, Grand Admiral	H	6	Friendly Armies get +2
Horn of Fate	I	10	Only play if you have 7 Tokens
Chaos Shield	I	9	Destroy opposing Sorcerer
Myshella, Emress of the Dawn	L	9	Spells you play get +2
Champion of Law	B	7	Only if you play at least 1 Hero
Count Smiorgan Baldhead	H	5	Friendly Armies get +2
Queen Yishana of Jharkor	L	6	
Zarzonnia Voashoon	L	4	
The Noose of Flesh	S	7	Destroy one opposing Army
Invulnerability	S	7	
The Ship that Sails over Land & Sea	T	7	+3 if Straasha or Grome played

Mechanical Bird	T	5	+3 if Myshella played
Potion of Strength	I	4	+3 if Elric played
Dragons of Melnibone	A/T	9	
Steeds of Nihran	T	3	
Duke Avan Astran, Explorer	H	6	
Dyvim Slorm	H	7	
Oone, Dreamthief	L	6	
Actorios, the Ring of Kings	I	8	Play only if Elric Played
Isle of Purple Towns	P	7	+2 if Count Smiorgan played
Golden Battle Barges	A	8	
Straasha, King of the Sea	G	8	
Grome, King of the Earth	G	8	
Lasshaar, King of the Air	G	8	
Sepiritz, Captain of the Fates	H	6	
Grey Lords	G	9	Only play if Chaos is winning
Castle Kaneloon	P	8	+3 if Myshella played
Sea Lords Reaver Fleets	A	6	+2 vs Imrryr
Elemental Allies	A	7	+2 if a God is played
Three As One	S	9	2 Heroes & Elric must be played
Meerclar, Lord of Cats	G	7	
Fileet, Lord of the Birds	G	7	
Haaashaastaak, Lord of Lizards	G	7	
Arrow of Justice	I	8	Destroy one opposing Monster
Astral Travel	S/T	4	
White Lords of Law	G	10	Play only if you are winning
Karlaak, City of Jade Towers	P	5	+2 if Zarzonia is played
The Winged Men of Myyrhn	A	5	

CHAOS DECK CARD TYPES

S = Sorcerer
 V = Villain
 I = Item
 SI = Special Item
 A = Army
 M = Monster
 G = God
 T = Transport
 B = Boon
 E = Event

CHAOS DECK CARD LIST

Card Name:	Type	Force	Notes:
Jagreen Lern, Theocrat of Pan Tang	S	9	
Prince Yrkoon	S	8	
Mournblade	SI	8	
Theleb Kaarna	S	8	
Arioch of the Seven Darks	G	10	
Doctor Jest	V	5	
Melniboneans	A	8	
Earl Saxif D'Aan	S	9	
Champion of Chaos	B	5	Must play with Sorcerer or
Villain			
Demon Steed	M/T	4	
Prince Gaynor the Damned	V/S	9	
Mordaga, the Sad Giant	M	6	
Demon Armor	I	4	
Urish the seven Fingered, Beggar King	V	7	
Dead God's Book	SI	9	+2 if played with a God
Grimoire	I	5	Sorcerer gets +4
Mirror of Memory	SI	9	Destroy 1 opposing army
Demon Sword	I	5	
Ghouls of Limbo	A/M	6	

Demon Shield	I	5	
Beggar Horde	A	5	+2 if played with Urish
Sorcerers Ring	I	3	Sorcerer gets +3
Mages Amulet	I	4	Sorcerer gets +2
Crimson Gate	T	5	
Shade Gate	T	5	
Lord Gho's Elixir	I	5	
Clakars, Winged Apes	M/A	6	
Giant Owls	M/A	6	+2 vs Winged Men of Myyrhn
Agak & Gagak	S	9	
Mist Giant	M	7	
Kyrenee, Greater Demon	M	9	Destroy 1 opposing Army
Doomed Companion	E	3	Destroy 1 Hero if SB played
The Bane of the Black Sword	E	3	Destroy 1 Hero if SB played
Prince of Chaos	G	9	
Immortal	B	7	Villain or Sorcerer must be played
Host of Chaos	A	8	
Imrryr, The Dreaming City	P	9	
Teran Gashtek, Flame Bringer	V	9	
Weeping Wastes	P	6	
Pan Tang Isles	P	6	+2 with Theleb or Jagreen
Nadoskor, City of Beggars	P	5	+2 with Urish
Barbarian Horde	A	6	+2 with Flame Bringer
Shapeshifters	M	6	
Demon Guardians	M	6	
Burning God	G	8	
Sighing Desert	P	5	
Tigermen	M	4	
The Vanishing Tower	P/T	9	
Dwarven Sorcerer	S	6	
Beings of Troos	M	5	
Dukes of Hell	G	9	
Chaos Armada	A	9	
Warping Power	E	2	Destroy one opposing Lady
Boiling Sea	P	8	
Kelmain Host	A	6	
Balo the Jester	S/G	8	
Chaos Butterfly	M	4	
Hunting Dogs of Dharzi	M	4	

ELRIC LINKS

[The Sailor on the Sea of Fate](#)
[Eternal Champion Role Playing](#)

DISCLAIMER

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This is merely a fan site.

STRATASTAR

INTRODUCTION

Space Empire building, Interstellar conquest.
Build, maneuver, trade, and fight your way to Galactic supremacy.
Minimal units and card mechanics make for quick turns.

MAP OF THE GALAXY

For the board use a 10 X 10 grid
Make 100 map chits of the following composition:

4 Homeworlds
20 Worlds
4 Supernovas
4 Black Holes
8 Nebulas
60 Blanks

MAP SETUP

Each player receives a 'Homeworld' chit.
Place the other map chits face down randomly on the board, one per space.
Leave the corners empty.
Flip the chits over. Remove the blanks.
Each player's homeworld is placed in a different corner of the board.
Players randomly determine who places their homeworld first.
If a Homeworld is closed in by Supernovas, Black Holes, and Nebulas then remove one of these hazards.

EMPIRE CHITS

Each player gets a set of chits in a different color.
A set consists of 10 Fleet, 10 Stargate, and 20 colony chits.

VICTORY

Victory goes to the first empire to have colonies on 12 worlds or that captures an enemy homeworld.

EMPIRE SETUP

Each player starts the game with 2 Fleets and one stargate located on their Homeworld.
Each player gets dealt 5 cards from the Galaxy Deck.

THE GALAXY DECK

The deck contains 85 cards:

20 Attack
20 Move
20 Build
20 Trade
5 Research

If during play, the deck is used up, reshuffle the discard pile and continue.

TURN SEQUENCE

Players take turns.

The last player to place a Homeworld goes first and so on.

Each turn is divided into 6 phases:

1. Draw
2. Trade
3. Support
4. Build
5. Movement
6. Battle

DRAW PHASE

Retooling: The active player may discard up to 3 cards. Next:

Production: All players draw galaxy cards to fill their hands to maximum draw size. (Yes, you read it right, ALL players)

Homeworld Production: The starting max draw size is 5 cards.

Colonial Production: Max draw size is increased by 1 for every 3 colonies the player has.

TRADE PHASE

Free Trade: All players may freely trade cards with each other.

External Trade: The active player may discard a Trade card to take a random card from an opponent. If the card is also a trade card, both are discarded.

Internal Trade: The active player may discard a Trade card and X other cards to draw X +1 cards from the Galaxy deck. This may be done only once per turn.

SUPPORT PHASE

Active player only.

Defense Spending: Your Homeworld can support 2 Fleets.

Defense Taxes: You may support an additional Fleet for every 2 colonies you have.

Military Cutbacks: Unsupported Fleets of the active player are removed from the map.

Logistics: A Build card may be discarded to count as a colony for support purposes.

BUILD PHASE

Active player only.

Shipyards: A Build card may be discarded to build a Fleet at your Homeworld.

Colonization: If you have a Fleet present at a world which has no colonies, you may discard a Build card to build a colony there.

Stargates: Three Build cards may be discarded to build a Stargate at a colony

Terraforming: Five Build cards may be discarded to Terraform a world on which you have a colony. Add an additional colony to the terraformed world.

MOVEMENT PHASE

Active player only.

Armadas: Multiple friendly Fleets in the same space may be stacked together as an Armada. (or Starmada)

Free Move: You get one free move. Move one Fleet or Armada one space orthogonally (no diagonal moves)

Hazards: Fleets & Armadas cannot enter spaces occupied by hazards: Supernovas, Black Holes, and Nebulas.

Spaceflight: A move card may be discarded to move one of your fleets or Armadas one space. A Fleet or Armada can move multiple times per turn.

Beam me up: A Fleet or Armada at a stargate may move to any other friendly

stargate as its move.

BATTLE PHASE

Units: Fleets and Colonies are the two types of 'units' in the game.

Battlefield: A battle occurs if opposing units occupy the same space and at least one player wants to fight. All units in the space must participate

Resolution: The side with the highest force total wins.

Each unit has a force value = 1.

Homeworlds have a force value = 4.

Attack Cards have a force value = 1.

Players simultaneously reveal the Attack cards they are using. (On the count of 3)

This is done once. More Attack cards cannot be added later.

Players may use some, all, or none of the Attack cards in their hands.

Attack cards used are discarded.

Win: The winner suffers no casualties.

Lose: All units of the losing side are destroyed (including Stargates).

Mutual Destruction: If the totals are tied then all units of both sides are destroyed.

RESEARCH CARDS

A research card can be used like any other type of card.

Basic Research: Discard a research card in your trade phase to draw 2 cards.

OPTIONAL ABILITIES

The following rules for spying, diplomacy, retreat, and disaster are optional, but recommended:

SPYING

An Attack card may be discarded at any time to look at an opponents hand or to look at the next 5 cards in the deck.

DIPLOMACY

A player may discard 2 Trade cards during an opponents move to prevent any opposing fleets from moving into a target space occupied by one of that players units (or homeworld).

RETREAT

During an opponents move phase, if an opponents fleet enters a space containing one of your fleets or armadas, you may discard a move card to move your fleet or armada to an adjacent space not containing enemy units. The opponent may pursue by discarding his own move cards.

DISASTER

Five Attack cards may be discarded to destroy any fleet, stargate, or colony anywhere on the map. This is the result of solar flares, asteroid impacts, seismic events, etc.

OPTIONAL RULES

Exploration: The map chits are not set up at the beginning of the game.

The identity of a space is not revealed (picked randomly from the pile) until a Fleet enters it. Discard a trade card for a unit to see into an adjacent space. Players cannot trade until their empires adjoin.
To the Death: The game lasts until only one player is left.
Low Technology: Do not use stargates.
Power cards: Draw a star on 4 build, 4 attack, 4 trade, and 4 move cards. These are now worth two cards each.

MORE OPTIONAL ABILITIES

Before play starts determine which optional abilities and rules are to be used, by whom, and when.
Uneven Start: Players start the game able to use one optional ability not useable by the other players.
Breakthrough Technology: Discard 1 Research card and 4 build cards. You gain 1 optional ability that you could not already use.
(Make cards for the Abilities listed in the Optional Ability List below.
When gaining a new ability select a random card)

OPTIONAL ABILITY LIST

Hyper jump: Discard 5 Move cards to move one fleet or Starmada to any nonhazard space on the map.
Defend the Homeworld!: Five Move cards may be discarded to immediately move some or all of your fleets back to your Homeworld.
Expansion: Discard 2 Build cards to build a fleet at a colony.
Wormholes: Black holes can be used as one way gates to supernovas. This means that these spaces can be entered.
Piracy: Discard 2 Attack cards to make opponent discard a random card.
Planning: Discard 2 Build cards to put the top card of the discard pile into your hand.
Treason: Discard 5 Trade cards to replace an opponents unit with one of your own.
Allied Minor Race: Discard 4 Trade cards to build a colony on an empty world within 2 spaces of one of your units.
Treaty: Discard 5 Trade cards. You and an opponent cannot attack each other for the next 2 turns.
Nebulous Navigation: Discard 2 Move cards to enter a Nebula
Border Raids: Discard an attack card. An enemy colony adjacent to one of your fleets cannot be counted on that players next turn in his draw or support phases.
Warfleet: Discard 2 Build cards to build a Warfleet at Homeworld. Identical to regular fleet except that it generates 3 Force points and cannot build colonies. Indicate with a different kind of Chit.
Sabotage: Discard 3 Attack cards to negate a nonbattle action just performed by an opponent.

COUNTERS & CARDS

This very cool counter & card set was created by David Ashton:
david.ashton@cheshdatsys.co.uk
David has also made counters and cards for Space Insurrection.
[Download Stratastar Counters](#)
[Download Stratastar Cards](#)

STRATEGO SHOGUN

INTRODUCTION

Stratego variant with a Japanese theme.

There are 40 new pieces.

The object is to capture all of your opponent's 4 fortresses.

Fortresses do not move.

High rank units capture lower ranks.

(A Daiyamo = 12 would capture Heavy Cavalry = 11)

Equal ranks result in mutual destruction.

There are no bombs.

Ninja can move diagonally.

Ninja always win if they are the attacker.

Ranged units (R) always defeat infantry (I).

Cavalry (C) always defeats ranged units.

Certain infantry will defeat cavalry, if the cavalry is attacking.

Cavalry move like scouts.

Unit Name	#	Rank	Type	Notes
Fortress	4	0	-	
Ninja	3	0	-	Defeats all units in attack
Ashigaru Spearmen	3	1	I	Defeats Cavalry in defense
Ashigaru Gunners	3	2	R	Defeats Infantry
Bushi Spearmen	3	3	I	Defeats Cavalry in defense
Bushi Musketeers	3	4	R	Defeats Infantry
Bushi Spear Cavalry	6	5	C	Defeats Ranged Units
Warrior Monks	2	6	I	
Samurai Swordsmen		3	7	I
Samurai Horse Archers	2	8	-	Defeats Infantry/Move like scouts
Samurai Archers		3	9	R Defeats Infantry
Samurai Naginata	2	10	I	Defeats Cavalry in defense
Samurai Heavy Cavalry	2	11	C	
Daiyamo		1	12	C

STRATEGO LINKS

[Ed's Stratego Page](#)

STRATEGO WWII NAVAL

INTRODUCTION

Stratego variant with a WWII Naval theme.

All spaces are sea spaces, except for 2 islands in the center of the board.

There are 40 new pieces.

There are 2 ways to win:

1. Destroy all of your opponent's Carriers.
2. Have one of your Transports reach your opponents back row.

All units except mines move 1 or 2 spaces. There are no scouts.

Mines are equivalent to bombs.

High Rank destroys low rank.

For example: Battleships = 7 defeat Cruisers = 6.

Every turn in addition to your normal move you may make one Air Mission.

There are 2 types of missions: Reconnaissance & Bomber missions.

For a Reconnaissance mission choose an enemy unit and roll one six sided die:

1D6 Result:

1-3 Unit Identity revealed if it is not a sub or a mine

4-5 No sightings

6 Reconnaissance Plane shot down by AA guns/fighters

For a Bomber mission choose an enemy unit and roll one six sided die:

1D6 Result:

1-3 Target unit (not sub or mine) destroyed by bombs/torpedoes

4-5 Bomber misses

5-6 Bomber shot down by AA guns /fighters

Each player has 4 Reconnaissance Planes and 4 Bombers.

If all planes of 1 type are shot down, no more missions of that type are possible.

Unit Name	#	Rank	Notes
Mines	6	-	Same as Bombs
Transport	4	1	
PT Boat	4	3	Defeats all units except mines when attacking
Mine Sweeper	2	2	Automatically defeat Mines
Destroyer	8	5	Automatically defeat Subs
Cruiser	4	6	
Battleship	4	7	
Carrier	4	4	
Submarine	4	-	Defeats all units except mines & destroyers

COUNTER SET & MAP

The following counter set and map was created by Janne Thorne:

jan.thorne@mail.bip.net

Janne has also made counters and cards for Blitz, Midway, Cannonade, and others.

SUPER DICE

INTRODUCTION

Dice game simulating 2 Superheroes fighting.

VICTORY

To win reduce your opponent to zero hits.

DICE

Ten 6-sided dice are needed plus a few spares.

SETUP

Each player gets 5 dice.

Each Superhero starts with 50 hits and 5 Superpowers.

Name your Superhero.

SUPERPOWER ALLOCATION

Randomly select 12 superpowers from the list.

Players take turns picking 1 superpower at a time until each player has picked 5 powers.

Once a power has been picked, it cannot be picked again.

Roll high on 1D6 to see who picks first.

TURN SEQUENCE

Each turn has 4 Phases:

Luck Phase

Initiative Phase

Action Phase

Damage Phase

LUCK PHASE

Each player rolls his 5 dice.

INITIATIVE PHASE

The player with the highest total gains the initiative.

The player with the initiative may go first or let his opponent go first in Action Phase.

ACTION PHASE

Players take turns activating powers or assigning dice to Attack or Defense.

Powers have a wide variety of effects

Some Powers are Constant powers.

Constant powers have their effect without being activated.

A player must assign each of his Dice to either Attack or Defense.
 If there is nothing else left he can or wants to do he must pass.
 If both players pass in a row the phase ends.
 Each power can only be activated once per turn.

DAMAGE PHASE

Attack Total = Total of all dice you assigned to Attack
 Defense Total = Total of all dice you assigned to Defense
 If your Attack total exceeds your opponents Defense Total, your opponent takes
 Damage in hits equal to the difference.
 If your opponents Defense Total exceeds your Attack total, you take
 Damage in hits equal to the difference.
 Dice that are switched or stolen are returned at the end of this phase.

POWERS LIST NOTATION

A = Power that requires Activation
 C = Constant Power
 Convert(ed) = flip the target die to the indicated number
 Rolls = Dice
 * = you can only activate this power if you have at least one roll of 6.
 Eliminate = Remove the die from play for the rest of the turn.
 \$ = Automatically assigns 1 or more dice to attack or defense.

POWERS LIST

Power Name:	Type	Notes
Regeneration	C	Regain 2 lost hits at the end of Damage Phase
Invisibility	A	All of opponents rolls of 5 are converted to 2
Mind Scan	A	Switch 1 of your dice with 1 of your opponents
Super Leap	A	Convert one of your rolls of 2 into a 6
Teleportation	A*	Switch all of your dice with your opponent
Shrinking	A\$	Convert any one of your rolls into a 6 for defense only
Extra Limbs	A	Convert all of your rolls of 2 into 4
Entangle	A	Opponent must eliminate all of his rolls of 3
Energy Blast	A\$	Roll of 5 becomes 10 for attack only
Armor	A\$	Convert all of your rolls of 1 into 5 for defense only
Darkness	A	Convert all of your opponents rolls of 5 into 1
Precognition	A	Steal one roll of 5 or 1 from an opponent
Force Field	A\$	Convert all of your rolls of 3 into 6 for defense only
Shape Shift	A	Reroll any (1 or more) of your dice
Illusions	A	Opponent must reroll 2 of his dice of your choice
Mind Control	A	Convert all of your opponents rolls of 6 into 1
Growth	A	Convert all of your rolls of 2 into 6
Summon	A	Roll an extra Die
Freeze	A	Opponent must eliminate one roll of 4 or 6
Made of Metal	C	Start the game with 30 extra Hits
Super Tough	A	Add 2 to all your Defense Rolls
Laser Attack	A\$	Convert one of your rolls of 1 into 5 for attack only
Telekinesis	A	Reroll any 1 target die in play
Flight	A	Eliminate 1 opposing Attack Roll
Immobilize	A	Opponent must eliminate all of his rolls of 4
Enhanced Senses	A	Reroll all your rolls of 1 and 2
Damage Resistance	A	Reduce damage taken from each die by 1
Heat Attack	A	Opponent takes 1 Hit Damage for each of his rolls of 1 or 2
Density Increase	A	Convert one of your rolls of 3 into a 6
Stretching	A	Convert one of your rolls of 1 into a 6
Duplication	A	Make all of your rolls = 4
Super Strength	A\$	Convert all of your rolls of 3 into 6 for attack only
Super Speed	C	Add 10 to your total in Initiative Phase

Absorption	A	Negate a Power just used by opponent
Deadly Attack	A	If you have 3 of a kind add 7 to your attack total
Insubstantial	A*	Your opponents attack total is halved
Psionic Blast	A\$	Convert all of your rolls of 2 into 4 for attack only
Sidekick	C	Sidekick has 20 Hits & a copy of one of your powers*
Super Reflexes	A	Convert all of your rolls of 3 into 5
Drain	C	Opponent loses 2 hits at the end of Damage Phase
Time Travel	A*	Both you and opponent must reroll all your dice
Internal Reserves	A	Pay 3 Hits to reroll one of your dice
Unstoppable	A	Eliminate 1 opposing Defense Roll
Stunning Attack	A*	Opponent rolls one less die next turn
Mystic Powers	A	Pay 2 Hits to use as any power in the Power List
Death Trap	A*	Eliminate any 1 of opponents rolls
Gadgets	A	Convert a roll of 1 into 5
Secret Identity	C	At 25 Hits lose old powers & gain 5 new random ones
Ammo Assortment	A\$	Convert all your rolls of 1 into 3 for attack only
Luck	C	In Luck Phase roll 6 dice & keep 5
Martial Arts	A	Switch 1 roll with Opponent
Knockback	A*	Add 4 to your Attack Total
Electricity	A	Steal all of opponents Rolls of 2
Berserk	A	Add 5 to your Attack Total if all your rolls are for
Attack		
Finesse	A	Convert all of your rolls of 5 into 6
Backblast	A*	Add value of 1 opponents Attack roll to your Attack
total		
Tactics	A	(Re)assign opponents Roll to Attack or Defense
Magnetron	A*	Your rolls become identical to your opponents
Neutralization Field	A*	No more powers can be used this turn by anyone
Deflection	A*	Target attack die of opponent targets him instead
Super Genius	A*	Multiply your Attack or Defense Total by 1.5 (round up)
Super Costume	C	Increase all your rolls by 1
Sonic Blast	A	Convert all of your opponents rolls of 4 into 2
Elemental Attack	A	Damage from target attack roll cannot be avoided
Weather Control	A*	Eliminate 1 of your rolls to gain 2 Extra rolls next
turn		
Mimic	A	Copies any one power of your opponent

* Any power except Sidekick

FAQ's

Q - I am having difficulty in understanding a certain portion of your game Super Dice. I am writing to you in the hope that you can clarify this section for me so that I can slap my forehead, say "Doh!" and play the game. I can't figure out how the Action Phase is supposed to work. You wrote: "Players take turns activating powers or assigning dice to Attack or Defense." By this do you mean that in this sub-phase a player can EITHER activate a power or assign his dice? You also wrote: "Each power can only be activated once per turn." Okay, I can see why you don't want players to activate an Energy Blast five times in a row, but I want to return to the phrase "Players take turns....". So in this phase, if I am inferring correctly, players activate all of their powers (those that require activation) and assign their dice. Somehow, though, I think you have something else in mind. Is my interpretation overly complicated? Was my lobotomy too successful? I seem to be missing the point of this phase. If you could paint this by the numbers for me I would be most appreciative.

A - OK...I guess you forced me to do an EXAMPLE OF PLAY:

Lets say Cosmo Man has the first 5 Powers on the List.

Lets his Opponent Ant Man has the next 5 Powers on the List.

Luck Phase = Cosmo rolls 1,2,3,5,6. Ant Man rolls 1,2,4,5,6.

Initiative Phase = Ant Man wins & decides to go first.

Action Phase: (Players take turns. Ant Man first)

Ant Man uses 'Extra Limbs' to convert his 2 into a 4 (Ant Man =1,4,4,5,6)

Cosmo uses 'Teleportation' to switch his rolls with Ant Mans

(Cosmo = 1,4,4,5,6) (Ant Man = 1,2,3,5,6)

Ant Man uses 'Armor' to convert his 1 into a 5 for Defense (Ant Man =2,3,5D,5,6)

Cosmo uses 'Mind Scan' to switch his 1 with Ant Man's 6

(Cosmo = 4,4,5,6,6) (Ant Man = 1,2,3,5D,5)

Ant Man uses 'Energy Blast' to make a 5 a 10 for Attack only (Ant Man =1,2,3,5D,10A)
Cosmo uses 'Invisibility', turning Ant Man's 5 into a 2 (Ant Man = 1,2,2D,3,10A)
Ant Man uses 'Shrinking' to turn his 1 into a 6 for Defense (Ant Man = 2,2D,3,6D,10A)
Cosmo has no target for his 'Super Leap' power.
Cosmo assigns a 6 to defense (Cosmo = 4,4,5,6D,6)
Ant Man has no target for his 'Entangle' power.
Ant Man assigns his 3 to Attack (Ant Man = 2,2D,3A,6D,10A)
Cosmo assigns his other 6 to defense (Cosmo = 4,4,5,6D,6D)
Ant Man assigns his 2 to Attack (Ant Man = 2A,2D,3A,6D,10A)
All of Ant Mans powers are used (if able) and all of his dice are assigned.
Cosmo makes the rest of his Assignments since Ant Man is done.
(Cosmo = 4A,4D,5A,6D,6D)
Damage Phase = Ant Man has an Attack total of 15 & Defense Total of 8.
Cosmo Man has an Attack total of 9 & Defense Total of 16.
Ant Man does no damage to Cosmo. Cosmo does 1 point of damage to Ant Man.
Cosmo regenerates 2 points of damage if he has any from previous turns.
(Note- In this example players may not have made the best possible moves)
RANDOMIZER SUGGESTION by Michael Callahan
Because there are 66 powers in the list, a random determination of
the initial 12 superpowers is easy to do. Just (if you
wish to add this element to rules) advise the player who has the rules
to write before the name of the power the following number sequence.
Label Regeneration 1-1, Invisibility 1-2, etc., Shrinking 1-6, Extra
Limbs 2-1, etc., Precognition 2-6; and then Force Field 3-1, and so on.
Have the player(s) roll one die for the first 1-6 number and the same
for the second number and find the corresponding power. Repeat 12 times
and there you go.

SUPERCITTER SLUGFEST

INTRODUCTION

This is a superhero slugfest expansion.
Combat rules for cute animae mini monsters.

MATERIALS

Use a hex map with large spaces
Use miniatures or action figures with props
D6 & D10 needed

TRAITS

Critters have the following Basic Trait values
Attack = 1
Damage = 1
Defend = 1
Hits = 10
Speed = 1
Range = 1 (HTH range)

CRITTER GENERATION

For each critter roll 10 times on the Superhero Powers Table
on the main Superhero Slugfest rules page.

COMBAT RULES & TURN SEQUENCE

Same as in Superhero Slugfest.

CRITTER TEAMS

A typical team will have four critters and a theme.

RASCALLY RABBITS

Bazooka Bunny
Attack = 2
Damage = 5 (High Explosive Rockets)
Range = 6 (Bazooka)
Defend = 1
Hits = 10
Speed = 1
Harvey the Hare (Pookah)
Attack = 2
Damage = 2
Range = 1
Defend = 3
Hits = 30
Speed = 3
Stealth (Invisibility)
Lucky
Thumper
1868

Attack = 3
Damage = 4 (Kicks are for Kids)
Range = 1
Defend = 3
Hits = 10
Speed = 2
Split Attacks
Knockdown
Bugsy Rabbit
Attack = 2
Damage = 1
Range = 1
Defend = 4
Hits = 20
Speed = 4 (Jack Rabbit)
Power Point (Style)
Distraction

THE MONSTERS IN MY PANTS

Peekaboo the Lightning Critter
Attack = 3
Damage = 2 (Electrical Discharge)
Range = 3
Defend = 3
Hits = 10
Speed = 3
Distraction (Shock)
Char Char the Little Dragon
Attack = 2
Damage = 3
Range = 2 (Fire Breath)
Defend = 2
Hits = 30
Speed = 3
Flying
Sudsy Turtle
Attack = 2
Damage = 2
Range = 1
Defend = 3
Hits = 60
Speed = 1
Distraction (Bubbles)
Fritz the Psychic Waterfowl
Attack = 2
Damage = 3
Range = 3
Defend = 2
Hits = 10
Speed = 3
Flying
Weaken (Psychic Blast)

CRITTER INCORPORATED

Good Bye Kitty
Attack = 4
Damage = 3
Range = 1
Defend = 3
Hits = 10
Speed = 3
Weakness (Cat scratch Fever)

Pokey the Unicorn
Attack = 3
Damage = 3
Range = 1
Defend = 3
Hits = 20
Speed = 3
Teleport
Daddy Longlegs
Attack = 3
Damage = 2
Range = 1
Defend = 4
Hits = 20
Speed = 2
Entrapment (Web)
Weakness (Poison)
Gum Boy
Attack = 3
Damage = 2
Range = 2
Defend = 3
Hits = 30
Speed = 2
Regenerate

EVOLUTION

Every time a critter defeats another, it gets a "win".
After a certain number of wins the critter "evolves" and
gets to roll on the Powers Table.
Wins to next evolution: 1, 3, 6, 10, 15, 21...

BASIC SCENARIO OBJECTIVES

Each side picks or creates a team
Combat may be one on one or a free for all.
Match Locations: Critter Combat Arena, The Mall, School yard, etc.
Go to [Super Hero Slugfest](#)

SUPERHERO SLUGFEST CARD COMBAT

INTRODUCTION

Like cards better than counters?

Now you can have your Slugfest Action and a handful of cards too!

DECKS

Each player gets one deck.

A deck represents one Superhero team, all its members, and all of their special abilities.

A Superhero team has 4 Members.

A deck has 40 cards.

Each Member is represented by 10 cards:

Five of these are Character cards.

The five character cards all have the same title, the name of the superhero.

The other five are Ability cards.

The five ability cards have different titles according to what each power or ability is.

Ability cards should also have the name of the superhero they belong to.

Each card has a Force Value.

The five character cards have Force values from 1 to 5.

The five ability cards have Force values from 1 to 5.

TURN SEQUENCE

Each turn has 5 phases:

Power Up Phase

Tactics Phase

Attack Phase

Slug Phase

Knockout Phase

POWER UP PHASE

Each player draws 8 cards.

If a player's deck runs out, shuffle the discard pile and draw from it.

TACTICS PHASE

Players may discard up to 4 cards and draw replacements.

For each Knocked out Character a player has, he may discard an additional card.

ATTACK PHASE

Players reveal their hands.

Hands are placed on the table face up.

SLUG PHASE

Each player determines the battle total for his hand.

Add up the Force value of all your cards.

Ability cards only count if you have at least one of the appropriate character cards.

For each Superhero, you can count only one of his or her character cards.

Knocked out Heroes and their abilities do not count.
Cards that do not count do not add to your Battle Total.

KNOCKOUT PHASE

Compare the players Battle Totals.
The player with the higher total wins.
The loser has one of his Superheroes Knocked Out (KO).
The loser picks which of his superheroes gets KO.
Cards of KO superheroes do not count in Slug Phase.
KO superheroes remain knocked out for the rest of the game.
If the Battle Totals tie, no one gets KO.

VICTORY

You win if you KO all of your opponents Superheroes.

CARD LIST NOTATION

Listed is the Team name, Superhero names, and the five abilities of each Superhero.
The Abilities are listed in order of Force from highest(5) to lowest(1).
The first ability for a superhero listed has a force = 5, the next = 4, and so on.

SAMPLE SUPERHERO TEAM CARD LISTS

NIPPON ALLIANCE

Samurai 'Sokitome' Sam- Katana, Ancestral Armor, Super Kai, Much Honor, Wakizashi
Ninja Number Nine- Ninja weapons, Mystic Martial Arts, Throwing stars,
Num Chucks, Unseen Movements
Wu Jen Wily- Lightning Blasts, Elemental Magic, Levitation, Spirit Magic, Alchemy
Two Ton Sumo- Sumo Shove, Knockdown Attack, Squash you like a Bug, Heavyweight,
Big Gut Attack

THE DEFENDERS

Iron Fist- Built in Weapons, Punch, Iron Armor, Rocket Boots, Suit Options,
Doctor Fantastic- Plasma Projector, Break the Laws of Physics,
Antigravity Disk, Weird Science, Reverse Inertia Field
Super Agent X- Assassins Tools, Guns, Spy Gadgets, Combat Training, Plastic Explosives
Icicle- Ice Shards, Freeze Attack, Ice Shield, Flying, Intense Cold

THE OFFENDERS

King Cobra- Cobra Strike, Fangs, Venom, Tail Constriction, Scales
Deadeye- Sixshooters, Quick Draw, Undead Regeneration, Fanning the Hammer, Trick Shot
Mr Humungous- Humungous, Really Big, Big & Ugly, Smack Down, Swat Attack
Super Fly- Proboscis, Shoe Fly, Flying, Walk on Ceilings, Disease

MORE SUPERHERO TEAM CARD LISTS

For more Teams go to [Superhero Slugfest](#)
Note that to transform teams to the Card Game version, you will have to make up additional Special Abilities for each Team member.

OPTIONAL RULE - COMEBACKS

If your Superhero is KO and you play 3 Character cards of that Superhero in Slug Phase, the KO superhero gets up and is back in the fight.

VARIANTS

Play with teams of more or less than 4 members.

SUPERHERO SLUGFEST RPG EXPANSION RULES

by Michael Callahan (Asterisk@webtv.net)

SUPERHERO SLUGFEST RPG EXPANSION RULES THE ULTIMATE EDITION

Wherewithal

Add thusly this new Trait to the list: "Wherewithal=1. Wherewithal represents such traditional characteristics and proficiencies such as intuition, intelligence, experience, education, talents, and skills. If a player chooses to use "The Deliberate Creation Rule", he or she may raise the level(s) of Wherewithal by applying one or more Construction Points to that end. However, if one prefers the original generation method, merely implement the following amendment: if the player has rolled an 8 on the "Superhero Powers Table", then he or she rolls their 1D10 again-on a 1-5 the character is assigned a "Split Attack", and on a 6-10 the character's Wherewithal is increased by one. For every level the player rolls a 1D6, the sum reveals the number of Wherewithal Points that can be expended on behalf of the character during one 'game day'. Whenever, in the course of a 'game day', the player describes to the G.M. an unusual or toilsome goal that they want their character to attain, or the Game Master decides to challenge a character with an extraordinary or daunting task (such as hitting a grand slam, pulling a plane out of a tail-spin, or performing brain surgery with cutlery) the following procedure is undertaken. The G.M. assigns a number between 1-10, this simulates the intensity of the difficulty incumbent upon the character to overcome-be fair! Then the player spends as many Wherewithal Points as he or she wishes to and can consume (other players, with the Game Master's consent, may contribute their own Wherewithal Points to the primary player's attempt). Lastly, the player rolls a 1D10, adding the W.P. previously expended and subtracting the G.M.'s complication factor. On a result of 6+ the endeavor succeeds. In the case of exceptionally trying, hazardous, or complex tasks, the Game Master may require multiple successes.

Hero Generation

Add this sentence: "For all characters (henceforth, unless otherwise specified, this term always refers to both player and non-player characters) double their Speed Trait and triple the range of ordinary and special attacks (except for, and any specific attacks involving, the detection of hidden characters)."

"Oh, if only I had another roll...." or, "Can't I have just one more Construction Point?" Because I feel your pain do the following. Reduce the Basic Trait Value of "Range" for your beginning character from 1 to 0-this is how one acquires that extra roll or C.P.; this option must be exercised before the character creation process. If a player rolls a 6 on the "Superhero Powers Table", it is ignored and rerolled, nor can this Trait be increased by the expenditure of a Construction Point. Any ranged attack, i.e., a strike attempted against a target that is located in a space beyond the one the attacking character is occupying, is made a -3.

The Deliberate Creation Rule

In order to produce a prepared character, players may avail themselves of this simple generation method. A player is given 10 Construction Points with which to buy their character's Powers and/or Special Abilities. Each improvement of a Trait or the acquisition of a Power or Special Ability usually costs one C.P.

Range

Add this sentence: "All hand-to-hand combat must occur in the same

space."

Flying

Add the following subtable:

1D6

1-2 Flying: As previously written, but add the following to the first sentence: "...and/or vertical and horizontal movement." 3-4

Super-Leaping: The character can safely leap horizontally and/or vertically a number of spaces, in any combination of length and height, up to the value of their Speed Trait; the leaper cannot remain airborne at the end of a Movement Phase. This is how a character uses their super-leap offensively: the Attack value of a missile drop-kick is always 1 (the character is moving ballistically, the target is endeavoring to dodge, etc.). If the strike is successful, for every space, horizontal and/or vertical, which the leaper has traversed or entered the attacker rolls 1D6 in order to determine the damage (1-2-3=1; 4-5-6=2 Hits) inflicted on the defender; furthermore, on his or her next turn, the target automatically suffers from all the adverse effects of being 'knocked-down'. The impact also causes-again, only if the assault succeeded-1 to 3 (1-2=1; 3-4=2; 5-6=3) points of injury upon the assailant who, additionally, has to roll on the "Knockdown" table to see if they are afflicted by all of the provisions of this entry. Remember, all this occurs during a Movement Phase and does not necessarily deny (see the preceding sentence) the leaper the opportunity to conduct a regular attack.

5-6 Adhesion: The character can, without falling or sinking, move over any surface horizontally and/or vertically, a number of spaces up to the value of their Speed Trait.

Stealth

Add this sentence: Use these rules for ambushes, night-fighting, and for combat in built-up areas."

Substitution:

11-15 Super-Salubrity

1D6

1-2 Enhanced Reaction: +3 to a character's Initiative roll. 3-4

Regeneration: As previously written. 5-6 Ruggedness: The character is able to ignore the consequences of being wounded; if rolled or chosen again, the character does not become unconscious because of their injuries. Also: Self-Discipline.

Distraction

Replace the word "Target" with the word "Target(s)". Add this sentence: "Range=the space the attacking character is occupying; everyone else in that space is potentially affected." After the word "Illusion" add the phrase "Holographic Doppelganger", and the word "Vertigo".

21-25 Domination

1D6

1-2 Animal Control: On a roll of 1-4 the character can control any one mammal, reptile, or bird within range. As an action, on a roll of 1-5 on a 1D6 the control can be sustained in the following turn(s). Range=2.

3-4 Mind Control: As previously written, although replace the word "target" with the phrase "human or humanoid". 5-6 Plant Control: On a roll of 1-4 on 1D6 the character can manipulate bushes and/or trees in the target space; anyone within this area must immediately (and for each successive turn that control is maintained and the victim is unable to leave the space) roll as if one was affected by being 'knocked-down'. As an action, on a roll of 1-5 on 1D6 the control can be sustained in the following turn(s). Range=2.

Immunity

A clarification: When a player rolls or purchases this Special Ability, he or she chooses a category given in the "Sources of Attacks" section; their character is given a +6 against all of the attack forms listed therein. This Special Ability cannot be gained more than three times.

Weaken

Substitution: 1-2 Speed. The first time the character's Speed Trait is reduced he or she is unable to move during the first Movement Phase. If thus again 'weakened', the victim cannot move during the second Movement Phase, and insofar as their Speed is concerned, they are inert for the

remainder of the battle. Thereafter, the target loses one point from their Attack Trait on a 1-3, and one point from their Defend Trait on 4-6.

Transference

If the player chooses, or by rolling, acquires the Special Ability "Weaken", he or she may upgrade it to this new Special Ability. (the improvement costs an extra Construction Point or an additional dice roll opportunity). When someone is 'weakened' that deleted Trait point is 'transferred' to the corresponding Trait category of the character who inflicted the depletion. All the stolen points evaporate at the end of the battle.

Immobilize

After the phrase "Mind Trap" add the phrase "Intensify Gravity" and the word "Encase".

Read Minds

Add the following to the first sentence: "...; a character can establish silent communication with any friendly character(s) within range."

Suppress

In the first sentence, the word "turn" is substituted for the word "battle".

Dematerialization

After the word "Desolidification" add the phrase "Astral Travel".

Size Change Shrink:

Add this sentence: "A diminutive character can still use Special Attacks as well as "Distraction".

Fear

Add the following to the second sentence: "...for the remainder of this battle."

Power Points

In the first sentence, the phrase "game day" is substituted for the word "battle". Like Wherewithal, Power Points are recovered 'overnight'. In the last sentence, the word "character" is substituted for the word "team". Optionally, after the last sentence, add the following: "A new Power Point does not need to be expended in order to perpetuate a potentially continuing effect unless that Special Ability is allowed to lapse or it has failed to be sustained by a successful roll.

Sources of Attacks

Add the following: "I've classified the preceding sources of attacks into the subsequent categories (Game Masters may, of course, 'reassign these passengers to different cabins')".

Biological: Dehydration, Decay, Disease.

Electromagnetic: Lightning, Gravity, Electrical, Telekinetic.

Exotic: Water, Wave, Positive Energy, Negative Energy, Shadow,

Disintegration, Molecular Disruption, Web, Acid. Kinetic/Concussive:

Punch, Kick, Strength, Grapple, Ice (shards), Sonic, Thunder, Wind,

Explosive, Martial Arts, Arrow, Blade, Crushing, Strangulation, Spines,

Bite, Claws, Constriction, Projectile, Ballistic. Mental: Fear, Psychic,

Psionic. Radiant: Fire, Ice (encasement), Heat, Light, Cold, Steam,

Radiation, Particle, Stellar.

Supernatural: Spirit, Mystic.

Determine Initiative

In the first sentence, the word "character" is substituted for the word "team". Thus each character, independently of their team, rolls for their own Initiative, and then performs his or her Movement, Attack, and Action Phases. In the case of ties, the character with the highest Speed Trait goes first.

Movement Phase

The following clarifies the second sentence: "Characters can attempt to detect hidden characters either before or after their movement." The following replaces the third sentence: "The density of the occupation of a space is dependent upon its representative size, e.g., a space representing five square feet can hold up to two characters on foot and one airborne character; a space representing ten square feet can hold up to four characters on foot and to airborne ones, etc."

Attack Phase

The following refinements are added to the fifth sentence: "...; wounded

characters at the beginning of their first Movement Phase during every subsequent turn (unless they have been rendered unconscious or killed) must roll on the "Weaken" table, furthermore, wounded characters can only move during the second Movement Phase."

Lions and Tigers and Bears, Oh My! Some Notes on Animal Attacks Insect swarms (wasps, fire ants, etc.) do not have Traits, instead roll 1D6 times on the "Weaken" table to ascertain the effects of their stings or bites. Pack (dogs, lots of rats, etc.) assaults are more serious. The G.M. should compose a Trait template for the pack which is determined upon an aggregate basis. The pack uses the Special Attack "Immobilize". Boas-the reptile, not the fashion accessory-as well as big lizards should be dealt with in the same way (except, of course, the template is crafted for just one creature). Jungle cats and such will also require their own individual Trait templates. If one of these beasts successfully attacks, the victim must roll to see if they are 'knocked-down'.

[Return to SUPERHERO SLUGFEST](#)

SUPERHERO SLUGFEST

INTRODUCTION

Smash! Blam! Pow!
Quick & dirty tactical rules for Superhero combat

MATERIALS

Use a hex map with large spaces
Use miniatures or action figures with props
D6 & D10 needed

TRAITS

Heroes have the following Basic Trait values
Attack = 1
Damage = 1
Defend = 1
Hits = 10
Speed = 1
Range = 1 (HTH range)

HERO GENERATION

For each Hero roll 10 times on the Superhero Powers Table

SUPERHERO POWERS TABLE

D10 POWER NOTES

1	Attack +1	Trait; Added to attack roll
2	Damage +1	Trait; Each level inflicts 1D6 Hits worth of
	Damage	
3	Defend +1	Trait; Subtracted from opponents attack rolls
4	Hits +10	Trait; At 0 the hero is unconscious
5	Speed +1	Trait; Spaces moved per turn
6	Range +1	Trait; Range of Attack
7	Flying	Special Ability; Vertical + Horizontal movement
8	Split Attacks	Special Ability; Each level of the Damage trait
	is its own separate attack	
9	Power Point	Determine the source of the power point
10	Special Ability	Roll on Random Special Ability Table

RANDOM SPECIAL ABILITY TABLE

D100 POWER NOTES

01-05 Stealth Hide(as action) on roll of 1-3 on D6. Cannot be attacked unless detected Surprise attack is at +3 to hit on the first turn

Also: Invisibility, Darkness, Camouflage

06-10 Knockdown If attack hits, target cannot attack or move on a roll of 1-4 on D6 on his next turn.

Knockdowned units are moved back one space and are +1 to be hit.

11-15 Regeneration Recover 1D3 Hits per turn

16-20 Distraction Target(s) loses his next move and action on a roll of 1-4 on D6. Distracted unit is +1 to be hit. Range = the space the attacking character is occupying; everyone else adjacent to that space is potentially affected. Also: Flash, Illusions

21-25 Domination Roll 1D6:

*1-2 Animal Control On a roll of 1-4 on a D6 the character can control any one mammal, reptile, or bird within range. As an action, on a roll of 1-5 on a D6 the control can be sustained in the following turn(s). Range=2

*3-4 Mind Control Special attack: Control target human or humanoid on a roll of 1-2 on D6. As an action roll 1-3 on D6 to maintain control on following rounds. Range =2

Also: Charm, Possession

*5-6 Plant Control On a roll of 1-4 on a D6 the character can control the bushes and/or trees of the target space; any one within this area must immediately (and for each successive turn that control is maintained) roll as if one was affected by "Knockdown". As an action, on a roll of 1-5 on a D6 the control can be sustained in the following turn(s). Range=2

26-30 Immunity Hero defends at +6 vs a specific type of attack such a energy, fire, spells, bullets, etc.

Also: Absorption, Resistance

31-35 Shapeshifting As action Move 3 points between Speed, Damage, Attack, & Defend. This lasts until next transformation.

Also: Multiform

36-40 Weaken If attack hits, target loses one point from (Roll D6): 1-2 = Speed, 3-4 =Attack, & 5-6 = Defend until end of battle. Also: Drain, poison, disease, demoralize, age

41-45 Immobilize Special attack: Target cannot attack or move on a roll of 1-3 on D6 on his next turn. Immobilization can be maintained (as an action) if on D6 the roll is greater the captives Attack. Attacks against captives are at +3. The capturer can automatically inflict 1D6 Damage on a held captive each turn after the first. Range =1

Also: Paralyze, Petrify, Entangle, Mind trap, Encase

46-50 Healing As action, adjacent target heals 1D3 Hits.

51-55 Senses Detect on 1-5 on D6 hidden unit within 3 spaces.

Also: Precognition, Heightened senses, 6th sense, X-ray vision

56-60 Lucky Each turn cause one diceroll to be rerolled.

61-65 Read Minds Team gets +1 on Initiative rolls; Detect on 1-3 on D6 hidden unit within 3 space. A character can establish silent communication with any friendly character within range. Also: Telepathy, mind probe

66-70 Teleport As an action move to any empty space on the map.

Also: FTL travel, Dimmension hopping

71-75 Transform Special attack: Target on a roll of 1-2 on D6 becomes harmless for 1D6 turns. Range =2

Also: Turn into frog, Sleep, Blind, Confusion.

76-80 Reflect On a roll of 1-2 on D6 a missed attack is reflected back to its source.

81-85 Suppress Special attack: On a roll of 1-3 on D6 Target cannot use power points this turn. Also: Dispell. Range =3

86-90 Dematerialize Unit cannot attack or be attacked by physical attacks. Automatically hidden, Pass through walls.

Also: Desolidification, Astral Travel.

91-95 Size Change Shrink: Gain Stealth and Attack and Damage = 0. A diminutive character can still use Special Attacks as well as Distraction and Fear.

Grow: Defense -X and Damage +X; X can be up to 4

96-00 Fear Special attack: Target on a roll of 1-4 on D6 must run

away & cannot attack on its next turn.
If attack unsuccessful target becomes immune to this
attack this battle. Range =3

POWER POINTS

A hero with a power point can generate 1D6 effects per game day.
Power points are extremely versatile and can be used for almost anything.
Power points can be used to imitate any special ability or to increase
a trait by +1.
A power point can be used to give another unit a second power point (Range =2).
They can be used to change the source of an attack or defense the
same unit is making.
Effects can last up to one turn or more if the character is not
engaged in combat.

SOURCES OF POWER POINTS

Power points represent a body of knowledge and resources that can have a
variety of uses.

A source describes where these resources come from.

Pick one of these if the Hero has a power point.

Sources of Power points include:

Gadgets, Scientist, Magician, Mechanic, Spirits, Engineer, Alien
Technology, Psionics, Sorcery, Demonics, Biomystic Energies, Divine
powers, Mutations, Robotics, Chakras, Necromantic Secrets, Voodoo,
Witchcraft, Cybernetics, Dream Realities, Plant Life, Nature,
Sorcery, Gravity control

Players may wish to limit the types of effects produced by
the power point, depending on the source

SOURCES OF ATTACKS

A Unit may have several sources:

Punch, Kick, Strength, Grapple, Fire, Ice, Lightning, Sonic, Water,
Wave, Thunder, Heat, Positive Energy, Negative Energy, Light, Cold,
Steam, Shadow, Gravity, Radiation, Wind, Electrical, Particle,
Explosive, Stellar, Dehydration, Fear, Telekinetic, Disintegration,
Molecular Disruption, Psychic, Martial Arts, Arrow, Blade, Crushing,
Strangulation, Web, Acid, Spines, Bite, Claws, Decay, Disease,
Constriction, Weapon, Projectile, Ballistic, Spirit, Mystic, Psionic, etc.

SOURCES OF DEFENSE

Armor, Force Field, Shield, Dodge, Absorption, Toughness, Metal,
Carapace, Exoskeleton, Quick, Luck, etc.

COMBAT TURN SEQUENCE

1. Determine Initiative
2. Movement Phase
3. Attack Phase
4. Action Phase

DETERMINE INITIATIVE

Roll high on D10 to determine the order in which teams take rest of their
turns (Steps 2-4). The winner moves, attacks, and takes his actions first,
then the next player may go. Turns in game time are 5 seconds long.

MOVEMENT PHASE

Move your heroes on the map a number of spaces up to their Speed Trait. Characters can attempt to detect hidden characters either before or after their movement.

Units detect hidden units within 3 spaces on a roll of 1-2 on D6.

The density of the occupation of a space is dependent upon its representative size, e.g., a space.

representing five square feet can hold up to two characters on foot and one airborne character; a space representing ten square feet can hold up to four characters on foot and two airborne ones, etc.

ATTACK PHASE

Attacker picks a target and rolls 1D10.

The target must be in range.

Units in adjacent hexes (Range = 1) are considered to be in HTH range.

The attacker adds their Attack trait and the defender subtracts their Defend trait.

On a roll of 6+ the attack hits.

Roll a number of D6 equal to the attackers Damage Trait to determine the number of hits the defender loses.

A Defender reduced to half his hits is wounded.

A Defender reduced to 0 or less hits is unconscious.

A Defender reduced to -5 or less hits is killed.

Wounded characters at the beginning of their first movement phase during every subsequent turn (unless they have been rendered unconscious or killed)

must roll on the "Weakened" subtable of the "Random Special Ability

Table", furthermore, wounded characters can only move during the action phase.

ACTION PHASE

Heroes that did not attack may do some other activity.

They may move a second time.

SUPERHERO TEAMS

A typical team will have four members and a theme.

NIPPON ALLIANCE

Samurai 'Sokitome' Sam

Attack = 4 (Katana)

Damage = 3

Range = 1 Split Attacks

Defend = 3 (Ancestral Armor)

Hits = 30

Speed = 1

Ninja Number Nine

Attack = 3 (Ninja weapons)

Damage = 2

Range = 2 (Throwing stars) Split Attacks

Defend = 4

Hits = 10

Speed = 2 Stealth

Wu Jen Wily

Attack = 3 (Lightning Blasts)

Damage = 2

Range = 4 Split Attacks

Defend = 1

Hits = 10
Speed = 2 Flying (Levitates cross legged)
Power point (Magician)
Two Ton Sumo
Attack = 3 (Sumo Shove)
Damage = 3
Range = 1
Defend = 3
Hits = 40
Speed = 1 Knockdown Attack

EVIL UNLIMITED INC

Doctor Mandrake
Attack = 2 (Force Beams)
Damage = 1
Range = 3
Defend = 3 (Force Field)
Hits = 20
Speed = 3 Flying (Chrome Antigravity Chair with Fins)
Power point (Scientist)
Roboticus
Attack = 2 (Lasers or Claws)
Damage = 3
Range = 2
Defend = 4 (Metal Frame)
Hits = 40
Speed = 1
Cyber Chick
Attack = 3 (Machine Pistols)
Damage = 2
Range = 2 Split Attack
Defend = 2
Hits = 10
Speed = 3 (Motorcycle)
Power point (Mechanic), Distraction
Brain Child
Attack = 3 (Telekinetics)
Damage = 2
Range = 3
Defend = 2
Hits = 10
Speed = 2
Flying, Power point (Psionics), Mind Control, Senses

GOOD GUYS R' US

Captain Kiddo
Attack = 4 (Fists or throw shield)
Damage = 2
Range = 2
Defend = 4 (Shield)
Hits = 20
Speed = 2 (Acrobatic Leaps)
Brick Shithouse
Attack = 3 (Pummel)
Damage = 3
Range = 2 (Throw small cars)
Defend = 3 (Brick Exterior)
Hits = 40
Speed = 1
Speedball
Attack = 3 (Fist Flurry)
Damage = 2

Range = 1
Defend = 4
Hits = 10
Speed = 5 (Running)
Sweet Multiplicity
Attack = 3
Damage = 3
Range = 1
Defend = 3
Hits = 30
Speed = 2 (Project duplicates) Distract

FREAKY FOUR

Battle Fetus
Attack = 3 (High Tech Weapons)
Damage = 3
Range = 3 (Minimissiles)
Defend = 3 (Metal Exoskeleton)
Hits = 30
Speed = 1
Poison Oak
Attack = 3 (Tendrils)
Damage = 3
Range = 1
Defend = 3 (Bark)
Hits = 30
Speed = 1
Power Point (Plants), Immobilization (Roots)
Cloak
Attack = 3 (Knives)
Damage = 3
Range = 2 (Thrown knives)
Defend = 3 (Shadows)
Hits = 20
Speed = 2 Stealth
Arachnid
Attack = 4 (Spider senses)
Damage = 1
Range = 2
Defend = 4 (Reflexes)
Hits = 10
Speed = 3 (Web swinging)
Immobilization (Web)

THE LAW TEAM

Mr Right
Attack = 3
Damage = 3
Range = 2
Defend = 2
Hits = 20 (Always do the right thing)
Speed = 3
Flying
Techno Knight
Attack = 3 (Energy Sword)
Damage = 4
Range = 1
Defend = 3 (Power Armor)
Hits = 30
Speed = 2 (Mechanical Horse)
Ranger Rick
Attack = 5 (Arrows)

Damage = 4
Range = 3 Split Attack
Defend = 1
Hits = 10 (Protector of small furry animals)
Speed = 1
Girl Power
Attack = 4 (Bitchslap)
Damage = 3
Range = 1
Defend = 2
Hits = 20 (You go Girl!)
Speed = 2 Flying
Power Point (Girl Power)

MASTERS OF MAYHEM

The Dentist
Attack = 3 (Drills)
Damage = 5
Range = 1
Defend = 2
Hits = 20 (Spit please)
Speed = 1
Fear, Weakness (Novocaine)
Sewage
Attack = 3 (Raw Sewage)
Damage = 2
Range = 2
Defend = 3
Hits = 20
Speed = 1
Stealth, Weakness (Smell), Regeneration
Beastiality
Attack = 4 (Claws)
Damage = 4
Range = 1
Defend = 2
Hits = 20
Speed = 2 Senses
Zippy the Evil Clown
Attack = 4 (Juggling Balls)
Damage = 2
Range = 2
Defend = 3
Hits = 10
Speed = 2 (Unicycle)
Distraction (taunts), Lucky

THE CAPED CRUSADERS

Latex Man
Attack = 2 (Slap)
Damage = 2
Range = 4 (Stretch)
Defend = 3 (Flexibility)
Hits = 20 (Elasticity)
Speed = 3 (Springiness)
Supra Man
Attack = 3 (Punch)
Damage = 3
Range = 1
Defend = 3 (Puffed Chest)
Hits = 30
Speed = 2 Flying

Dough Boy
Attack = 3 (Smack)
Damage = 3
Range = 1
Defend = 3 (Cushioned)
Hits = 40
Speed = 1
Flame Fatale
Attack = 3 (Fireball)
Damage = 4
Range = 2
Defend = 2
Hits = 10
Speed = 2 Flying
Immunity (Fire, Heat)

LOS AMERICANOS

Cupachobra
Attack = 3 (Claws)
Damage = 3
Range = 1
Defend = 3
Hits = 20
Speed = 2
Stealth, Fear
Zorbo
Attack = 5 (Fencing sword)
Damage = 4
Range = 1
Defend = 4
Hits = 10
Speed = 1
El Gigantico
Attack = 3 (Mangle)
Damage = 3
Range = 1
Defend = 3
Hits = 40
Speed = 1
Immobilize (Wrestling)
Quezquotal
Attack = 1 (Sacrificial Knife)
Damage = 2
Range = 1
Defend = 3
Hits = 10
Speed = 3 Flying
Power Point (Inca Magic), Shapeshift, Read Minds, Healing

THE FOUR FACES OF DEATH

Purpleous Dinosaurous
Attack = 3 (Theme song)
Damage = 4
Range = 1
Defend = 3
Hits = 30
Speed = 2
Road Hog
Attack = 3 (Shotguns & Grenades)
Damage = 2
Range = 2
Defend = 3 (Thick Hide)

Hits = 30 Split Attacks
Speed = 2 (Motorcycle)
Gamma Ray
Attack = 3 (Gamma Rays)
Damage = 3
Range = 3
Defend = 2
Hits = 10
Speed = 3 Flying
Ankhst
Attack = 2 (Death Grip)
Damage = 3
Range = 1
Defend = 2
Hits = 30
Speed = 1
Weakness (Mummy's Curse), Fear, Regeneration
Power Point (Egyptian Magic)

THE DEFENDERS

Iron Fist
Attack = 2 (Punch)
Damage = 3
Range = 1
Defend = 3 (Iron Armor)
Hits = 30
Speed = 2
Flying (Rocket Boots)
Power Point (Suit Options)
Doctor Fantastic
Attack = 2 (Plasma Projector)
Damage = 3
Range = 3
Defend = 2
Hits = 10
Speed = 3
Flying (Antigravity Disk)
Power Point (Weird Science)
Super Agent X
Attack = 3 (Guns)
Damage = 3
Range = 2
Defend = 3
Hits = 10
Speed = 1
Stealth, Split Attacks
Power Point (Spy Gadgets)
Icicle
Attack = 3 (Ice Shards)
Damage = 2
Range = 2
Defend = 3
Hits = 20
Speed = 2 Flying
Immobilization (Intense Cold)

THE OFFENDERS

King Cobra
Attack = 4 (Cobra Strike)
Damage = 2 (Fangs)
Range = 1
Defend = 3

Hits = 20
Speed = 2
Weakness (Venom), Immobilize (Tail Constriction)
Deadeye
Attack = 5 (Sixshooters)
Damage = 3
Range = 2
Defend = 1
Hits = 20
Speed = 1
Split Attacks, Regeneration (undead cowboy)
Mr Humungous
Attack = 2
Damage = 3
Range = 1
Defend = 3
Hits = 40
Speed = 1
Knockback, Immunity (Immobilization Attacks)
Super Fly
Attack = 1 (Proboscis)
Damage = 2
Range = 1
Defend = 5 (Shoe Fly)
Hits = 10
Speed = 4
Flying (& walks on Ceilings)
Weakness (Disease)

EXTRAS

Thugs, Police
Attack = 1 (Guns)
Damage = 1
Range = 2
Defend = 1
Hits = 10
Speed = 2 (cars)
Terrorists, Mercenaries
Attack = 2 (Guns)
Damage = 2
Range = 2
Defend = 1
Hits = 10
Speed = 2 (cars)
Soldiers
Attack = 2 (Military weapons)
Damage = 2
Range = 3
Defend = 1
Hits = 10
Speed = 2 (Vehicles)
Tank
Attack = 2
Damage = 4
Range = 4
Defend = 3
Hits = 30
Speed = 2
Robot Guards
Attack = 2 (Beam weapons)
Damage = 2
Range = 2
Defend = 2 (Armor)
Hits = 20

Speed = 1
Kung Fu Guards
Attack = 2 (Martial Arts weapons)
Damage = 1
Range = 1
Defend = 2
Hits = 10
Speed = 1
Martians
Attack = 2 (Heat Rays)
Damage = 3
Range = 2
Defend = 3 (Force fields)
Hits = 10
Speed = 3 (Flying Saucers)
Squid Men
Attack = 1 (Claws)
Damage = 1
Range = 1
Defend = 1
Hits = 10
Speed = 1
Breathe underwater, Stealth
Civilians
Attack = -3
Damage = 1 (-3 to roll)
Range = 1
Defend = 1
Hits = 5
Speed = 2 (Vehicles)

SCENARIO OBJECTIVES

The basic scenario: Each side picks or creates a team and they proceed to beat each other to a pulp.

Location: Downtown area.

Props: Cars, Police, shoppers, street signs, clothes lines, power lines.

VARIATIONS

Add more special powers.

Super Duper Heroes: Make Heroes with more than 10 rolls on the power table.

[Super Critter Slugfest](#)

[RPG Expansion Rules](#) by Michael Callahan (Asterisk@webtv.net)

[Sword & Sorcery Rules](#) by Michael Callahan (Asterisk@webtv.net)

SUPERMAN

INTRODUCTION

Card game for 2 or more players.

Each player takes on the role of Superman on a similar but alternate parallel Earth. Players compete to see who captures the most powerful villains.

DISCLAIMER

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

THE DECK

Players share a common deck.

END OF GAME

The game ends the end of the turn the last card is drawn from the deck.

WINNING

At the end of the game, the winner is the player with the highest total point value of cards in his Prisoner pile.

TURN SEQUENCE

Players take turns.

Each turn has 2 phases:

Action Phase

Capture Phase

ACTION PHASE

Draw 1 card from the top of the deck or anywhere from the common discard pile.
Discard (any cards) down to a seven card hand.

CAPTURE PHASE

You may capture a Villain. To do this:

Play a Villain card from your hand.

Played cards are placed face up on the table in front of you.

Play up to two Weapon cards with the Villain.

Play up to one Plot card with the Villain

Note that each of these cards has a Point value.

Add up the total Villain Point value.

Next play up to one Superman card if you have one.

Next play any number of Power, Ally, and Equipment cards with Superman.

Note that each of these cards has a Point value.

The total Superman point value must exceed the total Villain point value.

Next, Opponents may play from their hands Plot & Weapon cards with the Villain.

A Villain may have a maximum of 2 Weapon cards and 1 plot card attached.

After this, the current player may play from his hand additional Power, Ally, and Equipment cards with Superman.
 If the total Superman point value still exceeds the total Villain point value, the Villain is captured.
 The player places the Captured Villain and all cards played with the Villain in his Prison Pile.
 If the total Superman point value does not exceed the total Villain point value, the Villain escapes.
 If the Villain escapes, place the Villain and all cards played with the Villain in the common discard pile.
 Place all played Superman, Power, Ally, and Equipment cards into the common discard.

CARD TYPE NOTATION

S = Superman
 P = Power
 E = Equipment
 A = Ally (Friends & Locations)

V = Villain
 O = Plot (Plan, Peril)
 W = Weapon (Villain Powers, Minions & Superman Weaknesses)

SUPERMAN COMMON DECK CARD LIST

Card Name:	Type	Points	Notes
Superman	S	10	3 cards like this in the deck
Man of Tomorrow	S	10	
Man of Steel	S	10	
Clark Kent	S	10	
Mild Mannered Reporter	S	10	
Champion of Justice	S	10	
Kal-El	S	10	
Earth's Champion	S	10	
Secret Identity	P	3	
Perform Good Deeds	O	5	
Red Kryptonite	W	5	
Green Kryptonite	W	7	
Gold Kryptonite	W	9	
Red Sun Radiation	W	7	
Superboy	A	8	
Supergirl	A	7	Kara Zor-El
Superdog	A	6	"Krypton"
Superwoman	A	7	Kristin Wells
Brainiac	V	15	2 cards like this in the deck
Super Strength	P	8	
Indestructible	P	7	
Freezing Breath	P	5	
Superspeed	P	8	
Solar Sustenance	P	4	
Super Hearing	P	5	
Telescopic Vision	P	5	
Heat Vision	P	6	
Bullet Proof	P	4	
X-Ray Vision	P	5	Look at one opponents hand
Lex Luthor	V	15	3 cards like this in the deck
Justice League	A	20	
Legion of Superheroes	A	15	
Metropolis in Peril	O	8	
Fortress of Solitude	E	9	

Leap Over Tall Buildings	P	4	In a single Bound!
Lois Lane in Peril	O	6	
Jimmy Olsen in Peril	O	5	Signal Watch
Perry White	A	2	Owner of the Daily Planet
Phantom Zoner	V	8	
Pa & Ma Kent in Peril	O	6	Jonathan & Martha
Smallville in Peril	O	4	
Pete Ross & John Ross in Peril	O	5	
Truth, Justice, & the American Way	P	5	
Daily Planet	A	3	
Press Contacts	A	3	
Pentagon Contacts	A	5	
White House Contacts	A	5	
United Nations Contacts		A	4
Lana Lang	A	6	
High Gravity	W	8	
Elastic Kid	A	6	
Insect Queen	A	7	Lana with Bio-Genetic Ring
Hypnotic Control	W	7	
Ambush Bug	A	8	
Lori Lemaris	A	5	Atlantean Love Interest
Nightwing & Flamebird	A	6	Kandorian Heroes
Vartox	V	8	Champion of the Sombrero Galaxy
Battle Suit	W	6	+3 with Luthor or Colonel Future
Master-Mind	W	7	+2 with Luthor or Brainiac
Complex Scheme	O	8	+2 with Luthor or Vandal
Criminal Genius	W	7	+2 with Luthor or Wolfingham
Shrinking Ray	W	6	+2 with Brainiac
Force Field	W	6	+2 with Brainiac
Secret Society of Super-Villains	V	10	
Mr. Mxyzptlk	V	7	
Mystic Powers	W	8	+2 with Mxyzptlk
Bizzaro	V	13	
Brute Force	V	6	+5 with Bizzaro or Chemo
Destroy the Earth	O	10	+2 with Brainiac
Galactic Rule	O	10	+5 with Mongul
Black Mercy	W	7	Psychic Vampiric Fungus
Spaceship	W	6	+5 with Mongul
Teleportation Device	W	8	
Containment Cube	W	6	
Parasite	V	10	
Mongul	V	17	
Hi-Tech Gadgets	W	8	
Diversiionary Tactics	W	5	
Terra-Man	V	10	
Showdown	W	6	+5 with Terra-Man
Revenge	O	8	
Match Wits	O	6	
Toyman	V	5	
Galactic Golem	W	9	
Prankster	V	8	
Practical Jokes	W	5	+6 with Prankster or Mxyzptlk
Lord Satanis & Syrene	V	12	
Time Travel	O	9	
Magic Spells	W	10	+5 with Satanis & Blackbriar
Metallo	V	5	+5 with Kryptonite
Blackrock Power Suit	W	7	
Master Jailor	V	6	
Eternity Trap	O	6	+5 with Master Jailor
Super Scientific Equipment	W	7	
Karb-Brak	V	5	Allergic Alien
Atomic Skull	V	10	
Chemo	W	8	Mindless Monstrosity
Mental Blast	W	6	+5 with Atomic Skull
Vandal Savage	V	8	Immortal
Amazo	V	25	Android

Blackbriar Thorne	V	7	Druid
Colonel Future	V	4	Precognition
J. Wilbur Wolfingham	V	6	Con-Man
Kru-El	V	10	Brilliant Phantom Zoner
General Dru-Zod	V	9	Megalomaniac Phantom Zoner
Ultra Humanite	V	10	Transplanted Genius Brain
Super Uniform	E	4	
Superman Robots	E	5	
Supermobile	E	7	
Super Computer	E	8	
Amnesium	E	6	
Memory of Jor-El & Lara		P	9
Bottle City of Kandor in Peril	O	8	
Super Lab	E	8	
Invulnerable	P	7	
Faster than a Speeding Train	P	6	

SURVIVING THE GULAG

by Marcus Salo

INTRODUCTION

Scenario for WarpQuest.

Click here for the [WarpQuest](#) Core Rules.

The year is 1947 and the player is an Estonian patriot and resistance fighter that has been caught by the russians and transported to Siberia to a brutal labor camp. The sentence is ten years of horrific conditions. The player has to survive the camp to return to the beloved Estonia.

In this variant there is only one module, the camp. The spaces represent time, not distance like in the original Artifact.

THE HERO

Resistance Fighter, Kalle Loodus, 33 years of age, former corporal in the Estonian Army during the independence, fought in Finnish Army during the War of Continuation, after the war returned to the Soviets by Finnish communist traitors, escaped and fought as a "Forest Brother Guerilla Fighter" until caught and sent to labor camp in Siberia.

A man with nine lives, just like a cat.

Kalle Loodus has six skills, roll on the Skill List Table.

In this version there are no companions.

Every time Kalle fails

a challenge, he loses one life.

Skill List Table

1D10	Skill:	
1	Fighting	+1
2	Cunning	+1
3	Agility	+1
4	Survival	+1
5	Personality	+1
6	Toughness	+1
7	Spirit	+1
8	Stealth	+1
9-10	pick any skill	

CARD LIST

-40F Temperature	Survival x 2
Strong Wind	Survival x 2
Ivan, Brutal Russian Guard	Toughness x 2
Russian Interrogators	Cunning x 2
Russian Prisoner Gang	Fighting x 2
Forced Labor	Toughness x 2
Food Storage Window Open	Stealth & Agility
(if succesfull, eat your stomach full and advance 1d6 spaces forward)	
Torture	Toughness & Spirit
Exhaustion	Spirit x 2
Desperation	Spirit x 2
Fellow Estonian Prisoner	No challenge, gain 1 Spirit
Armenian Prisoner that	
has two coats	Personality x 2
(if succesfull, the Armenian sells you the other coat, gain 1 Survival)	
Boris, Brutal Russian Guard	Toughness x 2

Diarrhea	Survival x 2
Hunger	Spirit x 2
New Prisoners	Personality x 2
(if succesfull, you get news from home, gain 1 Spirit)	
Storage Room Door Unlocked	Stealth & Agility
(If succesfull, you steal a new pair of pants, Survival +1)	
Lithuanian Prisoner that works in the Kitchen	Personality x 2
(if succesfull, eat your stomach full and advance 1d6 spaces)	
Caught Stealing,	
1 month in total isolation	Spirit x 2
Warm Summer Day	No Challenge, advance 1d6 spaces
Fever	Survival x 2
Vladimir, Brutal Russian Guard	Toughness x 2
Work in a Coal Mine	Agility & Toughness
Deep Snow	Survival & Agility
Communist Propaganda Officer	Cunning x 2
(if succesfull, you fool the communist and are released from labor for a week, advance 1d6)	
Russian Doctor	Cunning x 2
(if succesfull, you play sick and stay a week in a hospital, advance 1d6)	
Exhaustion	Spirit x 2
Scurvy	Survival x 2
Desperation	Spirit x 2
Mad Guard Shooting from the Guard Tower	Agility x 2
Russian Under Cover Informer	Cunning x 2
Kitchen Duty	Stealth x 2
(if succesfull, eat your stomach full and advance 1d6 spaces)	
Tuberculosis	Survival x 2
Finnish POW	No challenge
(you have a nice long chat about the Russians. Gain 1 Spirt)	

SWAMP FIGHTERS

INTRODUCTION

Wet Wargame for 2 or more players.
Fantasy Swamp theme.

VICTORY

Destroy all enemy units.

DICE, CHITS, CARDS & TILES

Tiles are used to make the Map.
Chits are used to represent Units.
Each player has their own set of unit chits.
Cards are used to represent Spells.
Six sided dice are needed to play.

TERRAIN TILE LIST

Type:	#	Cost	Notes:
Swamp	4	1	Wet, Trees
Marsh	4	1	Wet
Slough	4	2	Wet, Trees
Bog	4	2	Wet
Mud Hole	4	2	Wet, Treacherous
Bayou	4	1	Wet, Trees, Home
Sawgrass	4	2	Dry, Treacherous
Fen	4	1	Dry
Hammock	4	1	Dry, Trees
Mangroves	4	2	Dry, Trees
Rocks	4	2	Dry
Mound	4	2	Dry, Home
Spawning Pool	4	2	Water, Home
Pond	4	1	Water
Sink Hole	4	2	Water
Root Water	4	2	Water, Trees

= Number of Tiles in Terrain Tile Set
Cost = Cost in Move Points to enter

THE MAP

Use a Chessboard (8 x 8).
Randomly distribute the tiles to the 64 spaces.

SETUP

Players pick which race they want to control.
Each race has its own set of Chits.
Each Player starts with their Leader chit located in a Home Space.
Randomly determine who goes first.

RACES

Several races (& subspecies) live (and fight) in the swamp:

Lizard Men
Crab Men
Bullywugs
Snake Men
Turtle Men

LIZARD MEN UNIT CHIT LIST

Unit Name:	#	Force	Move	Hits	Notes:
Gecko	4	2	4	1	Shaman
Leaping Lizard	4	2	4	1	Jump
Chameleon	4	2	3	2	
Horned Lizard	4	3	2	3	Shell
Komodo Dragon	3	4	3	3	
Lizard King	1	5	3	2	

Special Ability: All Lizard units have Dry & Tree

CRAB MEN UNIT CHIT LIST

Unit Name:	#	Force	Move	Hits	Notes:
Rock Lobster	4	3	2	2	Water
Jumbo Shrimp	4	2	2	1	Water
Hermit Crab	4	2	2	2	Shaman
Stone Crab	4	4	2	3	Dry
Horseshoe Crab	3	2	4	2	
King Crab	1	5	2	3	Leader

Special Ability: All Crab units have Shell

BULLYWUGS UNIT CHIT LIST

Unit Name:	#	Force	Move	Hits	Notes:
Tree Frog	4	2	4	1	Tree
Frog Man	4	2	3	1	Water
Bull Frog	4	3	3	3	Dry, Shaman
Horny Toad	4	3	3	2	Shell
Poison Dart Frog	4	4	4	1	Poison
Frog Prince	1	5	4	2	Leader

Special Ability: All Frog units have Jump

SNAKE MEN UNIT CHIT LIST

Unit Name:	#	Force	Move	Hits	Notes:
Water Snake	4	2	4	1	Water
Tree Snake	4	2	3	1	Tree, Shaman
Grass Snake	4	2	4	1	Dry
Python	4	3	3	3	
Viper	3	4	4	2	
King Cobra	1	5	3	2	Leader

Special Ability: All Snake units have Poison

TURTLE MEN UNIT CHIT LIST

Unit Name:	#	Force	Move	Hits	Notes:
Snapper	4	3	2	2	Wet
Sea Turtle	4	2	2	2	Water
Tortoise	4	2	2	2	Dry, Shaman
Ninja Turtle	4	4	3	2	
Galapagos	3	3	2	3	
Mock Turtle	1	5	2	2	Leader

Special Ability: All Turtle units have Shell

TURN SEQUENCE

Players take turns.

Each turn has 5 phases:

Recruit Phase

Magic Phase

Move Phase

Battle Phase

End Phase

RECRUIT PHASE

Keep your Chits in a separate pile.

Draw 1 Unit Chit from your unit pile per Home space you control.

Put the unit into play on or adjacent to the Home space.

ADJACENCY RULE

Units or spaces must share a common border to be adjacent.

Diagonal spaces and units are not adjacent.

STACKING RULE

You may stack up to 3 of your units in a single space.

Discard excess units. The stacking limit must be strictly enforced.

MAGIC PHASE

If you control any Shamans, draw 2 Spell cards.

Max hand size is 5 cards. Discard excess cards.

MOVE PHASE

Each unit has a number of Move Points (MP).

Different Terrain types have different Move costs to enter.

Wet Units pay 1/2 MP to enter Wet spaces

Dry Units pay 1/2 MP to enter Dry spaces.

Water Units pay 1/2 MP to enter Water spaces.

Tree Units pay 1/2 MP to enter Tree spaces

You cannot enter or move through a space containing enemy units.

Units with Jump can move over intervening stacks.

Units moving into Treacherous territory must end their move.

BATTLE PHASE

You may attack adjacent enemy stacks with your own stacks.

Resolve conflict between two opposing stacks, one at a time.

A turn may have multiple battles between multiple stacks.

Battles are fought in Rounds.

During each round, each unit in turn in both opposing stacks gets to attack once.

Start with the Active player (Player whose turn it is)

Pick which of your units is attacking and Roll 1D6.

If the roll is equal to or less than the attacking units Force, one Hit is inflicted.

If there is a Hit, the defender decides which of his units is hit.

Any unit reduced to zero hits is discarded.

The other player then attacks and so on.
This repeats until one side is completely eliminated.
A Shaman instead of attacking may cast a Spell.
A Wet, Dry, Tree, or Water unit attacking into or out of the appropriate terrain type has its Force increased by one.

POISON

A unit hit by a poison unit must roll 1D6. On a roll of 1-2 the unit is killed.

SHELL

If a Shell unit is hit, roll 1D6. On a roll of 1-2 the hit is ignored.

END PHASE

Remove Summoned and Mesmerized Units from play.

MAGIC SPELL DECK

Spell:	#	Notes:
Summon Kin	2	Draw a Unit Chit. It joins the Battle
Noxious Vapor	4	All enemy units get Force -1 this Battle
Mist	4	End Battle Immediately
Stuck in the Mud	4	Target Unit cannot attack this Battle
Poison Gland	4	Target Unit gets Poison Ability
Thick Skinned	4	Target Unit gets Shell Ability
Desiccate	4	Force 2 Attack vs all Enemy units this round
Hot Blooded	4	All your units get Force +1 this Battle
Regenerate	4	Put Unit just destroyed in Battle back into play
Mesmerize	2	Take control of target Non-Leader Unit

= copies of this card in the deck.

TILE & CHIT SETS

Really cute stuff by jiminybollocks
Check it out: [Click Here](#)

COMMENTARY

By Jiminy Bollocks...

I use damage counters to mark which units have suffered hits, and I find that after the battle phase is over it is best to remove all damage counters. This speeds up the game and stops the playing area from getting cluttered.

If a leader is killed I just allow him to be recruited again as a unit, since there is no rule stating otherwise.

If all units on one side in a battle are affected by a Stuck in the Mud spell, I play that the affected side automatically loses, so as to speed up the game, because the result is inevitable due to the lack of any dispelling spells.

When I play, the summon kin and mesmerize spells allow a stack to break the usual stack limit. Since the affected units are discarded at the end phase, this doesn't upset the game too much.

SWARM

INTRODUCTION

2 player board & card abstract strategy wargame.
Each player controls an insect swarm.

VICTORY

Destroy your opponents swarm or control all the Den spaces in play or
Be in control of the most spaces when the deck runs out.

THE BOARD

Use an 8x8 square grid.
Each square has a terrain type.
Randomly distribute the following terrain types:

- 1 - Flat Ground - No effects
- 2 - Grass - Stacks in this square get Attack +1
- 3 - Mound - Stacks in this square get Defense +1
- 4 - Food Source - If you occupy this space your Swarm gets Reproduction +1
- 5 - Broken Ground - A stack in this space gets Stack +1
- 6 - Water - Stacks may not end their moves on this space.
- 7 - Den - Victory condition: A stack in this space gets Stack +2

PIECES

Each player starts with a set of counters of a unique color (use checkers).
The counters are called "Insects" (or Bugs).
A stack of insects in a space is called a "Stack".
When referring to all your Insects use the term "Swarm" (or Hive).

ATTRIBUTES

Your insects/swarm has the following six attributes:
Attack, Defense, Movement, Reproduction, Stacking, Intelligence.
Each Insect has a base Attack value = 1
Each Insect has a base Defense value = 1
Each Insect has a base Movement value = 1
Your Swarm has a base Reproductive capacity = 1
Each Stack of Insects has a base Stack limit = 1
Your Swarm has a base Intelligence level = 1
The attack value is how much damage an insect can inflict in attack phase.
The defense value is how much damage an insect can take before being destroyed.
The Movement value determines how many spaces an insect may move.
The Reproduction value is the number of new insects you get each turn.
The Intelligence value is how many stacks or partial stacks you may move per turn.
The Stack value is the limit of how many insects you may have in one stack.
As you gain cards, the values of your attributes will increase.
Certain terrain types will give attribute bonuses to your swarm or occupying stacks.

SETUP

Each player starts with one Insect counter in one corner of the board.
Players should start in opposite corners.
The player with the most bulgy eyes goes first.

THE DECK

Players share a common deck.
The deck contains one of each card described in the card list.

TURN SEQUENCE

Players take turns.
Each turn has 5 phases:
Evolution Phase
Reproduction Phase
Move Phase
Attack Phase
Disperse Phase

EVOLUTION PHASE

Draw 1 card from the deck.
Place it face up in front of you with the rest of the cards.
Your swarm immediately and permanently gets the attribute bonus indicated on the card.

REPRODUCTION PHASE

Gain a number of new insects equal to your Reproduction attribute.
Place the new insects on top of your existing stacks or in empty adjacent spaces.
If placing on top of a stack, you cannot exceed your stack limit attribute.
If you cannot place an insect, discard the counter.

MOVE PHASE

You may move up to a number of stacks equal to your Swarms Intelligence level.
This includes partial stacks if you are breaking up a larger stack.
You may use a move to combine stacks together.
(Note: at the start of the game, your stack limit = 1)
You may move your stacks into spaces occupied by enemy stacks.
2 or more of your stacks in the same space will automatically combine to form 1 stack.

ATTACK PHASE

If two opposing stacks occupy the same space, they will fight.
Combat is simultaneous.
Each stack inflicts damage equal to the sum of all the attack scores of all its insects.
An insect can take as much damage as its defense value before being killed.
Excess damage not enough to kill an insect is ignored.
The attack phase may end with stacks from both players occupying the same space.

EXAMPLE OF COMBAT

Joe's Swarm has a total Attack = 1 and Defense = 1
Ron's Swarm has a total Attack = 1 and Defense = 2
Ron has a stack of 3 insects & Joe has a stack of 5 insects in the same space.
Ron inflicts 3 damage, so 3 of Joe's insects are killed.
Joe inflicts 5 damage, so 2 of Ron's insects are killed.
(Each of Ron's insects can take 2 damage: it would have taken 6 damage to kill all 3)

DISPERSE PHASE

If a stack contains more insects than its stack limit, the excess insects must disperse.

Place the dispersed insects into empty adjacent spaces (not to exceed the stacking limit).

If an insect is unable to disperse, it is removed from play.

CARD LIST NOTATION

A = Owning this card gives all your insects Attack +1

D = Owning this card gives all your insects Defense +1

M = Owning this card gives all your insects Move +1

I = Owning this card gives your swarm Intelligence +1

R = Owning this card gives your swarm Reproduction +1

S = Owning this card gives each of your Stacks Stack +1

X = Skip the rest of your turn & Draw 2 cards

CARD LIST

Card Name	Type
Swarm	S
Hive	S
Social Insects	S
Caste System	S
Colony	S
Mandibles	A
Pincers	A
Sting	A
Bite	A
Venom	A
Carapace	D
Exoskeleton	D
Segmentation	D
Chitin	D
Size Increase	D
Queen	R
Drones	R
Pheromones	R
Care for the Larvae	R
Lay eggs in Host	R
Wings	M
Jumping	M
Swimming	M
Digging	M
Migration	M
Antennae	I
Compound Eyes	I
Signaling	I
Ganglia	I
Aggression	I
Metamorphosis	X
Cocoon	X

SWORD & SORCERY RULES

for Super Hero Slugfest

by Michael Callahan

at Asterisk@webtv.net

SWORDS & SORCERY SLUGFEST (a permutation of SUPERHERO SLUGFEST)

(Unless otherwise noted all of the revisions of and the optional rules SUPERHERO SLUGFEST will be used in this variant.)

Character Creation

In homage to and in conformity with the conventions of fantasy role-playing games, a player can personify either a warrior or a wizard. If one chooses to play a warrior, the player receives five Construction Points with which to build their character. (Before CP's are added, selections made, or dice rolled, player and non-player characters, and all monsters as well, start with the Basic Traits package and are the equivalent of zero-level beings. Each Construction Point increases the level by one-thus, beginning PC's enter the game at fifth level.)

Players must apply four of these CP's to the improvement of their character's Traits. The last Point represents the power of a magical melee weapon (a boon, an heirloom, or perhaps 'acquired' by the character in a previous adventure). Roll once on the Random Special Ability Table to determine the nature of the weapon's power; other magical artifacts can be likewise generated. Player character wizards also receive five Construction Points-however, only one of these can be allotted to increasing the character's Traits, the others are used to buy Power Points. Next, the player determines their character's spell repertoire. For each Power Point, the player picks an ability from the Random Special Ability Table (to this end, "Flight" is substituted for "Knockdown"). Thus a beginning PC wizard can generate between 4-24 spell effects per 'game day'. Sorry, wizards cannot hoard and accumulate unexpended Power Points. No wizard can 'embody' more Power Points per day than their maximum storage permits. Unused PP's are carried over to the next day; otherwise, Power Point slots are 're-energized' if the wizard sleeps for at least six hours straight. PP's affixed to an artifact or weapon are recovered by the next encounter. Should the wizard endow someone with a Power Point, the recipient can only employ effects already known by the wizard who imbued that character.

So how does one cast a fireball or shockbolt? The mechanism has been provided by these two phrases from the Power Points section:

"...increase a trait by +1.", and "Effects can last up to one turn...."

An explanation by way of an example: Waldo the Wizard is having a bad day-it began, when just after dawn, he was accosted by a truculent troll (are there any other kind?). As a fifth level or beginning player character, he knows these four standard spell effects: Mind Control, Read Minds, Reflect, and Fear. During the first combat turn, discharging one Power Point, Waldo only gained one effect, and unfortunately (I told you it was one of those days), the troll is now immune to Fear. He refrained from attempting to mentally dominate his opponent because of the poor odds of success and that the troll's next attack could be decisive. Realizing that he needed to end this fight quickly, in the next turn, Waldo improvised a new offensive spell-The Blazing Beam of Troll Trouncing. Expending two of his three remaining Power Points, the player rolled a couple of six-siders and produced eight spell effects! Waldo has a factor of 1 in the relevant Traits of Attack, Range, and Damage. Since our wizard is already in melee the variable of Range is a moot issue. Understandably, he is fretful about overcoming the troll's impressive Defend Trait, and so four additives each are dedicated to the other component Traits (for a +5 Attack and Damage in this combat turn). Good luck, Waldo. As you can see, Waldo's Traits are not so much intrinsically changed or bettered, as for this purpose, used for a basis of measurement.

Let me use Waldo to address another topic (that Blazing Beam of Troll

Trouncing must have worked after all). Waldo is gambling in a tavern. Waldo is a magic-user, he is not a card-shark, and if he doesn't win this pot he will be calling himself Waldo the Begger. He spends one Power Point and generates four spell effects. Our less-than-sportsmanlike wizard then successfully deploys one of these effects as Mind Control to 'persuade' his opponent to fold. Scooping up his winnings Waldo quickly leaves town. The GM rules that the encounter is over and the left-over three spell effects have dissipated. Now if Waldo had wanted to play another hand, or if his victim's suspicious friends decided to detain Waldo before he could mount his horse, then the encounter is continuing (albeit, in a new phase), and the uncommitted spell effects (as well as any unreleased Power Points) would be available for Waldo's use.

Other Races and Classes

Instead of furnishing an encyclopedia of templates (the particulars of which I presume most Game Masters prefer to develop for themselves), I shall withdraw from my stockpile two examples which GM's can use as guidelines for creating their own augmentations or additions to the basic options of the human warrior or wizard (in order to sustain the appeal of these primary stereotypes, in contrast to their exotic or specialized alternatives, I have tried to implement a principle of balance: for every 'advantage' there is a roughly comparable 'disadvantage').

Dwarf: +10 Hits, and roll twice on the Random Special Ability Table (re-roll duplication) to determine the magical melee weapon's powers; a Dwarf cannot be a wizard, and his Speed Trait can never be greater than 1 (otherwise as a warrior).

Druid: Automatically possesses Animal and Plant Control as Special Abilities; but if the Druid attempts to enter a man-made enclosure, he or she must roll as if attacked by the Special Ability Fear.

Experience

For every opponent who is at least two levels higher than and is single-handedly vanquished (slain or rendered unconscious and captured) by a player character that PC is rewarded with one Construction Point and a +1 to their Wherewithal task resolution roll (or, if you will, advances a level). A PC warrior must devote their CP to the improvement of a Trait, however, a player character wizard may either increase the prowess of a Trait or buy an extra Power Point.

Monsters

To ascertain how dangerous a given monster is, the Game Master rolls 1D6: 1=a fifth level monster is encountered (i.e., the GM has five Construction Points with which to 'evolve' the Traits of and/or acquire Special Abilities-including "Flying", "Split Attacks", and Power Points-for the monster, creature, or entity; 2=sixth level; 3=seventh level, etc. If the GM's in a foul mood, he or she can roll more dice. With the available options, any entry from your favorite fantasy bestiary should be capable of being modeled.

Cannonfodder

Rabble (and perhaps goblins): use the Civilians statistics from the Extras section of SHSF (in this case, and those below, the Speed Trait, if above 1, represents horses and the Range Trait, if above 1, represents bows, javelins, slings, etc.)

Outlaws or Militia: as Thugs and Police.

Cultists, Criminal Enforcers, and Mercenaries: as Terrorists and Mercenaries.

Soldiers: as Soldiers.

Elite Soldiers: as Kung Fu Guards.

SWORDS & SORCERY

FANTASY MINIATURES

WAR GAMING RULES

INTRODUCTION

Rules for miniatures battles in a fantasy setting

TURN SEQUENCE

Cavalry, flying, and fast units (7"+) move first

Movement is in inches

The base move rate of cavalry is 10"

Roll high to see which player goes first

Units in base to base contact with enemy units cannot move unless they retreat

A unit may retreat on a roll of 1-4 on D12

Retreating units cannot attack

Infantry and slow units (6" or less) move next

The base move rate of infantry is 4"

Roll high to see which player goes first

Ranged Attacks

This includes archers, thrown weapons, catapults, many spells, etc

Roll high to see which player goes first

Polearm Attacks

This includes pikes, halberds, spears and lances

Infantry that did not move may set their spears to receive a charge

The units must have their bases touching

Pikes attack first, all other attacks are simultaneous

Flyers must declare if they are engaging in HTH (otherwise they cannot be attacked by nonflyers)

Hand to Hand Attacks (HTH)

The units must have their bases touching

Attacks with normal HTH weapons resolved first and are simultaneous

Unarmed attacks and attacks with 'short' HTH weapons resolved next and are simultaneous

Morale Check

Determine if unit needs to check morale

Rally Check

Leaders may attempt to rally routing units

ATTACK RESOLUTION

To determine the result of an attack roll D12 and consult the following table

Each figure can make one attack per turn against another figure in range

ATTACK ROLL RESULT TABLE

Roll 1D12	Result	Notes
1-6	Miss	A natural roll of 1 always misses
7-12	Hit	A natural roll of 12 always hits. Roll on Damage Table

ATTACK ROLL MODIFIERS

All modifications are cumulative

Die Roll	Modification
+1	The attacker is Infantry
-1	The attack is Ranged
-1	Attack is at Long Range
-1	Attacker is unarmed (Bare hands)
-3	Attacker is prone (Knocked down)
+1	Second HTH attack vs target this turn
+1	Each additional HTH attack made vs target this turn
+1	Attacker is veteran, elite, heroic, or highly trained
+1	Cavalry HTH vs archer targets
-1	Defenders have heavy armor (Move -1)
-1	Defender has shield
-2	Defender has large shield
-1	Attacking in HTH vs defender with any type of sword (swords are good parrying weapons)
-2	Attacking in HTH vs defender wielding staff two handed
-1	Attacker has large shield (Move -1)
+X	magical weapon bonuses
+1	Attacker using Blunderbuss (Shot spreads)
-1	Attacker is an archer that moved this turn
-1	Attacker is mounted archer
+1	Attacker is infantry with pike set to receive a charge
-1	Charging infantry with pikes set to receive a charge
+1	Attacking unit from side in HTH
+2	Attacking unit from rear in HTH
+1	Surprise attack
+1	Charge (Moving into HTH from at least 2" away; cannot be the result of a retreat)
-1	Attacker is wounded/per wound
-1	Attacker is making additional attacks/per attack (If unit is capable of such)
+1	Attacker berserk (Battle Frenzy) HTH
+1	Berserk Defender
+1	HTH Attacks vs siege unit crews and noncombatants
-1	Defenders have Dodge ability
-1	Defenders have cause Fear ability
+1	Attacking a unit that tried to retreat but failed
-1	Attack by figure that tried to retreat this turn
+1	Bonus vs units of a certain type. For example: +2 vs Giants
-1	Large unit attacks vs Small figures
+1	Attacking Large units
+1	Attacker riding on Savage Mount in HTH
-1	Defender has Tough hide
-1	Ranged attack vs unit partially under cover (behind wall, tree, window)
-1	Attacker fatigued
-1	Attacker on unstable ground
+1	Defender in HTH on unstable ground
+3	Defender immobilized. Immobilized units cannot move or attack
+1	Attacking with net. Net does no damage but target immobilized for 1D3 turns
+1	Attacker or defender using Flail or Ball & Chain in HTH
+1	Attacker using pick or morning star against unit in heavy armor
+1	Attacker using a 1H weapon with 2 hands in HTH
-1	Attacker using any type of axe
+1	Attacker is a Spellcaster casting an attack spell with a Magestaff

RANGED ATTACKS

Ranges are in inches

Double the listed range is long range

Range	Attack Type
2	Thrown dagger, Knife, Axe, Ball & Chain
3	Spear, Sling, Matchlock Pistol, Crossbow Pistol
4	Javelin, Blunderbuss
5	Short bow

7	Crossbow
8	Arquebus
10	Long bow
15+	Catapult, Ballista, Cannon

DAMAGE ROLL TABLE

Roll on this table if a unit has been hit

Roll 1D12	Result
1 or less	Stunned (No damage but unit's next attack roll is at -1)
2-3	Wounded (Move & Attack & Damage rolls -1 per wound)
4	Wounded & Disarmed (Unarmed units Attack roll & Damage roll -2)
5	Wounded & Knocked Down (Move = 0 & Attack roll -3)
6	Wounded & Disarmed & Knocked Down
7-8	Mortally Wounded (Unit immobilized & will die in 1D6 if not healed or regenerated)
9-12+	Killed (Unit loses 1 Hit)

LIST OF MODIFIERS TO DAMAGE ROLL

Roll	Modifier
-3	Attacker is unarmed (Bare hands)
-1	Dagger, Club, Staff
-1	Arrows, sling stones, pistol, blunderbuss, crossbow pistol
-1	Whip (Attack in Pole arm phase, +1 to Rally Roll)
+0	Swords, spears
+0	Mace, Hammers: Hits caused by these weapons are always also knock down
+0	Crossbow bolts, Arquebus (Guns & crossbows require a turn to reload)
+2	Ballista bolts, catapult shot
+1	Pike, Halberd, 1-H axe, 2-H sword, 2-H Warhammer
+2	Battle axe
-1	Defending unit has heavy armor
+1	Defending unit has no armor
-1	Defending unit has tough hide
-1	Attacking unit is weak
+1	Attacker is berserk
+1	Attack is poisonous
+1	Defender is wounded/per wound
+1	Attacker is strong

MOVEMENT RATES

Speeds are in inches

A unit may double its move but it will be fatigued next turn

A fatigued unit moves at half speed rounded down

Speed	Unit Type
2	Supply Wagons, Siege engines being towed, Walking wounded
3	Infantry with heavy armor, Slow units, Pikes, Large shield, Refugees, Encumbered
4	Typical infantry
5	Infantry with no armor, Fast units
6	War Elephant
7	Chariot
8	Horse & Rider with heavy armor & barding
10	Horse & Rider
12	Horse & Rider with no armor or barding

TERRAIN

Nonflying units will in general move around obstacles like boulders and trees
Units on rough or unstable terrain will move at half speed rounding down

Rough terrain: Mud, rocks, loose sand, bushes, tall grass, rope bridge, up slopes
Noncavalry units can climb at a rate of 1" turn
Only units described as "scalars" can climb flat walls without ropes and ladders

MORALE

Units must check morale under the following circumstances:

If the unit has been attacked this turn

If a friendly unit within 10" has been killed, immobilized, or is routing

If a far superior enemy unit is within 10"

If heavily outnumbered

A Fear unit ability may require a morale check

MORALE CHECK RESULT TABLE

Roll 1D12	Result
1-4	Unit routs next turn
5-12	Unit continues to fight

A routing unit will attempt to move off the table at full speed avoiding enemy units

MORALE CHECK MODIFIERS

All modifications are cumulative

Die Roll	Modification
+2	Unit making check is veteran, elite, heroic, or a monster
-2	Unit making check is a noncombatant, untrained, green, or cowardly
-1	Facing a unit with more than one hit
+4	Unit making check is undead
-1	Unit making check is heavily outnumbered
+1	Friendly Musician within 10"
+1	Friendly Leader within 10"
+2	Friendly Commander within 10"
+1	Friendly Standard within 10"
+2	Unit making check is berserk

RALLY CHECK

A leader unit may try to rally routing units within 8"

A rally attempt is successful on a roll of 1-6 on D12

Roll once for all units in range

RALLY CHECK MODIFIERS

Die Roll	Modification
+1	Commander
+1	Unit being rallied is veteran, elite, heroic

SPELLS

Make a card for each spell. At the beginning of the battle each spellcaster draws a number of cards equal to the number of spells they know. Each caster may discard and draw one new spell.

Spell	Notes
Blood Rage	2D6 Friendly units within 10" go berserk for 3 turns
Stone Wall	10" long, 3" high, ½" thick, Permanent, Range = 10"
Fire Wall	10" long, 3" high, fear ability, Units that cross it are attacked immediately (Attack roll +1) , Range = 10"
Stone to Mud	Destroys Earth obstacles (10" length of wall) Range = 10"

Slow Units in a 5" radius cannot move for 3 turns, Range = 10", Units may save vs magic

Enlarge Unit becomes large (Move +4", Hits +1, & Attack roll +2) for 4 turns, Range = 5"

Polymorph Unit becomes helpless for 1D6 turns, Range = 10", Unit may save vs magic

Dispell Negates a spell that lasts X turns, Range = 20"

Teleport Move self or unit within 10" anywhere on table

Weakness Units in a 5" radius become very weak (Attack rolls -2) for 3 turns, Range = 10", Units may save vs magic

Animate Dead Target Dead unit becomes undead & gains fear ability, Range = 5"

Alter Terrain Change the terrain in a 5" Radius permanently, (Add or remove obstacles), Range = 10"

Petrify Target becomes a terrain obstacle (statue) permanently, Range = 5", Units may save vs magic

Charm Take control of target unit, Range = 5", The unit may save each turn

Turn Undead All undead in 10" radius of caster must check morale at -8

Fireball Range = 10" affects all units in 2" radius. Attack roll +2, Damage roll +1

Fear Cast in Morale check phase. All enemy Units within 10" must check morale at -1

Lightning Bolt Range = 15" Damage roll +3

Cone of Cold Range = 8" affects all units in 30 degree cone. Attack roll +2, Units immobilized on a roll of 1-2 on D6 for 1 turn

Poison Gas Range = 6" affects all units in 4" radius. Attack roll +2, Damage roll -1

Touch of Death HTH attack. Damage roll +5

Heal Cast in Rally phase. Remove all wounds on one figure. Range = 5"

Great Heal Cast in Rally phase. Remove one wound from all friendly units in 5"

Ressurrect Cast in Rally phase. Restore one dead unit to 1 Hit. Range = 5"

Haste Range = 5" Cast in Move phase. Target gets double movement for 4 turns

Fly Range = 5" Cast in Move phase. Target flying & move = 20" for 3 turns

Shield Range = 5" Cast in Move phase. Target is -3 to be killed for 3 turns

Courage Friendly units in 8" get attack roll +1 & morale check +1 for 2 turns

Paralyze Range = 10" Unit immobilized (cannot move or attack) for 1-3 turns, Units may save vs magic

SAVE vs SPELL

If a spell allows its target a saving throw, roll 1D12

Roll	Result
1-10	The spell takes effect
11-12	The spell is resisted and there is no effect on that target unit.

LIST OF MODIFIERS TO SAVE vs SPELL ROLL

Roll	Modifier
+1	Defending Unit is veteran, heroic, or elite
+1	Defending Unit is large, giant, monster, or dragon
+X	Defending Unit has magic resistance +X
+2	Defending Unit is a spellcaster
+1	Defending Unit has shield
-1	Caster has a magestaff

UNIT COSTS

Unit costs are in gold

The Base cost of a figure is 5 gold (1 Hit, 1 Attack)

Cost	Ability or Equipment
-1	Weak
-1	Cowardly
-1	No armor (Move +1)
+1	Shield or Large Shield
+2	Tough hide
+2	Heavy armor
+2	Strong
+2	Ranged attack up to 7" (not including Thrown weapons)
+0	Short 1H weapon: Dagger, short sword (get one free if unit has no other HTH weapons, otherwise cost +1)

+1 1H or 2H HTH weapons: Sword, battle axe, staff
+2 1H Polearms: spear, halberd, lance
+2 2H only Polearms: pike (Move -1)
+3 Ranged attack 7" or over
+3 Additional attack
+1 Berserker
+2 Veteran, elite, hero
+2 Spellcaster
+1 Spell known
+2 Magestaff (cost +1 if in the form of a weapon)
+2 Leader
+3 Commander
+1 Undead
+2 Cause Fear: Enemy units within 4" must check morale
+2 Regenerate: Unit removes one wound per turn in Rally phase
+2 Cavalry: Move 7"+
+4 Flying: Unit can avoid HTH
+3 Extra Hit
+1 Net. No damage but target immobilized for 1D3 turns
+2 Special Bonuses: Per +1 to damage roll. Examples: Giant, Claws
+2 Special Bonuses: Per +1 to attack roll. Examples: Area effects, skill
+4 Siege artillery. These fire once every other turn
+1 Scaler (can climb flat walls without ropes and ladders)
+1 Magic Resistance +1

SAMPLE UNITS

Cost Type: Notes

DWARVES

14 Dwarf Clanlord: Infantry, Heavy Armor, Veteran, Shield, Sword, Commander
11 Dwarf: Infantry, shield, heavy armor, hammer or axe, veteran
13 Dwarf Hero: Infantry, heavy armor, warhammer (2-H), Berserker, Leader, Hero
14 Dwarf Rune Master: Spellcaster, 4 Spells, hammer (magestaff)
8 Dwarf Gunner: Arquebus, Short Sword
8 Dwarf Shieldbearer: Heavy armor, Large shield, Short sword
7 Gnome: Archers, blunderbuss, sword or axe, weak

ELVES

14 Elf Battlemage: Sword, Spellcaster, 4 Spells known, Leader
19 Elf Lord: Sword, Spellcaster, 8 Spells known, Commander
11 Elf: Archer, longbow, sword, veteran
18 Elf maiden on Unicorn: Savage mount, Magic sword +1, Spellcaster, 4 Spells,
Second attack (Unicorn horn) Leader
12 Elf Blade master: Infantry, Sword, Veteran, Dodge, No armor, Second attack
(Sword or Dagger)

GOBLINS

11 Goblin General: Infantry, Sword, Veteran, Commander
10 Goblin Sergeant: Infantry, Sword, Veteran, Leader
6 Goblin: Infantry, shield, spear, cowardly, weak
5 Goblin Scout: Infantry, sword & dagger, scaler, no armor, weak
9 Goblin Wolf Rider: Cavalry, savage mount, sword or axe
7 Goblin Archer: Archer, shortbow, cowardly, weak, poisoned arrows
11 Goblin Witchdoctor: Spellcaster, 4 Spells, leader, weak, No armor
8 Goblin Fanatic: Berserk, Weak, Ball & Chain (2-H), Dagger
6 Goblin Powder Keg: No armor, Bomb strapped to back (1" Radius, Attack roll +2)
13 Troll: Large, Strong, Claws (Damage roll +1), tough hide, regenerate

ORCS

- 11 Orc Taskmaster: Infantry, Whip, Sword, Veteran, Leader
- 14 Orc Warboss: Infantry, Heavy Armor, Veteran, Shield, Sword, Commander
- 9 Orc: Infantry, shield, heavy armor, sword or axe
- 9 Orc Bolter: Crossbow, axe
- 12 Orc Shocktroop: Cavalry (Warpigs), savage mount, shield, heavy armor, sword or axe
- 13 Orc Shaman: Spellcaster, 3 Spells, leader, Sword
- 8 Savage Orc: Infantry, No Armor, Berserk, War club or Stone axe, Shield
- 11 Black Orc: Strong, Sword or Morning star, Shield, Heavy armor
- 18 Ogre: Large, Giant (Damage roll +2), hits = 2, tough hide, Maul (Damage roll +2)

MEDIEVAL MEN

- 15 Knight Captain: Cavalry, Heavy Armor, Veteran, Shield, Sword, Leader
- 16 Kings Champion: Cavalry, Heavy Armor, Veteran, Shield, Sword, Commander
- 14 Knight: Cavalry, shield, heavy armor, lance, veteran
- 7 Pikeman: Infantry, Pike, short sword
- 9 Halberdier: Infantry, Heavy armor, Halberd
- 7 Swordsman: Infantry, shield, sword
- 8 Yeoman: Archer, Longbow, dagger
- 15 Wizard: Spellcaster, 7 spells, No armor, weak, Magestaff
- 17 Cleric: Spellcaster, 4 spells, heavy armor, shield, mace, leader
- 6 Flagellants: Flail, No armor, Berserk

BARBARIANS

- 11 Barbarian Chieftan: Infantry, Two-handed Sword, Veteran, Commander
- 11 Barbarian Chieftans Bodyguards: Infantry, Two-handed Sword, Veteran, Berserk, Leader
- 14 Barbarian Warpriest: Warclub (Magestaff), Spellcaster, 4 spells known
- 6 Barbarian: Infantry, Berserkers, Battle axe
- 7 Barbarian Raider: Infantry, shield, sword or axe
- 6 Barbarian Naked Warriors: Infantry, No Armor, Javelins, Dagger

NOMADS

- 9 Nomad Lancer: Cavalry, Lance, Shield, No armor
- 6 Nomad Dervish: Infantry, Sword, No armor, Berserker
- 5 Nomad Unich Guard: Infantry, No armor, Two-handed sword
- 13 Nomad Raj: Cavalry, Leader, Sword, Shield, Veteran
- 14 Nomad Rajesh: Cavalry, Commander, Sword, Shield, Veteran
- 14 Nomad Sorcerer: Spellcaster, 5 Spells, No armor, Magestaff
- 11 Nomad Horse Archer: Cavalry, archer, longbow, sword
- 8 Nomad Hussar: Cavalry, Sword, No armor, Shield

UNDEAD

- 11 Skeleton: Undead, Infantry, shields, spears, cause fear
- 10 Skeletal Archer: Undead, archers, shortbows, cause fear
- 11 Zombie: Undead, Infantry, claws, regenerate, cause fear
- 15 Skeletal Champion on Undead Horse: Cavalry, Shield, sword, cause fear, savage mount, leader
- 19 Necromancer: Spellcaster: 5 spells, cause fear, no armor, Commander, Dagger (Magestaff)

ORIENTAL

13 Shogun: Heavy armor, Sword, veteran, Commander
 12 Diayamo: Heavy armor, Sword, veteran, Leader
 12 Shugenja: Spellcaster, 6 Spells, No armor
 13 Samurai Mounted Bowman: Cavalry, Archer, Longbow, veteran, sword
 10 Samurai Sword: Infantry, Sword, Berserk, Elite
 9 Heavy Infantry: Heavy armor, Shields, Maces
 7 Bushi Spearman: Infantry, Spear
 9 Ashigaru Gunner: Arquebus, Short sword
 5 Monk: No armor, Staff

OTHER UNITS

12 Catapult: Siege artillery, affects all units in a one inch radius, range = 5-20", requires 3 crew
 12 Ballista: Siege artillery, affects all units out to 15", requires 2 crew
 5 Siege Crewmember: No armor, short swords
 5 Porter: Carry supplies such as ammo, ladders and ropes
 5 Sapper: Pick & shovel
 5 Musician: Instrument (Drum or horn), no armor, short sword, weak
 6 Standard bearer: Standard, sword, weak
 5 Kobold: Infantry, shield, dagger, net, cowardly, weak
 6 Ratling: Infantry, shield, sword, weak
 7 Halfling: Archers, sling, short sword, weak
 8 Dark Elf: Sword, Crossbow Pistol
 8 Sea Elf: Trident, Net
 13 Chaos Warrior: Infantry, Heavy Armor, Shield, Sword or Axe, Fear, Chaos Mutation (Attack roll +1)
 11 Beastman: Infantry, Tough Hide, Shield, Sword or Axe, Berserk
 16 Minotaur: Large, Very Strong (Damage roll +2), Berserk, Battle Axe, Tough Hide, Hits =2
 36 Dragon: Fire breath (Range = 4" affects all units in 30 degree cone. Attack roll +2. Useable 3x per day) or bite +2 Damage, Second attack: Claws +1 Damage, Third attack: Tail sweep(Rear 90 degrees only), Hits = 4, Flying (Move = 16), Tough Hide x 3, Large

EXAMPLE OF A SPECIAL HERO

Cost Component
 12 Elwylin the Elf Lord: Hero, Commander, Heavy Armor
 9 Rune Sword: 1-H, Damage roll +2, Attack roll +1, HTH attack rolls vs this unit at -1
 Attack roll +2 vs Demons, Cast 1 Fireball per battle
 8 Spellbane: Shield, Magic resistance +3, attack rolls vs this unit at -1
 20 Griffon Mount: Beak attack, Claws (second attack), Flying, Move = 18", Monster, Savage (Attack rolls +1)
 The total cost for Elf Lord on Griffon is 49 gold

AFTER THE BATTLE

The winners battlefield casualties include:
 25% Dead/Missing, 35% Routed, 40% Wounded
 The losers battlefield casualties include:
 40% Dead/Missing, 15% Captured, 15% Wounded & Captured, 15% Routed, 15% Wounded Routed & Wounded units return to their armies after the battle

BASIC SCENARIO

500 Gold to a side
 Each side has one Commander
 No dragons in the basic scenario

The first side to lose all its leaders or suffer 50% casualties will abandon the field.

SWORDS & SUCH

INTRODUCTION

Abstract War game for 2+ players.

VICTORY

Capture your opponents King.

DICE

Two 6-sided dice are required.

THE BOARD

12 x 12 square grid.

TERRAIN

Clear Spaces & Mountain Spaces.

Units cannot move into or through Mountain spaces.

UNITS

Each player has a set of 15 units (or men):

- 1 King
- 4 Knights
- 4 Archers
- 6 Footsoldiers

SETUP

Place your men in your back 2 rows.

Only one unit per space.

Roll high to see who goes first.

TURN SEQUENCE

Players take turns.

On your turn roll two dice.

For each roll move one man that many spaces.

Units cannot jump over other units.

If you land on an opponents man, you capture it.

Captured units are removed from play.

KNIGHTS

A Knight can move twice using both dice.

ARCHERS

Archers do not move when they capture. (They shoot an arrow)
Archers may shoot over other units.

PASSING

You may pass instead of using a dice roll.

TALES OF ARABIA

by Frederic Moll
(fmoll@geocities.com)

Here is another way to use the cards described in the ARABIA game.... It will be "ARABIA : the story-telling game"... The original idea came when i first played "Once upon a time" game... Thus it use the OUAT system with arabian twists...

Material required :

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

Goal of the game :

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

Game setup :

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

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

Game system (borrowed from OUAT game):

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

Beginning a sub-story :

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

Example : when Alex played the "Old man on the sea", he decides to start a sub story that will be told by this old man... The sub story cards will be placed in a row under the originating card... To conclude the sub-story , and thus continue the original storyline, at least 4 cards must be placed before being able to put an ending card...

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

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

Picking additional cards :

When a player is interrupted, he must pick a card from the deck of unused card.

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

Finishing the game :

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

Determining the winner :

Being the finishing player of the main story : 2 points

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

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

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

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

TANK KILLERS

INTRODUCTION

2 player card game.

Simulates a battle between two tank formations during WW2.

The current version of the game has decks for:

Germans, British, and Americans circa 1944-5.

THE DECKS

During play there are 3 decks.

Players share a common Tactics Deck.

Each player also has his own unique Formation Deck.

The tactics deck has 80+ cards.

The German deck has 40 cards.

The American and British decks have 50 cards.

DISCARD PILES

There is one common discard pile for the Tactics deck.

Each player keeps two discard piles for his Formation deck.

One pile is the Reserve discard pile.

The other is called the Casualty discard pile.

VICTORY

You win if half of your opponent's formation cards are in his casualty pile.

Your opponent's forces break and either rout or surrender.

Other Scenario conditions are possible.

SETUP

Each player starts with 3 Tactics cards in their hand.

Formation cards never go in your hand.

TURN SEQUENCE

Players take turns.

The player taking his turn is called the active player.

The other player is referred to as the opponent or defender.

Each turn is divided up into 3 Phases with sub-phases:

I. Maneuver Phase

II. Attack Phase

1. Attacker Subphase

2. Target Subphase

3. Lost Attack Subphase

4. Modifier Subphase

5. Resolution Subphase

III. Free Attack Phase

7. Free Attack Subphase

8. Free Attacker Subphase

9. Attack Subphase

MANEUVER PHASE

The active player draws 3 Tactics cards.
Maximum hand = 9 cards. Discard excess cards.
If the Tactics deck runs out, shuffle the discard and draw from it.

ATTACKER SUBPHASE

Discard any face up units you have in play, that attacked on your last turn, to your reserve pile.
Take the top card from your Formation deck and
Put it face up on the table in front of you.
This is the unit or support unit that is attacking this phase.

TARGET SUBPHASE

The attacker has a choice of units to attack this phase:
1. Any opposing unit that is still in play, or
2. The top card of the opponents Formation deck.
The top card is turned face up, and remains on the deck.
The target unit is also called the defending unit.
If the target is a support unit, discard it to its reserve pile, and the phase ends immediately.

LOST ATTACK SUBPHASE

The defender may play a card from his hand that has the "Lost Action" effect.
This ends the current phase immediately.
The defender may play a card from his hand that has the "End Turn" effect.
This ends the active players turn immediately.
The defender may play a Logistics or Mine card from his hand that has the "Out of Action" effect.
This ends the current phase immediately and the attacking unit goes to its casualty pile.
These cards cannot be played against Support attacks unless the card specifically says so.
The played card is discarded.

MODIFIER SUBPHASE

The attacker and defender may take turns (attacker first) playing tactics cards that Modify the "Penetration Factor" of the attacking unit.
Only one "Range" card may be played.
Only one "Hit" card may be played.
Only one "Ammo" card may be played.
In general the attacker will play cards with a positive bonus.
The defender will play cards with a negative penalty.
If Range card is played that is farther than the Range factor of the Attacker, the current phase ends immediately.
Range cards cannot be used by or against support attacks.
Played tactics cards are discarded.

RESOLUTION SUBPHASE

If the attackers modified penetration factor is equal to or greater than the defenders Defense factor, the defending unit is destroyed.
When attacking Infantry, use the Infantry factor instead of the penetration factor.
A destroyed unit goes to its casualty pile.
If the defending unit is not destroyed, it remains in play.
Whenever a phase or turn ends, discard any attacking support card, to its casualty pile.
Non-support attacking units stay in play.

If the defender was not destroyed, the attacker may play a Hit, or Morale card with an "Out of Action" effect. A target put out of action is destroyed.

FREE ATTACK SUBPHASE

The active player may play a card from his hand that has the "Free Action" effect. This basically gives the player another attack phase. After every attack phase, the active player may have another attack phase as long as he plays a Free Action card.

FREE ATTACKER SUBPHASE

If the Free Action card also says "Same unit", then the attacker may be a non-support unit that already attacked this turn. Otherwise:
Take the top card from your Formation deck and
Put it face up on the table in front of you.
This is the unit or support unit that is attacking this phase.

ATTACK SUBPHASE

This is a repeat of Subphases 2-5 of the Attack Phase.

FULL EXCHANGE RULE

If your Formation deck ever runs out of cards, shuffle your reserve pile, this becomes your new formation deck. However, you cannot attack until your opponent uses up his formation deck. Everytime both players finish going through both their decks, this is known as a "Full Exchange".

TACTICS DECK

Card Name:	Type:	Effect:
Point Blank	Range	P +2
500 yards	Range	P -1
750 yards	Range	P -2
1000 yards	Range	P -3
1500 yards	Range	P -4
2000 yards	Range	P -5
Underside Hit	Hit	P +10 Cannot be used by support
Topside Hit	Hit	P +8
Rear Hit	Hit	P +6
Flank Hit	Hit	P +4
Shot Trap	Hit	P +8
HEAT Round	Ammo	P +2
AP Round	Ammo	P +3
Flame Thrower = PB	Ammo	P & I +3 Attacking Tanks and Infantry. Max range
Panzerschrek/faust	Ammo	P +5 Attacking German Infantry vs Vehicles
Bazooka/PIAT	Ammo	P +5 Attacking Anglo Infantry vs Vehicles
Satchel Charge	Ammo	P +6 Attacking Infantry vs Tanks
Machine Gun	Ammo	I +3 Attacking Tanks and Infantry
Grenade down the Hatch	Damage	OOA, Attacking Infantry vs Tanks
Barrel Damaged	Damage	OOA, Target Vehicle or Gun only
Treads Damaged	Damage	OOA, Target Vehicle only
Commander Killed	Damage	OOA
Turret Jammed	Damage	OOA, Target Tank only
Buttoned Down	Morale	Lost Action, Target Tank only
Suppressed	Morale	Lost Action
Veteran Unit	Morale	Free Action

Green Unit	Morale	Lost Action
Pinned Down	Morale	Lost Action
Shaken	Morale	Lost Action
Abandon Tank	Morale	Out of Action, Target Tank only
Rally	Morale	Negate Morale card just played
Professionalism	Morale	Negate Morale card just played, German only
Entrenched	Armor	P -3
Sloping Armor	Armor	P -1, Target Tank only
Skirt Armor	Armor	P -2, Target Tank only
Out of Fuel	Logistics	Lost Action
Out of Ammo	Logistics	Lost Action
Air Drop Supplies	Logistics	Free Action, Anglo only
Supply Depot	Logistics	Free Action
Breakdown	Logistics	Out of Action
Repairs	Logistics	Negate Hit card or Breakdown card
Reserves	Logistics	Put top casualty card onto bottom of reserve deck
Reinforcements	Logistics	Put top casualty card onto bottom of reserve deck
Anti-Tank Mine	Mine	Out of Action, vehicles only
Forward Observer	Command	Free Action
Radio	Command	Free Action
Quick Kill	Command	Free Action, Same unit
Fast Turret Traverse	Command	Free Action, Same unit, Anglo Tank
High Rate of Fire	Command	Free Action, Same unit
Crossfire	Command	Free Action
Air Superiority	Command	Lost Action, Anglos use vs Germans
Seasoned Commander	Command	Free Action
Combat Engineers	Command	Free Action
Indirect Fire	Command	Free Action
Reconnaissance	Command	Free Action
Opportunity Fire	Command	Free Action
Tracers	Command	P +1
Rugged Defense	Command	P -8
Unit Separated	Command	Lost Action
Fog of War	Command	Lost Action
Missed by a Mile	Command	Lost Action, Can be used vs Support
Take Cover	Command	Lost Action, Can be used vs Support
Awaiting Orders	Command	Lost Action
Formation Disorder	Command	Lost Action
Counter Attack	Command	End Turn
Surprise Contact	Command	End Turn
Ambush	Command	End Turn
Tanks vs Infantry	Command	Lost Action, Tank Attacking Inf
Infantry vs Tanks	Command	Free Action, Inf attacking Tank
Fast Tank	Maneuver	Free Action, Attacking Light/Med Tank
Overrun	Maneuver	Free Action, Attacking Light/Med Tank
Surrounded	Maneuver	Free Action, Attacking Light/Med Tank
Breakthrough	Maneuver	Free Action, Attacking Light/Med Tank
Blitzkrieg only	Maneuver	Free Action, Attacking Light/Med Tank, Germans
Outmaneuver	Maneuver	Free Action, Attacking Light/Med Tank
Concentrate Force	Maneuver	Free Action
Trapped	Terrain	Free Action
Burning Wreck	Terrain	Lost Action
Hilltop Vantage	Terrain	P +2
Camouflage	Terrain	Lost Action, Can be used vs Support
Road Block	Terrain	Lost Action
Mud	Terrain	Lost Action
Tank Traps	Terrain	Lost Action
Smoke	Terrain	Lost Action
Roads	Terrain	Free Action
Broken Ground	Terrain	Lost Action
Soft Ground	Terrain	Lost Action, Target Heavy Tank
Trees	Terrain	Lost Action
Buildings	Terrain	Lost Action
Bocage	Terrain	Lost Action
Bridge Crossing	Terrain	Free Action

Poor Visibility

Terrain

Lost Action, Can be used vs Support

INTERPRETATION OF CARDS

Each card is an abstraction that could mean several things but still just having one game effect.

For example: The 'Trees' card might mean your opponent is slowed down by moving through forest, or that your unit has found cover in the woods.

Anglos = British or Americans.

OOA = Out of Action

FORMATION CARD LIST ABBREVIATIONS

Type = Formation cards can be of two types: Units or Support

LT = Light Tank Unit

MT = Medium Tank Unit

HT = Heavy Tank Unit

TD = Tank Destroyer Unit

AT = Anti-Tank Gun Unit

Inf = Infantry Unit

FA = Field Artillery Unit

SP = Self Propelled Gun

AC = Armored Car Unit

APC = Armored Personnel Carrier Unit

M = Mortar

MI = Mechanized Infantry Unit

AA = Anti-Aircraft Unit

Air = Air Support

Art = Artillery Support

Pen = Penetration Factor: Used for attacking vehicles.

Inf = Infantry Factor: Used for attacking Infantry

Def = Defense Factor: Used to determine if the card survives an attack.

Rng = Maximum Range: Range cards can be used to negate attacks.

= Number of that card in the deck.

GERMAN 1944-5 WEST FRONT FORMATION DECK VERSION 001 CARD LIST

Card Name	Type	Pen	Inf	Def	Rng	#
PzIVh	MT	9	4	6	2000	6
Panther	MT	12	4	8	2000	6
JpzIV	TD	12	3	8	2000	2
JpzV	TD	15	3	8	2000	2
StgIIIIf	SP	9	3	5	2000	4
Hetzer	SP	9	3	7	2000	2
Tiger	HT	10	4	9	2000	2
Tiger II	HT	15	4	12	2000	1
Panzergrenadiers	Inf	1	3	3	PB	2
Fallschirmjaeger	Inf	4	5	4	PB	2
Panzerschrek Team	Inf	7	1	2	PB	2
50mmPaK	AT	7	2	2	2000	2
75mmPak	AT	12	2	1	2000	2
88mmPak43	AT	15	3	1	2000	1
150mm s IG 33	Art	2	8	--	2000	2
150mm s FH 18	Art	4	16	--	2000	2

AMERICAN 1944-5 FORMATION DECK VERSION 001 CARD LIST

Card Name	Type	Pen	Inf	Def	Rng	#
M4 Sherman	MT	7	4	6	2000	6
M4-76	MT	12	4	6	2000	8
M4-105	MT	6	5	6	2000	2
M5	LT	4	3	4	1000	2
M24 Chaffe	LT	7	4	5	2000	2
M10	MT	9	3	5	2000	6
M36	MT	13	3	5	2000	2
M8	AC	4	2	3	1000	2
M7	SP	2	6	2	2000	2
Infantry Platoon	Inf	3	3	3	PB	4
M-Gun Platoon	Inf	2	6	2	PB	2
M1 81mm Mortar	M	1	7	2	2000	1
57mm	AT	6	2	2	2000	2
M8 Rocket Salvo	Art	3	10	--	2000	1
155mm Howitzers	Art	4	10	--	2000	2
240mm Howitzers	Art	6	16	--	2000	2
B-25 Mitchells	Air	10	12	--	2000	2
P-51 Mustangs	Air	12	4	--	2000	2

BRITISH 1944-5 FORMATION DECK VERSION 001 CARD LIST

Card Name	Type	Pen	Inf	Def	Rng	#
M4 Sherman	MT	7	4	6	2000	6
M4 Firefly	MT	11	2	6	2000	4
Comet	MT	9	3	9	2000	2
M3 Stuart	LT	4	3	4	1000	4
Archer	SP	11	3	5	2000	4
Achilles	TD	12	3	6	2000	2
Humber	AC	4	3	2	1000	2
6 Pounder	AT	8	1	1	2000	4
British Infantry	Inf	2	3	3	PB	4
Bren Gun Platoon	Inf	1	5	2	PB	2
155mm Howitzers	Art	4	10	--	2000	2
240mm Howitzers	Art	6	16	--	2000	2
Hawker Typhoons	Air	10	10	--	2000	2
Spitfire V	Air	12	4	--	2000	2

UPCOMING EFFORTS

Soviet 1942 and German East Front 1942 Set.

British & German East Africa 1943 Set.

Some minor revisions to the existing decks, cards, and rules may be made.

OPTIONAL RULE: ADD RANDOM FACTORS

Requires use of dice.

When attacking add 1D6 - 1D6 to the penetration factor.

Note that negative results are possible.

CARD SET AVAILABLE!

Thank you Janne Thörne (jan.thorne@mail.bip.net) for this work of art.

Click here to get the [Card Set](#)

GAME DESIGNERS NOTES

I originally planned doing a game with maps and chits, however

there is at least 300+ games that already fit this description, so I decided it would be better as a light, quick, filler card game. You'll notice the American units are mostly inferior to the German units. Historically, this is more than made up for by the fact that as the war progressed, Allied manpower and production of materials swamped that of the Axis. To make things more fair, you may want to add cards to the Allies decks.

TAROT WARS

INTRODUCTION

CCG style rules for Tarot Decks.
There are so many nice Tarot Decks it's a shame not to game with them.
Card game for 2+ players.

VICTORY

Reduce your opponent to Zero Life Points.

THE DECK

Players share a common deck.
Use any Tarot Deck on hand.
There are 3 card types: Characters, Events, and Modifiers:
Character cards stay face-up in play until killed.
Event cards are discarded as soon as they are played.
Modifier cards stay in play attached face-up to a Character card.

LIFE POINTS

Each player starts with 50 Life Points.
Use coins to keep track of LP.

ACTION TOKENS

Use tokens for Action Tokens (AT).
Every time a Character is used to Attack, Block, or some other action, put an AT on it.
A Character with an AT can do nothing until the AT is removed in Beginning Phase.

OTHER TERMINOLOGY

Target (Unspecified): Character or Opponent's Life Point Total.

SETUP

Each player is dealt 7 cards.
Cut the Deck High to determine turn order.

TURN SEQUENCE

Players take turns.
Each turn has 5 Phases:
Beginning Phase
Draw Phase
Character Phase
Attack Phase
End Phase

BEGINNING PHASE

Remove Action Tokens from your Characters.

DRAW PHASE

Draw 2 cards and put them in your hand.

If the Deck runs out, shuffle the discard & draw from it.

CHARACTER PHASE

Put Character cards from your hand face-up into play.

The Characters you play can have a maximum combined Base Force = 12

You "Control" Characters you put into play.

You may also put Modifier cards into play.

Modifier cards are attached face-up to a Character card.

A Character can have a maximum of 1 Sword card attached.

ATTACK PHASE

Your Characters may Attack.

Characters attack a Target Opponents Life Point Total (LPT).

An Unblocked Character does Damage equal to its Modified Force Total (MFT).

This Damage is subtracted from the players Life Points.

The Target Opponent (The Defender) may use his Characters to Block.

The Defender chooses which of his Characters block which Attackers.

Each pair of Blocking/Blocked Characters does damage to each other.

If a Character receives more damage in a Phase than its MFT, it is discarded.

Blocked Characters do not damage the opposing LPT.

Characters cannot attack the turn they are put into play.

END PHASE

Maximum hand size = 7 cards.

Discard excess cards.

CARD LIST NOTATION

C = Character (The number after the C is the "Force" of the Character)

E = Event

M = Modifier

CARD LIST

Card Name	Type	Notes
The Fool	M	Character has a Base Force = 1
The Magician	C10	Action: Look at opponents Hand
The High Priestess	C7	All your Characters get Force +1
The Empress	C8	All your Defending Characters get Force +2
The Emperor	C9	All your Attacking Characters get Force +2
The Hierophant	C6	Action: Draw 1 Card
The Lovers	E	Take control of target Character
The Chariot	M	Force +10 if Attacking
Strength	M	Force +5
The Hermit	C2	Action: Look at next 7 cards in deck
The Wheel of Fortune	E	All Players discard their hands and draw 7 cards
Justice	E	Duplicates an Event Card just Played

The Hanged Man	E	Discard Target Character
Death	E	Each player must discard one of their Characters in Play
Temperance	E	Search Discard for Card & put it in your hand
The Devil	C11	Action: Opponent Discards 1 card
The Tower	C20	The Tower Cannot Attack
The Star	E	Draw 3 cards
The Moon	E	Opponent must discard entire hand
The Sun	E	Take an extra turn after this one
The Last Judgment	E	Discard all Characters in Play
The World	E	Search Deck for Card & put it in your hand
King of Wands	C5	All your Wands do +2 Damage
Queen of Wands	C4	Action: Do 1 point of Damage to Target
Knight of Wands	C3	Force +7 if Blocking or Blocked
Page of Wands	C2	Draw a card if you play a Wand
Ace of Wands	E	Put Target Character back in owners Hand
Two of Wands	E	Do 2 Damage to all Targets in play
Three of Wands	E	Do 3 points of Damage to Target
Four of Wands	E	Do 4 points of Damage to Target
Five of Wands	E	Do 5 points of Damage to Target
Six of Wands	E	Do 6 points of Damage to Target
Seven of Wands	E	Do 7 points of Damage to Target
Eight of Wands	E	Do 8 points of Damage to Target
Nine of Wands	E	Do 9 points of Damage to Target
King of Cups	C5	Draw a card if you play a Cup
Queen of Cups	C4	Action: Negate 2 points of Damage to Target
Knight of Cups	C3	If killed gain 10 Life Points
Page of Cups	C2	Gain Life = Damage caused by Page
Ace of Cups	E	Opponent cannot Attack this Turn
Two of Cups	E	Target Character cannot attack this Turn
Three of Cups	E	Gain 3 Life Points
Four of Cups	E	Gain 4 Life Points
Five of Wands	E	Gain 5 Life Points
Six of Cups	E	Gain 6 Life Points
Seven of Cups	E	Gain 7 Life Points
Eight of Cups	E	Gain 8 Life Points
Nine of Cups	E	Gain 9 Life Points
King of Swords	C5	All your Swords do +2 Damage
Queen of Swords	C4	You may use Swords like Wands
Knight of Swords	C3	Attached Sword has Double Force
Page of Swords	C2	If Unblocked opponent must discard a card
Ace of Swords	E	All your Characters get Force +1 this turn
Two of Swords	E	Target Character cannot be Blocked
Three of Swords	M	Character gets Force +3
Four of Swords	M	Character gets Force +4
Five of Swords	M	Character gets Force +5
Six of Swords	M	Character gets Force +6
Seven of Swords	M	Character gets Force +7
Eight of Swords	M	Character gets Force +8
Nine of Swords	M	Character gets Force +9
King of Pentacles	C5	Hand Size +3
Queen of Pentacles	C4	All Opponents Hand Size -1
Knight of Pentacles	C3	Immune to Opponents Event Cards
Page of Pentacles	C2	Cannot be Blocked
Ace of Pentacles	E	Discard all Modifier cards in Play
Two of Pentacles	E	Discard target Modifier Card
Three of Pentacles	E	Negate Card just Played
Four of Pentacles	E	Negate Card just Played
Five of Pentacles	E	Negate Card just Played
Six of Pentacles	E	Negate Card just Played
Seven of Pentacles	E	Negate Card just Played
Eight of Pentacles	E	Negate Card just Played
Nine of Pentacles	E	Negate Card just Played

NOTES

if you have more than 3 or 4 players, you may want to use more than one deck.

VARIANTS PLEASE

I welcome people to write up:

1. Variant rules for cards

(For example- The Fool cannot Block)

2. Variant card rules for the whole deck

(Rewrite all the cards- allow for more combos or different strategies)

(Note in some decks the Knight & Page are the Prince & Princess)

3. Variant card rules for different Tarot Decks.

(For example- You might want to use my card rules list for the Rider-Waite Tarot Deck and a different rules list for the Sacred circle Tarot Deck, and then play the Decks against each other.

It would need to be following the same general rules to be playable though-

The court cards being characters

Wands as event damage

Swords as character equipment

Cups as health

Pentacles as magic/metagame

And the other cards as a variety of specials - character, modifier and event.)

LINKS

[Tarot Decks](#)

ELEMENTAL DECK CARD LIST (by Peter Cobcroft)

Card Name	Type	Notes
The Fool	C1	Gets Force +1 for every Opponent Character in play
The Magician	C10	Action: Look at opponents Hand
The High Priestess	C7	All your Characters get Force +1
The Empress	C8	All your Defending Characters get Force +2
The Emperor	C9	All your Attacking Characters get Force +2
The Hierophant	C6	Action: Draw 1 Card
The Lovers	E	Take control of target Character
The Chariot	M	Force +10 if Attacking
Strength	M	Force +5
The Hermit	C2	Action: Look at next 7 cards in deck
The Wheel of Fortune	E	All Players discard their hands and draw 7 cards
Justice	E	Duplicates an Event Card just Played
The Hanged Man	E	Discard Target Character
Death	E	Every player must discard one of their Characters in Play
Temperance	E	Search Discard for Card & put it in your hand
The Devil	C11	Action: Opponent Discards 1 card
The Tower	C20	The Tower Cannot Attack
The Star	E	Draw 3 cards
The Moon	E	Opponent must discard entire hand
The Sun	E	Take an extra turn after this one
The Last Judgment	E	Discard all Characters in Play
The World	E	Search Deck for Card & put it in your hand
King of Wands	C6	Adds 1 Force to other Wand Characters (earth elemental)
Queen of Wands	C4	You may use Wands like Swords
Knight of Wands	C3	Attached Wand has Double Force
Page of Wands	C2	Draw a card if you play a Wand
Ace of Wands	E	All your Characters get Force +1 this turn when blocking
Two of Wands	E	Do 2 Damage to all Targets in play (earthquake)

Three of Wands discarded (earthworks)	M	Character gets Force +2 when blocking, +4 if
Four of Wands discarded (earthworks)	M	Character gets Force +3 when blocking, +5 if
Five of Wands discarded (earthworks)	M	Character gets Force +4 when blocking, +6 if
Six of Wands discarded (earthworks)	M	Character gets Force +5 when blocking, +7 if
Seven of Wands (earthworks)	M	Character gets Force +6 when blocking, +8 if discarded
Eight of Wands discarded (earthworks)	M	Character gets Force +7 when blocking, +9 if
Nine of Wands discarded (earthworks)	M	Character gets Force +8 when blocking, +10 if
King of Cups	C6	Adds 1 Force to other Cup Characters (water elemental)
Queen of Cups	C4	Action: Negate 2 points of Damage to Target
Knight of Cups	C3	If killed gain 10 Life Points
Page of Cups	C2	Cup cards give +2 Life
Ace of Cups	E	Opponent cannot Attack this Turn
Two of Cups	M	Target Character cannot block (quicksand).
Three of Cups	E	Gain 3 Life Points
Four of Cups	E	Gain 4 Life Points
Five of Cups	E	Gain 5 Life Points
Six of Cups	E	Gain 6 Life Points
Seven of Cups	E	Gain 7 Life Points
Eight of Cups	E	Gain 8 Life Points
Nine of Cups	E	Gain 9 Life Points
King of Swords	C6	Adds 1 Force to other Sword Characters (fire elemental)
Queen of Swords	C4	You may use Swords like Wands
Knight of Swords	C3	Attached Sword has Double Force
Page of Swords	C2	If Unblocked opponent must discard a card
Ace of Swords attacking	E	All your Characters get Force +1 this turn when
Two of Swords	M	Target Character cannot attack (wall of fire)
Three of Swords (fireball)	M	Character gets Force +2 when attacking, +4 if discarded
Four of Swords discarded (fireball)	M	Character gets Force +3 when attacking, +5 if
Five of Swords discarded (fireball)	M	Character gets Force +4 when attacking, +6 if
Six of Swords discarded (fireball)	M	Character gets Force +5 when attacking, +7 if
Seven of Swords (fireball)	M	Character gets Force +6 when attacking, +8 if discarded
Eight of Swords discarded (fireball)	M	Character gets Force +7 when attacking, +9 if
Nine of Swords discarded (fireball)	M	Character gets Force +8 when attacking, +10 if
King of Pentacles elemental)	C6	Adds 1 Force to other Pentacle Characters (wind
Queen of Pentacles	C4	Ignores Opponents Modifier Cards
Knight of Pentacles	C3	Immune to Opponents Event Cards
Page of Pentacles	C2	Cannot be Blocked
Ace of Pentacles	E	Remove all modifier cards and deal randomly (hurricane)
Two of Pentacles	E	Move any card on the table to any player (gust)
Three of Pentacles (wind)	E	Move card just played to own Character of choice
Four of Pentacles (wind)	E	Move card just played to own Character of choice
Five of Pentacles (wind)	E	Move card just played to own Character of choice
Six of Pentacles (wind)	E	Move card just played to own Character of choice
Seven of Pentacles (tornado)	E	Move card just played to any Character of choice

Eight of Pentacles (tornado)	E	Move card just played to any Character of choice
Nine of Pentacles (tornado)	E	Move card just played to any Character of choice

NOTES

Wands = Earth

Cups = Water

Swords = Fire

Pentacles = Air

A Character may only have one Sword and one Wand card.

TAVERN BRAWL

INTRODUCTION

Card Game for 2 (or more) players.

Common Deck CCG Format.

Fantasy Theme.

A Fight breaks out at Ye Olde Dragon Tavern (& Inn).

Recruit Characters to "your side" to knock out your opponent's

Characters and drink all his beer.

VICTORY

Reduce your opponent to zero Beers.

TIDBITS

Use coins for damage and bottle caps for beers.

BEERS

Each player starts with 10 Bottles of Beer on the Wall.

THE DECK

Players share a common Deck.

The deck contains 1 copy of each card listed.

CHARACTERS

Characters have 2 Stats: Hits & Strength

Each Character has one or more traits, such as Mage or Fighter.

SETUP

Each player draws 7 cards.

The biggest player goes first.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Quaff Phase

I'll get you for that Phase

Brawling Phase

QUAFF PHASE

Draw 3 cards.

Max hand size is 7 cards. Discard excess cards.

If the Deck runs out, shuffle the discard & draw from it.

I'LL GET YOU FOR THAT PHASE

Put characters from your hand into play face up onto the table.
You may attach positive modifier cards (from your hand) to new characters.
Your opponent may attach negative modifier cards to your new characters.
You may attach weapon cards to your characters.
A Character may only have one Weapon attached.
(Note all weapons are makeshift. Swords & such were checked at the door)
Only Fighters may attach Armor cards.

BRAWLING PHASE

You may attack with your Characters.
Assign each of your Characters to attack 1 target opposing Character.
Each of your Characters can only make 1 attack.
Each target opposing Character can only be attacked by 1 of your Characters.
(If you have more characters, some will not be able to attack.)
Your Character does damage equal to the characters Strength.
An attached Weapon will increase a Character's Strength.
You may play up to 1 Attack card on a Character to increase his Strength for this turn.
Your opponent may play a Defense card to completely negate an Attack.
Record damage on Character cards with coins (1 cent = 1 point of damage).
If (& only if) all of you opponent's Characters have been attacked, your remaining Non-attacking Characters may drink 1 Bottle of Beer off the Wall.
Your opponent loses 1 Beer for each drinking Character.
If your opponent is reduced to zero beers (start total = 10) he loses the game.
Stunned Characters cannot Attack or use Defense cards.
At the end of the phase, Discard Attack & Defense cards that were played during the phase.
Employees may not attack each other.
Instead of attacking, or Drinking Beer, a Character may eat Food (Discard Food card)
Instead of attacking, drinking, or eating, a Mage may cast a spell (Discard Spell card)
When attacking a base 1/10 Character, flip a coin. If Tails the attack is negated.

CARD LIST NOTATION

Str/Hits = Strength & Hits
C = Character
W = Weapon
O = Modifier
A = Attack
D = Defense
XI = Special card played in your own "I'll get you for that Phase"
XR = Special card played in response to an opponent's attack
XA = Special card played in your own attack phase
XQ = Special card played in Quaff phase
G = Girl
E = Employee
S = Strong
F = Fighter
T = Thief
M = Mage
Z = Spell
N = Opponent is Stunned for 2 turns by this attack
Y = Food

CARD LIST

Card Name:	Str	Hits	Type	Notes:
Old Red the Bartender	3	30	CES	
Trish the Tavern Wench	2	20	CEG	

Boris the Bouncer	4	40	CES	
Ed the Stable Boy	1	10	CET	
Fun Gus the Cook	2	20	CE	
Dolly the Barmaid	2	20	CEGS	
Cluso the Constable	2	20	CFES	
Gimpy the Mercenary	3	30	CFS	
Karloff the Blacksmith	4	40	CS	
Hammy the Half Ogre	4	40	CFS	
Nanook the Half Orc	3	30	CTFS	
Freddy Fingers the Rogue	2	20	CT	
Ludite the Dwarf	4	40	CFS	
Little Nicky the Halfling	1	10	CT	
Tuck the Cleric	3	30	CMF	
Atroshus the Magician	1	10	CM	
Keebler the Elf	2	20	CM	
Snodgrass the Goblin	1	10	CT	
Woody the Ranger	3	30	CS	
The Warrior Princess	4	40	CFGFS	
The Mysterious Stranger		3	30	CMF
Hide	-	-	D	Thief only
Backstab	+3	-	A	Thief only
Mighty Blow	+3	-	A	Strong only
Throw Opponent	+3	-	A	Strong only
Slide Down Counter	+1	-	AN	Strong only
Slippery	-	-	D	Thief only
Burning Torch	+1	-	W	Discard to negate an attack
Live Bird Soup	-	-	Y	Heal 5 Damage
Grit Cake	-	-	Y	Heal 5 Damage
Dragon Steak	-	-	Y	Heal 10 Damage
Bowl	+1	-	W	Discard to negate an attack
Heal Spell	-	-	Z	Heal 20 Damage
Paralyze Spell	-	-	Z	Target is stunned for 3 turns
Charm Spell	-	-	Z	Take control of target Character
Bar Stool	+1	-	W	Discard to negate an attack
Wooden Chair	+1	-	W	Discard to negate an attack
Hurl Table	+3	-	A	Strong only
Beer Mug	+1	-	W	
Chain Mail	-	+10	O	Armor
Ring Mail	-	+5	O	Armor
Splint Mail	-	+15	O	Armor
Plate Mail	-	+20	O	Armor
Fling Plates	+2	-	A	Any Character
Tankard of Ale	+1	-	W	Discard to negate an attack
Swing on Chandelier	+3	-	A	Any Character
Jump from Rafters	+3	-	A	Any Non-Strong Character
Wine Bottle	+1	-	W	Discard to negate an attack
Breaks	-	-	XI	Discard target weapon card
Slip & Fall	-	-	XI	Target stunned for 2 turns
Fireberry Wine	+1	-	O	
Tipsy	-1	-	O	
Drunk as a Skunk	-1	-	O	
Thrown out of Window	-	-	XI	Target Character discarded
Uppercut	+2	-	A	Any Character
Knee to the Groin	+3	-	A	vs Male Character
Backhand	+2	-	A	Any Character
Elbow to the Gut	+3	-	A	Any Character
Knock the Wind Out	+3	-	A	Any Character
Hit Wrong Guy	-	-	XR	Choose any new Target for Attack
Head Lock	+1	-	AN	Any Character
Arm Lock	+1	-	AN	Any Character
Head Butt	+3	-	A	Any Character
Dark & Frothy Mead	-	+5	O	
Shake it Off	-	-	D	Strong only
Business Elsewhere	-	-	XI	Target Character discarded
Hard Head	-	-	D	Fighter only
Switch Sides	-	-	XI	Take control of target Character

Tug of War	-	-	XI	Steal target Weapon
Gang Up	-	-	XA	2nd Character may attack target
Look Behind You	+3	-	A	Any Character
Knock Down	+2	-	AN	Strong only
Bite	+2	-	A	Any Character
Box Ears	+3	-	A	Any Character
Trip	+1	-	AN	Any Character
Bang Heads	+3	-	A	Divide damage among 2 targets
Body Slam	+3	-	A	Any Character
Thigh Press	+3	-	A	Girl only
Show some Skin	-	-	D	Girl only
Wouldn't hit a Girl	-	-	D	Girl only
Beg for Mercy	-	-	D	Thief only
Shocking Grasp	+4	-	AZ	Mage only
Mailed Fist	+1	-	O	Fighter only
Gauntlet	+1	-	O	Fighter only
Berserker	+3	-	A	Fighter only
Bear Hug	+3	-	A	Strong only
Throw Barrel	+3	-	A	Strong only
Choke Hold	+3	-	AN	Any Character
Duck	-	-	D	Any Character
2 Lefts & a Right	+3	-	A	Any Character
Chug	-	-	XQ	Character drinks 2 Beers

TERRATAIN

INTRODUCTION

An abstract strategy game of unit placement and scoring for 2+ players.

THE BOARD

The board is a grid of 9 squares known as territories.
These territories are numbered 1-9.

1	2	3
4	5	6
7	8	9

Each territory is further divided into a grid of 9 squares known as plots.
The plots in each territory are also numbered 1-9.
The map consists of (9 x 9) 81 plots.

COUNTERS

Cardboard counters are also referred to as chits.
Each player needs a set of counters of a unique color.
There are 70 counters in each set.
There are 7 types of counters in each set.
Each set includes 10 of each type of counter.

Counter Types:

1. Temple
2. Castle
3. Town
4. Farm
5. Mine
6. Palace
7. Armies

The first six types of counters are called structures.
Army chits are not structures.
Temples represent religious influence.
Castles represent military resources.
Towns represent economic resources.
Farms represent agricultural resources.
Mines represent mineral resources.
Palaces represent political influence.
Armies represent use of military force.

SETUP

Each player gets a set of counters.
Players keep their counter sets in separate opaque cups.
These are called draw cups.
Determine turn order by a flip of a coin.

TURN SEQUENCE

Players take turns.
Each turn has 4 phases:

1. Draw Phase
2. War Phase
3. Build Phase
4. End Phase

DRAW PHASE

Draw 2 random chits from your cup of chits.
These chits go into your reserve pile.
Reserve pile chits are played face up in front of you.
If your cup is empty place your discard pile into it.

WAR PHASE

You may discard one army chit from your reserve pile.
Discard an enemy structure from any one plot.
Each player has a discard pile to put his discarded chits.

BUILD PHASE

Place one of your structure chits in an empty plot.
You cannot place your castles next to enemy castles.
You cannot place your temples next to enemy temples.
You cannot place your palaces next to enemy palaces.

END PHASE

Discard chits from your reserve pile to keep it at a maximum of 4 chits.

THE END OF THE GAME

The game ends when all plots are occupied.

VICTORY

The player with the highest total score is the winner.

SCORING

At the end of the game players determine their scores.
Points are accumulated from a variety of scoring combinations.
Add up all points to get your total score.
You control a territory if you have the most structures in it.
"In a row" can mean orthogonal or diagonal.

Points	Scoring Combo
5	Having 5 structures in a territory
6	Having 6 structures in a territory
7	Having 7 structures in a territory
8	Having 8 structures in a territory
9	Having 9 structures in a territory
5	Control of the center territory
9	Control 3 territories in a row
8	Control of a square of 4 territories
8	Control of the 4 corner territories
3	Have the most Temples on the board
3	Have the most Farms on the board
3	Have the most Castles on the board
3	Have the most Towns on the board
3	Have the most Mines on the board
3	Have the most Palaces on the board
3	Having 3 structures in a row (6 if of the same type)
4	Having 4 structures in a row (8 if of the same type)

- 5 Having 5 structures in a row (10 if of the same type)
- 6 Having 6 structures in a row (12 if of the same type)
- 7 Having 7 structures in a row (14 if of the same type)
- 8 Having 8 structures in a row (16 if of the same type)
- 9 Having 9 structures in a row (18 if of the same type)
- 6 Having one of each of the 6 types of structures in a territory

VARIANTS

Mountains: Have some plots contain mountains.

Mines must be placed on or next to mountain plots.

Rivers: Have some plots contain rivers.

Farms must be placed on or next to river plots.

GAME DESIGNERS NOTES

Advanced color wars.

TERRIBLE TALES

TO PLAY

This is a game of story telling.

Shuffle the Deck. Each player draws 5 cards.

The oldest or the youngest player starts.

A player starts to tell a story.

Players try to incorporate the idea on one of their cards into the story.

If a player does this he may discard that card.

After discarding, the player to his right continues the story.

The story ends when the last player discards his last card.

If a player manages to say something very witty, or clever, or profound, or poetic, or funny, or memorable, the other players may award him one or more Story points.

At the end of the story, the player with the most Story points wins.

OPTIONAL RULES

Players may deduct Story points for poor performances.

A player may at any time deduct a Story point to discard a card & draw a new one.

For a longer story, players draw 7 cards instead of 5.

CARD LIST

- Puzzle: Paradox, Enigma, Mystery
- Internal conflict
- Dragon
- Giant: Ogre, Cyclops
- Quest: Geas, Mission
- Knight: Cavalier, Paladin
- Princess: Damsel in distress
- King: Emperor, Leader
- Sword: Weapon
- Armor: Shield, Helmet
- Siege: War machines
- Battle: Battlefield
- Squire: Youth
- Assassin: Murder
- Illusion: Phantasm
- Magic: Spells
- Curse: Enchantment, Hex
- Healing: Healer, Herbs
- Duel: Gladiators, Sword fight, Mage Duel
- Possession, Control
- Potion: Love Potion
- Ring, Jewelry, Necklace, Brooch
- Staff: Wand, Rod
- Artifact: Relic, Antique, Fossil, Remains
- Book: Tome, Library, Scrolls
- Priest: Cleric, Holy Man
- Warrior: Warrior Maiden
- Wizard: Mage, Sorcerer
- Thief: Theft, Pickpocket, Cutpurse, Burglar
- Bandits: Pirates, Thugs
- Love: Romance
- Conquest
- Law
- Chaos
- Light: Good
- Darkness: Evil

- Crone: Witch
- Time: Old Age, Waiting, Cycles
- Hero: Heroine
- Chasm: Ravine
- Mountain
- Volcano
- Swamp
- Jungle
- Flying
- Gateway: Door
- Treasure
- Village: Hamlet, Town
- City
- Barbarians: Savages, Natives
- Forest
- Sea Voyage
- Archer, Bow, Arrows
- Undead: Vampire, Mummy, Zombies, Skeletons
- Maze: Labyrinth
- Dungeon
- Wizards Tower
- Desert: Thirst
- Merchant: Caravan, Guild, Trade
- Reward
- Guardian, Defender, Protector
- Druid, Nature Worship
- Ranger: Woodsman, Scout
- Demon: Devil
- Angel: Demi-god, God
- Ghost: Spirit
- Castle: Keep, Fortress
- Mine: Gems, Gold
- Prison: Escape, Rescue
- Ingredients, Supplies, Materials
- Humanoids: Orcs, Goblins
- Mythic Monster: Medusa, Gryphon
- Cats: Lions, Tigers, Panthers
- Horse: Steed
- Birds: Songbird, Bird of Prey
- Insects: Swarm
- Reptiles, Amphibians: Frogs, Snakes, Dinosaurs
- Fish: Fisherman, Shark, Eel, Piranhas
- Dream: Vision, Prophecy
- Trap: Poison, Pit, Captured
- Scholar: Sage, Savant, Student, Apprentice
- Oracle, Divination, Astrology
- Fairy: Pixies, Nymphs, Dryads, Sprites, Elves, Dwarves, Gnomes
- Temple: Monks
- Storm: Cyclone, Blizzard
- Cataclysm: Earthquake, Eruption
- Ruins: Graves
- Performer: Acrobat, Circus, Clown, Jester, Juggler, Dramatist
- Betrayal: Treason
- Music: Bard, Instruments
- Secret: Secret Passage, Hidden, Invisible
- Surprise: Ambush
- Trick: Riddle
- Runes: Warning, Message
- Transformation: Polymorph, Changeling
- Fabulous Beast: Unicorn, Questing Beast
- Torture: Suffering, Oppression
- Frozen Wastes: Tundra
- Nobles: Reputation, Rank, Social Class
- Slaves: Peasants, Servants
- Elements: Earth, Air, Fire, Water
- Conjuraton: Summoning

- Invention: Machine, Golem
- Ritual: Sacrifice
- Rebellion: Uprising
- Intrigue: Gossip, Rumors
- River, Stream, Lake

THE DIET GAME

INTRODUCTION

Gamers are trying to lose weight prior to their 15 year high school reunion.
Card game for 2+ players.

WINNING

Be the First player to lose 10 pounds. (i.e. score of -10)

THE DECK

Players share a common deck.

WEIGHT

Keep track of 'relative' weight using coins, tokens, dice, etc.
Remember you are trying for a negative score.
Weight is in "pounds".

SETUP

The most out-of-shape player goes first.

TURN SEQUENCE

Players take turns.
Each turn has 8 phases:
A New Day Phase
Planning Phase
Breakfast Phase
Exercise Phase
Lunch Phase
Dinner Phase
Cheat Phase
Snack Phase

A NEW DAY PHASE

Fill your hand to 7 cards.
If the deck runs out, shuffle the discard & draw from it.

PLANNING PHASE

You may discard up to 3 cards & draw replacements.

BREAKFAST PHASE

Play from your hand a Well Balanced Breakfast card or a
Breakfast card that causes you to lose 1 pound.
If you do not play a card, the player to your right may play a

Breakfast card that causes you to gain 1 pound.

EXERCISE PHASE

You may play from your hand one Exercise card that causes you to lose 1 pound. Any opponent may play a Laziness card to negate the Exercise card.

LUNCH PHASE

Play from your hand a Well Balanced Lunch card or a Lunch card that causes you to lose 1 pound. If you do not play a card, the player to your right may play a Lunch card that causes you to gain 1 pound.

DINNER

Play from your hand a Well Balanced Dinner card or a Dinner card that causes you to lose 1 pound. If you do not play a card, the player to your right may play a Dinner card that causes you to gain 1 pound.

CHEAT PHASE

Any opponent may play a Cheat card to cause you to gain 1 pound. You may play from your hand a Willpower card to negate the Cheat card.

SNACK PHASE

Play from your hand a Well Balanced Snack card or a Snack card that causes you to lose 1 pound. If you do not play a card, the player to your right may play a Snack card that causes you to gain 1 pound.

CARD LIST LEGEND

B = Breakfast
L = Lunch
D = Dinner
S = Snack
C = Cheat
E = Exercise
N = Negate

COMMON DECK CARD LIST

Card Name:	#	Type	Gain	
Pancake Breakfast	1	B	+1	
Continental Breakfast	1	B	+1	
Breakfast Buffet	1	B	+1	
Well Balanced Breakfast		3	B	0
Yogurt & Fruit	1	B	-1	
Diet Bar or Shake	1	B	-1	
Cereal & Fruit	1	B	-1	
Junk Food Lunch	1	L	+1	
Burger Joint Lunch	1	L	+1	
Fast Food Lunch	1	L	+1	
Well Balanced Lunch	3	L	0	

Soup & Salad	1	L	-1	
Tuna-salad Pita	1	L	-1	
Sports Lunch	1	L	-1	
Ethnic Buffet	1	D	+1	
All-You-Can-Eat Bar-B-Q		1	D	+1
Steak House (Red Meat)	1	D	+1	
Well Balanced Dinner	3	D	0	
Chef Salad (Rabbit Food)	1	D	-1	
Grilled Chicken & Greens	1	D	-1	
Steamed Vegetables & Fish	1	D	-1	
Bag of Chips	1	S	+1	
Cookies	1	S	+1	
Box of Candy	1	S	+1	
Light Snack	3	S	0	
Carrot Sticks	1	S	-1	
Nuts or Seeds	1	S	-1	
Apple	1	S	-1	
Pint of Ice Cream	1	C	+1	
Chocolate Cake	1	C	+1	
Carb Fest	1	C	+1	
Scarf Leftovers	1	C	+1	
Binge Eating	1	C	+1	
Second Helping	1	C	+1	
Aerobic Exercise	1	E	-1	
Bicycling	1	E	-1	
Workout at Gym	1	E	-1	
Diet Pills	1	E	-1	
Fad Diet	1	E	-1	
Fasting	1	E	-1	
Willpower	2	N		Negate a Cheat Card
Laziness	2	N		Negate an Exercise Card

= Number of that type of card in the deck.

THE FIRST BALKAN WAR

INTRODUCTION

Wargame for 4 players.
Simulates the first Balkan War in 1912.
One player is the Ottoman Turks.
The other 3 players are the members of the Balkan League:
Serbia, Bulgaria, and Greece.

VICTORY

The player with the most Victory points at the end of the game wins.
The game ends after 24 turns.

COUNTER SET

Use counters to represent Divisions.
Each Division represents 10,000 men.

Country:	Divisions
Ottomans	24
Bulgaria	11
Greece	10
Serbia	11

The Serbian Army includes one division of Montenegro Guerillas.
Other Counter types needed:
Control, Casualty, Movement, Battle.

THE MAP

Players will have to make their own map.
(I'm waiting for someone to make a map)
Divide up the map into squares or hexes.
There are several terrain types.

Terrain:	MP	DP	VP
Mountains	2	1	1
Plains	1	0	1
Towns	1	1	2
Cities	1	2	5
Fortifications	2	3	3

MP = Movement point cost to enter.

DP = Defending Divisions add this to their Battle Roll.

VP = Victory Points for controlling this space at the end of the game.

To control a space you must have a control marker on it.

Rivers cost 1 MP point to cross.

A unit that has to rout across a river or into a mountain is destroyed.

Divisions may travel on Railroads for 1 MP per 4 spaces.

SETUP

League Divisions are concentrated on their borders.

Turkish Divisions are scattered throughout Albania, Macedonia, and Thrace.

TURN SEQUENCE

1942

Draw Phase
Event Phase
Attack Phase
End Phase

DRAW PHASE

Each League member draws 5 cards.
The Ottoman player draws 10 cards.
If the deck runs out shuffle the discard and draw from it.

EVENT PHASE

Each player rolls once on the Event Table.

EVENT TABLE

1D6

1	Disease	Remove one Division from Play
2	Transport Problems	Lose 3 Movement Points
3	Reinforcements	Remove 1D6 Casualty Markers or gain 1 Division
4	Spies & Scouts	Look at opponents hand
5-6	Nothing	

ATTACK PHASE

Each player makes 2 piles: A Movement Pile and a Battle Pile.
Place any of your cards with Movement points into your Movement Pile.
Discard these cards and take a corresponding number of movement point tokens.
For example: if a card was worth 2 Movement points you would take 2 tokens.
Place any of your cards with Battle points into your Battle Pile.
Discard these cards and take a corresponding number of Battle point tokens.
A player may play cards for tokens at any time during the turn.
Each player rolls 1D6. This is the initiative roll.
Highest roll moves his divisions first.
Divisions may not stack.
To move a Division, pay the needed number of Movement point tokens.
Place one of your control markers on any space you enter. (Remove Opponents)
League members may not attack each other.
To attack an adjacent enemy Division, discard one Battle Point token.
To resolve the Battle the attacking and defending players each roll 1D6.
Before rolling, players may discard Battle points to increase their totals by +1 per token. (up to 3 tokens max)
Defenders also get Terrain bonuses.
Get +1 if another division already attacked the enemy division this turn.
Get -1 for every Casualty counter on your division.
Get +1 for every one of your divisions adjacent to the enemy division.
The Division with the highest total wins.
The loser rolls on the Casualty Table:

CASUALTY TABLE

1D6	Result
1	Division Destroyed (Mass Surrender)
2	Get 1 Casualty marker and Rout
3	Get 1 Casualty marker and Rout
4	Get 1 Casualty marker
5	Get 1 Casualty marker

6 Both Divisions get 1 Casualty marker
A division that routs must immediately move away from the winner one space.
If unable to move the Division is destroyed.
A Division with 4 Casualty markers is destroyed.

FREE ADVANCE RULE

If a division caused an enemy division to rout, it may immediately move at no cost to occupy the empty space.

LOGISTICAL MOVE RULE

All divisions get 1 free move point per turn if the division is moving through territory controlled by the divisions owner.

END PHASE

Discard all unused movement and battle tokens.
League player max hand size = 6.
Turk player max hand size = 12
Discard excess cards.

DECK CARD LIST

Card Name:	Notes:
Bravery	1 Battle Point
Machine Guns	1 Battle Point if Attacking, 3 if Defending
Artillery	3 Battle Points
Infantry	2 Battle Points or 1 Movement Point
Cavalry	1 Battle Point or 2 Movement Points
Railroads	3 Movement Points
Forced March	2 Movement Points
Leadership	2 Battle Points or 2 Movement Points
Well Supplied	1 Battle Point or 1 Movement Point
Fortified Positions	3 Battle Points: Defending Turks only
Counter Attack	2 Battle Points: Attacking Turks only
Land Grab	2 Movement Points: League Member only
Major Offensive	3 Movement Points: League Member only
Pursuit	Destroy Retreating Division
Attack Flanks	2 Battle Points: Attacking League Member only
Foolish Attack	Attacking Division automatically Destroyed
Break Morale	Defending Division automatically Routs
Intelligence	Negate target card played by Opponent
Overrun	Division may attack a second time this turn
Racial Hatred	1 Battle Point: League Member only
Timed Attacks	Alter your initiative roll by +6 or -6.

The deck contains 4 of each card listed.

5 PLAYER VERSION

Let 2 players control 12 Turk Divisions each. They may not attack each other.

THE SECOND BALKAN WAR

Begin immediately after a game of the First Balkan War.
Setup is how the FBW game ended.
A new player: Romania gets 10 Divisions.
Bulgaria gets an extra 10 Divisions.
Serbia gets an extra 5 Divisions.
1944

Everybody attacks Bulgaria.
The game ends when all Bulgarian Divisions are destroyed.

LINKS

[The Balkan Variant](#)

[Maps of the Balkan Wars](#)

[The Balkan Wars](#)

[25 Lectures on Modern Balkan History](#)

THE GREAT TRAVELING CIRCUS GAME

INTRODUCTION

Each player is the owner of a traveling circus.

GAME BOARD AND PIECES

Use a monopoly game board.

Also use the monopoly pawns, money, houses, and hotels. (But not the cards)
Six sided dice are needed.

END GAME

The game ends when the last card is drawn from the Act Deck.
Alternate ending: When the Lead player goes around 15 times.

WINNING

The player with the most money at the end of the game wins.

THE DECK

The game uses a novel set of cards called the act deck.
The deck contains one of each of the cards in the Card List.
Each card represents a Carnival/Circus Act.
There are 4 types of acts: Acrobats, Clowns, Animals, and Freaks.
Do not use any of the Monopoly cards.

SETUP

Each player picks a pawn to represent their circus.
Pawns are placed on the starting space.
Each player gets \$200
All other money is kept in the Bank.
Each player gets 4 cards from the Act Deck.
Each player also has a Ringmaster.
The Ringmaster counts as an Act, but not any of the 4 types, and cannot be stolen or lost.
Players should name their Circus.
Players roll high on 1D6 to determine turn order.
The winner of the turn order contest is known as the Lead Player.

TURN SEQUENCE

Players take turns.
On your turn roll 1D6 and move your pawn that many spaces forward.
If you land on another player you may steal one random Act card from him.
If you land on a city with no time markers you may perform.
Get \$10 for every act you own when you perform.
Three Ring Bonus: For every 3 cards of the same type you have earned an extra \$10 when performing.
After performing put 1D6-2 (Maximum = 3) time markers on the city you just performed at.
If you land on a city with any Time markers on it, you may not perform there.

Use houses to represent time counters. One Hotel = Three Time Counters.
 Players must stop on the Start space when they reach it.
 Every time the Lead player lands on the Start space remove one time counter from all cities.
 When a player lands on the Start space he must pay each of his Acts \$10.
 A player must discard any Acts he cannot pay.
 If your pawn lands on a railroad, pay 1D6 x \$10 to the Bank.
 If your pawn lands on a utility or luxury tax pay 1D6 x \$10 to Free Parking.
 If your pawn lands on Free Parking take the money there.
 If your pawn lands on Go to Jail put one of your Acts in Jail.
 If your pawn lands on Jail take one of the Acts there.
 If you land on a space that allows you to draw a card then draw and keep one Act card.
 If you visit all the cities in a colored region get a one time bonus of 2D6 x \$10.
 (Keep track of cities visited with colored chips, or on paper)
 If you visit all the cities on a side get a one time bonus of 2D6 x \$10.
 If you visit all the cities in the game get a one time bonus of 5D6 x \$10.

CARD TYPE NOTATION

A = Acrobat
 C = Clown
 N = Animal
 F = Freak

ACT DECK CARD LIST

Name of Act:	Type
Flying Trapeze	A
Human Cannonball	A
Clown Car	C
Clowns on Stilts	C
Tightrope Walkers	A
Lions	N
White Tigers	N
Bears on Unicycles	N
Indian Elephants	N
Cop Clowns	C
Fireman Clowns	C
Block Head	F
Fire Eater	F
Sword Swallower	F
Bearded Lady	F
Midget Clowns	C
Snake Charmer	F
Jugglers	A
Strongman	F
Trained Horses	N
Mime	C
Lion Tamer	N
Bicycle Act	A
Trampoline Act	A
Daring Young Man	A
High Wire Act	A
Clown Band	C
Vaudville Clowns	C
The Brothers Karnakov	A
Two Hump Camels	N
Bengal Tigers	N
Dancing Bears	N
African Elephants	N
Clown Crooks	C
Clowns with Pies	C
Fortune Teller	F
Siamese Twins	F

Stage Magician	F
Escape Artist	F
Contortionist	F
Tattooed Man	F
Showgirls	A
Belly Dancer	F
Zebras	N
Cirque de Sole Clowns	C
Monkeys	N
Fixed Straps Act	A
See Saw Act	A

MORE ACTS

You can include more acts for a longer game.

Some ideas for additional act cards:

Knife Throwing Act, Gymnasts, Woman Suspended by Hair,
Horn playing Seal

THE HORDE

INTRODUCTION

Solo card game.
Card version of an old Crystal Dynamics Game.

LINKS

[The Horde](#) Review
[The Horde](#) Full Docs

DISCLAIMER

The Horde is a copyrighted, licensed product.
This is merely a fan site.

VICTORY & DEFEAT

You (Chauncey) are killed if all 4 Grimthwacker cards are in the Recruit Discard Pile.
You lose if you are ever unable to play your taxes.
You win if you survive all 5 years (=20 turns).

MAIN DECKS

There are 2 Main decks:
1. Recruit Deck
2. Horde Deck

RECRUIT DECK

Cards drawn from your recruit deck will eventually go into one of several piles:
1. Recruit Discard
2. Village Deck
3. Defense Deck
4. Defense Discard

HORDE DECK

Cards drawn from your Horde deck will eventually go into one of several piles:
1. Horde Discard
2. Attack Deck
3. Attack Discard

ODDS & ENDS

Six sided dice are needed.
Use coins to keep track of Crowns (Money).

SETUP

You start with 8 Crowns.

Put the 4 Grimthwacker Cards (GC) into your Defense Deck.
Put 2 Villagers & 1 Crop card into your Village Deck.

MASTER TURN CHART

The game has 20 Turns:

Turn	Location	Season	Attckr	Indigenous
1	Shimto Plains	S	2	Piranha
2	Shimto Plains	S	2	Piranha
3	Shimto Plains	F	3	Piranha
4	Shimto Plains	W	3	Piranha
5	Fetid Swamps of Buuzal	S	4	Swamp
6	Fetid Swamps of Buuzal	S	4	Swamp
7	Fetid Swamps of Buuzal	F	5	Swamp
8	Fetid Swamps of Buuzal	W	5	Swamp
9	Tree Realm of Alburga	S	6	Forest
10	Tree Realm of Alburga	S	6	Forest
11	Tree Realm of Alburga	F	7	Forest
12	Tree Realm of Alburga	W	7	Forest
13	Kar-Nyar Desert	S	8	Desert
14	Kar-Nyar Desert	S	8	Desert
15	Kar-Nyar Desert	F	9	Desert
16	Kar-Nyar Desert	W	9	Desert
17	Frozen Wastes of Vesh	S	10	Ice
18	Frozen Wastes of Vesh	S	10	Ice
19	Frozen Wastes of Vesh	F	12	Ice
20	Frozen Wastes of Vesh	W	12	Ice

HORDE DECK CARD LIST

Card Name:	#	Level
Adolescent	10	1
Shaman	5	3
Juggernaught	5	5
Indigenous	20	Per Indigenous Hordlings Chart

INDIGENOUS HORDLINGS CHART

Type	Level
Piranha	2
Swamp	2
Forest	3
Desert	4
Ice	6

TURN SEQUENCE

Each turn has 5 Phases:

Income Phase

Tax Phase

Recruit Phase

Horde Phase

End Phase

INCOME PHASE

Certain Cards in your Village Deck will Produce Crowns:

Villagers produce 1 Crown each.

Crops produce 2 Crowns each.

Cows produce 3 Crowns each.

TAX PHASE

Pay Kronus Maelor, the Evil High Chancellor Crowns equal to the Turn Number.

RECRUIT PHASE

Flip over the top 8 cards of your Recruit Deck.

You may purchase these cards with your Crowns.

Shuffle Village cards you bought into your Village Deck.

Shuffle Defender cards you bought into your Defender Deck.

You may pay 1 Crown (Limit = 2) to Flip over an additional Recruit card.

Cards you did not buy go into the Recruit Discard.

If the Recruit deck is empty, shuffle the Recruit Discard & draw from it.

HORDE PHASE

Draw & shuffle together X cards from the Horde Deck.

X = the Attacker number of the turn found on the Master Turn Chart.

These cards become the Attack deck.

Each card represents a Hordling.

Flip over the Top card of your Attack Deck.

Flip over the Top card of your Defender Deck.

Roll 1D6 & subtract the level of the Hordling Card & Add the level of the Defender card.

This is called the Battle roll.

If the Modified result is 4 or greater the Hordling is killed & sent to the Horde Discard &

The Defender card is sent to the Defender Discard.

If the Modified result is 3 or less the Defender is killed & sent to the Recruit Discard &

The Hordling attacks the top card of the Village Deck.

The attacked Village card is sent to the Recruit Discard & the Hordling is sent to the Attack Discard.

Repeat this procedure until the Entire Attack Deck has been sent to the Horde Discard (The Phase Ends), or All Grimthwacker cards are in the Recruit Discard (Game Ends).

If the Defender Deck runs out, shuffle the Defender Discard & draw from it.

If the Attack Deck runs out, shuffle the Attack Discard & draw from it.

END PHASE

Take all Grimthwacker cards out of your Recruit Discard & Put them in your Defender Deck.

RECRUIT DECK NOMENCLATURE

V = Village

D = Defender

X = Special

= Copies of that card in the Deck

RECRUIT DECK CARD LIST

Card Name:	#	Cost	Type	Force
Grimthwacker	4	0	D	4
Villager	10	1	V	-
Crops	10	2	V	-
Cow	10	3	V	-
Trees	10	0	X	-

Knight	4	4	D	4
Archer	6	2	D	2
Fence	6	1	V	-
Wall	6	3	V	-
Pit	6	2	V	-
Moat	1	6	V	-
Healing Rock	2	2	D	-
Flute	1	4	D	+1
Haunch of Meat	4	1	D	+2
Boots of Boogy	1	5	D	+2
Ring of Teleport	1	5	D	+2
Bomb	4	2	D	-
Flame Thrower	2	4	D	-

CARD NOTES

Trees: Discard to gain 1 Crown.

Walls: If Attacked, put the Wall on the bottom of your Village Deck.

Pit: If Attacked, the Hordling goes to the Horde Discard & the Pit goes to the Recruit Discard.

Moat: If Attacked, the Hordling goes to the Horde Discard & put the Moat on the bottom of your Village Deck.

Healing Rock: When drawn from the Defender Deck during Horde Phase you may:

1. Put it in your Defender discard or
2. Put it in your Recruit Discard & take a Grimthwacker card (GC) out of your Recruit Discard & shuffle the GC into your Defender Deck.

Immediately Draw another card from the Defender deck to replace it.

Flute: When drawn from the Defender Deck during Horde Phase, put it in your Defender discard & Immediately Draw another card from the Defender deck to replace it. The Final Replacement card gets Force +1

Haunch of Meat: When drawn from the Defender Deck during Horde Phase, put it in your Recruit discard & Immediately Draw another card from the Defender deck to replace it. The Final Replacement card gets Force +2

Boots of Boogy: When drawn from the Defender Deck during Horde Phase, put it in your Defender discard & Immediately Draw another card from the Defender deck to replace it. The next GC card drawn gets Force +2

Ring of Teleport: When drawn from the Defender Deck during Horde Phase, put it in your Defender discard & Immediately Draw another card from the Defender deck to replace it. The next GC card drawn gets Force +2

Bomb: When drawn from the Defender Deck during Horde Phase, put it in your Recruit discard. The Attacker is Discarded.

Flame Thrower (Dragon Flyby): When drawn from the Defender Deck during Horde Phase, put it in your Recruit discard. The Attacker & the next card in the Attacker Deck is sent to the Horde Discard.

SPECIAL RULES

***If you draw 3 Grimthwacker cards in a row in Horde Phase, the Third card has a penalty of -3 Force (Chauncey gets Dizzy).

***Whenever an Archer is defeated in combat roll 1D6:

1-3 = Send Archer to Recruit Discard

4-6 = Send Archer to Defender Discard (Long Range)

***Whenever a Shaman is defeated in combat roll 1D6:

1-3 = Send Shaman to Horde Discard

4-6 = Send Shaman to Attack Discard (He Teleports Away)

***Whenever a Shaman wins a Battle Roll Contest, instead of attacking the Village with the Shaman, draw a card from the Horde Deck & put it on the bottom of the Attack deck.

GAME DESIGNERS NOTES

I had a genuine fondness for this Video game.

Now I cant get it to run on my PC.
This needs some playtesting to determine the right number of attackers per turn.
Thanks to Naga Sugara for playtesting!

The Interface of Time

Science Fiction Miniature Game

By

C. Gerard Luft

Legal

This game

is based off of the short story *A Prayer*

Answered Just in Time published in Gateway Science Fiction Magazine. The Interface of Time, Virtue and Kris

Maynard are copyright © 2002 C. Gerard Luft.

Their inclusion herein is happily granted to Warpspawn Games.

The game

mechanics herein are derived from the Open Gaming License of the D20 Systems Reference Document.

Overview

Nestled in the six extra dimensions

of the Calabi-Yau Manifold (which is a plane higher than the four spatial dimensions of Hyperspace) every event in space in time meets with the Interface. The Interface of Time is a great ten

dimensional construct which consists of archways that lead to any world at any point in that planet's history. Humans

can only perceive the first three spatial dimensions of the Interface. Thus it allegorically appears to them as a

contemplative cloister with seemingly endless arcades leading forth from a monumental courtyard.

In this game one player plays the

mysterious Virtue and his human friends.

The other player plays the infamous Vice and his company of evil time travelers.

Victory Conditions

The goal is to control the

Interface. The only way to do this is to defeat each opponent miniature.

D20

You will need a twenty sided die in order to play this skirmish game.

Miniatures

Each

character listed below has suggested miniatures listed that would ideally represent the character. But there is

nothing wrong with using good "old fashioned" counters instead of miniatures.

Map

You can

obtain a map of the Interface of Time for use as your game board at:

1954

<http://www.angelfire.com/games4/doctorwhoeyespy/tiot.JPG>

If you can

not reach it by this link, copy and paste the URL directly to your browser.

Starting Positions

If you are

using the map you can place each band on one of the "x" in the Interface's

arcades. Alternatively, if you have a 30

sided die, you can randomly place each warband by rolling 1d30 for the x-axis, and 1d30 for the y-axis.

One square

equals five feet.

Tabletop

Alternatively you can use a 15" by

15" area to represent the courtyard, the heart of the Interface. Movement and

ranges listed can easily be converted from grid to inches (example, Virtue's

movement of 12 squares becomes 12 ").

If you are not using the map each

warband should be placed on opposite sides of the 15"x15" battlefield. Figures can be

set up from the edge of the battlefield

to 4" in from the edge.

The Round

1. **Initiative:** Each player rolls
2. 1d20. The highest roll has
3. initiative and can move on of the miniatures first. Reroll ties.

2. **The Turn:** Starting with the player
3. who won initiative and then alternating between the two players, each
4. miniature gets to take a turn.

a. **Movement:** The miniature may move up to their speed.

b. **Melee Attack:** If the miniatures movement brings it base to base with an opponent miniature, that miniature can attack its target.

i.

Roll 1d20 and add your melee attack score to the die

roll. If it is equal or greater than the

opponent's Armor score, then it is a hit.

ii.

The opponent receives damage equal to your Melee Damage

score. This damage is removed from the

opponent's Health score. If any creature's

health falls to 0 or less it is defeated and removed from the game.

c. **Range Attack:** If the miniatures

movement brings it within Range of an opponent miniature, that miniature can

attack its target. However the miniature

can not make a ranged attack if it already made a melee attack during its turn.

i.

Roll 1d20 and add your range attack score to the die

roll. If it is equal or greater than the

opponent's Armor score, then it is a hit.

ii.

The opponent receives damage equal to your Ranged

Damage score. This damage is removed

from the opponent's Health score. If any

creature's health falls to 0 or less it is defeated and removed from the game.

iii.

Save: If an opponent miniature is hit by either

Virtue's or the Dragon of Oltan's ranged attack, it is allowed a Saving Throw

in order to take half damage from a successful hit:

1. The

miniature rolls 1d20 and adds its Save score to the

roll. If the modified roll is equal to

or greater than attacker's Ranged DC

than it takes half as much damage.

Subsequent Turns: After the player

who won initiative finishes his turn with his miniature, it then becomes

the other players chance to take a turn with one of his miniatures. The Turn

sequence is repeated back and forth until each player has taken a turn

with each of his miniatures. Then a new Round begins and each player starts by rolling

for initiative.

Virtue's Warband

Name: Virtue

Type: Good Outsider

Level: Immortal 21

Speed: 12

Armor: 40

Health: 136

Melee Attack: +30

Melee Damage: Holy Strike 25

Ranged Attack: +30

Ranged Damage: Divine Light 120

Range 12

Ranged DC: 35

Miniature: Any Celestial Miniature, any slim auburn haired

modern male miniature, or a counter.

Virtue is a

powerful being from a continuum five universes before our own. He is Time's Guardian

for our Universe.

Name: Kris Maynard

Type: Good Far Future Human

Level: Space Scout 21

Speed: 6

Armor: 32

Health: 52

Melee Attack: +20

Melee Damage: Empowered Battle

Armor 15

Ranged Attack: +25

Ranged Damage: Fusion Blaster Rifle 60

Range: 12

Special Abilities: Two Attacks per Round

Miniature: Sci-fi figure in armor or space suit, any dark

haired female sci-fi miniature, or a counter.

Kris

Maynard is a space scout with the Interstellar Scour Service of the Galactic

Empire (of the Milky Way in 15th Millennium after the Birth of

Christ). Virtue has taken Kris under his

tutelage to train her to take over his role as Time's Guardian.

Name: Emperor Redgar of Thaltos

Type: Good Antediluvian Human

Level: Paladin 94

Speed: 6

Armor: 36

Health: 148

Melee: +25

Melee Damage: Long Sword Artifact 35

No Ranged Attacks

Special Abilities: Three Attacks per Round

Miniature: Any Fantasy or Medieval Warrior in Full Plate

Armor, or a counter.

Emperor

Thaltos rules the Antediluvian Empire of Thaltos which lies east of Atlantis. Virtue had taken Redgar as a companion in reward for the great good he had performed in founding the Empire of Thaltos.

Name: Duke Charles

Type: Good Far Distant Future Human

Level: Knight 21

Speed: 6

Armor: 32

Health: 63

Melee Attack: +25

Melee Damage: Fusion Lance 75

Ranged Attack: +25

Ranged Damage: Fusion Lance 75

Miniature: any noble sci-fi miniature, any fantasy or medieval knight, or a counter

Duke Charles is a young nobleman

from an Intergalactic Empire one million years after the birth of Christ. Virtue is helping Duke Charles liberate the

Universe from a Tyrant Emperor.

Vice's Warband

Name: Vice

Type: Evil Outsider

Level: Immortal 21

Speed: 12

Armor: 40

Health: 136

No Melee Attack

Ranged Attack: +30

Ranged Damage: Darkness 120

Range 12

Miniature: Any humanoid fiend miniature, any miniature of a creepy little man, or a counter.

Vice is a

powerful being who has survived the destruction of the five previous universes.

Name: The Dragon of Oltan

Type: Evil Abomination

Level: Dragon 10

Armor: 40

Health: 148

Melee Attack: +30

Melee Damage: 30

Ranged Attack: +30

Ranged Damage: "dragon fire" 75

Range: 12

Ranged DC: 35

Miniature: Any dragon or draconic miniature, or a counter.

The Dragons

were a transcendently advanced race who was destroyed at the end of the previous universe. However, their consciousness

was persevered from the Big Band that created our present universe. As conceptual entities they "wrote themselves"

into our time continuum as dreadful dragon-like creatures. In the

previous universe they were the masters of all time and space. The Dragon of Oltan, like all those of his Paradoxal

race, seeks to take that role in the present Universe.

Ladek Marine Robot

Type: Evil Construct

Level: Space Marine 21

Armor: 32

Health: 52

Melee Attack: +25

Melee Damage: 15

Ranged Attack: +25

Ranged Damage: Fusion Blaster canon 75

Range: 12

Miniature: As alien-looking of a robot miniature as you have, or a counter

The Ladek

are a collective of artificial intelligences.

The Marine Robots, like all other automatons of the Ladek hive mind, are simply extensions of the great singular consciousness of the Ladek.

Andromedan

Type: Evil Abomination

Level: Aristocrat 21

Armor: 32

Health: 63

Melee Attack: +25

Melee Damage: 15

Ranged Attack: +25

Ranged Damage: Fusion Blaster rifle 60

Range: 12

Miniature: Any alien humanoid miniature (preferably with blue skin), or a counter.

The

Andromedans of Duke Charles' time are a nanite reliant species which has lost sense of personal identity. While

outwardly they appear to be like any other organic humanoid species, inside a vast number of nanobots controls every aspect of their life functions, including thought.

THE ISLE OF DREAD

INTRODUCTION

Scenario for WarpQuest.

Click here for the [WarpQuest](#) Core Rules.

Based loosely on the old D&D Expert Rules system.

This is a conversion of Dungeon Module X1 "The Isle of Dread".

Each player has an Adventuring Party in search of Adventure & Fortune.

Each party is represented by a pawn on the track.

DISCLAIMER

D&D and the Isle of Dread are copyrighted properties.

This is merely a fan site.

THE SCENARIO

The map spaces represent distance and time.

There are 3 Modules.

Each Module track is 30 spaces long.

There is no "Artifact"

VICTORY

The player with the most gold at the end of the game wins.

The game ends when one party reaches the last space of the third module.

ADVENTURING PARTIES

Each Party has 6 adventurers.

All Party members are 6th level.

Roll on the Adventurers Table for each adventurer to see what class he is.

The party has skills in 3 attributes: Stealth, Magic, and Fighting.

Add the bonuses from all adventurers to get a grand bonus for that attribute.

ADVENTURERS TABLE

1D8	Type:	Stealth	Magic	Fighting	Hits
1	Fighter	+2	-	+4	18
2	Thief	+4	-	+2	12
3	Cleric	-	+4	+2	12
4	Magic User	-	+6	-	6
5	Elf	+2	+2	+2	12
6	Dwarf	-	-	+6	18
7	Halfling	+6	-	-	6
8	Pick one				

ADVENTURER NOTES

Thieves are +4 Stealth vs Traps.

Clerics are +2 Magic & Fighting vs Undead and Demons.

Use a card to represent each Character.

CHALLENGES

Challenges will be of two types: Traps & Foes.

FOES

If you encounter a Foe, you have to make several challenge Test Rolls:

1. Make a test vs Stealth.

If successful, you defeat the Foe. Discard it. If not...

2. Make a test vs Magic.

If successful, you defeat the Foe. Discard it. If not...

3. Make a test vs Fighting.

If successful, you defeat the Foe. Discard it. If not...

1D3 random party members are wounded for 1D6 Hits each.

When making a challenge roll the Foe rolls 6D6 and

adds its DM (Difficulty Modifier) if any.

When making a challenge roll the Party rolls 2D6 and adds its Attribute bonus.

If you defeat the foe get 1D6 Gold.

TRAPS

If you encounter a Trap, you have to make several challenge Test Rolls:

1. Make a test vs Stealth.

If successful, you avoid the Trap. Discard it. If not...

2. Make a test vs Magic.

If successful, you avoid the Trap. Discard it. If not...

1D3 random party members are wounded for 1D6 Hits each.

WOUNDS

Encounters that are "Poison" do an extra 1D6 Hits of damage.

If a party member has zero or less hits left he is killed.

Instead of rolling to see how many hits a wound does you may discard a retainer.

At the end of each module the party heals 1D6 Hits.

FIGHTING OTHER PARTIES

If your pawn lands on the same space as an opponent's party you will fight.

Each player makes challenge rolls for stealth, magic and fighting.

The side that wins the most challenges wins the encounter.

If you lose a fight with another players Pawn you get 1D3 randomly distributed

Wounds and your opponent gets to take one "Aid: Item" card from you.

ITEM CARDS

At the beginning of the game draw 6 cards from the Item table.

Each Item must be attached to one character.

Each character can only use one weapon during a Foe encounter.

Items are played face up partially under the attached Character card.

Magic users can only use daggers and staves as weapons and cannot use armor.

Thieves cannot use metal armor or shields.

Clerics cannot use edged weapons.

SPELL CARDS

At the beginning of each Module you may draw spell cards:

Draw one for each elf and three for each MU.

Attach the Spells to the characters.

A Character can have a number of spells attached equal to its Magic bonus.

CLERIC CARDS

At the beginning of each Module you may draw cleric cards:

Draw two for each cleric.

Attach the cards to your clerics.

A Cleric can have a number of cleric cards attached equal to its Magic bonus.

THIEF CARDS

At the beginning of each Module you may draw thief cards:

Draw two for each thief and Halfling.

Attach the cards to your thieves and halflings.

A Character can have a number of thief cards attached equal to its Stealth bonus.

ITEM DECK

Dagger +1	Aid: Item: Fighting +1
Long Bow +1	Aid: Item: Fighting +1
Arrow of Slaying	Aid: 1 use Item: Fighting +2
Cloak of Invisibility	Aid: Item: Stealth +2
Longsword +1	Aid: Item: Fighting +1
Potion of Healing	Aid: 1 use Item: Heal 1D6 Lost Hits
Scroll of Protection	Aid: 1 use Item: Magic +2
Leather Armor +1	Aid: Item: Hits +1
Chain Mail +1	Aid: Item: Hits +2
Platemail +1	Aid: Item: Hits +3
Shield +1	Aid: Item: Hits +1
Potion of Diminution	Aid: 1 use Item: Stealth +3
Potion of Growth	Aid: 1 use Item: Fighting +3
Potion of Gaseous Form	Aid: 1 use Item: Stealth +3
Spell Scroll	Aid: Discard to draw 1 Spell card
Ring of Protection +1	Aid: Item: Hits +1
Ring of Fire Resistance	Aid: Item +4 vs Fire Encounters
Snake Staff	Aid: Item: Fighting +1 (+2 for Cleric)
Rope of Climbing	Aid: Item: Stealth +1
Gauntlets of Ogre Power	Aid: Item: Fighting +1
Bag of Holding	Aid: Item: +1 to Gold rolls
Staff of Healing	Aid: 3 use Item: Heal 1D6 Hits.

SPELL DECK

Fireball Spell	Aid: Spell: Magic +3
Detect Trap	Aid: Spell: Negate Trap
Magic Missile	Aid: Spell: Magic +1
Charm	Aid: Spell: Magic +3
Sleep	Aid: Spell: Magic +3
Read Languages	Aid: Spell: Negate Trap
Hold Portal	Aid: Spell: Discard to negate (not Defeat) one
Foe	
Shield	Aid: Spell: Fighting +1
ESP	Aid: Spell: Stealth +3
Invisibility	Aid: Spell: Stealth +3
Mirror Image	Aid: Spell: Fighting +1
Phantasmal Force	Aid: Spell: Magic +2
Web	Aid: Spell: Magic +3
Fly	Aid: Spell: Stealth +3
Lightning Bolt	Aid: Spell: Magic +3
Haste	Aid: Spell: Fighting +3

THIEF DECK

Climb Steep Surfaces	Aid: Action: Stealth +3
Backstab	Aid: Action: Fighting +3
Narrow Escape	Aid: Action: Discard to negate (not Defeat) one
Foe	
Scout	Aid: Action: Look at next 2 cards in Module deck
Hide in Shadows	Aid: Action: Stealth +2
Move Silently	Aid: Action: Stealth +1
Dexterity	Aid: Action: Stealth +2
Open Locks	Aid: Action: Stealth +2 (underground)
Spy	Aid: Action: Look at next 2 cards in Module deck
Hear Noise	Aid: Action: Stealth +2
Pick Pockets	Aid: Action: Stealth +4 vs Humans
Find/Remove Traps	Aid: Action: Negate Trap

CLERIC DECK

Turn Undead	Aid: Action: Magic +3 vs Undead
Cure Light Wounds	Aid: Spell: Heal 1D6 Lost Hits
Cure Serious Wounds	Aid: Spell: Heal 2D6 Lost Hits
Neutralize Poison	Aid: Spell: Heal Hits caused by Poison
Blessing	Aid: Spell: Magic +1
Detect Evil	Aid: Spell: Stealth +2
Detect Magic	Aid: Spell: Stealth +2
Light	Aid: Spell: Magic +1
Wisdom	Aid: Action: Magic +1
Protection from Evil	Aid: Spell: Magic +2
Remove Fear	Aid: Spell: Fighting +2
Hold Person	Aid: Spell: Magic +2

MAIN ISLAND

FIRST MODULE CARD LIST

Name	Challenge:
Land on White Sandy Beach	(Starting Space)
The Village of Tanara	No Challenge: Gain 1D6 Gold from Trade.
Native Guide	Aid: Retainer: Discard to negate (not Defeat) 1
Foe	
Sailors	Aid: Retainers: Fighting +1
Native Warriors	Aid: Retainers: Fighting +1
Zombie Master	Foe: Magic DM +4. Undead
The Great Wall	Foe: DM +0
Bull Sharks (Bay)	Water Foe: DM +0
Sea Snakes (Coral Reef)	Water Foe: DM +0
Oyster Bed (Pearl Diving)	No Challenge: Gain 1D6 Gold
Crumbling Stone Cliff	Trap: DM +0
Tribe of Rock Baboons	Foe: DM +0
Giant Squid (Rocky Cave)	Water Foe: Stealth DM +2
Phanaton Settlement	Foe: Stealth DM +2 (Flying Monkeys)
Pirates Camp	Foe: Fighting DM +2
Hippogriff Nest	Foe: DM +0
Lizardmen (Dense Swamp)	Foe: DM +0
Rakasta Camp	Foe: DM +1 (Cat Men)
Aerie of the Gargoyles	Foe: DM +2
Aranea Lair	Foe: DM +2 (Intelligent Magic using Spiders)
Treant Forest	Foe: Fighting DM +3
Potion of Poison	Trap: Stealth DM +2 (Poison)
Rocs' Roost	Foe: DM +0
Bury Dying Native	No Challenge: Gain 1D6 Gold
Ogre's Lair	Foe: Fighting DM +2

Treasure Chest
 Abode of the Green Dragon
 Wretched Troglodytes
 Sea Dragon
 Potion of Water Breathing
 Shipwreck
 Rescue Prisoner

No Challenge: Gain 2D6 Gold
 Foe: Fighting DM +3
 Foe: DM +1
 Water Foe: DM +3
 Aid: 1 use Item +4 vs Water Foe
 Gain 1 Adventurer if you have less than 6
 Gain 1 Adventurer if you have less than 6

CENTRAL PLATEAU

SECOND MODULE CARD LIST

Name	Challenge:
Rope Bridge	(Starting Space)
Gold Vein	No Challenge: Gain 1D6 Gold
Cave Bears	Foe: DM +1
Woolly Rhino	Foe: DM +0
Dimetrodon Terror	Foe: DM +0
Neanderthals	Foe: DM +0
Tremors (Earthquake)	Trap: DM +0
Deranged Ankylosaurus	Foe: DM +0
Sabre-tooth Tigers	Foe: DM +1
Plesiosaur Menace	Foe: DM +0
Pteranodan Terror	Foe: DM +0
Pterodactyls	Foe: DM +0
Stegosaurus	Foe: DM +1
Triceratops	Foe: DM +2
Tyrannosaurus Rex	Foe: DM +4
Dire Wolves	Foe: DM +1
Mastodons	Foe: DM +0
Cliff Wall	Foe: DM +0
Village of Mantru	No Challenge: Heal 1D6 Hits

TABOO ISLAND

THIRD MODULE CARD LIST

Name	Challenge:
Temple Entrance	(Starting Space)
Spear +1	Aid: Item: Fighting +1
Guard Post	Foe: DM +0
Living Statues	Foe: DM +2
Main Chamber (Tribesmen)	Foe: DM +0
Room of Unmarried Girls	No Challenge: Miss next turn
Warriors with Poison Arrows	Foe: DM +0 (Poison)
Headhunter Chief	Foe: Fighting DM +1
Witchdoctor	Foe: Magic DM +2
Yellow Mold (Viewing Chamber)	Foe: Stealth DM +2
Trap Door (Priests Quarters)	Trap: DM +0
Blocked-Up Passage	No Challenge: Miss next turn
Weakened Floor	Trap: DM +0
Private Altar (Kopru Statuette)	Trap: Stealth DM +4
Water-Filled Chamber	No Challenge: Discard all Metal Armor
Chamber of the Great One	Water Foe: DM +0 (Mako Sharks)
Lair of Guardians	Foe: DM +0 (Poison) Spitting Cobras
Piranha Pool	Water Foe: DM +1
Bone Handled Mace	Aid: Item: Fighting +1 (+2 for Cleric)
Rat Lair	Foe: DM +0
Burning Oil	Fire Trap: DM +1
Boiling Well	Fire Trap: DM +1
5 Headed Hydra	Foe: DM +3
Geyser	Fire Trap: DM +0

Cloud of Steam	Fire Trap: DM +0
Kopru (Amphibian Men)	Foe: Magic DM +2 (Charm Spells)
Sword +2	Aid: Item: Fighting +2
Ring of Telekinesis	Aid: Item: Stealth +1 & Magic +1
Mineral Encrusted Throne	(Last Space)

VARIANT RULES: CHARACTER LEVELS

Each adventurer (Character) has a starting level of 3-7 (1D5 +2).

Fighters & Dwarves get 3 Hits for each level.

Elves, Thieves, and Clerics get 2 Hits for each level.

Magic Users get 1 Hit for each level.

Each level gives a +1 bonus in one attribute.

A Magic user must get his bonuses in Magic.

A Dwarf must get his bonuses in Fighting.

(A 3rd level Dwarf has Fighting +3, A 7th level MU has Magic +7)

An Elf must distribute his bonuses as evenly as possible.

A Fighter must pick +1 in Stealth for every +2 in Fighting.

A Thief must pick +1 in Fighting for every +2 in Stealth.

A Cleric must pick +1 in Fighting for every +2 in Magic.

EXPERIENCE

For every module you finish, one random party member gains 1 level.

THE MYSTIC WARRIORS OF THE PLAINS

INTRODUCTION

Each player takes the role of an (American) Indian Brave (Young Warrior).
Players compete to accumulate prestige by their deeds.

THE DECK

Players share a common deck.
Use tokens to represent Eagle Feathers.

VICTORY

The first player to accumulate 28 Eagle Feathers has enough to
make his Warbonnet and wins the game.

SETUP

Each player starts with a hand of 6 cards.
The oldest player goes first.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
1. Medicine Phase
2. Raid Phase
3. Hunt Phase

MEDICINE PHASE

The current player draws 1 card.
If the deck runs out shuffle the discard and draw from it.
Max hand size is 9 cards. Discard excess cards.

RAID PHASE

A player may decide to go on a Raid.
There are Four types of Raids:
Horse Raids, War Parties, Revenge Raids, and Pipeholder Raids.
To go on a Horse Raid you must do 5 things:
1. Play one Spirit card
2. Play one Tribe card
3. Play one Weapon card
4. Play one Dress card
5. Play two Approach card
Next flip over and discard the top 7 cards in the Deck.
For every Coup card that comes up gain one Eagle Feather Token.
Discard all played cards.
A Coup is an action that demonstrates considerable courage.
To go on a War Party you must do 5 things:
1. Play one Spirit card
2. Play one Tribe card
3. Play two Weapon cards

4. Play two Dress cards
 5. Play one Approach card
 Next flip over and discard the top 8 cards in the Deck.
 For every Coup card that comes up gain one Eagle Feather Token.
 Discard all played cards.
 To go on a Revenge Raid you must do 5 things:
 1. Play two Spirit cards
 2. Play one Tribe card
 3. Play two Weapon cards
 4. Play one Dress card
 5. Play two Approach cards
 Next flip over and discard the top 9 cards in the Deck.
 For every Coup card that comes up gain one Eagle Feather Token.
 Discard all played cards.
 To go on a Pipeholder Raid you must do 10 things:
 1. Play two Spirit cards
 2. Play one Tribe card
 3. Play two Weapon cards
 4. Play two Dress cards
 5. Play two Approach cards
 Next flip over and discard the top 10 cards in the Deck.
 For every Coup card that comes up gain one Eagle Feather Token.
 Discard all played cards.
 In a Pipeholder raid the player is the Leader of the Raid.
 A player must have 10+ Feathers to go on a Pipeholder Raid.

HUNT PHASE

If the current player did not go on a raid this turn he gets one action this phase.
 An Action can be used to do one of 5 things:
 1. Play a Hunt or Trade Card.
 2. Tribal Gathering: Discard a Tribal card and any other card to draw 2 cards.
 3. Small Game Hunting: Draw 1 card
 4. Trade with other players.
 5. Omen: Discard a Spirit card to look at next 10 cards in deck.
 If trading, the player may trade any of their cards with any one other player.
 Trades must be acceptable to both parties. There are no forced trades.
 A player may also play one Luck card.
 Playing a Luck card does not use up an action.
 Discard all played cards.

CARD TYPES

T = Tribe Cards
 W = Weapon Cards
 D = Dress Cards
 A = Approach Cards
 C = Coup Cards
 H = Hunt/Trade Cards
 L = Luck Cards
 S = Spirit Card
 X = Trade Card

CARD LIST

Card Name:	#	Type	Notes:
White Settlers	1	T	
Blackfoot	1	T	
Cree	1	T	
Assiniboine	1	T	
Crow	1	T	
Sioux	1	T	

Cheyenne	1	T
Pawnee	1	T
Arapaho	1	T
Comanche	1	T
Oto	1	T
Osage	1	T
Kiowa	1	T
Wichita	1	T
Kansa	1	T
Omaha	1	T
Ponca	1	T
Arikara	1	T
Mandan	1	T
Ute	1	T
Shoshone	1	T
Curved Bow	1	W
Straight Bow	1	W
Recurved Bow	1	W
Horn Bow	1	W
Steel Head Arrows	2	W
Stone War Club	1	W
Sling Head Club	1	W
Gun Stock War Club	1	W
Flintlock Musket	1	W
War Horse	1	W
Trade Rifle	1	W
War Cry	1	W
Knife	1	W
Double Edged Dagger	1	W
Pipe Tomahawk	1	W
Hatchet	1	W
Iron Tipped War Lance	1	W
Long War Lance	1	W
War Shield	1	D
Medicine Shield	1	D
War Paint	2	D
Wolfskin	1	D
Travel Moccasins	1	D
Bear Grease	1	D
Capote Blanket Coat	1	D
War Shirt	1	D
Medicine Bag	1	D
Breechclout	1	D
Hairpipe Bone Breastplate	1	D
Rawhide Leggings	1	D
Weapon Sheath	1	D
Bowcase & Quiver	1	D
Animal Headdress	1	D
Buffalo Robe	1	D
Fur Cap	1	D
Trade Blanket	1	D
Bear Claw Necklace	1	D
Marked Trail	1	A
Know the Land	1	A
Landmarks	1	A
Direction Sense	1	A
Horses	1	A
Mustangs	1	A
Horsemanship	1	A
Tricks	1	A
Expert Tracker	1	A
Experienced Scout	1	A
Keen Senses	1	A
Long Distance Signals	1	A
Hunting Skills	1	A
Survival Skills	1	A

Stealthy Movement	1	A	
Battle Plan	1	A	
Close Quarter Signals	1	A	
Ambush	1	A	
Intercept	1	A	
Night Attack	1	A	
Lay in Wait	1	A	
Trail Enemies	1	A	
Scalp Enemy	1	C	
Steal Horses	1	C	
Capture Woman	1	C	
Capture Child	1	C	
Ride Down Enemy	1	C	
Strike Enemy	1	C	
Recover Enemy Weapon	1	C	
Touch Enemy	1	C	
Kill Enemy	1	C	
Rescue Comrade	1	C	
Charge Enemy	1	C	
Infiltrate Enemy Camp	1	C	
Surprise Enemy	1	C	
Fight in the Open	1	C	
Wounded in Battle	1	C	
Cut Enemies Throat	1	C	
Coup Stick	1	C	
Challenge Enemy	1	C	
Hand to Hand Combat	1	C	
Shoot Enemy	1	C	
Last Man to Retreat	1	C	
Dream	2	S	
Vision	2	S	
Omens	2	S	
Purification Ritual	1	S	
Religious Ceremony	1	S	
Totem Creation	1	S	
Smoke Sacred Pipe	1	S	
Strong Medicine	2	S	
Medicine Man	1	S	
War Dance	2	S	
Sweat Lodge	1	S	
Sacrifice	1	S	
Prayer	1	S	
Scarification	1	S	
Victory Dance	1	S	
French Traders	1	X	Draw 3 Cards and discard 2
French Trappers	1	X	Draw 3 Cards and discard 2
Buffalo Hunt	1	H	Draw 2 Cards
Deer Hunt	1	H	Draw 2 Cards
Elk Hunt	1	H	Draw 2 Cards
Eagle Trapping	1	H	Draw 2 Cards
Salmon Fishing	1	H	Draw 2 Cards
Infection	1	L	Opponent must discard 2 cards
Cholera	1	L	Opponent must discard 2 cards
Small Pox	1	L	Opponent must discard 2 cards
Harsh Winter	1	L	Opponent must discard 2 cards
Trade for Sex	1	L	Opponent must discard 2 cards
Trade for Alcohol	1	L	Opponent must discard 2 cards
Trade for Tobacco	1	L	Opponent must discard 2 cards

NOTES

In the type of limited warfare practiced by the Native American Indians there were very few casualties.

STAR BLAZERS

THE QUEST FOR ISCANDAR

SYNOPSIS

(Referenced from Teklords site)

In the year 2199, Earth is under attack from an alien race called the Gamilons. Gamilon planet bombs covered the earth with a deadly radioactive pollution and the surface of the earth is now unlivable. All life on Earth has moved underground. But even there, far below the earth's surface, the deadly radiation poisoning is beginning to reach them. Now all life on Earth has just one year left to live. But there is hope. On the planet Iscandar, there is a machine called the Cosmo DNA which can remove the radioactivity and restore Earth to it's natural state. The Star Force must travel 148,000 light years and back in just one earth year or all life on Earth will become extinct. But the Gamilons are determined to stop the Star Force at all costs.

INTRODUCTION

Star Blazers Card game for two players.
One player uses the Star Force Deck.
The other player uses the Gamilon Deck.

DISCLAIMER

Star Blazers is a Trademarked, Liscenced property.
This is merely a Fan site.

VICTORY

If the Star Force player has traveled 148 Parsecs they automatically win.
The Gamilon player automatically wins on the start of turn 21.

TURN SEQUENCE

Each turn has 4 phases:

1. Countdown Phase
2. Strategy Phase
3. Warp Phase
4. Encounter Phase

COUNTDOWN PHASE

Record the turn number.

STRATEGY PHASE

Both players draw 3 cards from their respective decks.
If a deck runs out, shuffle the discard and draw from it.
Players may discard recon cards to look at each others hands.

Max hand size is 7 cards. Discard excess cards at end of phase.

WARP PHASE

The Argo travels X number of Parsecs this turn.

X depends on the level of damage sustained by the ship:

Level	Ship Condition:	Parsecs traveled this turn:
0	Undamaged	4D6
1	Minor Damage	3D6
2	Moderate Damage	2D6
3	Major Damaged	1D6
4	Crippled	0
5+	Destroyed	Game over: Star Force loses automatically

If the ship is undamaged or has only minor damage, the Star Force player may use cards that

Allow him to travel extra Parsecs.

Instead of moving the Argo may conduct repairs:

Either discard a card that produces an automatic repair or roll 1D6:

On a roll of 1-3 reduce the ship damage level by one to a minimum of zero.

ENCOUNTER PHASE

The Gamilon Player may attack the Argo by playing cards from his hand.

The attack may be either a Space attack or a Planet attack.

You cannot use Space cards in a Planet attack.

You cannot use Planet cards in a Space attack.

Cards of the "Any" type may be used in either type of attack.

An attack may only use one Unique card.

An attack can use a maximum of 2 Leader cards.

Add up the Force value of all the attacking cards.

The Space Force player may play cards from his hand in response.

The Space force player cannot use Space cards in a Planet attack and visa versa.

The Space Force player may play any number of Hero Cards.

If the Space Force Total is higher nothing happens.

If the Gamilon Total is higher roll 1D6:

Roll:	Argo Damage:	Space Force must discard X random cards:
1	0	1
2	+1	1
3	+1	2
4	+1	3
5	+1	4
6	+2 Levels	4 Cards

All cards played are discarded.

CARD LIST TYPE CODES

A = Any

S = Space

P = Planet

U =Unique

L = Leader

H = Hero

STAR FORCE DECK CARD LIST

Card Name:	Force	Type	Notes:
Captain Avatar, Argo Commander	10	H	Argo cards get +5
Derek Wildstar, Deputy Captain	10	H	Fighters get +5; Ships Guns get +5
Mark Venture, Chief Navigator	10	H	Maneuver cards get +3
Sandor, Chief Mechanic	10	H	Discard to repair one Damage Level
Nova: Radar, Analysis, Nurse	10	H	Other Hero cards get +1

Eager, Assistant Navigator	5	H	Discard to move 1D6 Parsecs
Homer, Comm. Officer	5	H	Party cards get +1
Dash, Gunnery Officer	5	H	Ships Guns get +5
Orion, Chief Engineer	10	H	Discard to repair one Damage Level
Conroy, Black Tiger Pilot	10	H	Fighters get +5
Sparks, Engineer crewman	5	H	Discard to repair one Damage Level
Dr. Sain, Medical Officer	9	H	
IQ-9, Resident Droid	8	H	+5 if encounter is Planetary
Alex Wildstar	5	H	
Wave Motion Engine	5	S	Discard to move 1D6 Parsecs
Battleship Yamato (Argo)	10	SU	6 in deck
Earth Defense HQ	---	A	Discard to Draw 2 cards
Wave Motion gun	10	A	+5 if played with Argo card (3 in deck)
Machine creator	5	A	Discard to repair one Damage Level
Holography room	0	A	Discard to draw 2 cards
Auxillary engines	5	A	Maneuver
Space Warp	5	A	Discard to move 1D6 Parsecs
Make Repairs	---	A	Discard to repair one Damage Level
Fresh supply of Titanite	---	A	Discard to repair one Damage Level
Black Tiger Squadron	10	S	6 in deck
Anti-Missile Fire	4	A	Negate enemy Missile Cards
Rocket Anchor	5	A	+3 if Played with Argo; Ships Guns
Blaster	5	P	
Astro Automatic Pistol	5	P	
Shock Cannons	8	A	Ships Guns
Attack Party	8	P	
Infiltrate Base	8	P	Negate one enemy Base
Bow Missiles	6	S	
Survey Party	6	P	
Search Party	7	P	
Sleep Gas	6	P	Negate one enemy Planet Card
Explosives	6	A	Negate one enemy Base or Satellite
Hide in Asteroid Field	7	S	
Asteroid Polarity Device	10	S	+5 if played with Asteroid Field
Dummy Argo	7	S	Discard to Look at opponents hand
Emergency Takeoff	6	P	Maneuver
Evasive Maneuvers	5	S	Maneuver
Capture Gamilon Pilot	5	A	Discard to Look at opponents hand
Navigation	3	S	Maneuver; Discard to move 1D6 Parsecs
Star Channel	7	S	Negate an opponents SU card
Message from Queen Starsha	7	S	Discard to move 1D6 Parsecs
Astro Compass	2	S	Discard to move 1D6 Parsecs
Delayed Action Rockets	5	S	
Rescue Mission	9	P	
Reconnaissance Flight	4	S	Discard to Look at opponents hand
Cause Volcanic Eruption		10	P Must play with Wave Motion gun
Reflector Shield	7	A	+3 if Played with Argo

GAMILON DECK CARD LIST

Card Name:	Force	Type	Notes:
Gamilon Fleet	7	S	
Gamilon Fighter Squadrons	6	S	Fighters
Heavy Attack	5	S	Gamilon Spacecraft get +2
Gamilon Space Carrier	4	S	Fighters get +4
Gamilon Fighter Carriers	6	S	Fighters get +2
Leader Desslok	10	L	Desslok cards get +5
Desslok Mines	10	SU	
General Talan	6	L	+2 if played with Desslok
Gamilon Fighter Base	6	A	Fighters
Torpedo Bombers	5	S	Fighters
Colonel Gantz	7	L	+5 if played with Reflex Gun
Ultra Menace Missile	10	SU	
General Krypt	8	L	Gamilon cards get +1
Major Bane	6	L	+2 if played with Gantz

Torpedo	4	A	
Missiles	5	S	
Floating Continent Base		6	PU
Trapped in Gravity Field	8	P	
Gamilon Scout Plane hand	3	A	Fighter: Discard to Look at opponents
Missile Launch Site	7	P	
Patrol Ship hand	4	A	Fighter: Discard to Look at opponents
Robot Tanks	8	P	
Take Prisoners	9	P	
Trap	7	A	
Reflex Gun	10	AU	
Destroyer Squadron	7	S	
Reflector Satellites	5	A	+5 if Played with Reflex Gun
Gamilon Submarines	6	P	
Jelly Creatures	5	P	
Gamilon Flagship	7	S	Gamilon Spacecraft get +1
Space Net	10	SU	
Ecto Gas	10	SU	May be played with Space Net
Radiation Sickness	10	A	Avatar sick
Solar Flare Sea of Fire		10	SU May be played with Space Net
1000 Gamilon Warships	10	S	
General Lysis	8	L	Gamilon cards get +1
Octopus Star Storm	---	A	Play in Warp Phase: No travel this turn
General Volgar	6	L	+2 if played with Lysis
Galactic Whirlpool	10	SU	
Power Loss	---	A	Opponent must discard a random card
Low Food Supply	---	A	Opponent must discard a random card
Bee People	10	PU	
Palanosaurus Energy Monster	10	AU	
Magnetron Wave Space Station	10	SU	
Robot Guards	5	P	May be played with Magnetron
Relay Spy Satellite	7	SU	Discard to Look at opponents hand
Artificial Sun	10	SU	
SMITE	10	SU	Fighters
Drill Missile	9	S	+3 if played with SMITE
Rainbow Galaxy	10	SU	May be played with SMITE
Precision Bombers	6	S	Fighters
Destroy Argo Radar	6	S	+4 if Argo played
Space Bombs	7	S	
Balan Space Fortress	6	A	+2 if played with Artificial Sun
Kamikaze Attack	9	S	Must be played with a Leader
Magnetic Ray	10	SU	
Sulfuric Acid Sea	10	SU	May be played with Magnetic Ray
Relentless Missile Fire		9	S
Desslok Cannon	10	SU	
Boarding Action	10	SU	May be played with Desslok Cannon
Radioactive Sleeping Gas	10	SU	May be played with Boarding Action

LINKS

[Treklords Site](#)
[Yamato Page](#)
[StarBlazers.com](#)
[Ultimate Resource](#)

THERMOPYLAE

INTRODUCTION

Two-player Card game.

Simulates the battle of Thermopylae (480 BC), where a small band of Spartan warriors fought to their deaths against the mighty Persian Army of king Xerxes.

CARDS

Players will have to make their own sets of cards.

The Greeks and Persians have their own unique decks.

The Greeks also need ten Troop tokens.

Each Token represents 200 Spartan Soldiers (& allies).

On the Deck lists, # = number of that card in the deck.

Both decks have 52 cards.

Notice that most cards have a force value.

SET UP

Shuffle both decks.

The Persian player draws 4 cards.

The Greeks player draws 4 cards.

The Greeks start with 10 Tokens.

The number of Persian warriors is not recorded.

TURN SEQUENCE

Draw Phase

Discard Phase

Persian Attack Phase

DRAW PHASE

Both players draw 1 card from their respective decks.

DISCARD PHASE

If a player has more than 7 cards he must discard the excess.

Players may also discard any cards they don't want.

Players may, in this phase, play cards that cause their opponent to discard.

PERSIAN ATTACK PHASE

The Persian player may decide not to attack. If so, the turn ends.

If the Persian player must play an "Attack" card to attack.

The Persian may attack with additional cards with a force value of greater than zero.

Add up the force value of all of these cards and multiply by the number of

Strategy cards played +1.

You cannot play 2 strategy cards of the same type.

This number is the Total Persian Force Value.

All cards used in the Attack are discarded.

The Greek may defend with at least one card with a force value of greater than zero.

Add up the force value of all of these cards and multiply by the number of

Strategy cards played +1.

You cannot play 2 strategy cards of the same type.
 This number is the Total Greek Force Value.
 All cards used in the Defense are discarded.
 Subtract the Total Greek Force Value from the Total Persian Force Value.
 If the result is positive, this, divided by 10, is the number of Greek tokens lost.

PERSIAN VICTORY

If all of the Greek troops are killed than the Persians win.

GREEK VICTORY

If the Persian player goes to draw a card and there are no cards left in his deck and the Greek player still has troops remaining, than the Persians give up and go home, and the Greeks win.

PERSIAN DECK CARD LIST

#	CARD	FORCE	NOTES
8	Attack	10	Must be played to attack
3	Ethiopian Tribesmen	20	
3	Egyptian Levies	20	
2	Mede Cavalry	20	
4	Bactrian Spearmen	30	
1	Indian Heavy Chariots	30	
1	Scythed Chariots	30	
2	Assyrian Light Chariots	30	
4	Persian Archers	40	
2	Scythian Horse Archers		40
2	Phrygian Javelineers	40	
8	Immortals	50	
3	Greek Traitor	0	Strategy Card
3	Outflanking March	0	Strategy Card
3	Mountain Path	0	Strategy Card
3	Xerxes Commands	0	Opponent must discard 2 random cards

SPARTAN DECK CARD LIST

#	CARD	FORCE	NOTES
8	Greek Allies	10	
8	Overlapping Shields	20	
8	Heavy Infantry	30	
8	Hoplites	40	
8	Phalanx	50	
3	Heroic Last Stand	0	Strategy Card
3	Spartan Training	0	Strategy Card
3	Narrow Defile	0	Strategy Card
3	Leonidas Strategy	0	Opponent must discard 2 random cards

THERMOPYLAE FORUM

[Click here](#)

THIEVES GUILD

INTRODUCTION

Players control rival Thieves Guilds in a Medieval Middle-Eastern city.

OBJECT

Have the most gold at the end of 10 turns.
Each thief you control at the end of the game is worth 2 gold.

THE MAP

The city contains 9 sections:

#	Section:	Notes:
1.	The Palace	Double gold won & Double Thieves lost
2.	The Bazaar	Double gold won
3.	The Port	
4.	The Caravan	
5.	The Brothels	Double Thieves gained
6.	The Opium Dens	Double Thieves gained
7.	The Wells	Half gold won
8.	The Mosques	Double Thieves lost
9.	The Ghetto	Half gold won

Each section must be large enough to contain 1 card.

THIEVES

Thieves are represented by counters.
Each player has a set of thief counters of a separate color.

DECK & DICE

Six sided dice are needed.
The deck contains 90 cards.

GOLD

Use coins to represent gold.

SETUP

Each player starts with 7 thieves and 10 gold.

TURN SEQUENCE

Each turn has 6 phases:

1. Draw Phase
2. Initiative Phase
3. Spy Phase
4. Deploy Phase
5. Capture Phase
6. Resolution Phase

DRAW PHASE

Draw and place 9 cards face down in the 9 sections of the city.
These are referred to as city cards.

INITIATIVE PHASE

Players secretly bid gold to determine turn order in the Spy and Steal Phases.
Write bids on scraps of paper.
The highest bid goes last in the Spy and Steal Phases.
The next highest bid goes next to last in the Spy and Steal Phases, and so on.
Roll high on 1D6 to break ties.

SPY PHASE

Players take turns according to the turn order determined in Initiative Phase.
Look at 1D6 city cards. Reroll for each player.
You may pay 1D6 gold to reroll before you look.

DEPLOY PHASE

Players take turns according to the turn order determined in Initiative Phase.
Place your thieves onto city cards.
You may place none, one, or more of your thieves on a city card.

CAPTURE PHASE

Flip all the city cards face up.
If you are the only player with a thief on a card you automatically win it.
If two or more players have thieves on a card each player rolls 1D6 for each thief they have present. The player with the highest total wins the card.
Roll high on 1D6 to break ties.

RESOLUTION PHASE

Resolve the effect of all cards you win.
All city cards are discarded.

CARD LIST

Card Name:	Effect:
Pickpocket	Gain 1D6 gold
Cutpurse	Gain 2D6 gold
Robbery	Gain 3D6 gold
Buyer	Gain 4D6 gold
Con Game	Gain 5D6 gold
Heist	Gain 6D6 gold
Rumors	Lose 1D6 gold
Den of Thieves	Lose 2D6 gold
Bribes	Lose 3D6 gold
Steal	Target opponent loses 1D6 gold. You gain 1D6 gold
Assassin	In resolution phase target opponent loses one thief.
Convert	In resolution phase gain one thief. Target opponent loses one thief.
Imprison	In resolution phase lose one thief.
Trap	In resolution phase lose one thief.
New Blood	In resolution phase gain one thief.
Recruit	In resolution phase gain one thief.

Thieves Honor Nothing happens
Guards Nothing happens
The deck contains 5 of each card type.

THIRD WORLD

INTRODUCTION

Card game for 2+ players.
Simulation of problems facing third world countries.
Each player controls his own "Third World" country.

ACADEMIC GAMING REVIEW

This game is now also published in the [Academic Gaming Review](#)

THE DECK

Players share a common deck.
The deck contains all six card types shuffled together.

CARD TYPES

There are six card types:

PR = Political Reforms
ER = Economic Reforms
CR = Ecological Reforms
PC = Political Crises
EC = Economic Crises
CC = Ecological Crises

RUNNING TOTALS

Each player keeps a running total in 3 categories:

1. Political Stability
2. Economic Stability
3. Ecological Stability

Each player starts the game with a total of 10 in each category.

During play the totals can go up and down.

If a player ever goes to zero or less in any category, he automatically loses.

If a player ever goes to 15+ in all 3 categories, he automatically wins.

A zero or less in Political Stability represents Anarchy & Civil War.

A zero or less in Economic Stability represents Economic Collapse.

A zero or less in Ecological Stability represents an Ecological Disaster.

PLAYER STATUS

At any point in the game, the winningest player is the player with the highest combined score in all 3 running totals.

At any point in the game, the loseingest player is the player with the lowest combined score in all 3 running totals.

At the end of 10 rounds the winningest player wins the game.

In the first Round of the game, the youngest player goes first.

ROUND SEQUENCE

Play proceeds in Rounds.

Each Round starts with the top ten cards of the deck being dealt face up to the table.

Players take turns. The loseingest player goes first.

1978

On a players turn, he takes one face up card and puts it in his hand.
 (Hands are kept face up next to the player)
 All cards must be taken.
 After all 10 cards are taken players score their hands.

SCORING HANDS

Your choice of cards will alter your Running totals.
 Crisis cards will decrease Running totals.
 Reform cards will increase Running totals.
 Players discard their hands at the end of the round.

CARD LIST

Card Name:	Type	Total Adjustment:
Class Warfare	PC	- 2
Secret Police	PC	- 1
Fundamentalism	PC	- 3
Ethnic Conflict	PC	- 3
Local Warlords	PC	- 1
Human Rights Abuses	PC	- 2
Marxist Rebels	PC	- 3
Dictator	PC	- 3
Social Revolution	PC	- 3
Drug Cartels	PC	- 2
Patronage Politics	PC	- 1
Foreign Incursions	PC	- 1
Military Coup	PC	- 1
Single Party Regime	PC	- 2
Radicalism	PC	- 2
Democratic Reforms	PR	+ 1
Monitored Elections	PR	+ 2
War Crimes Trials	PR	+ 1
Release Political Prisoners	PR	+ 1
Institution Building	PR	+ 3
Good Government	PR	+ 2
Rule of Law	PR	+ 3
Women's Rights	PR	+ 2
Community Empowerment	PR	+ 1
Freedom of the Press	PR	+ 3
Civilian Authority	PR	+ 2
UN Peacekeepers	PR	+ 2
Liberal Democracy	PR	+ 3
Order & Stability	PR	+ 3
Amnesty International	PR	+ 1
Global Depression	EC	- 3
Militarism	EC	- 3
Runaway Inflation	EC	- 3
Currency Devaluation	EC	- 2
Poverty	EC	- 2
Lack of Capital	EC	- 2
Unemployment	EC	- 1
Market Crash	EC	- 2
Foreign Exploitation	EC	- 2
Debt Crisis	EC	- 3
Economic Mismanagement	EC	- 3
Rampant Corruption	EC	- 1
Underdevelopment	EC	- 1
Colonial Legacy	EC	- 1
Trade Barriers	EC	- 1
Foreign Investment	ER	+ 3
Natural Resources	ER	+ 3
Economic Cooperation	ER	+ 2
Banking Reforms	ER	+ 3

Structural Adjustment	ER	+ 3	
IMF & World Bank	ER	+ 3	
Invest in Education	ER	+ 1	
Build Infrastructure	ER	+ 2	
Human Potential	ER	+ 1	
World Market	ER	+ 2	
Land Redistribution	ER	+ 2	
Export Led Development	ER	+ 2	
Modernization	ER	+ 1	
Industrialization	ER	+ 1	
Ethical Investment	ER	+ 1	
Drought	CC	- 1	
Famine	CC	- 3	
Refugees	CC	- 3	
Deforestation	CC	- 2	
Desertification	CC	- 1	
Child Mortality	CC	- 2	
Slash & Burn Farming	CC	- 3	
Water Pollution	CC	- 1	
Soil Erosion	CC	- 1	
Hunger	CC	- 3	
Fuel Wood Crisis	CC	- 1	
Urban Sprawl	CC	- 2	
AIDS Epidemic	CC	- 2	
Overpopulation	CC	- 3	
Malaria & Dysentery	CC	- 2	
Humanitarian Aid	CR	+ 3	
Family Planning	CR	+ 2	
Food Distribution Centers	CR	+ 1	
Environmental Clean Up	CR	+ 1	
Irrigation	CR	+ 2	
Green Revolution	CR	+ 1	
Forest Management	CR	+ 3	
Sustainable Agriculture	CR	+ 2	
Wildlife Conservation	CR	+ 1	
Water Management	CR	+ 3	
City Planning	CR	+ 3	
World Health Organization	CR	+ 2	
Red Cross	CR	+ 1	
Renewable Energy Sources	CR	+ 2	
Sanitation	CR	+ 3	

FAQ's

Q-after a card is taken by a player, is that card replaced from the deck so that there are always 10 cards on the table until the end? In other words, is a round determined by going through the entire deck? Or does a round simply involve the 10 cards dealt out with no replentishment?

A-Just the 10 cards not the entire deck.

Q-as players take cards, do they discard any? I'm guessing they keep all of them until the end of the Round.

A-Keep them until the end of the round.

THIRTY YEARS WARFARE

INTRODUCTION

Card Game for 2-4+ players.

The Thirty Years War took place in Germany from 1618-1648.

The main adversaries were the Catholics and the Protestants.

Each player takes the role of a Military Contractor of the age.

The goal is to use your skill as a general and an entrepreneur to amass wealth and fame.

DICE & SUNDRY

6 & 10-Sided dice are needed.

Paper & Pens are also needed to keep track of gold, reputation, and traits.

THE DECK

Players share a common deck.

SETUP

Shuffle the Deck.

Each player is dealt 5 cards.

The player with the longest last name goes first.

Leaders start with a reputation score = 0 and 2D6 gold.

VICTORY

When the deck runs out, the player with the most Gold wins.

If two players are tied, the player with the highest Reputation score wins.

LEADER GENERATION

Each player controls a Leader.

Make-up a name, nationality, and history for your Leader.

Roll 3 times on the Leader trait table to see what Traits the leader starts with.

LEADER TRAIT TABLE

1D10	Trait:	Notes:
1	Strategy	+1 to Campaign Rolls
2	Inheritance	Gain 2D6 Gold
3	Estates	Add 1 to Revenue rolls
4	Negotiations	+1 to Contract Rolls
5	Leadership	+1 to Hand Size
6	Recruitment	+1 to Recruitment Rolls
7	Discipline	+1 to Upkeep Rolls
8	Title	Reputation +1
9	Etiquette	+1 to Employment Rolls
10	Entrepreneur	+1 to Draw Rolls

REPUTATION

Every Leader has a reputation score.
A Leader starts the game with a reputation score = 0.
The score changes through play.
The score may be positive or negative.
The maximum reputation is +3.
The minimum is -3.

TURN SEQUENCE

Players take turns.
Each turn has 7 phases:
Fate Phase
Negotiations Phase
Revenue Phase
Recruit Phase
Campaign Phase
Reputation Phase
Upkeep Phase

FATE PHASE

Draw 1D6 cards. This is the 'Draw Roll'
If the deck runs out, shuffle the discard pile and draw from it.
If the deck runs out twice the game ends.

NEGOTIATIONS PHASE

Your Leader may try to find gainful employment.
Play an "Employer" card and roll 1D10. This is the 'Employment Roll'
On a roll of 6-10+ you are hired.
Add your Reputation score to the roll.
If you are just hired roll 2D6. This is the 'Contract Roll'
Add your Reputation score to the roll.
The result is your 'Contract Score'
If you were hired previously you must renew your employment.
Roll 1D10. This is the 'Renewal Roll'
On a roll of 6-10+ you remain employed.
Add your Reputation score to the roll.
If you just renewed your employment, you may renegotiate your contract.
Make a new 'Contract Roll'

REVENUE PHASE

Gain 1D3-1 free gold from savings, investments, contributions, estate incomes, financial backers, looting, etc.
This is the 'Revenue Roll'
Gain Gold equal to your Contract Score.
Some cards will cause you to gain or loose Gold in this Phase.

RECRUIT PHASE

You may recruit Military units.
Play up to units from your hand to the table face up.
For each card roll 1D10. This is the 'Recruit Roll'
Add your reputation Score to the roll.
On a roll of 6-10+ the unit joins you and stays in play.
On a roll of 1-5 or less you must pay 1 gold to hire the unit or discard it.

CAMPAIGN PHASE

You or an Opponent may play a Campaign Card only if you are currently employed.
Roll once on the Battle Outcome Table.

BATTLE OUTCOME TABLE

1D10	Outcome:	Casualties:
1-3	Terrible Defeat	Lose all of your Units
4-5	Hard Fought	Lose 1D6 of your Units
6-7	Well Fought	Lose 1D3 of your Units
8-10+	Great Victory	Lose no Units

Before rolling, an opponent may play one 'Adversary Card' to decrease the result.
Before rolling, you may play 'Strategy Cards' to increase the result.
Subtract one from the roll if any of your troops are undisciplined.
Add one to your roll if you have at least one Infantry, one Cavalry, and one Artillery unit in your army.

REPUTATION PHASE

If you fought in a campaign last phase and had at least one surviving unit, you win the campaign.

If you have no survivors, you lose the campaign.

If you won the campaign your reputation score increases by +1.

If you lost, your reputation score decreases by -1.

UPKEEP PHASE

Discard cards in your hand in excess of 7.

You must pay your units 1 gold each or they must individually roll on the Live Off the Land Table.

These are called 'Upkeep Rolls'.

LIVE OFF THE LAND TABLE

1D10	Result:
1-5	Loot & Disband (Discard unit)
6-10+	Remain but become Undisciplined

Subtract one from the roll if any of your troops are already undisciplined.
Place a token on any unit cards that are undisciplined.
You may pay 2 gold (Back-pay) to remove a token.
You or an opponent may play 'Upkeep' cards to modify these rolls.

CARD TYPES

= Number of that card in the Deck

E = Employer

I = Infantry

C = Cavalry

A = Artillery

U = Upkeep

X = Experience

V = Adversary

S = Strategy

R = Revenue

N = Negotiations

P = Campaign

CARD LIST

Name of Card:	Type:	#	Notes:
---------------	-------	---	--------

Spanish Ruler of the Netherlands	E	1	
Spanish Hapsburgs	E	1	
Catholic Princes	E	1	
Duke of Bavaria	E	1	
Count Palatine	E	1	
King of France	E	1	
French Duke	E	1	
Dutch Hapsburgs	E	1	
Holy Roman Emperor	E	1	
King of Denmark	E	1	
Protracted Campaign	N	1	Add 2 to Renewal Roll
Retainer	N	1	Add 2 to Renewal Roll
Loyal Service	N	1	Add 2 to Renewal Roll
Pikemen	I	3	
Arquebusiers	I	4	
Lancers	C	3	
Reiter Cavalry	C	4	
Field Cannons	A	4	
Siege Guns	A	3	
Area Depopulated	U	1	Subtract 2 from Upkeep Rolls
Angry Peasant Attacks	U	1	Subtract 2 from Upkeep Rolls
Stragglers	U	1	Subtract 2 from Upkeep Rolls
Deserters	U	1	Subtract 2 from Upkeep Rolls
Plague	U	1	Subtract 2 from Upkeep Rolls
Pillage	U	1	Add 2 to Upkeep Rolls
Logistics Base	U	1	Add 2 to Upkeep Rolls
Occupation of Towns	U	1	Add 2 to Upkeep Rolls
Experience	X	5	Roll on Trait Table. Play in Upkeep phase
Bankruptcy	N	1	Subtract 2 from Renewal or Contract Roll
Change Sides	N	1	Add 2 to Employment Roll
Negotiations	N	1	Add 2 to Contract Roll
Scandal	N	1	Subtract 2 from Renewal or Employment
Roll			
Ransom Payments	R	1	Add 1D6 to Revenue Roll
Contributions	R	1	Add 1D6 to Revenue Roll
Taxes	R	1	Add 1D6 to Revenue Roll
Tilly	V	1	Subtract 2 from Campaign Roll
Spinola	V	1	Subtract 2 from Campaign Roll
Bucquoy	V	1	Subtract 2 from Campaign Roll
Dampiere	V	1	Subtract 2 from Campaign Roll
Mansfield	V	1	Subtract 2 from Campaign Roll
Gallas	V	1	Subtract 2 from Campaign Roll
Wallenstein	V	1	Subtract 2 from Campaign Roll
Break Siege	S	1	Add 1 to Campaign Roll
Raiding Strategy	S	1	Add 1 to Campaign Roll
Capture Garrison	S	1	Add 1 to Campaign Roll
Blockade	S	1	Add 1 to Campaign Roll
Distraction	S	1	Add 1 to Campaign Roll
Concentrate against Weakness	S	1	Add 1 to Campaign Roll
Expand Base Area	S	1	Add 1 to Campaign Roll
Persisting Strategy	S	1	Add 1 to Campaign Roll
Spanish Tactics	S	1	Add 1 to Campaign Roll
Surprise	S	1	Add 1 to Campaign Roll
Art of Maneuver	S	1	Add 1 to Campaign Roll
Veteran Soldiers	S	1	Add 1 to Campaign Roll or Upkeep Roll
Military Campaign	P	8	

Note: All cards that Modify Rolls must be played before the roll is made.

LONG PLAY VARIANT (by Zak)

For 4+ players: when the deck runs out the first time

reshuffle the cards and add a new card: "1648 -End of War".

The game is over when this card is drawn (is immediately played).

GAME DESIGNERS NOTES

In campaign phase you are not actually ever fighting another player or his units!

You fight an unnamed opposing force of unstated quantity or quality.
another player may play 1 Adversary card to make this opposing force more powerful.

THUNDERBOLT

INTRODUCTION

Each player controls an A-10 Thunderbolt II (The Warthog) on Close Air Support Duty.

SETUP

Players keep one Thunderbolt card in front of them that represents their plane.
Each player also draws 1 random pilot card.
Place 5 Fuel Markers on this card.
Place 5 Ammo Markers on this card.
Each player draws 3 cards for their hand.
All planes start their first turn at Base.

THE DECK

Players share a common Deck.
Cards not in the common deck include the Pilot cards and Thunderbolt cards.
Card types found in the common deck include:
Mission Cards
Munitions Cards
Enemy Cards
Event cards

DICE

Ten sided Dice are required (D10).

OBJECTIVE

The player who has Mission cards with the most Mission Points at the end of the game wins.

FUEL MARKERS

Each plane holds 5 units of Fuel.
Use counters to represent Fuel units.
When a plane runs out of fuel it must return to base.

AMMO MARKERS

The Warthog is equipped with a 30 mm GAU-8/A Gatling Gun.
Each plane holds 5 units of ammo.
Use counters to represent ammo units.
When a plane runs out of ammo it can no longer use its gun until it reloads at base.

STRUCTURAL HIT MARKERS

Planes must Abort Mission and return to base when they take 3 total hits or damage.
Use counters to represent Hits or Damage.

TURN SEQUENCE

Players take turns.

Each turn has 6 Phases.

1. Briefing Phase
2. Loiter Phase
3. Base Phase
4. Incoming Phase
5. Mission Phase
6. End Phase

BRIEFING PHASE

Draw 2 cards from the Deck.

If the Deck runs out the game is over.

Max hand size is 7 cards. Discard excess cards.

LOITER PHASE

Remove one Fuel counter if you are not at Base.

If you have no fuel counters or 3 damage counters you must return to base.

If you voluntarily aborted the mission in your last Incoming Phase you must return to base.

If these conditions are not met, you may still choose to return to base.

A plane may spend several consecutive turns at base to repair damage.

BASE PHASE

Skip this phase if you are not already at base, or did not return to base in Loiter Phase. You may do all of the following:

Repairs: Remove one Damage marker.

Rearm: Gain 5 Ammo units (5 Max)

Refuel: Gain 5 Fuel units (5 Max)

Munitions: Add Munitions cards from your hand to your plane (5 Max)

Munitions cards are placed face up next to your plane card.

If you did not skip this phase, then at the end of this phase immediately skip to End phase.

INCOMING PHASE

The active player may play one Mission card.

Your opponent (a non-active player) may play one Enemy card regardless if a Mission was played or not.

Roll 1D10 for Combat Initiative.

1-5 The Enemy attack first

6-10 The player attacks first

Roll 1D10 for Attacks.

1-5 The Attack misses.

6-10 The Attack hits.

If an enemy is hit it is destroyed and the card is discarded.

If the player is hit his plane receives one Damage Counter.

Continue trading attacks until:

The enemy is destroyed, or

The player has 3 hits, or

The player voluntarily aborts the mission

When you receive your third damage counter you must immediately skip to End phase.

Every time the player attacks he must use up (discard) one ammo counter or one munitions card.

The Gatling gun can be used against any target. Other Munitions are more limited.

Only one Enemy card can be played this phase unless the Mission card says otherwise.

Attacks vs Enemy Fighters are at -1.
Enemy Fighters will make 3 passes and then break off combat.

MISSION PHASE

To complete the mission played last phase the active player must destroy the target.
Roll 1D10 to attack the target:
1-5 The Attack misses or minor damage.
6-10 The Attack hits. The Mission target is destroyed.
Every time the player attacks he must use up (discard) one ammo counter or one munitions card.
All Mission Targets are Ground Targets.
Continue attacking until the target is destroyed or you run out of ammo and munitions.
If you destroyed the target, put it in your Mission Completion pile.
If you did not destroy the target, discard it.

END PHASE

Next players turn.

MISSION CARD LIST

Target Name	MP	Notes:
Tank Column	1	Vehicles
Major Airfield	3	Any number of Air cards may be played
Minor Airfield	2	Opponent may play 1 extra Air card
Munitions Storage Area	1	
Radar Facility	2	SAM cards are Initiative +2
Ammo Dump	1	
Supply Convoy	1	Vehicles
Troop Concentration	X	1 MP per Hit inflicted up to 3
APCs	1	Vehicles
Truck Park	1	Vehicles
Communications Outpost	2	One opponent may draw a card
Forward Observers	1	Attacks vs Mission Target at -2
Artillery Battery	2	Opponent may play 1 extra AAA card
SAM Site	3	Any number of SAM cards may be played
AAA Site	2	Any number of AAA cards may be played
Docked Warship	3	Opponent may play 1 extra AAA or SAM card
Bridge	2	
Engaged Armor	2	Enemy Attacks at +1. Vehicles
Radar Post	1	
Infantry Positions	1	
Dug in Tanks	1	Attacks vs Mission Target at -1. Vehicles
Bunker	1	Attacks vs Mission Target at -1
Staging Area	3	Opponent may play 1 extra enemy card

MP = Mission Points

ENEMY CARD LIST

Weapon System	Type	Target	Attack	Initiative
MiG-27	FTR	Air	-	+2
MiG-17	FTR	Air	-1	+1
MiG-21	FTR	Air	-	+2
MiG-23	FTR	Air	+2	+2
Su-25	FTR	Air	-	+2
Su-24	FTR	Air	+2	+2
Su-22	FTR	Air	-1	+1
Su-17	FTR	Air	-1	+1
Su-7	FTR	Air	-2	-
Redeye	SAM	Ground	-	-

Stinger	SAM	Ground	+2	+2
Blowpipe	SAM	Ground	-	-
SA-7A	SAM	Ground	-1	-
SA-7B	SAM	Ground	+1	+1
SA-14	SAM	Ground	+1	+1
ZU-23	AAA	Ground	-	-
ZPU-4	AAA	Ground	+1	-1
ZSU-23-4	AAA	Ground	+1	-
40mm	AAA	Ground	-	+1
2 x 35mm	AAA	Ground	+1	+1
Mi-24E	HEL	Air	+2	+2
Mi-24A	HEL	Air	+1	+1
Mi-4	HEL	Air	-	-1
Mi-8E	HEL	Air	+1	+1
Mi-8C	HEL	Air	-	-1

FTR = Fighter

HEL = Helicopter

Fighters and Helicopters attack with guns and missiles.

SAM = Surface to Air Missile. Launchers will be on vehicles or hand held by infantry.

AAA = Anti-Aircraft Artillery. Guns only.

MUNITIONS CARD LIST

Weapon System Name:	Targets	Attack	Notes
AIM-9L Sidewinders	Air	+3	Heat Seeking
AGM-65B Maverick 500lb Bombs	Ground	+2	E/O = Electrical-Optical Scene Magnification
AGM-65D Maverick 500lb Bombs	Ground	+2	IR = Infra Red Imaging
AGM-65E Maverick 500lb Bombs	Ground	+2	Laser Guided
MK 82 GP Snake eye 500lb Bombs	Ground	+1	--
MK 83 GP 1000lb Bomb	Ground	+1	--
MK 84 GP 2000lb Bomb	Ground	+2	--
ALQ-119 ECM Jammer Pod	Defense	--	Missile Attacks vs this plane are at -1
AGM-88A HARM	Ground	--	+4 vs Radar/Communications sites
CBU-15 Durandal Anti-runway Bmb	Ground	--	+4 vs Airfields
Mk-82 Paveway LG Bombs 500lb	Ground	+2	Laser Guided
Mk-83 Paveway LG Bomb 1000lb	Ground	+2	Laser Guided
Mk-84 Paveway LG Bomb 2000lb	Ground	+3	Laser Guided
Hyper Velocity Rocket Pod	Any	+1	19 Kinetic Rockets
Quad Hellfire Anti-Tank	Ground	--	+4 vs Tanks and Vehicle Targets
MK 20 Rockeye Cluster Bomb	Ground	--	+4 vs Tanks and Vehicle Targets
Pave Penny Laser Tracking Pod	Any	--	All attacks by this plane are at +1

Jammer and Tracking Pods are not weapons.

EVENT CARD LIST

Card Name	Effect
Secondary Target	Player gets an extra Turn
Air Threat	Play an extra Air Enemy vs opponent in Incoming Phase
Night Vision Imaging System	Initiative and Attack +1 this turn. Play before rolls are made.
Titanium Armor	Negate Hit caused by Enemy Attack
Back up Systems	Negate Hit caused by Enemy Attack
Survivability	Negate Hit caused by Enemy Attack
Self Sealing Fuel Cells	Negate Hit caused by Enemy Attack. Lose 1 Fuel counter.
Fire Control	Attack +2. Play before roll is made
Night Mission	Initiative +1 & Enemy Attacks are at -1 this turn. Play before roll is made
Poor Visibility	Enemy Attacks are at -2 this turn. Play before roll is made
ECM Chaff	Enemy Missile Attacks are at -2 this turn. Play before roll is made

IR Countermeasure Flares	Enemy Attacks are at -2 this turn. Play before roll is made
Wide Combat Radius	Do not discard Fuel Counter in Loiter Phase
Forward Air Control	Initiative +2. Play before roll is made
Interchangeable Parts	Discard an extra Damage counter in Base Phase.
Mission Capable	Draw 3 Cards
Sorties	Draw 3 Cards
Scramble	Draw 3 cards

Event Cards are discarded as soon as they are played.

PILOT CARD LIST

Name	Skill
Chuck	Initiative Rolls +1
Razor	Attack Rolls +1
Big Daddy	Hand Size +2
Ice	Enemy Attack Rolls -1
Hawk	Draw +1 card per turn
Travis	Loiter Time +1 (= Fuel Capacity = 6)

SOLO RULES

Start with 5 cards. Discard Enemy cards from initial 5.
Just draw 1 card at a time.
You are attacked by all Enemy cards you draw.

LINKS

[USAF Fact Sheet](#)
[Warthog Territory](#)

THUNDERCATS

INTRODUCTION

Card game for 2 players.

THE DECKS

There are 2 decks:
Thunder Cat Deck
Evil Mutant Deck
Each player gets one deck.

VICTORY

The first player to win 5 hands wins the game.

TURN SEQUENCE

Each turn has 4 phases:
Draw Phase
Plot Phase
Attack Phase
Victory Phase

DRAW PHASE

Both players fill their hands to 9 cards.
If a deck ever runs out shuffle the discard pile & draw from it.

PLOT PHASE

Players may discard up to 4 cards & draw replacements.

ATTACK PHASE

Each player may play up to 4 characters from their hand face up to the table.
Characters include:
Thunder Cats, TC Allies, Evil Mutants, and Special Foes.
To each character 1 Weapon card may be attached.
To each character 1 Companion card may be attached.
To each character 1 Vehicle card may be attached.
Special Foes may not attach cards.
A maximum of 1 Special Foe may be played.
Each player may also play a Base card & a Special Event card.

VICTORY PHASE

Every card has a Force value.
Each player adds up the total force of all of his played cards.
The player with the highest total wins the hand.

Discard all played cards.

CARD TYPE ABBREVIATIONS

WP = Weapon
TC = Thunder Cat
TCA = Thunder Cat Ally
TCC = Thunder Cat Companion
TV = Thunder Cat Vehicle
TB = Thunder Cat Base
EM = Evil Mutant
SF = Special Foe
EV = Evil Mutant Vehicle
EB = Evil Mutant Base
SE = Special Event
MR = Mumm-Ra

THUNDERCAT DECK CARD LIST

Card Name	Type	Force	Notes
Lion-O	TC	10	Hereditary Lord of the Thundercats
Tygra	TC	9	Great Agility; Can become invisible
Bengali	TC	8	Blacksmith
Cheetara	TC	8	Fast & Psychic
Panthro	TC	7	Mechanical Genius
Pumyra	TC	7	Fast
Lynx-O	TC	5	Old & Blind
Snowman	TCA	9	
Hachiman	TCA	8	
Willa	TCA	6	Amazon
Tuska Warrior	TCA	5	
Mandora	TCA	7	Inter-stellar police officer
Jaga	TCC	+8	Spirit guide; +12 vs. Grune
Snowmeow	TCC	+5	+7 if played with Snowman
Wilykit	TCC	+3	Slingshot; Gets into a lot of trouble
Wylikat	TCC	+3	Slingshot; Gets into a lot of trouble
Snarf	TCC	+5	Can talk to animals; Immune to evil
Berbil	TCC	+2	Native Robotic Teddybear creatures
Unicorns	TCC	+4	
Thunderclaw	TV	+8	
Hovercat	TV	+6	
Thunderwings	TV	+4	
Racing Board	TV	+4	
Stilt Runner	TV	+4	
Feliner	TV	+6	Airship
Thundertank	TV	+10	
Cats Lair	TB	+10	
Eye of Thundara	SE	---	Discard to draw 3 cards
Thundercats Ho!	SE	---	All TC get +3
Sword of Omens	WP	+7	+10 if played with Lion-O
Hammer	WP	+3	+6 if played with Bengali
Katana	WP	+3	+6 if played with Hachiman
Bow & Arrows	WP	+3	+6 if played with Willa
Slingshot	WP	+3	+6 if played with Pumyra
Shield	WP	+2	+4 if played with Lynx-O
Fighting Sticks	WP	+2	+4 if played with Panthro
Bolo Whip	WP	+2	+4 if played with Tygra
Staff	WP	+2	+4 if played with Cheetara

EVIL MUTANT DECK CARD LIST

Card Name	Type	Force	Notes
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Mumm-Ra	MR	9	Fighting Form
Mumm-Ra	MR	3	Mummified Form
Monikan	EM	6	Stupid but good climber
Captain Cracker	EM	5	
Captain Shiner	EM	6	
Grune the Destroyer	EM	7	
Reptilian	EM	6	
Chilla	EM	6	
Jackalman	EM	5	Smart but cowardly
Mongor	EM	5	
Ratar-O	EM	4	
S-S-Slithe	EM	6	Strong, bossy leader
Safari Joe	EM	6	Intergalactic hunter
Vultureman	EM	4	Mechanic; Attached EV gets +5
Cruncher	SF	8	Berserker
Hammerhand	SF	8	Berserker
Driller	SF	9	
Stinger	SF	9	
Mongor	SF	10	
Evil Robot Monster	SF	10	
Tartara	SF	10	Evil crystal queen
Ta-She	SF	20*	Evil priestess: Doom Gaze
Tomb Fortress	EB	9	Mumm-Ra's Pyramid
Castle Plundarr	EB	8	
Laser Saber	WP	+6	
Luna Lasher	WP	+6	
Repeater Rifle	WP	+5	
Energy Rifle	WP	+5	
Blaster Pistol	WP	+4	
Spiked Ball & Chain	WP	+3	
Scimitar	WP	+3	
Axe & Spiked Knuckles	WP	+3	
Claw Arm	WP	+3	
Giant Scythe	WP	+3	
Paired Knives	WP	+3	
Pole Axe	WP	+3	
Maul	WP	+2	
Club	WP	+2	
Mutant Nosediver	EV	+9	
Mutant Fistpounder	EV	+7	Mutant Tank
Rat Star	EV	+6	+9 with Ratar-O
Fire-ball Launcher	EV	+8	
Skycutter	EV	+5	
Transformation	SE	+6	Mumm-Ra Magic; Disguise
Mind Control	SE	+7	Mumm-Ra Magic
Cloning Device	SE	+8	Mumm-Ra Magic
Summoning	SE	---	Mumm-Ra Magic; Discard to draw 3 cards

Notes: Only one MR card can be played in a turn.

Discard Ta-She if the Thundercat player plays a female Thundercat.

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THUNDERCAT LINKS

Goto [Thundercats Lair](#)

TIME LINE

INTRODUCTION

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

The Distant Past is controlled by a magical race known as the Atlanteans.

OBJECT

Gain control of all 12 Eras on the Time Line.

THE DECKS

Each player has his own unique deck.

There is the Teraxian Deck and the Atlantean Deck.

THE BOARD

The board is composed of a row of 12 spaces.

These spaces (or Eras) are labeled in the following order:

#	Era:	Force
12.	The Far Future	X
11.	Near Future	48

10. WWII 24

9. WWI 12

8.	Age of Imperialism	9
7.	Age of Revolution	6
6.	Renaissance	5
5.	Middle Ages	4
4.	Roman Empire	3
3.	Ancient Civilizations	2
2.	Prehistory	1
1.	Distant Past	X

Force = Force of Units recruited from this time period.

Eras 2-11 have Period troops.

DICE

Six and ten sided dice are needed.

COUNTERS

Each player gets a set of counters of a unique color and with unique unit types. Units are also referred to as troops.

There is also a set of same-color, common, generic period troops:

Have 10 counters to represent Period troops from each Era 2-11.

Mark the Era number on the counter.

ATLANTEAN COUNTER SET

#	Type	Force	Move	Start
10	Wizards	50	4	2
10	Heroes	100	3	2
20	Warriors	150	2	4
10	Monsters	200	1	2
25	Control Markers			

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

TERAXIAN COUNTER SET

#	Type	Force	Move	Start
10	Scientists	50	4	2
10	Agents	100	3	2
20	Combat Teams	150	2	4
10	Warships	200	1	2
25	Control Markers			

SETUP

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

TURN SEQUENCE

Players take turns.

Each turn has 5 Phases:

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

RANDOM FACTORS PHASE

The active player draws 2 cards from his deck.

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

TIME TRAVEL PHASE

You may move your units forward and backwards on the timeline a number of Eras up to their Move stat limit.

For example: A Wizard could move from the Distant Past to the Middle Ages.
Period troops have a base Move = 0.

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

CHANGE HISTORY

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

Roll 1D6. this is the control roll.

On a roll of 4-6 you gain control of the Era.

Agents and Heroes get +1 to the roll.

Keep track of control by placing control markers.

Changing history involves assassinations, planting ideas, providing

assistance, preventing or causing critical events.

RECRUIT TROOPS

If you control an Era you may try to recruit one period unit from it.

Roll 1D6. This is the Period Recruit Roll.

On a roll of 4-6 you gain one unit.

Agents and Heroes get +1 to the roll.

The Atlanteans may make two rolls for the Prehistoric Era.

Keep track of control of period units by stacking them and then placing a control marker on the stack.

The Atlantean Player makes one Atlantean Recruit Roll:

1D6	Recruit
1	Wizard
2	Hero
3	Warriors
4	Warriors & Draw 1 card
5	Monster
6	Draw 2 Cards

Recruited Atlantean units begin in the Distant Past.

The Teraxian Player makes one Teraxian Recruit Roll:

1D6	Recruit
1	Scientist
2	Agent
3	Combat Team
4	Combat Team & Draw 1 Card
5	Warship
6	Draw 2 Cards

Recruited Teraxian units begin in the Far Future.

SEEK & DESTROY

If there are opposing units in the same Era they may fight.

If neither side wants to fight there is no combat.

If one side does not want to fight, it may attempt to hide or escape.

Roll 1D6. This is the Hide or Escape Roll.

On a roll of 4-6 the player may hide all his units. They may not be attacked this turn.

Alternatively, on a roll of 4-6 the player may have all of his non-period units escape.

Escaping units move to an adjacent Era. They may be attacked again in that Era.

Units that fail to hide or escape must fight.

If there is a fight each side adds up it's Force Total.

Cards may be played to increase a side's Force Total.

Certain cards can only be played if certain unit types are present at the battle.

These cards are attached to one of the required units.

The effect of cards last the entire battle.

The Side with the higher Force Total has the Advantage. The lower total has the disadvantage.

Roll 1D6. This is the Combat Roll:

1-4 The Disadvantaged side has one unit destroyed.

5-6 The Advantaged side has one unit destroyed.

If both sides have equal Force Totals the combat roll results are 1-3 and 4-6.

A player decides which of his units are destroyed. The unit is removed from play.

Any cards attached to a destroyed unit are discarded.

Continue making combat rolls until one side is eliminated, or both sides want to stop.

After each combat roll either side may attempt to escape at a -1 to the roll.

Discard all cards played at the end of the battle.

ATLANTEAN DECK CARD LIST

Card Name	User	Effect
Astral Travel	W	Move +3 or Escape roll +2
Astral Gate	WHT	Move +3 or Escape roll +2

Dimension Door	WH	Move +3 or Escape roll +2
Ethereal Plane	A	Move +3 or Escape roll +2
Hermes Portal	WH	Move +3 or Escape roll +2
Demon Horde	T	F + 200
Vorpal Sword	H	F + 100
Celestial sword	H	F + 200
Rune Blade	H	F + 150
Eldritch Blade	H	F + 50
Maelstrom	W	F + 200
Firestorm	W	F + 50
Petrification	W	F + 100
Possession	W	Control opponents unit this turn
Time Barrier	W	Units cannot Move past target Era
Stasis	X	Units cannot move out of Target Era
Dragon Breath	M	F + 50
Regeneration	M	F + 100
Time Walk	X	Take an extra turn
Speed Time	X	Draw 5 Cards
Take from the Future	X	Put any one card from your deck into your hand
Summon	W	Stack any 1 New Atlantean unit with Wizard
Reverse Time	W	Redo this turn from the beginning
See the Future	X	Look at the top 7 cards; put them in any order
Take from the Past	X	Put any one card from your discard into your hand
Banish	W	Cause enemy unit to escape
Polymorph	W	Destroy enemy unit
Stone Rain	W	F + 150
Time Vortex	W	Each unit in this Era is destroyed on 4-6 on a roll of 1D6
Armies of the Past	P	Entire Stack Move +3
End of Time	X	Opponent must discard 3 cards
Great Wyrn	M	F + 200
Myrmidons	T	F + 50
Illusions	W	Hide Roll +2
Enchanted Weapons	P	F + 50
Wizards Sight	W	Opponent gets -2 to Hide Roll
Invisibility	A	Hide Roll +2 or F + 50
Avatar	H	F + 100
Strings of Fate	W	Change Roll +2

User = What type of unit may use this card.
W = Wizard, H = Hero, T = Warriors, M = Monster, P = Period Troops, A = All, X = None

TERAXIAN DECK CARD LIST

Card Name	User	Effect
Mind Control Device	S	Control opponents unit this turn
Tac Nukes	W	F + 200
Probability Shift	X	Any roll +2 or -2
Time Contraction	A	Move +2 or Escape roll +2
Time Expansion	A	Move +2 or Escape roll +2
Time Skipping	A	Move +2 or Escape roll +2
Matter Disrupters	W	F + 50
Force Fields	W	F + 100
Cybernetics	C	F + 50
Plasma Weapons	C	F + 100
Spinal Mount	W	F + 150
Power Armor	C	F + 200
Time Projection	A	Move +2 or Escape roll +2
Alternate Time Line	S	Destroy Target Unit
Bionics	G	F + 150
Paradox	X	Destroy Target Unit
Time Loop	X	Get an Extra Turn
Temporal Rift	X	Opponent must discard 3 cards
Time Flux	S	Units cannot Move past target Era
Anachronism	P	Move +2
Temporal Locator	S	Opponent gets -2 to Hide Roll

Time Beacon	X	Units moving to this Era get Move +2
Android	G	F + 200
Neural Implants	G	F + 100
Time Bomb	S	F + 100
Worm Hole	A	Move +2 or Escape roll +2
Temporal Manipulation	X	Draw 5 cards
Recorded History	A	Change Roll +2
Abduction	X	Change Roll +2
Holograms	S	Hide Roll +2
Eject Button	A	Escape Roll +2
Stop Time	S	Units cannot move out of Target Era
Futuristic Weapons	P	F + 50
AI Predictions	X	Look at the top 7 cards; put them in any order
Replacement Clone	S	Change Roll +2

S = Scientist, G = Agent, C = Combat Team, W = Warship

D20 VERSION OF TIMELINE

by C Gerard Luft

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TITAN ATTACK

INTRODUCTION

Two player Card Game based on the Games Workshop Epic Warhammer 40,000 Universe.

DISCLAIMER

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This is merely a Fansite.

DECKS

Each player uses a separate deck.
For example: Imperial Deck vs Ork Deck.
Each deck has exactly 55 cards.

VICTORY

Run your opponent out of cards.

TURN SEQUENCE

Each turn has 6 phases:

- Draw Phase
- Redraw Phase
- Extra Draw Phase
- Attack Phase
- Defense Phase
- Damage Phase

DRAW PHASE

Each player fills their hand to 8 cards.
If the deck ever runs out shuffle your reserve pile & draw from it.

REDRAW PHASE

Players may discard up to 3 cards to their discard and draw replacements.

EXTRA DRAW PHASE

Players may discard "X" Special cards from their hands to their discards to their reserves to draw the indicated number of cards.

ATTACK PHASE

Players may make attacks.
To make an attack, you must make an Attack Meld.
A Meld consists of 3 cards:
A Titan Card, a Weapon Card, and a Range Card.
The Range card and the Weapon card must match.

You may make more than one meld.

DEFENSE PHASE

If your opponent has made one or more melds, you may discard a "D" Defense card to negate any one card of the Meld. The negated card goes to your opponents reserve pile. Your opponent may play a replacement card to complete the Meld. If unable to play an appropriate replacement card, the other two cards of the Meld must also be discarded to the opponents reserve pile. Your Defense card goes to your reserve pile.

DAMAGE PHASE

A Meld does damage equal to the Damage Value of the Weapon card. A player may play an "A" Add card to increase the damage of the Meld. The opposing player must discard a number of cards from his Deck to his Damage pile equal to the value of the Meld. If the Deck runs out, discard cards from the Reserve Pile. If the Deck & Reserve pile are exhausted the player loses the game. Once damage is done your Meld cards go to your Reserve pile.

CARD TYPE NOTATION LIST

S = Short
M = Medium
L = Long
T = Titan
W = Weapon
D = Defense
X = Special
A = Add

ORK GARGANT CARD DECK LIST

Card Name:	#	Range	Dam	Notes
Battle Cannon Turret	1	L	2	
Cluster Buster	1	L	3	
Deth Kanon	1	L	4	
Gutbuster: Ball	1	L	4	(Mega Cannon)
Gutbuster: Chain	1	L	5	
Gutbuster: Barrage	1	L	4	
Super Lifta Droppa Arm	1	L	4	
Deluxe Custom Kannon	1	M	4	+1 with Mekboy
Gatling Cannon	1	M	5	
Mork Head	1	M	3	
Slasha Attack Gun	1	M	4	+1 with Slasha
Battle Cannon Head	1	M	3	
Scorcher Turret	1	S	3	
Ripper Fist	1	S	3	
Snapper	1	S	4	(Steam Blast)
Buzz Saw Arm	1	S	3	
Krusher Arm	1	S	3	
Boss Gargant	1	T	-	Dam +2
Great Gargant	5	T	-	Dam +1
Slasher Gargant	5	T	-	
Mekboy Gargant	4	T	-	
Kustom Force Field	1	D	-	
Force Shields	2	D	-	
Massive Bulk	2	D	-	
Fire Control	1	D	-	

Gork Head	1	X	-	Draw 3 cards
Short Range	5	R	-	
Medium Range	5	R	-	
Long Range	5	R	-	
Observation Tower	1	A	+2	

IMPERIAL TITAN CARD DECK LIST

Card Name:	#	Range	Dam	Notes
Multi-Launcher	2	L	4	Barrage
Vulcan Megabolter	1	L	4	
Turbo-Laser Destructor	2	L	3	
Battle Cannon	1	L	2	
Plasma Blastgun	3	M	4	
Inferno Gun	2	M	5	
Multi-Lasers	1	M	2	
Shock Lance	1	S	3	Knights Only
Powerfist	3	S	3	
Chainfist	2	S	3	
Void Shields	3	D	-	
Auto-Repairs	2	D	-	
Short Range	5	R	-	
Medium Range	5	R	-	
Long Range	5	R	-	
Warlord Titan	2	T	-	Damage +2
Reaver Titan	5	T	-	Damage +1
Warhound Titan	5	T	-	
Knight Paladin	1	T	-	
Knight Lancer	1	T	-	
Knight Warden	1	T	-	
Imperial Elite	2	X	-	Draw 3 Cards

ELDAR TITAN CARD DECK LIST

Card Name:	#	Range	Dam	Notes
Holo-Fields	2	D	-	
Auto-Repairs	2	D	-	
High Speed	2	D	-	
Distortion Cannon	2	L	4	
Tremor Cannon	1	L	3	
Wing Missile Launcher	2	L	2	Barrage
Pulsar	2	M	4	
Heat Lance	2	M	5	
Wing Laser Cannon	1	M	2	
Psychic Lance	1	S	4	
Powerfist	2	S	3	
Scatter Laser	2	S	2	
Short Range	5	R	-	
Medium Range	5	R	-	
Long Range	5	R	-	
Fire Gale	2	T	-	
Bright Stallion	2	T	-	
Towering Destroyer	2	T	-	
Warlock Titan	4	T	-	Psychic
Phantom Titan	2	T	-	+1 Damage
Revenant Scout Titan	3	T	-	
Mind Blast	1	M	4	Warlock only
Eldritch Storm	1	D	-	
Doom	1	A	+2	Warlock only
Witch Sight	1	X	-	Draw 3 Cards

CHAOS TITAN CARD DECK LIST

Card Name:	#	Range	Dam	Notes
Void Shields	-	D	-	
Regeneration	-	D	-	
Death Storm	1	L	3	Barrage
Doom Burner	2	L	4	
Havoc Missiles	2	L	4	Barrage
Hellstrike Cannon	2	M	3	Barrage
Head Cannon	2	M	2	
Stream of Corruption	1	M	4	
Titan Tail	1	S	3	
Hull Firethrowers	1	S	2	
Hell Blade	1	S	5	
Bloodletter Battlehead	1	S	3	
Doomfist	1	S	4	
Banelord	1	T	-	+2 Damage
Nemesis	2	T	-	+1 Damage
Deathbringer	3	T	-	
Goth	3	T	-	
Hun	3	T	-	
Lord of Battle	3	T	-	
Chaos Gift of Tzeentch	1	X	-	Draw 3 Cards
Chaos Gift of Nurgle	1	S	4	
Chaos Gift of Slaanesh	1	D	-	
Chaos Gift of Khorne	1	A	+3	Short Range Attack
Demon Power	1	A	+2	
Short Range	5	R	-	
Medium Range	5	R	-	
Long Range	5	R	-	

TLACHTLI

INTRODUCTION

Board & Card game for two players.
Based on the Aztec sport of the same name.

VICTORY

The first player to score 4 points is the winner.
The other player's team is sacrificed to the gods.

THE BOARD

13 x 7 grid.
Columns are long. Rows are short.
Spaces 4-10 of the first and last columns are walled out.
Space 7 of the second column is one player's basket.
Space 7 of the sixth column is the other player's basket.

PIECES

Use a pawn to represent the Ball.
There are also 2 pawns to represent 2 Blockers.

THE DECK

The deck contains 2 of each card described in the card list.

SETUP

The ball begins in a corner space of the board
The blockers are placed one in front of each basket.
Players start with a hand of 7 cards.
The oldest player goes first.
You may not score on the first turn of the game.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
1. Action Phase
2. Move Phase
3. Draw Phase

ACTION PHASE

Play zero, one, or more action cards.
You may discard any cards from your hand you do not want.

MOVE PHASE

Discard a move card to move a pawn.
Pawns may move orthogonal or diagonal.
Pawns may not move through other pawns.
You may make as many moves as indicated by the action cards you played.

DRAW PHASE

Draw cards from the deck to fill your hand to 7 cards.
If the deck runs out, shuffle the discard and draw from it.
Your hand is kept face up on the table for all to see.

SCORING

If you move the ball into your opponent's basket, you score one point.
Your turn ends.
Place the ball in a corner square.

CARD LIST

Card Name	Notes:
Action 1	You may play 1 move card this turn
Action 2	You may play 2 move cards this turn
Action 3	You may play 3 move cards this turn
Action 4	You may play 4 move cards this turn
Move 1	Move the ball or a blocker 1 space
Move 2	Move the ball or a blocker 2 spaces
Move 3	Move the ball or a blocker 3 spaces
Move 4	Move the ball or a blocker 4 spaces
Move 5	Move the ball or a blocker 5 spaces
Move 6	Move the ball or a blocker 6 spaces
Move 7	Move the ball or a blocker 7 spaces
Move K	Move the ball or a blocker like a knight in chess

TLATELOLCO

INTRODUCTION

Tlatelolco was the great market for the Aztec Empire.
The Aztecs had no coins; so all trade was by barter.
Players are pochteca (merchants) trying to acquire certain goods.

VICTORY

Be the first player to acquire one unit of each of your six target goods.

THE BOARD

Use a chess board.
Merchant stands are located on the black squares.
There are no stands in the corner squares or the center four squares.
The center four squares is the great temple.

PAWNS

Each player has a pawn to represent their pochteca.
There is also a thief pawn.
Six sided dice are needed.

COUNTERS

Counters represent goods available in the market.
There are 2 sets of counters:
The Sellers Set
The Sellers Set contains one counter of each type described in the Goods counter list.
The Buyers Set
The Buyers Set contains two counters of each type described in the Goods counter list.

SETUP

Each player places his pawn in a corner square.
The thief pawn starts in a red space adjacent to the great temple.
Each player draws one random counter from the Sellers set.
The player writes down the name of the trade good and returns the counter to the set.
A player starts with 20 units of that type of good. (This is that players export good)
Players then, in turn, each draw 6 counters from the sellers set, write down the item names, and Return the counters to the set. (redraw if you drew your export good)
These six goods are the player's target goods.
On each Merchant stand, place one random counter from the Sellers set.
Players roll high to see who goes first.
On each Merchant stand, place two random counters from the Buyers set.

PLAYER TURNS & MOVING

Players take turns.
On your turn roll one die.
You may move your pawn that many number of spaces.
Pawns cannot move into or through the Temple spaces or the thief pawn.
Pawns may enter Black & Red spaces and spaces occupied by other players pawns.

Pawns may move diagonally and orthogonally.
If you enter a Merchant stand space your turn automatically ends.
If you end your move on a red space, roll on the red space roll table.

TRADING

When you land on a merchant stand you may trade with it.
The merchant only has one good to trade away (the seller counter) and will
Only trade for two types of goods (the 2 buyer counters).
Goods are traded on an equal unit for unit basis.
Write down what goods you have after trading.
Stands never run out of their trade good, and their thirst for the other
2 goods never lessens.

THE THIEF

If you ever roll a 1 when moving your pawn, roll a second time.
This second roll is the Thief roll.
Move the thief exactly that number of spaces (if at all possible) in a
straight line (orthogonal or diagonal). The thief does not stop for
anything but the temple.
If the thief lands on an opponent's pawn that player loses 1 unit of any
one good (your choice).

PLAYER TRADES

Players with pawns in the same space may trade freely.

GOODS COUNTER LIST

Shells & Pearls
Jade
Pineapple
Chocolate
Turquoise
Gold
Silver
Pottery
Tobacco
Bitumen
Feathers
Rubber
Cotton Cloth
Baskets
Sandals
Honey
Turkeys
Edible Dogs
Spices
Copper
Skins
Paper
Jewelry
Obsidian
Corn Flour
Red Dye
Rabbits
Sculptures

RED SPACE ROLL TABLE

2D6

- 2 Gain one unit of a good from any adjacent merchant stand
- 3 Roll 1D6 and move again
- 4 Move opponent's pawn to any corner square
- 5 If adjacent to an opponents pawn do a forced trade
- 6 Roll 1D6 and move the thief
- 7 If adjacent to an opponents pawn do a forced trade
- 8 Roll 1D6 and move again
- 9 Move to any other Red Space
- 10 Roll 1D6 and move the thief
- 11 Move to a corner square and gain 1D6 units of your export good
- 12 Gain one unit of a good from any adjacent merchant stand

FORCED TRADE

Trade opponent one unit of any one of your goods (your choice) for any one unit of any one of his goods (your choice).

TO BOLDLY GO

INTRODUCTION

Card Game for 2+ players.
Star Trek theme.

DISCLAIMER

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This is merely a fan site.

GAME ENDING

The game ends when all Dilemmas have been solved.

VICTORY

The player with the most Victory Points (from solved Dilemmas in his Captains Log) is the winner.

THE DECKS

There are two decks, the Crew Deck, and the Dilemma Deck.

THE THREE ATTRIBUTES

Cards will usually have scores in one or more of the following three attributes: Tactics, Science, and Negotiation. Tactics represents skills & situations involving combat, firepower, strength, strategy, mobility, security, and surprise. Science represents skills & situations involving logic, physics, engineering, medicine, chemistry and scientific methods. Negotiation represents skills & situations involving diplomacy, communication, charisma, empathy, and humanity.

CREW DECK CARDS

Crew cards represent crew-members, actions, and equipment. They are used to solve dilemmas.

DILEMMA CARDS

Each dilemma card represents one episode from the first season. Each card lists the levels in each of the three attributes needed to solve the dilemma. Each card has a VP value used to determine the winner at the end of the game.

SETUP

Most knowledgeable Trekker goes first.

2008

TURN SEQUENCE

Players take turns. Each turn has 3 phases:

Exploration Phase

Draw Phase

Mission Phase

EXPLORATION PHASE

Take the top card of the Dilemma Deck and put it face up in the center of the Table next to any already revealed Dilemma cards.

If there are already 3 Dilemma cards face up in the middle of the table, skip this phase.

DRAW PHASE

Draw 2 cards from the Crew Deck.

Discard one of these two cards, and keep the other one in your hand.

Maximum hand size is 9 cards. Discard excess cards.

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

MISSION PHASE

If you can and you want to, discard crew cards to solve a target dilemma card.

The crew cards discarded must, combined, have attribute levels equal to or exceeding the levels of the dilemma.

Place the solved dilemma into a separate pile next to you called your Captains Log.

When solving a dilemma, you may play only one copy of a unique character.

For example: you can play multiple red shirts, but only one Captain Kirk.

You can only play one copy of an equipment or action card. (one Tricorder, not two.)

You cannot play just equipment cards, at least one crewmember is required.

The Vulcan Mind Meld, Vulcan Nerve Pinch, and Vulcan Logic cards can

only be played with Spock.

SPECIAL CARDS

Discard a Starbase card and your hand to skip Mission phase and draw 5 new cards.

Discard a Shuttle card to draw 2 cards and put them in your hand.

Discard a Scanner Reading card to draw a card and look at the next card in the Dilemma deck.

Discard a Replicator card to look at the next 7 cards in the Crew Deck.

Discard a Beam me up card to take a crewmember card from the discard pile and put it in your hand.

Discard a Warp Speed card to draw a card and take another turn.

Discard a Prime Directive card to shuffle the current Dilemmas into the Dilemma deck.

Discard a Space Time Anomaly to make target opponent discard three random cards.

CARD NOMENCLATURE

= Number of that card in the deck

T = Tactics

S = Science

N = Negotiation

Y = Card Type

C = Crew

E = Equipment

A = Action

X = Special

V = Victory Points

CREW DECK

Card Name	#	T	S	N	Y	
Captain Kirk	6	3	-	3	C	
Mr Spock	6	2	3	1	C	
Dr "Bones" McCoy	5	-	2	2	C	
Uhura	3	-	-	2	C	
Chekov	3	1	-	1	C	
Sulu	3	1	-	1	C	
Scotty	3	1	1	-	C	
Red Shirts	5	1	-	-	C	
Blue Shirts	3	-	1	-	C	
Yellow Shirts	4	-	-	1	C	
Tricorder	4	-	1	-	E	
Phaser	2	1	-	-	E	
Transporter	2	1	-	-	E	
Replicator	2	-	-	-	X	
Shuttle	2	-	-	-	X	
Scanner Reading	2	-	-	-	X	
Warp Speed	2	-	-	-	X	
The Starship Enterprise		5	1	1	-	E
Commlink	2	1	-	-	E	
Explore New Worlds	1	-	1	-	A	
Phasers on Stun	1	1	-	-	A	
Vulcan Mind Meld	2	-	-	1	A	
Vulcan Nerve Pinch	1	1	-	-	A	
Vulcan Logic	1	-	1	-	A	
Highly Illogical	1	-	1	-	A	
Open Hailing Frequencies	1	-	-	1	A	
We Come in Peace	1	-	-	1	A	
Live Long & Prosper	1	-	-	1	A	
Starbase	3	-	-	-	X	
Beam me up	2	-	-	-	X	
The Prime Directive	3	-	-	-	X	
Love Interest	5	-	-	1	C	
Space Time Anomaly	3	-	-	-	X	

DILEMMA DECK CARD LIST

Card Name:	V	T-S-N	Notes:
The Man Trap	3	3-5-0	Shape changing Salt Vampire
Charlie X	3	0-3-5	Immature Telekinetic Child
Where No Man has gone Before	6	2-3-4	Crewmember turned into a God
The Naked Time	4	2-3-4	Crews inhibitions are removed
The Enemy Within	3	4-3-2	Kirk is split in two
Mudds Women	2	3-0-5	Conniving Space Pimp
What are little girls made of?	5	5-0-3	Android Duplicates
Miri	3	3-4-2	Diseased 300-year old Children
Dagger of the Mind	3	4-3-2	Mad Dr with Mind Control Device
The Corbomite Maneuver	4	5-0-3	Trapped by Alien Ship
The Menagerie	2	3-0-5	Spock takes Pike to Talos IV
The Conscience of the King	2	3-0-5	Genocidal Mastermind in Disguise
Balance of Terror	4	5-0-3	Cat & Mouse with Cloaked Romulan
Shore Leave	4	3-2-4	World were wishes come true
The Galileo Seven	3	3-2-4	Shuttle crash lands
The Squire of Gothos	4	3-0-5	Impudent God child Angered
Arena	6	4-2-3	First contact with the Gorn
Tomorrow is Yesterday	2	0-3-5	Time travel: Rescue 20th century pilot
Court Martial	2	0-3-5	Kirk is falsely on Trial
Space Seed	5	5-0-3	Botany Bay and Khan Noonian Singh
A Taste of Armageddon	5	3-0-5	War fought by Computers
This Side of Paradise	4	3-2-4	Bliss Spores
The Devil in the Dark	3	2-4-3	Horta defending its Eggs from miners
Errand of Mercy	6	3-0-5	Klingons conquer the Organians

The Alternative Factor	7	5-3-0	Lazarus & the Antimatter Universe
City on the Edge of Forever	6	3-0-5	The Necessary Death of Edith Keeler
Operation Annihilate	5	2-4-3	Ameoba Parasites causing Mass Insanity

LINKS

[Star Trek Episodes](#)

TOURNAMENT

INTRODUCTION

Card game for 2 or more players.
Simulates a Medieval Tournament complete with jousting, melees, etc.

VICTORY

Win the most Victory Points by the end of the game.

GAME END

When there are no cards left in the deck the game ends.
All players must play any Contest cards remaining in their hands.
These final Contests are scored in the regular manner.

THE DECK

Players share a common deck.
There are 3 types of cards:
Chivalry, Contest, and Special cards.
Chivalry cards are further divided into 4 types:
Knight, Weapon, Horse, and Shield.
Each Chivalry card has a Force value of 1 to 10.

CARDSET

Most excellent cardset & Deck Randomizer by Sir Peter Cobcroft:
Click [Here](#)

SETUP

The most Chivalrous player goes first.
Each player is dealt a hand of 7 cards.

TURN SEQUENCE

Players take turns.
Each turn has 4 phases:
Draw Phase
Play Phase
Contest Phase
Score Phase

DRAW PHASE

Draw the top card of the deck or discard.
If the deck runs out the game ends.

PLAY PHASE

You may put a Knight Combo into play.

A Knight Combo consists of 1 of each of the 4 types of Chivalry cards:

The force values of these cards do not have to match.

A Combo represents a Knight, his Weapon, his Horse, and his Shield

You may play special cards in this Phase.

CONTEST PHASE

You may skip this phase or play a Contest card.

The player with the highest score in the indicated category wins the Contest.

For Example:

You play the Melee Contest.

The player with the most Force points in Weapons wins.

You have 3 combos with 3 weapons with a total Weapon point score of 15.

Your 2 opponents have total scores of 11 and 6. You win.

In case of a tie the current active player wins.

Contests cannot be played until after every player has had their first turn.

SCORE PHASE

The winner of a Contest played last phase earns Victory Points (VP).

X = Number of players.

The winner gets X VP.

Second place gets X-1 VP.

Third place gets X-2 VP and so on.

Maximum hand size is 7 cards.

Discard excess cards at the end of your turn.

CARD LIST NOTATION

V = Chivalry card

K = Knight

W = Weapon

H = Horse

S = Shield (Family Crest)

C = Contest

X = Special

CARD LIST

Card Name:	Type	Force	Notes:
Squire	K	1	
Young Knight	K	2	
Cavalier	K	3	
Crusader	K	4	
Templar	K	5	
Green Knight	K	6	
Red Knight	K	7	
Black Knight	K	8	
White Knight	K	9	
Famous Knight	K	10	
Dagger	W	1	
Flail	W	2	
Mace	W	3	
Morning Star	W	4	
Battle Ax	W	5	
Long Sword	W	6	
Broad Sword	W	7	

Bastard Sword	W	8	
Great Sword	W	9	
Lance	W	10	
Old Nag	H	1	
Light Horse	H	2	
Riding Horse	H	3	
Fine Stallion	H	4	
Heavy Horse	H	5	
Courser	H	6	
Charger	H	7	
Noble Steed	H	8	
Destrier	H	9	
War Horse	H	10	
Cock	S	1	
Boar	S	2	
Antelope	S	3	
Bear	S	4	
Basilisk	S	5	
Angel	S	6	
Unicorn	S	7	
Gryphon	S	8	
Lion	S	9	
Dragon	S	10	
Melee	C	-	Highest Weapon Score Wins
Joust	C	-	Highest Horse Score Wins
Heraldry	C	-	Highest Shield Score Wins
Quest	C	-	Highest Knight Score Wins
Challenge	C	-	Highest Scoring Combo Wins
Royal Hunt	C	-	Most Combos Wins
Kings Favor	C	-	Most Chivalry Cards Wins
Court Intrigue	C	-	Highest Score with all Cards Wins
Romance	C	-	The most cards with the same Force Wins
Feast	X	-	Draw 3 cards
Nobility	X	-	Draw 3 cards
Valor	X	-	Draw 3 cards

LINKS

[Coat of Arms](#)

TRANSFORMERS SKIRMISH

INTRODUCTION

Board & card game for 2 players.
Takes place in the Transformers Universe.
One player is the Autobots, the other is the Deceptacons.
Each figure represents one Transformer Robot.

DISCLAIMER

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

VICTORY

Destroy all opposing Transformers.

THE MAP

Use an 8x8 chessboard.

THE MECHS

Use chits or miniatures to represent Transformers.

AUTO BOTS UNIT TABLE

Unit Name	#	Hits
Optimus Prime	1	4
Red Alert	1	3
Hot Shot	1	3
Autobots	5	2

= Number of that type of unit each player has in setup.

DECEPTACONS UNIT TABLE

Unit Name	#	Hits
Megatron	1	4
Star Scream	1	3
Demolisher	1	3
Deceptacons	5	2

SETUP

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

MINICONS

You may designate four of your mechs as having attached Minicons.
A Transformer may only have one Minicon attached.
Transformers with Minicons have +1 Hits and can use certain action cards.

GROUND & AIR

There are 2 types of Transformers: ground and air.
Designate 4 of your Transformers as being air types, and 4 as ground types.
Air types convert into jets or helicopters.
Ground types convert into tanks or trucks.
Different types can use different action cards.

THE CARDS

Players share a common Action deck.

TURN SEQUENCE

Players take turns.
Each turn has 3 phases:
1. Orders Phase
2. Move Phase
3. Fire Phase

ORDERS PHASE

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

MOVE PHASE

Play (discard) a Move card to move one of your units.
Units cannot move through other units except for Flying units.
The move card has a number.
This is the number of spaces the unit moves.
The Unit tables list what type of Move cards each unit can use.
Moves are diagonal or orthogonal.
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.

FIRE PHASE

Play (discard) an Attack card to have a unit attack.
The attack card has a number.
This is the range of the attack.
Attacks are diagonal or orthogonal.
The enemy unit that is the target of the attack takes 1 point of damage.
A unit reduced to zero hits is destroyed and is removed from the map.
Units cannot attack through other units.
A player may discard a Defense card to completely negate an attack.

CARD LIST NOTATION

M = Movement

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

CARD LIST

Card Name:	#	Range	Type	Notes
Legs	8	1	M	
Tracks/Glide	7	2	M	
Wheels/Cruise	6	3	M	
Fly	5	4	M	Air types only
Supersonic	4	5	M	Air types only
Punch	2	1	A	
Kick	2	1	A	
Flip	2	1	A	
Hand Weapon	2	1	A	
Minicon Attack	2	2	A	Units with Minicons only
Lasers	2	2	A	
Energy Beams	2	2	A	
Plasma Bolts	2	2	A	
Autocannon	2	2	A	
Missiles	6	3	A	
Particle Accelerator	2	3	A	
Armor	2	-	D	
Shield	2	-	D	
Dodge	2	-	D	
Force Field	2	-	D	
Heavy Armor	4	-	D	Ground types only
Evasion	2	-	D	Air types only
Tactics	2	-	X	Draw 2 cards
Repairs	2	-	X	Remove one point of Damage

TRAVELLER TRADERS

By C Gerard Luft

A SOLO CARD AND DICE GAME OF TRADING IN THE IMPERIUM

INTRODUCTION

In this one player game you play the Captain and crew of the FREE TRADER BEOWULF. The Goal is to profit 73 Mega Credits (i.e., 73,000,000Credits), which is just enough to but a SUBSIDIZED LINER and become a Merchant Prince. But in the 1350th year of the GALACTIC EMPIRE, this great utopian civilization of Humanity is far from civilized. Trading in the Spinward Marches Sector, even close to its ducal capital REGINA, can still be dangerous.

SET UP

You will need to make three decks of cards: TRADER DECK (which you start with all five cards of), ENCOUNTER DECK, MERCHANDISE DECK, and STARSHIP DECK. You will also need some six sided dice (d6). You begin with all the cards from the TRADER DECK: FREE TRADER BEOWULF, CAPTAIN, FIRST OFFICER, SECOND OFFICER, and THIRD OFFICER. Players begin with 1,000,000Cr at the start of the game to purchase their first cargo.

TRADER CARD LIST

CARD NAME POWER

Captain	3
1st Officer	2
2nd Officer	1
3rd Officer	0
Free Trader Beowulf	2

BUY AND SELL! ROUND

PURCHASE PROSPECTING TURN

You must first find merchandise to buy, so you can sell it at the next planet for profit (The game begins on the PLANET REGINA). You obtain merchandise from a PATRON. Draw cards from the ENCOUNTER DECK until you draw a PATRON CARD.

FIRST COMBAT TURN

All the cards you drew before reaching the PATRON you must battle (Space Ports can be a dangerous place). Your Captain and Crew may battle one card at a time, unless more than one of like cards are drawn. In that case they battle together. If the ENCOUNTER DECK runs out, reshuffle its Discard Pile.

2018

" ENCOUNTERS ATTACK FIRST: The each opponent chooses a target. They select targets in the following pattern: CAPTAIN, 1ST OFFICER, 2ND OFFICER and 3RD

OFFICER.

" Each OPPONENT rolls 4d6 and adds its POWER to the roll. The CAPTAIN OR CREW who is targeted rolls 4d6 and adds their power to the total. If the ATTACKER'S score is greater than the DEFENDER'S score, then the defender is defeated (and dying; blasters (Fusion Pulse Guns) cause a lot of damage). If the 3RD OFFICER is present and active at that point of the battle, he can stabilize that officer's wounds, and prevent him from being defeated (dying; though he is inactive for 1 week, which is explained below).

" The surviving CAPTAIN and CREW may now be the attackers. Each Crew surviving and present targets one opponent (They may choose to attack the same opponent as well). The ATTACKERS roll 4d6 and add their POWER to the roll. The DEFENDERS roll 4d6 and add their POWER to the roll. If the ATTACKER'S modified rolls are greater than the DEFENDER'S modified rolls, that the target hit is defeated.

" If opponents remain, then the COMBAT TURN is repeated until all the opponents in that battle are defeated, or the CAPTAIN and CREW are defeated (at which time the game is over).

" DEFEATED CHARACTERS: OPPONENTS are discarded and defeated CAPTAIN or OFFICER is removed from the game. If both the CAPTAIN and 1ST OFFICER are removed, then the game is over.

" INACTIVE CHARACTERS: Characters who were defeated but saved by the 3rd Officer are inactive. The other Officers may still deal with the PATRON. If the CAPTAIN and his 1ST OFFICER are both inactive then there is no one to pilot the FREE TRADER. The surviving Officers are effectively grounded.

" HEALING: An Inactive Character becomes active again when they reach planet fall on the next planet. If the FREE TRADER is grounded, then the CAPTAIN and 1ST OFFICER are active again after the player draws 7 more ENCOUNTER CARDS (repeating the COMBAT TURN if necessary).

ENCOUNTER CARD LIST

CARD NAME	# IN DECK	POWER
Patron	4	-
Bounty Hunter	4	1
Space Pirate	4	2
Vagyr Space Pirate	4	2
Imperial Army Soldier	2	3
Mercenary	2	3
Imperial Marine	1	4
Zodani Invader	1	4

PURCHASE TURN

After all the OPPONENTS are defeated, the surviving and present officers may conduct the deal with the PATRON. Draw a card from the MERCHANDISE DECK. This is the merchandise available. Using the two tables below, roll a 4d6. Subtract from the roll the POWER of the highest officer present. Multiply this by the BASE PRICE OF THE MERCHANDISE. This is the price the PATRON requires for the merchandise.

If you do not have enough Credits for the merchandise, or the price is too much to pay, then draw cards from the encounter deck to find a new PATRON and battle any OPPONENTS drawn.

MERCHANDISE CARD LIST

MERCHANDISE CARD BASE PRICE

Tools 9,072,000Cr
Luxury Items 4,800,000Cr
Vehicles 2,800,000Cr
Machinery 907,200Cr
Clothing 546,000Cr
Robotics 108,000Cr
Consumables 70,560Cr
Synthetic Foods 70,560Cr
Weapons 403,200Cr
Spare Parts 546,000Cr.
Metal Part 1,092,000Cr
Electronics 2,016,000Cr
Synthetic Materials 2,856,000Cr
Gravitic Equipment 3,528,000Cr
Pharmacuticals 8,440,000Cr
Protective Equipment 13,440,000Cr

ACTUAL PRICE

4D6	PRICE
4	20
5	30
6	40
7	50
8	60
9	70
10	80
11	90
12-16	100
17	110
18	120
19	130
20	140
21	150
22	160
23	170
24	180

SPACE TURN

The Beowulf has a HYPERSPACE JUMP FACTOR of 1, so its path through the subsector is limited. Below is a text flow chart of the Hyperspace Jump course of your Ship.

REGINA -> HELFRY -> FORBOLDN -> KNORBES -> WHANGO -> UAKE ->

EFATE ->ALELL -> WHANGO -> KNORBES -> FORBOLDN -> HELFRY -> REGINA

It is easy cruising at sublight maneuver speed out of a system you have been at a week, and making the Hyperspace Jump to your next destination. The tricky part is exiting Hyperspace into the next system's space. Bounty hunters, mercenaries and space pirates could be waiting for you (and they probably will). So when coming out of Hyperspace into the next system, you must draw one card from the STARSHIP DECK and battle it.

" You have a "souped up" Free Trader and a 1st Officer with a keen eye, so you get to attack first in space. Roll 4d6 and add the Beowulf's POWER to the roll. Then roll for the opponent's ship and add their POWER to the roll. If your modified roll is higher than their modified roll, you cause one hit to their ship.

" Now the step above is repeated with the opponent's ship as the attacker and the Beowulf as the defender.

" DAMAGE: On the first hit received the ship is sided (rotated 90 degrees) and receives a -1 to POWER.. On the second hit received the ship is inversed and receives -2 to its POWER. On the third hit received it is dead in space

and defeated. If the Beowulf is defeated, then the game is over.
" REPAIRS: OPPONENT ships repair 1 hit if they do not receive any damage for three consecutive turns. If the 2ND OFFICER is active and present, the Beowulf repairs 1 hit if it does not receive any damage for two consecutive turns (because your 2nd Officer is a top class engineer)! If the 2nd Officer is inactive or defeated, the Beowulf has no one to repair her.

STARSHIP DECK

CARD NAME	#	IN DECK	POWER
FIGHTER (IMPERIAL NAVY)		4	0
SCOUTSHIP (BOUNTY HUNTER)	4		0
FREE TRADER (SPACE PIRATES)	4		1
SUBSIDIZED MERCHANT (PIRATES)	4		2
PATROL CRUISER (IMPERIAL NAVY)		1	3
PATROL CRUISER (VAGYR SPACE PIRATES)	1		3
PATROL CRUISER (ZODANI INVADERS)	1		3
MERCENARY CRUISER	1		4

SALE PROPECTING TURN

The PURCHASE PROSPECT TURN is repeated, except now you are looking for a PATRON to buy the merchandise off of you.

SECOND COMBAT TURN

This is the same as the FIRST COMBAT TURN except you are now on another planet.

SALE TURN

This is the same as the PURCHASE TURN except when you roll the 4d6 to figure the actual price the PATRON will BUY this merchandise from you you ADD the POWER of the highest ranking officer present (the higher the more the profit).

ALL SUCCEEDING BUY AND SELL! ROUNDS

After selling your merchandise it is time to repeat the turns sequence starting on this next planet (HELFRY if this is your SECOND ROUND).

WINNING

You win when you accumulate 73Mcr. Then its time to get a big ship and build your Merchantile Principality.
FOR FREE TRAVELLER THOTH FILESHere

TRAVELLER MERCHANT PRINCE

AN EXPANSION TO TRAVELLER TRADERS

INTRODUCTION

You've got a SUBSIDIZED LINER and you are now a MASTER TRADER. It's time to build your MERCHANTILE PRINCIPALITY.

CARD DECKS

You have a SUBSIDIZED MERCHANT (with a POWER of 3 instead of 2) . And you will not need a MERCHANDISE DECK (people are coming to you now to cart around their cargo). And you will not need the ENCOUNTER DECK (no need to leave the comfort of your new Captain's Cabin between HYPERSPACE JUMPS).

ROUND SEQUENCE

HYPERSPACE JUMP TURN

Each Round you receive 873,000 Cr for middle passage and low passage accomidations and 200 tons of cargo transport to the next planet. Leaving the star system you are at at sublight speed and making the Jump to Hyperspace is uneventful. But when coming out of Hyperspace into the destination system's space, you must draw 1 card from the STARSHIP CARD DECK (no changes to this deck)

SPACE COMBAT TURN

This is done exactly as it is in TRAVELLER TRADERS.

This Simplified round is repeated for each Jump to a new system. If you want to expand beyond the course plotted above (which is limited to the Regine Subsector) you can adapt other maps of the SPINWARD MARCHES for your course. Because you still have a HYPERSPACE JUMP FACTOR of only 1, and because Subsidized Liners gain more profit with parsec to parsec transport, the coure you set should be between star systems one parsec from each other. Try it! It's a beautiful senic route around this corner of the Imperium.

WINNING

You win when you have accumulated another 73 MCr (time to build a merchant fleet).

TREASURE HUNTER ALTERNATE RULES

INTRODUCTION

Board & Movement elements added. 2-4 players.

OBJECT

After All treasures have been claimed, the player with the most Treasure points wins the game.

THE DECKS

The cards will be divided into 4 decks:

Location Deck: Location Cards

Treasure Deck: Magic Items & Treasure cards.

Guardian Deck: Guardian cards.

Adventure Deck: Heroes, Spell, And Event cards.

BOARD & BOARD SETUP

Use a 5 X 5 grid as the board.

Each space must be large enough to hold a stack of cards.

The 4 corner spaces are empty.

These are home spaces.

Each player controls 1 home space.

Into the remaining 21 spaces:

Place 1 random Location card face up.

Place 1 random Guardian card face down.

Place 1 random Treasure/Magic Item card face down.

PAWNS

The Adventuring parties are represented by pawns.

Each player has 1 pawn.

An Adventuring party may contain up to 4 Heroes.

SETUP

Roll high on 1D6 to determine turn order.

Each players pawn starts in its owners home (corner) space.

TURN SEQUENCE

Players take turns.

The player whose turn it is, is the active player.

Each turn has 6 phases:

1 Draw phase

2 Recruit phase

3 Movement phase

4 Adventure phase

5 Recovery phase

6 Discard phase

DRAW PHASE

Active Player draws 1 card from the Adventure Deck.
If the deck runs out shuffle the discard and draw from it.

RECRUIT PHASE

If a player's pawn is in his home space, that player may play any Heroes in his hand to his 'Adventuring Party'.
The party may contain up to 4 Heroes.
Heroes in the party are placed face up on the table. They are in play.
Spell cards may be attached face down to mages, priests and heroes with spell levels.
A Hero can attach a number of spell cards equal to his spell level.
Spell cards may be attached regardless of pawn location.
Heroes may exchange magic items but not spells.

TREASURES & MAGIC ITEMS

Each player has a treasure pile.
Treasures go to treasure piles as soon as they are found.
Magic items are attached to Heroes as soon as they are found.
Heroes can receive the benefit of only one weapon at a time.

MOVEMENT PHASE

Move your Pawn (Adventuring Party) 1D6 spaces.
Moves must be orthogonal.
Alternatively you can automatically move your party back to your home space.
If you enter a space that contains a guardian or an opposing pawn, you must stop.
You cannot move your pawn into an opponent's home space.
If all Heroes in a party are killed, the pawn is moved back to its home space.

ADVENTURE PHASE

This occurs if a party is in the same space as a guardian, or enemy party.
Flip the Guardian Face up.
Determine the Guardian value. The guardian value is equal to:
The Guardians CBT (Combat) score + Location bonuses + 2D6.
Any opponent may play appropriate event cards to increase the Guardian value.
If the Guardian is a mage or priest any opponent may play a spell card from his hand.
Compare the guardian value to the party value. The party value is equal to:
The CBT (Combat) score of all Heroes + special bonuses + 2D6.
The active player may play appropriate event cards to increase the Party value.
Spell casting heroes may each play one of their attached spells.
Events & Spells are discarded as soon as they are used unless otherwise specified.
Some spells and events cause the party to retreat.
A retreating party immediately goes back to its home space.
If the Guardian value is greater than the Party value, the party is defeated.
A Defeated party receives 1D6 hits distributed by the active player.
A defeated party immediately retreats to its home space.
Any Hero reduced to 0 Hits is killed (discarded).
Heroes cannot be given more hits than will reduce them to 0 unless the hero has Martyr ability.
If the Guardian value is equal or less than the Party value, the party keeps the Treasure and the party receives only (1D6 - 3) hits.
The active player gets to put the Treasure in his treasure pile.
If the treasure is a magic item, it may be attached to a hero present that can use it.
Excess magic items may be carried.
If the guardian is defeated, discard the Guardian card.
Magic items may be recovered from dead heroes by surviving party members only if the

party won the adventure.

If two parties occupy the same space they will fight, each determining its Party Value by the process described above.

The victorious party suffers (1D6-3) hits.

The defeated party suffers 1D6 hits and must retreat to its home space.

If the defeated party is wiped out, the winners may recover their Magic Items.

Non-home spaces that do not have Guardians are considered to be empty.

RECOVERY PHASE

All Heroes in the active players party heal one Hit point of Damage.

Heroes heal two hit points of Damage if they are in their Home Space.

DISCARD PHASE

The player may move cards from his party into his hand.

A player must discard down to 7 cards in his hand.

CARD CHANGES

Do not use the "Party Encounter, Double Trouble, Second Guardian, or Monty Haul cards.

Pandoras Box- Discard to place 1D6 unused Guardians from Guardian deck onto target empty spaces. Maximum 1 guardian per space.

Happy Hunting- Take an extra Move and Adventure phase.

Lost- Your opponent may not move or adventure this turn. Play in his move phase.

[Return to Treasure Hunters](#)

[Zaks Treasure Hunter Dungeon Rules](#)

TREASURE HUNTER DUNGEON RULES

by Gottardo Zancani
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MAPPING

Add 8 "Road cards" to the Location card deck.

The group starts on a central location and they draw new location cards to be put adjacent to the current location.

If the first card is a Road you can draw another card; similarly if you the first area you enter is a Road you can move to a second location.

There is only a layout special rule: you cannot position 4 cards so that they create a 2x2 rectangle.

When you are on a Location (not Road) you can decide to explore it (usual guardian/treasure procedure).

An Explored Location is turned face down and cannot be Explored again

TH Expansion I: Dungeon

To add more "depth" to the game i've also imagined that on certain Locations (Dungeons of course) you can start a side Exploration using a separate mini-deck, the Dungeon Deck. The basic premise of the Dungeon is the following: Guardians are tougher but for each one you get 2 treasures.

A Dungeon mini-deck is composed of the following cards:

CONNECTIONS

Corridor (7x)	Empty
Exit (2x)	Empty
ROOMS (every room has a basic CBT modifier for ALL guardians)	
Torture Room	All guardians CBT+2; Underground
Treasure Room	All guardians CBT+2; 5 Treasures; draw 2 Guardians
Library	All guardians CBT+2
Empty Room (3x)	All guardians CBT+1
Dormitory	All guardians CBT+2
Cell (3x)	All guardians CBT+2; Humanoid CBT +3
Cavern (2x)	Underground; All guardians CBT+4
Trap Room (3x)	1d6-1 Hits - avoid on 8+ on 2D6 (+2 if a Thief is on the party)
Crypt	All guardians CBT+2 ; Undead CBT +3
Weapon Room	All guardians CBT+2; Weapon CBT +3
Temple	All guardians CBT+2; Spirits and Demon CBT+3

EVENTS

Dead party (2x) Collect 1 Treasure

Ceiling Collapse (2x) 1d6-3 hits

You can leave the Dungeon if you're on a Exit card (not mandatory) or if the mini-deck is exhausted (mandatory).

When a party leave the Dungeon the mini-deck is reshuffled.

[Return to Treasure Hunter](#)

[Return to Treasure Hunter Map Rules](#)

TREASURE HUNTER

INTRODUCTION

Card game. Adventuring parties compete to claim the most treasure.

OBJECT

After going through the deck once, the player with the most treasure points wins the game.

THE CARDS

Players will have to make the cards, about 140+ in all.
The card title is required but text is optional.
Players can always refer to the rules for the card text.
Illustrations are highly recommended.
Players will also need two six sided dice (2D6).

SETUP

Shuffle the deck.
Each player draws 7 cards.
Roll high on 1D6 to determine turn order.

TURN SEQUENCE

Players take turns.
The player whose turn it is, is the active player.
Each turn has 5 phases:
1 Draw phase
2 Recruit phase
3 Adventure phase
4 Recovery phase
5 Discard phase

DRAW PHASE

Active Player draws 3 cards.

RECRUIT PHASE

The player may play any Heroes in his hand to his 'Adventuring Party'.
The party may contain up to 4 Heroes.
Heroes in the party are placed face up on the table. They are in play.
Magic items may be attached to heroes that can use them.
Heroes can receive the benefit of only one weapon at a time.
Excess magic items may be carried.
Heroes may exchange magic items but not spells.
Spell cards may be attached face down to mages, priests and heroes with spell levels.
A Hero can attach a number of spell cards equal to his spell level.
Each player also has a treasure pile separate from the party.

ADVENTURE PHASE

The active player may pass or declare that he is going adventuring.
To conduct an adventure a player must have a party with at least one hero.
All Heroes in the party must go.
The active player plays a Location card face up and 1 Treasure card face down under it.
Any opposing player may play one guardian card, face up, on top of the location card.
If an opponent does not play a guardian, the active player gets to put the Treasure in his treasure pile.
If a guardian is played determine the Guardian value. The guardian value is equal to:
The Guardians CBT (Combat) score + Location bonuses + 2D6.
Any opponent may play appropriate event cards to increase the Guardian value.
If the Guardian is a mage or priest any opponent may discard a spell card from his hand to give the Guardian +1D6 CBT.
Compare the guardian value to the party value. The party value is equal to:
The CBT (Combat) score of all Heroes + special bonuses + 2D6.
The active player may play appropriate event cards to increase the Party value.
Spell casting heroes may each play one of their attached spells.
Events & Spells are discarded as soon as they are used unless otherwise specified.
Some spells and events cause the party to retreat.
A retreating party suffers no damage, but the treasure is discarded.
If the Guardian value is greater than the Party value, the treasure is discarded and the party receives 1D6 hits distributed by the active player.
Any Hero reduced to 0 (or less) Hits is killed (discarded).
A Hero cannot be given more hits than will reduce him to 0 unless the hero has Martyr ability.
If the Guardian value is equal or less than the Party value, the party keeps the treasure and the party receives only (1D6 - 3) hits.
After resolution of the adventure discard the Location and guardian cards.
Magic items may be recovered from dead heroes by surviving party members only if the party won the adventure.

RECOVERY PHASE

All Heroes in active players party heal one Hit point of Damage.

DISCARD PHASE

From the Party, the player may discard heroes, magic items, and spells.
A player must discard down to 7 cards in his hand.

HERO CARDS

TYPE	HITS	CBT	SPELLS	SPECIAL
1 Warrior	3	4	0	Fighter
2 Wizard	1	1	4	Mage
3 Wood Elf	2	3	1	Scout & Archer; Infravision
4 Dwarf	3	2	0	Fighter; Infravision, +2 vs Giants, +1 in Underground, Martyr
5 Cleric	2	2	2	Priest; +2 vs Undead; May use armor & blunt weapons
6 Enchantress	1	1	3	Mage, +4 vs Fey
7 Ranger	3	3	0	Scout, Fighter & Archer, +1 vs Humanoids
8 Barbarian	4	5	0	Fighter & Scout; +2 vs Spellcasters, May not use Magic Items or Spells
9 Beastmaster	3	3	1	Fighter; +4 vs Animals, Scout, Cannot use armor
10 Druid	2	2	2	Priest; +3 vs Animals & Plants & Fey, Scout
11 Thief	2	2	0	Thief & Archer; +4 vs Traps
12 Bard	1	1	1	Thief; Fellow adventurers CBT +1 each
13 Paladin	3	3	1	Fighter & Priest; +2 vs Undead, Martyr
14 Knight	3	3	0	Fighter; +4 vs Dragons, +2 vs Monsters

15 Halfling	1	2	0	Thief; +4 vs Traps, +2 vs Giants, +1 vs Humanoids
16 Priestess	1	1	3	Priest; +2 vs Undead, Other heroes in
	party may be Martyrs			
17 High Elf	2	2	2	Fighter & Mage; Infravision

CBT = Combat Value; Spells = Spell level; Hits = Hit Points

SCOUTS

Scouts are +1 CBT in Wilderness locations

LOCATION CARDS

TYPE	NOTES
1 Dungeon	Underground; Trap Guardians +3
2 Fairy Circle Ring	Fey Guardians +3
3 Giants Playground	Giant Guardians +3
4 Ruins	Monster Guardians +2
5 Temple	Demon Guardians +4
6 Maze	Singular Guardians +2
7 Caves	Underground; Humanoid Guardians +2
8 Caverns	Underground; Dragon Guardian +3
9 Mine	Underground; Place 2 treasures
10 Graveyard	Undead Guardians +2
11 Forest	Wilderness; Animal & Plant Guardians +2
12 Swamp	Wilderness; Swarm & Plant Guardians +2
13 Crypt	Undead Guardians +2
14 Catacombs	Underground; Undead Guardians +3
15 Tower	Spellcasting Guardians +3
16 Desert	Wilderness; Desert Guardians +3
17 Castle	Weapon Guardians +1
18 Volcano	Fire Guardians +2
19 Ice Formation	Cold Guardians +2
20 Shipwreck	Water Guardians +2

SPELL CARDS

TYPE	NOTES
1 Darkness	Retreat
2 Scry	Look at opponents hand & discard one of his cards;
	Play in recruit phase
3 Invisibility	Discard Guardian and claim treasure
4 Fireball	CBT +4; +4 vs Cold & Plants, Fire guardians immune
5 Freeze	CBT +3; +4 vs Fire, Cold guardians immune
6 Heal	Heal 1D6 Hits in Recovery Phase
7 Cure	Negates effects of Poison & disease
8 Ressurrection	Bring back Hero that died this turn with 1 Hit;
	Cast in Recovery phase
9 Lightning Bolt	CBT +5; +3 vs Singular Guardian
10 Blessings	All your heroes CBT+2
11 Control Animals	CBT +10 vs Animals
12 Polymorph	CBT +10 vs Singular Guardian
13 Haste	Target Hero CBT X 2; Hero suffers 1 Hit
14 Detection	CBT +8 vs Traps & Surprise Guardians
15 Sleep	CBT +6 vs nonswarm Humanoids and animals
16 Deflect Missiles	CBT +6 vs Archers and Ranged Attackers
17 Charm	CBT +8 vs Monsters
18 Fear	CBT +6 vs Humans & Humanoids
19 Illusion	CBT +1D6 vs intelligent guardians
20 Divination	Look at top 15 cards in deck in recovery phase, place
	them back in same order

MAGIC ITEM CARDS

1 Spell Book	Mage: Spells +1
2 Skeletal Lockpicks	Thief: +3 vs Traps
3 Boots of Speed	Hero: CBT +2; Thief or Scout: CBT +1
4 Arrows of Slaying	Archer: CBT +3; Three uses
5 Magic Bow	Archer: CBT +2
6 Enchanted Armor	Fighter: Hits +1
7 War Hammer	Fighter: CBT +1; +3 vs Giants; Dwarf: CBT +4
8 Disrupting Mace	Fighter: CBT+1; +2 vs Undead & Demons; Cleric: CBT+3
9 Flame Sword	Fighter: CBT +1; +4 vs Cold, +2 vs Plants;
Negates regeneration bonus	
10 Frost Sword	Fighter: CBT +1; +3 vs Fire, Negates Fire spells vs party
11 Eldritch Sword	Fighter: CBT +1; Spells = 1; +2 vs Spirits
12 Snake Staff	Priest: CBT +2
13 Battle Axe	Fighter: CBT +1; +4 vs Humanoids
14 Gauntlets of Might	Hero: CBT +1, Hero becomes a fighter
15 Mithril Armor	Fighter: Hits +2
16 Spell Shield	Fighter: CBT +1; Immune to guardian spells
17 Potion of Healing	Heal 1D6 Hits to party in Recovery Phase; One use
18 Staff of Striking	Priest: CBT +4; Five uses
19 Potion of Giant Strength	Hero: CBT +7, One Use
20 Holy Water	Priest: vs Undead +9; One use
21 Bearskin	Scout: CBT +2
22 Assassins Dagger	Hero: CBT +1, Thief: CBT +1

Bonuses are cumulative. For instance a fighter wearing boots of speed would be +2, a thief would be +3

GUARDIAN CARDS

TYPE	CBT	NOTES
1 Skeletons	8	Undead, Regenerate, weapons
2 Kobolds	8	Humanoid, Ambush, weapons
3 Pixies	16	Fey, If they win no damage but discard 1D6 equipment, Flying, Invisible
4 Goblins	10	Humanoid, Archers, weapons
5 Giant Rats	8	Animal, Disease, Swarm
6 Giant Scorpion	8	Poison, Monster, Singular, Desert
7 Dragon	18	Breath Weapon, Fire, Flying, Singular
8 Arrow Trap	12	Poison, Archer
9 Pit Trap	8	If party loses, they cannot adventure next turn
10 Poison Gas Trap	10	Poison
11 Party Encounter	X	This players party becomes the Guardian. The winning party gets the treasure.
12 Ents	14	Fey, Plant
13 Wraith	14	Undead, Spirit, Singular, Cold
14 Nymphs	6	Fey, Water, Female, vs Human Male Heroes CBT +8
15 Insect Swarm	10	Swarm, Poison, Flying, Regenerate
16 Orcs	12	Humanoid, weapons, Archers
17 Ogres	14	Giant, Humanoid, weapons
18 Drow	14	Humanoid, Mages, Archers, weapons
19 Troglodytes	10	Humanoid, Monsters, Surprise, Water, weapons
20 Green Slime	10	Monster, Acid, Regenerates
21 Zombies	10	Undead, Regenerate, Disease
22 Medusa	16	Monster, Petrification Gaze Attack, Female, Singular
23 Minotaur	12	Humanoid, Singular, +2 at Maze Location
24 Doppelganger	16	Surprise, Humanoid, Singular
25 Frost Giant	16	Giant, Cold, Singular, weapons, Throw Boulders
26 Fire Giant	16	Giant, Archer, Fire, Singular, weapons
27 Hell Hounds	12	Monsters, Animals, Demons, Fire, Breath weapon
28 Gargoyles	14	Monsters, Flying, Stone
29 Sorcerer	10	Mage, Singular
30 Chaos Knight	12	Fighter, Singular, Demon, weapons

31 Djinn 14 Flying, Spirit, Mage, Desert
Regenerating guardians must be defeated twice in a row.

POISON & DISEASE

Any hero receiving damage from a poison guardian is automatically killed.
Heroes that received damage from a disease guardian are CBT-2 until they are completely healed.

TREASURE CARDS

The treasure must be in the players treasure pile to have effect

TYPE	NOTES
1 Gold & Silver coins	Worth 2 Treasures
2 Golden Goose	Draw +1 card per turn
3 Dragons Hoard	Worth 3 Treasures
4 Cornucopia	Draw +1 card per turn
5 Philosophers Stone	Hand size +1
6 Living Harp	All your Heroes CBT +1
7 Pandoras Box	May be opened once per game to shuffle discard pile into deck
8 Flawless Gems	Worth 2 Treasures
9 Holy Icon	All your priests +1 Spell
10 Kings Crown	Party may have 5 Heroes
11 Ancient Tome	All your mages +1 Spell
12 Unicorn Horn	Hand size +1
13 Magic Tapestry	Look at opponents hand during your recruit phase
14 Rescue Princess	All your Heroes CBT +1
15 Enchanted Goblet	One Hero in recovery phase may drink from it to be fully healed

EVENT CARDS

TYPE	NOTES
1 Theft	If your party contains a thief, steal one of opponents treasures. Put it in your pile. Play in your recruit phase.
2 Pilfer	If your party contains a thief, steal one of opponents magic items. Play in your recruit phase.
3 Ambush	Guardian +4 CBT.
4 Fight another Day	Your Party retreats.
5 Happy Hunting	Take an extra Adventure phase this turn. Play after first adventure phase.
6 Lost	Your opponent may not adventure this turn. Play in his recruit phase.
7 Spy	If your party contains a thief or scout, Look at opponents hand & discard one of his cards; Play in recruit phase.
8 Tavern	rest at Inn; All your heroes heal an extra hit. Play in recovery phase.
9 Smite	Fighter +6 CBT vs singular guardian.
10 Double Trouble	Play two guardians at location. They add their values together.
11 Second Guardian	Play a second one that must be defeated to claim the treasure.
12 Disaster	If the party has lost they receive an additional 1D6 damage.
13 Encounter	Play a nontrap guardian against a party that has declared they are not adventuring. There is no location or treasure involved.
14 Trading post	Discard your hand & draw 5 new cards in recruit phase.
15 Tracker	If your party contains a scout, draw 10 cards, keep one, and shuffle the rest back into the deck, during recruit phase.
16 Martyr	One of your heroes may martyr.
17 Ruined	Destroy one target magic item.
18 Monty Haul	Two treasures are placed at location. They are claimed together
19 Rise again	Guardian regenerates.

MULTIPLAYER RULES

All rules the same, however, players must determine who the "Opposing player" is during the action phase.
For maximum interaction, each other player going clockwise may pass or oppose.
Only one opposer allowed.

SOLITAIRE RULES

Setup:

Take event cards out of the deck.

Draw a full hand. Discard location, treasure, and guardian cards.

Play all Hero cards. Do not attach magic items.

Redraw and discard until you have 4 heroes out and a full hand.

Play:

Draw one card at a time

If it is a Location card, this becomes your new location. Discard the old one.

If it is a Hero, Spell or Magic item, you may put it in your hand.

If it is a Treasure, you may put it directly into your treasure pile.

If it is a Guardian, your party must immediately confront it.

You loose if at any time you have no heroes in play.

You win if you are able to get all the way through the deck.

Rule modifications:

Ignore any card instructions that allow you to draw more than one card per turn.

Ignore any card instructions that allow you to meddle with an opponents hand or cards.

TREASURE HUNTER ALTERNATE RULES

Map & Movement options.

[Click here](#)

CARD SET

[Italian Cardset](#) by Zak

TRON THE CARD GAME

INTRODUCTION

Card game for 2 players.
The action takes place in the world of Virtual World of Tron.

DISCLAIMER

Tron is a licensed, copyrighted, trademarked property.
This is merely a fan site.

THE DECKS

There are 2 separate, unique decks:
One for the Tron player, and one for the MCP (Master Control Program).

THE TRON DECK

The Tron deck has 6 types of cards:
Programs (Characters)
Skill (Needed to defeat Games and Security)
Escape (Needed to go Rogue)
Activation (Needed to become Activated)
Transport (Needed to reach the Mesa)
Sub-Routines (Special Effects)

THE MCP DECK

The MCP deck has 4 types of cards:
Control (Needed to Win)
Games (Used to Destroy Programs on the Game Grid)
Security (Used to Destroy Programs off the Game Grid)
Sub-Routines (Special Effects)

MCP OBJECTIVES

The MCP wins when all 10 Control cards have been downloaded (put into play).

TRON OBJECTIVES

Tron wins by Derezzing (Deresolution = Destroy) the MCP in Program Delete Phase.

SETUP

Both players start with a hand of 6 cards.
The Tron player may call a Mulligan and redraw if he has no Program cards.

PROGRAM STATUS

Important concept to game play.
The Tron player controls Programs (characters) such as Tron, Flynn, Ram, etc.

Depending on their location and experiences the 'status' of the programs will change. Use dice, coins or markers to represent status changes. The normal progression of Status is as follows:
Game Grid à Rogue à Activated à Mesa
Certain phases of the turn sequence only apply to programs with the indicated status.

TURN SEQUENCE

There are 8 phases in each turn:

Data Input Phase
Program Execute Phase
Game Grid Phase
System Escape Phase
User Interface Phase
File Transfer Phase
Program Delete Phase
Sub-Routine Phase

DATA INPUT PHASE

Each player draws 2 cards.
If a deck runs out, shuffle the discard and draw from it.
Max hand size is 8 cards. Discard excess cards.

PROGRAM EXECUTE PHASE

The MCP may download (put into play) one Control card.
The Tron player may download one Program (Character).
Program and Control cards remain in play face-up on the table.
(Note: all other types of cards are discarded when played)
Programs start in Game Grid Status. Exceptions:
In order to download Flynn (a User) the Tron player must also play (discard) a 'Matter Transform Sequence' card.
Clu when downloaded starts in Rogue Status.
Yori may be downloaded in Rogue status if Tron is currently in Rogue status.
Uniqueness Rule: You may only have one Program of one type in play at a time. (You can't have 2 copies of Tron out at once)

GAME GRID PHASE

Skip this phase if there are no programs with Game Grid Status in play.
The MCP may play a Game card.
The Game card has a Power Level (number).
The Tron player may counter the Game card by playing Skill cards with total Power Level that is equal to or higher than the power level of the game card.
If the Tron player does not counter the Game card, then one program with Game grid status is derezzed (discarded).

SYSTEM ESCAPE PHASE

Skip this phase if there are no programs with Game Grid Status in play.
The Tron player may play one 'Escape' type card.
This changes the status of all Game Grid programs to Rogue status.
The MCP may play a Security card.
The Security card has a Power Level (number).
The Tron player may counter the Security card by playing Skill cards with total Power Level that is equal to or higher than the power level of the Security card.
If the Tron player does not counter the Security card, then one program with Rogue status is derezzed (discarded).

USER INTERFACE PHASE

Skip this phase if there are no programs with Rogue Status in play.
The Tron player may play one 'Activation' type card.
This changes the status of all Rogue programs to Activated status.
The MCP may play a Security card.
The Security card has a Power Level (number).
The Tron player may counter the Security card by playing Skill cards with total Power Level that is equal to or higher than the power level of the Security card.
If the Tron player does not counter the Security card, then one program with Activated status is derezzed (discarded).

FILE TRANSFER PHASE

Skip this phase if there are no programs with Activated Status in play.
The Tron player may play one 'Transport' type card.
This changes the status of all Activated programs to Mesa status.
The MCP may play a Security card.
The Security card has a Power Level (number).
The Tron player may counter the Security card by playing Skill cards with total Power Level that is equal to or higher than the power level of the Security card.
If the Tron player does not counter the Security card, then one program with Mesa status is derezzed (discarded).

PROGRAM DELETE PHASE

Skip this phase if there are no programs with Mesa Status in play.
The MCP may play a Security card.
The Security card has a Power Level (number).
The Tron player may counter the Security card by playing Skill cards with total Power Level that is equal to or higher than the power level of the Security card.
If the Tron player does not counter the Security card, then one program with Mesa status is derezzed (discarded).
Only if the Tron player has defeated the Security card, he may now discard one last Skill card. This erases the MCP and Tron wins.

SUB-ROUTINE PHASE

Play Sub-routine cards in this phase unless otherwise instructed by the card.

TRON DECK CARD TYPE NOTATION

S = Skill
P = Programs
E = Escape
A = Activation
T = Transport
R = Sub-Routines
X = Sub-Routine played immediately in response to an effect
U = This card can only be played if Flynn (a user) is in play
= Number of Copies of this card in the deck.

TRON DECK CARD LIST

Card Name	#	Type	Power	Notes
Tron	2	P	-	All Skill cards played get +1
Power				
Flynn	2	P	-	User
Ram	2	P	-	Draw one card if Derezzed

Clu played	2	P	-	Look at opponents hand when
Yori	2	P	-	Draw two cards when played
Timing	5	S	1	
Balance	5	S	2	
Aim	5	S	3	
Speed	5	S	4	
Coordination	5	S	5	
Reflexes	5	S	6	
Divert Beam	1	SU	3	Use only in File Transfer Phase
User Sacrifice	1	SU	7	Use only in Program Delete Phase
Reassemble Recognizer	1	TU	-	
Light Cycles	1	T	-	
Reach I/O Tower	1	T	-	
Solar Sailor	1	T	-	
Steal Simulation	1	T	-	
Captive aboard Carrier	1	T	-	
Game Tank	1	T	-	
Alan-1	1	A	-	
Break In	1	A	-	
Password	1	A	-	
Forge Group 6 Access	1	A	-	
Hacking	1	A	-	
Code Disc	1	A	-	
Dumont the Tower Guardian	1	A	-	
Escape Game Grid	1	E	-	
Illegal Exit	1	E	-	
Lose Visual Contact	1	E	-	
Renegade Programs	1	E	-	
Reach the Canyons	1	E	-	
Breach Arena Wall	1	E	-	
Minus One Tank	1	E	-	
Location Query	1	R	-	Put any 1 deck card into your hand
Matter Transform Sequence	2	R	-	Play in Program Execute Phase
Bit	1	R	-	Shuffle Discard into the deck
Pool of Pure Power	1	R	-	Draw 2 cards
Re-Energize derezzed	1	XU	-	Prevent program from being
Inoperative Data Systems	1	R	-	Opponent must discard 2 random cards
Bugs in the System	1	R	-	Opponent must discard 2 random cards

THE MCP DECK CARD TYPE NOTATION

C = Control
G = Games
S = Security
R = Sub-Routines
= Number of Copies of this card in the deck.

MCP DECK CARD LIST

Card Name	#	Type	Power	Notes
Cesta	1	G	1	
Discs	1	G	2	
Vice Blasters	1	G	3	
Space Paranoids	1	G	4	
Light Cycles	1	G	5	
Warrior Elite	1	G	6	
Guards	4	S	1	
Grid Bugs	2	S	2	
Recognizers	4	S	3	

Sector Search	3	S	4	
Tank Pursuit Force	3	S	5	
Sark	2	S	6	
Deflector Shields	1	S	7	Use only in Program Delete Phase
Giant Sark	1	S	7	Use only in Program Delete Phase
Appropriate Outside Systems	1	C	-	
Chinese Language Files	1	C	-	
Access the Pentagon	1	C	-	
Access the Kremlin	1	C	-	
Shutdown Group 7 Access		1	C	-
Renounce Belief in the Users	1	C	-	
Assimilate Useful Programs	1	C	-	
Blackmail Dillinger	1	C	-	
Control INCOM	1	C	-	
Increase Intelligence	1	C	-	
Command Carrier	1	R	-	Draw 2 Cards
Dead Zone Conscripts	1	R	-	Draw 2 Cards
Progress Report	1	R	-	Look at next 10 cards in own deck
End of Line	1	R	-	Opponent must discard 2 random cards
Null Unit	1	R	-	Shuffle Discard into the deck
Logic Probe	1	R	-	Look at opponents hand
Transport Disorientation	1	X	+1	Game gets Power +1

TROOPERS

A battle
between Futuristic Troops.

Style

Board & card game for 2 players.

VICTORY

Kill the opposing Commander.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.

8

Troopers

2

Tanks

2

Aircraft

2

Hovercraft

1

Artillery

1

Commander

SETUP

Each player places one unit on each square of his back
two rows.

Units may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Battle Phase

ORDERS PHASE

Discard old cards.

Draw 7 cards.

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

MOVE PHASE

Play (discard) a Move card to move one of your units.

Units can move through other units only if they are
making an Aerial Move.

The move card has a number; this is the number of
spaces the unit can move.

Moves are orthogonal.

You may play as many movement cards as you have in
your hand.

BATTLE PHASE

Play (discard) an Attack card to have a unit attack.

The attack card has a number.

This is the range of the attack.
 Attacks are diagonal or orthogonal.
 An attack does 1 point of damage.
 The defender may play a Defense card to negate damage points.
 If the target unit is damaged more than defended it is destroyed.

CARD LIST NOTATION

M = Movement Value = Distance
 A = Attack Value = Range
 D = Defense Value = # of attacks negated
 AM = Aerial Move
 Unit = Who can use the card
 Type = Purpose of card
 # = Number of that type of card in the deck

CARD LIST

#	Card name	Type	Value	Unit
1	Walk	M	1	Troopers
2	Jump pack	AM	2	Troopers
3	Tread	M	1	Tanks
1	Swoop	AM	4	Aircraft
1	Thrusters	AM	6	Aircraft
1	Scramble	AM	8	Aircraft
3	Reposition	M	1	Artillery
1	Advance	M	2	Hovercraft
1	Charge	M	3	Hovercraft
1	Fly over	AM	4	Hovercraft
2	Push	M	1	Commander
1	Onslaught	M	2	Commander
3	-	A	1	Troopers, Tanks, Aircraft, Artillery, Jeep, Commander
3	-	A	2	Tanks, Aircraft, Artillery, Commander
3	-	A	4	Troopers, Tanks, Artillery
3	-	A	8	Artillery
3	-	A	1	Troopers, Jeep, Commander
3	-	A	2	Aircraft, Jeep, Commander
3	-	A	2	Troopers, Tanks, Aircraft, Jeep, Commander
3	-	D	1	Troopers, Tanks, Artillery
3	-	D	1	Tanks, Aircraft, Commander
3	-	D	2	Tanks
1	-	-	Draw 3 cards	
1	-	-	Discard and replace unwanted cards	

TUNNEL RAT

INTRODUCTION

Vietnam War tunnel combat.
Bluffing game for 2 players.
One Player is the US Tunnel Rat.
The other player is the VC.

THE DECK

The deck contains 40 cards:
10 Viet Cong (VC) cards
10 Trap Cards
20 Tunnel Cards

OBJECT

The VC player wins if he inflicts 5 casualties.
The US player wins if he accumulates 5 tunnel cards.

VC RULES

The VC player must keep his hands where the rat can see them.
The VC cannot wear sunglasses.
The VC must look the rat in the eyes.
The VC must verbally answer all questions by the rat.

TURN SEQUENCE

There are 8 phases in a turn:

1. Draw Phase
2. VC Phase
3. Trap Phase
4. Advance Phase
5. Cross Examination Phase
6. Action Phase
7. Revelation Phase
8. Result Phase

DRAW PHASE

The VC player draws 1 card.
He must look at it.
He must not show it to the US player.

VC PHASE

The US player may ask the VC:
"Is it a VC?"
The VC must always answer no.

TRAP PHASE

The US player may ask the VC:
"Is it a Trap?"
The VC must always answer no.

ADVANCE PHASE

The US player may ask the VC:
"Is it safe?"
The VC must always answer no.

CROSS EXAMINATION PHASE

The US player may repeat the 3 questions in any order as much as he likes.
The VC must always answer no.

ACTION PHASE

The US player must guess which card the VC has drawn:
Tunnel, VC, or Trap.
If he thinks it's a tunnel he must say: Advance.
If he thinks it's a VC he must say: Shoot.
If he thinks it's a tunnel he must say: Search.

REVELATION PHASE

The VC shows the US player the card.

RESULT PHASE

If it is a VC and the rat guessed correctly:
Discard the card.
If it is a VC and the rat guessed incorrectly:
The US player suffers one casualty.
The VC keeps the card.
If it is a Trap and the rat guessed correctly:
Discard the card.
If it is a Trap and the rat guessed incorrectly:
The US player suffers one casualty.
The VC keeps the card.
If it is a Tunnel and the rat guessed correctly:
The US player keeps the card.
If it is a Tunnel and the rat guessed incorrectly:
Discard the card.

GAME DESIGNERS NOTES

I hope this game doesn't offend.
If it does, e-mail me and I'll remove it.

The War in Heaven

By:
Sir Gerard Luft

Setting

A long time ago, in a Universe far, far away, a race who had tyrannically ruled time and space in their Universe had to face the premature end of their Continuum. The end of the Universe was prompted by a powerful being known as Dionysus. Dionysus and some of his comrades escaped into the next Universe, which was an Antiverse to their original home. That Antiverse is our own present universe.

The Virtuous Dionysus, his comrades from the previous Universe and righteous Empire at the end of time strive to protect our Universe from the invasion of the previous Time/ Space Continuum's natives. Led by the mysterious Time's Champion, the Exousia and Arche are struggling to establish a beachhead in our Universe (their Antiverse) from which they can write themselves into our Time Continuum's history. Only Dionysus, the Empress, Archaggelos, Malak's, and Clade, can prevent the self proclaimed Time's Champion, the Imperatrix, the Exousia, Arche and Shed from conquering our Time/ Space Continuum.

Rules

This game follows the basic "Magic the Gathering" rules, which can be found at:

<http://www.wizards.com/default.asp?x=magic/rules/newplayer,,en>

An "Official" MTG Solitaire play rules are available at:

http://www.wizards.com/duelist/Issue_34/HouseRules.html

The Time Cards in this game serve as "generic" land cards.

One player assumes the role of Dionysus, while the other plays Time's Champion.

Cards

The link below provides all the cards necessary for play. Dionysus has the blue border cards with the blue Time Cards, and Time's Champion uses the red bordered cards and red Time Cards. Each side will need one of each of the cards provided that match their color. Additionally each player will need 14 Time Cards of his color.

The War in Heaven

Cards:

<http://www.angelfire.com/games4/doctorwhoeyespy/wih.zip>

If this or any other link does

not work, just copy and past them to your browser. They should work then.

Troll Treasures

A game by Jason Newell,
for 1-4 players

A band of Elven adventurers have got it into their heads to have a competition, to see who is the most talented Treasure Hunter of the lot. To this end, they decide to infiltrate the nearby troll caves, known for the ample treasures within, and filch the treasures.

Completely unaware of the competition, the trolls are obviously surprised by the band of elven intruders swanning about in their caves, and understandably they are a little miffed.

It is a race against time to amass enough treasure and get out before the trolls clobber you into oblivion!

Components

1 playing piece and stat card for each elf

1 playing piece and stat card for each troll

1D8

49 wound tokens

24 arrow tokens

24 mana tokens

6 wall pieces

2 magic door pieces

3 sorcerer markers

3 quiver of arrows marker

3 magic potion markers

The Search Deck

The Board (The board should consist of at least 10 irregular sized rooms, a minimum of 4x4 spaces, connected by corridors 1 space wide. Eight of the rooms have a number in them, 1-8, in the centre space of the room, or in a space as near to it as possible. On each board edge there should be an entrance/exit that does not have a clear line of sight to a room. Each space should ideally be 1"x1")

Object

To be the first player to find five treasures and get out before the trolls pummel you into a pulp.

Set Up

Each player chooses one of the four elven adventurers: Tanlya, Argis, Lightfingers or Zephyr. They take their elf's stat card, 6 arrow, wound and magic tokens, and put their playing piece at one of the entrances of the board. Then players roll a D8 for each troll, placing them on the number in the rolled room, and take it in turns to place the wall pieces. A wall piece cannot be placed so that it blocks a player's path into a room at the start of the game. Players then roll to determine who goes first (whoever rolls the highest).

The Turn

Each player takes it in turn to move their elf and make their actions, going clockwise around the board. After each player has had a turn, it becomes the Trolls' turn. Once the trolls have acted, then the turn goes back to the first player, and so on.

Each elf has a stat card, which lists their different statistics:

Wounds: How much damage the elf can take before its player is out of

the game.

Arrows: How many times an elf can shoot its bow

Mana: How many times an elf can use its magic

Speed: How many spaces an elf may move in its turn

Magic: What an elf needs to roll equal to or over to use magic

Bow: What an elf needs to roll equal to or over to fire its bow

Find: What an elf needs to roll equal to or over to successfully search a room

An Elf may move any number of spaces in its turn up to its Speed

rating. It may fire its bow or use its magic at any point in its move.

Searching is the last thing an elf does in its turn. Wall pieces cannot be moved through. You cannot move through a space occupied by a troll or another elf.

Firing a Bow

An elf can shoot its bow at any troll it can draw a clear line of sight to. Corners block line of sight. The bow cannot be used if the elf is in a space adjacent to a troll. The player rolls the dice. If the score is equal or greater than their Bow rating, then they hit the troll, who discards a wound token. If they roll lower, then they have missed. Either way, that player must discard an arrow token. If a player has no arrow tokens, then they cannot use the bow.

Using Magic

Magic can be used in two ways: stunning a troll, or moving a wall piece.

Stunning a troll: An elf can use its magic on any troll it can draw a clear line of sight to. Corners block line of sight. The player rolls the dice.

If the score is equal or greater than their Magic rating, then they hit the troll, who is stunned (taking no action in the next troll phase). If they roll lower, then nothing happens. Either way, that player must discard a mana token.

Moving a wall piece: If the player's elf is adjacent to a wall piece they can use magic to move it. The player rolls the dice. If the score is equal or greater than their Magic rating, then they can move the wall piece to any other viable space. If they roll lower, then nothing happens. Either way, that player must discard a mana token.

If a player has no mana tokens, then they cannot use magic.

Searching

At the end of their move, an elf may search. Searching can only be done if the elf ends its move in a room, not a corridor, and if there is no troll in a line of sight. An elf cannot search the same room twice in a row, whether they find something or not.

The player rolls the dice. If the score is equal or greater than their

Find rating, then they draw a card from the search deck. If it is a treasure card, add it to your stack. Otherwise, do what the card says, discarding it afterwards. If there are no cards left in the search deck, reshuffle and re-use the discard pile. If they roll lower, then nothing happens.

Once an elf has five treasure cards, they must try to escape by moving to the entrance space they started in.

The Troll Phase

Once every player has had a turn, it becomes the troll phase. The

trolls act in this turn order: Grall, Tibor, Vries, Brion.

Each troll has a stat card which lists their different statistics:

Wounds: How many wounds a troll can take before being removed from the

game

Thump: What a troll needs to roll equal to or over to hit an elf

Brains: What a troll needs to roll equal to or over to pass a stupidity test

Speed: How many spaces a troll can move in their turn

At the beginning of their turn, a troll must make a stupidity test. If they can draw a line of sight to an elf, then they DO NOT take a test, they instead move towards that elf by the most direct route. If there is more than one, then the troll moves towards the closest. If there is more than one the same distance away, then determine randomly which one the troll will move towards.

Roll a dice for the troll. If the score is equal or greater than their Brains rating, then they move towards the nearest elf. If there is more than one the same distance away, then determine randomly which one the troll will move towards. If they roll less, then roll on the Stupidity Table:

1-2: Move troll away from nearest elf

3-5: Dawdle: troll does nothing this turn

6-7: Move troll towards the nearest elf at half their speed, rounding down.

8: Uses

Tunnels: The troll gets bored and uses their secret tunnels. Roll the dice and place the troll in the space rolled.

If a troll lands in a space adjacent to an elf, at any time, then they will try to thump that elf. If they land next to more than one elf, then they try to thump both of them. Roll once for each elf they are trying to thump. If the score is equal or greater than their Thump rating, then they hit the elf, who must discard 1 wound token and 1 treasure card, if they have any. If they roll lower, then nothing happens.

Once every troll has had a turn, it goes back to the elves turns.

Moving Wall Pieces

Wall pieces are moved by using magic, if they are hit by the mine cart, or by drawing a Move Wall card. A wall piece can be moved to any space so long as there is a wall on either side of the wall piece. Basically, this means that wall pieces cannot be placed in rooms, intersections or corners.

Magic Doors

At a cost of 1 movement, an elf may move on to a magic door and move instantly to the other magic door. An elf cannot end its movement on a magic door.

Trolls will not use the magic door, as they are scared of it/too dumb to use it.

If the Magic Door card is redrawn, then that player may move the doors to different locations.

Mine Cart

Any troll hit by an elf in the mine cart loses 1 wound. Elves are unaffected by being hit by the cart as they are nimble enough to jump out of the way. The mine cart can move through wall pieces, which are replaced as the player chooses. The mine cart cannot go through the magic door.

Sorcerers, Magic Potions and Quivers of Arrows

If an elf draws a Sorcerer, Magic Potion or Quiver of Arrows card, but has a full supply of the specific token, then place a Sorcerer, Magic Potion or Quiver of Arrows marker in a space adjacent to that elf. Any player who lands on that space can replenish their supply as if they

had drawn the appropriate card. Discard the token if this happens.

Elf Stats

Elf	Wounds	Arrows	Mana	Speed	Bow	Magic	Find
Tanlya	6	6	6	6	4	6	5
Argis	6	6	6	6	6	4	5
Lightfingers	6	6	6	6	5	5	4
Zephyr	6	6	6	8	5	5	5

Troll Stats

Troll	Wounds	Thump	Brains	Speed
Grall	6	4	6	5
Tibor	6	5	5	6
Vries	7	5	5	5
Brion	6	6	4	5

Search Deck

Card	#	Text	Rules
Move Wall	6	<i>There is a rumble as the walls shift</i>	Take one wall piece and place it where you wish
Nothing!	5	<i>You find nothing</i>	-
Trap!	4	<i>You have set off one of the troll's traps!</i>	Make a Find test. If you fail, lose 2 wounds. If you succeed, keep this card. If a troll tries to thump you, play this card. The troll does not thump this turn, in addition the troll loses 2 wounds and becomes stunned
Magic Potion	3	<i>You find an old bottle full of magic potion</i>	Restore your wounds to its starting amount
Quiver of Arrows	3	<i>You find a quiver full of arrows</i>	Restore your arrows to its starting amount
Sorcerer	3	<i>You stumble across an old sorcerer in the caves</i>	Restore your mana to its starting amount
Move Troll	2	<i>You manage to distract a troll with a thrown rock</i>	Move a single troll up to its full movement any way you like
Trapdoor	2	<i>You find a small compartment for trollish possessions</i>	Draw 2 more cards
Mine Cart	1	<i>You fall into a rickety old mine cart which flies off in a bumpy ride around the mine</i>	Roll the dice three times. You must move that many spaces in any direction, ignoring obstacles.
Magic Door	1	<i>You come across a doorway that glows with magic</i>	Take a magic door piece and place it adjacent to you. Place the other piece anywhere on the board. By moving on one door, you get transported to the other.
Treasure	1	<i>You find a solid gold statue</i>	
Treasure	1	<i>You find a gold crown with a large ruby in the front</i>	
Treasure	1	<i>You find a silver sceptre with a mounted ruby</i>	

Treasure	1	<i>You find a bunch of toadstools that glow with magic</i>	
Treasure	1	<i>You find a large sparkling gem</i>	
Treasure	1	<i>You find a large silver urn</i>	
Treasure	1	<i>You find a gold and silver armlet</i>	
Treasure	1	<i>You find a masterfully crafted sword</i>	
Treasure	1	<i>You find a beautiful golden goblet</i>	
Treasure	1	<i>You find a gold necklace encrusted with gemstones</i>	
Treasure	1	<i>You find a golden bowl</i>	
Treasure	1	<i>You find a bag full of gold</i>	
Treasure	1	<i>You find a gem studded ring</i>	
Treasure	1	<i>You find an engraved silver harp</i>	
Treasure	1	<i>You find a solid gold candelabra</i>	
Treasure	1	<i>You find a column of sparkling green crystal</i>	

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UNDERDARK ADVENTURES

INTRODUCTION

Board & Card game for 2+ players.
Based on the Dungeons & Dragons Underdark Setting.
Quest for the Underdark Maps

THE MAP

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

PIECES & DICE

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

ADVENTURERS

You control a party of adventurers (initially six).
Adventurers are also referred to as Characters.
Characters differ in Race and Class.
There are 3 Class types:
Mage, Rogue, and Fighter.

THE EVENT DECK

Players share a common Event Deck.
The deck has 2 types of cards: Aid cards & Foe cards
There are 2 types of Foe cards: Traps & Creatures
There are 2 types of Creatures: Monsters & Intelligent
Aid cards include: Prestige Classes, Weapons, Armor, Items, One use Items, & Spells.
Every Aid card is specific for either Mage, Rogue, or Fighter Characters.

VICTORY

Return your party to the Start space with the Underdark Maps.

SETUP

Roll on the Terrain table for each space on the board.
Each player gets 6 characters.
Roll on the Random Adventurer table to generate your party.
Each player is dealt a hand of 7 cards.
Players roll high on 1D20 to see who goes first.
Players pawns start in the start space.
A Token representing the Underdark Maps is placed in the End Space.
Note: the Start Space is a 'safe' area: No battles, no traps, no Navigation rolls.

COURSE OF THE GAME

Phase I
Players take turns moving their Parties towards the End space.

Phase II

The party that reaches the End space first gains possession of the Underdark Maps. To win, that party must turn around & move back to the Start space.

This party becomes known as the Map party.

Opposing Parties can now move in either direction.

If an opposing party defeats the Map party in battle, they gain possession of the Underdark Maps and become the new Map party.

TERRAIN TABLE

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

1D20	Type:	Type	Extra	Notes:
1	City	C	O	Intelligent Foes get +3
2	Dungeon	C	F	Intelligent Foes get +3
3	Shaft	N	O	Navigable
4	Lava Tubes	N	F	Navigable
5	Mine	C	F	Navigable
6	Cave	N	F	Navigable
7	Cavern	N	O	Monster Foes get +3
8	Abyss	N	O	Barrier
9	Bone Cave	N	F	Monster Foes get +3
10	Labyrinth	C	F	Barrier
11	Web Cave	N	F	Barrier
12	Rift	N	O	Barrier
13	Vault	N	O	Navigable
14	Portal	C	F	Roll on Portal Table
15	Earth Node	C	F	Mages get +3
16	Sickstone	N	F	Danger
17	Magma	N	F	Danger
18	Sea Cave	N	W	Barrier
19	River Canyon	N	W	Barrier
20	Quickstone	N	F	Danger

C = Civilized; N = Natural; O = Open; W = Water, F = Confined

PORTAL TABLE

1D6	Notes:
1-2	Go Back 1D6 Spaces
3-4	Fight a Planar Foe of Level = 1D20
5-6+	Go Forward 1D6 Spaces

Get +1 to the roll per Mage in your party.
This is called the Portal roll.

RANDOM ADVENTURER TABLE

1D20	Card Name	Class	Notes:
1	Chitine Renegade	R	Spiderlike Humanoids
2	Imaskari Wizard	M	Ancient Isolated Humans
3	Male Drow Wizard	M	Dark Elves
4	Duergar Fighter	F	Grey Dwarves
5	Gloaming Sorcerer	M	Winged Glowing Humanoids
6	Grimlock Barbarian	F	Blind Brutish Humanoids
7	Kuo-Toa Exile	R	Amphibious Humanoids
8	Slyth Druid	M	Amorphous Humanoids
9	Svirfneblin Guide	R	Deep Gnomes
10	Derro Scout	R	Insane Dwarves
11	Illithid Wizard	M	Mind Flayers
12	Minotaur Marauder	F	Bull Headed Humanoids
13	Orog Mercenary	F	Deep Orcs
14	Quaggoth Warrior	F	Savage Humanoids
15	Tanarukk Bodyguard	F	Demon Orcs
16	Troglodyte Raider	R	Reptilian Humanoids

17	Kuo-Toa Monk	F	-
18	Slyth Ranger	R	-
19	Female Drow Cleric	M	Priestess of Lolth
20	Reroll for Race	X	Pick Class

TURN SEQUENCE

Players take turns.
 Each turn has 7 Phases:
 Event Phase
 Difficulties Phase
 Recruit Phase
 Attachments Phase
 Move Phase
 Encounter Phase
 Battle Phase

EVENT PHASE

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

DIFFICULTIES PHASE

If your party is in a Barrier space roll 1D20.
 This is the Barrier Roll.
 Add 1 for every Rogue in your party.
 On a roll of 10 or less your party cannot find its way and you may not move in Move Phase.
 If your party is in a Danger space roll 1D20.
 This is the Danger Roll.
 Add 1 for every Rogue in your party.
 On a roll of 10 or less you must discard 1 random party member.
 Barrier & Danger Roll are collectively called Navigation Rolls.
 If your party has the Underdark Maps they get +5 to Navigation Rolls.

RECRUIT PHASE

If you have less than 6 Characters roll 1D20.
 This is the Recruit Roll.
 On a roll of 18+ gain 1 new party member.
 Add 3 to the roll if you are in a City or Mine Space.

ATTACHMENTS PHASE

You may attach "Attachment" cards from your hand to appropriate party members. These include:
 Prestige Classes, Weapons, Armor, and Items.

MOVE PHASE

Move your party 1D6 spaces.
 This is known as the Move Roll.
 (Forward in Phase I or either way in Phase II.)

ENCOUNTER PHASE

If you are in a space not occupied by an opposing party, any Opponent may play a Foe card on you.
 If your opponent plays a Trap card on you roll 1D20.
 This is the Trap Roll.
 Add 1 for every Rogue in your party.
 On a roll of 10 or less you must discard 1 random party member.

BATTLE PHASE

If in Move phase you landed on an opposing party, or an opponent played a Creature Foe on you in Encounter Phase, you must fight.
 Determine the Force Total of your Party...
 Force Total = 1D20 + (# of Party Members + # of Attachments) + (2 X # of Spells & One use Items you play from your hand)
 You may only play one Spell per Mage in your Party.
 Note: the 1D20 is referred to as the Battle Roll.
 Determine the Force Total of the opposing party the same way.
 Reroll ties. The side with the higher total wins.
 The loser must discard one random Character.
 The winning party gets the Attachments of the discarded character.
 The Force Total of a Creature Foe = 1D20 + Foe Level.
 If you defeat a Creature draw a card.
 If you lose vs a creature, discard a random character.
 At the end of the turn, discard any Foe card and All played Spells & one use Items.

ARMOR SAVE

If a character with Armor is killed roll 1D6.
 This is called the Armor Roll.
 On a roll of 4+ the Armor is discarded instead.

CARD LIST NOTATION

Card Type:	Force	Notes:
W = Weapon	+1	Max 1 per Character
A = Armor	+1	Max 1 per Character
I = Item	+1	Max 3 per Character
U = One Use Item	+2	1 Use then Discard
C = Prestige Class	+1	Max 1 per Character
S = Spells	+2	1 Use then Discard

FIGHTER AID CARD LIST

Card Name:	Type	Notes:
Razored Armor	A	
Razored Shield	I	
Steel Fins	I	
Flutter Blade	W	
Pincer Staff	W	
Tentacled Hide	A	
Stonemail	A	+1 to Armor Rolls
Virile Madness Potion	U	
Stalactite Blade	W	
Bloodthirsty Blade	W	
Trespasser Greatsword	W	+1 to Battle Rolls
Barbed Whip	W	
Cortical Exoarmor	A	+1 to Armor Rolls
Gauntlet of Disintegration	I	
Inquisitor	C	+1 to Recruit Rolls
Vengeance Taker	C	+1 to Battle Rolls

Body Tamer	C	+1 to Battle Rolls
Judicator	C	+1 to Battle Rolls
Tunnel Fighter	C	+1 to Battle Rolls

ROGUES AID CARD LIST

Card Name:	Type	Notes:
Dart Thruster	W	
Spidersilk Armor	A	
Spelunkers Kit	I	+1 to Barrier & Trap Rolls
Acid Vials	U	
Stungas Flasks	U	
Palm Spikes	W	
Sickstone Poison	U	
Hand Crossbow	W	
Death Armor	A	
Rope of Climbing	I	+1 to Barrier & Trap Rolls
Lurker Cloak	I	
Flash Pellets	U	
Glove of Venom	W	
Tunnel Runner	C	+1 to Move Rolls
Cave Lord	C	+1 to Barrier & Trap Rolls
Vermin Keeper	C	+1 to Battle Roll
Underdark Guide	C	+1 to Barrier & Trap Rolls
Universal Key	I	+1 to all rolls in Civilized Spaces

MAGE AID CARD LIST

Card Name:	Type	Notes:
Nightscale Armor	A	
Detect Thought Ring	I	
Cloak of Stone	I	
Rod of Webspinning	W	
Staff of Shadow	W	
Deep Diviner	C	+1 to Barrier Rolls
Nodecaster	C	+1 to Move & Portal Rolls
Shadowcrafter	C	+1 to Battle Rolls
Arachnomancer	C	+1 to Battle Rolls
Amorphous Form	S	Discard for +2 to Trap Roll
Stone Metamorphosis	S	Discard for +2 to Barrier Roll
Node Door	S	Discard for +2 to Move Roll
Burrow	S	Discard for +2 to Move Roll
Blindsight	S	
Camouflage	S	
Wall of Dispell Magic	S	+3 vs Mages & Parties with Mages
Spiderskin	S	
Tremorsense	S	Discard for +2 to Trap Roll
Hail of Stone	S	
Viscid Glob	S	
Darkvision	S	
Mineralize Warrior	S	
Eradicate Earth	S	Discard for +2 to Move Roll
Stone Sphere	S	
Tunnel Swallow	S	

FOE TRAP CARD LIST

Card Name:	Locations
Awkward Space	N
Tight Space	N
Narrow Ledge	N
Tunnel Collapse	N

Rolling Boulder	N
Rock Slide	N
Falling Stalactites	N
Poisonous Gasses	N
Lungrot Disease	N
Dart Trap	C
Spiked Pit Trap	C
Pendulum Trap	C
Scythe Trap	C

C = Civilized; N = Natural

Notes: You can play a Trap if your adversary is on a terrain of the corresponding type.

FOE CREATURE CARD LIST

Card Name:	Type	Level	Notes:
Carrion Crawler	M	2	
Lurker	M	3	
Gargoyles	M	5	+2 in Open Spaces
Mimic	M	3	
Gelatinous Cube	I	4	+2 in Confined Spaces
Trolls	M	5	
Stone Giant	M	8	
Insect Swarm	M	6	
Umber Hulk	M	10	
Gibbering Moulder	M	4	
Basilisk	M	9	
Xorn	M	12	+2 in Confined Spaces
Giant Spider	M	6	+4 in Web Cave
Black Dragon	M	15	+2 in Open Spaces
Purple Worm	M	13	
Lich	I	17	Mage
Minotaurs	I	7	+4 in Labyrinth
Mind Flayer Slavers	I	14	Mage
Wererats	I	5	
Beholders	I	20	Mage
Troglodyte War Party	I	6	
Grimlock Hunters	I	8	
Duergar Raiders	I	7	
Kuo-toa Patrol	I	4	+4 in Water Spaces
Drow Scouts	I	9	
Chitne Hunters	I	3	+4 in Web Cave

UNDERDARK ADVENTURES MAP MAKER & CARD RANDOMIZER

Exceedingly Cool Tool by Peter Cobcroft...

Click [here](#)

These tools will have you playing in under 5 minutes.

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.

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

UNION UNIT DECK

Name	Move	#	F	Type
Infantry Division	M	40	2	I
Cavalry Division	F	20	2	C
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
Henry Warner Slocum	F	1	4	L
James Birdseye McPherson	F	1	4	L
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
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
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
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
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

UNITED STATES

INTRODUCTION

Educational Geography card game.
Subject: The United States of America.

THE DECK

The deck has 50 cards. One for each State.
Each Card just lists the name of one state.

SETUP

Each player is dealt 7 cards.
Turn order is reverse age order. Youngest player goes first.

TURN SEQUENCE

Players take turns.
Each turn has 3 Phases:
Draw Phase
Meld Phase
Discard Phase

DRAW PHASE

Take the top card off of the top of the Deck or the Discard pile.

MELD PHASE

You may play one or more melds to the table from your hand.
A Meld consists of 3 or more States that are adjacent and/or connected.
For example: California, Oregon, and Washington would be a legal meld.
California & Washington are not adjacent, but they are connected by Oregon.

DISCARD PHASE

Max hand size = 7 cards.
Discard excess cards.
The Discard pile is face up.

END GAME

The game ends when there are no more cards left to be drawn, and
No one can make any more Melds.

SCORING

Tally points at the end of the game.
Get one point for every State you played in a Meld.

WARM UP EXERCISES

- Name all 50 States from Memory.
- Someone names a State. You name all States adjacent to it.
- Get copies of an unlabeled map and write in the names of the States.

EASIER VARIANTS

- Put a picture of the state on each card (To make it easier)
- Play with a Labeled Map nearby that everyone can see.
- Play with an unlabeled Map nearby.

SCORING VARIANT

- Get 5 points for playing a 4 card Meld.
- Get 7 points for playing a 5 card Meld.
- Get 9 points for playing a 6 card Meld.
- Get 11 points for playing a 7 card Meld.
- Get 13 points for playing an 8 card Meld.

DRAW VARIANTS

- In draw Phase draw 2 cards.
- In draw Phase always fill your hand to 8 cards.
- When you play a Meld draw an equal number of replacement cards.

ALASKA & HAWAII

- Consider Alaska to be adjacent to Washington.
- Consider Hawaii to be adjacent to California.
- Consider Alaska & Hawaii to be adjacent to each other.

SOLO VARIANTS

- The game can be played solo as is.
- Solo scoring: Subtract one point for every turn you play.

INTERACTIVE VARIANTS

- Players may Trade cards.

PUNNISHING VARIANTS

- If you make an incorrect Meld, put it back in your hand and skip your next turn.
- If you make an incorrect Meld, put it back in your hand and discard a card.

UNIVERSAL HERO

INTRODUCTION

Conversational game based on the ideas of Joseph Campbell.

In his book "The Hero with a Thousand Faces" Campbell describes a pathway of steps common to the adventures of all heroes in all cultures:

Stage I: Departure

1. The Hero in the everyday world is called to adventure.
2. The Hero may at first refuse, but he eventually goes.
3. The Hero meets a protector & guide who offers supernatural aid.
4. The Hero encounters the first threshold to a new (magical) world.
5. The Hero may fight a guardian opposing him at the threshold.
6. The Hero plunges fully into the new world.

Stage II: Initiation

7. The Hero follows a road of trials.
8. The Hero may receive aid from companions & unseen forces.
9. The Hero is abducted, or must take a journey by night or sea.
10. The Hero fights a symbolic dragon
11. The Hero may suffer ritual death or dismemberment.
12. The Hero is recognized or reunited with his father (family, fiends).
13. The Hero becomes nearly divine, conquering ignorance & fear.
14. The Hero receives 'the ultimate boon' (damsel, elixir of life, etc.).

Stage III: Return

15. The Hero takes a 'magical flight' back to his original world.
16. The Hero must readjust to his original life.
17. The Hero becomes master of two worlds (material & inner self).
18. The Hero has conquered the fears that keep him from living fully.

SETUP

Players pick a book or story or movie that all players are familiar with.
Randomly determine player turn order.

TURN SEQUENCE

Play is divided into rounds.

Within a round, each player gets a turn.

(Each round starts with a different player - rotate clockwise)

Each game has 18 rounds, corresponding to the 18 steps listed in the introduction.

On your turn you must explain how the story relates

(or does not relate) to the particular Step you are on.

Other players judge and reward you for your response (at the end of the round):

* Complete (best) answer - Earn 2 tokens

* Partial answer - Earn 1 token

* Pass or bad answer or nothing else to add - Earn 0 tokens

Note: Only the first player to go in the round can get a 2 token 'complete answer' unless

the first player(s) pass or earn zero points.

The player with the most tokens at the end of the game wins.

SUGGESTED TALES

King Arthur, Star Wars, Harry Potter, Lord of the Rings, Greek Myths, etc.

UTOPIA

INTRODUCTION

Solo card, dice & record keeping game.
Based on the old Intellivision Video Game.
Build up your Island Paradise.

DISCLAIMER

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

VICTORY

Beat your last score.
Record your final score after 2 runs through the deck.

STUFF

You will need Paper, Pencil, Six sided dice & the deck

SETUP

You start with 100 Gold Bars
You start with 1000 Population
You start with Zero Score
Shuffle the deck

TURN SEQUENCE

Census Phase
Taxes Phase
Industry Phase
Housing Phase
Food Phase
Flip Phase
Fishing Phase
Farming Phase
Build Phase
Piracy Phase
Rebellion Phase
Hurricane Phase
Score Phase

CENSUS PHASE

Gain 25 Population
-5 per Factory
+10 for Hospital
-5 if Food Shortage
-5 if Housing Shortage
+5 on first 10 Turns of game

TAXES PHASE

Gain 1 Gold Bar per 100 Population.

INDUSTRY PHASE

Gain 4 Gold Bars per Factory

If there is a School, Factories earn +1

If there is a Hospital, Factories earn +1

HOUSING PHASE

Each Housing card provides Housing for 500 Population.

If not enough Housing is available, there is a Housing Shortage.

FOOD PHASE

Each Fishing Boat & Crops card provides Food for 500 Population.

If not enough Food is available, there is a Food Shortage.

FLIP PHASE

Flip over the top card of your deck.

This is the NEW card.

FISHING PHASE

If the New card is a Fish card, each Fishing Boat earns 1D6 Gold Bars.

FARMING PHASE

If the New card is a Rain card, each Crop earns 1 Gold Bar.

BUILD PHASE

If the New card is a Building, Boat, or Crops, you may pay for it & put it into play.

You may also pay for (rebuild) any Buildings, Boats, or Crops in your discard pile.

PIRACY PHASE

If the New card is a Pirate, roll 1D6:

1-5 = Nothing

6 = A Fishing Boat is destroyed

Roll Modifiers:

-1 per PT Boat you own

+1 per Fishing Boat you own after the first.

REBEL PHASE

If the New card is a Rebel, roll 1D6:

1-5 = Nothing

6 = Rebellion

Roll Modifiers:

-1 per Fort you own

-1 for the School

+1 for Housing Shortage

+1 for Food Shortage

+1 per Factory

If there is a Rebellion, lose half your Gold & half your Score.

HURRICANE PHASE

One Random Building, Boat, or Crop card you own is destroyed.

(Shuffle all of them together and draw one card)

SCORE PHASE

Scoring is cumulative.

Add to your running score: The Gold you earned this turn.

CARD LIST

Card Name	#	Cost
Fort	2	50
Factory	4	40
Crops	8	25
School	1	35
Hospital	1	75
Housing	8	60
PT Boat	2	40
Fishing Boat	4	25
Rebels	4	-
Pirates	2	-
Hurricane	2	-
Rain	8	-
Fish	8	-

= Number of cards in deck

VAMPIRE PRINCE

INTRODUCTION

2+ Player card game.

Players are Elder Vampires vying to be the uncontested Prince of a city
Based on the White Wolf RPG Vampire the Masquerade and
The associated Deckmaster card game Jyhad.

DISCLAIMER

Vampire the Masquerade & Jyhad are licensed, trademarked, copyrighted properties.
This is merely a fan site

VICTORY

Be the first to control cards with a combined political value of 20+ or
Kill all the opposing Elder Vampires.

THE DECK

Players share a common deck.

THE ELDER VAMPIRES

Each player controls an Elder Vampire seeking to become the new Prince.
This vampire has a Force of 5 and cannot attack, it can only defend when attacked.
Cards that discard or control a target Vampire cannot be used against these Vampires.
Modifier cards cannot be attached to these Vampires.
These Vampires cannot Block.
These Vampires cannot be targeted for attack until a players third turn (and after).

SETUP

Name your Elder Vampire.
Determine what clan your Elder Vampire belongs to.
If you control other Vampires of the same clan, they get Politics +1.
Each player starts with a hand of 7 cards.
The oldest player goes first.

TURN SEQUENCE

Players take turns.
Each turn has 5 phases:
Fate Phase
Recruit Phase
Event Phase
Attack Phase
End Phase

FATE PHASE

Draw 2 cards.

If the deck ever runs out, shuffle the discard & draw from it.
You may win a political victory in this phase if you control 20+ points

RECRUIT PHASE

Put Vampire, Location, and Political cards into play.
You may attach modifier cards to your Vampires

EVENT PHASE

Play Event cards.

ATTACK PHASE

You may attack with some, none or all of your Vampires.
You may target any opposing Vampire.
The attacked player may block an attack with any one of his Vampires.
Attacks are not combined. They are resolved in succession.
Combat cards may be played to negate attacks or increase a Vampires force
Compare the Forces of the Attacking & Blocking (or Target) Vampire.
The Vampire with the lower force is killed (discarded).
In case of a tie, neither Vampire is killed.

END PHASE

Damage cards may be played on Vampires that were in combat last phase.
You may play a Damage card to prevent a Vampire from being killed.
Immobilized Vampires cannot attack or block. Their Force = 1.
Maximum hand size is 7 cards. Discard excess cards.

CARD LIST NOTATION

P = Political organization that supports you
E = Event
L = Location you control
C = Combat Event
M = Modifier (Disciplines, Traits, Retainers)
D = Damage (Can be played on Vampire that has been damaged)
V = Vampire

The number to the right of the V is the number of that card in the deck
Vampires with a starting base Force + Politics = 4 or 5 are "Elder" Vampires

VAMPIRE PRINCE DECK CARD LIST

Card Name	Type	Force	Politics	Notes
Primogen	P	-	4	(City Ruling Council)
Justicar	P	-	3	(Clan Judges)
Archon	P	-	3	(Justicar Servant)
Camarilla	P	-	2	(Global Sect)
Conclave	P	-	3	(Meeting)
Inner Circle	P	-	5	(Camarilla Leaders)
Clan	P	-	3	
Methuselah	P	-	4	(Ancient Vampire)
The Masquerade	C	-	-	Negate target Attack
Haven	C	-	-	Negate target Attack
Escape	C	-	-	Negate target Attack
Warning	C	-	-	Negate target Attack
Pax Vampirica	C	-	-	Negate target Attack
Inconnu	E	-	-	Discard target Elder Vampire

Goloconda	E	-	-	Discard target Elder Vampire
Torpor	D	-	-	Target Vampire Immobilized 3
turns				
Aggravated Wounds	D	-	-	Target Vampire Immobilized 3
turns				
Vampire Hunter	E	-	-	Discard target Vampire (Attack)
Sunlight	E	-	-	Discard target Vampire (Attack)
Bood Hunt	E	-	-	Discard target Vampire (Attack)
Diablerie	E	-	-	Discard target Vampire (Attack)
Wassail	E	-	-	Discard target Vampire (Madness)
Werewolf Attacks	E	-	-	Each player must discard a
Vampire				
Anarch Rebellion	E	-	-	Each player must discard a
Vampire				
Elysium	L	-	4	(Operas, Theatres, Museums)
Papillon	L	-	3	(Night Clubs, Bars, Brothels)
Canaille	L	-	2	(Poor Areas, Slums)
Barrens	L	-	1	(Graveyards, Parks)
Underground	L	-	1	(Subways, Sewers)
Chantry	L	-	3	(Mansion of Previous Prince)
Turf War	E	-	-	Control target Location
Sabat Activity	E	-	-	Discard target Political card
The Jyhad	E	-	-	Discard target card
Switch Sides	E	-	-	Control target Political card
Influence	E	-	-	Control target Political card
Blood Bond	E	-	-	Control target Vampire
Regnant	E	-	-	Control target Vampire
Thrall	E	-	-	Control target Vampire
Threats	E	-	-	Control target Vampire
Promises	E	-	-	Control target Vampire
Seduction	E	-	-	Control target Vampire
Firearms	C	+2	-	
Guns	C	+2	-	
Automatic Weapons	C	+2	-	
Fire	C	+3	-	
Wooden Stake	C	+2	-	
Frenzy	C	+3	-	
Stealth	C	-	-	Target Attack cannot be blocked
Trapped	C	-	-	Target Attack cannot be blocked
Press Combat	C	-	-	Target Attack cannot be blocked
Evasion	C	-	-	Negate target Combat card
Fledgling Kindred	V2	1	0	(Neonate)
Childe	V2	1	0	(Neonate)
Ancilla	V4	2	1	(Adolescent Cainite)
Caitiff	V2	2	0	(Clanless Vampire)
Brujah	V2	4	1	(Rebels)
Gangrel	V2	4	1	(Wandering Shapeshifter Gypsies)
Malkavian	V2	3	1	(Insane)
Nosferatu	V2	3	2	(Hideous)
Toreador	V2	2	2	(Artists)
Tremere	V2	3	2	(Warlocks)
Venture	V2	2	3	(Traditional Politicians)
Animalism Discipline	C	+3	-	(Control Animals)
Auspex Discipline	E	-	-	Look at opponents hand
Celerity Discipline	C	+3	-	(Speed)
Dominate Discipline	E	-	-	Control target Vampire
Fortitude Discipline	C	-	-	Negate target Attack
Obfuscate Discipline	C	-	-	Negate target Attack
Potence Discipline	C	+3	-	(Strength)
Presence Discipline	E	-	-	Control target Vampire
Protean Discipline	C	-	-	Negate target Attack (Change
Form)				
Thaumaturgy Discipline	C	+3	-	(Blood Magic)
Ritual Magic	C	-	-	Negate target Attack
Progeny	M	+1	+1	
Brood	M	+1	+1	

Coterie	M	+1	+1	
Elder	M	+1	+1	
Kine Servants	M	+1	-	(Mortals)
Ghouls	M	+1	-	
Praxis Dispute	E	-	-	All players discard their hands
Domain Dispute	E	-	-	All players discard their hands
Intrigue	E	-	-	Look at opponents hand
Contacts	E	-	-	Draw 3 cards
Great Wealth	E	-	-	Draw 3 cards
Control Mafia	E	-	-	Opponent must discard 3 cards
Control Police	E	-	-	Opponent must discard 3 cards
Spies	E	-	-	Look at opponents hand

GAME DESIGNERS NOTES

Wanted to do something less complicated than Jyhad.

One difference between this & Jyhad is that in Jyhad opponents were

Methuselahs fighting on a global scale to destroy one another.

This is a smaller scale: Players are Elders fighting to control a single city.

VICTORIAN VILLAINS

INTRODUCTION

2 player Card game.
Victorian Fantasy/ Sci-Fi theme.
CCG type Format.

GOOD & EVIL

There are 2 sides: The Heroes and the Villains.

VICTORY

You win if at any time after the fifth turn, your Opponent has no major characters in play.

DICE

Six sided dice are needed.

THE DECKS

Each player has a unique deck.
The two decks are:
1. The Heroes
2. The Villains

CARD TYPES

C = Characters
L = Locations
E = Events
W = Weapons
V = Vehicles

TOKENS

Tokens are used to represent lesser minions.
Tokens and Characters are collectively referred to as Units.
Tokens & Minor Characters are collectively referred to as Minions.

WOUND COUNTERS

When a Character is wounded put a Wound counter on it.
Wound Counters give the attached unit Force -1.
A Unit with zero or less Force is killed.

CARD TRAITS

Characters (and other card types) may have one or more of the following traits:
Many of these traits allow attachment of or use of certain other cards.

Trait:	Notes:
Minor	Character
Major	Character
Mastermind	Major Villain
Brawler	Descriptor
Marksman	Descriptor
Swordsman	Descriptor
Brute	Descriptor
Detective	Descriptor
Hunter	Descriptor
Scholar	Descriptor
Traveler	Descriptor
Holy	Fight +1 vs Immortals
Inventor	See Invention Phase
Scientist	See Invention Phase
Vehicle	These can be Units or Objects attached to Units
Genius	See Genius Phase
Spy	See Spy Phase
Immortal	See Healing Phase
Doctor	See Healing Phase
Underling	Discard this Hero instead of another in Assassin Phase
Facilitator	Gives one Hero +1 to any one roll once per turn
Captain	Captain Nemo can take the Nautilus from anywhere and put into play, attached to himself in recruit phase. The same goes for Captain Mors & his Airship. You may discard the vessel to draw its respective Captain from the deck.

SETUP

Each player draws 7 cards from his deck.

Mulligan: Discard & redraw if your hand has no Characters.

TURN SEQUENCE

Each turn has 13 phases:

New Day Phase
 Genius Phase
 Healing Phase
 Minion Phase
 Invention Phase
 Recruit Phase
 Plot Phase
 Spy Phase
 Assassin Phase
 Plot Phase
 Intercept Phase
 Track Phase
 Attack Phase

NEW DAY PHASE

Draw 1 card from your deck.

GENIUS PHASE

For each Character with Genius on your side roll once on the Plot Table:

1D6	Result:
1	Analysis: Opponent must discard 1 card
2	Predictions: Look at next 7 cards in either deck
3	Deduction: Look at opponents Hand
4	Lure: Gain Control of target Character

- 5 Recruit: Put any character in your deck into your hand
6 Contingencies: Draw 1 Card

HEALING PHASE

For each Wound counter roll 1D6. Remove the counter on a roll of 5+.
This is called the Healing Roll.
An Immortal gets Heal +3 to self.
A Doctor can give Heal +2 to any one roll per turn.

MINION PHASE

Most Masterminds (and some other card types) can Generate one
Minion Token per turn in this phase.
All Minion Tokens are Fight = 1 units.

INVENTION PHASE

For each Character with Invention or Scientist skill on your side roll once on
The Invention Table:
1D6 Result:
1 Research: Look at the next 7 cards in your deck
2 Build: Put an Invention Marker on a Target Unit
3 Eureka: Draw one card
4 Blueprints: Search your deck for a Vehicle or Weapon & put it into play
5 Failed Project: Nothing
6 Lab Explosion: Inventor receives a Wound Marker
Invention Markers give the attached unit Fight +1
If the Inventor is a Location (Not a Character) and there is an explosion, the
Location cannot roll on the Invention table for 2 turns.

RECRUIT PHASE

Put non-event card into play.
Cards in play are placed face up in front of you.
Vehicles and Weapons must be attached to Units.
Locations in the Villain deck must be attached to a specific Mastermind.
Minor Villains must be attached to a specific Mastermind.

PLOT PHASE

The Villain player may attach plot cards to his Masterminds.
Put a Plot Counter on each plot card already in play.
There are Minor and Major Plot cards.
If a Minor Plot accumulates 3 plot counters, the
Villain player discards it and Draws 1D6 cards.
If a Major Plot card accumulates 4 plot counters, the
Villain player automatically wins the game.
All Plots undertaken by the Martians become
Major Plots of the Title "World Conquest"
The Martians cannot attach Minor Characters or Vehicles.
Marian Tripod Tokens are each Fight +2.

SPY PHASE

For each Spy on your side roll 1D6: on a roll of
1 Spy caught: Discard Spy
2-4 Nothing
5+ Discovery: Look at Opponent's hand.

ASSASSIN PHASE

Each Major Villain may send some of his Minions to attack the Heroes. These are suicide Missions, The Minions are always killed. Roll 2D6 for each Minion sent.

Add the Fight of the Minion. Subtract the Fight of the target Hero. Event cards may be used to modify Force ratings.

Modified Roll: Notes:

2 or less Minion Interrogated: Get +1 to next Track Roll
3-5 Minion cannot find Heroes: Return Minion to Mastermind
6-7 Nothing
8-10 Hero Wounded (or discard an attached weapon or vehicle)
11+ Hero Killed

This is called the Assassin Roll.

INTERCEPT PHASE

Heroes may attempt to thwart the Villain's Nefarious Schemes.

Each Hero picks a target Mastermind Villain and rolls 2D6:

This is called the Track Roll.

Add the Track Bonuses of the Hero.

Event cards may be used to give additional Bonuses or Penalties.

This is called the Sleuth Roll.

Modified Roll: Notes:

5 or less On the Wrong Track: All Heroes get a Track -1 this turn.
6-9 Dead End: Nothing Found
10 Foiled: Discard one target Plot card
11+ Villain is Thwarted.

If the Villain is Thwarted, discard all Plot cards of that Villain in play.

Every Mastermind not Thwarted this phase allows the Villain player to roll once on

The Villain Table:

1D6	Result:
1	Neutralize: Opponent must discard 1 card
2	Machinations: Look at next 7 cards in either deck
3	Spies: Look at opponents Hand
4	Manipulations: Gain Control of target Character
5	Hirelings: Gain 2 Minion Tokens
6	Wheels in Motion: Draw 1 Card or put 1 Plot Counter on 1 Plot card in play

ATTACK PHASE

The Heroes may attack any Mastermind Villain that was Thwarted this turn.

Each Hero attacks seperately.

The Hero must target a Minion of the Villain.

Roll 1D6 and add the Fight of the Hero. Subtract the Fight of the target Minion.

This is called the Combat Roll.

The Minion is always killed.

Modified Roll: Notes:

1 or less Hero Killed
2-3 Hero Wounded (or discard an attached weapon or vehicle)
4-6 Hero Unscathed
7+ Hero gets to make another attack with Fight -1

If no Minions remain, the Hero may automatically destroy a location attached to the Villain.

If no Locations remain, the Mastermind himself may be attacked.

Roll 1D6. This is called the Showdown roll. (It is modified like a Combat roll)

Modified Roll: Notes:

1 or less Hero Killed
2-3 Hero Wounded (or discard an attached weapon or vehicle)
4-5 Villain Wounded (or discard an attached weapon or vehicle)
6+ Villain Killed

CARD TYPE NOTATION

E = Events
 C = Character
 M = Mastermind
 V = Vehicle
 W = Weapon
 L = Location
 P = Plot

HEROES CARD LIST

Card Name:	Type	Notes:
Allan Quatermain	C	Fight +2 Track +3 Brawler, Hunter, Marksman
Dr Jekyll Mr Hyde	C	Fight +4 Track +1 Brute, Brawler, Scientist
Sherlock Holmes	C	Fight +1 Track +4 Detective, Scholar
James T. West	C	Fight +2 Track +1 Brawler, Marksman, Spy
Artemus Gordon	C	Fight +1 Track +2 Inventor, Marksman, Spy
Dorian Grey	C	Fight +2 Track +1 Immortal, Swordsman
Van Helsing	C	Fight +2 Track +2 Brawler, Scholar, Holy, Hunter
Mina Harker	C	Fight +3 Track +3 Immortal, Vampire, Detective
Chevalier Dupin	C	Fight +1 Track +2 Detective
Olaf Svenson	C	Fight +3 Track +1 Swordsman, Marksman
Tarzan	C	Fight +2 Track +2 Brawler, Hunter
Invisible Man	C	Fight +3 Track +3 Spy
Campion Bond	C	Facilitator (He may not track or attack)
Phileas Fog	C	Track +1 Traveler, Inventor
Mycroft Holmes	C	Genius, Facilitator (He may not track or attack)
Samson the Coachman	C	Fight +1 Traveler, Brawler, Underling
Captain Nemo	C	Fight +2 Track +2 Captain, Swordsman, Inventor
Air Pirate Captain Mors	C	Fight +2 Track +1 Captain, Marksman
Mor's Airship	V	Fight +2 Track +2 Vehicle
The Nautilus	V	Fight +2 Track +1 Vehicle
Train	E	Hero gets Track +2
Auto-mobile	V	Fight +1 Track +1 Vehicle
Museum of London	L	Scholar Heroes get Track +1
Catholic Church	L	Facilitator
Elephant Gun	W	Marksman gets Fight +1
Winchester Rifle	W	Marksman gets Fight +1
Saber	W	Swordsman gets Fight +1
Sword Cane	W	Swordsman gets Fight +1
Service Revolvers	W	Hero gets Fight +1
Regeneration	E	Immortal gets Fight +2
Double Agent	E	Gain control of target Character
Feign Death	E	Put Hero in discard into your hand
The Army	E	Put 4 Soldier Tokens into play
Gentleman's Club	E	One Hero gets Force +2 in Assassin Phase
Unseen Attack	E	Spy gets Fight +2
Rip to Pieces	E	Brute or Vampire gets Fight +2
Deduction	E	Detective gets Track +2
Experience	E	Hero gets Track +2
Morris Code	E	All your Heroes get Track +1 this turn
Hunting Instincts	E	Hunter gets Track +2
Harpoon Gun	E	Inventor gets Fight +2
British Secret Service	E	Draw 2 Cards
Dangerous Company	E	Put any Hero in your deck into your hand
Inquiries	E	Look at Opponent's Hand
Pugilist	E	Brawler gets Fight +2
Compendious Knowledge	E	Scholar or Scientist gets Track +2
Contacts	E	Hero gains Track +2
Bravery	E	Hero gets Fight +2
Investigation	E	Detective gets Track +2
Reconnaissance	E	Look at Opponents Hand
Disguises	E	Detective or Spy gains Track +2

Chainmail shirt	W	Hero gets Fight +1
Diversion	E	Hero gets Fight +2
Balloon	V	Hero gets Track +1
Grapple	V	Brawler gets Fight +2
Machete	W	Hero gets Fight +1
Agents of the Crown	E	Put any Hero in your deck into your hand
Artillery	E	Unit gets Fight +2
Arrive in Time	E	Traveler or Vehicle gets Track +2

VILLAINS CARD LIST

Card Name:	Type	Notes:
Professor Moriarty	M	Fight +1 Genius Scholar
Dr Fu-Man-Chu	M	Fight +2 Doctor Generate Chinese Horde Tokens
Dr Moreau	M	Fight +1 Doctor Generate Hybrid Tokens
Martian Invasion	M	Fight +4 Generate Tripod Tokens
Count Dracula	M	Fight +4 Immortal Generate Vampire Tokens
Robur, Master of the Air	M	Fight +2 Generate Pirate Airship Tokens
Dr Frankenstein	M	Fight +1 Doctor Generate Monster Tokens
Arliss Loveless	M	Fight +1 Inventor Generate Contraption Tokens
Jack the Ripper	C	Fight +2 Additional Fight +2 in Assassin Phase
7 Deadly Brothers of Tabasco	C	Fight +3 Swordsmen
Werewolf	C	Fight +4 Immortal, Brute
Rasputin	C	Fight +1 Immortal, Spy
Guards	E	Put 4 Guard Tokens into play
Thugs	E	Put 4 Thug Tokens into play
Occidental Assassins	C	Fight +1 Additional Fight +1 in Assassin Phase
Oriental Assassins	C	Fight +1 Additional Fight +1 in Assassin Phase
Thuggee Assassins	C	Fight +1 Additional Fight +1 in Assassin Phase
African Assassins	C	Fight +1 Additional Fight +1 in Assassin Phase
Trusted Lieutenant	C	Fight +2
Flamethrower	W	Unit gets Fight +1
Tank (Landship)	C	Fight +3 Vehicle
Giant Mechanical Spider	V	Fight +3 Vehicle
Armored Train	V	Fight +1 Vehicle
Ironclad Gunboat	V	Fight +2 Vehicle
Machine Guns	W	Unit gets Fight +1
Body Armor	W	Unit gets Fight +1
Armored Suit	W	Unit gets Fight +1
Sabotage	E	Opponent must discard 2 random cards from hand
Foulest Treachery	E	Take control of target Hero
Blackmail	E	Take control of target Hero
Hypnotism	E	Take control of target Hero
Svengali	E	Take control of target Hero
Invisibility Formula	E	Unit gets Fight +2
Vampire Blood Elixir	E	Unit gets Fight +2
Dr Jekyll's Formula	E	Unit gets Fight +2
Submarine	V	Fight +1 Vehicle
Zeppelin	V	Fight +2 Vehicle
Mechanic Tentacles	W	Fight +1 (Attach to Vehicle)
Museum Robbery	P	Minor Plot
Steal Cavorite	P	Minor Plot
Bank Heist	P	Minor Plot
Nihilist Conspiracy	P	Minor Plot
Weapons Merchant	P	Minor Plot
Vile Scheme	P	Minor Plot
Start War	P	Major Plot
Blow up City	P	Major Plot
Assassinate Leader	P	Major Plot
Laboratories	L	Inventor
Factories	L	Inventor
Industrial Complex	L	Inventor
Castle Stronghold	L	Comes with 3 Guard Tokens
Opulent Palace	L	Comes with 2 Guard Tokens
Island Hideaway	L	Comes with 1 Guard Token

Criminal Empire	L	Genius
Underworld	L	Spy
Secret Society	L	Generate Fanatic Tokens
Opium Addiction	E	Put Wound Counter on Hero
Nemesis	E	Mastermind gets Fight +2
Giant Cannon	W	Unit gets Fight +1
Rockets	E	Unit gets Fight +2
Heat Rays	W	Unit gets Fight +1
Mohammedan Rabble	E	3 Tokens attack in Assassin Phase
Angry Mob	E	2 Tokens attack in Assassin Phase
Cutthroats	E	1 Token attacks in Assassin Phase
Scandal	E	Put Hero back into owner's hand
Escape Pod	E	Negate a Showdown Roll
Narrow Escape	E	Negate a Showdown Roll
Shadows & Substance	E	Hero gets Track -2
Shadow Boxing	E	Hero gets Track -2
Espionage	E	Look at Opponent's Hand

LINKS

[Fantastic, Mysterious, and Adventurous Victoriana](#)

[LOEG Annotations](#)

[LOEG Review](#)

[LOEG Links](#)

[Wold Newton Universe](#)

VIETNAM AIR FURY

by Joe Nixon
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INTRODUCTION

The following are changes in the Space Fury rules:

2. Detection Phase

"cloaked" is to be considered "jamming radar".
communication does not violate "jamming radar".

4. MOVEMENT PHASE

Movement is based on the type of Aircraft.

There is no concept of "Jump Drives" or "Jump points" in this game.

6. Missiles

New Weapon AAMs: Last for 3 turns, They can be aimed at targets in a 60 degree arc extending from the front of the fighter.

FACTIONS

(Allied)

1-3 US Air Forces

4 USMC Air

5-6 ARVN Airforce

(Communist)

1-3 North Vietnamese Pilots

4-5 North Korean Pilots

6 Soviet Pilots

FIGHTER TYPES (WAS CONSTRUCTION)

Each fighter comes "stock" and can be re-fitted as necessary on a cost table as below.

FIGHTER COST	ENHANCEMENTS
20	0
21	1
23	2
26	3
30	4
35	5
41	6
48	7
56	8
65	9
75	10

BASIC SYSTEMS

All fighters have these systems built into their cost:

Hull- Contains all other systems. Affords minimal protection.

Base Armor Modifier = 0.

Cockpit & Life support- 1 pilot or 2 pilots.

All the Oxygen that maybe needed is provided.

Fuel Injector (Reactor Core)-

Fuel Reserve- Enough fuel for whatever the radius of flight is, in dogfights 10 miles of Fuel are lost every turn.
 Power grid- Distributes power to all systems.
 Standard Engine- Base Speed = 4.
 Directional thrusters- Base Maneuver Modifier = 0.
 Central Computer- Controls all systems.
 Targeting- Base To Hit Modifier = 0. Pilot may fire at one target per turn.
 Radar(Sensors)- Passive & Active.
 Used for detection, targeting, and navigation.
 Weapon- see individual fighter listing.
 CONSOLIDATION The Two Weapons Table's have combined and the same for the Special Systems/Enhancement systems.

PRIMARY ENHANCEMENTS\Systems TABLE

D10	ENHANCEMENTS	NOTES
1	Targeting +1	ToHit Modifier +1 with one weapon vs one target
3	Radar-Jamming Device	Cost =2 Enhancements; Ship may Cloak
2	Ejection Seat	If fighter explodes, pilot escapes on a parachute on a roll of 1-3
2	Speed +1	
3	Maneuver +1	Base Maneuver Modifier +1
7	Armor +1	Base Armor Modifier +1
8	reroll	

4	Jammer	Missiles are -1 To Hit this fighter or any adj. fighters
5	Scanners	Enhanced Sensors; Detection +2, Detection Range +10
7	Copilot	Cockpit accomadations & Life support for a copilot
8	Afterburner	Speed +4; can be used once; Costs 1 to replace

WEAPON TABLE

All guns contain enough ammo or active materials to fire about 50 times

D10	SYSTEM	NOTES
1	Multiple Linked MG cannons	Range =3, Damage +1, ToHit +1, Gun
4	1 Missile	Speed =6, Maneuver +4, ToHit +1, Damage +4
X	1 AAM	Speed =6, Maneuver +4, ToHit +1, Damage +4
SAM		Speed=5, Manuever +3, Damage +10
Bombs		To Hit Ground Target+1 Damage+10
5	MG	Range =5, Damage +0, ToHit +0
4	Vulcan Gun	Range =2, Damage +2, ToHit +1; HE shells
6	Rocket Pod	Range =6, Damage +2, ToHit +0;
	Contains 4 Rockets;	
	1-4 may be fired at one time	
8	Nuclear Missile	Cost =2 Enhancements, Like normal missile but Damage +25

MiG-17=4
 F-100D=5
 F-105D=8
 F-4E"Phantom"
 Movement 8
 Manuver+2
 Guns: Vulcan
 Missile: 4 AAM
 5 other hardpoints:
 Targeting +1, Copilot, and usually some jammers
 MiG-17"Fresco"
 Movement 4
 Manuver+4
 Missile
 Guns: Linked Cannon

DAMAGE ROLL MODIFIERS

Attackers Weapon Bonuses +X

Defending fighter Armor Enhancement -1
Defenders Accumulated Structural Damage +X

BASIC SYSTEM DESTROYED TABLE

D10	SYSTEM	RESULT
1	Cockpit	Pilot Killed
2	Oxygen	Pilot Killed
3	Communications	Detection -2
4	Radar	ToHit -2, Detection -4
5	Hole in wing!	Maneuver -1
6	Fuel Reserve	Ship Explodes
7	Fuel Injector	Ship Explodes
8	Power Grid	Permanent System shock
9	Computer	ToHit -2, Detection -2, Maneuver -1
10	Reroll	

TYPES OF PLAY

3. Scenarios-

Operation BOLO(1965)-

was probably the greatest single air battle of the war.

Involving over 50 F-4s against MiGs.

Tran Hoa Bridge(1972)

F4s- Repeatedly flew into the Dragons Jaw to destroy named bridge with Guided missiles.

4. Campaign Missions- This is several connected scenarios where the results of one scenario affect the next scenario. This level of play requires a gamemaster. Multiple playing Sessions.

5. Roleplaying- The gamemaster will have to develop nonpiloting skills and quirks. Adventure possibilities may include a pilot being shot down and rescued, training ARVN, missions into Laos, supporting the special forces. Non-aircraft involved missions could involve fooling around in Saigon, the Air Base under attack by ground forces, etc.

Check out this [Vietnam Gaming Site](#)

Return to [Space Fury](#)

VIKING LOOT

Players control Viking clans that raid settlements on the Mainland. The player with the most loot at the end of 20 turns is the winner.

Viking Units	Cost	Move	Attk	Carry	Notes
Long Ship	4	4	-	4	
Dragon Ship	7	5	-	6	
Scout	2	3	2	-	
Vikings	2	2	4	-	
Berserkers	3	2	6	-	
Chieftan	-	2	-	-	All units in stack get +1 Attack

Mainland Units Table

D6	Type	Attk
1-3	Peasant Militia	1
4-5	Men at Arms	3
6	Knights	5

The Map

Use a Hex map. Units are represented by counters. The Viking villages are located on separate Islands north of the mainland. Draw only the contours of the landmasses. The contents will be determined by the Exploration Table. Be sure to include several Bays and rivers that penetrate into the mainland. Viking Villages must be adjacent to water for the construction of ships.

Exploration Table

D6	Terrain	Notes
1-3	Wilderness	Requires 1 move point to enter
4-5	Rough	Requires 2 move points to enter
6	Settlement	

Mainland Settlements Table

1D10	Type	Psnts	M@A	Knights	Walls	Loot
1-2	Farm	1	0	0	0	1D6
3-5	Village	3	1	0	0	3D6
6	Church	2	0	0	0	2D6
7-8	Town	4	4	1	1	6D6
9	Castle	2	0	3	3	6D6
10	City	0	6	2	2	10D6

Turn Sequence

1. Planning- Roll high to determine who goes first
2. Fate- Roll on Event Table
3. Movement- Boarding or unboarding costs the ship one move point and other units all of their move points
4. Exploration- Roll on the Exploration Table for every unexplored Hex adjacent to a Viking unit
5. Battle- Collect Loot if all defenders of a settlement are defeated
6. Recruit- New units appear in Home Village
7. Replenish & Rebuild- On the turns after being looted a settlement will rebuild on a roll of 1 on D6

Battle

Each unit has an attack value. Add these to get each sides attack total.

Each side rolls dice equal to their attack total.

Each roll of 1 causes 1 casualty.

Walls are the first casualties.

Looting is done at the end of the battle if there are no defenders left.

Stacking

1 Ship per hex. Up to 10 Vikings per hex.

A stack of units is known as a raiding party.

Chieftan

The chieftan is the last unit in a hex to be killed.

If killed, any one nonship unit that player controls becomes the next chieftan.

Settlement Tactics

Peasants are killed before Men at Arms, and Men at Arms are killed before Knights. If both sides kill each other off, the settlement wins. Settlements can only replenish or rebuild if no Vikings are adjacent. If a settlement won a battle but suffered casualties, those loses will be replenished at the end of the turn.

Event Table

D10	Event	Notes
1	Plague	Random settlement destroyed. It may rebuild later
2	Storm at Sea	Random Ship you control sinks
3	Patrol	Random Party you control encounters 1D6 Random Mainland units
4-5	Difficulties	Random Party you control may not move or attack this turn
6-7	Godspeed	Random Party you control gets to move twice this turn
8-0	No Event	

Loot

Loot must be returned to the Viking village for it to count or to be used.

Use separate counters to indicate stashes of Loot.

Viking Villages

The Viking Villages generate 1 Loot per Turn in Recruit Phase.

Viking Players start with a Chieftan and 4D6 Loot.

Vikings may not attack each other. They may cooperate on Raids.

Optional Hostile Clans Variant

Vikings may attack each other. Each village also starts with 10

Viking Defenders who may not leave their home Island.

Lone Scouts cannot be attacked.

VOYAGE OF SINBAD

INTRODUCTION

Scenario for WarpQuest.

Click here for the [WarpQuest](#) Core Rules.

Each player is an Arabian Swashbuckler Captain in search of Adventure & Fortune.

THE SCENARIO

The map spaces represent distance and time.

There is only one Module.

The track is 30 spaces long.

The "Artifact" is a Magic Potion that will restore Prince Kassim to his human Form.

The Potion must be obtained and returned.

CAPTAIN ATTRIBUTES

Each Captain has 7 Skills and a crew of 7 Men.

Roll on the Captains Skill Table to see what Skills you get.

Each skill corresponds to one type of Challenge Roll.

CAPTAINS SKILL TABLE

1D6	Skills (Challenge):
1	Sailing +1
2-4	Fighting +1
5	Crew +1
6	Wits +1

CHALLENGES

If you fail a Wit or Fighting challenge you lose 1 Crewmember.

If you are ever reduced to zero Crew you automatically loose.

If you fail a sailing challenge go back 1D6 spaces.

FIGHTING

If you lose a fight with another players Pawn you lose a

Crewmember and must turn over the Potion if you have it.

CARD LIST

Name	Challenge:
Pirates	Fighting
Spears	Aid: Fighting +1
Queen Zenobia	Wits
Giant Bee	Fighting
Centaur	Fighting
Cyclops	Fighting
Dragon Guardian	Fighting. DM +1
Giant Crossbow	Aid: Fighting +1
Magician Melanthius	Aid: Wits +1
Animated Figurehead	Fighting
Ghouls	Fighting

Crush Under Pillar	Aid: Fighting +3
Griffon Ally	Aid: Fighting +2
Saber Tooth Tiger	Fighting
Troglodyte Ally	Aid: Fighting +2
Homonicus Spy	Wits
Giant Octopus	Fighting
Six-Armed Statue of Kali	Fighting. DM +1
Push Off Ledge	Aid: Fighting +3
Minoton	Fighting
Sword Fighting Skeletons	Fighting
Roc	Wits
Serpent Woman	Fighting
Giant Walrus	Fighting
Raging Seas	Sailing
Lost at Sea	Sailing
Ice Bergs	Sailing
Underground River	Sailing
Navigational Charts	Aid: Sailing +1
Secret Passage	Wits
Maze	Wits
Transformation Spell	Wits

LINKS

For Graphics of the above Creatures go [here](#)

WAR FAIR

INTRODUCTION

2-6 player Card Game. Players are Arms Dealers out to make big profits.

OBJECT

Have the most money at the end of the game.

THE DECK

There are 76 cards in the deck. There are 5 types of cards: Weapons, Sellers, Buyers, Interception, Evasion

OTHER MATERIAL

Use play money to represent profits.

SETUP

Each player starts with 5 cards. Randomly determine turn order.

TURN SEQUENCE

Players take turns. Draw Phase Deal Phase Intercept Phase Profit Phase

DRAW PHASE

Draw one card. If there are no cards left in the deck, the game is over. You can have a maximum of 7 cards in your hand. Discard excess cards.

DEAL PHASE

You may trade cards with other players. You may pass the rest of the turn or lay down a 'Deal' face up. A deal must include a seller card, a buyer card, and one or more Weapons cards of the same type.

INTERCEPT PHASE

Other players may play Intercept cards from their hands. You may play Evasion cards from your hand to counter the Intercept cards on a one to one basis. If more Intercept cards are played than Evasion cards, the Deal is discarded and the profit phase is skipped.

PROFIT PHASE

If your deal was not intercepted you make a profit equal to the progression table incorporated into the Weapon card list. For example: If your deal had one Chemical card you would make \$5. If your deal had 4 Missile cards you would make \$110. Some buyers and sellers will increase or decrease your profits. Discard your deal and draw one card.

WEAPON CARD LIST

Weapon Type:	#	1	2	3	4	5
Chemical	9	5	15	30	50	75
Biological	8	10	25	45	70	100
Conventional	10	15	35	60	90	125
Missile	7	20	45	75	110	150
Nuclear	6	25	55	90	130	175

= Number of that card in the deck.

SELLER CARD LIST

Country:	#	Profit	Cannot Sell to:
USA	4	+10%	Iraq
USSR	3	-10%	Afghanistan
China	1	-10%	North Korea
France	2	---	Angola
UK	2	---	--

BUYER CARD LIST

Country:	#	Profit
India	2	+10%
Iraq	2	---
Afghanistan	2	---
Iran	2	---
North Korea	2	---
Angola	2	-10%

INTERCEPTION CARD LIST

Agency:	#	Cannot be Evaded by:
CIA	2	Front Company
FBI	2	Staging Post
Interpol	2	Diplomatic Immunity

EVASION CARD LIST

Ploy:	#
Staging Post	2
Front Company	2
Diplomatic Immunity	2

WAR FOR ATLANTIS

INTRODUCTION

One player takes the side of the Atlanteans.

The other player takes command of the combined Armies of the Five Foes of Atlantis.

MAP & CHITS

Use a large hex grid

The center area is the continent of Atlantis surrounded by water

The main city of Atlantis is walled and occupies many hexes

A thin border of land on the outer edges of the map is the homelands of the enemies.

The Barbarians are to the north & northwest

The Greeks are to the northeast & east

The Egyptians are southeast

The Africans are south & southwest

The Lemurians are west

Chits will have to be made for all the units & all the spells

VICTORY

The Atlanteans are victorious if they destroy their enemies completely.

The Five Foes win if they destroy all the Atlanteans or a have a spellcaster cast the cataclysm spell in the Temple of Posideon.

The Atlanteans win a minor victory if there is no winner after 20 turns.

SETUP

Around 10 Six sided (10D6) dice are needed.

Set aside a pile of spell chits.

All Five Foes start with all their units in their respective Homelands.

The Atlantean units are clustered near the main city.

Major sites within Atlantis include the Ports, the Temple of Posideon, the Dragon Roosts, the College of Wizards, the Palace, the Workshops, the Mazes, the Barracks, and the Bazaar, among others.

UNIT DESCRIPTIONS

= Number of such units in the game

POW = Power points

MOV = Movement points

C = Carry 1 unit

C2= Carry 2 Units

R = Ranged Attack up to two hexes away

R3 = Ranged Attack up to three hexes away

3/2R = 3 Power points in Melee or when defending, 2 Power points when making a ranged attack

W = Water units. These units must remain in water hexes

(W) = Swimmers. These units may move in water or on land

F = These units can fly. They may end their move over water

M = Mage. Can cast Mage spells and General spells

P = Priest. Can cast Priest spells and General spells

Breach = Unit automatically moves through walls destroying them

ATLANTEAN FORCES

UNIT	#	POW	MOV	NOTES
City Elders	1	1M	1	
Crystal Ships	4	3	3WC2	
Battle Mages	4	2M	1	
Bright Warriors	4	4	2	
Priests of Light	4	1P	1	
Home Guard	6	2	1	Militia
Archers	6	2R	1	
Guardian Statues	4	4	1	Must remain within 3 hexes of the city
Dragon Riders	4	5	4F	
Lord of Atlantis	1	4MP	4F	King Minos; A powerful Demigod
Flying Machines	3	3	4FC	
Colossus	1	6	2	Breach
Merfolk	4	2	2W	Minor Allies
Minotaurs	2	3	1	Minor Allies
Lens Towers	8	3R3	0	Located on edges of city; Create deadly beams of Light & Heat

LEMURIAN FORCES

UNIT	#	POW	MOV	NOTES
Sorcerers	1	1M	1	Creators of the Cataclysm spell
Demon Horde	1	5	1	
War Galleys	2	3	2WC2	
Chaos Warriors	1	3	1	
Devil Worshippers	1	2	1	
Horse Archers	1	2R	3	
Stygian Rafts	3	1	1W3	
Beast Men	1	2	2	
Evil High Priests	1	1P	1	
Winged Demons	1	3	4F	
Black Tentacles	1	6	1W	
Juggernaut	1	5	2C	Breach
Great Catapult	1	XR3	1	Power Points = 1D6-1; Reroll for each attack; Cannot move & attack

EGYPTIAN FORCES

UNIT	#	POW	MOV	NOTES
Priests of Osiris	1	1M	1	
Legions of the Dead	1	4	1	
Djinn	1	4M	5F	
Barge of Ptah	1	2	4FC2	+2 Power points to Defense Rolls
Minions of Set	1	3	2	
Mummies	1	4	1	
War Barges	3	3	2WC3	
Priests of Ra	1	1P	1	
Spearmen	1	2/1R	1	
Slave Masters	1	1	1	
Chariots	1	3	3	
Cultists	1	2	1	Followers of Horus the Avenger
Assassins	1	2	1	+2 Power Points if they attack alone
Scorpion Men	1	3	1	
War Cats of Bast	1	3	2	
Sphinx	1	3	4F	

GREEK FORCES

UNIT	#	POW	MOV	NOTES
Spartan Hoplites	1	3	1	
Athenian Archers	1	2R	1	
Ionian Javalineers	1	1R	2	

Macedonian Phlanx	1	3	1	
Pagan Priests	1	1P	1	
Oracle	1	1M	1	
Biremes	3	2	3WC2	
Triremes	2	3	2WC3	
Greek Fire Thrower	1	3R	1	
Pegasai	1	2	4FC	
Cyclops	1	3	2	Breach
Medusa	1	5	1	
Centaur	1	2R	3C	
Trojan Horse	1	1	2C2	Cannot Attack

The Horse cannot be attacked until it enters the city or any units it is carrying attack

BARBARIAN FORCES

UNIT	#	POW	MOV	NOTES
Naked Warriors	1	2	2	
Berserkers	1	2	1	+2 Power Points when Attacking
Raiders	1	2R	2	
Longboats	3	2	3WC2	
Drakkars	2	3	2WC2	
Druids	1	2P	2	
Warlock	1	2M	2	
The Wild Hunt	1	4	4	
Lycanthropes	1	4	2	
Giants	1	4/3R	2	Breach, Throw Boulders
Valkyries	1	2	4F	
Great Battering Ram	1	3	1	Can only attack walls, gates, & towers which it automatically destroys

AFRICAN FORCES

UNIT	#	POW	MOV	NOTES
Shaman	1	1M	1	
Witch Doctors	1	1P	1	
Naga Snake Men	1	4	1 (W)	
Winged Apes	1	2	3F	
Savages	1	3	2	
Amazons	1	3/2R	2	
Cannibals	1	2	1	
Head Hunters	1	2	1	
Pygmies	1	2/1R	1	Blowguns
Numidean Horsemen	1	2	3	
War Elephants	1	2	2C	+1 Power Points when Attacking
Giant Snake	1	4	1 (W)	
Giant Sea Turtles	2	3	2WC4	+3 Power Points when Defending

TURN SEQUENCE

Draw Phase
Movement Phase
Attack Phase

DRAW PHASE

Each player draws to replenish a max hand of 7 spell chits
Unflip and unrotate unit chits

MOVEMENT PHASE

Players take turns moving units until all units have moved once
Rotate chits to indicate that they have moved
The Foes of Atlantis move first
Units may move up to a number of hexes equal to their movement rate
W = Water units. These units must remain in water hexes
(W) = Swimmers. These units may move in water or on land
F = These units can fly. They may end their move over water
All other units are automatically considered to be land units

STACKING & CARRYING

Only one unit per space unless it is carrying other units
Carried units attack at -1 Power to a minimum of 1
Carried units cannot be attacked
If a unit is destroyed all units it is carrying are also destroyed
Units carrying other units cannot be carried

ATTACK PHASE

Players take turns attacking target units until all units have attacked
The Atlantean player attacks first
Units may combine their attacks against a single target
Units can attack targets in an adjacent hex
Units with ranged attacks can target defenders within two hexes
The attacker rolls 1D6 for every point of power used in the attack.
This is the attack roll.
The defending unit rolls 1D6 for each of its power points. This is the defense roll
If the attackers total is higher the target is destroyed, otherwise
the defender survives.
Spells may contribute power points to the attackers or the defenders
Flip chits to indicate that they have attacked or cast spells

TERRAIN

Even with penalties the minimum movement rate = 1hex per turn.
Water = Costs 1 Move point to enter.
Treacherous Water = Shallows, Reefs, Rocks, Whirlpools. Costs 2 Move points to enter.
Clear = Costs 1 Move point to enter.
City spaces = Costs 2 Move points to enter.
+1 Power to defense rolls for Atlantean units.
Forest = Costs 2 Move points to enter. +1 Power to defense rolls.
Mountains = Costs 3 Move points to enter. +1 Power to defense rolls.
Rivers = Separate Adjacent hexes. Costs 2 Move points to cross.
Units being attacked from across a river get +2 Power to defense rolls.
Walls = Separate Adjacent hexes. Costs 3 Move points to cross a wall.
Atlantean units being attacked from across a wall get +2 Power to defense rolls.
Flyers do not receive move penalties

SPELLS

The spell pile mix should be 1 chit for each of the spells listed below.
There are 3 types of spells: Mage, Priest, & General.
Mage units can cast Mage or General spells.
Priest units can cast Priest or General spells.
A unit can cast one spell per turn.
Each player has a hand of 7 spell chits they replenish in Draw Phase.
A player casts a spell from his hand through a spellcasting unit he controls.
Once spells are cast they are discarded unless they are to be used as markers.
Use the spell chit to represent a unit created by the spell.
Unless otherwise noted spell have a range of 2 hexes.

SPELLS

NOTES

Shield	Unit gets +3 Power Points on Defense roll. Cast at beg. of Battle phase
Haste	Unit gets +2 Move Points. Cast at beginning of move phase
Fly	Unit Flies at Move Points = 4 this turn. Cast at beginning of move phase
Hold	Unit cannot move this turn. Cast at beginning of move phase
Aid	Unit gets +2 Power Points. Cast at beginning of Battle phase
Inspire	All adjacent friendly units get +1 Power points this turn. Battle phase
Rage	Unit gets +3 Power Points on Attack roll. Cast at beg. of Battle phase
Fireball	A Range = 2 attack for 4 Power Points
Lightning Bolt	A Range = 3 attack for 3 Power Points
Distract	Unit cannot attack. Range = 3. Cast at beginning of Battle phase
Invulnerability	Unit cannot be Destroyed. Cast at beginning of Battle phase
Negate	Negate the effect of spell just cast within 3 hexes
Mesmerize	All adjacent enemy units cannot attack. Cast at beginning of Battle phase
Death Spell	Caster gets +5 Power points to Attack roll
Winds	Negate all nonmagical ranged atks vs target. Cast before Def. roll made
Whirlpool	A Range = 3 attack for 4 Power Points vs a water unit
Wall of Fire	No unit may enter 1-3 adjacent target hexes targeted by caster within 3 hexes of caster. Cast at beginning of move phase
Raise Dead	Unit just killed becomes undead under your control; Power Points -1. Cast after Defense roll made
Earthquake	3 Adjacent hexes within 3 hexes of caster. Ground units in these hexes attacked for 2 Power Points
Tidal Wave	Water unit or unit in coastal hex attacked for 4 Power Points
Flood	3 Adjacent hexes within 3 hexes of caster. Ground units in these hexes may not move. Cast at beginning of move phase
Poison Gases	Unit -2 Power Points. Cast at beginning of Battle phase
Summon	Move any Friendly unit from anywhere adjacent to caster
Teleport	Caster or Friendly unit adjacent to caster can move to any empty hex
Control	Take control of unit this turn. Cast at beginning of Battle phase
Luck	Cause Attack or Defense roll just made to be rerolled
Antimagical	Both players must discard their spells. Cast any time
Fear	Move enemy unit. Unit cannot end move adjacent to one of yor units. Cast in move phase before unit moves

MAGE SPELLS

Earth Elemental	Creates a Unit adj to caster: Power Points = 4, Move =1, Lasts 3 turns
Water Elemental	Creates a Unit adj to caster: Power Points = 3, Move =3W, Lasts 3 turns
Air Elemental	Creates a Unit adj to caster: Power Points = 3, Move =5F, Lasts 3 turns
Fire Elemental	Creates a Unit adjacent to caster: Power Points = 4, Move =2, Lasts 3 turns, Cannot be transported
Illusion	Creates a Unit adj to caster: Power Points = 3, Move =5F, Lasts 2 turns, Destroyed if Attacked

PRIEST SPELLS

Ressurrection	Unit not destroyed. Cast after Defense roll made
Reincarnate	Put unit from discard pile into play adjacent to caster
Golem	Creates a Unit adjacent to caster: Power Points = 3, Move =1
Sanctuary	Unit cannot attack or be attacked. Cast at beginning of Battle phase
Commune	Discard spells and draw seven new spells

GAME DESIGNERS NOTES

The Atlanteans have the advantage of being centralized and on the defense.
The Foes have more units but they are spread out and have to cross the water barrier.

WAR HAMMER SPACE EMPIRES

INTRODUCTION

War Hammer 40K Theme.

Module for the [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).

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.

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	
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	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	
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	1	2
Imperial Support Troops	1	I	1	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

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
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
Wave Serpents	2F	V	3
Warp Hunters	2F	V	3
Deathstalkers	2F	V	5
Tempests	2	V	4
Doomweavers	2	A	4
War Walkers	2	I	3
Dreadnaughts	2	I	3
Wraithguards	1	I	2
Iyanden Ghost Warriors	1	I	2
Vibrocanons	2	A	2
Antigrav Lascannons	2	A	3
Warlock Titan	1	T	10
Phantom Titan	1	T	8
Revenant Scout Titan	1	T	6
Void Stalker	2	S	10
Wraithship	4	S	8
Shadow Hunter	6	S	6
Eclipse Cruiser	8	S	4
Hellbore Escort	10F	S	2

TYRANID 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
Tyranid 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
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 IN HELL

INTRODUCTION

2 Player Card game.

Diabolic Fantasy theme

The Arch Devils Intrigue and do battle to control the 9 Planes of Hell.

Each player controls a Faction of Arch Devils.

VICTORY

Control all 9 Planes of Hell

THE BOARD

Place 9 (Finely Illustrated) cards in a row.

Each card represents one of the Planes of Hell from 1 (highest) to 9 (lowest).

THE DECK

Players share a common deck

Arch Devils and Dukes of Hell are considered to be Leaders.

Lesser & Greater Devil cards & Monster cards are considered to be Legions.

Legions & Leaders are Units.

A Leader with attached Legions is referred to as an Army.

A Stack is a Leader with or without attached cards.

A Host refers to all the units of a player in the same Plane.

MARKERS

Each player gets a set of markers of a unique color.

These are used to mark control of Planes and Units.

SETUP

Each player draws 9 cards.

Discard & redraw if you did not draw at least 1 Arch Devil.

No Units may move until each player has had 1 turn.

TURN SEQUENCE

Players take turns.

Each turn has 7 Phases:

Summon Phase

Host Phase

Intrigue Phase

Gate Phase

Battle Phase

Reinforcement Phase

Control Phase

SUMMON PHASE

Draw 3 cards.

HOST PHASE

You may put Leaders & Legions face up into Play from your hand.
Arch Devils must start on their Home plane.
(Each of the 9 Arch-Devils control 1 Plane of Hell)
You cannot play an Arch Devil if an opponent controls its Home Plane.
Dukes of Hell may start in any plane you control.
Legions are attached (Stacked with) to Leaders you control.
Place a control marker on your Stacks to indicate ownership.

INTRIGUE PHASE

Each player gets 100 Intrigue points.
Players use these points to secretly bid on every Leader in Play.
Your Bids on Leaders you already control are worth double.
Bids are revealed simultaneously.
Players gain control of those Leaders they won the bid for.
(You get the Leader & all attached cards.)
Replace control markers as required.
If tied, flip a coin.
Leaders lost to Intrigue are called Traitors.

GATE PHASE

Each of your Armies may move 1 Plane higher or lower.
A Leader without attached Legions may be moved to any Plane.

BATTLE PHASE

The current player is the Attacker. Other players are Defenders.
Battle occurs when opposing units occupy the same Plane.
Every unit has a Force value.
Each player adds up the Total Force value of all their units in the Plane.
Players may play Event cards to increase their sides Total Force value.
The side with the lower Force value is completely destroyed (discarded)
The side with the higher Force Total gets to keep units with a Force
Total equal to or less than the difference between the Totals.
The Winner always gets to keep at least 1 Unit (a Leader)
Legions, if attached to a General for that type, get Force +3.
An Army with Flyers gets Force +5 if facing a Host with no Flyers.

REINFORCEMENT PHASE

Each of your Armies may move 1 Plane higher or lower.
A Leader without attached Legions may be moved to any Plane.
Units may not move into Planes occupied by enemy units.
You may put Leaders & Legions face up into Play from your hand.
Arch Devils must start on their Home plane.
You cannot play an Arch Devil if an opponent controls its Home Plane.
Dukes of Hell may start in any plane you control.
Legions (& Relics) are attached (Stacked with) to Leaders you control.

CONTROL PHASE

Max hand size is 9 cards.
Discard excess cards.
Put a Control marker on any Plane you occupy (Remove enemy marker).

CARD LIST NOTATION

A = Arch Devil
D = Duke of Hell
G = Greater Devil
L = Lesser Devil
E = Event

CARD LIST

Card Name:	#	Type	Force	Notes:
Asmodeus	1	A	20	General: Pit Fiends
Baalzebul	1	A	17	General: Hell Hounds
Tiamat	1	A	13	General: Dragons
Geryon	1	A	14	General: Bone Devils
Dispater	1	A	15	General: Erinyes
Belial	1	A	16	General: Scaly Devils
Mephistopheles	1	A	19	General: Ice Devils
Moloch	1	A	13	General: Horned Devils
Mammon	1	A	14	General: Barbed Devils
Amon	1	D	13	General: Bone Devils
Arioch	1	D	12	Avenger: Force +5 vs Traitor
Bael	1	D	10	General: Barbed Devils
Hutijin	1	D	11	General: Pit Fiends
Titivilus	1	D	8	Messenger: Can Move any Time
Glasya	1	D	7	Consort: Arch Devil gets +5
Gorson	1	D	9	Bailiff: Force +5 if Defender
Alastor	1	D	8	Executioner: Force +5 vs Duke
Tartach	1	D	7	Legate: Intrigue Points +5
Neabaz	1	D	8	Herald: Delay
Phongor	1	D	9	Inquisitor: Spy
Moloch	1	D	10	Viceroy: Summons
Pit Fiends	3	G	13	Flying
Ice Devils	3	G	11	
Bone Devils	3	G	10	
Horned Devils	3	G	9	Flying
Dragons	2	G	10	Flying
Lemures	3	L	3	
Scaly Devils	3	L	6	Flying
Bearded Devils	3	L	7	
Spined Devils	3	L	3	Flying
Barbed Devils	3	L	8	
Erinyes	3	L	4	Flying
Hell Hounds	3	L	5	
Nupperibos	3	L	2	
Surprise	2	E	12	
Overrun	2	E	10	
Outflank	2	E	6	
Powerful Magic	2	E	8	
Slaughter	2	E	4	
Treachery	10	E	-	Worth 10 Intrigue Points
Spies	4	E	-	Look at Opponents Hand
Summon	4	E	-	Draw 3 cards
Divination	4	E	-	Look at next 10 cards in Deck

LEADER POWERS

Spy = Look at opponents hand once on your turn
Delay = Negate move of target enemy army in adjacent Plane
Summons = Draw 1 card and discard 1 card once on your turn
Lies = Discard 1 card to make opponent Discard 1 random card
Destroyer = Destroy 1 Opposing Legion at start of Battle
Weakness = All opposing Legions are -1 Force

General = Attached Legions of the said type get Force +3

ARCH DEVILS

Name:	Level	Plane	Powers:
Tiamat	1	Avernus	Destroyer
Dispater	2	Dis	Summons
Mammon	3	Minauros	Weakness
Belial	4	Phlegethos	Force +5 vs Duke
Geryon	5	Stygia	Force +5 if Defending
Moloch	6	Malbolge	Force +5 if Attacking
Baalzebul	7	Maladomini	Lies
Mephistopheles	8	Caina	Intrigue +5
Asmodeus	9	Nessus	Delay

WAR OF INDEPENDENCE

INTRODUCTION

American Revolution Theme.

Module for the [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.

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.

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	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	1	4	L
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	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	O	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
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

WAR OVER THE REICH

INTRODUCTION

Scenario for WarpQuest: WWII.

Click here for the [WarpQuest](#) Core Rules.

Each player controls a Flight of 300 British (Halifax, Wellington, Mosquito, and Lancaster) Bombers on a Night Raid to bomb targets in Nazi Germany.

INTRODUCTION

Module 1 represents the flight to the Target Zone.

Module 2 represents the combat over the Target Zone.

The 'Artifact' is the halfway point of the Mission when the Bombers must turn back.

BOMBER FLIGHT STATS

A Bomber Flight (Group) has 300 Bombers and 6 Stats.

The Flight also has a Fuel Surplus = 6

Roll on the Stat List Table to see what stats you get:

STATS LIST TABLE

1D6	Stat:	Notes:
1	Bombers +50	Base = 300
2	Electronic Warfare +2	Radar, Radio, Countermeasures
3	Navigation Intelligence +2	Electronics, Planning, Experience
4	Fighter Defense +2	Fighter Escort, Bomber MGs, Tactics
5	Bombing +2	Accuracy & Tonnage
6	Fuel Surplus +1	Base = 6

FUEL SURPLUS

Every time you fail a Navigation test reduce your Fuel Surplus by one point.

You may voluntarily use up a Fuel Surplus point to 'Search for Targets': Instead of Moving forwards in Movement Phase, move your pawn (Bomber Group) backwards.

If your Fuel Surplus = 0 you must immediately turn back and head for home.

If your Fuel = 0 and you fail a Navigation test you lose 1D6 Bombers.

(They run out of fuel)

ALTITUDE

There are three Altitudes: Low, Medium, and High.

Start the game at Medium altitude.

Instead of moving forward during Movement phase, use up a Fuel Surplus point and change your Altitude to any other height.

If you are at low altitude Navigation and Bombing tests are DM -1.

If you are at low altitude Flak and EW tests are DM +1.

If you are at high altitude Navigation and Bombing tests are DM +1.

If you are at high altitude Flak and EW tests are DM -1.

FLAK & FIGHTERS

If you fail a Flak or Fighter test lose 1D10 Bombers.

If you pass a Flak or Fighter test you lose no Bombers.

If you pass a fighter test you shoot down 1D6 enemy Fighters.
Add your Fighter Defense Stat to 'Fighter test' Skill rolls.

BOMBING TARGETS

When you bomb a target, 50 of your bombers will drop their bombs.
Add your Bombing Stat to 'Bombing test' Skill rolls.

If you pass the test, the target is destroyed: keep the target card in your possession.
If you fail the test, the target card remains in play in that space.
The next Bomber group to land on the space may try to bomb the target.
A Bomber drops all of its bombs at once. Those bombers cannot attack again.

ELECTRONIC WARFARE

Add your Electronic Warfare Stat to 'EW test' Skill rolls.
If you pass an EW test nothing happens.
If you fail an EW test, draw another card.
If it is a Flak or Fighter card, the card attacks with a DM +1.
If the drawn card is not a Flak or Fighter, discard it: nothing happens.

VISUAL SIGHTING

If you pass an Visual Sighting test nothing happens.
If you fail a VS test, draw another card.
If it is a Flak or Fighter card, the card attacks with a DM +1.
If the drawn card is not a Flak or Fighter, discard it: nothing happens.

SCORING

Get 10 Victory Points (VP) for every target you 'destroy'.
(The Decoy Target earns no VP, but you must bomb it.)
Get 1 VP for every enemy fighter you destroy.
Lose 1 VP for every bomber you lost.
Lose 5 VP if you run out of Surplus Fuel.

HIT 'EM HARD RULE

When you go to make a Bombing test roll you may decide to attack with more than 50 Bombers. You may choose 100, 150, or any multiple of 50.
All Bombers you declare to attack must attack.
If the first 50 fail their attack, roll again for the next 50, and so on.

SAME SPACE

If your pawn lands on an opponents pawn, nothing happens, there is no conflict, and do not draw a card.

CARD TYPES

T = Target
N = Navigation
F = Flak
I = Fighter
E = Electronic Warfare
V = Visual Sighting
A = Aid
= Number of that card in the Deck.

MODULE 1 PERILOUS FLIGHT CARD LIST

Card Name:	#	Type	Test Modifiers:
Darkness	3	N	Navigation
Cloud Cover	3	N	Navigation
Storm	3	N	Navigation
Headwind	3	N	Navigation
8.8cm Flak 18	4	F	Altitude
10.5cm Flak 39	3	F	Altitude
12.8cm Flak 40	2	F	Altitude, DM +1
Flak Battery	2	F	Altitude, DM +2
Radar Station	1	E	Electronic Warfare
Radar Fence	1	E	Electronic Warfare
Radar Operator	1	E	Electronic Warfare
Freya Radar Tower	1	E	Electronic Warfare
Wurzburg Radar Dishes	1	E	Electronic Warfare
Kammhuber Line	1	E	Electronic Warfare
Radar Set	1	E	Electronic Warfare
Long Range Radar	1	E	Electronic Warfare
Radar Beacon	1	E	Electronic Warfare
Himmelbett Box	1	E	Electronic Warfare
Lichtenstein SN-2 Radar	1	E	Electronic Warfare
Flensburg Homing Device	1	E	Electronic Warfare
Naxos-Z Homing Device	1	E	Electronic Warfare
Visual Contact	1	V	Visual Sighting
Ground Observers	1	V	Visual Sighting
Me 109 Squad	1	I	Fighter Defense
Me 110 Squad	1	I	Fighter Defense, DM -1
Messerschmitt Fighters	1	I	Fighter Defense
Foke-Wulf 190 Squad	1	I	Fighter Defense, DM +1
Night Defense Fighters	1	I	Fighter Defense
Luftwaffe	1	I	Fighter Defense
JU 88 Night Fighters	1	I	Fighter Defense
Heinkel He 219s	1	I	Fighter Defense
Wild Boar Squad	1	I	Fighter Defense, DM +1
Tame Boar Squad	1	I	Fighter Defense
Schrage Musik	1	I	Fighter Defense, DM +1
German Fighter Ace	1	I	Fighter Defense, DM +2
Drop Tanks	1	A	Fuel Surplus +1
Efficient Fuel Management	1	A	Fuel Surplus +1
Window Countermeasure	1	A	Electronic Warfare +2
Aluminum Foil Strips	1	A	Electronic Warfare +2
Operation Corona	1	A	Electronic Warfare +2
Perfectos Device	1	A	Electronic Warfare +2
Serrate Tracking Unit	1	A	Electronic Warfare +2
Jam Radio Traffic	1	A	Electronic Warfare +2
Airborne Cigar	1	A	Electronic Warfare +2
Noise Transmitters	1	A	Electronic Warfare +2
GEE Relay Stations	1	A	Navigation +2
OBOE Electronic Guidance	1	A	Navigation +2 or Bombing +2
Airborne Radar	1	A	Navigation +2
Mission Briefing	1	A	Navigation +2
Landmarks	1	A	Navigation +2
Firestorm	1	A	Bombing +2
Target on Fire	1	A	Bombing +2
Blockbuster Bombs	1	A	Bombing +2
Pathfinder Force	1	A	Bombing +2
Red Spot Flares	1	A	Bombing +2
Master Bomber	1	A	Bombing +2
Blind-Bombing Radar	1	A	Bombing +2

MODULE 2 TARGET ZONE CARD LIST

Card Name:	#	Type	Test Modifiers:
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Ball Bearing Factory	1	T	Bombing
Airplane Factory	1	T	Bombing
Rail yard	1	T	Bombing
V2 Launch Site	1	T	Bombing
Air Field	1	T	Bombing
Synthetic Petroleum Plant	1	T	Bombing
Refinery	1	T	Bombing
City	1	T	Bombing
Shipyards	1	T	Bombing
Industrial Complex	1	T	Bombing
Decoy Target	1	T	Bombing
Hydro-Electric Dam	1	T	Bombing
Darkness	3	N	Navigation
Cloud Cover	3	N	Navigation
Storm	3	N	Navigation
Headwind	3	N	Navigation
8.8cm Flak 18	4	F	Altitude
10.5cm Flak 39	3	F	Altitude
12.8cm Flak 40	2	F	Altitude, DM +1
Flak Battery	2	F	Altitude, DM +2
Radar Station	1	E	Electronic Warfare
Radar Fence	1	E	Electronic Warfare
Radar Operator	1	E	Electronic Warfare
Freya Radar Tower	1	E	Electronic Warfare
Wurzburg Radar Dishes	1	E	Electronic Warfare
Radar Set	1	E	Electronic Warfare
Long Range Radar	1	E	Electronic Warfare
Radar Beacon	1	E	Electronic Warfare
Himmelbett Box	1	E	Electronic Warfare
Lichtenstein SN-2 Radar	1	E	Electronic Warfare
Flensburg Homing Device	1	E	Electronic Warfare
Naxos-Z Homing Device	1	E	Electronic Warfare
Visual Contact	1	V	Visual Sighting
Shilhouette	1	V	Visual Sighting
Ground Observers	1	V	Visual Sighting
Search Lights	1	V	Visual Sighting
Me 109 Squad	1	I	Fighter Defense
Me 110 Squad	1	I	Fighter Defense, DM -1
Messerschmitt Fighters	1	I	Fighter Defense
Foke-Wulf 190 Squad	1	I	Fighter Defense, DM +1
Night Defense Fighters	1	I	Fighter Defense
Luftwaffe	1	I	Fighter Defense
JU 88 Night Fighters	1	I	Fighter Defense
Heinkel He 219s	1	I	Fighter Defense
Wild Boar Squad	1	I	Fighter Defense, DM +1
Tame Boar Squad	1	I	Fighter Defense
Schrage Musik	1	I	Fighter Defense, DM +1
German Fighter Ace	1	I	Fighter Defense, DM +2
Drop Tanks	1	A	Fuel Surplus +1
Efficient Fuel Management	1	A	Fuel Surplus +1
Window Countermeasure	1	A	Electronic Warfare +2
Aluminum Foil Strips	1	A	Electronic Warfare +2
Operation Corona	1	A	Electronic Warfare +2
Perfectos Device	1	A	Electronic Warfare +2
Serrate Tracking Unit	1	A	Electronic Warfare +2
Jam Radio Traffic	1	A	Electronic Warfare +2
Airborne Cigar	1	A	Electronic Warfare +2
Noise Transmitters	1	A	Electronic Warfare +2
GEE Relay Stations	1	A	Navigation +2
OBOE Electronic Guidance	1	A	Navigation +2 or Bombing +2
Airborne Radar	1	A	Navigation +2
Mission Briefing	1	A	Navigation +2
Landmarks	1	A	Navigation +2
Firestorm	1	A	Bombing +2
Target on Fire	1	A	Bombing +2
Blockbuster Bombs	1	A	Bombing +2

Pathfinder Force	1	A	Bombing +2
Red Spot Flares	1	A	Bombing +2
Master Bomber	1	A	Bombing +2
Blind-Bombing Radar	1	A	Bombing +2

AMERICAN DAYLIGHT RAIDS

This is a variant of the above Card lists.

The Americans preferred to use their B-17 Flying Fortresses & B24 Liberators in daylight raids with Fighter Escorts.

Add the Following cards to Modules 1 & 2

AMERICAN DAYLIGHT RAIDS ADDENENDUM CARD LIST

Card Name:	#	Type	Test Modifiers:
P-38F Lightnings	1	A	Fighter Defense +2
P-47C Thunderbolts	1	A	Fighter Defense +2
P-51B Mustangs	1	A	Fighter Defense +2
Fighter Escort	2	A	Fighter Defense +2
Bomber Boxes	1	A	Fighter Defense +2
MG Crossfire	1	A	Fighter Defense +2
Norden Bombsight	1	A	Bombing +2
Me 262 Jet Fighters	1	I	Fighter Defense, DM +2
Combat Fighters	1	I	Fighter Defense
WDr-21 Rockets	1	I	Fighter Escort
Pulk-Zerstorer Bombs	1	I	Fighter Defense
Head on Pass Tactics	1	I	Fighter Defense
Jagdgruppen	1	I	Fighter Defense
Smokescreens	1	N	Navigation

Remove all Night cards.

Remove all Electronic Warfare cards.

Navigation and Bombing tests are DM -1.

Flak tests are DM +1.

WARBAH

INTRODUCTION

Fantasy conquest. Characterized by Gold and bookkeeping.
Explore, expand your territory, collect gold, find artifacts, cast spells,
raise armies, gain experience, send out spies, crush your enemies.

MAP & CHITS

Use a disposable Hex map.
Indicate which hexes are land and which are water.
Draw in rivers along borders of hexes.
Draw in terrain types onto the map spaces as the map is explored.
Each player starts with control marker chits of a unique color to
indicate ownership of settlements.
Each player starts with Hero marker chits of the same color and marked with
an H and a unique number to indicate individual Hero units.
10 sided dice are required to play.

SETUP

Pick one hex on the map to contain your capitol city.
Put down the appropriate terrain chit with a control marker on it.
Place one Hero chit in your capitol city.
The Hero starts with an army of 1D10 units of each of the 4 basic troop types.
The hero also starts with a wandering wizard.
Start with 1D10 gold.

HEROES

For each of your heroes you will need an index card with the following information:
The Heroes Identification number. Also on the chit.
The Heroes Name. Make one up.
Magical Items the hero owns.
Is there a Wizard in the army.
Number of warriors in the army.
Number of catapults in the army.
Number of archers in the army.
Number of cavalry in the army.
Number of ships present if at sea.
Experience points the Hero has.
Skill Abilities the hero has. All heroes begin with one skill: Roll on the Ability
Table.

MAIN TURN SEQUENCE

1. Initiative Phase
2. Realm Spell Phase
3. Collect Gold Phase
4. Recruit Troops Phase
5. Espionage Phase
6. Move & Explore Phase
7. Disaster Magic Phase
8. Battle Phase
9. Recovery Phase

INITIATIVE PHASE

Each player rolls 1D10. This is the Initiative Roll.
The highest roll goes first in all of the following phases.
The second highest roll goes second in all of the following phases, and so on.
Note that segments in battle rounds are simultaneous for both sides.

REALM PHASE

Roll on the Realm Spell Table a number of times equal to 1+ the number of Towers you control.
You may cast these spells during the turn when appropriate.
Realm spells cannot be saved from turn to turn.

COLLECT GOLD PHASE

Collect gold from all of your settlements.

RECRUIT TROOPS PHASE

Each type of settlement can recruit one type of troop. (see the settlement type table)
While at a settlement a hero can purchase troops from it.
Capitol cities can recruit warriors and heroes.
A maximum of 1D10 troops can be bought in one settlement in one turn.
A hero can have a maximum of 40 troops in his army, and 1 wizard.
A hero with the Command ability can have more troops.
Two heroes cannot occupy the same hex.
The capitol cannot recruit a hero if one is already occupying the capitol.
A Tower is the home of one Wizard who may be recruited for 5 gold.
The tower cannot produce any more wizards.
If a wizard is 'killed' he teleports home where he can be recruited by the current controller of the hex.
Two wizards cannot occupy the same hex.
Wandering wizards have no tower, They teleport off of the map.

ESPIONAGE PHASE

Players cannot conduct espionage against each other until their empires come into contact.
Roll 1D10 = X. This is the Espionage roll.
Hire up to X agents for X gold.
Roll 1D10 for each agent on the Espionage Table.

MOVE & EXPLORE PHASE

Except for the hexes containing Capitol cities, all hexes start out with unknown terrain.
Basic Heroes have 3 Move Points (MPs).
Heroes with logistics ability have extra MPs
An MP can be used to scout (explore) an adjacent unknown land hex.
Roll on the Hex Terrain Type Table to discover the identity of the hex.
Determine Settlement types.
Newly explored Non-settlement terrains will contain an encounter on a roll of 1-2 on D10.
Roll on the encounter table to determine its type.
Write the encounter type onto the map
Encounters do not move. They remain until destroyed.
Heroes cannot move into or through encounters.
MPs can be used to move into an explored land territory.

Different terrains have different MP costs to enter.
Heroes cannot move into water spaces.
Heroes may move through a hex containing another friendly hero.
Instead of moving, friendly adjacent heroes may exchange troops or magic items.
A troop or magic item may be exchanged only once per turn.
Heroes that can move more than one land space per turn may, instead of moving one hex, explore an adjacent hex.

DISASTER MAGIC PHASE

Wizards may cast Disaster Realm Spells.

BATTLE PHASE

A Hero may attack an adjacent enemy hero or an encounter.
A Hero may only make one attack per turn.
Having strategy ability allows a hero to make more than one attack per turn.
A hex may be attacked more than once per turn.
Heroes may combine attacks against a single hex.
At the start of a battle, if you have a Wizard in your force, roll on The Battle spell table 4 times for 4 Battle Spells the Wizard can use this battle.
Battle spells cannot be saved from battle to battle.
See the Battle Round Sequence section.

RECOVERY PHASE

Collect treasure from encounters: Roll on the treasure table.
If you defeated an enemy Hero take all of his magical items.
A Hero may remove an enemy control marker in the hex he occupies.
The hero may put down a control marker in the hex he occupies.
Heroes earn one Experience point (XP) for every encounter they overcome, every enemy hero they kill and every enemy settlement they take control of.
Every two XP earns a hero one skill ability. Roll on the Ability Table.

BATTLE ROUND SEQUENCE

A battle 'round' is divided into segments:

1. Spell Segment
2. Initiative 5+ Attacks Segment
3. Initiative 4 Attacks Segment (Catapults)
4. Initiative 3 Attacks Segment (Archers)
5. Initiative 2 Attacks Segment (Cavalry)
6. Initiative 1 Attacks Segment (Warriors)
7. Initiative 0- Attacks Segment

Each troop type has its own initiative rank that determines the order of attacks.
Magic and abilities may increase or decrease a troops initiative and or kill rank.
Each rank of "Wall" of a terrain or settlement decreases the kill rank of the attacker by 1.

All attacks in the same segment are simultaneous.

For its attack a troop rolls 1D10.

If this is equal to or less than the troops kill rank, then one enemy troop unit is killed.

The defending player decides which of his troops are killed at the end of the segment.

Some spells allow the attacker to decide which units or groups of units are targeted.

Ships can be directly attacked by other ships and sea monsters.

The round is repeated until one side is destroyed, or the attacker calls off the attack (at end of round).

The Hero is the last unit to be killed in a battle.

A Wizard can only cast one spell per round.

Encounters that are not defeated remain. Record what type they are on the map.

HEX TERRAIN TYPE TABLE

D10	Type	MP	Walls	Notes
1-2	Clear	1	0	Plains
3-5	Settlement	1	X	Roll on Settlement Table
6	Forest	2	1	Adjacent Villages earn +1 Gold
7	Marsh	3	1	
8	Desert	2	0	
9	Hills	2	1	
10	Mountains	3	2	Adjacent Mines earn +1
*	River	1	1	Cost to cross to other side

MP is the number of Movement points used to enter the space.

Non-settlement terrains will contain an encounter on a roll of 1-2 on D10.

Walls represent protection afforded to defenders in that terrain

SETTLEMENT TYPE TABLE

D10	TYPE	GOLD	WALLS	RECRUIT
1-3	Village	1	1	Warrior
4-5	Town	2	1	Archer
6	City	3	1	Catapult
7-8	Castle	1	2	Cavalry
9	Mine	2	0	None
10	Tower	0	2	Wizard
*	Capitol	4	2	Hero

GOLD = Revenue per turn

TROOP TYPE TABLE

UNIT	TYPE	COST	INIT	KILL	NOTES
Warriors		1	1	6	
Archers		1	3	4	
Cavalry		1	2	5	
Catapults		1	4	3	
Hero		10	1	7	Use Magic Items
Wizard		5	--	--	Use Battle Spells

Notes: Cost is in Gold, INIT = Initiative

ENCOUNTER TABLE

D10	TYPE
1	Barbarian Horde: 4D10 Warriors; 1 Treasure
2	Bandits: 2D10 Archers; 1 Treasure
3	Humanoids: 3D10 Warriors; 1 Treasure
4	Disease: Lose 1D10 Troops
5	Ruins: Undead Guardians: 2D10 Warriors; 1 Treasure
6	Monster: Init = 1, Kill = 3; Must be killed 5 times; 1 Treasure
7	Irate Sorcerer: 1 Wizard and 2D10 Warriors attack you; 1 Treasure
8	Petty Warlord: 1 Hero and 3D10 Warriors attack you; 1 Treasure
9	Ancient Dragon: Init = 2, Kill = 4; Must be killed 9 times; 2 Treasures
10	Nomads: 2D10 Cavalry; 1 Treasure

TREASURE TABLE

D10	TYPE
1-2	2D10 Gold
3-5	1D10 Gold
6	Followers: 1D10 Warriors join you.
7	Wandering Mage: 1 Wizard joins you if you have no wizard, if you do have one, get a

Magic Item: Roll a Realm spell to determine its effects. Useable once per turn.

8-9 Magic Item: Roll on Ability table to determine its effects.

10 Magic Item: Roll a Battle spell to determine its effects. Useable once per turn.

Notes: All magic items belong to heroes.

ABILITY TABLE

1D10	Ability	Effect
1	Wizardry	Wizard gets +1 Battle Spell
2	Command	Maximum troops in heroes army +10
3	Defense	Negate 1 Kill per Segment
4	Leadership	One random troop type gets Kill +1
5	Tactics	One random troop type gets Initiative +1
6	Logistics	Hero +1 Move Point
7	Scouting	Explore +1 Hex in Explore Phase/ Look at one adjacent Heroes
Index card		
8-10	Rare Ability	Roll on rare ability table

RARE ABILITY TABLE

1D10	Ability	Effect
1	Intrigue	+1 to Espionage roll
2	Resist Spells	Negate one spell per battle
3	Prophecy	Get +1 Realm spell per turn
4	Luck	Cause one target die roll per turn to be rerolled
5	Diplomacy	Put a control marker on 1 adjacent neutral settlement in recovery phase
6	Prowess	One random troop type gets +1 Attack per round
7	Healing	In recovery phase restore 1D10 troops lost in battle
8	Siegecraft	Destroy 1 wall in Initiative 1 segment
9	Strategy	Hero gets +1 Battle Phase per turn
0	Wealth	+1 Gold per turn in Collect Phase

RANDOM TROOP TYPE TABLE

1D5	Type
1	Catapults
2	Archers
3	Cavalry
4	Warriors
5	Hero

ESPIONAGE TABLE

1D10	Result
1-5	Failure
6-8	Look at target Hero Index card
9-0	Success: Roll on the Agent Success Table

AGENT SUCCESS TABLE

1D10	Result
1	Kill target Hero: That heroes army disbands
2	Gain control of target non-capitol settlement
3	Steal target Magic Item. Give it to any one of your heroes
4	Steal 1D10 Gold. Add it to your coffers
5	Cause 1D10 Gold worth of Property Damage
6	Delay Army: Target Hero cannot move or attack this turn

- 7 Kill Target Wizard.
- 8 Cause 1D5 troop units in target army to disband. Opponents choice
- 9 False Orders: Move Target Hero this turn.
- 10 Opponent rolls on this table and applies it to you.

ALLIES

In a multiplayer game, two or more players may form an alliance.
 An alliance ends as soon as one ally attacks another, or declares the alliance over.
 Allies may combine attacks.
 Allies may trade anything except spells and abilities: Heroes, gold, troops, magic items, settlements, etc.
 Allied Heroes may do pass through movement.

BATTLE SPELLS TABLE

- 1D100 Spell
- 01-02 Petrification- Kill 1 unit Cast at Initiative 2
- 03-04 Web- Neutralize 2 units Cast at Initiative 2
- 05-06 Hold- Neutralize 1 unit Cast at Initiative 2
- 07-08 Paralyzation- Neutralize 1 unit Cast at Initiative 3
- 09-10 Mesmerize- Neutralize 1D5 units Cast at Initiative 2
- 11-12 Weakness- Target group are Kill -1 for the rest of the battle. Cast at Initiative 2
- 13-14 Fireball- Kill 2 units Cast at Initiative 3
- 15-16 Lightning Bolt- Kill 1 unit Cast at Initiative 5
- 17-18 Cone of Cold- Neutralize 1 unit and Kill 1 unit Cast at Initiative 2
- 19-20 Blessing- Reroll all of your missed attacks once this round of battle. Cast in Spell Segment.
- 21-22 Bloodlust- All of your warriors get kill +1 this round of battle. Cast in Spell Segment.
- 23-24 Charm- Take control of 2 of opponents troops Cast at Initiative 1
- 25-26 Command- Take control of 1 of opponents troops Cast at Initiative 2
- 27-28 Poison Gas Cloud- Kill 1D5 units Cast at Initiative 2
- 29-30 Smite- Your Hero gets an extra attack for 3 rounds of Battle. Cast in Spell Segment.
- 31-32 Haste- All of your troops get Initiative +1. Cast in Spell Segment.
- 33-34 Invisibility- One group of troops gets Kill +1 and Initiative +1. Cast in Spell Segment.
- 35-36 Charge- All of your cavalry get kill +1 this round of battle. Cast in Spell Segment.
- 37-38 Flaming Arrows- All of your archers get kill +1 this round of battle. Cast in Spell Segment.
- 39-40 Stone to Mud- Destroy 1D5 ranks of opposing walls. Cast in Spell Segment.
- 41-42 Shield- Negate 4 kills by archers or catapults this round. Cast in Spell Segment.
- 43-44 Forget- Opposing Wizard discards 2 cards. Cast in Spell Segment.
- 45-46 Spellbind- Opposing Wizard cannot cast spells the next 2 rounds of Battle. Cast in Spell Segment.
- 47-48 Polymorph- Neutralize 4 units Cast at Initiative 2
- 49-50 Armor- Negate 3 kills this round. Cast in Spell Segment.
- 51-52 Dispell- Negate the effects of one spell just cast.
- 53-54 Raise Dead- Create 1D5 Warriors. Cast in Spell Segment.
- 55-56 Swarm- Neutralize 3 units Cast at Initiative 3
- 57-58 Illusions- Negate all attacks by one enemy group this round. Cast in Spell Segment.
- 59-60 Summon Dragon- Init = 2, Kill = 4; Must be killed 5 times
- 61-62 Summon Monster- Init = 1, Kill = 3; Must be killed 3 times
- 63-64 Summon Fairies- Neutralize 2 units Cast at Initiative 1
- 65-66 Sleep- Neutralize 1D5 units Cast at Initiative 1
- 67-68 Shatter- Destroy target magic item. Cast in Spell Segment.
- 69-70 Phantasmal Terrain- One group gets Initiative +4 this round. Cast in Spell Segment.
- 71-72 Slow- Target groups Initiative -2 for rest of battle. Cast in Spell Segment.

73-74 Ice Wall- Defender only. Gain 3 Walls. Cast in Spell Segment.
 75-76 Force Field- No attacks by archers or catapults this round. Cast in Spell Segment.
 77-78 Precision- All attacks by your archers hit this round. Cast in Spell Segment.
 79-80 Wall of Fire- Cavalry, Heroes, and warriors may not attack this round. Cast in Spell Segment.
 81-82 Fog- All Archers & catapults are Kill -1 this battle. Cast in Spell Segment.
 83-84 Blind- Neutralize 3 units. Cast at Initiative 3
 85-00 Reroll

NOTES: Neutralized troops cannot attack for the rest of the battle.

Summoned units are summoned in the spell segment and they go away at the end of the battle

Take permanent ownership of controlled troops.

A "group of troops" would consist of all troops of a certain

type: All warriors, or all catapults for example.

Kill +1 increases Kill rank by 1. Warriors with kill +1 would kill on a roll of 1-6 instead of 1-5.

REALM SPELLS TABLE

1D100 Spell
 01-03 Research- Roll 1D5 +5 once on treasure table. Cast in Collect Phase.
 04-06 Teleport- Move wizard to another hero without a wizard. Cast in Move Phase.
 07-09 Dimension Door- Move Hero to any territory you control. Cast in Move Phase.
 10-12 Fly- Hero gets Move Points +5. Cast in Move Phase.
 13-15 Blizzard- Target adjacent army cannot move or attack. Cast in beginning of Move Phase
 16-18 Firestorm- Target adjacent settlement razed. Disaster Magic.
 19-21 Animate Dead- Gain 1D10 Warriors. Cast in Explore Phase
 22-24 Stone Rain- Target adjacent settlement razed. Disaster Magic.
 25-27 Earthquake- Target adjacent settlement razed. Disaster Magic.
 28-30 Flood- Target adjacent settlement decimated. Disaster Magic.
 31-33 Death Spell- Target adjacent army loses 2D10 troops. Disaster Magic.
 34-36 Pestilence- Target adjacent settlement decimated. Disaster Magic.
 37-39 Plague- Target adjacent settlement decimated. Disaster Magic.
 40-42 Adept- One of your Heros gains a wandering wizard immediately. Not a spell.
 43-45 Summon Avatar- Gain 1 Hero. Cast in Recruit Phase.
 46-48 Banish- Destroy adjacent Encounter. Disaster Magic. Treasure destroyed too.
 49-54 Prosperity- Gain 1D10 Gold. Cast in Collect Phase.
 55-57 Sanctuary- Target hex cannot be attacked this turn. Cast in Explore Phase.
 58-60 Stone Walls- Target Wizards hex gets Walls +3 for the rest of the turn.
 Disaster Magic.
 61-63 Curse- Opponent make 1D10 less gold this turn. Cast in Collect Phase.
 64-66 Heal- Recover 1D10 troops killed in Battle this turn. Cast in Recovery Phase.
 67-69 Cure Wounds- Recover 1D10 troops killed in Battle this turn. Cast in Recovery Phase.
 70-72 Fortell- Negate espionage result. Cast in espionage phase.
 73-75 View- Explore any 4 adjacent hexes anywhere on the map. Cast in Explore Phase.
 76-78 Scry- Look at all Hero index cards. Cast in Explore Phase.
 79-81 Energize- All of your wizards get +1 Battle Spell this turn. Cast in Realm Spell Phase.
 82-00 Reroll

NOTES:

A settlement that is razed or decimated produces no income.

A settlement remains razed for 1D10 turns.

A razed settlement gets no benefit from its walls.

An army hit by a razing or decimating disaster will lose 1D10 troop units.

A wizard can only cast one realm spell per turn.

TERRAIN VARIANTS

These are variations of standard terrain that allow recruitment of Special units.

FOREST VARIANT TYPES

1D10 TERRAIN
1 Elf settlement
2 Lumbermill: Gain 1 Gold per turn
3 Woodsmen settlement
4 Fey settlement
5-10 None

MARSH VARIANT TYPES

1D10 TERRAIN
1 Undead settlement
2-10 None

DESERT VARIANT TYPES

1D10 TERRAIN
1 Bandit settlement
2 Djinn settlement
3-4 Temple: Gain 1 extra Realm spell per turn
5-10 None

HILL VARIANT TYPES

1D10 TERRAIN
1 Gnome settlement
2 Kobold settlement
3 Orc settlement
4-10 None

MOUNTAIN VARIANT TYPES

1D10 TERRAIN
1 Dwarf settlement
2 Goblin settlement
3 Gold Mine: Gain 2 Gold per turn
4-10 None

CASTLE VARIANT TYPES

1D10 TYPE
1-3 Recruit Knights
4-10 Recruit Cavalry

CLEAR VARIANT TYPES

1D10 TERRAIN
1 Hobgoblin settlement
2 Trading Post- Gain 1 Gold per turn
3-10 None

SPECIAL UNIT TYPES

UNIT	TYPE	COST	INIT	KILL	LOCATION	NOTES
Woodsmen		1	2	4	Forests	Hero gets Scout ability
Elves		2	3	5	Forests	Hero gets Wizardry ability
Fey		1	1	3	Forests	Hero gets Wizardry and Scout ability
Goblins		1	2	3	Mountains	Hero gets Tactics ability
Dwarves		1	1	5	Mountains	Hero gets Defense ability
Orcs		1	1	5	Hills	Hero gets Logistics ability
Kobolds		½	1	3	Hills	Cheap
Gnomes		1	1	4	Hills	Hero gets Siegecraft ability
Djinn		3	2	8	Desert	Hero gets Wizardry ability
Bandits		1	2	4	Deserts	Hero gets Intrigue ability
Knights		2	2	7	Castles	Hero gets Defense ability
Undead		2	1	5	Marsh	Regenerate 1D10 undead in Recovery Phase
Hobgoblins		2	2	6	Clear	Hero gets Strategy ability

NOTES:

Some troop types cause the hero to gain an ability if there is one or more of that troop type present.

A Hero can have up to 5 different types of troops in his army.

Heroes with the command ability can have one extra type per level of command ability.

GAME DESIGNERS NOTES

Warbah? I just liked the sound of it.

Instead of rolling 1 attack die for every unit in a group, use this equation:

$$((1D10)/5)(\# \text{ of Troops})(\text{Kill Rank}/10) = \# \text{ of enemy troops killed}$$

Round to the nearest whole number.

WARGAMMON

INTRODUCTION

Two player abstract strategy board game. Variant of Backgammon

EQUIPMENT

Checker Board (64 spaces)
16 red checkers
16 black checkers
2 six sided dice

SETUP

Each player gets one set of 16 checkers.
Each player has his own 'side of the board'
On the back row of a players side, the player places a stack of 8 checkers in each of the two corner spaces
Red moves first

OBJECT

Be the first to move all of your checkers off the board past your opponents back row

TURN SEQUENCE

Players take turns
On your turn roll the two six sided dice
You may move one checker twice or two checkers once a number of spaces equal to the dice rolls
Checkers may be moved forward, to the left sideways, and to the right sideways
Checkers may not be moved diagonally or backwards
If one of your checkers lands on top of a single opponent's checker the opponent's checker is captured
A stack of two or more checkers may not be captured
A checker may not capture another checker on its second move
A captured checker is immediately placed on top of one of its owners corner stacks by its owner
A checker may not jump over any other checker or stack of checkers
A checker moved off the board past the opponents back row is out of the game
Rolling doubles allows the player to make 4 moves, just as in regular backgammon

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 EMPIRES

Warp Empires [Basic Rules System](#)

Historical Scenarios

[Land War in Asia](#)

[War of Independence](#)

[Union & Confederacy](#)

Science Fiction Scenarios

[Babylon 5 Empires](#)

[Star Wars Campaign](#)

[Federation](#)

[War Hammer Space Empires](#)

Conquest of Demara

[Rules](#) by Jiminy Bollocks

[Maps & Counterset](#)

[Card Randomizer](#) by Peter Cobcroft

Fantasy Scenarios

[Middle Earth Empires](#)

[Warp Hammer Empires](#)

[Scotch](#)

[Empires of Mystara](#)

[Lord of the Abyss](#) Infernal fun by Jason Newell.

WARP HAMMER

INTRODUCTION

Two player Card Game based on the Games Workshop Warhammer Fantasy Universe.

DISCLAIMER

Warhammer is a trademarked, copyrighted property.
This is merely a fan site.

LATEST REVISIONS

Added new Arttributes 1/24/02.

CARDSETS

Goto Zak's WarpHammer Support [Page](#)
Cardsets for Spells, Empire, & Wood Elves available.

DECK CREATION

Each player uses a separate individualized deck.

Each deck must contain 40 cards.

Note that every card has a Cost.

Each deck must have a total Cost of 100 points or less. (Or more points if players agree)

A player must pick his units off of one Card List (2 or more if players agree) and the appropriate Spell Lists.

Every Army must have a Command Group consisting of at least a Wizard and a 4+ Force Hero.

A 40 card deck may have a maximum of 20 Item, Spell, Tactic, Mark, and Virtue cards.

A 40 card deck may have a maximum of 10 Wizards & Heroes.

CARD TYPES

Hero, Magic, Wizard, Archer, War Machine, Signal, Berserker, Ambush, Scout, Monster, Beast, Cavalry, Infantry, and Spear cards are all Unit cards.

Item, Spell, Tactic, Mark, and Virtue cards are collectively called Enhancement cards.

An enhancement card must be played with a certain type of unit card for it to have any effects.

Note that one effect of an enhancement card is to provide an additional unit type attribute (trait) in Battle and Blood Phase.

For example: To have a Rune Hammer (Item from Dwarf List) have any effect, you must have a Hero unit in play. The Hammer then adds 3 Force and has the attribute of Magic (Equivalent to having an extra unit of the Magic Type).

Note that most of the attacks in Battle phase target unit cards, not enhancement cards.

VICTORY

The first player to win 5 hands is the winner.

TURN SEQUENCE

Each turn has 5 phases:

Logistics Phase
March Phase
Orders Phase
Battle Phase
Blood Phase

LOGISTICS PHASE

Players draw a hand of 15 cards from your deck.
If a deck runs out, shuffle the reserve pile & draw from it.

MARCH PHASE

Players discard down to 10 cards.
The discarded cards go to a players reserve pile.

ORDERS PHASE

Write down on a scrap piece of paper whether you want your army to:
Charge, Advance, or Defend.
Players reveal their written orders simultaneously.
If you wrote Charge Orders, all of your Monster, Beast, Cavalry, and Flying units get +1 force.
If you wrote Advance Orders, all of your Infantry, Spears, Hero, and Signal units get +1 force.
If you wrote Defend Orders, all of your Magic, Scout, Archer, and War Machine units get +1 force.
If you wrote Charge and your opponent wrote Defend you get +3 force to your battle total.
If you wrote Defend and your opponent wrote Advance you get +3 force to your battle total.
If you wrote Advance and your opponent wrote Charge you get +3 force to your battle total.

BATTLE PHASE

Players reveal their hands by placing them face down in front of them.
Killed cards are sent to the players casualty pile.
Note that attributes provided by Item, Spell, Tactic, Mark, Ability, and Virtue cards may only be counted if a card that can use it is also in play.
For example only Wizards can use Spells.
A card may only apply one of its traits per turn to produce an affect.
For example: A unit with the scout trait and the Archer trait must use only one.
Conduct the following contests/attacks in order:
*The Player with the most Signal units gets to draw the top card of his deck and put it into play.
*Each Armor, Swarm, Courage, & Regenerating unit gets to negate one kill caused by his opponent this phase on a roll of 1-3 on 1D6.
*Each Cowardly unit gets to send one killed unit to the reserve pile instead of the casualty pile on a roll of 1-4 on 1D6.
*Each Beast unit gets to kill one enemy Scout or one Ambush unit this turn on a roll of 1-3 on 1D6.
*The Player with the most Scout units gets to look at the next 10 cards in his opponents deck.
*Each Ambush unit gets to kill any one opposing unit on a roll of 1-2 on 1D6.
If the Ambush unit rolls a 6, the ambusher is killed.
*Each Disaster & War Machine unit gets to reveal the top card of his opponents deck:

If it is a unit kill it, if it is an enhancement, send it to the Reserve pile.

*Each Archer unit gets to kill one Infantry, Spear, or Flyer unit on a roll of 1-2 on 1D6.

*Each Flying & Teleport unit gets to kill any one enemy Archer or War Machine unit on a roll of 1-2 on 1D6 or Neutralize any one unit on a roll of 1-3 on 1D6.

A Neutralized unit cannot roll for its attribute for the rest of Battle Phase.

*Each Wizard or Magic Resistance unit gets to kill one enemy Spell or Item on a roll of 1-3 on 1D6.

*Each Fear or Magic unit gets to rout one Non-hero opposing unit to its owners reserve pile on a roll of 1-4 on 1D6.

*Each Immobilizer unit causes any one opposing unit to be immobilized on a roll of 1-3 on 1D6. An Immobilized unit is neutralized and has a Force = 0.

*Each Hero unit gets to kill one opposing Hero, Monster, or Magic unit on a roll of 1-3 on 1D6.

*Each Spear unit gets to kill one opposing Monster or Cavalry on a roll of 1-3 on 1D6.

*Each Cavalry unit kills an opposing Non-hero Archer unit or War Machine on a roll of 1-3 on 1D6.

*Each Berserker, Slay, and Monster unit gets to kill any one unit on a roll of 1-3 on 1D6.

*Each Poison, Drain, or Disease unit gets to effect one enemy unit. Roll 1D6: On 1-2 the unit is killed, on 3-4 it is immobilized, on 5-6 nothing.

*The Player with the most Infantry and Death units gets a +5 Force bonus in Blood Phase.

Normally the attacker chooses the target to be killed.

Units with the Martyr ability may be killed instead at the option of the targets controller.

A Unit may attempt, once per turn, to martyr for one other unit on a roll of 1-3 on 1D6.

BLOOD PHASE

Determine a Battle Total for each player.

Each card remaining from Battle Phase contributes its force rating to the Battle Total.

If you play a Leader card with a Mount card get a +1 force bonus.

If a unit has a "Versus" attribute (Such as +2 vs Orcs) the

Unit only gets the bonus if the opponent plays a unit of the appropriate type.

Items, Spells, Tactics, Marks, Abilities, and Virtues may only be counted if a card that can use it is also in play. For example only Wizards can use Spells.

The Player with the highest Battle Total wins the Melee.

The loser puts 1D6 random cards in play into his casualty pile.

Remaining cards go into each players reserve pile.

LIST NOTATIONS

U = Unique Unit: only 1 per Army

L2 = Rare Unit: Limit 2 per Army

DWARF CARD LIST

Card Name	Cost	Force	Notes
Gotrek Gurnisson	4U	3	Hero, +2 if played with Felix
Felix Jaegar	3U	3	Hero
Anvil of Doom	7U	6	Magic, Signal, Wizard
Thorim Grudgebearer	7U	6	Hero, Armor
Dwarf Lord	6U	5	Hero, Armor
Dwarf Runesmith	3	3	Magic, Wizard
Hero	4	3	Hero, Armor
Champion	5	4	Hero, Armor
Standard Bearer	1	1	Signal
Hornblower	1	1	Signal
Clansmen	3	2	Infantry, Armor
Longbeards	2L2	2	Infantry

Dwarf Pikes	1	1	Spears
Norse Dwarves	3	3	Berserk
Troll Slayers	3	2	Infantry, +2 vs Monsters
Giant Slayers	4	3	Infantry, +2 vs Monsters
Iron Breakers	4	3	Infantry, Armor
Tunnel Fighters	3L2	3	Scouts
Hammerers	2	2	Infantry
Organ Gun	4	4	War Machine
Bolt Thrower	3	3	War Machine
Thunderers	3	3	Archers
Crossbows	2	2	Archers
Mortar	4	1D6	War Machine
Fire Thrower	2	2	War Machine
Rangers	3	2	Scouts, Ambush
Runners	1	1	Scouts
Gyrocopter	3	2	Scout, Flyer
Runestaff	2U	3	Wizard Item, Hero
Rune Hammer	2U	3	Hero Item, Magic
Rune of Cleaving	2U	3	Spell, Death
Rune of Courage	2U	3	Spell, Courage
Iron Rune	3U	4	Spell, Armor
Rune of Might	4U	5	Spell, Hero
Rune of Banishment	5U	6	Spell, +2 vs Monsters
Stalwart	1	1	Dwarf Virtue, Armor
Stubborn	2	2	Dwarf Virtue, Armor

Racial Rules: When writing orders add one attribute of Armor or Martyr.
Spells: Use spells from the Metal List.

WOOD ELF CARD LIST

Card Name	Cost	Force	Notes
Arch Druid	5	5	Magic, Wizard
Druid	3	3	Magic, Wizard
Forest Lord	5U	5	Hero
Sylvan Chieftan	4	4	Hero
Guardian	3	3	Hero
Master Archer	6U	5	Hero, Archer
Archers	4	4	Archers
Hunters	3	2	Scouts, +2 vs Beasts
Falconer	2	1	Scouts, +2 vs Heroes
Scouts	1	1	Scouts
Master Scout	3U	2	Hero, Scout
Shapechangers	3	2	Scouts, Beasts
Wood Elf Spears	2	2	Spears
Glade Guards	2	2	Infantry
Warrior Kinband	3	3	Infantry
War Dancers	4	3	Infantry, Magic
Dance Master	5U	4	Hero, Magic
Dryad	4	3	Magic, Scouts
Waywatchers	3U	2	Scouts, Ambush
Treeman	6	5	Armor, Monster
Grizzly Bear	3	3	Beasts
Wain Lord Chariot	3	3	Cavalry, Mount
Great Cat	2	2	Beasts
Timber Wolves	2	2	Beasts
Warhawks	4	3	Flying, Scouts
Unicorn	3	3	Mount, Magic
Great Eagle	5	5	Mount, Flying
Forest Dragon	7	6	Mount, Flying, Monster
Glade Riders	3	3	Cavalry
Warhawk Riders	4	4	Flying
Magic Herbs	1U	1	Hero & Wizard Item, Magic
Green Blade (Sword)	2U	3	Hero Item, Magic
Hawk Bow	1U	2	Hero Item, Archer

Cloak of the Woods	1U	2	Hero Item, Scouts
Sword of Ages	3U	4	Hero Item, Signal
Bear Banner	1U	2	Infantry Item, Beast
Flail of Claws	1U	2	Hero Item, Berserk
Arrows of Slaying	1U	2	Archer Item, +2 vs Monsters
Shield of Ptolos	1U	2	Hero Item, Armor
Shapeshift	1U	2	Spell, Beasts
Plant Control	2U	3	Spell, Immobilize
Call Animals	2U	3	Spell, Swarm
Natures Visitation	3U	4	Spell, Signal
Natures Wrath	4U	5	Spell, Disaster

Racial Rules: When writing orders add one attribute of either Scout or Archer.
Spells: Use spells from any lists except Fire, Shadow, Death, and Metal.

SKAVEN CARD LIST

Card Name	Cost	Force	Notes
General T'Skot	5U	5	Hero
Verminlord	7U	6	Hero, Wizard, Magic
Skaven Champion	3	3	Hero
Skaven Beastmaster	3	2	Hero, Beasts
Plague Priest	3	2	Hero, Magic
Plague Monks	3	2	Infantry, Magic
Doom Wheel	6U	5	Magic, War Machine
Screaming Bell	7U	6	Magic, Signal
Plague Censer	4	1D6	Berserk
Warlock Engineer	3U	3	Magic, Wizard
Grey Seer	5	5	Magic, Wizard
Clan Skryre Sorcerer	4	4	Magic, Wizard
Clan Rats	2	2	Infantry
Skaven Spears	1	1	Spears
Skaven Slavemaster	2	2	Hero
Rat Slaves	1	1	Infantry
Rat Slingers	1	1	Archers
Clan Assassin	3L2	2	Scout, Ambush
Netters	2	1	Troops, Ambush
Warfire Thrower	3	3	War Machine
Warplock Pistols	2	2	Archers
Jezzail Rifles	3	3	Archers
Gutter Runners	1	1	Scout
Ogre-Rat	5	5	Monster
Poison Wind Globadiers	4	1D6	Archers
Storm Vermin	3	3	Infantry
Battle Standard	1	1	Signal
Packmaster & Giant Rats		2	2 Beasts
Rat Swarm	3	3	Swarm
Doom Glaive	4U	5	Hero Item, Spears
Crown of Command	2U	3	Hero Item, Signal
Heart of Woe	3U	4	Hero & Wizard Item, Magic
Talisman of Ravensdark		1U	2 Hero & Wizard Item, Magic
Warpstone Armour	2U	3	Hero Item, Armor
Golden Crown of Atrazar	4U	5	Hero & Wizard Item, Signal
Cloak of Mists and Shadow	2U	3	Hero & Wizard Item, Armor
Book of Secrets	2U	3	Wizard Item, Scout
Staff of Flaming Death	3U	4	Wizard Item, Archer
Warpstone Charm	1U	2	Hero & Wizard Item, Magic
Skavenbrew	1U	1	Hero & Infantry Item, Berserk
Gouger	1U	2	Hero Item, Spears
Weeping Blade	3U	4	Hero Item, Fear
Warp Scroll	2U	3	Wizard Item, Archer
Storm Banner	2U	3	Infantry Item, Magic
Skitterleap	2U	3	Spell, Cavalry
Poison Wind	2U	3	Spell, Flying
Warp Lightning	3U	4	Spell, Archers
Vermintide	2U	3	Spell, Swarm

Curse of the Horned One		4U	5	Spell, Magic
Death Frenzy	5U	6		Spell, Berserk

Racial Rules: When writing orders add one attribute of Cowardly or Infantry.

ORK CARD LIST

Card Name	Cost	Force	Notes
Azhag the Slaughterer	7U	6	Hero, Armor
Gorfang Rotgut	6	6	Hero
Orc War Boss	5	5	Hero
Orc Shaman	4	4	Magic, Wizard
Arrer Boyz	2	2	Archers
Orc Boyz	2	2	Infantry
Gretchen Mob	1	1	Infantry
Harpy	3	3	Flying
Giant Black Orcs	5	5	Infantry
Big'uns	4	4	Infantry
Savage Orcs	3	3	Infantry
Wyvern	5L2	5	Mount, Flying
Snakebite Orks	3	2	Spears, Scouts
War Altar	5	4	Signal, Magic
Orc Man Mangler	4	4	War Machine
Scythed Battle Chariot	3	3	Cavalry
Boar Boys (Snortas)	2	2	Cavalry
Rock Lobber	4	1D6	War Machine
Stone Troll	5	4	Monster, Regenerates
Snotlings	1	1	Infantry
Snotling Pump Wagon	3	2	Cavalry, Armor
Ogre	4	4	Monster
Slagga's Sword of Slashin	3U	4	Hero Item, Hero
The Red Fang	2U	3	Hero Item, Infantry
Evil Sun Armour	2U	3	Hero Item, Armor
Daemon Staff	1U	2	Hero Item, Magic
The Crown of Sorcery	1U	2	Hero Item, Wizard
Horn of Urgok	1U	2	Hero Item, Signal
Book of Ashur	2U	3	Shaman Item, Magic
Standard of Might	1U	2	Infantry Item, Magic
Banner of Gork	2U	3	Infantry Item, Signal
Mork Save Us	2U	3	Spell, Armor
Fists of Gork	2U	3	Spell, Slay
Hand of Gork	3U	4	Spell, Flying
Ere We Go	2U	3	Spell, Cavalry
Mork wants Ya!	2U	3	Spell, Martyr
Gaze of Mork	3U	4	Spell, Death
Da Krunch	4U	5	Spell, Disaster
Waaagh!	5U	6	Spell, Signal
Frenzy	3	3	Greenskin Ability, Berserk
Hatred	2	2	Greenskin Ability, Berserk
Animosity	1	1	Greenskin Ability, Berserk

Note: You can also use the Goblin list.

Racial Rules: When writing orders add one attribute of Berserk.

GOBLIN (GOBOS) CARD LIST

Card Name	Cost	Force	Notes
General Grom	6U	5	Hero, Regenerate
Skarsnik	5U	4	Hero, Ambush
Goblin War Boss	4	4	Hero
Goblin Champion	3	3	Hero
Goblin Shaman	3	3	Magic
Goblin Spider Riders	3	3	Cavalry
Gigantic Spider	4	4	Monster, Mount
Forest Goblins	2	1	Archers, Scouts
Night Goblins	2	2	Infantry

Cockatrice	5	3	Monster, Magic, Flying
Stickas	2	2	Archers
Doom Driver Catapult	4L2	1D6	War Machine
Ball & Chain Fanatics	4	1D6	Berserk
Squig Herders	3	2	Monsters, Infantry
Squig Hoppers	3	2	Monsters, Cavalry
Squig Catapult	3L2	2	Monsters, War Machine
Giant Squig	3U	3	Monster
Gobo Spearchuckkas	1	1	Spears
Net Chukkas	2	1	Scout, Ambush
Wolf Riders	2	2	Cavalry
Wolf Chariot	3L2	3	Cavalry, Mount
War Gong	3	3	Signal
War Drums	2	2	Signal
River Troll	5	4	Monster, Regenerates
Giant	6	6	Monster
Jabberwock	5U	4	Monster, Flying, Mount
Standard Bearer	1	1	Signal
Globber	3	3	War Machine
Standard of Defiance	2U	3	Infantry Item, Armor
Fellblade	2U	3	Hero Item, Death
Elfbiter Axe	3U	4	Hero Item, Slay
Lucky Banner	2U	3	Hero Item, Signal

Note: You can also use the Ork list.

Racial Rules: When writing orders add one attribute of Cowardly or Ambush.

UNDEAD CARD LIST

Card Name	Cost	Force	Notes
Lichemaster	6U	6	Magic, Wizard
Doom Lord	6U	5	Magic, Wizard, Signal
Liche	5U	5	Magic, Wizard
Necromancer	4	4	Magic, Wizard
Vampire Lord	6U	5	Hero, Magic, Flying
Vampire Count	5	4	Hero, Magic, Flying
Vampire Thrall	4	3	Hero, Magic, Flying
Wraith Champion	5	5	Hero
Banshee	4	4	Fear
Wight Lord	4U	4	Hero
Undead Champion	3	3	Hero
Skeleton Champion	2	2	Hero
Spirit Host	5	5	Magic
Grave Guard	4	3	Infantry, Magic
Nightmare	1	1	Cavalry, Mount
Winged Nightmare	1U	1	Mount, Flying
Skeleton Warriors	1	1	Infantry
Skeleton Phalanx	1	1	Spears
Zombies	3	2	Infantry, Regenerate
Skeleton Archers	2	2	Archers
Grim Reapers	3L2	3	Infantry
Bat Swarm	2	1	Flying, Swarm
Ghouls	3L2	3	Ambush
Storm Rider Chariot	3	3	Cavalry, Mount
Skull Catapult	3	3	War Machine
Wight Cavalry	2	2	Cavalry
Dire Wolves	3	3	Beasts
Doom Wolf	4	4	Beast
Zombie Dragon	7	6	Monster, Flying, Mount
Carrion	4	3	Monster, Flying
Staff of Flaming Death	3U	4	Wizard Item, Archer
Black Amulet	1U	2	Wizard & Hero Item, Regenerate
Power Scroll	1U	2	Wizard Item, Wizard
Skull Staff	2U	3	Wizard Item, Magic
Staff of Damnation	3U	4	Wizard Item, Slay
Doomraider Banner	2U	3	Infantry Item, Signal

Banemaster	2U	3	Hero Item, Slay
Unholy Chalice	2U	3	Hero Item, Regenerate
Black Axe of Krell	2U	3	Hero Item, Monster
Asp Bow	2U	3	Hero Item, Archer
Sword of the Kings	4U	5	Hero Item, Signal
Armour of Bone	2U	3	Hero Item, Armor
Gem of Blood	2U	3	Wizard & Hero Item, Regenerate
Talon of Death	2U	3	Wizard & Hero Item, Monster
Aura of Dark Majesty	3U	4	Vampire Power or Spell, Signal
Curse of Years	2U	3	Vampire Power or Spell, Magic
Summon Undead Horde	3U	4	Spell, Signal
Vanhels Danse Macabre	4U	5	Spell, Cavalry
The Dark Mist	2U	3	Spell, Armor
Fear	1	1	Undead & Monster Ability, Fear
Terror	2	3	Monster Ability, Fear

Racial Ability: When writing orders add one attribute of Regenerate or Fear.
Spells: Use spells from the Shadows and Death List.

TOMB KINGS OF KHEMRI CARD LIST

Card Name	Cost	Force	Notes
Tomb King	5U	5	Hero
Tomb Lord	4	4	Hero
Lich High Priest	5U	5	Wizard, Magic
Lich Priest	4	4	Wizard, Magic
Skeleton Charioteer	3	3	Cavalry, Mount
Skeleton Steed	1	1	Cavalry, Mount
Skeleton Cavalry	2	2	Cavalry
Book of Mighty Incarnations	2	3	Wizard Item, Wizard
Tomb Guard	2	2	Martyr
Mummy	4	4	Monster
Undead Scorpion Swarm	3	3	Swarm
Screaming Skeleton Catapult	3	2	War Machine, Fear
Serpent Staff	1U	2	Wizard Item, Monster
Flail of Skulls	2U	3	Hero Item, Berserk
Tomb King's Crown	4U	5	Hero Item, Signal
The Blazing Chariot	4U	4	Cavalry, Mount
Scroll of the Vengeful Dead	2U	3	Spell, Signal
Scroll of Rightous Smiting	2U	3	Spell, Death
Scroll of Urgency	2U	3	Spell, Cavalry
Asp Arrows	2L2	3	Hero Item, Archers

Racial Ability: When writing orders add one attribute of Monster or Fear.

Notes: If you pick the Tomb Kings List, you may also use the Undead List.

Spells: Use spells from the Death List.

VON CARSTEIN VAMPIRE CARD LIST

Card Name	Cost	Force	Notes
Count Vlad Von Carstein		8U	7 Hero, Magic, Wizard (Vampire)
Isabella Von Carstein	4U	3	Hero, +2 with Vlad (Vampire)
Black Coach	4U	4	Cavalry, Mount
Wailing Blade	3U	4	Hero Item, Magic
Carstein Ring	3U	5	Von Carstein Item, Regenerate
Undying Love	3U	5	Von Carstein Virtue, Berserk
Pure Blood	1U	2	Vampire Power, Magic
Wolf Form	2U	3	Vampire Power, Beast
Honor or Death	2U	3	Vampire Power, Hero
Unbending Willpower	4U	5	Vampire Power, Courage
Transfix	2U	3	Vampire Power, Immobilize
Summon Wolves	3U	4	Vampire Power, Beasts
Bat Form	1U	2	Vampire Power, Swarm

Racial Ability: When writing orders add one attribute of Hero or Fear.

Notes: If you pick the Von Carstein List, you may also use the Undead List.

ORDER OF THE BLOOD DRAGON VAMPIRE CARD LIST

Card Name	Cost	Force	Notes
Grand Master Wallach	8U	7	Hero, Magic, Wizard (Vampire)
Crimson Blade	1U	2	Hero Item, Monster
Blood Chalice	2U	3	Hero & Wizard Item, Magic
Blood Dragon Standard	3U	4	Infantry Item, Signal
Undead Knights	4	3	Cavalry, Armor
Doomrider	1U	2	Vampire Power, Cavalry
Honor or Death	2U	3	Vampire Power, Hero
Might of Arms	2U	3	Vampire Power, Death
The Strength of Steel	2U	3	Vampire Power, Armor
Blademaster	3U	4	Vampire Power, Armor
Warrior Pride	2U	3	Vampire Power, Signal
Red Fury	3U	4	Vampire Power, Berserk
Killing Blow	4U	5	Vampire Power, Death
Heart Piercing	5U	6	Vampire Power, Slay

Racial Ability: When writing orders add one attribute of Hero or Berserk.

Notes: If you pick the Blood Dragon List, you may also use the Undead List.

NECRARCH VAMPIRE CARD LIST

Card Name	Cost	Force	Notes
Melkhior the Ancient	8U	7	Hero, Magic, Wizard (Vampire)
Painbringer	3U	4	Hero Item, Magic
Grimoire Necronium	3U	4	Wizard Item, Wizard
Dark Acolyte	1U	2	Vampire Power, Wizard
Unbending Willpower	4U	5	Vampire Power, Courage
The Awakening	2U	3	Vampire Power, Death
Master of the Black Arts	3U	4	Vampire Power, Wizard
Supernatural Horror	2U	3	Vampire Power, Fear
Forbidden Lore	2U	3	Vampire Power, Magic
Curse of the Revenant	2U	3	Vampire Power, Armor
Death Incarnate	3U	4	Vampire Power, Monster
Nehekharas's Noble Blood	2U	3	Vampire Power, Hero

Racial Ability: When writing orders add one attribute of Wizard or Fear.

Notes: If you pick the Nocrarch List, you may also use the Undead List.

LAHMIA VAMPIRE CARD LIST

Card Name	Cost	Force	Notes
Neferata, Queen of Mysteries	8U	7	Hero, Magic, Wizard (Vampire)
Blood Kiss	4U	5	Vampire Power, Magic
Shadowblood	4U	5	Spell, Infantry
Dagger of Jet	2U	3	Hero Item, Slay
Ruby of Lahmia	2U	3	Vampire Item, Regenerate
Black Cloak of Lahmia	3U	4	Hero Item, Armor
Bastet the Familiar	1U	2	Wizard Item, Scout
Lightning Reflexes	2U	3	Vampire Power, Berserk
The Dead Walk Fast	1U	2	Vampire Power, Cavalry
Swiftmess	2U	3	Vampire Power, Cavalry
Transfix	3U	4	Vampire Power, Immobilize
Quickblood	2U	3	Vampire Power, Armor
Innocence Lost	3U	4	Vampire Power, Slay
Mist Form	1U	2	Vampire Power, Beast
Seduction	2U	3	Vampire Power, Immobilize
Night Creature	3U	4	Vampire Power, Armor

Racial Ability: When writing orders add one attribute of Signal or Magic.

Notes: If you pick the Lahmia List, you may also use the Undead List.

CHAOS DWARF CARD LIST

Card Name	Cost	Force	Notes
Chaos Dwarf Lord	5U	5	Hero
Chaos Dwarf Champion	4	4	Hero
Chaos Dwarf Sorcerer	4	4	Magic, Wizard
Chaos Dwarf Blunderbusses	3	3	Archers
Chaos Dwarves	2	2	Infantry
Earth Shaker Cannon	5L2	5	War Machine
Death Rocket	4L2	1D6	War Machine
Great Taurus	6	5	Mount, Flying, Monster
Chimera	5	4	Mount, Flying, Monster
Lammasu	4	3	Mount, Flying, Monster
Gorgon	5	4	Monster, Magic
Bull Centaurs	3	3	Cavalry
Bull Centaur Lord	5U	4	Hero, Cavalry
Hobgoblin Archers	2	2	Archers
Hobgoblin Wolfriders	2	2	Cavalry
Hobgoblins	2	2	Infantry
Hobgoblin Spears	2	2	Spears
Hobgoblin Bolt Thrower	3	3	War Machine
Minotaurs	4	4	Berserk
Minotaur Champion	5	5	Hero
Minotaur Lord	6U	6	Hero
Standard Bearer	1	1	Signal
Musician	1	1	Signal
Doomfire Ring	2U	3	Hero & Wizard Item, Magic
The Blade of Molten Lava	3U	4	Hero Item, Magic
The Armour of Uzkul	2U	3	Hero Item, Armor
Armor of the Furnace	3U	4	Hero Item, Armor
Dark Mace of Death	2U	3	Hero Item, Fear
Gauntlets of Bahzrakk the Cruel		2U	3 Hero Item, Berserk
Banner of Slavery	2U	3	Infantry Item, Signal
Black Gem of Gnar	2U	3	Hero & Wizard Item, Scout
Chalice of Darkness	1U	2	Hero & Wizard Item, Regenerate
Obsidian Blade	2U	3	Hero Item, Spears
Black Hammer of Hashut	2U	3	Hero Item, Infantry
Talisman of Obsidian	1U	2	Hero & Wizard Item, Magic
Doomroar	4U	5	Spell, Fear
Shadows of Hashut	5U	6	Spell, Monster
Magma Pool	2U	3	Spell, Teleport
Eruption	3U	4	Spell, Death
Flaming Hide	2U	3	Spell, Armor
Ash Cloud	2U	3	Spell, Disaster
Sorcerer's Curse	2U	3	Spell, Hero
Flames of Azgorh	2U	3	Spell, Archer
Lava Storm	3U	4	Spell, Disaster
Fist of Fire	1U	2	Spell, Hero

Racial Ability: When writing orders add one attribute of Signal or War Machine.
Spells: Use spells from the Metal or Fire lists.

DARK ELF CARD LIST

Card Name	Cost	Force	Notes
Witch King of Naggaroth		7U	6 Hero, Wizard, Magic
Captain of the Black Guard	6U	6	Hero
Master Executioner	6U	5	Hero, Berserk
Master of Assassins	5U	4	Hero, Ambush
The Hag Queen	5U	5	Magic, Wizard
Beastlord	5U	4	Hero, Beast
Darklord General	5U	5	Hero
Deathdealer	3	3	Hero
Deathshade Champion	2	2	Hero
Witch-Helm Champion	4	3	Hero, Magic
Dread Knight	4	4	Hero
Dark Elf Wizard	4	4	Magic, Wizard
Dark Elf Sorceress	3	3	Magic, Wizard

Dark Elf Assassins	3L2	2	Scouts, Ambush
Doomdrakes	4	4	Cavalry
Cold One Knights	3	3	Cavalry
Cold One	1	1	Mount, Cavalry
Cold One Chariot	3	3	Mount, Cavalry
Manticore	6U	5	Mount, Monster Flying
Black Dragon	7U	6	Mount, Monster Flying
Dark Riders	2	2	Cavalry
Whelp Master & Warhounds	2L2	2	Beasts
Dark Elf Crossbows	2	2	Archers
Repeating Crossbows	3	3	Archers
Witch Elves	4L2	3	Infantry, Magic
Dark Elf Warriors	2	2	Infantry
Dark Elf Corsiars	3	3	Infantry
Executioners	4L2	4	Berserk
Black Guard	3L2	3	Martyr
Dark Elf Spearmen	2	2	Spears
Dark Elf Shades	2L2	2	Scouts
Reaper Bolt Throwers	2	2	War Machine
Standard Bearer	1	1	Signal
Cauldron of Blood	5U	3	Magic, Regenerate, Signal
War Hydra	6U	5	Monster, Regenerate
Parasitic Blade	2U	3	Hero Item, Drain
Arcane Arrow	1U	2	Hero Item, Archer
Frostblade	2U	3	Hero Item, Magic
Executioners Axe	2U	3	Hero Item, Berserk
Deathsword	3U	4	Hero Item, Slay
Amulet of Fire	1U	2	Wizard Item, Archer
Parrying Blade	2U	3	Hero Item, Armor
Hydra Sword	2U	3	Hero Item, Infantry
Whip of Agony	2U	3	Hero Item, Fear
Galvorn Armor	2U	3	Hero Item, Armor
Sea Dragon Cloak	1U	2	Hero Item, Armor
Darkstar Cloak	1U	2	Wizard Item, Armor
Blade of Ensorcelled Iron	2U	3	Hero Item, Hero
Armour of Meteoric Iron		3U	4 Hero Item, Armor

Racial Ability: When writing orders add one attribute of Wizard or Cavalry.
Spells: Use spells from the Shadow or Death lists.

HIGH ELF CARD LIST

Card Name	Cost	Force	Notes
Prince Tyrion	5U	5	Hero
Elf Lord	4	4	Hero
Mage Lord Teclis	6U	6	Magic, Wizard
Archmage	5	5	Magic, Wizard
Pegasus	1	1	Mount, Flying
Elven Steed	1	1	Mount, Cavalry
Griffon	4	4	Mount, Flying
Unicorn	4	3	Mount, Magic, Cavalry
Great Eagle	5	5	Mount, Flying
Dragon	7	6	Mount, Flying, Monster
Commander	3	3	Hero
Mage	4	4	Magic, Wizard
Priest of Isha	2	2	Magic
Sea Elf Spears	2	2	Spears
Sea Elf Archers	2	2	Archers
Light Elf Spears	1	1	Spears
Light Elf Archers	3	3	Archers
Guards of the Gates	4L2	3	Infantry, Archers
White Lion Axers	4	4	Infantry
Gales of Blades	3	3	Scouts
Shadow Worriers	3L2	2	Scouts, +2 vs Dark Elves
Lothorn Seaguard	3L4	2	Infantry, Archers

Repeater Bolt Thrower	3	2	War Machine
Phoenix Guard	4	3	Armor, Spears
Sword Master	5	5	Hero
Tiranoc Chariot	4	4	Cavalry
Silver Helms	3	3	Cavalry
Ellyrian Reavers	3	2	Cavalry, Scouts
Dragon Princes	5	5	Cavalry
Dragon Kin	8	7	Flying, Monster
Earth Elemental	8U	7	Magic, Monster
Water Elemental	6U	5	Magic, Monster
Fire Elemental	7U	6	Magic, Monster
Air Elemental	6U	4	Magic, Flying, Monster
Handmaiden Guard	2L2	1	Spears, Archers
Banner of Hoeth	2U	2	Signal
High Elf Warhorn	1U	1	Signal
Staff of Power	3U	4	Wizard Item, Magic
Banisher Sword	2U	3	Hero Item, +2 vs Undead
Potion of Might	1L2	2	Hero Item, Magic
Dragonbade Lance	3U	4	Hero Item, +2 vs Monsters
Drain Magic	2U	3	Spell, +4 vs Wizard
Vaults Unmaking	3U	4	Spell, Magic Resistance
Fury of Khaine	4U	5	Spell, Infantry
Flames of the Phoenix	5U	6	Spell, Flying
Racial Ability: When writing orders add one attribute of Wizard or Hero.			
Spells: Use spells from any list.			

EMPIRE CARD LIST

Card Name	Cost	Force	Notes
Emperor Karl Franz	7U	6	Hero, Armor
The Grand Theogonist	5U	5	Magic
Battle Wizard	4	4	Magic, Wizard
Champion of the Empire	6	6	Hero
Imperial Hero	5	5	Hero
Elector Counts	4	3	Hero, Cavalry
Captain	3	3	Hero
Imperial Herald	2	2	Signal
Imperial Outriders	3L2	1	Cavalry, Scouts, Archers
Knights of the Blazing Sun	3	3	Cavalry
Knights Panther	4	4	Cavalry
White Wolf Knights	5	5	Cavalry
Reiksguard	4	3	Infantry, Armor
Greatswords	3	3	Infantry
Footsoldiers	1	1	Infantry
Swordsmen	2	2	Infantry
Flagellants	2	2	Berserker
Halberdiers	3	3	Spears
Halflings	1	1	Scouts
Pistoliers	2	1	Archers, Cavalry
Crossbowmen	2	2	Archers
Handgunners	3	3	Archers
Bowmen	2	2	Archers
Imperial War Wagon	4L2	3	Armor, Cavalry
Helblaster Volley Gun	3	3	War Machine
Imperial Great Cannon	5	5	War Machine
Imperial Steam Tank	6U	5	Armor, War Machine
Halfling Hotpot	2	2	War Machine
Pegasus	2L2	2	Mount, Flying
Hippogriff	3L2	3	Mount, Flying
Armor of Brilliance	2U	3	Hero Item, Armor
Blessed Sword	1U	2	Hero Item, +2 vs Undead
Hammer of Sigmar	3U	4	Hero Item, Infantry
Banner of Wrath	2U	3	Infantry Item, Signal
Standard of Sorcery	1U	2	Infantry Item, Magic

Sword of Might	3U	4	Hero Item, Magic
Orb of Thunder	2U	3	Wizard Item, Archers
Ring of Volans	1U	2	Hero & Wizard Item, Magic

Racial Ability: When writing orders add one attribute of Infantry or Cavalry.
 Spells: Use spells from any 2 lists.

BRETONNIAN CARD LIST

Card Name	Cost	Force	Notes
Duke	5	5	Hero
The Green Knight	5U	4	Hero, Magic
Champion	4	4	Hero
Paladin	4	3	Hero, Magic
Squire	1	1	Hero
Gamekeeper	2L2	1	Hero, Scout
Fey Enchantress	5U	5	Magic, Wizard
Damsel of the Lady	3	3	Magic, Wizard
Barded Warhorse	1	1	Mount, Cavalry
Pegasus	2L2	2	Mount, Flying
Hippogriff	3L2	3	Mount, Flying
Ribaud Organ Gun	3	3	War Machine
Table Mounted Cannon	4	4	War Machine
Ballista	2	2	War Machine
Bretonnian Lords	5	4	Cavalry, Armor
Grail Knights	4	4	Cavalry
Knights of the Realm	3	3	Cavalry
Knights Errant	2	2	Cavalry
Bowmen of Bergerac	3	3	Archers
Bretonnian Archers	2	2	Archers
Foot Knights	3	3	Infantry
Retainers	2	2	Infantry
Bretonnian Pikes	2	2	Spears
Men-at-arms with Halberds	3	3	Spears
Sergeant	2	1	Hero, Signal
Standard Bearer	1	1	Signal
Musician	1	1	Signal
Amber Amulet	1U	2	Hero & Wizard Item, Magic
Blade of Couronne	2U	3	Hero Item, +2 vs Undead
Morning Star of Fracasse	2U	3	Hero Item, +2 vs Items
Armor of Brilliance	2U	3	Hero Item, Armor
Lance of the Quest	2U	3	Hero Item, Cavalry
Mithril Great Helm	1U	2	Hero Item, Armor
Ruby Goblet	2U	3	Hero & Wizard Item, Magic
Holy Icon	3U	4	Hero & Wizard Item, Magic
Tress of Isoulde	3U	4	Hero Item, +2 vs Heroes
Crown of Bretonnia	4U	5	Hero Item, Signal
Banner of Righteous Retribution	2U	3	Infantry Item, +2 vs Archers
Valorous Standard	2U	3	Infantry Item, Signal
The Silver Mirror	1U	2	Wizard Item, +2 vs Wizards
Errantry Banner	1U	2	Cavalry Item, Signal
Lance Formation	1U	2	Cavalry Tactic, Signal
Knight's Virtue	1U	2	Hero Virtue, Cavalry
Questing Virtue	2U	3	Hero Virtue, Scout
Grail Virtue	3U	4	Hero Virtue, Signal
Lady of the Lake Blessing	4U	5	Hero Virtue, Hero
Plate-Mail	1U	2	Hero or Knight Virtue, Armor

Racial Ability: When writing orders add one attribute of Hero or Armor.
 Spells: Use spells from any 2 lists except Shadows & Death.

KISLEV CARD LIST

Card Name	Cost	Force	Notes
The Ice Queen of Kislev		7U	7 Magic, Wizard

Frost Mage	4	4	Magic, Wizard
Kislev Horse Archers	3	2	Cavalry, Archers
Kislev Winged Lancers	3	3	Cavalry
Kislev Youths	2	2	Infantry
Kislev Veterans	3	3	Infantry
Kislev Crossbows	2	2	Archers
Kislev Spears	2	2	Spears
Kislev Scouts	1	1	Scouts
Polar Bears & Trainer	3	3	Beast
Crystal Cloak	2U	3	Spell, Ambush
Freeze	2U	3	Spell, Infantry
Death Freeze	3U	4	Spell, Death
Ice Shards	4U	5	Spell, Archers
Fear Frost	5U	6	Spell, Fear
Chill Wind	5U	6	Spell, Immobilize

Racial Ability: When writing orders add one attribute of Berserk or Cavalry.

LIZARDMAN CARD LIST

Card Name	Cost	Force	Notes
Slann Mage-Priest	5U	5	Magic, Wizard
Palanquin	3U	3	Mount, Signal
Cold Blooded	1	1	Lizardman Virtue, Hero
Saurus Hero	3	3	Hero
Cold One	1	1	Mount, Cavalry
Skink Hero	2	2	Hero
Shield of the Old Ones	3	3	Lizardman Virtue, Armor
Thick Skinned	2	2	Lizardman Virtue, Armor
Scaly Skinned	1	1	Lizardman Virtue, Armor
Skink Shaman	1	1	Magic, Wizard
Stegadon with Giant Bow		5	4 Monster, War Machine
Stegadon	4	4	Mount, Monster
Saurus Warriors	3	3	Infantry
Skink Skirmishers	2	2	Archers, Scout
Poisoned Arrows	1	2	Archers & Scout Item, Poison
Poisoned Javelins	2	3	Archers & Scout Item, Poison
Aquatic	1	1	Skink Virtue, Ambush
Jungle Swarm	3	3	Swarm
Temple Guards	2	2	Infantry, Martyr
Saurus Cavalry	3	3	Cavalry
Kroxigors	4	4	Berserkers
Salamander	4L2	3	Cavalry, Monster
Skink Runners	1	1	Cavalry
Terradon Riders	3	2	Flying, Archers
Chameleon Skinks	3L2	2	Ambush, Scouts
Chameleon	2	2	Lizardman Virtue, Ambush
Piranha Blade	2U	3	Hero Item, Infantry
Dagger of Sotek	1U	2	Hero & Wizard Item, Poison
Sword of the Hornet	3U	4	Hero Item, Hero
Bitametl	2U	3	Hero Item, Armor
Stegadon Helm	3U	4	Hero Item, Armor
Glyph Necklace	2U	3	Hero & Wizard Item, Regenerate
Amulet of Itzl	1U	2	Hero & Wizard Item, Armor
Amulet of Xapati	1U	2	Hero & Wizard Item, Magic
Cloak of Feathers	1U	2	Hero & Wizard Item, Flying
Bane Head	2U	3	Hero Item, +2 vs Heroes
Plaque of Dominion	3U	4	Wizard Item, Wizard
Totem of Prophecy	1U	2	Infantry Item, Fear
Sun Standard of Chotec	2U	3	Infantry Item, Armor
Totem of the Crested Ones	1U	2	Infantry Item, Armor
Jaguar Standard	1U	2	Infantry Item, Cavalry
Mark of the Old One	2U	3	Hero & Wizard Mark, Armor
Mark of Tlaxcotl	2U	3	Hero & Wizard Mark, Signal
Mark of Chotec	2U	3	Hero & Wizard Mark, Infantry
Mark of Sotek	2U	3	Hero & Wizard Mark, Berserk

Mark of Topec	2U	3	Wizard Mark, Wizard
Mark of Huanchi	2U	3	Hero & Wizard Mark, Cavalry
Mark of Tzunki	2U	3	Hero & Wizard Mark, Spears

Racial Ability: When writing orders add one attribute of Scout or Armor.
 Spells: Use spells from any list.

KHORNE DEMONS CARD LIST

Card Name	Cost	Force	Notes
Bloodthirster	9U	7	Monster, Berserk, Flying
Bloodletters	3	3	Berserk
Khorne Juggernaut Riders	4	4	Cavalry
Khorngor Beastmen	2	2	Infantry
Khorne's Favor	1	1	Demonic Gift, Berserk
Spellbreaker	1U	1	Demonic Gift, Wizard
Blood Greed of Khorne	2U	2	Demonic Gift, Berserk
Armor of Khorne	2U	2	Demonic Gift, Armor
Mark of Khorne	2	2	Chaos Mark, Berserk

Notes: If you pick a Demon List, you may also use the Chaos List.
 Racial Ability: When writing orders add one attribute of Infantry or Berserk.

NURGLE DEMONS CARD LIST

Card Name	Cost	Force	Notes
Great Unclean One	9U	7	Monster, Regenerate, Wizard
Plaguebearers	3	3	Regenerate
Beast of Nurgle Riders	4	3	Cavalry, Monster
Beast of Nurgle	3	3	Monster
Pestigor Beastmen	2	2	Infantry
Nurplings	1	1	Martyr
Nurgle's Cloud of Flies		1	1 Demonic Gift, Swarm
Pillar of Putrefaction		3U	4 Spell, Flying
Rancid Visitation	3U	4	Spell, Poison
Plague Wind	4U	5	Spell, Disease
Shrivelling Pox	4U	5	Spell, Death
Stench of Nurgle	5U	6	Spell, Immobilize
Plague Flail	3U	4	Hero Item, Death
Death Head of Nurgle	1	2	Hero or Wizard Item, Archer
Stream of Corruption	2	2	Chaos Gift, Poison
Miasma of Pestilence	3	3	Chaos Gift, Disease
Immensity	2	2	Chaos Gift, Armor
Biting Tongue	1	1	Chaos Gift, Spears
Face of Nurgle	2	2	Chaos Gift, Fear
Nurpling Infestation	2	2	Chaos Gift, Berserk
Nurgle's Rot	1	1	Chaos Gift, Disease
Mark of Nurgle	1	1	Chaos Mark, Fear

Notes: If you pick a Demon List, you may also use the Chaos List.
 Racial Ability: When writing orders add one attribute of Fear or Magic.
 Spells: Use spells from any list.

TZEENTCH DEMONS CARD LIST

Card Name	Cost	Force	Notes
Lord of Change	9U	6	Monster, Magic, Wizard, Flying
Horrors	3	3	Magic
Flamers of Tzeentch	3	2	Flying, Archers
Tzaangor Beastmen	2	2	Infantry
Disc of Tzeentch	1	0	Flying, Mount, Magic
Tzeentch's Will	2U	2	Demonic Gift, Magic
Blue Fire of Tzeentch	2U	3	Spell, Archer
Shield of Fire	3U	4	Spell, Armor
Pink Fire of Tzeentch	3U	4	Spell, War Machine

Boon of Tzeentch	4U	5	Spell, Magic
Touch of Tzeentch	4U	5	Spell, Death
Glean Magic	5U	6	Spell, Wizard
Mark of Tzeentch	2	2	Chaos Mark, Wizard

Notes: If you pick a Demon List, you may also use the Chaos List.
Racial Ability: When writing orders add one attribute of Wizard or Magic.
Spells: Use spells from any list.

SLAANESH DEMONS CARD LIST

Card Name	Cost	Force	Notes
Keeper of Secrets	9U	7	Monster, Magic, Wizard
Daemonettes	3	3	Spears
Fiends of Slaanesh	3	3	Infantry
Steed of Slaanesh Riders	3	3	Cavalry
Slangor Beastmen	2	2	Infantry
Soporific Musk	2	2	Demonic Gift, Infantry
Aura of Slaanesh	2U	2	Demonic Gift, Signal
Pain of Slaanesh	2U	3	Spell, Immobilize
Cacophonic Choir	3U	4	Spell, Signal
Bondage of Slaanesh	3U	4	Spell, Immobilize
Acquiescence	4U	5	Spell, Fear
Cursed Caress	4U	5	Spell, Slay
Succour of Chaos	5U	6	Spell, Signal
Mark of Slaanesh	2	2	Chaos Mark, Magic

Notes: If you pick a Demon List, you may also use the Chaos List.
Racial Ability: When writing orders add one attribute of Signal or Magic.
Spells: Use spells from any list.

CHAOS CARD LIST

Card Name	Cost	Force	Notes
Demon Prince	7U	5	Hero, Flying, Wizard
Exalted Demon	5	5	Hero
Chaos Lord	5U	5	Hero
Chaos Sorcerer Lord	6U	5	Hero, Magic, Wizard
Exalted Champion	4L2	4	Hero
Chaos Champion	3	3	Hero
Chaos Sorcerer	3	3	Magic, Wizard
Chaos Warriors	4	3	Infantry, Armor
Chaos Knights	4	3	Cavalry, Armor
Chaos Bowmen	2	2	Archers
Familiar	1	1	Wizard "Item", Wizard
Chaos Cultists	1	1	Infantry
Chaos Thugs	2	2	Infantry
Chaos Marauders	2	2	Ambush
Marauder Chieftan	2	2	Hero
Aspiring Champion	1	1	Hero
Chaos Steed	1	1	Cavalry, Mount
Chaos Chariot	3	3	Cavalry, Mount
Marauder Cavalry	2	2	Cavalry
Chaos Tomb Blade	2	3	Hero Item, Fear
Demon Sword	2	3	Hero Item, Infantry
Crimson Armor of Dargan		3	4 Hero Item, Armor
Chaos Runeshield	2	3	Hero Item, Armor
Banner of Wrath	2	3	Infantry Item, Archer
Skull of Katam	1	2	Wizard Item, Archer
Blade of the Ether	2U	3	Hero Item, Hero
Spellcaster	1	2	Hero Gift, Wizard
Magic Resistance	1	1	Demonic Gift, Magic Resistance
Soul Hunger	1U	1	Demonic Gift, Infantry
Chaos Disruption	1U	1	Demonic Gift, Armor
Radiance of Dark Glory	2U	2	Demonic Gift, Armor
Diabolic Splendor	1U	1	Demonic Gift, Magic

Cause Fear 1 1 Demonic Gift, Fear
 Racial Ability: When writing orders add one attribute of Fear or Berserk.
 Notes: You may also use the Beastmen List.
 Spells: Use spells from Beast, Metal, Shadows, Fire, Heavens, and Death Lists.

BEASTMEN CARD LIST

Card Name	Cost	Force	Notes
Beastlord	5	5	Hero
Beastman Chieftan	4	4	Hero
Beastman Champion	4	3	Hero, Berserk
Beastman Shaman	3U	3	Magic, Wizard
Ungor Beastmen	1	1	Scout
Gor Beastmen	2	2	Infantry
Beastmen Spears	2	2	Spears
Bestigor Beastmen	3	3	Berserk
Standard Bearer	1	1	Signal
Musicians	2	2	Signal
Flesh Hounds	2	2	Beasts
Chaos Spawn	4	4	Monster
Chimera	6	5	Monster, Flying, Mount
Minotaurs	4	4	Berserk
Centaurs	4	3	Cavalry, Archers
Harpies	2	2	Flying
Chaos Trolls	5	4	Monster, Regenerate
Chaos Ogres	4	4	Monster
Dragon Ogre	5U	5	Monster
Chaos Dragon	7	6	Monster, Flying, Mount
Beastmen Chariot	2	2	Cavalry, Mount
Scimitar of Skultar	2U	3	Hero Item, Hero
Great Fang	2U	3	Hero Item, Spears
Axes of Khorgor	2U	3	Hero Item, Infantry
Black Maul	1U	2	Hero Item, Monster
Armor of Bones	2U	3	Hero Item, Armor
Shield of Korag	1U	2	Hero Item, Armor
Helm of the Minotaur	1U	2	Hero Item, Fear
Blood Drinker Armour	2U	3	Hero Item, Berserk
Horn of Gungrak	3U	4	Hero Item, Signal
Cursing Bones	1U	2	Wizard or Hero Item, Magic
Spell Totem	2U	3	Wizard Item, Wizard
Iron Collar	1U	2	Hero Item, Armor
Heart of Chaos	2U	3	Hero Item, Berserk
Shaman Staff	1U	2	Wizard Item, Wizard
Beast Banner	1U	2	Infantry Item, Signal

Racial Ability: When writing orders add one attribute of Beast or Berserk.
 Spells: Use spells from Beast, Shadows, and Death Lists.

SPELL LISTS

THE LORE OF FIRE

Card Name	Cost	Force	Notes
Fireball	2U	3	Spell, Archers
Flaming Sword of Rhuin	2U	3	Spell, Death
Fiery Blast	3U	4	Spell, Slay
Burning Head	4U	5	Spell, Fear
Conflagration of Doom	5U	6	Spell, Disaster
Wall of Fire	5U	6	Spell, Armor

THE LORE OF THE HEAVENS

Card Name	Cost	Force	Notes
Second Sign of Amul	2U	3	Spell, Magic
Portent of Far	2U	3	Spell, Scout
Forked Lightning	3U	4	Spell, Spears
Uranons's Thunderbolt	4U	5	Spell, Slay
Storm of Cronos	4U	5	Spell, Death
The Comet Casandora	5U	6	Spell, Disaster

THE LORE OF METAL

Card Name	Cost	Force	Notes
Rule of Burning Iron	1U	2	Spell, Slay
Commandment of Brass	2U	3	Spell, Immobilize
Transmutation of Lead	3U	4	Spell, Cavalry
Distillation of Molten Silver	3U	4	Spell, Archers
Law of Gold	4U	5	Spell, Magic Resistance
Bane of Forged Metal	5U	6	Spell, Magic Resistance

THE LORE OF LIGHT

Card Name	Cost	Force	Notes
Pha's Illumination	2U	3	Spell, Scout
Shem's Burning Gaze	2U	3	Spell, Archers
Urru's Dazzling Brightness	2U	3	Spell, Spears
Ulzah's Healing Hand	3U	4	Spell, Regenerate
Karu's Guardian Light	3U	4	Spell, Courage
Amshu's Blinding Light	4U	5	Spell, Immobilize

THE LORE OF SHADOW

Card Name	Cost	Force	Notes
Steed of Shadows	1U	2	Spell, Mount, Cavalry
Creeping Death	2U	3	Spell, Swarm
Pelt of Midnight	3U	4	Spell, Armor
Shades of Death	3U	4	Spell, Hero
Unseen Lurker	4U	5	Spell, Ambush
Pit of Shades	5U	6	Spell, Death

THE LORE OF LIFE

Card Name	Cost	Force	Notes
Father of the Thorn	3U	4	Spell, Immobilize
The Howling Wind	3U	4	Spell, Fear
Master of the Wood	3U	4	Spell, Ambush
Master of Stone	3U	4	Spell, Death
The Rain Lord	4U	5	Spell, Armor
Mistress of the Marsh	1U	2	Spell, Immobilize

THE LORE OF BEASTS

Card Name	Cost	Force	Notes
The Oxen Stands	2U	3	Spell, Immobilize
The Eagle's Cry	2U	3	Spell, Scout
The Bear's Anger	2U	3	Spell, Beast
The Crow's Feast	3U	4	Spell, Flying
The Beast Cowers	3U	4	Spell, Fear
The Wolf Hunts	4U	5	Spell, Cavalry

THE LORE OF DEATH

Card Name	Cost	Force	Notes
Dark Hand of Death	2U	3	Spell, Death
Death Dealer	2U	3	Spell, Ambush
Steal Soul	3U	4	Spell, Drain
Wind of Death	3U	4	Spell, Poison
Drain Life	4U	5	Spell, Drain
Doom & Darkness	5U	6	Spell, Fear

THE LORE OF JADE

Card Name	Cost	Force	Notes
The Green Eye	1U	2	Spell, Scout
The Jade Shroud	1U	2	Spell, Regenerate
The Emerald Fountain	2U	3	Spell, Archer
Hand of Decay	2U	3	Spell, Drain
The Cloak of Dainne	2U	3	Spell, Armor
The Pool of Many Places		3U	4 Spell, Flying
The Jade Casket	3U	4	Spell, Regenerate
The Thousand Cuts	3U	4	Spell, Spears
Mist of Speed	3U	4	Spell, Cavalry
The Emerald Waterfall	4U	5	Spell, Disaster

VARIANTS

50 card decks would have a cost limit of 125.

DESIGNERS NOTES

Doing Research... Will add more:
 Spells, Magic Items, Units, Army Lists
 Possible rules revisions.

*FIRST EDITION BASIC RULES VARIANT

*TURN SEQUENCE

Each turn has 4 phases:

Orders Phase
 March Phase
 Battle Phase
 Blood Phase

*ORDERS PHASE

Players draw a hand of 10 cards.
 If a deck runs out, shuffle the reserve pile & draw from it.

*MARCH PHASE

Players may discard up to 5 cards to their reserve piles and draw replacement cards.

*BATTLE PHASE

Players reveal their hands.
 Determine a Battle Total for each player.
 Each card contributes its force rating to the Battle Total.

The Player with the most Archer units gets a +2 bonus.
The Player with the most Infantry units gets a +2 bonus.
The Player with the most Spears units gets a +2 bonus.
The Player with the most War Machine units gets a +2 bonus.
The Player with the most Cavalry units gets a +2 bonus.
The Player with the most Flying units gets a +2 bonus.
The Player with the most Leader units gets a +2 bonus.
The Player with the most Hero units gets a +2 bonus.
The Player with the most Magic units gets a +2 bonus.
The Player with the most Scout units gets a +2 bonus.
The Player with the most Monster units gets a +2 bonus.
The Player with the most Beast units gets a +2 bonus.
The Player with the most Spears units gets a +2 bonus.
If you play a Leader card with a Mount card get a +1 bonus.
If a unit has the Ambush trait roll 1D6:
On 1-3 the units Force is +2. On 4-6 there is no bonus.
If a unit has a "Versus" attribute (Such as +2 vs Orcs) the
Unit only gets the bonus if the opponent plays a unit of the appropriate type.
Items may only be played if a card that can use it is also played.

***BLOOD PHASE**

The Player with the highest Battle Total wins the hand.
The loser puts his 1D6 random cards into his casualty pile.
Remaining cards go into each players reserve pile.

WARP PLAY

INTRODUCTION

Concepts for role playing games.

[Feyden](#) Little people

[Dwarfland](#) All Dwarf Roleplaying

[Orcland 12 AC](#) Orcs Rule! by Stave

[Jugger](#) Mighty Juggernauts clash

[Skyie](#) Fantasy Fliers

[Crystal Warriors](#) Crystal Tech

[Mutant Trolls](#) Psionics as Fantasy

[Metaland](#) Rock & Roll

[Lunatech](#) Moon Madness

[Free d20 RPG core rules](#)

WARP SKIRMISH

- [Ancient Warfare](#) To War!!!!
- [Huscarl](#) Norse Tribes.
- [Periplus](#) Greek Naval Warfare.
- [Bujutso](#) Japanese Martial Arts.
- [Aztec Skirmish](#) Conquistadors vs Aztecs.
- [Daimyo](#) 14th Century Japanese bloodshed.
- [Grognards](#) Napoleonic men, guns & horses.
- [Blown Away](#) Ships of the Line.
- [Buccaneers](#) Boarding Action.
- [Methuselah](#) Vampire Hunting.
- [Russo-Turkish War](#) 1877.
- [Custer's Last Stand](#) Red Man's Revenge.
- [Gunslingers](#) of the Old West.
- [Fix Bayonets](#) Man to Man fighting in the Argonne Forest.
- [Operation Blitzkrieg](#) WWII Ground combat.
- [Carriers](#) WWII Naval combat.
- [Panzer](#) WWII Tank warfare.
- [Autumn Mist](#) Battle of the Bulge.
- [Russo-German War](#) Abstract Barbarossa.
- [Biker Brawl](#) Hell on Wheels.
- [Orbital Escalation](#) Low Earth Orbit Combat.
- [Tron Skirmish](#) Don't get De-rezzed!
- [Monster Brawl](#) Godzilla vs Rodan.
- [Wing Commander Fighters](#) Kilrathi vs Terrans.
- [Battletech Skirmish](#) Giant Robot Combat.
- [Starship Troopers](#) Destroy the Arachnoid Threat!
- [Phasers](#) Star Trek Fleet Actions.
- [Spice Raid](#) Man-to-Man fighting on Dune.
- [Berserker](#) Save your Planet!
- [Transformers Skirmish](#) Autobots vs Deceptacons.
- [Battle for Hoth](#) Star Wars Scenario.
- [Star Wars Dogfight](#) X-Wings vs TIE Fighters.
- [Geonosis Arena Skirmish](#) Star Wars Scenario.
- [Robotech Skirmish](#) Veritech Fighters vs Zentraedi Battle Pods.
- [Star Command](#) Buzz Lightyear vs Evil Emperor Zurg.
- [Earth Defense Force](#) Star Blazers: Fire the Wave Motion Gun!
- [40K Skirmish](#) Space Marines vs Genestealers.
- [Fleets of the Imperium](#) Warhammer 40K Space Fleet Action.
- [Martian Cloudships](#) and Victorian Aerial Gunboats.
- [He-Man Skirmish](#) Take a thwak at Skeletor.
- [X-Men Skirmish](#) X-Men vs Sentinels.
- [Spelljammer Skirmish](#) AD&D in Space!
- [Five Armies](#) The Battle for Smaug's Treasure.
- [Moria Skirmish](#) Fellowship vs Moria Orcs.
- [Archon Skirmish](#) Light vs Dark.
- [Wizard Skirmish](#) Magical Battle.
- [Fantasy Skirmish](#) Orcs & Dwarves, Orcs & Dwarves...
- [Narnia Skirmish](#) Help Aslan defeat the White Witch.
- [Legend of the Five Rings Skirmish](#) Crane vs Crab.

0.0 INTRODUCTION

Warp Skirmish is an abstract Wargame system that utilizes a mix

of board, card, dice and unit elements to create a system with chess-like strategy, fog-of-war uncertainty and module expandability.

Presented here are the base mechanics and several modules that are ready for play. The modules contain the game setting, background , unit and card definitions and the rules that augment or change the Warp Skirmish engine.

1.0 The Warp Skirmish Engine

1.1 The Map

An 8x8 chessboard can be used to play most games. Terrain aspects are detailed in the module.

1.2 The Units

Each module will detail the number, attributes and start positions of the units involved.

1.3 The Cards

The players either draw from a common deck of cards or have a their own deck of cards. The make up of the deck is detailed in the module. The cards represent actions, resources, attributes, and other aspects of the modules setting.

1.4 Victory Conditions

Each module will detail the conditions that need to be met for a player or players to be declared the victorious.

1.5 Turn Sequence

A player is randomly selected to go thru the Turn Sequence first. Each module will detail the exact Turn Sequence; the basic phases are usually as follows.

1.5.1 Orders Phase

The player draws 3 cards. If the deck runs out the discard pile is shuffled and used as the deck.

The maximum number of cards that can be help is 5 cards. After drawing player must discard excess cards.

1.5.2 Maneuver Phase

The player discards a Movement type card. A Movement card will be marked as such and will have a number that will indicate the number of spaces a unit may move. Movement cards are often valid for specific types of units. The player can then select a valid unit and move them that number of spaces. The directions a particular unit can move in, as well as other movement restrictions, are detailed in the module.

1.5.3 Fire Phase

The player discards an Attack type card. An Attack card will be marked as such and will have a number that will indicate the range of an attack. Attack cards are often valid for specific types of units. The player can then select a valid unit to attack and a valid target. The effects of the attack, as well as restrictions and reactions by the target, are detailed in the module.

1.6 Strategic Variant

Make Orders Phase the Last phase of the Turn Sequence, and play with card hands face up.

WARPHAMMER EMPIRES

INTRODUCTION

War Hammer Theme.

Module for the [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

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.

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
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
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
Footsoldiers	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
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	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
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	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	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
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 Worriers	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

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
Goblobber	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
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 BahzrakkCruel	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
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
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

BRETONNIAN 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
Bretonnian 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
Bretonnian Archers	2M	2	2	Archers
Foot Knights	2M	3	3	Infantry
Retainers	2M	2	2	Infantry
Bretonnian Pikes	2S	2	2	Spears
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	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
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

WARPQUEST RULES

INTRODUCTION

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

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start. The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures. The scenarios that use the Warp Quest engine will hold the details.

DICE & PIECES

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

THE BOARD

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

THE DECKS

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

THE UNITS

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

TURN SEQUENCE

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

MOVE PHASE

- Roll 1D6. Move that number of spaces towards the end space.

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

DRAW PHASE

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

CHALLENGE PHASE

- Each challenge card lists one or more skills.
- Roll 1D6 and add the number of those skill levels present in your party.
- If the skill listed is X2 then add twice the number of that skill level in your party.
- Discard Aid cards to gain skill levels in the skill indicated on the card.
- This is the Skill Roll.
- Next roll 2D6. This is the Challenge Roll.
- If the Challenge Roll is less than or equal to the Skill Roll you win the challenge.
- If the Challenge Roll is greater than the Skill Roll you fail the challenge.
- The adventure card may say what happens if you win or lose the challenge.
- If the card does not give directions and you lose the challenge, one of your party members is killed or lost.
- One random non-leader party member is killed. The Leader is always the last to go.

Example of Resolving Challenges:

- Lets say the party has 3 levels of agility & they face an agility X 2 challenge.
- They would add (3 x 2 =) 6 to their Skill Roll.
- If the party had 2 levels of agility they would add 4 not 6.
- If the party had 0 levels they would add nothing.

Yes, the odds are almost always against the party. They need a lot of luck to make it back. As an optional rule to make life easier for the party roll 1D10 instead of 1D6 for the Skill Roll.

DIFFICULTY MODIFIER

- Abbreviated DM.
- This is a property of individual Challenge cards.
- The DM is added to the Challenge Roll.

MOVING ONTO AN OPPONENTS PARTY

- If you land on an opponent's party there will be a fight.
- The current player rolls 1D10 on the Skill List Table.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser loses a party member. The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

PLAYING WITHOUT CARDS

*By Salo:

At least in solo....

The mechanism is simple. Just make a list of all challenge cards

with excel (or whatever spreadsheet you prefer) and randomize the list. Then print it out.

Now, when you face a challenge, roll 1d10. If you get 7, you face the seventh challenge on the list. When you have dealt with the challenge, mark it used. When you face another challenge, roll the 1d10 again. If you get a 10, then you face the 10th UNMARKED challenge on the list.

Just make sure, that there are 10 more challenges in the list than there are spaces on the game board.

The challenges that top the list happen more often than those at the bottom of the list. This property can be used without randomizing by the game designer.

Hope you get what I mean.

*By Tomwsmf:

Another way of doing this, though it would introduce more instances of a thing/event goes something like this.

Make a table of all the cards in a deck, number them.

-Each card now as a unique number (cardnumber)

-Take the Number of Cards in the list, divide that number by 100. (totalcards/100)

-Each card is then given a Percentile Number equal to (cardnumber)*(totalcards/100)

When you are asked to draw a card roll a percentile (2d10 the first die being 10's the second die being 1's or use the 2d6 method describe in countermeasures issue 2) and consult the card table

Say you have a deck of 7 card

(totalcards/100)=14.28

Card Percentile

1	14
2	28
3	42
4	57
5	71
6	85
7	99

you would get card 1 on a percentile roll of 14 or less

card 2 15 thru 28

card 3 29 thru 42

* By Zak:

I use a simple trick to test some of the Lloyd productions before creating the real cards: i set for each card a number and then i put on a cup a number of numerical markers corresponding to the card # - i own a lot of boardgames so i have a full collection of numerical markers but in any case is very easy to create a generic set of such a counter.

With this mechanism you can have the random distribution of the deck (one instance of every card - or more if needed) and you don't need the printed card since you simply index the card list with the numbers in your "hand". Nothing special but it works.

WARPQUEST

Core Rule System

- [WarpQuest Core Rules](#)

Artifact: Victorian Adventure Gaming Series

- [Artifact Core Rules](#)
- [The Depths of the Earth](#)
- [Mummys Tomb](#)
- [Lost Continent of Atlantis](#)
- [The Shadow of a Dark God](#) by Zak

Pseudo-Historical Scenarios

- [Voyage of Sinbad](#) Watch out for the Minotaun!
- [Quest for the Grail](#) The Ultimate Quest
- [Pirate Island](#) Buried Treasure
- [Greek Heroes](#) Retrieve the Golden Fleece

Historical Scenarios

- [Into the Valley of Death](#) Charge of the Light Brigade
- [Surviving the Gulag](#) Another Russian Winter by Marcus Salo
- [War over the Reich](#) Bomb Nazi Germany
- [Destroy the Rail Road Bridge](#) Finnish Army Recon by Marcus Salo
- [In the Nam](#) Vietnam Platoon level Search & Destroy

Sci-Fi Scenarios

- [Alien Queen Brain](#) A Space Marine adventure by Zak

Fantasy

- [The Isle of Dread](#) Dungeon Module X1
- [Palace of the Silver Princess](#) by C. Gerard Luft
- [Dante's Inferno](#) Explore the depths of Hell with C. Gerard Luft
- [Rabbit Run](#) In the Spirit of Watership Down.

Politically Incorrect Scenarios

- [Score](#) Days of Beer and Mailbox Baseball
- [Jail Break](#) Running from the Law by Marcus Salo

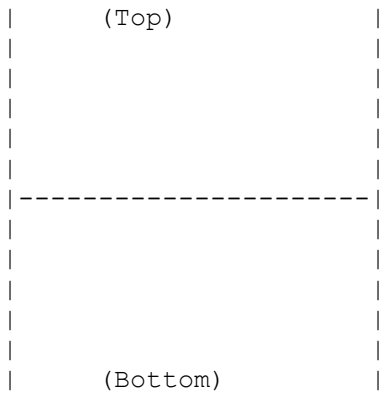
WARPSAWN GAMES 4-PAGE PRINTING FORMAT

by Tom Higgins

Using just One sheet of 8.5x11 (or the euro equiv) that when folded just right the text and all would make a very cool very compact zinelete.
Here is the simple version.
Take a piece of 8.5X11 or its equiv.



Take the bottom edge and fold it up to the top (thus folding it in half)



(fold up to top)
[Result]



Then Take the left edge and fold it across to the right (thus floding it in half again)



```

|e      |      |i|
|f      |      |g|
|t      |      |h|
|      |      |t|

```

(fold across to right)

What you should have should resemble a little 4 page booklete.

```

=====
|      |  |
|      |  |
|      |  |
|      |  |
|      |  |
|      |  |
|      |  |

```

If you mark the Front as cover, the Back as Back , and the inner two section as Inner1 and Inner 2 then unfold the paper this is what you will get

```

-----
|      |      |
|      |      |
|  Back |  Cover |
|      |      |
|      |      |
|-----|-----|
|      |      |
|  Inside 2 | Inside 1 |
|      |      |
|      |      |
|      |      |
|      |      |

```

(The once caveat, in order to get everything facing the right way you need to flip the text upside down in the Insidel and Inside 2 sections. MS Word can do this easy as can some other non MS Wordmanglers.)

The back of the page would be the game map and counter, the game sheet, etc.

Now what is this good for? Lots.

One application could be in getting some of the games out and spread around as one page samzdat. For instance.

Malta Convoy. The rules would fit in the front side of the page and the gamesheet would cover the back side. You could read the rules, then unfold and play.

You could easily print the gmes out and pass them around, leave them on the counters of game shops, in book or magazine stores etc etc etc.

Here is a PDF with a ready to print, ready to fold game.

I used Malta Convoy cause I had the grfx ready.

<http://groups.yahoo.com/group/warpspawn/files/MALTA%20CONVOYZinelete.pdf>

Well I thought MSword did it, problem is it just does both side and top not upside down

I used the tables featurer in word to get the page borken up into the four qudrants. Then I formated the text as I wanted it save for the upside down part of the bottom two quads.

I then took a screen snapshot of the word doc I was using and then pasted the image into an art program (pick your fave).

I then cropped out the parts I did not need and wound up with just the two sections that needed flipping. Then I flipped them and pasted them back into word as images.

The thing is you loose the ability to play with them as text at that point, so you better have done all the editing you need to do before. Its not that hard to redo it, just extra steps.

Then i converted the thing to PDF and bingo, done.
If I can get word to odo upside down text i can do away with the
grfx part:)-

WARPSAWN ROLEPLAYING

INTRODUCTION

Jethro the Reptilian Cowboy from Pluto drew his Sonic Shock Laser Torch from its holster.

"Hey Ma!" he lisped "Dem Vampiric Space Beavers is suckin on ol' Bessie again!"

CHARCTER GENERATION

Roll 1D6 times on the Master Attribute Table #0 to get the concept for your character.

MASTER ATTRIBUTE TABLE #0

1D6	Result:
1-2	Roll on Master Attribute Table #1
3-4	Roll on Master Attribute Table #2
5-6	Roll on Master Attribute Table #3

MASTER ATTRIBUTE TABLE #1

1D100	Attribute:
1	Mutant
2	Troll
3	Radioactive
4	Soldier
5	Mercenary
6	Assassin
7	Wizard
8	Rogue
9	Thief
10	Rock Star
11	Doctor
12	Healer
13	Elf
14	Dark
15	Gamma
16	Enforcer
17	Guard
18	Super
19	Mad
20	Master
21	Lord
22	Noble
23	Slave
24	Champion
25	Orc
26	Teenage
27	Robot
28	Droid
29	Android
30	Machine
31	Clockwork
32	Virtual
33	Holographic
34	Knight
35	Cyborg
36	Pit

37 Cybernetic
38 Green
39 Crystal
40 Robotic
41 Hero
42 Arch-
43 Temporal
44 Pirate
45 Bandit
46 Dwarf
47 Feline
48 Canine
49 Dragon
50 Holy
51 Unholy
52 Death
53 Ninja
54 Samurai
55 Goblin
56 Bunny
57 Dinosaur
58 Alien
59 Elemental
60 Space
61 Fungoid
62 Black
63 Shapeshifting
64 Parasitic
65 Insect
66 Drone
67 Secret
68 Spy
69 Ranger
70 Ultimate
71 Eccentric
72 Demon
73 Devil
74 Four Armed
75 Cop
76 Kung Fu
77 Commando
78 Angel
79 Scientist
80 Tattooed
81 Captain
82 Undead
83 Zombie
84 Vampire
85 Biker
86 Mummy
87 Lost
88 Transgenic
89 Martian
90 Venusian
91 Plutonian
92 Imperial
93 Warrior
94 Federation
95 Slayer
96 Fairy
97 Sorcerer
98 King
99 Outlaw
100 Hunter

MASTER ATTRIBUTE TABLE #2

1D100	Attribute:
1	Bounty Hunter
2	Hawkman
3	Rebel
4	Fighter
5	Atomic
6	Power
7	Universal
8	General
9	Prince
10	Babe
11	Chaos
12	Fool
13	Mage
14	Techno
15	Ancient
16	Psychic
17	Psionic
18	Spirit
19	Berserker
20	Cosmic
21	Viral
22	Killer
23	Fanatic
24	Cultist
25	Humanoid
26	Cannibalistic
27	Avenger
28	Honorable
29	Free
30	Pilot
31	Astro
32	Combat
33	Sacred
34	Masked
35	Battle
36	Armored
37	Amazon
38	Trooper
39	Agent
40	Mentalist
41	Raider
42	Force
43	Meta
44	Wild
45	Moon
46	Bio
47	Duelist
48	Explorer
49	Adventurer
50	Con Artist
51	Debutante
52	Playboy
53	Criminal
54	Primitive
55	Advanced
56	Bionic
57	Exo-
58	Sub-
59	Pacifist
60	Aqua
61	Elder
62	Barbarian

63	Savage
64	Smuggler
65	Cowboy
66	Mountie
67	Rider
68	Private Eye
69	American
70	Heroine
71	Solar
72	Stellar
73	Jockey
74	Mega
75	Ace
76	Baron
77	Pagan
78	Shadow
79	Beast
80	Scout
81	Omega
82	Side kick
83	Toxic
84	Elite
85	Buccaneer
86	Veteran
87	Runaway
88	Rocketeer
89	Legionnaire
90	Telepathic
91	Reptilian
92	Hybrid
93	Condemned
94	Loner
95	Rich
96	Professor
97	Kid
98	Radar
99	Sky
100	Air

MASTER ATTRIBUTE TABLE #3

1D100	Attribute:
1	War
2	Acrobatic
3	Mystic
4	Detective
5	Indian
6	Sexy
7	Colonel
8	Commander
9	Intrepid
10	Cunning
11	Cadet
12	Famous
13	Xeno
14	Mark X
15	Renegade
16	Ronnin
17	Freelance
18	Operative
19	Facist
20	Pig
21	Monk
22+	You fill in the rest or roll on the Master Attribute Table #0

DESIGNING SCENARIOS

For a single evening: The game master must roll 20 times on the Master Attribute Table #0. The GM must incorporate all those terms into the evenings adventuring session.

GAME DESIGNERS NOTES

Work in progress.

This is fun just to make characters...

One of my favorites is the Toxic Aqua Orc Pacifist.

Plan more tables for weapons, ships, devices, alien body parts, encounters, adventures, landscapes, etc.

Have fun with it. Meant to be as campy as possible.

Game Mechanics: Imagination!

WARRIOR DICE

INTRODUCTION

Dice game for 2 players.
Each player is a Warrior represented by a single die.

DICE & BITS

Each player needs one Ten-sided die.
Use spare change to keep track of Hits.
Note: This is a very portable game. (Keep Battle tables written on Index cards)

VICTORY

Reduce your opponent to zero hits.

ANATOMY OF A DIE

One Face (1) is the Adder.
If you roll the Adder, Roll again and add 10 to the Force of the roll.
One Face (2) is the Doubler.
If you roll the Doubler, Roll again twice and keep one of the rolls.
The other eight faces are a combination of Attack and Defense results.
An Attack or Defense Face has a Force value.
A Force value is always a number that is a multiple of 10.

SETUP

Choose which Warrior you want to be.
Each basic Warrior starts with 100 Hits.
Players roll high to see who goes first.

TURN SEQUENCE

Each turn is divided into 3 phases:
Attack Phase
Defend Phase
Damage Phase

ATTACK PHASE

The attacker (the current player whose turn it is) rolls his die.
If you roll the Adder, Roll again and add 10 to the Force of the roll.
If you roll the Doubler, Roll again twice and keep one of the rolls.
If you roll a Defense result the turn ends.
If you roll an Attack face proceed to the Defend phase.

DEFEND PHASE

The defender (the other player) rolls his die.
If you roll the Adder, Roll again and add 10 to the Force of the roll.
If you roll the Doubler, Roll again twice and keep one of the rolls.

DAMAGE PHASE

The Attacker does damage (in Hits) to the defender equal to the Force of his Attack result.

If the defender rolled a Defense result in Defend phase, he subtracts the Force of The Defense result from the Damage he receives. (Treat a negative result as zero)

SPECIAL RESULTS

Neutralize: this is a type of Attack result: Your opponent skips his next 2 attack phases.

All Out: this is a type of Attack result: If ATTACKING, roll again and double the Force of the result.

BASIC WARRIOR BATTLE TABLE LISTS

A = Attack
D = Defense

FIGHTER

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Sword	A	30	
4	Dagger	A	20	
5	Hilt Punch	A	10	
6	Hack & Slash	A	40	
7	Shield	D	30	
8	Dodge	D	40	
9	Parry	D	20	
0	Chain Mail	D	10	

KNIGHT

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Lance	A	30	
4	Broad Sword	A	30	
5	Armor	D	20	
6	Kite Shield	D	30	
7	Great Helm	D	20	
8	Furious Assault	A	30	
9	Charge	A	-	All Out
0	Plate	D	30	

THIEF

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Thrown Dagger	A	30	
4	Dagger	A	20	
5	Sap	A	10	
6	Leather Armor	D	10	
7	Dexterity	D	30	
8	Back Stab	A	40	
9	Run	D	30	

0 Hide D 30

BARBARIAN

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Battle Axe	A	30	
4	Kick	A	10	
5	Overhead Smash	A	40	
6	Leap	D	40	
7	Throw Axe	A	10	
8	Berserk	A	-	All Out
9	Reflexes	D	40	
0	Feel no Pain	D	20	

ELF

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Long Sword	A	30	
4	Bow	A	30	
5	Elven Chain	D	20	
6	Fleet of Foot	D	20	
7	Arrow	A	40	
8	Dodge	D	20	
9	Parry	D	20	
0	Agility	D	20	

DWARF

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	War Hammer	A	30	
4	Armor	D	20	
5	Shield	D	20	
6	Axe	A	30	
7	Sturdy	D	20	
8	Crossbow	A	30	
9	Shield Bash	A	10	
0	Grim Determination	D	40	

WIZARD

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Staff	D	10	
4	Magic Missile	A	10	
5	Fireball	A	40	
6	Lightning Bolt	A	30	
7	Charm	A	-	Neutralize
8	Circle of Protection	D	40	
9	Magic Shield	D	30	
0	Blur	D	20	

CLERIC

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Armor	D	20	
4	Prayer	D	20	
5	Shield	D	20	
6	Blessing	D	20	
7	Mace	A	20	
8	Crushing Blow	A	40	
9	Heal	-	-	Regain 10 Lost Hits
0	Smite	A	40	

ORC

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Scimitar	A	30	
4	Tough Hide	D	20	
5	Stab	A	20	
6	Disembowel	A	40	
7	Helm	D	20	
8	Spiky Armor	A	10	
9	Shield	D	30	
0	Piecemeal Armor	D	30	

TROLL

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Maul	A	30	
4	Great Strength	A	40	
5	Barrel Attack	A	20	
6	Rampage	A	-	All Out
7	Regenerate	-	-	Regain 10 Lost Hits
8	Thick Hide	D	30	
9	Immune to Pain	D	30	
0	Great Bulk	D	20	

GREEK HOPLITE

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Spear	A	30	
4	Round Shield	D	30	
5	Thrown Spear	A	30	
6	Short Sword	A	30	
7	Breast Plate	D	30	
8	Wrestle	A	10	
9	Greaves	D	10	
0	Dodge	D	30	

GLADIATOR

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Trident	A	40	
4	Net	A	-	Neutralize

5	Dagger	A	20	
6	Feint	A	-	Neutralize
7	Dodge	D	40	
8	Skill	D	10	
9	Evade	D	40	
0	Toughness	D	10	

ROMAN LEGIONAIRE

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Short Sword	A	30	
4	Thrust	A	40	
5	Pilum	A	30	
6	Tunic	D	20	
7	Helmet	D	10	
8	Shield	D	30	
9	Discipline	D	10	
0	Defend	D	30	

DUELIST

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Foil	A	10	
4	Disarm	A	-	Neutralize
5	Sword Breaker	A	-	Neutralize
6	Lunge	A	20	
7	Parry	D	40	
8	Block	D	30	
9	Run Through	A	30	
0	Guard	D	30	

PIRATE

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Knockdown	A	10	
4	Cutlass	A	30	
5	Sword Play	D	20	
6	Knife	A	20	
7	Jump	D	30	
8	Duck	D	30	
9	Sidestep	D	20	
0	Low Blow	A	40	

ARAB

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Tulwar	A	20	
4	Parry	D	40	
5	Slashing Steel	A	20	
6	Dagger	A	10	
7	Cut Throat	A	30	
8	Whirling	D	20	
9	Catch	D	40	

0 Throw Sand A - Neutralize

ASSASSIN

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Poisoned Blade	A	30	
4	Stiletto	A	10	
5	Garrote	A	10	
6	Stealth	D	30	
7	Surprise	A	-	Neutralize
8	Retreat	D	40	
9	Deathblow	A	30	
0	Shadows	D	30	

SAMURAI

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Vertical Cut	A	30	
4	Horizontal Cut	A	30	
5	Katana	A	30	
6	Kai	A	-	All Out
7	Armor	D	10	
8	Parry	D	30	
9	Speed	D	30	
0	Force of Will	D	30	

PAN & HOOK

PETER PAN

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Knife	A	30	
4	Lost Boys	A	10	
5	Alligator	A	50	
6	Indians	A	10	
7	Fly away	D	30	
8	Quick	D	20	
9	Nimble	D	20	
0	Tinkerbelle	D	30	

CAPTAIN HOOK

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Hook	A	20	
4	Rapier	A	20	
5	Cannon	A	30	
6	Pirates	A	20	
7	Set Trap	-	-	All Out
8	Hostages	D	50	
9	Parry	D	20	
0	Stubbornness	D	30	

DESIGN YOUR OWN WARRIORS

Basic Warriors are 300 points:

100 Hit points

100 points distributed to Attacks

100 points distributed to Defenses

"All Out" Attacks are worth 10 points

"Regain 10 Lost Hits" Defenses are worth 20 points

"Neutralize" Attacks are worth 20 points

EXPERIENCE

XP = Experience Points

Every time you defeat a lesser warrior get 1 XP.

Every time you defeat an equal warrior get 5 XP.

Every time you defeat a greater warrior get 10 XP.

Each 10 XP allows you to do one of the following:

1. Add 10 to one of your Attacks
2. Add 10 to one of your Defenses
3. Gain 10 Hit Points
4. Create a new Attack or Defense with a Force = 10.

The new Attack or Defense shares a Die roll Indicator (1-10) with one of your existing results and can be used instead of the original at your discretion during combat. For Example:

The Samurai turns in 10XP to gain a new Attack he calls Wakizashi (Short sword) with a Force = 10. He assigns this new attack to his #7 slot which already has the Defense of "Armor" (Force = 10). So from now on, every time he rolls a #7 he can choose to have it mean either Armor or Wakizashi.

FAQ's

1. Situation: I roll the Adder, then the Doubler. How is that handled? We have been using a spot ruling that only the last one rolled is applied.

A. You get +10 (from the Adder) then roll again twice (from the Doubler) and pick one of the results.

2. What if I roll the Doubler then an All Out Attack? Made basically the same ruling as #1, above.

A. In this case you picked the "All Out Attack" which then allows you to make another roll.

3. Does Neutralize automatically affect the target? We've been reading it as 'Yes'.

A. Good point. Some defense against "Neutralize" attacks should be allowed. I rule that a defense of 20+ Force should negate a Neutralize Attack.

4. Can you Double a Neutralize to 4 turns? We read that as 'No'.

A. I would agree that Neutralize Attacks cannot be doubled.

LORD OF THE RINGS WARRIOR DICE

Most of the below entries were submitted by Curufea

BLACK ORC / URUK-HAI (Submitted by Zak)

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Lance Charge	A	30	
4	Combat Frenzy	A	-	No damage
5	Stab		A	10

6	Disembowel	A	30
7	Iron Bow	A	30
8	Full Armor	D	40
9	Shield	D	40
0	Helm	D	20

CAVE TROLL / OLOG HAI

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Club	A	40	
4	Great Strength	A	50	
5	Frenzy	A	-	No damage
6	Rampage	A	-	All Out
7	Regenerate	-	-	Regain 10 Lost Hits
8	Thick Hide	D	30	
9	Immune to Pain	D	30	
0	Great Bulk	D	20	

MORIA ORCS

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Adder			Overwhelming numbers
4	Tough Hide	D	20	
5	Scimitar	A	20	
6	Disembowel	A	20	
7	Helm	D	20	
8	Shortbow	A	20	
9	Shield	D	30	
0	Piecemeal Armor	D	30	

Notes: I've equated the extra Adder to be equivalent to an Attack 40

LEGOLAS

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Doubler			Inhuman reflexes
4	Bow	A	30	
5	Arrow	A	20	
6	Fleet of Foot	D	20	
7	Shortswords	A	30	
8	Dodge	D	20	
9	Parry	D	20	
0	Agility	D	20	

I've equated the extra Doubler to be equivalent to an Attack 20 and Defense 20

GIMLI

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	War Hammer	A	30	
4	Armor	D	30	
5	Shield	D	20	
6	Axe	A	30	
7	Shrug it off	D	-	All Out

8	Throwing Hammer	A	30	
9	Shield Bash	A	-	All Out
0	Grim Determination	D	40	

Gimli has both an all out attack and an all out defense that behaves similarly.

GANDALF

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Staff Parry	D	10	
4	Kinetic Blow	A	10	
5	Glamdring	A	40	
6	Staff Strike	A	20	
7	Entrance	A	-	Neutralize
8	Sphere of Protection	D	40	
9	Shadowfax	A	-	All Out
0	Experience	D	20	

BOROMIR

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Slash		A	40
4	Kick	A	20	
5	Overhead Smash	A	50	
6	Leap	D	40	
7	Tempted by Ring	A	-	Neutralize Self
8	Berserk	A	-	All Out
9	Reflexes	D	40	
0	Feel no Pain	D		20

Neutralize Self - as neutralize, but to Boromir (hence he gets +20 A)

ARAGORN / ELESSAR

1D10	Result	Type	Force	Notes
1	Adder			Becomes Doubler
2	Doubler			
3	Narsil	A	30	Can become Anduril
4	Dagger	A		20
5	Hilt Punch	A	10	
6	Hack & Slash	A		40
7	Shield	D		30
8	Endurance	-	-	Regain 10 Lost Hits
9	Parry		D	40
0	Chain Mail	D	10	

Special rule - Once per battle, Narsil can be reforged into Anduril. As Anduril it is worth 50, but the Adder changes to a Doubler. Announce before rolling attack, and the changes are permanent from then on.

SAMWISE GAMGEE

1D10	Result	Type	Force	Notes
1	Doubler			
2	Doubler			Hobbit Luck
3	Thrown Pan	A	30	
4	Dagger	A		20
5	Kick	A	10	

6	Short		D	10
7	Agile		D	30
8	Sting		A	40
9	Run	D	30	
0	Hide	D	30	

PEREGRIN TOOK

1D10	Result	Type	Force	Notes
1	Doubler			
2	Doubler			Hobbit Luck
3	Shortsword	A	40	
4	Dagger	A		30
5	Kick	A	20	
6	Short		D	10
7	Defend Gondor	A		- All Out
8	Ent Drought		-	- Regain 10 Lost Hits
9	Run	D	40	
0	Hide	D	30	

MERIADOC BRANDYBUCK

1D10	Result	Type	Force	Notes
1	Doubler			
2	Doubler			Hobbit Luck
3	Shortsword	A	40	
4	Dagger	A		30
5	Kick	A	20	
6	Short		D	10
7	Backstab	A	-	All Out
8	Ent Drought		-	- Regain 10 Lost Hits
9	Run	D	40	
0	Hide	D	30	

FRODO BAGGINS

1D10	Result	Type	Force	Notes
1	Doubler			
2	Doubler			Hobbit Luck
3	Doubler			Invisibility
4	Sting		A	50
5	Kick	A	30	
6	Short		D	10
7	Wear Ring	A	-	Neutralize
8	The Old Wound	A	-	Neutralize Self
9	Run	D	30	
0	Hide	D	40	

Neutralize Self - as neutralize, but to Frodo (hence he gets +20 A)

FARAMIR (Submitted by Ward Davenport)

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Bow & Arrow	A	20	
4	Stealth	D	30	
5	Longsword	A	40	
6	Agility	D	40	
7	Dagger	A	10	
8	Sharp Vision	D	10	
9	Endurance	A	30	
0	Shield	D	20	

WARHAMMER FANTASY DICE

Submitted by Brian Rayburn

GOTREK GURNISSON

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Rune Axe	A	40	
4	Punch	A	20	
5	Dwarven Resilience	D	30	
6	Berserker Rage	-	-	All-Out
7	Dodge	D	30	
8	Block	D	20	
9	Ignore Pain	D	20	
0	Head Butt	A	30	

FELIX JAEGER

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Chain Mail	D	40	
4	Dagger	A	20	
5	Parry	D	20	
6	Dragon Sword	A	40	
7	Shoulder Bash	A	20	
8	Disarm	-	-	Neutralize
9	Dodge	D	10	
0	Step Back	D	30	

SLAYER DICE

Submitted by Brian Rayburn

VAMPIRE SLAYER (350 PTS) HITS: 120

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Stake	A	30	
4	Acrobatics	D	30	
5	Slayer-Fu	A	40	
6	Scent of the kill	A	-	All Out
7	Parry	D	30	
8	Healing Factor	D	-	Regain 10 Hits
9	Tough	D	30	
0	Slayer Strength	A	40	

COMPANION (300 PTS) HITS: 100

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Duck	D	30	
4	Axe	A	40	
5	Spirits & Charms	D	-	Regain 10 Hits

6	Kung-Fu	A	20
7	Stake	A	30
8	Parry	D	30
9	Incantation	A	10
0	Defensive Stance	D	20

LESSER VAMPIRE (350 PTS) HITS: 130

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Drop Fang	A	30	
4	Undead	D	40	
5	Vamp-Fu	A	40	
6	Claws	A	30	
7	Regenerate	D	-	Regain 10 Hits
8	Block	D	30	
9	Scent of blood	A	-	All Out
0	Resilient	D	20	

MASTER VAMPIRE (450 PTS) HITS: 150

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3a	Drop Fang	A	30	
3b	Mist Form	D	30	
4	Talons	A	30	
5a	Undead	D	50	
5b	Rending Blow	A	20	
6	Vamp-Fu	A	40	
7	Regenerate	D	-	Regain 10 Hits
8	Block	D	50	
9	Mesmerize	A	-	Neutralize
0	Scent of blood	A	-	All Out

WEREWOLF (350 pts) HITS: 140

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Regenerate	D	-	Regain 10 Hits
4	Claw Swipe	A	30	
5	Fangs	A	40	
6	Leap	D	30	
7	Battle Frenzy	A	-	All Out
8	Dodge	D	30	
9	Regenerate	D	-	Regain 10 Hits
0	Wolf-Fu	A	30	

MINOR DEMON (350 PTS) HITS: 120

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Spiky Bits	A	30	
4	Rough Hide	D	30	
5	Dodge	D	30	
6	Demon-Fu	A	40	
7	Bony Plates	D	30	
8	Fangs	A	20	
9	Energy Bolt	A	30	
0	Block	D	20	

DEMON LORD (500 PTS)

HITS: 200

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Doubler			Infernal Power
4a	Rune Blade	A	40	
4b	Parry		D	20
5a	Bloodstone Armor	D	30	
5b	Spiked Gauntlets	A	20	
6	Mighty Punch		A	40
7	Demon-Fu	A	30	
8	Regenerate	D	-	Regain 10 Hits
9	Dodge		D	40
0	Stunning Roar	D	-	Neutralize

RISEN DEAD (300 PTS)

HITS: 100

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Claw	A	20	
4	Bite	A	30	
5	Block		D	30
6	Grapple	A	10	
7	Dead Man Walkin'	D	30	
8	No Pain	D	20	
9	Chomp!	A	40	
0	Relentless	D	20	

WITCH (300 PTS)

HITS: 100

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Confusion	A	-	Neutralize
4	Call Lightning	A		30
5	Mystic Wall		D	40
6	Telekinetic Daggers	A		20
7	Invoke the Goddess	D		- Regain 10 Hits
8	Athame	A	30	
9	Witch-Fu	D	20	
0	Spirits & Charms	D	20	

WITCH (450 PTS)

HITS: 200

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3a	Witch-Fu	A	20	
3b	Spell Shield		D	20
4	Soul Blast	A	40	
5	Invoke the Goddess	D		- Regain 10 Hits
6a	Tempus Fugit	A		- All Out
6b	Witch-Fu	D	30	
7	Hex	A	-	Neutralize
8	Athame	A	40	
9	Call the Elements		D	30
0	Block		D	20

DEMON HUNTER (300 PTS)

HITS: 100

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Crossbow	A	30	
4	Sword	A	20	
5	Mesh Shirt	D	30	
6	Charm	D	-	Regain 10 Hits
7	Kung-Fu	A	40	
8	Daggers & Stakes	A		10
9	Kung-Fu	D	10	
0	Talisman	D	40	

CREEP-OF-THE-WEEK (400 PTS)

HITS: 150

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Claws	A	40	
4	Mucous Spit	A	-	Neutralize
5	Scaly Hide	D	40	
6	Bite	A	30	
7	Energy Blast		A	30
8	Dark Secrets		D	40
9	Evil Magic	D	30	
0	Creep-Fu	D	20	

WARRIOR DICE

Shadow Warriors

By Brian Rayburn (scarecrowking@unclebear.com)

Shadow Warriors is a background setting for ongoing games. Each character is a being that exists beyond the boundaries of the mortal sphere. Most can become younger or older at will, but each being of Shadow can recognize another on sight. Most have long-reaching schemes that they wish to see to fruition. However, with immortality and power comes arrogance, and they see each other as obstacles in their power plays. Therefore, most attack each other on sight, or at the earliest opportunity. Most have an unseen (in normal games, at least) mentor, another creature who has been on Earth for centuries amassing power. This simply gives a background for the character to be and have what he does. One important difference from the warriors described in the basic rules is that Shadow beings can never truly die, at least not in a way understandable to mortals. Truly powerful majicks would be needed to permanently banish even one from our plane of existence, and sorcerers of that caliber are unique, if not extinct. To reflect this in game terms, each time a character is brought to 1/10 of their starting Hits, they may yield, and no Shadow being can pass the opportunity to know, if even for only a while, that they held the upper hand. Of course, if a blow brings a character to 0 Hits, the victim is dead. For a while. See, Shadow creatures can reform. At a cost. Each time this happens, subtract 10 from the Force of one Attack or Defense, or 10 Hits permanently. The point value of a character reforming this way should be adjusted down as well. The lost points can be bought again with XP as normal, but if the character dies again, 10 more points have to be subtracted again. If a character insists on fighting until they are reduced to below 30 points, then that character's life force is banished back to the

Shadow Realms, to work it's way back up the ranks of the dark masses to again wield the power to manifest in our realm.

Another difference is that a character actually inhabits a mortal body, even if that body was crafted by the creature's force of will. As such, a character is limited to one 'supernatural' attack form, such as manifesting claws or spitting a stream of venom.

Many times these traits resemble animal abilities, in a twisted way. Although characters begin with only one supernatural ability, more can be obtained. Each time you force another Shadow being to reform, you may absorb some of his essence. After tallying the XP for the battle, if the winner has enough XP to purchase a new Attack or Defense, she may decide to make it the same type as the defeated character's supernatural trait. If a defeated character has more than one already, the winner may choose one. Here's some examples:

Miranda Thorne and Gregor Kaprov have met in battle in the main building of her mentor's corporate empire. Both being beginning characters, each has one supernatural trait. Miranda designated one Attack as 'Claws', which she took at Force 30. Gregor can transform his face during combat, and manifest an Attack as 'Fanged Bite', which he allotted 40 Attack Force to. Miranda gains the upper hand, and rips Gregor's throat out. Since they were of equal point value, Miranda gains 5 XP. Since she also made Jasmine yield a few months ago, that brings her to 10XP. She decides to spend the XP immediately, and take on Gregor's trait. She decides to keep with the theme set by her Claws, and decides hers will manifest as a more feline appearance. She places it as the second option of her #4 slot, as 'Fanged Bite 10', and is now a 310 pt character. In a few weeks Gregor will be back. He will have lost 10 points from the Force of one Attack or Defence, or his Hits, but will still have the trait 'Fanged Bite 40', assuming he didn't subtract the 10 points from that trait. Gregor is now a 290 pt character.

Existing abilities can be improved upon, and even expanded. For example, if a character took 'Winged Retreat Defense 20' as their #6 slot, she could buy 'Wing Slap Attack 10' as a new ability at any time she has the XP.

Before a Battle, roll on the chart below to see where your encounter takes place.

- 1 Beach Uneven footing gives all Attacks -10 Force
- 2 Alley Roll 1d10 at the beginning of each turn. Someone stumbles upon you and the battle ends if a 1 is rolled.
- 3 Warehouse Shelves and crates give all Defenses +10 Force
- 4 Corporate Boardroom Desks, tables, and chairs prevent All Out attacks, treat as a lost attack
- 5 Place of Darkness Mystic vibes give all Attacks +10 Force
- 6 Unholy Site Once per Battle, each Immortal may choose to trade any single Defense roll of 40 or higher to heal up to 20 lost Hits
- 7 Opera House Smooth stage gives all Defenses -10 Force
- 8 Rocky Ground All Force scores are at -10
- 9 Parking Garage Roll 1d10 at the beginning of each turn. Someone stumbles upon you and the battle ends if a 1 is rolled.
- 0 Nexus to the Shadow Realm All Force scores doubled

Shadow Warriors

MIRANDA THORNE (300 PTS)

HITS: 100

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Dodge	D	30	
4	Tiger Stance	A	20	
5	Claws	A	30	
6	Acrobatic	D	40	
7	Boot Knife	A	20	
8	Roll With It	D	10	

9	Mental Discipline	D	-	Regain 10 Hits
0	Sleeve Pistol	A	30	

GREGOR KAPROV (300 PTS)

HITS: 100

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Big Fist	A	20	
4	Bigger Boot	A	30	
5	Knock Away	D	10	
6	Dodge	D	30	
7	Fanged Bite	A	40	
8	Padded Overcoat	D	30	
9	Choke	A	10	
0	Block	D	30	

JASMINE (300 PTS)

HITS: 100

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Wicked Little Knife	A	10	
4	Leaping Kick	A	30	
5	Nimble Little Minx	D	30	
6	Winged Retreat	D	20	
7	Eye Rake	A	20	
8	Wicked Big Knife	A	40	
9	Parry	D	30	
0	Slide Roll	D	20	

DARIAN CROSS (300 PTS)

HITS: 100

1D10	Result	Type	Force	Notes
1	Adder			
2	Doubler			
3	Back Flip	D	20	
4	Venom Spit	A	30	
5	Silver-Headed Cane	A	10	
6	Parry	D	20	
7	Serpent Stance	A	30	
8	Custom Trench Coat	D	30	
9	Spinning Leap	D	30	
0	.45 Magnum	A	30	

MECHA DICE

Check out [Mecha Dice](#)

WARRIOR RACES OF MARS

INTRODUCTION

Wargame. Set piece battles. Simulates battles between the six main warrior races of Mars during the Era of Discontent. During this turbulent period, factions of all races fought with and against each other. Welcome to Mars.

MAP

Use a hex map.

Before the battle determine the terrain type in all of the hexes.

HEX TERRAIN TYPE

D10 TYPE

NOTES

1-3	Barren	
4-6	Impassable	Units cannot move into or through these spaces
7-9	Beneficial	Roll on Beneficial terrain type table
10	Settlement	Roll on Settlement type table

BENEFICIAL TERRAIN TYPE TABLE

D10 TYPE

NOTES

1	Flats	Units in this terrain get +1 Speed
2	Forest	Units in this terrain get +1 Small Arms
3	Swamp	Units in this terrain get +1 Surprise
4	Hills	Units in this terrain get +1 Hand to Hand
5	Caves	Units in this terrain get +1 Armor
6	Mountains	Units in this terrain get +1 Artillery
7	Jungles	Units in this terrain get +1 Numbers
8	Psivell	Units in this terrain get +1 Psionics
9	Desert	Units in this terrain get +1 Morale
10	Settlement	Roll on Settlement type table

SETTLEMENT TYPE TABLE

D10 TYPE

NOTES

1	Fortifications	Units in this hex get +5 Armor, +2 Artillery
2	Dojo	All of your units get +1 Hand to Hand
3	Vehicle Factory	All of your units get +1 Speed & Armor
4	Weapons Factory	All of your units get +1 Small arms & Artillery
5	Training Grounds	All of your units get +1 Surprise & Morale
6-7	Farms	All of your units get +1 Numbers
8	Temple	All of your units get +1 Psionics
9	City	Recruit units during Initiative Phase
10	Ruins	Units in this hex get +1 to a random attribute

Notes: Use the Race Determination Table to figure out the race of a city. Some settlements give an attribute bonus to all of your warbands in play. These settlements must be occupied to get the

bonus. Otherwise they become neutral.

UNITS & CHITS

There are two basic unit types: Warbands & Leaders.
Units are represented by cardboard counters called chits.
The color of the chit corresponds to the race of the unit.
Leader units are marked with an "L".

GREEN MARTIAN WARBANDS

The Green martians are tall, 4-armed, fierce, desert nomads.
Their 4 arms & great strength make them powerful swordsmen.
They are few in number due to dueling & interclan warfare.
They are expert marksmen.
They are masters of tactics and surprise.
Their technology is poor.
They use animal mounts and have little use for artillery.
They do not fear death.

RED MARTIAN WARBANDS

The red martians are technologically advanced.
They rely on great hovering battleships.
Their vessels are heavily armored & bristling with artillery.
Individually they are not impressive fighters without their ships.

WHITE MARTIAN WARBANDS

The white martians are a spartan, honor-bound race of warrior-monks.
Many of the females are also warriors & do not bear children.
Their technology is very poor.
Their small arms consist of bows & thrown weapons.
They are disciples of the sword.
Armor & artillery are not honorable.
It is very honorable to die in battle.
Their meditation & training have awakened psychic powers in some.

BLUE MARTIAN WARBANDS

The blue martians are born psychics & telepaths.
They are tall with large, translucent brain cases.
They mature slowly & can have few children due to difficult labors.
Their technology is extremely poor.
Their attacks & defenses are psychic.
They use their powers to gain surprise with illusions & invisibility.
They travel by levitation & teleportation.

YELLOW MARTIAN WARBANDS

The barbaric yellow martians are primitive but industrious tribes.
They breed in great numbers.
They are eager to fight but will flee at the first sign of trouble.
Some gifted shamans have psychic powers.
Their hordes are well armed with spears & axes.
Their small arms consist of bows & thrown weapons.
Their artillery consists of giant catapults.
They have some knowledge of gunpowder, steam power, & rocketry.
They get around on a variety of animal mounts & war machines.

BLACK MARTIAN WARBANDS

The black martians are clawed, egg-laying, subterranean dwellers. Their bodies are covered with a hard exoskeleton. Their technology is relatively high. They have special vehicles that can tunnel through the earth. They use this ability to surprise their opponents. Prisoners are slowly eaten alive.

ATTRIBUTES

Warbands have 9 attributes: Speed, Small Arms, Surprise, Hand to Hand, Armor, Artillery, Numbers, Psionics, and Morale. All of these attributes have a numerical value between 0-6+ Notice each type of warband has 24 points worth of Attributes.

MARTIAN WARBAND ATTRIBUTE TABLE

ATTRIBUTE	Green	Red	White	Blue	Yellow	Black
Speed	3	4	3	5	3	1
Small Arms	5	3	2	1	2	3
Surprise	4	1	3	6	3	4
Hand to Hand	5	2	6	1	4	3
Armor	0	4	0	2	2	5
Artillery	0	5	0	0	2	3
Numbers	2	3	2	1	5	3
Psionics	0	0	2	5	1	0
Morale	5	2	6	3	2	2

RANDOM MARTIAN RACE DETERMINATION TABLE

D6	RACE
1	GREEN
2	RED
3	WHITE
4	BLUE
5	YELLOW
6	BLACK

RANDOM ATTRIBUTE DETERMINATION TABLE

D10	ATTRIBUTE
1	Speed
2	Small Arms
3	Surprise
4	Hand to Hand
5	Armor
6	Artillery
7	Numbers
8	Psionics
9	Morale
10	Reroll

TURN SEQUENCE

Initiative Phase
High Initiative Move Phase
High Initiative Battle Phase
Low Initiative Move Phase

INITIATIVE PHASE

Each player rolls 1D10 & adds the number of leaders they control.
Reroll ties.

The highest total takes his Move & Battle phases first.

The next highest takes his phases second & so on.

Each player rolls 1D10 for every City they occupy.

A roll of 1 recruits a fresh warband of the same race as the city.

MOVEMENT PHASE

Roll 1D10 per 10 Units you control rounding up.

Add to this the number of leaders you control.

The total is your Command Points.

Spend one command point to move one of your warbands one space.

Any command points left are wasted. They cannot be saved.

You may stack 2 or more of your warbands together in the same space.

Only one stack per hex.

Your warbands cannot enter or pass through spaces occupied by enemy units.

Your units cannot enter or pass through impassable terrain spaces.

A single warband can move a maximum of 3 spaces in one turn.

Leader units can piggyback with one warband unit per turn.

Leaders must be attached to a warband.

A warband may have more than one leader attached.

They can attach to any Warband in a stack.

Leaders cannot move on their own.

BATTLE PHASE

A Warband may attack an enemy warband in an adjacent hex.

Only the warbands on the top of a stack can attack or be attacked.

The order in the stack may be rearranged by its owner.

Roll D10 on the Random Attribute Determination Table.

This attribute is the key factor that determines who wins the battle.

The Warband that has the higher score in that attribute wins.

The other warband is destroyed.

If both have equal scores than both are destroyed.

A warband can only attack once per turn.

If a attacking warband is destroyed, the next warband in the stack may attack.

SAMPLE COMBAT

A Blue warband attacks An adjacent White warband

The Attribute roll indicates Hand to Hand. Blue has 1, White has 6.

Blue is slain. There is a Yellow warband stacked beneath the Blue.

Yellow attacks White. The key attribute is Artillery.

Yellow has 2 and White 0. White is destroyed.

LEADERS

Each leader has a special ability.

Determine the special ability at the beginning of the game.

Roll once on the Random Attribute Determination Table.

All Warbands stacked with that leader get +5 in that attribute.

If two or more leaders are in the same hex, only one may contribute his bonus to the stack that battle phase.

The choice of which leader is in charge is made before the key attribute is randomly determined. If all the warbands in a stack are destroyed then all the leaders are too.

SCENARIO SETUP

In a 2 Player Game each player gets:
5 Leaders & 10 Warbands from 3 different races.
In a 3 Player Game each player gets:
4 Leaders & 10 Warbands from 2 different races.
In a 4 Player Game each player gets:
2 Leaders & 8 Warbands from 2 different races.
Players setup up on opposite sides or corners within 3 hexes of the edge of the map.

VICTORY

Either occupy several key locations such as settlements or destroy the enemy completely.

VARIANT WARBANDS

The Attribute stats listed for the different races describe the basic warband.
From 1 to 6 points may be shifted to create variant warbands.
For example:
Red Commandos: Armor -4, Artillery -2, Surprise +2, Small arms +2, Hand to Hand +2
Yellow Wasp Riders: Speed +2, Numbers -2
Blue Mob: Numbers +2, Surprise -2
Black Warlocks: Psionics +3, Morale +2, Armor -2, Artillery -3
Green Beetle Tanks: Armor +2, Artillery +3, Speed +1, Hand to Hand -4, Small arms -2
The variant type of Warband must be indicated on the chit.
Other martian races exist on other continents.
When designing scenarios, all units are worth one Recruit Point each.

WH40KARDS

INTRODUCTION

Two player Card Game based on the Games Workshop Epic Warhammer 40,000 Universe.

CARDSETS!

Card Sets for WH40KARDS by Zak are available [here](#)

DISCLAIMER

Warhammer is a licenced, trademarked property.
This is merely a Fansite.

DECKS

Each player uses a separate deck.
For example: Imperial Deck vs Ork Deck.
Each deck has 1 of each card in its list.

GEAR

Dice, paper, pencils, tokens.

VICTORY

The first player to have 30 hits worth of his own units destroyed breaks and leaves the field.
Or 40 if you have a Command unit deployed.
50 if you have a Leader unit deployed.
If a player loses 3 turns in a row (has all his units in 3 turns destroyed) he breaks and routs.

TURN SEQUENCE

Each turn has 10 phases:

- Logistics Phase
- Scout Phase
- Deploy Phase
- Maneuver Phase
- Titan Phase
- Insertion Phase
- Ranged Combat Phase
- Close Combat Phase
- End Phase

LOGISTICS PHASE

Each player fills his hand to 6 cards.

If the deck runs out, shuffle the Discard & Casualty piles together, and draw from it.

SCOUT PHASE

Players may discard up to 2 cards to their Reserve pile and draw replacement cards. A player may discard 3 cards if he has a Command unit deployed.

DEPLOY PHASE

Each player must have 3 Unit cards deployed. (Left, Right, and Center)

Deployed cards are placed face up on the table.

Deployed units may be survivors from previous turns or just now deployed.

If you already have 3 or more units deployed you may not deploy more.

MANEUVER PHASE

Add up the Move scores of your 3 deployed units.

The player with the most Skimmer & Jump Jet units gets +2D6 to their Move score.

The player with the higher score outflanks his opponent and may

deploy an extra unit card of any type from his hand.

TITAN PHASE

If you deployed a Titan this turn you must roll on the corresponding systems tables.

For example: A Great Gargant gets 4 rolls on the Gargant system table.

These are the weapon systems the Titan has until it is destroyed.

A Titan can only have 1 of any type of system.

Chaos Infantry roll once on the Chaos Gift Table when Deployed.

Use scrap paper to keep track of Titan Systems & Gifts.

INSERTION PHASE

You may deploy any "Digger" or "Pod" or "Stealth" or "Teleport" units in your hand.

For each unit with the "Carry" trait you may deploy an Infantry unit from your hand.

PSYCHIC PHASE

Psychic units get to roll once on the appropriate table to see what Power they can use this turn.

RANGED COMBAT PHASE

In order of decreasing range units may attack

An attack targets any one deployed enemy unit.

Roll XD6. X = the attacking units Attack Rating.

Every roll of 1 causes 1 hit on the target.

Use tokens placed on the damaged unit to represent hits.

Any unit reduced to 0 hits is destroyed.

Destroyed units are discarded to the owners casualty pile.

Some units have a secondary attack: This is indicated by the notation of:

(X/Y) in the Notes column where Range = X and Attack = Y.

Some attacks will automatically destroy a target* on a roll of 1-Z on 1D6:

This is indicated by the notation of: (Z) in the Attack Column.

* = Titans are not automatically destroyed: they take 1D6 hits.

Units with the "Split" trait may divide up their attack rolls against 2 targets.

Units making Barrage attacks only cannot be attacked except by other Barrage units.

All your units get +1 to their Attack score if a Command unit is deployed.
All your units get +2 to their Attack score if a Leader unit is deployed.

CLOSE COMBAT PHASE

All Close Combat attacks are simultaneous.
An attack targets any one deployed enemy unit.
Roll XD6. X = the attacking units Close Combat Rating.
Every roll of 1 causes 1 hit on the target.
Use tokens placed on the damaged unit to represent hits
Any unit reduced to 0 hits is destroyed.
Destroyed units are discarded to the owners casualty pile.
Repeat the Close Combat Phase until one side is wiped out.
All your units get +1 to their Close Combat Rating if a Command unit is deployed.
All your units get +2 to their Close Combat Rating if a Leader unit is deployed.

END PHASE

All units with the Regeneration ability repair 1 Hit of Damage to themselves.

UNIT ABBREVIATIONS LIST

I = Infantry
V = Vehicle
C = Command
S = Skimmer
D = Digger
T = Titan
L = Leader
R = Regenerates
Br = Barrage
x = Split: Unit may divide attack rolls against 2 targets.
Carry = Unit has carry Ability
Psychic = Attack is psychic in nature.
Barrage = Indirect Fire
(X/Y) = Secondary attack of Range = X and Attack = Y.
(Z) = Attack automatically destroys target on a roll of 1-Z on 1D6.
GS = Gargant System
ITS = Imperial Titan System
ES = Eldar Titan System
STS = Squat Titan system
CTS = Chaos Titan System
BTS = Tyranid Bio-Titan System

GARGANT SYSTEM TABLE

1D20	System:	Range	Attack	Close	Notes
1	Battle Cannon Head	15	5	-	
2	Battle Cannon Turret	15	4	-	
3	Cluster Buster	15	5x	-	
4	Deth Kanon	20	6	-	Attack +2 vs Titans
5	Gatling Cannon	10	9x	-	
6	Gork Head	-	-	-	Command
7	Mork Head	7	5	-	Command
8	Gutbuster: Ball	20	7	-	Mega Cannon
9	Ripper Fist	-	-	+6	
10	Scorcher Turret	7	5	-	
11	Slasha Attack Gun	10	8	-	
12	Snapper	3	3	+5	Steam Blast
13	Gutbuster: Chain	15	0	-	Attack +10 vs Titans
14	Gutbuster: Barrage	20	8	-	Barrage

15	Super Lifta Droppa Arm	15	(3)	-	(1)
16	Kustom Force Field	-	-	-	+1D6 Hits this turn
17	Buzz Saw Arm	-	-	+6	
18	Krusher Arm	-	-	+6	
19	Deluxe Custom Kannon	10	2D6	-	
20	Pick one				

Note: A Gargant can only have 1 head: Reroll extra heads.

IMPERIAL TITAN SYSTEM TABLE

1D8	System:	Range	Attack	Close	Notes
1	Multi-Launcher	20	8	-	Barrage
2	Plasma Blastgun	10	8	-	
3	Vulcan Megabolter	15	7	-	
4	Turbo-Laser Destructor	15	6x	-	
5	Powerfist	-	-	+6	
6	Chainfist	-	-	+6	
7	Inferno Gun	7	9	-	
8	Void Shields	-	-	-	+1D6 Hits this turn

ELDAR TITAN SYSTEM TABLE

1D8	System:	Range	Attack	Close	Notes
1	Holo-Fields	-	-	-	+1D6 Hits this turn
2	Pulsar	20	7	-	
3	Heat Lance	15	9	-	
4	Powerfist	-	-	+6	
5	Psychic Lance	10	(4)	-	
6	Distortion Cannon	15	(3)	-	
7	Tremor Cannon	20	(2)	-	
8	Pick one	-	-	-	
*	Wing Laser Cannon	15	6x	-	
*	Wing Missile Launcher	20	2	-	Barrage

Notes: Eldar Titans also get to pick 2 Wing weapons

SQUAT TITAN SYSTEM TABLE

1D12	System:	Range	Attack	Close	Notes
1	Doomsday Cannon	40	6	-	Barrage
2	Siege Mortar	30	6	-	Barrage
3	Battle Cannon	15	7	-	
4	Fire Thrower	6	9	-	
5	Autocannon	10	3	-	
6	Rad Bomb	60	10	-	Barrage/One use
7	Void Shields	-	-	-	+1D6 Hits this turn
8	Thunderer	10	6	-	
9	Missiles	20	6	-	Barrage
10	Carry	-	-	-	
11-12	Bolters	3	4	-	Split

CHAOS TITAN SYSTEM TABLE

1D20	System:	Range	Attack	Close	Notes
1	Multi-Launcher	20	3	-	Barrage
2	Plasma Blastgun	10	8	-	
3	Vulcan Megabolter	15	7	-	
4	Turbo-Laser Destructor	15	6x	-	
5	Powerfist	-	-	+6	
6	Chainfist	-	-	+6	
7	Inferno Gun	7	9	-	
8	Void Shields	-	-	-	+1D6 Hits this turn

9	Head Cannon	10	4	-	
10	Hull Firethrowers	3	7x	-	
11	Hell Blade	-	-	+6	
12	Death Storm	15	5	-	Barrage
13	Doom Burner	15	6	-	+3 vs Titans
14	Bloodletter Battlehead	5	4	-	
15	Havoc Missiles	15	8	-	Barrage, One Use
16	Hellstrike Cannon	10	6	-	Barrage
17	Doomfist	5	6	+3	
18	Titan Tail	10	3	+2	
19-20	Reroll				

TYRANID BIO-TITAN SYSTEM TABLE

1D10	System:	Range	Attack	Close	Notes
1	Cluster Spines	10	8	-	Barrage
2	Pyro-Acid Spray	4	9	-	-
3	Stinger Salvo	5	8	-	-
4	Bio-Cannon	15	6	-	Attack +1 vs Titans
5	Bile Launcher	20	6	-	-
6	Bile Splatter	20	4	-	Barrage
7	Spore Pods	5	12	-	Split, Barrage
8	Razor Claw	-	-	+6	Attack +3 vs Titans
9	Frag Spines	5	8	-	Barrage
10	Ripper Tentacles	-	-	+6	Split, +1 Hit

ELDAR PSYCHIC POWERS

1D6	Power	Range	Attack	Notes:
1	Mind Blast	5	6	-
2	Psychic Lock	15	-	Target cannot attack for rest of turn
3	Eldritch Storm	-	-	Gain 3D6 Move points for next turn
4	Doom	10	-	All Attacks vs target are +2
5	Witch Sight	50	-	Gain 1D6 Hits this turn
6	Mind Shout	5	-	Send target to reserve pile

ORK WEIRDBOY PSYCHIC POWERS

1D6	Power	Range	Attack	Notes:
1	Brainburster Stream	15	3	-
2	Psychic Cannon	10	6	-
3	Death Wave	5	9	-
4-5	Weird Chant	-	-	Roll again & Attack +1 & Range +1
6	Overload	-	-	Weirdboy's head explodes

SQUAT ANCESTOR PSYCHIC POWERS

1D5	Power	Range	Attack	Notes:
1	Heal	-	-	Remove 1D6 Damage Counters from your units
2	Experience	-	-	All units get +2 Attack this turn
3	Force Dome	-	-	Gain 1D6 Hits this turn
4	Psychic Shield	-	-	All units gain 2 Hits this turn
5	Precognition	-	-	Look at opponents Hand

TYRANID PSYCHIC POWERS

1D5	Power	Range	Attack	Notes:
1	Warp Field	-	-	Gain 1D6 Hits this turn
2	Energy Pulse	20	7	

3	The Horror	-	-	Enemy units are Close	-3
4	Psychic Scream	8	(3)		
5	Psychic Barrage	15	6	Barrage	

ORK DECK UNIT CARD LIST

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Bad Moonz Ork Boyz	2	1	2	10	3	I	Bolters
Death Skulls Ork Boyz	2	1	2	10	1	I	Bolters
Snakebites Ork Boyz	2	1	3	10	1	I	Bolters
Goffs Ork Boyz	2	1	4	5	2	I	Bolters
Blood Axes Ork Boyz	2	1	2	10	1	I	Bolters
Evil Sunz Ork Boyz	2	1	2	10	1	I	Bolters
Bikeboyz	6	1	4	3	1	I	Bolters
Boarboyz	4	1	5	3	1	I	Bolters
Wildboyz	2	1	4	-	-	I	Axes
Stormboyz	2	1	2	10	1	I	Bolters
Madboyz	2	1	2	10	1	I	Bolters
Nobz	2	1	5	10	4	IC	Bolters
Warboss	2	1	6	10	4	IC	Bolters
Warlord	2	1	8	10	5	IC	Bolters
Ghazghkull Thraka	2	3	9	5	5	IL	Kustom Kombis
Gretchin	2	1	0	3	2	I	Shotguns
Ork Freeboterz	2	1	2	10	1	I	Bolters
Battlewagon	5	3	2	10	1	V	Autocannon
War Buggy	6	2	3	5	1	V	Autocannon
Traktor Kannon	3	1	1	10	(3)	V	(1)
Lungbursta	4	3	2	10	3	V	Battlecannon
Gutrippa	4	3	5	10	3	V	Battlecannon
Giblet Grinda BF	3	4	9	10	6	V	Autocannon
Skullhamma BF	3	4	5	15	5	V	Battlecannon
Bonecruncher	4	3	5	10	3	V	Autocannon
Bonebreaker	4	3	5	15	4	V	Battlecannon
Braincrusha	3	3	1	20	6	V	Crushacannon
Evil Sunz Bowel Burna	6	2	2	3	3	V	Scorcher
Evil Sunz Gobsmasha	5	2	1	10	1	V	Autocannon
Mekboy Speedstas	7	2	4	15	6Br	V	Rokkits & Cannon
Mekboy Dragster	8	4	3	-	-	V	Deflektor Shield
Nobz Warbike	6	2	6	5	4	VC	Bolters
Evil Sunz Spleenrippa	6	2	1	15	4	V	Battlecannon
Wartrack	6	2	2	10	1	V	Autocannon
Bubble Chukka Speedsta	6	2	3	10	*	V	Bubbles
Mekboy Tinbotz	2	3	5	5	3	I	Autocannon
Evil Sunz Scorcher	6	2	2	3	3	V	Scorcher
Ork Dreadnaughts	2	2	4	10	2	I	Autocannon
Squig Katapult	3	3	2	10	2D6	V	Squig Swarm
Mekboy Pulsa Rokkit	1	3	0	15	10	V	Barrage
Snakebite Squiggoth	2	4	6	10	3	V	(5/3)
Hop Splat Gun	2	1	0	10	3	V	Barrage
Shokk Attack Gun	2	1	1	40	(3)	V	
Stompers	2	4	9	10	7	V	AC,B(3/3)
Weirdboy Battle Tower	5	3	2	-	-	V	Psychic
Great Gargant	2	15	16	-	-	T	6 GS
Slasher Gargant	3	10	13	-	-	T	4 GS
Mekboy Gargant	4	7	11	-	-	T	4 GS

* = Target cannot attack for rest of turn on a roll of 1-3 on 1D6.

GS = Gargant Systems, B = Bolters, AC = Autocannon, BF = Battle Fortress

IMPERIAL DECK UNIT CARD LIST

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Land Raider	4	4	4	15	4	V	LC,B(3/1) Carry
Rhino	5	3	1	3	1	V	B, Carry
Predator Tank	5	3	1	15	5x	V	AC, LC

Vindicator	4	4	3	10	6	V	Thunderer
Whirlwind	4	3	5	30	2	V	MUL, Barrage
Land Speeder	6S	1	4	5	5	V	Multi-melta
Leman Russ Tank	4	3	3	15	5	V	BC, LC, B (3/1)
Basilisk	3	2	1	30	2	V	ES, Barrage
Bombard	2	2	1	30	3	V	SM, Barrage
Manticore	3	2	1	40	6	V	RK, Barrage
Deathstrike	2	1	0	50	4	V	MI, Barrage
Shadow Sword SHT	2	4	7	20	8	V	VC, LC, B (15/3) (5/5)
Bane Blade SHT	2	4	9	15	8x	V	BC, LC, B (5/9)
Storm Blade SHT	2	4	7	10	25x*	V	BC, HK, HL, PB, B (5/5)
Termite	3D	3	2	-	-	V	Carry
Mole	3D	3	4	-	-	V	Carry
Hellbore	3D	4	6	-	-	V	Carry
Hellhound Firethrower	2	2	3	5	6	V	
Assault Landing Pod	0	3	1	-	-	V	Pod/Carry
Support Landing Pod	0	3	1	15	3	V	Pod, PC
Deathwind Pod	0	3	0	2	1	V	BM, Pod
Gorgon SHT	2	3	5	3	8x	V	MT, B, Carry
Capitol Imperialis	1	5	4	15	3	VC	PC, B, (3/8) Carry
Tactical Marines	2	2	3	10	1	I	Bolters
Assault Marines	3	2	4	5	1	I	PS, Jump Packs
Devastator Marines	2	2	3	15	3x	I	Hvy Wpns
Marine Scouts	2	1	3	10	1	I	Bolt pistol
Ultramarines	2	2	5	10	1	I	Bolters
Space Wolf Marines	2	2	5	10	1	I	Bolters
Blood Angel Marines	2	2	5	10	1	I	Bolters
Terminators	2	3	7	5	4	I	B, Teleport
Space Marine HQ	2	2	5	5	2	IC	Bolters
Space Marine Chaplain	2	2	5	5	2	IC	Pistol
Space Marine Librarian	2	2	5	5	1D6	IC	Pistol/Psychic
Imperial Troops	2	1	1	10	1	I	Lasguns
Imperial Assault Troops		3	1	2	5	1	I PS/Jump
Packs							
Imperial Support Troops		2	1	1	15	3x	I Hvy Wpns
Imperial Bike	6	1	4	3	1	V	Bolters
Imperial Assassin	3	2	6	5	3	I	Stealth
Ogryns	2	2	7	2	3	I	Ripper Gun
Ratling Snipers	2	1	1	10	2	I	+2 vs Comnd units
Rough Riders	4	1	4	5	1	I	Lances
Commissar	2	1	5	5	2	IC	Pistol
Commissar Yarrick	2	4	9	5	3x	IL	Evil Eye, PS
Dreadnaughts	2	2	3	15	1	V	AC
Robots	2	2	3	15	1	V	AC
Rapier	2	1	0	10	2	V	LC
Tarantula	2	1	0	15	3	V	LC
Mole Mortar	1	1	0	30	1	V	Barrage
Thudd Gun	1	1	0	15	2	V	Barrage
Sentinel	5	2	3	10	2	V	AC
Knight Paladin	8K	4	9	12	3	V	BC, SL
Knight Lancer	10K	4	6	12	6x	V	SL, LC, ML
Knight Warden	5K	4	3	12	6x	V	BC, ML
Warlord Titan	3	12R	15	-	-	T	4 ITS
Reaver Titan	4	10R	12	-	-	T	3 ITS
Warhound Scout Titan	5	8R	9	-	-	T	2 ITS

* = Attack = 12 on 2nd and consecutive turns.

AC = Autocannon, BC = Battle Cannon, SL = Shock Lance, ML = Multi-Lasers

MUL = Multi-Launcher, LC = Lascannon, B = Bolters, PB = Plasma Blast Gun

HL = Hellion Missile, HK = Hunter/Killer Missiles, VC = Volcano Cannon

MT = Mine Thrower, ITS = Imperial Titan System, RK = Rockets, MI = Missile Launcher

ES = Earth Shaker Artillery Cannon, SM = Siege Mortar, PC = Plasma Cannon

BM = Bombs, PS = Pistols & Swords, SHT = Super Heavy Tank, K = Knight

ELDAR DECK UNIT CARD LIST

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Guardians	2	1	1	10	1	I	Shuriken
Ulthwe Black Guardians	2	1	1	10	1	I	Shuriken
Scouts	2	1	4	10	2	I	Shuriken,Stealth
Alaitoc Scouts	2	1	4	10	2	I	Shuriken,Stealth
Swooping Hawks	4	1	3	5	1	IA	Lasguns
Dire Avengers	2	1	3	10	1	IA	Shuriken
Biel-Tan Avengers	2	1	3	10	1	IA	Shuriken
Dark Reapers	1	2	2	15	4	IA	Missiles
Fire Dragons	2	1	3	5	3	IA	Thermalgun
Howling Banshees	2	1	7(3)	-	-	IA	Power sword
Striking Scorpions	2	1	10	-	-	IA	Mandi-blaster
Warlock	2	1	3	3	1	IC	Psychic
Exarch	4	2	9	15	5	IC	Artifacts
Avatar	3	5	11	3	7	IL	Spear
Harlequin	3	2	7	5	1	I	Shuriken
Eldar Jet Bike	7S	1	4	3	2	V	SC
Saim-Hann Wild Riders	7S	1	4	3	2	V	SC
Vyper Jet Bike	7S	1	4	5	3	V	SC
Falcon Grav Tank	5S	3	2	15	4	V	Carry
Wave Serpent	5S	3	2	15	(3)	V	Carry
Warp Hunter	5S	3	2	25	(3)	V	Warp Generator
Deathstalker	5S	3	2	25	5	V	Prism Cannon
Tempest	5	4	5	20	6	V	(3/3)
Doomweaver	4	3	2	40	(3)	V	Web Spinner
War Walker	4	2	4	15	3	V	LC,SL(5/3)
Dreadnaught	3	2	3	15	3	V	LC
Fire Gale	8K	4	6	15	3	V	PL,LC,SL(10/(3))
Bright Stallion	10K	5	6	12	4	V	PL,PU,SL(10/(3))
Towering Destroyer	8K	5	12	15	3	V	PL,LC,SL(10/(3))
Wraithguard	2	2	3	10	2	V	
Iyanden Ghost Warriors	2	2	3	10	2	V	
Vibrocannon	2	1	0	15	(3)	V	
Antigrav Lascannon	2	1	0	15	4	V	LC
Warlock Titan	4	11R	9	-	-	T	2ES/Psychic
Phantom Titan	4	13R	11	-	-	T	2ES
Revenant Scout Titan	9	7R	7	-	-	T	2ES

LC = Lascannon, SL = Scatter Laser, PL = Psychic Lance, SC = Shuriken Cannon
 PU = Pulse Laser, K = Knight, A = Aspect Warriors

SQUAT DECK UNIT CARD LIST

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Berserker Assault Squad		2	1	3	5	1	I Bolt
Pistol							
Warrior Combat Squad	2	1	1	10	1	I	Lasguns
Thunderer Heavy Squad	2	1	2	15	4x	I	Hvy Bolters
Warlord	2	2	7	10	3	IC	Bolters
Grand Warlord	2	3	8	10	3	IL	Bolters
Hearthguard	2	2	7	10	3	IC	Bolters
Living Ancestor	2	3	1	5	1	IC	Psychic
Ancestor Lord	2	4	1	5	1	IC	Psychic
Mech-Priest	2	1	3	5	1	I	Repair
Squat Rhino	5	3	1	3	1	V	Bolters
Squat Land Raider	4	4	4	15	4	V	LC,B(3/1)Carry
Guild Bikers	6	1	5	3	1	V	Bolters
Guild Trike	6	1	5	5	5	V	Multi-melta
Guildmasters	6	2	6	10	2	VC	Lascannon
Iron Shield APC	4	4	2	10	2	V	AC,B(5/4)Carry
Iron Hammer MBT	4	4	3	15	5	V	MT,B(5/2)
Retributor Assault Tank		4	4	3	15	3	V
BC,B(5/4)LC(10/4)							
Hearthlord SHT	3	5	7	20	7	V	PL,B(5/6)
Hellfury SHT	3	5	4	10	3	V	AC,B(5/4)Carry
Rapier	1	1	0	10	3	V	Laser Destroyer

Robots	2	2	3	15	1	V	Autocannon
Goliath Mega-Cannon	2	2	1	50	7	V	SHH, Barrage
Tarantula	2	1	0	15	6	V	Lascannon
Thudd Gun	1	1	0	15	2	V	Barrage
Grudgekeeper	1	1	0	15	17x*	V	HHM
Mole Mortar	1D	1	0	30	1	V	Barrage
Mole	3D	3	4	-	-	V	Carry
Termite	3D	3	2	-	-	V	Carry
Overlord Airship	4S	4	6	15	10x	V	BC, AC, MB (3/5) (1/8)
Iron Eagle Gyrocopter	8S	3	4	10	5x	V	AC, BC
War Hawk Gyrocopter	8S	3	4	10	5	V	Ms, B (3/1)
Steel Hawk Gyrocopter	8S	3	4	5	4Br	V	RK, MM (5/5)
Land Train	2	12	14	-	-	T	4 STS, Carry
Colossus	2	9	13	-	-	T	4 STS, Carry
Leviathan	2	6	13	-	-	T	4 STS, Carry
Orbital Barrage	-	-	-	-	8**	-	

AC = Autocannon, BC = Battle Cannon, B = Bolters, MB = Melta Bombs

SHH = Super Heavy Howitzer, DM = Doomsday Cannon, LC = Lascannon

MT = Mega Thunderer, HHM = Hunter & Helion Missiles, PL = Plasma Laser

* = Attack becomes 9 on 2nd and later turns. SHT = Super Heavy Tank

Repair = Remove 1D3 Damage counters from Vehicles in End Phase.

MM = Multimelta, RK = Rockets, Ms = Missiles

** = Remove from play when used.

CHAOS DECK UNIT CARD LIST

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Thousand Sons	2	2Tz	4	10	1	I	CSM
Death Guard	2	2Nu	4	10	1	I	CSM
Emperors Children	2	2Sl	4	10	1	I	CSM
World Eaters	2	2Kh	4	10	1	I	CSM
Chaos Marine Support	2	2	4	15	3	I	ML
Traitor Terminators	2	3	8	5	4	I	Storm Bolters
Terminator Support	2	3	5	10	6	I	AC
Chaos Beastmen	3	1	3	-	-	I	S&S
Chaos Squats	2	1	3	10	1	I	B
Chaos Squat Support	2	1	3	15	3	I	HB
Trolls	3	2R	7	-	-	I	Clubs
Minotaurs	3	2	6	-	-	I	Axes
Chaos Spawn	3	3	8	-	-	I	-
Chaos Hounds	5	1	4	-	-	I	-
Chaos Champion	2	2	9	10	1	IC	B
Tzeentch Disc Riders	7S	1Tz	8	10	1	I	
Tzeentch Pink Horror	2	2Tz	5	-	-	I	Regenerates
Tzeentch Blue Horror	2	1Tz	2	-	-	I	
Flamer of Tzeentch	3	1Tz	2	5	2	I	Magical Flame
Plaguebearer of Nurgle	2	2Nu	7	-	-	I	Cloud of Flies
Beast of Nurgle	2	3Nu	8	-	-	I	Cloud of Flies
Nurplings	1	1Nu	3	-	-	I	
Slaaneshi Beast Riders	7	3Sl	10	10	1	I	
Fiends of Slaanesh	3	1Sl	3	-	-	I	Soporific Must
Daemonette of Slaanesh	2	2Sl	7	-	-	I	Euphoric Must
Bloodthirster of Khorne		2	4Kh	13	-	-	I Axe & Whip
Great Unclean One	1	5Nu	8	3	(3)	I	SOC
Keeper of Secrets	2	4Sl	11	5	(3)	I	Aura of Slaanesh
Lord of Change	3	4Tz	9	7	(3)	I	Bolt of Change
Angron	2P	4Kh	11	3	(3)	IL	Mighty Roar
Magnus the Red	3P	4Tz	7	5	(3)	IL	Beam of Power
Fulgrim	2P	4Sl	9	2	(3)	IL	Soporific Must
Mortarion	1P	5Nu	6	3	(3)	IL	Plague Wind
Juggernaut Riders	4	4Kh	10	10	1	I	B
Cultist Tactical	2	1	2	10	1	I	Lasguns
Cultist Support	2	1	2	15	3	I	Hvy Wpns
Cultist Assault	2	1	3	5	1	I	S&P
Mounted Cultists	4	1	4	5	1	I	Lances

Cult Bikers	6	1	4	3	1	V	B
Chaos Androids	2	2	3	10	2	I	B
Chaos Dreadnaughts	2	2	3	15	1	V	Autocannon
Chaos Robots	2	2	3	15	1	V	Autocannon
Bloodletters of Khorne	2	3Kh	6	-	-	I	Regenerates
Fleshhounds of Khorne	4	1Kh	3	-	-	I	
Brass Scorpion	4	3Kh	8	10	4	V	JG, SK (5/6)
Doom Blaster	3	4Kh	5	15	6	V	DM, B (3/3)
Blood Reaper	3	4Kh	5	10	9x	V	TG, SC
Death Dealer	3	4Kh	9	10	3	V	GC (5/6), TG, B (3/3)
Tower of Skulls	3	4Kh	7	10	6	V	CN, B (3/5)
Cauldron of Blood	3	4Kh	7	5	8	V	BC
Cannon of Khorne	2	2Kh	2	20	3	V	Barrage
Silver Towers	4S	5Tz	4	10	6	V	CN, BP (15/6)
Doom Wing	15S	3Tz	4	4	4	V	FC
Fire Lord	12S	4Tz	4	10	5	V	LC, FC (4/4) FB (1/8)
Lord of Battle	3	9Kh	12	-	-	T	4CTS, Carry
Banelord	3	12Kh	16	-	-	T	5CTS
Chaos Titan	-	-	-	-	-		Roll on Conversion Table
Chaos Vehicle	-	-	-	-	-		Roll on Conversion Table

GC = Gatling Cannon, TG = Tower Gun, B = Bolters, CN = Cannon, BC = Blood Cannon
AC = Assault Cannons, ML = Missile Launchers, HB = Heavy Bolters, S&S = Swords & Spears
SC = Skull Cannon, SK = Scorpion Cannon, JG = Jaw Guns, DM = Doom Mortar
S&P = Swords & Pistols, P = Primarch, CTS = Chaos Titan System
SOC = Stream of Corruption, CSM = Chaos Space Marines, FB = Firestorm Bombs
BP = Beam of Power, LC = Lascannon, CN = Cannon, FC = Flame Cannon
Unit Types: Nu = Nurgle, Kh = Khorne, Tz = Tzeentch, Sl = Slaaanshi
Primarch unit bonuses only apply to units of the same type.

CHAOS TITAN CONVERSION TABLE

1D6	Titan:	Move	Hits	Close	CTS
1	Nemesis	3	12	15	4
2	Deathbringer	3	11	14	4
3	Goth	4	10	12	3
4	Hun	4	9	10	3
5-6	Warhound	5	8	9	2

CHAOS VEHICLE CONVERSION

1D10	Vehicle:
1	Chaos Land Raider
2	Chaos Rhino
3	Chaos Rapier
4	Chaos Tarantula
5	Chaos Mole Mortar
6	Chaos Thudd Gun
7	Chaos Sentinel
8	Chaos Basilisk
9	Chaos Bombard
10	Chaos Manticore

CHAOS GIFT TABLE

1D100	Gift:	Notes:
1-2	Horns	Close +1
3-4	Multiple Arms	Close +1
5-6	Plague Bearer	Close +1
7-8	Poisonous Bite	Close +1
9-10	Razor-sharp Claws	Close +1
11-12	Transparent Skin	Close +1
13-14	Iron Hard Skin	Hits +1

15-16	Regeneration	Regeneration
17-18	Resilient	Hits +1
19-20	Rotting Flesh	Close +1
21-22	Scaly Skin	Hits +1
23-24	Warty Skin	Hits +1
25-26	Wings	Move +5
27-28	Mace Tail	Close +1
29-30	Scorpion Tail	Close +1
31-32	Skull Face	Close +1
33-34	Spits Acid	(3/2)
35-36	Telekinesis	(3/2)
37-38	Uncontrollable Flatulence	Close +1
39-40	Warp Frenzy	Roll Twice more
41-42	Beaked	Close +1
43-44	Beweaponed Extremities	Close +1
45-46	Blood Rage	Close +1
47-48	Breathes Fire	(3/2)
49-50	Fangs	Close +1
51-52	Flaming Skull Face	Close +1
53-54	Growth	Close +1
55-56	Brightly Patterned Skin	Hits +1
57-58	Burning Body	Close +1
59-60	Tentacles	Close +1
61-62	Cloven Hooves	Move +5
63-64	Horrible Stench	Close +1
65-66	Hypnotic Gaze	(3/3)
67-68	Invisibility	Hits +1
69-70	Crystalline Body	Hits +1
71-72	Duplication	Carry
73-74	Enormously Fat	Hits +1
75-76	Eyestalks	Hits +1
77-78	Levitation	Move +5
79-80	Long Legs	Move +5
81-82	Long Spines	Close +1
83-00	Nothing	

Notes: Chaos Infantry roll once on this table when deployed.

TYRANID HIVE DECK UNIT CARD LIST

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Genestealer Cultists	2	1	1	10	1	I	Lasguns
Hybrid Genestealers	2	1	3	5	1	I	S&P
Genestealers	3	2	7	-	-	I	Claws
Genestealer Magus	2	1	2	-	-	I	Psychic
Devourer Swarm	2	1	3	-	-	I	
Biovore	2	3	2	20	7	V	SM; Barrage
Carniflex	2	3R	8	10	4	I	BP
Dactylis	3	4	5	15	3Br	V	BiP, SC (3/1)
Dominatrix	2	8R	11	15	9	VL	BC, SC (3/11) Psychic
Exocrine	3	4	5	15	5	V	BC, SC (3/1)
Gargoyles	8S	1	2	5	1	I	Flame Spurt
Harridan	10S	4	6	1	12Br	VC	SpC, BC (10/7) Carry
Haruspex	3	4	9	5	3Br	V	AJ, FS
Hive Tyrant	2	5R	11	10	4	IL	VC, Psychic
Hormagaunt	6	1	3	-	-	I	Claws
Lictor	9	3	5	5	2	I	Flesh Hooks
Zoats	3	2	6	10	2	I	Barbed Stranglers
Malefactor	4	4	7	5	4Br	V	FS, SC (3/2) Carry
Mycetic Spore	-	3	4*	-	-	V	Carry, Pod
Termagants	2	1	2	5	1	I	Flesh Borers
Trygon	4	5	9	8	8	V	Bio-Shock
Tyrannid Warriors	2	2	6	10	3	IC	Deathspitters
Zoanthrope	2	2	2	10	7	V	Warp Blast
Hierophant Bio-Titan	5	12R	14	-	-	T	3BTS
Hierodule Bio-Titan	5	10R	10	-	-	T	2BTS

Notes: R = Regenerates, Br = Barrage

SM = Spore Mines, BP = Bio Plasma, BiP = Bile Pods, Br = Barrage, SC = Spore Cysts

BC = Bio Cannon, SpC = Spore Cloud, AJ - Acid Jet, FS = Frag Spines

VC = Venom Cannon, S&P = Swords & Pistols, BTS = Tyranid Bio-Titan Systems

* = This unit destroyed at end of turn.

TYRANID BIO TABLE

1D10	Result	Notes:
1	Acid Blood	One Unit gets Close +2 this turn
2	Hallucinogens	Take control of Target enemy unit this turn
3	Pathogenic Slime	One Unit gets Attack +2 this turn
4	Energy Immunity	One Unit gets Hits +2 this turn
5	Overrun Assault	All Units get Close +2 this turn
6	Bio-Assassin	Target enemy unit gets 1 Damage Token
7	Regenerate	Remove 1D3 Damage Tokens
8	Adrenalin Surge	One unit gets Move +2 and Close +2 this turn
9	Chameleon	One Unit gets Hits +1 and Close +1 this turn
10	Overdrive	All Units get Move +2 this turn this turn

Notes: Roll once on this table at the end of Deploy Phase.

EPIC WH40K LINKS

[Epic War Machine Datafaxes](#)

[Epic War Machines](#)

[Army Lists](#)

GAME DESIGNERS NOTES

I had to tone down the Titans a little bit (But not much!)

Let me know about good Epic Links especially with stats I can convert.

WILDCAT SOCCER

INTRODUCTION

Card & Record-Keeping game for 2 players.
Simulation of League Soccer game with team player ages 5-6.
At this age there are no positions.
The game is divided into four periods each lasting 12 minutes.
The Coaches are on the field directing traffic.
The players often go the wrong way & need frequent water breaks.
No one really keeps score.
All players get juice & chips at the end of the match.

VICTORY

Score the most Goals by the end of the game.

THE DECKS

There are 3 common Decks:
1. The Coach Deck (4 cards)
2. The Kids Deck (20 cards)
3. The Action Deck

THE ACTION DECK

The Action deck has 6 card types:
M = Movement (Used to set up a shot)
P = Possession (Used to take control of the ball)
G = Goal (Used to score a goal)
B = Block (Used to negate a Goal card after it is played)
S = Substitution (Used to cause target kid to be put on the Bench)
O = Out (Used to Immediately End the Action Phase)
L = Lost Opportunity (These cards do nothing)

SETUP

Each player draws 1 Coach card and 10 Kid cards.
(Or draw 2 Coaches - second one is the "Assistant" Coach)
Put 5 of your kids on the field.

ROUNDS

The game is divided into Rounds.
Each round is equal to 2 minutes.
There are 6 rounds in a period.

FIELD & BENCH

At all times:
5 of your kids will be on the Field.
(Face up in line towards the center of the table)
The other 5 will be on the Bench.
(Face up in line closer to you)

ROUND SEQUENCE

Each round is divided into 8 phases:

Bench Phase
Coach Phase
Running Phase
Control Phase
Kicking Phase
Defense Phase
Possession Phase
Action Phase

BENCH PHASE

In the first Bench phase of a New Period both players must switch all Kids currently on the Bench with all kids currently on the Field.

COACH PHASE

Both players draw 6 Action cards.

RUNNING PHASE

Add up the Speed score of all your Kids on the Field.
The side with the higher score gets to draw an extra Action card.

CONTROL PHASE

Add up the Control score of all your Kids on the Field.
The side with the higher score gets to draw an extra Action card.

KICKING PHASE

Add up the Kick score of all your Kids on the Field.
The side with the higher score gets to draw an extra Action card.

DEFENSE PHASE

Add up the Defense score of all your Kids on the Field.
The side with the higher score gets to draw an extra Action card.

POSSESSION PHASE

Players flip a coin to see who gets possession of the Ball.

ACTION PHASE

Players take turns.
The Player with Possession gets first turn.
On your turn, you may play 1 Action card:
You may play a Movement card only if you have Possession of the Ball.
If you don't currently possess the ball, you may play a Possession card to take possession of it.
You may play a Goal card if you have possession of the ball and you played a Movement card on your last turn.

If your opponent played a Goal card last turn, you may play a Block card to negate it. An unblocked Goal card scores a Goal. (Keep track of Goals)
 You may play a Substitution card to cause a target kid to be put on the Bench. The other player immediately replaces him with another Kid from the Bench.
 You may play an Out card to Immediately End the Action Phase.

ACTION DECK CARD LIST

Card Name:	Type	#
Kick	M	2
Pass	M	2
Good Control	M	2
Run	M	2
Turn It Around	P	1
Lose Control	P	1
Kick the Wrong Way	P	1
Steal	P	1
Goal	G	4
Score	G	4
Block	B	2
Defense	B	2
Lost Shoe	S	1
Needs Water Break	S	1
Trip & Fall	S	1
Crying for Mommy	S	1
Day Dreaming	L	1
Out of Position	L	1
Kick it out	O	1
Out of Bounds	O	1

= Number of copies of that card in the deck.

KIDS DECK CARD LIST

Name:	Speed	Control	Kicking	Defense	Notes:
Joe	2	3	3	5	Loves the Game
Simon	3	1	3	3	Daydreamer
Niki	4	4	4	3	Bounce to his Step
Armond	5	2	3	4	Racehorse
Randy	2	1	2	2	Shrimp, Coaches Son
Gonzo	3	2	2	3	Complainer
Danny	3	2	4	2	Class Clown
Josh	2	3	3	4	The Little General
Brian	3	3	4	3	Show Off
Anthony	2	3	3	3	Short, Powerful
Katie	4	4	3	4	Tomboy
Lorna	2	1	5	3	Foul Mouthed
Hannah	2	2	1	2	Fragile
Jonathan	4	3	4	3	Tall & Lanky
Richard	3	4	2	2	Neurotic
Phillip	2	3	2	3	Slow, Gland Problem
Jimmy	3	2	2	4	Skinny Kid
Rony	3	3	3	3	Bushy Haired
Mike	2	3	1	2	Nerd
Grahm	2	4	3	3	Tall Geek

COACH DECK CARD LIST

Name:	Notes:
Randy	All Kids get +1 to their Control Rating. (Drill, Drill, Drill)
Crawford	Can use Out cards as Block cards. (Kick it out Defensive Tactic)
Martinez Mad)	Can always Substitute 1 of his own kids in Bench Phase. (Makes Parents

Mickey In Setup switch 2 Kids with opponent. (Maintains last years teams best players)

NOTES

Be sure to name your team (Sharks, Strikers, etc.)
Uniform Color & Design too.

WING COMMANDER FIGHTERS

INTRODUCTION

Board & card game for 2 players.
Takes place in the Wing Commander Universe.
Abstract skirmish level Fighter combat.
Each figure represents a single Fighter.

DISCLAIMER

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

VICTORY

You win if you destroy the opposing Wing Commander.

THE MAP

Use an 8x8 chessboard.

THE SHIPS

Use chits or miniatures to represent Fighters.

TABLE NOTATION

Attacks = Maximum number of attacks fighter can make per turn.
Move = Maximum range move card fighter can use.
Turns = Max number of Move cards fighter can use per turn.

TERRAN CONFEDERATION FIGHTER TABLE

Type	Hits	Move	Attacks	Turns	
Hornet Light Fighter	1	4	1	2	
Arrow Light Fighter	1	5	1	1	
Rapier Medium Fighter	2	4	1	1	
Hellcat Medium Fighter	2	3	1	2	
Scimitar Medium Fighter		2	3	2	1
Raptor Heavy Fighter	3	3	2	1	
Thunderbolt Heavy Fighter	4	2	2	1	

KILRATHI FIGHTER TABLE

Type	Hits	Move	Attacks	Turns	
Salthi Light Fighter	1	5	1	1	
Darket Light Fighter	1	4	1	2	
Dralthi Medium Fighter	2	4	1	1	
Krant Medium Fighter	2	3	2	1	
Strakha Medium Fighter	2	3	1	2	
Gratha Heavy Fighter	3	3	2	1	
Jalthi Heavy Fighter	4	2	2	1	

SETUP

Each player starts with 2 Heavy, 3 Medium and 3 Light Fighters.
Designate one fighter to be your Wing Commander.
Each player places one fighter on each square of his back row.
Fighters 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

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 fighters.
The move card has a number.
This is the number of spaces the fighter moves.
Moves can be diagonal or orthogonal.
Instead of moving just one fighter in any direction, you have the option of moving one or more fighters forward the indicated number of spaces using a single move card.
You cannot move through enemy fighters.

FIRE PHASE

Play (discard) an Attack card to have a fighter attack.
The attack card has a number.
This is the range of the attack.
Attacks can be diagonal or orthogonal.
You cannot attack through other fighters.
Every attack does 1 point of damage.
Use Chits or coins to record damage.
A fighter reduced to zero Hits is destroyed and removed from the board.
Your opponent may play (discard) Defense cards to negate your attack.

CARD LIST NOTATION

M = Movement
A = Attack
D = Defense
X = Special
K = as a Knight would move in Chess
Type = Purpose of card

= Number of that card in the Deck.

CARD LIST

Card Name:	#	Range	Type	Notes
Laser Cannons	4	3	A	
Neutron Gun	2	1	A	2 Points of Damage
Mass Driver Cannon	4	2	A	
Dumb-Fire Missile	4	4	A	
Heat Seeking Missile	3	5	A	
Image Recognition Missile	2	6	A	
Porcupine Mine	2	1	A	
Friend or Foe Missile	2	K	A	
100 kps	4	1	M	
200 kps	3	2	M	
300 kps	3	3	M	
400 kps	3	4	M	
500 kps	2	5	M	
Kickstop	2	K	M	
Burnout	1	-	M	Ships Max Move +1
Fishhook	1	-	M	Ships Max Move -1
Corkscrew Roll	1	-	M	Move 3 and over 1
Tight Loop	1	-	M	Jump adjacent Fighter
Tail	2	-	X	Negate a Defense Maneuver Card
Hard Brake	2	-	D	Maneuver
Evasion	2	-	D	Maneuver
Shake	2	-	D	Maneuver
Armor	2	-	D	
Shields	2	-	D	
Tactics	2	-	X	Draw 2 Cards
Pilot Special	8	-	X	See Pilot Profiles

PILOTS

Assign each of your Fighters a Pilot from the Pilot Tables

PILOT SPECIAL CARDS

Discard a Pilot Special card to use a pilots special ability.

TERRAN PILOTS

Moniker	Ability
Spirit, Unstoppable Force	Attack: range = 1
Hunter, Loose Cannon	Ships Max Move +1
Bossman, Leader by Example	Defense (Maneuver)
Iceman, Ace of Aces	Attack: range = 3
Angel, By the Book	Attack: range = 4
Maniac, New Kid	Move = K
Paladin, Professional Ace	Defense (Maneuver) for Adjacent Fighter
White Knight, Old Reliable	Attack: range = 2

KILRATHI PILOTS

Moniker	Ability
Starkiller, Keen Competitor	Move = 3
Fang, Cold as Vacuum	Attack: range = 3
Deathstroke, Extreme Prejudice	Attack: range = 5
Redclaw, Danger and Disdain	Attack: range = 4
Gutterclaw, Without Mercy	Move = 1

Sharptooth, Fast and Furious Move = 2
Furball, Lucky Defense (Maneuver)
Novacat, Noble Warrior Attack: range = 2

LINKS

<http://www.wcnews.com/articles/art41.shtml>

WIZARD SKIRMISH

INTRODUCTION

Board & card game for 2 players.
Battle between two rival Wizards.
Each figure represents a Wizard or a Summoned Creature.

VICTORY

Reduce the opposing Wizard to zero Hit Points.

THE MAP

Use an 8x8 chessboard.

THE MEN

Use chits or miniatures to represent units.

UNITS TABLE NOTATION

= Number of that type of unit each player has in setup.
Move = The types of Move Cards the unit can use.
Range = The types of Attack Cards the unit can use.

UNIT TABLE

Name:	Move	Hits	Dam	Notes
Wizard	1-2	12	1	Casts Spells; Not a Creature
Skeletons	1-2	1	1	
Zombies	1	2	1	Regenerate
Dwarves	1	2	1	
Kobolds	1	1	1	
Wolf	1-3	2	1	
Troll	1-2	3	1	Regenerate
Giant	1-4	3	2	
Iron Golem	1-2	4	2	
Dragon	1-5	4	2	Fly
Hydra	1	3	2	Regenerate
Vampire	1-4	2	2	Regenerate, Fly
Balrog	1-3	5	2	

SETUP

Each Player starts with one Wizard unit.
Players place their Wizards in opposite corners.
Units may not stack.

THE CARDS

Players share a common Spell deck.
The deck has 1 copy of each spell in the Spell List.

CASTING SPELLS

There is no limit to the number of Spells you can cast per Turn or Phase.
You can only summon creatures on your own Turn.
You can only attack on your own Turn.

TURN SEQUENCE

Players take turns.
Each turn has 5 phases:
Power Phase
Move Phase
Summon Phase
Battle Phase
Spell Attack Phase

POWER PHASE

Draw 3 cards.
If the deck runs out, shuffle the discard and draw from it.
Max hand size = 7 cards.
Discard excess cards.

MOVE PHASE

Every unit you control may move once on your turn.
A unit may move up to a number of spaces equal to its move rating.
Unit move ratings are listed in the Unit Table.
Units cannot move through other units except for Flyers.
Moves are diagonal or orthogonal.
Instead of a normal move, you may cast a Move Spell on any unit you control.

SUMMON PHASE

Cast (discard) a Summon card to summon the creature indicated on the card.
The summoned unit appears in a space orthogonally adjacent to your Wizard.
Units with the regenerate ability regain one lost Hit Point in this phase.

BATTLE PHASE

Units you control may automatically make one 'free' attack against an Enemy unit that is orthogonally adjacent.
The attack does damage equal to the units damage rating.
Unit damage and hit point ratings are listed in the Unit Table.
If the target unit is reduced to zero hit points it is destroyed.
Your opponent may play a Defense Spell to negate an Attack.

SPELL ATTACK PHASE

Play (discard) a Spell Attack card to have your Wizard attack.
The attack card has a range rating: This is the range of the attack.
Attacks are diagonal or orthogonal.
The enemy unit that is the target of the attack takes damage according to the Spell description.
You cannot cast spells through units.
Your opponent may play a Defense Spell to negate an Attack.

SPELL TYPES

Attack Spells may target any opposing unit.

Counterspells when cast negate the effects of a spell just cast by your opponent.

Control Spells cannot target enemy Wizards.

Control Spells give you permanent control over the target creature.

A target hit by an Immobilization Spell cannot move, attack, or cast spells until the end of that players next turn.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

S = Summon (Summons 1 Unit)

X = Special

Z = Counterspell

C = Control Spell

I = Immobilization

Type = Purpose of card

Dam = The amount of damage the spell inflicts

SPELL DECK CARD LIST

Card Name:	Range	Type	Dam	Notes
Magic Missiles	1-3	A	1	
Shock	1-2	A	2	
Fireball	3-4	A	2	
Touch of Death	1	A	3	
Lightning Bolt	5-6	A	2	
Disintegrate	3	A	3	
Cone of Cold	2-3	A	2	
Ice Storm	3-5	A	1	
Petrification	2	A	3	
Stone Bolt	4-5	A	2	
Earthquake	4-6	A	1	Flyers Immune
Dispell	-	Z	-	
Spellshield	-	Z	-	
Negate	-	Z	-	
Abjuration	-	Z	-	
Charm	1	C	-	
Posses	2	C	-	
Dominate	3	C	-	
Command	4	C	-	
Teleport	5	M	-	
Gate	6	M	-	
Fly	4	M	-	
Haste	3	M	-	
Portal	7	M	-	
Phase	K	M	-	
Call	2-6	M	-	Move Enemy unit 3 spaces
Banish	3	A	-	Target Creature Destroyed
Shield	-	D	-	
Protection	-	D	-	
Wall of Ice	-	D	-	
Invisibility	-	D	-	
Illusion	-	D	-	
Flash	1	I	-	
Paralyze	3	I	-	
Hold	5	I	-	
Sleep	4	I	-	
Web	2	I	-	
Demon Strength	1-4	X	-	Target gets Damage +1 Permanently

Heal	0-4	X	-	Target regains 1 lost Hit
Cure	0-1	X	-	Target regains 2 lost Hits
Lore	-	X	-	Draw 2 cards
Forget	-	X	-	Opponent discards 2 random cards
Scry	-	X	-	Look at opponents hand
Divination	-	X	-	Look at next 10 cards in deck
Summon Skeletons	-	S	-	
Summon Zombies	-	S	-	
Summon Dwarves	-	S	-	
Summon Kobolds	-	S	-	
Summon Wolf	-	S	-	
Summon Troll	-	S	-	
Summon Giant	-	S	-	
Summon Iron Golem	-	S	-	
Summon Dragon	-	S	-	
Summon Hydra	-	S	-	
Summon Vampire	-	S	-	
Summon Balrog	-	S	-	

WIZARDLY

INTRODUCTION

Each player controls a Covenant of Wizards.
Players try to build up the prestige of their Covenant by
Accumulating Victory Points.

VICTORY

The first player to have 25 victory points is the Winner.

VICTORY POINTS

Every Wizard you control is worth 1 VP (victory point).
Every Resource you control is worth 1 VP (victory point).
Other cards will also be worth a stated number of VP if you control them.
Completed Quests are worth 5 VP each.

THE DECK

Players share a common deck.

CARDS

There are 7 card types:

W = Wizards
S = Spells
F = Followers
Q = Quests
E = Events
I = Items
D = Duel

DICE

Six sided dice are needed.

SETUP

Players start with a hand of 7 cards each.
The oldest player goes first.

TURN SEQUENCE

Players take turns.
Each turn has 5 phases:
Research Phase
Event Phase
Duel Phase
Summon Phase
Adventure Phase

RESEARCH PHASE

Draw 1 card.

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

Max hand is 8 cards.

Discard excess cards.

EVENT PHASE

Conduct Wizard actions in this Phase.

A Wizard only gets one action per turn.

DUEL PHASE

You must play a Wizard Duel card to start a Duel.

Choose which of your Wizards will fight.

Your opponent chooses one of his Wizards to fight.

Both of you roll 3D6.

The Higher Duel roll wins.

The Lower Duel roll is slain.

Certain spells, Items will add to the roll.

SUMMON PHASE

Put 1 Wizard or Item or Follower or Resource card into play.

Cards in play stay in play until they are slain, destroyed, etc.

Items must be attached to a Wizard you control.

ADVENTURE PHASE

You may go on a Quest.

Play a Quest card.

Decide which of your Wizards & Followers are going.

Wizards that duelled or performed an action this turn cannot go on a Quest.

Roll 3D6 to get the Danger Level.

Roll 2D6 to get the Quest Level

Add 1 to the Quest level for each participating Wizard/follower.

If the Danger level is higher, that many Wizards/followers are slain.

If you still have Wizards/followers left, roll again:

Roll 3D6 to get the Danger Level.

Roll 2D6 to get the Quest Level

Add 1 to the Quest level for each participating Wizard/follower.

If the Quest Level is equal or higher, you complete the Quest.

Put the completed Quest into your Quest Pile.

Some Items and Spells can increase your Quest Level.

Discard slain Wizards/followers, spells, and uncompleted Quests.

WIZARD TYPE ABILITIES

Conjurer = Use an action to draw a card (on a roll of 4-6 on 1D6)

Adventurer = Gain +2 to Quest rolls. Play an extra Wizard on your turn.

Dueler = Gain +2 to Duel rolls

Scry = Use an action to Look at opponents hand or next 5 cards in deck. Max hand size +1.

Nature = Gain +1 to Duel & Quest rolls. Play an extra Follower on your turn.

Stealth = Use an action to steal an Item (on a roll of 6 on 1D6)

Maker = Use an action to Search deck for Item & put it in your Hand (on a roll of 6 on 1D6)

Maker = Play an extra Item on your turn.

CARD LIST

Card Name:	Type	Notes:
Magician	W	Adventurer
Artificer	W	Maker
Sorcerer	W	Conjurer
Arcanist	W	Adventurer
Seer	W	Scry
Shapechanger	W	Nature
Illusionist	W	Stealth
Elementalist	W	Dueler
Necromancer	W	Conjurer
Mentalist	W	Dueler
Battle Mage	W	Dueler
Druid	W	Nature
Warlock	W	Conjurer
Enchanter	W	Maker
Alchemist	W	Maker
Mystic	W	Scry
Animist	W	Nature
Shadow Mage	W	Stealth
Rune Master	W	Adventurer
Sage	W	Scry
Slay the Dragon	Q	Quest Level +2. Worth 7 VP
Defeat the Giant	Q	Quest Level -1. Worth 4 VP
Banish the Demon	Q	If completed draw 2 cards
Rescue the Mage	Q	If completed Search deck for Wizard & put it in your Hand
Seal the Portal	Q	If completed opponent misses his next turn
Destroy the Artifact	Q	If completed destroy target Item
Kill the Lich King	Q	Quest Level +2. Worth 7 VP
Save the Village	Q	If completed Search deck for follower & put it in your Hand
Find the Treasure	Q	If completed Search deck for Item & put it in your Hand
Explore the Ruins	Q	If completed Search deck for Item & put it in your Hand
Flying Ship	I	Quest +2
Ancient Grimore	I	Worth 2 VP. Draw 2 cards when put into play
Spell Forge	I	Draw extra card in Research phase. Discard if not a Spell
Deck of Many Things	I	Wizard gains Conjurer Ability
Staff of Power	I	Dueling +2
Wand of Wonder	I	Gain +1 to Duel & Quest rolls
Black Cauldron	I	Wizard gains Maker Ability
Orb of Seeing	I	Wizard gains Scry Ability
Crown of Command	I	Worth 2 VP. Steal a Follower when put into play
Magic Ring	I	Wizard gains Stealth Ability
Ranger	F	+1 to Destroy the Artifact
Apprentice	F	Attach to Wizard (gains Dueling +1)
Slew of Fighters	F	+1 to Save the Village
Champion	F	+1 to Slay the Dragon
Hero	F	+1 to Defeat the Giant
Elves	F	+1 to Seal the Portal
Dwarves	F	+1 to Explore the Ruins
Faeries	F	+1 to Rescue the Mage
Imp Familiar	F	Attach to Wizard (gains Dueling +1)
Guardian Beast	F	Discard to prevent Item from being Stolen
Wizard Hunter	E	Kill target Wizard
Tricks & Traps	E	Danger Level +2
Treachery	E	Steal target Wizard
Theft	E	Steal target Item
Explosion	E	Destroy target Resource
Magical Vortex	E	All players must discard all cards
Wizards Duel	D	5 copies of this card in deck
Library	R	Give 1 Wizard Adventurer ability on your turn
Laboratory	R	Give 1 Wizard Maker ability on your turn

Observatory	R	Give 1 Wizard Scry ability on your turn
Menagerie	R	Worth 2 VP
Greenhouse	R	Worth 2 VP
Planar Gateway	R	Give 1 Wizard Stealth ability on your turn
Monolith Arena	R	Give 1 Wizard Dueller ability on your turn
Magic Pool	R	Give 1 Wizard Conjure ability on your turn
Crystal Mine	R	Worth 2 VP
Enchanted Grove	R	Give 1 Wizard Nature ability on your turn
Dimension Door	S	Steal Target Item
Shatter	S	Destroy Target Item
Meteor Swarm	S	Destroy Target Resource
Divination	S	Look at opponents hand
Prophecy	S	Look at next 7 cards in deck
Legend Lore	S	Search deck for Quest & put it in your Hand
Healing	S	Prevent Wizard/Follower from getting killed
Reincarnation	S	Put Wizard in Discard into your Hand
Invisibility	S	Steal Target Item
Planar Shift	S	Steal Target Resource
Fireball	S	Gain +1 to Duel or Quest roll
Lightning Bolt	S	Gain +1 to Duel or Quest roll
Circle of Protection	S	Gain +1 to Duel or Quest roll
Feeblemind	S	Gain +2 to Duel
Control Monster	S	Gain +2 to Quest
Charm	S	Steal Target Follower
Poison Potion	S	Slay target Wizard
Dispell	S	Negate target Spell
Alter Reality	S	Negate target Action, Event or Duel
Probability Shift	S	Reroll target Dieroll

WIZARDS & WARLORDS

INTRODUCTION

Requires D6, D10, a map, and tokens of different colors to represent the troops of different players.
The objective is to destroy your opponents Warlord token and capture all of your opponents strongholds.

THE MAP

The map is divided into spaces, or territories.
Designate which spaces are land and which are water.
Designate some land territories to be barren.
Designate some spaces to contain strongholds.
Choose the identity of each stronghold. (Orc, Elf, Ice, etc.)

TOKENS

Tokens represent an abstract combination of military, tactical, and magical strength at your disposal.
The identity of a stronghold determines what type of token it produces.
For example, a Dwarf stronghold produces dwarf tokens.
In battle a dwarf token allows one roll on the dwarf warlord table.

SETUP

Players each pick one of the warlords they want to play.
Players pick one space on the map that they want to be their Homeland stronghold.
Players start with 25 tokens of that warlord.
All 25 tokens of that player start the game placed on the homeland space.
Roll high on 1D10 to determine player turn order

STACKING

A territory cannot at the end of a turn have more than 10 tokens in it.
The exception to this is the Homeland spaces which can hold up to 25 tokens. A stack is also called an army. An army may consist of tokens from any number of Warlord tables.

WARLORD BATTLE TABLES

The Battle Tables are used during battle phase.
To get a result on a Battle Table roll a D10.
Some numbers are repeated more than once.
In this case, the player can pick which result he wants.

STATS

Rolls on battle tables will contribute to the totals of seven stats:
Numbers, Movement, Melee, Ranged, Armor, Tactics, and Morale.

TURN SEQUENCE

Players take turns. Each turn has 3 phases:

1. Production Phase
2. Movement Phase
3. Battle Phase

PRODUCTION PHASE

A player starting homeland stronghold generates 2 tokens per turn. These are called homeland tokens.

Other strongholds controlled by the player generate 1 token.

The other stronghold's tokens will use other battle tables.

A player can only recruit from a hold that has the same, or a neutral alignment battle table.

A player must have a homeland token on a hold to recruit from it.

Example- The Dwarf Warlord has a dwarf token on an Elf hold and so may recruit 1 Elf token per turn as long as the Dwarf token remains on the elf stronghold.

MOVEMENT PHASE

A token can move one space per turn.

Tokens cannot move into water territories.

BATTLE PHASE

A stack may either move one space or attack an adjacent enemy stack.

Stacks may combine their attacks.

A stack may only attack once per turn.

A stack may be attacked more than once per turn.

During battle each side rolls a number of Battle rolls equal to the number of tokens they have in the battle up to 5 tokens.

For example: Player A has 2 Dwarf tokens and 2 Elf tokens.

He rolls twice on the Dwarf Warlord Table and Twice on the Elf Warlord Table.

Players take turns making battle rolls, one at a time, the Attacker starting first.

Add up the stat totals for each side. The winner for each stat inflicts one casualty. Tied stats result in no casualties.

Example- Greyden wins in 5 stats and so his opponent loses 5 tokens.

His opponent won in two stats so Greyden loses 2 tokens.

Repeat this procedure until one side is destroyed or the attacker decides to stop attacking.

Each repetition is called a round.

EXTRA BATTLE ROLLS

If both sides have more than 5 tokens, the side with more tokens gets an extra battle roll.

Defenders of a Homeland stronghold get an extra battle roll.

STRONGHOLDS

Defenders in a stronghold automatically get a stat bonus of

Armor = 5 & Range = 1 every round unless the stronghold was breached.

LAST MAN STANDING RULE

There will always be at least one surviving token at the end of a round. If the casualties result in both sides being wiped out, then the side that won more stats will keep 1 survivor. If the stats are tied than roll high to determine the winner.

FREE ADVANCE

If the attackers destroy all the defenders, then some or all of the attackers may move into the defenders territory.

TERMINOLOGY

Breach Stronghold- Stronghold bonuses are negated.

End Battle- Resolve casualties now. No further rounds of battle between these stacks.

Regenerate- Negate one casualty.

Living- Any tokens that are not Constructs, Elemental, Undead, or Illusions.

Humanoids- Orcs, Kobolds, Lizard Men, Goblins, Hobgoblins.

Demihumans- Dwarves, Elves, Halflings, Gnomes.

Monsters- Giants, Elementals, Dragons.

DWARF BATTLE TABLE

WARLORD- Greyden DwarfLord of the Silver Mountains

ALIGNMENT- Good

STRONGHOLD- Dwarven Mountain Fortress

TOKENS- Dwarf

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Engineers		10						
Breach Stronghold								
1-Mule Riders		10	2		2			
2-Steam Cannon		1			5			
Construct								
2-Toughness		-				2		2
Negate one poison or spell effect								
3-Mithril Armor		-				6		
3-Martyr		1						5
4-War Hammer Clan		100		3		1		
4-Tunnel Fighters		10	1					
Destroy 1 Humanoid Token								
5-Berserkers		10		5				1
5-Elders		-					3	2
6-Shield Wall		100				4		2
6-Giant Slayer		-						
Negate 1 'Giant' Roll								
7-Dwarven Hero		1	1				2	3
8-BattleAxe Clan		100		4				
8-War Machine		1	1		2	4		
Construct								
9-Shield Bearers		10				5		
9-Runner		1	2					
10-Miner Lore		-					3	
10-Crossbows		10			3			

KOBOLD BATTLE TABLE

WARLORD- Gurrock Kobold Lord of the Grey Caves

ALIGNMENT- Evil

STRONGHOLD- Kobold Caves

TOKENS- Kobolds

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
-----	--------	-------	------	-------	-------	-------	---------	--------

1-Mob	200	1	3	2	1	
2-Wardogs	10	3	2		1	
2- Kobold Chieftan	1	1	2	2	3	
3-Ambush	100		3	4	2	
4-Bushwhack	100	1	4	3	3	
4-Diggers	-					
Breach Stronghold						
5-Nets and Ropes	-					
Neutralize 1 Token						
5-Poison Blowdarts	-		4	2		
6-Shaman	1				3	
Roll on Shaman table						
7-Spearchuckers	100		2	1	1	
7-Scaly hides	-			2		
Negate one poison or spell effect						
8-Kobold Commandos	10	2	2	2	3	2
9-Scatter	-					
End Battle						
9-Kobold Kites	10	4	2	2		
Flying						
10-Hit & Run	-	3	2	1	3	

GOBLIN BATTLE TABLE

WARLORD- Nagash Goblin Chief of the Blood Fang Tribe

ALIGNMENT- Evil

STRONGHOLD- Hill Caves

TOKENS- Goblins

D10 Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Poison Arrows	-			4			
1-Goblin Surgeon	-						
Regenerate							
2-Witchdoctor	1						2
Roll on Shaman Table							
3-Skirmish	-						
4-Wolf Riders	100	4	3			2	2
5-Foxhole	-				3	1	
6-Grenadiers	10			4			
Breach Stronghold							
7-Fanatics	100		3				3
8-Regulares	100	2	3		2	2	
8-Tinker	-						
Destroy Artifact							
9-Irregulars	100	1	2		1		
9-The Goblin Switch	-					5	
10-Archers	100			3			
10-Terrain Obstacles	-	3				3	

HOBGOBLIN BATTLE TABLE

WARLORD- Vrackull Hobgoblin Overlord of the Steppe Horse Tribes

ALIGNMENT- Evil

STRONGHOLD- Plainsfort

TOKENS- Hobgoblins

D10 Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Horse Archers	100	4		4			
2-Goblin Laborers	100						
Breach Stronghold							
2 Cavalry Charge	-	3	5				
3-Heavy Cavalry	100	3	4		3		
4-Infantry Cohort	100	1	4		4		
5-Bugbear Ambushers	10		4			3	
6-War Priest	1						
Roll on Shaman Table							

7-Plains Riders	100	5				2	
8-Outflank	-	3				4	
8-Signal Corps	-					2	2
9-Elite Vanguard	100						4
10-Slave fodder	100						
10-Spoils of War	-						5
10-Battle Plans	-					5	

ORC BATTLE TABLE

WARLORD- Mog the Orc Lord of the Hurati Badlands

ALIGNMENT- Evil

STRONGHOLD- Warcamp

TOKENS- Orcs

D10 Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Cannibalism	-	1	2				3
1-Forced March	-	4					
2-Assassin	-						
Negate roll with Number stat = 1							
2-Half Orc Mercenaries	100		3	3		3	
3-Ogre	1		6		3		
3-Black Orcs	100		4		2		
4-Battering Ram	-						
Breach Stronghold							
4-Looting	-						5
5-Warband	100		4		2		
6-Warboss	-					2	4
6-Catapults	-			4			
Construct							
7-Taskmaster	-	1					4
7-Shocktroops onWarpigs	100	3	4		2		
8-Shaman	1						2
Roll on Shaman Table							
9-Scouts	-	2				3	
9-Pig Iron	-		2		3		
10-Raiders	100	3	2	2		2	

SHAMAN BATTLE TABLE

WARLORD- Shaman Subtable

ALIGNMENT- Neutral

STRONGHOLD- None

D10 Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Battle Fetish	-		3		3		4
2-Healing Powers	-						
Regenerate							
3-Blood Bond	1000					5	3
4-Curse Enemies	-						
Neutralize 1 Token							
5-War Chant	-						3
6-War Deity Incarnation	-	1		8		7	
7-Summon Spirit	-					3	
8-Totem Guide	-	4				4	
9-Cast out Evil Spirits	-						
Negate 1 Magical attack							
10-Send the Dead Home	-						
Destroy a Demon or Undead token							
10-Banish Monster	-						
Negate a monster roll							

ELF BATTLE TABLE

WARLORD- Legolas, Lord of the Wood Elves

ALIGNMENT- Good

STRONGHOLD- Tree of Life

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1	Archers	100			5			
2	Woodlore	-					4	
2	Faerielore	-						
Roll on Fey Battle Table								
3	War Maiden & Unicorn		1	4	3		3	5
4	Magic Resistance	-						
Negate 1 Magic Attack								
4	Longevity	-						
Negate 1 Disease Attack								
4	Never Sleep	-					3	
5	Forest Hiding Places	-						
End Battle								
5	Aim for the Leader	-						
Negate roll having number stat = 1								
6	Healing Magic	-						
Regenerate								
7	Befriend Animals	-						
Steal an animal token								
7	Warriors	100	2	4		3		2
8	Elven Hunters	10	2	2	3		3	
9	Flight of Arrows	-			6			
9	Elven Bard	1						5
10	Stealthy Movements	-	2				4	

HALFLING BATTLE TABLE

WARLORD- Finneas Furfoot the Halfling Sheriff

ALIGNMENT- Good

STRONGHOLD- The Shire

TOKENS- Halflings

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1	Scouts	10	2	1	2			
2	Concealment	-				4	4	
3	Slingers	100			3			
4	Cook Artillerists	10			4			
Constructs								
4	Big Feast	-						4
5	Trick the Big Folk	-						
Neutralize 1 Token								
5	Tavern	-						
Roll on Adventurers Table								
5	Safekeeping	-						
Roll on Magic Items Table								
6	Militia	100		2		1		
7	Shortbows	100			3			
8	Pipeweed	-						4
9	Pony Express	10	4				3	
10	Stout of heart	-		2				3

ILLUSIONIST BATTLE TABLE

WARLORD- Phantor the Illusionist

ALIGNMENT- Neutral

STRONGHOLD- Hall of Mirrors

TOKENS- Illusions

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1	Phantom Monster	1	5	5				
2	Invisibility	-				5	7	
3	Illusionary Forces	100	4	4				
4	Darkness	-						

End Battle							
4-Flash	-			4		4	
5-Spectral Assassin	1						
Negate roll having number stat = 1							
6-False Courage	-						4
6-Dancing Lights	-					3	
7-Phantasmal Terrain	-				3	5	
8-Mirror Image	-				4	4	
9-Prismatic Shield	-	5			5		
9-Prismatic Spray	-			6			
10-Confusion	-					6	
10- Illusions	-						
Neutralize 1 Token							

FEY BATTLE TABLE

WARLORD- Flitterwing the Faerie Queen

ALIGNMENT- Good

STRONGHOLD-Faerie Circle Ring

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Nymphs		-						
Neutralize 1 Token								
2-Sprites		100	4		2		3	
Flying								
3-Sylphs		100	6				2	
Flying								
4-Pixies		100	4	1	1		3	
Flying								
5-Dryads		10	4	3		3	4	
6-Brownies		100	3				4	
6-Gremlins		100					3	2
Negate one construct roll								
7-Ents		10		7		4	2	3
8-Yarthkins		100	2				5	2
9-Unicorn		1	5	5			3	5
1-Satyr		1						3
Negate one female roll								

GNOME BATTLE TABLE

WARLORD- Rumpulump King of the Gnomes

ALIGNMENT- Good

STRONGHOLD- Underkingdom

TOKENS- Gnomes

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Forest Friends		100					3	
2-Lookout		-	2				3	
3-Artillerists		10			4			
4-Merry Pranksters		-						
Neutralize 1 Token								
5-Blunderbussars		100			3			
6-Hot Air Balloon		-	2		2			
Flying								
7-Miner Sappers		100						
Breach Stronghold								
7-Teamwork		100					3	2
8-Deep Gnomes		-						
Roll on Earth Elemental Table								
8-Gnome Illusionist		-						
Roll on Illusionist Table								
8-Gnome Druid		-						
Roll on Druid Table								
8-Tinker		-						
Roll on Artificer Table								

9-Giant Moles	-	2			4	1
10-Spike Armor	100		3		4	

ARTIFICER BATTLE TABLE

WARLORD- Azumon the Artificer

ALIGNMENT- Neutral

STRONGHOLD- Workshops

TOKENS- Constructs

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Hollow Armor		100		3		2		2
2-Iron Golem		1		5		5		3
3-Juggernaut		1	4	6		5		4
Breach Stronghold								
4-Blasting Rod		-			6			
5-Void Stone		-						
Both sides lose 1D6 tokens								
5-Minor Creations		-						
Roll on magic item table.								
6-Amulet of Azumon		-						
7-Admantium Cage		-						
Neutralize 1 Token								
7-Mechanical Eye		-					4	
8-Time Machine		-						
Reroll any of your rolls so far								
9-Teleportation Disk		-	7					
10-Crystal Ship		-	4			4		

NECROMANCER BATTLE TABLE

WARLORD- Varak the Necromancer

ALIGNMENT- Evil

STRONGHOLD- Graveyard

TOKENS- Undead

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Terror		-						6
2-Touch of Death		-						
Negate roll having number stat = 1								
3-Animate Dead		100	1	3		2		
4-Simulacrum		-					4	
4-Drain Life		-						
Steal Living token								
5-Crypt Champion		1		4		3		
6-Zombies		100		3		4		
7-Death Bolt		-			6			
8-Weakness		-						
Neutralize 1 token								
9-Pestilence		-						
Each side loses 1D6 Tokens								
10-Raise the Dead		-						
Regenerate								

VAMPIRE BATTLE TABLE

WARLORD- Novistoc the Vampire Lord

ALIGNMENT- Evil

STRONGHOLD- Gothic Castle

TOKENS- Undead

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Vampire Lord		1	4	4				4
2-Gaseous Form		-						
End Battle								

3-Vampire bats	-	4						
4-Drink blood	-							
Regenerate								
5-Hypnotizing Gaze	-							
Neutralize 1 Token								
6-Lesser Vampires	10	2	3					
7-Vampiric Fortitude	-				5			
8-Shadows	-						4	
9-Dark Gift	-							
Steal Living Token								
10-Blood Lust	-		4					

KNIGHT BATTLE TABLE

WARLORD- Belthor King of Meddia

ALIGNMENT- Good

STRONGHOLD- Castle

TOKENS- Men

D10 Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Mounted Knights	100	3	4		3		3
2-Longbow men	100			5			
3-Pikemen	100		6		3		
4-Swordsmen	100		5		4		
4-Crossbowmen	100			3			
5-Siege craft	-			3			
Breach Stronghold							
5-Charge	-		4				4
6-Call to Arms	100						3
7-Woodsmen	10	2		2		2	
8-Royal Wizard	1						
Negate a magical attack							
8-Arch Bishop	1						
Destroy an undead token							
8-Captain of the Guard	1	1				3	
9-Pitched Battle		-					3
9-Peasant Rabble	100		1				
10-Court Favorite	-						
Roll on Adventurers Table							

ADVENTURERS BATTLE TABLE

WARLORD- The Adventurers of Findell

ALIGNMENT- Good

STRONGHOLD- Citadel

TOKENS- Heros

D10 Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Wizard	-			4			2
Negate 1 magic roll							
2-Thief	-	2				5	
3-Warrior	1		6		3	3	3
4-Cleric	1				6		3
Destroy 1 undead or demon token							
5-Elf	1	2	2	5			
6-Dwarf	1		3		4		2
7-Halfling	1					3	
8-Ranger	1	4	2	3		3	
9-Companions	10		1		1	2	
10-Find Hidden Passage	-					4	
Breach Stronghold							
10-Monty Haul	-						5
10-Secret Weapon	-						
Roll on magic item table							

MAGIC ITEMS BATTLE TABLE

WARLORD- Magic Items Subtable

ALIGNMENT- Neutral

STRONGHOLD- None

TOKENS- Constructs

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-	Vorpal Blade	-		7				
2-	Potion of Healing	-						
	Regenerate							
3-	Ring of Invisibility	-						5
4-	Staff of Power	-		3	5			
5-	Wand of Stoning	-						
	Neutralize 1 Token							
6-	Scroll of Protection	-						
	Neutralize 1 Magical attack							
7-	Venomous Dagger	-						
	Negate roll having number stat = 1							
7-	Horn of Blasting	-			4			
	Breach Stronghold							
8-	Pixie Dust	-	4					
	Flying							
9-	Tome of Summoning	-						
	Roll on any table							
10-	Magic Shield	-				5		

ASSASSINS BATTLE TABLE

WARLORD- Xavier the Assassin Guildmaster

ALIGNMENT- Evil

STRONGHOLD- Hideout

TOKENS- Assassins

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-	Poison coated weapons	-			4			
2-	Thrown Dagger	-			3			
2-	Climb Walls	-						
	Breach Stronghold							
3-	Bounty Hunter	1	3	3	3			
3-	Trap	-					3	
4-	Hired Thugs	10		3				
5-	Stealth	-	2				4	
6-	Disguise	-					5	
7-	Spy	-						
	Neutralize 1 Token							
8-	Traitor	-						
	Steal one of opponents battle rolls							
9-	Assassination	-						
	Negate roll having number stat = 1							
10-	Plot carefully	-					3	4
10-	Bide your time	-						
	End Battle							

ICE BATTLE TABLE

WARLORD- Wintress the Ice Queen of Frozaria

ALIGNMENT- Neutral

STRONGHOLD- Ice Castle

TOKENS- Ice; Elemental

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-	Wall of Ice	-				5		
2-	Ice Storm	-						
	Each side loses 1D6 Tokens							
3-	Freeze in Ice	-						

Neutralize 1 Token							
3-Cold Blast	-						
Neutralize 1 Elemental roll							
4-Cone of Cold	-			4			
4-Chill touch	-		3				
5-Ice Elemental	1		3		3		
6-Blizzard	-						
End Battle							
7-Frost wolves	10	3	3			2	1
8-Snow Barbarians	100		5			1	3
9-Ice Shards	-			5			
10-Ice Drake	1	4	4	3	4		2
Flying							

FIRE BATTLE TABLE

WARLORD- Horace the Fire Wizard

ALIGNMENT- Neutral

STRONGHOLD- Volcano

TOKENS- Fire; Elemental

D10 Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Fireball	-			6			
1-Magma Men	100		5				3
2-Wall of Fire	-						
Neutralize 1 Token							
2-Inferno	-						
Each side loses 1D6 Tokens							
3-Fire Salamander	1		4				
4-Pyrotechnics	-					4	
5-Fireblast	-		3	3			
6-Fire Elemental	1						4
7-Immolation	-		3		3		
8-Hottentots	100	1	2				
9-Smoke	-				3	3	
10-Fire Drake	1	4	3				
Flying							

WIND BATTLE TABLE

WARLORD- Freyalin Lord of the Winds

ALIGNMENT- Neutral

STRONGHOLD- Sky Castle

TOKENS- Air; Elemental

D10 Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-Windwalk	-	4					
Flying							
2-Gust of wind	-						
Neutralize 1 Token							
3-Hurricane	-						
End Battle							
4-Hawkmen	100	4	1	3		3	
Flying							
5-Roc	1	4	3				3
Flying							
6-Air Elemental	1	5	4		4		4
Flying							
7-Wind Blast	-						
Negate target magical attack							
8-Whispering winds	-					5	
9-Cyclone	-						
Each side loses 1D6 Tokens							
10-Wall of Air	-				5		

EARTH BATTLE TABLE

WARLORD- Geohoser Master of the Earth

ALIGNMENT- Neutral

STRONGHOLD- Granite Fortress

TOKENS- Earth; Elemental

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1	Earth Elemental	1		4		5		4
2	Wall of Stone	-				6		
2	Earth Blast	-						
Negate a magical attack.								
3	Stone Giant	1		5	4	4		
4	Tunnel	-						
Negate a stronghold roll								
4	Rock Lobsters	10		3		5		
5	Earthquake	-						
Each side loses 1D6 Tokens								
6	Stone Bolt	-			4			
7	Stone skin	-				4		
8	Bury Alive	-			5			
8	Gravity Bind	-						
Negate one flying roll								
9	Earth Meld	-	3				4	
10	Turn to Stone	-						
Neutralize 1 Token								

DRUID BATTLE TABLE

WARLORD- Gaeon the Grand Druid

ALIGNMENT- Neutral

STRONGHOLD- Druids Grove

TOKENS- Nature

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1	Insect Swarm	1000						
2	Storm	-						
End Battle								
2	Wood Lore	-					4	
3	Call Animals	100		2				
4	Wall of Branches	-				4		
5	Tangle vines	-						
Neutralize 1 Token								
6	Tree Meld	-	3			4		
7	Stone to mud	-						
Breach Stronghold								
7	Faerie Lore	-						
Roll on Fey Table or negate any fey roll								
8	Calm Nature	-						
Negate a magical attack								
8	Elemental Mastery	-						
Roll on any elemental table								
8	Harvest Moon	-					4	
8	Biomystic Energy	-						
Destroy an Undead Token								
9	Lightning Bolt	-			7			
10	Herbal Remedy	-						
Regenerate or Negate a disease attack								

DOPPLEGANGER BATTLE TABLE

WARLORD- Doppelgangers

ALIGNMENT- Neutral

STRONGHOLD- Ruins

TOKENS- Clones

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-	Steal Power	-						
	Steal one of opponents battle rolls							
2-	Copy Power	-						
	Duplicate 1 of your opponents battle rolls.							
3-	Clone	100						
4-	Switch Forms	-	4					
5-	Mimic	-						
	Roll on opponents Battle Table.							
6-	Multitude	1000						
6-	Symbiotes	-						
7-	Mutation	-	3	4				
8-	Viscous Strain	-		4		3		4
8-	Friendly Visage	-					4	
9-	Ancestral memory	-						
	Roll on any Battle table							
9-	Group Think	-					5	3
10-	Reform	-						
	Regenerate							

LIZARD BATTLE TABLE

WARLORD- Surak King of the Lizard Men

ALIGNMENT- Neutral

STRONGHOLD- Marshland Dens

TOKENS- Lizards

D10	Powers	Nmbrs	Move	Melee	Range	Armor	Tactics	Morale
1-	Anklosaurus	10		3		4		
2-	Spear Hurlers	100			4			
3-	Raptor Riders	10	4	5			4	
4-	Shaman	-						
	Roll on Shaman Table							
5-	Tough Hides	-				4		
6-	Stegosaurus	10		4		3		
7-	Peradactyl Rider	10	5		2			
8-	Stone Axe Warriors	100					2	2
9-	Tyrannosaurus Rex	1	2	6		4		3
10-	Rite of Sacrifice	-						4
10-	Stone Hurlers	100			3			

WIZARDS GAME

INTRODUCTION

Card game between rival Wizards.

VICTORY

The first player to accumulate 25+ Fate points is the winner.

THE DECK

Players share a common deck.

TOKENS & POINTS

There are three types of points players must keep track of:

Lore Points: Used for Bidding to acquire cards.

Heka Points: Used to play Spell cards.

Fate Points: Used to determine the winner at the end of the game.

Points are represented by tokens (Counters, markers, stones)

Use Blue stones for Lore.

Use Red stones for Heka.

Use Yellow stones for Fate.

Individual cards may specify other additional Token types.

SETUP

Each player starts with a hand of 7 cards.

Place 5 cards face up in the center of the Table. These are the Bid cards.

TURN SEQUENCE

Each turn is divided into 4 Phases:

Research Phase

Mysteries Phase

Bid Phase

Magic Phase

RESEARCH PHASE

Each player generates Lore Tokens.

Each player automatically gets 7 Lore Tokens.

Certain cards generate additional Tokens.

MYSTERIES PHASE

There will be 5 or less cards face up in the center of the Table.

These are the Bid cards.

If there are fewer cards, draw replacement cards from the deck.

BID PHASE

Using Lore points, players bid on the five Bid cards.
A player may bid with some, none, or all of his lore tokens.
Lore tokens may be saved from turn to turn.
A player may bid on some, none, or all of the Bid cards.
If you win a bid, keep the card (it goes to your hand) and discard the tokens you bid.
If you lose a bid, you get back the tokens you bid.
In a tie, all bidders have their bid returned.
At the end of the phase put a time token on all remaining Bid cards.
A Bid card with 3+ time tokens is discarded.
Maximum hand size is 12 cards. Discard excess cards.

MAGICS PHASE

You may play cards from your hand.
Cards are played face up one the table near you.
Certain cards you have in play will generate Heka or Fate tokens for you.
Fate tokens are saved from turn to turn.
Heka tokens are lost at the end of this phase if they are not used.
Cards that have the trait 'permanent' remain in play.
Non-permanent cards are discarded at the end of this phase.
To play some cards requires a specific amount of Heka to be used up.
To play some cards requires the presence of other cards with certain traits.
An Interrupt card can be played to negate a Spell card just played.

SCRYING

If a Scry card is played in Magics phase, you may look at an Opponents' hand, or the next 7 cards in the deck.

LIMITATIONS

A Wizard can only have one Wand.
A Wizard can only have one Knife or Sword.
A Wizard can only have one Location.
A Wizard can only have one Familiar.
A Wizard can only have one Body Type.
A Wizard can only use one card with the Time trait per turn.
Wizards that have used evil cards cannot use good cards.

CARD TRAIT NOTATION

P = Permanent
O = Object
S = Spell
F = Fire
E = Earth
A = Air
W = Water
R = Spirit
D = Divination
N = Nature
HX= Card generates X Heka points in Magics Phase
KX = Card uses up X Heka to be played in Magics Phase
{...} = To be played, this Card requires another card with this trait to be in play.
L1 = Card generates 1 Lore point in Research Phase
FX = Card generates X Fate points in Magics Phase
F(X) = Card is worth X Fate points at end of game
Q = Enchantment
Y = Alchemy
L = Location
V = Event

B = Symbol
M = System of Magic
G = Grimore (Book)
Z = Organization (Allies, Secret Societies)
T = Time

CARD LIST

Card Name:	Notes:
Oak Wand	P, O, H1, F, {Q}
Rowan Wand	P, O, H1, F, {Q}
Yew Wand	P, O, H1, F, {Q}
Ash Wand	P, O, H1, F, {Q}
Hawthorn Wand	P, O, H1, F, {Q}
Divinatory Meditation	S, F2, K3, {D} (Scry)
Oak Tree Grove	P, L, H1
Crystal Ball	P, O, D
Athame (Knife)	P, O, Q
Boline (Knife)	P, O, Q
Double Edged Knife	P, O, Q
Ceremonial Sword	P, O, Q
Obsidian Knife	P, O, Q
Candle	P, O, H1, F (3 uses)
Tablet	P, O, H1, E
Stone Disc	P, O, H1, E
Elemental Balance	P, K9, E, A, W, F, H1
Chalice	P, O, H1, W
Incense Burner	P, O, H1, A
Sweet Music	S, F2, H2, {A}
Dedication	Q, H2
Consecration	Q, H2
Runes	{Q} H2
Symbols	{Q} H2
Carvings	{Q} H2
Amethyst Stone	P, O, H1
Quartz Crystal	P, O, H1
Inscription	Q, H2
Copper Wire	P, O, H1
Empower	Q, H2
Pledge	Q, H2
Disconnected	V, Interrupt
Unfriendly Spirits	R, V, Interrupt
Magic Carpet	P, O, F(5), K5 {Q, A}
Love Potion	O, F4, K4 {Y, F}
Satyrion Root	O, Y, H1
Mandrake Root	O, Y, H1
Ritual Magic	S, H7
Blight	P, S, F(4), H4 {N} (evil)
Break Enchantment	S, F6, H6 (Discard target Permanent spell)
Tarot Cards	P, O, D
The Philosophers Stone	O, K10, F12, {Y, E, W}
Kabbalah	P, M, L1, N
Druid Lore	P, M, L1, N
Egyptian Magic	P, M, L1, N
Witchcraft	P, M, L1, N
Pact with the Devil	P, V, F10, L-2 {R} (evil)
Consort w/Malevolent Spirits	S, R, H3 (evil)
Herbalism	P, M, Y, L1
Alchemy	P, M, Y, L1
Astrology	P, M, D, L1
Reverence of Nature	P, M, N, L1
Evil Eye	P, S, F, K2 (evil)
Blood Sacrifice	S, H6 (evil)
Manipulate Others	V, K2, F2 (evil)
The Key of Solomon	P, G, L1, R

Great Leader	P, V, K6, F(5)
Ring of Solomon	P, O, R, H2 {Q}
Wisdom	P, M, L1
Teachings of an Angel	V, L10, K3, {R} (Good)
Oracle	P, M, D, L1
Build Wonders	P, K7, F(8)
Levitations	S, F4, H4 {A}
Predictions	S, F4, H5 {D} (Scry)
Arrange Events	V, F5, K5 {D}
Guardian & Guide	V, F4, K4
Prophecy	S, F7, H8 {D} (Scry)
Breathe Life into Objects	S, F3, K4, Q
Study with Famous Sorcerer	V, K2, L6, N
Learn Magic from Devils	V, K2, L6, R (evil)
Magic Guardians	P, O, K5, F(4) {Y}
Important Patrons	P, K2, F(2)
Amass Wealth	P, K2, F(2)
Escape Lynch Mobs	K4, F2
Summon Ghosts	S, R, H5
Magic Drawing	S, H4
Escape Prison	K4, F2
End Plague	K4, F4 {N}
Establish Wizards School	P, K6, F(6)
Summon Djinn	S, H8
Found City	P, K5, F(5)
Summon Relic	S, P, F(7), K7
Transmute Metals	S, F(6), K6
Low Magic	F2, K2
High Magic	F5, K5 {M}
Write Scholarly Text	P, F(4), K4, G
Magical Marvels	P, F(6), K6
De Occulta Philosophia	P, G, L1
Malleus Maleficarum	P, G, L1
Numerology	P, M, L1, D
Illusions	S, K2, F2
Necromancy	P, M, S, L1 (evil)
Black Magic	P, M, L1 (evil)
White Magic	P, M, L1 (good)
Doctor of Medicine	P, M, L1, N
Cure Diseases	K4, F4, N
Catholicon	O, F4, K4 {Y} (Magical Elixir)
Theories & Discoveries	P, M, F(4), K4, G
Die grosse Wundartzney	P, G, L1
Occult Arts	P, M, L1
The Magus	P, G, L1
Crystal Mirror	P, O, D
Sigils	B, H4
Incantations	V, H5
Magic Squares	B, H4, D (Planetary Numerology)
Pentagram	B, H5, R
Pentacle	B, H5, E
Enochian Magic	P, M, L1, R (Language of Angels)
Monas Hieroglyphica	P, G, L1, R
Rosicrucian Brotherhood	P, Z, L1
Hermetic Philosophy	P, M, L1
Metaphysics	P, M, L1
Ultiusque Cosmi Maloris	P, G, L1, D
Harmony with the Cosmos	V, H7 (good)
Tap the Power of Nature	S, H6, N
Immortality	P, F7, K8 {Y}
Clairvoyance	S, F2, K2 (Scry)
Telepathy	S, F2, K2 (Scry)
The History of Magic	P, G, L1
Transcendental Magic	P, M, L1
Healer	S, K3, F3, {N}
Vanish	S, K3, F3

Order of the Golden Dawn	P, Z, L1
Conjuration	S, F2, K2
Faith & Reason	H6
Macrocosm & Microcosm	H8 D
Channel Spirits	H7, S, R
Law of Thelema	P, M, L1
Ordo Templi Orientis	P, Z, L1
Ritual Sex	H7 N
Skyclad Ritual	H6 N
Book of Shadows	P, G, L1
Wicca Coven	P, Z, L1
Goddess Worship	P, M, L1, N
Shamanism	P, M, L1, N
Pagan Rituals	H6 N
The Great Rite	H9 N
Initiation Ritual	H7
Fellowship of Isis	P, Z, L1
Church of All Worlds	P, Z, L1
Blessings	S, F3, K3, Q
Curses	S, F3, K3 (Evil)
Exorcisms	S, F4, K4, R
Rural Wizard	P, F(3) K3
Theology of Deep Ecology	P, M, L1, N
Freemasons	P, Z, L1
The Book of the Dead	P, G, L1
True Names	H8 {G} R
Reincarnation	F7, K7 {R}
Words of Power	H7 {M, G}
Part Waters	F5, K5 {W}
Control Supernatural Entity	F4 K4{R}
Astral Projection	P, S, K7, F(4), L1 {R}
Visualization	P, M, H1
Omens	V, K4, F4 {D} (Scry)
Shapeshifting	S, K3, F3 {N}
Summer Solstice	T, H6, Y
Winter Solstice	T, H6, D
Spring Equinox	T, H5, N
Fall Equinox	T, H5, R
Power of Invisibility	S, F2, K2, {A}
Circle of Protection	P, S, F2, K2, Negate Interrupts by Spirits
Transformation	S, F3, K3 {N}
Truthsayer	S, F1, K2, {D} (Scry)
Weather Control	S, F4, K4 {A, W}
Blood Sacrifice	H9 (Evil)
Salmon of Knowledge	P, L1, K(6), F7
Supernatural Sight	S, F2, K3, {D} (Scry)
Spirit Guide	P, H1 (Familiar) R
Totem Animal	P, H1 (Familiar) N
Power Animal	P, H1 (Familiar) N
Bird or Reptile	P, H1 (Familiar)
Demon or Imp	P, H1 (Familiar) (Evil)
Visions	V, K3, F3 {D} (Scry)
Dreamcatcher	P, O, H1
North	B, H3, E
South	B, H3, F
East	B, H3, A
West	B, H3, W
Secrets of the Universe	P, L1, K(6), F7
Psychic Warfare	S, Interrupt
Body	H2, E
Intellect	H2, A
Will	H2, F
Emotions	H2, W
Archangel Raphael	H4, A
Archangel Michael	H4, F
Archangel Uriel	H4, E

Archangel Gabriel	H4, W
Materia Medica	P, G, L1, Y
Purity of Purpose	H5
Magic Talismans	P, O, K4, F(3) {G}
Ankh	B, H4
Like Attracts Like	M, H4
Seal of Solomon	B, H6
As Above, So Below	M, H4
Magic Amulets	P, O, K3, F(2) {N}
Bilocation Magic	S, K4, F3 (Two Places at the Same Time)
Name of God	H12 (Good)
Reanimate the Dead	K4, F3, {R} (Evil)
Ceremonial Magic	S, H5
Flying	S, K3, F3 {A}
Riddles & Clear Thinking	M, L1
Perfect the Mind	M, L1
Focus the Will	M, L1
Celestial Bodies	H5, D
Precious Metals	H4, Y
Purification	S, Q, K2, F
Ether	R, H5
Choleric Body Type	P, F, H1
Sanguine Body Type	P, A, H1
Melancholic Body Type	P, E, H1
Phlegmatic Body Type	P, W, H1
Wheel of the Year	B, H6 {M}
Chanting	H4
Intuition	H4
Full Moon	T, H5, N
New Moon	T, H5, N
Zodiac	B, H6, D
Spells of Attraction	S, F2, K2
Spells of Enhancement	S, F2, K2
Spells of Success	S, F2, K2
Spells of Protection	S, F2, K2
Spells of Healing	S, F2, K2
Spells of Harmony	S, F2, K2
Spells of Insight	S, F2, K2
Major Arcana	H4, D
Minor Arcana	H2, D
Negative Energy Rebound cards)	Interrupt (only vs Wizard that has used evil cards)
Hallucinogenics	H7 {N}
Lemegeton	P, G, L1, W, A, R
Grimorium Verum	P, G, L1
Power of the Divine	H8, R (Good)
Invocation	H4, Q
Correspondences	H6
Magic Circle	H6 {Q}
The Sun	B, H6, F
Male Energies	H5
Female Energies	H5
Charm	F1 K1
Charge	H4 {O} Q
Ley Line	P, L, H1
Ley Node	P, L, H2
Ley Center	P, L, H3
Dowsing	H5, W, E (Scry)
Pendulum	P, O, D, H1 {Q}
Halloween	T, H7
Imbole	T, H7
May Day	T, H7
Lammas	T, H7
Music of the Spheres	H9, N
Rule of Three	H3
Tabula Smaragdina	P, G, L1 (The Emerald Tablet)

Distilled Quintessence	H8, Y
Calcination	H4, Y
Torture of the Metals	H6, Y

WIZARDS

Before play, each player takes the identity of one (random) Wizard.
Each Wizard described in the Wizard Card List has Special Abilities.

WIZARDS CARD LIST

- * King Solomon
Cannot use Evil cards.
Gets +1 to bids for Spirit cards.
Spirit cards cost 2 less Heka to play.
- * Merlin
Cannot use Evil cards.
Gets one extra Lore token per turn.
- * Virgil
Cards cost one less Heka token to play.
- * Faust
Starts game owning the "Pact with the Devil" card in play.
- * Agrippa
Gets +1 to bids for 'Systems of Magic' cards.
- * Paracelsus
Gets +1 to bids for Alchemy, Medical & Healing cards.
- * Dr John Dee
Gains one extra Fate point every time he plays a Spirit card.
- * Robert Fludd
Starts with the traits of: Alchemy, Divination, Spirit, and Nature.
- * Count Saint-Germaine
Gains one extra Fate point every time he plays a Spell card.
- * Eliphas Levi
Gets +1 to bids for Nature cards.
- * Aleister Crowley
Gains one extra Fate point every time he gains a Book or an Organization.
- * Gerald Gardner
Cards that generate Heka generate one extra Heka point for him.
- * Alexander Sanders
Gains one extra Fate point every time he gains a 'Systems of Magic' card.
- * Oberon Zell-Ravenheart
Gains one extra Fate point every time he plays a Nature card.

BIDDING TECHNIQUE

Each player should have a tray with 5 compartments corresponding to the 5 available cards up for bid. Distribute your Lore tokens to the compartments. Use a barrier to keep other players from seeing your Bid. Players take down their barriers all at once.

WIZARDS SCHOOL

INTRODUCTION

Players are young apprentices at their first semester of Wizards school.

THE DECK

Players share a common deck.

FIELDS OF STUDY

There are 6 fields of study that adepts accumulate lesson points in:

1. Divination
2. Conjuratation
3. Alchemy
4. Transformation
5. Invocation
6. Extra Curricular Activities

END OF GAME

The semester lasts 17 weeks.

The game ends at the end of turn 17.

WINNING

The player who, at the end of the game, has accumulated the most lesson points in the most

Fields of Study is the winner.

If there is a tie, then the tied player with the most lesson points wins.

SETUP

Roll high on 1D6 to see who goes first.

Players start with 2 cards in their hands.

TURN SEQUENCE

Players take turns.

Each turn has 5 phases:

1. Fates Phase
2. Study Phase
3. Cram Phase
4. Distractions Phase
5. Lessons Phase

FATES PHASE

Draw 2 cards.

Max hand size is 9 cards. Discard excess cards.

Spells that allow you to draw extra cards are played in this phase.

STUDY PHASE

Roll 2D6. This is the Study roll:
Gain that many Study points.

CRAM PHASE

You may play up to two cards that allow you to gain more study or lesson points.
A Study card adds 1D6 Study Points.
A Lesson card adds 1D6 Lesson Points to the indicated Field of Study.
You may play Experience cards on yourself.
An experience card will cause you to gain 1D6 experience points but lose 1D6 Study Points.

DISTRACTIONS PHASE

The opponent to your right may play a card that causes you to lose study points.
A Distraction card causes you to lose 1D6 Study Points.
You play an Event card that negates the Distraction card.
Your opponent may play Experience cards on you.
An experience card will cause you to gain 1D6 experience points but lose 1D6 Study Points.

LESSONS PHASE

Distribute Study points acquired this turn as evenly as possible to the:
Divination, Conjunction, Alchemy, Transformation, and Invocation Fields of Study.
Study points are converted into Lesson Points when they are distributed.
Experience points are always applied to the Extra Curricular Activities Field of Study.
Keep a running total of your accumulated points for each Field of study.

CARD TYPE NOTATION

S = Study
D = Distraction
L = Lesson
E = Event
X = Experience

COMMON DECK CARD LIST

Card Name:	Type:	Description:
Burn the Midnight Oil	S	Item
Enchanted Sleep	D	Spell
Wish Spell	E	Spell: Draw 3 cards
Unfriendly Competition	D	Enemy
Turn into Frog	D	Spell: Must have 20 points in Transformation
Inspiration	S	Smart
Read Magic	S	Spell
Breakthrough	E	Smart: Negate a Stupid Card & Draw a card
Trapped by Demon	D	Creature
Eureka!	E	Smart: Negate a Challenge Card & Draw a card
Forget Spell	D	Spell
Manual of the Planes	L	Item: Book: Conjunction Lesson
Recitation	S	Effort
Tome of Knowledge	S	Item: Book
Library Card	E	Search the Deck for a Book card & put it in your hand
Cram for Test	S	Effort
Study Partner	S	Help

Study Group	S	Help
Wise Old Owl	L	Creature: Lesson in any Field
Magic Mirror	D	Item
All Nighter	S	Effort
Favorite Professor	L	Help: Lesson in any Field
Find Familiar	E	Draw 3 cards
Turn Undead	E	Spell: Negate a Demon or Undead Distraction
Holy Water	E	Item: Negate a Demon or Undead Distraction
Speak in Tongues	D	Spell
Curse	D	Spell
Memory Drills	S	Effort
Silence	E	Spell: Negate a Noise Distraction
Fraternity Test Bank	S	Help
Teachers Pet	E	Negate a Punnishment Card
Memory Potion	S	Item
Brain Food	S	Item
Explore the Castle	X	Adventure
Stop Time	S	Spell
Crystal Ball	S	Item
Caught	E	Negate an Adventure card
Elixir	E	Item: Negate a Sickness Distraction
Balm	E	Item: Negate a Skin Distraction
Will o' Wisp	E	Undead: Negate a Darkness Distraction
Discovery	X	Adventure
Confusing Material	D	Stupid
Mental Brick Wall	D	Stupid
Flickering candles	D	Darkness
Wailing Cats	D	Creatures: Noise
Fever	D	Sickness
Legend Lore	E	Spell: Draw 3 cards
Gossip	E	Negate an Effort Card
Flu	D	Sickness
Undead Poets Society	X	
Cooties	D	Skin
Befriend Castle Ghost	E	Undead: Draw 2 Cards
Heebie Jeebies	D	Skin
Bookworms	E	Creatures: Negate a Book Card
Howling Wolves	D	Creatures: Noise
Bats in the Belfry	D	Creatures: Noise
Tommy Knockers	D	Creatures: Noise
Chores	D	Drudgery
Enchanted Broomstick	E	Spell: Item: Negate a Drudgery card
Visit Home	D	
Mail Call	E	Draw 2 Cards
Trick Question	D	Challenge
Paradox	D	Challenge
Impossible Puzzle	D	Challenge
Little Devil	D	Creatures: Demon
Skeleton in the Closet	D	Undead
Banshee	D	Undead: Noise
Strange Brew	X	Drug
Never Ending Story	D	Item: Book
Dirty Glassware	E	Opponent loses 1D6 Alchemy Lesson Points
Gremlins	D	Creatures
Relatives Visit	D	
Active Social Life	X	
Dungeon Detention	D	Punnishment
Sneak off Schoolgrounds	X	Adventure
Suspension	D	Punnishment
Dust to Dust	S	Spell: Negate an Item Card
Pool Hall	X	
DisturbanceintheForce	D	
Spell Backfires	E	Negate a Spell Card
Blow up Laboratory	E	Opponent loses 1D6 Alchemy Lesson Points
Faulty Memory	E	Opponent must discard 2 random cards
Dunce Cap	D	Item

Demerits	E	Negate an Experience Card
Hazing	D	Target gains 1 Experience point
Busy Work	D	Drudgery
Teacher dislikes you	D	Enemy: Punnishment
Illusions	D	Spell: Must have 5 points in Evocation
Magical Pipeweed	X	Drugs
Magic Mushrooms	X	Drugs
Dragon Ale	X	Drugs
Wood Nymphs	X	Creatures
Cauldron Coffee	E	Negate a Drugs Card
Wards	E	Spell: Negate a Spell
The Hermetic arts	E	Distribute your Study points how you like this turn
Star Charts	L	Item: Book: Divination Lesson
Deans Inspection	D	Target must discard X cards in his hand
Ritual Sacrifice	E	Spell: Discard X cards & Draw X+1 cards
Banish Spell	E	Negate any Creature card
Potion Recipe Book	L	Item: Book: Alchemy Lesson
Demonic Tutor	S	Must have 20 points in Conjuraton
Possession	D	Must have 10 points in Conjuraton
Metaphysics	L	Evocation Lesson
Troll Dissection	L	Transformation Lesson
Smelling Salts	E	Negate a Drugs Card
Levitation Workshop	L	Evocation Lesson
Sorcery 101	S	
Witchcraft 101	S	
Herbalists Bible	L	Item: Book: Alchemy Lesson
Young Love	X	Romance
Endless Stairwell	D	Challenge
Lost in the stacks	D	Challenge
Wizardry 101	S	
Mysticism 101	L	Divination Lesson
Soothsaying	E	Look at next 10 cards in Deck
Wand Technique 101	S	
Coed Dorm	X	Romance
Love Philter	X	Romance: Item
Bad Attitude	E	Negate a Smart Card
Wizard Duel	X	Enemy: Challenge
Practical Jokes	E	Switch Hands with Opponent
Philosophic Congelation		S
Pentagram Art Class	L	Conjuraton Lesson
Class Officer Duties	X	
Work Study	D	Drudgery
Hocus Pocus	E	Spell: Draw 2 Cards
Mage Ball Practice	X	
Teleportation Accident	D	Spell: Injury
Pixie Dust	X	Drugs
Grimore:Mythical Beasts	L	Item: Book: Transformation Lesson
Spell Book	S	Item: Book
Thesis Defense	D	
Tardy again	D	Punnishment
Play by the Rules	E	Negate an Experience card and draw a card
Kobolds ate my Hmwork	D	Creatures
Fireball Practice	L	Evocation Lesson
Spirit Guide	S	Undead
Thinking Cap	S	Item
Natural Ability	S	Smart
Magical Adventures	X	Adventure
Raw Talent	S	Smart
Visit Infirmary	E	Negate a Sickness, Injury, or Skin card
Practice makes Perfect	S	Effort
Celebrity Family	D	
Thinking out of the Box		S Smart
Navel Contemplation	D	
Tarot Readings	L	Divination Lesson
Flying Lessons	L	Evocation Lesson
Artificing class	L	Transformation or Alchemy Lesson

History of Magic	S	
Snipe Hunting	X	Adventure
Magical Glue Incident	D	Stupid: Skin
Abre Qad Habra	E	Spell: Draw 2 Cards
Dead Language Recital	S	Effort

WIZARDS

INTRODUCTION

Two-player Card 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.

THE DECKS

There are 2 decks: The Avatar Deck and the Blackwolf deck. Each player gets one deck.

TURN SEQUENCE

Recruit Phase
Reinforcement Phase
Revelation Phase
Conflict Phase
Resolution Phase

RECRUIT PHASE

Each player fills their hand to 9 cards.

REINFORCEMENT PHASE

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

REVELATION PHASE

Both players lay cards from their hands simultaneously face up. The Avatar player can only play one Magic card unless other cards allow more. The Blackwolf player can only play one Technology card unless other cards allow more. Either player can only play one Knowledge card. Cards that cannot be played are kept in the players hand. The player may also choose to keep cards in his hand he could otherwise play.

CONFLICT PHASE

Some cards allow the player to take an action. Players take turns conducting one action at a time: Avatar goes first. Cards drawn during this phase may be immediately played. These cards may allow further cards from a players hand to be played.

RESOLUTION PHASE

Each player counts up the Power of all his remaining played cards.
 The player with the most Power points gets a Victory Token.
 The first player to acquire 7 Victory Tokens wins the game.
 Discard all played cards.

CARD TYPE NOTATION

L = Leader
 K = Knowledge
 A = Armies
 P = Place
 E = Event
 T = Technology
 X = Magic
 S = Strategy
 R = Resources
 M = Morale

BLACKWOLF DECK CARD LIST

Card Name	Type	Power	Notes
BlackWolf	L	15	Play an extra Technology Card
Technomancy	K	5	Play an extra Technology Card
Low Mutants	A	3	Mutants
Badlands	P	7	Mutant Cards get +1
Mutants Rule!	E	5	Mutant Cards get +2
Toadies	A	3	Mutants
Reich Henchmen	A	4	Mutants
Messenger	E	-	Discard to search deck for card and put it in your hand
Black Arts	K	5	Play an extra Technology Card
Scotch	P	9	Mutant Cards get +1
Reptilians	A	6	Mutants
Demon Warlord	L	8	Demons get +3
Journey into Hell	E	-	Discard to search discard for a Demon card and put it in your hand
Demon Generals	L	8	Armies get +1
Dictatorship	R	-	Discard to draw 2 cards
Pistols & Rifles	T	4	Mutant Cards get +2
Cannons	T	10	Look at top 2 cards of opponents deck & discard 1
Quick Victories	S	10	
Plunder Ancient Ruins	E	-	Discard to search discard for a Technology card and put it in your hand
Archaeologists	E	-	Discard to search deck for a Technology card and put it in your hand
War Machine	R	-	Discard to draw 2 cards
Dream Machine	T	12	
Panzer Tanks	T	12	
Howitzers	T	10	Look at top 2 cards of opponents deck & discard 1
Airplanes	T	10	Look at top 3 cards of opponents deck & discard 1
Technomage	L	5	Play an extra Technology Card
Wild Rumors	M	1	Opposing Armies -2
Machine Guns	T	8	Automatically discard opposing Cavalry
Salamander Riders	A	5	Mutant Cavalry
Wolfmacht	A	3	Mutant Cavalry
Max & Fritz	A	2	Mutants
Demons	A	7	Demons
Lich	L	10	Demon
Goblin Mob	A	5	Mutants
Shock Troops	A	6	Mutants
Fascist Pig Mutants	A	6	Mutants
Nazi Black Guard	A	7	Demons
Reptilion Rex	L	8	
Pit Roaches	A	10	

Robot Assassin	L	9	Discard opposing Leader
Betrayal	E	-	Discard opposing Leader & Draw a card

AVATAR DECK CARD LIST

Card Name	Type	Power	Notes
Avatar	L	17	Play an extra Magic Card
Montagar	P	10	Elves & Faeries +1
Magic Arts	K	5	Play an extra Magic Card
Illusions	X	6	Enemy armies are -1
Healing Arts put it in your hand	X	-	Discard to search discard for a Leader card and
Wizards Wrath	X	10	
Banish	X	-	Discard opposing Leader
Cutting Sarcasm	E	2	
Medieval Weapons	T	3	
Faerie Folk	A	3	Play an extra Magic Card
Valiant Determination	M	10	Elves & Faeries +2
Panic the Mutants	M	10	Mutants armies get -2
Mutants Desert	M	2	Discard opposing Mutant Army
Radiation Sickness	M	5	Mutants armies get -1
Break Mutant Ranks	S	10	
Elven Spies	E	1	Look at top 7 cards of opponent's deck
Necron 99 (Peace)	L	10	Discard opposing Leader
Red Elves	A	6	Elves
Yellow Elves	A	5	Elves
Brown Elves	A	5	Elves
Dwarves	A	6	Elves
Gnome Tutors put 1 in your hand	K	-	Discard to look at next 10 cards in your deck &
Mountain Faeries	A	1	Play an extra Magic Card
Wood Faeries	A	2	Play an extra Magic Card
Elflings	A	3	Elves; Play an extra Magic Card
Heavy Infantry	A	6	Elves
Cavalry	A	5	Elves
Archers	A	4	Elves
Royal Guard	A	7	Elves
President of Montagar	R	-	Discard to draw 2 cards
The Good Lands	R	-	Discard to draw 2 cards
WeeHawk	L	13	
Elinore	L	7	Play an extra Magic Card
Fireballs	X	12	
Lightning Bolts	X	10	
Charm	X	-	Take control of opposing Army
Bewilder	X	2	Discard opposing Army
Scouts	E	2	Look at top 5 cards of opponents deck
Breakdown	X	2	Discard opposing Technology Card
Weather Dragon	X	8	Look at top 4 cards of opponents deck & discard 2
Rescue put it in your hand	E	-	Discard to search discard for a Leader card and
Use Captured Weapons	E	-	Take control of opposing Technology card
They've Killed Fritz!	E	1	Discard opposing Mutant Army
Magic Dominates	M	8	Elves & Faeries +2
Giant Pink Rat	X	5	
East Elfland	P	5	Elves +2

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.

CARD SET

[Click Here](#) for card set.

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
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.

GAME DESIGNERS NOTES

Originally I wanted each player to have one target card in their hand.
Attack cards would allow you to draw one random card from your opponents hand.
If you picked the target card, then you sank an enemy vessel.
The target card would then be returned to the players hand.
I figured the target cards would get worn so quickly, they would stand out.
Otherwise it would be a great bluffing game.
The final version is good because of the agonizing wait for the right card.

WORD POKER

Create a deck of cards. Each card has 1 letter on its face

DECK COMPOSITIO

CARD	COPIES
A	
B	
C	
D	
E	
F	
G	
H	
I	
J	
K	
L	
M	
N	
O	
P	
Q	
R	
S	
T	
U	
V	
W	
X/Z	
Y	
WILD	

WORD POKER

Play proceeds like 7 card draw. Players are each dealt 7 cards. They may keep what they like and discard the rest in exchange for one set of replacements. Players try to form words with the cards in their hands. Proper names are not allowed. Spelling counts. The player with the longest word(s) wins the pot. Tied hands split the pot.

WORD RANKS	POINT VALUE
3 Letter word	9
Two 3 Letter words	--
4 Letter word	16
4 Letter word & 3 Letter word	--
5 Letter word	25
6 Letter word	36
7 Letter word	49

WORD RUMM

Play proceeds like Gin Rummy. Players are each dealt 7 cards. On their turn a player may draw the top card from the deck or the face up discard. Players place words they create face down on their side of the table. These cards are out of play. If a player has more than seven cards in his hand he must discard at the end of his turn. If a player empties his hand the round is over. Players get points for the words they made minus the number of cards in their hands.

WRINKLES IN TIME

INTRODUCTION

Two player card game based on the Time Quartet series of books by Madeleine L'Engle.
One player is the side of Good.
The other player is the side of Evil.

DISCLAIMER

"A Wrinkle in Time" and the other Time Quartet Books are licensed, copyrighted properties.
This is merely a fan site.

VICTORY

The First player to be in control of all 6 Balance Tokens is the winner.

THE DECKS

Each player gets a unique deck.
There is a Good Deck & an Evil Deck.
Each deck has its own discard.

SETUP

Each player begins in possession of 3 Balance Tokens.

TURN SEQUENCE

Each turn has 10 phases:

Destiny Phase I
Fate Phase I
Challenge Phase I
Destiny Phase II
Fate Phase II
Challenge Phase II
Destiny Phase III
Fate Phase III
Challenge Phase III
Test Phase

DESTINY PHASES

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

FATE PHASES

Players may put cards into play.
A card in play is placed face up on the table in front of the player who played it.

The Evil player may have the following in play:

4 Characters
1 Location
1 Attack
1 Plot
1 Lies
1 Void
1 Weakness
1 Control

The Good player may have the following in play:

4 Characters
1 Location
1 Gift
1 Travel
1 Song
1 Feelings
1 Healing
1 Quote
1 Communication

These are the basic limits.

Some cards will allow you to play an additional card of a specific type.

CHALLENGE PHASES

Maximum hand size is 7 cards.

Discard excess cards.

TEST PHASE

Each player adds up the total force of all the cards he has in play.

The player with the highest score wins the turn and takes a

Balance token from his opponent.

The Good player wins ties.

SPECIAL CARDS

Special cards may be played in any phase unless otherwise specified.

Special cards are discarded as soon as they are played.

GLOSSARY

*Spirits = Immortal (Non-human) beings in the form of energy, not matter.

If it suits their purposes they can Materialize into one or more forms.

Most are highly intelligent. Spirit beings have their full powers only in the vacuum of Space.

On planets their powers are much diminished. Many have existed for Billions of years.

*Namers = Good beings. Beings that are aware of the uniqueness, importance, and interconnectedness of

all beings in the universe. This awareness is called Love (not the limited Romantic definition of Love)

*Angels = Good Immortal Spirit Beings.

*Echthroi = Destroyers, Un-namers, eXtinguishers, Evil spirits, Fallen Angels, Demons, Devils, Wyrms, Dragons, Monsters. They cause War and hate. They accomplish their evil by making beings forget their true names, and so become evil.

*Kythe = To go Within. An advanced form of Telepathy, where feelings, memories, sensory Experiences, and understanding, can be shared. Only a few Humans have the potential to do it well.

*Farae = Tiny Beings of the smallest scale that live within the Mitochondria of Earth Organisms. The Adult

Form is tree-like. Juveniles (Farandolae) are shrimplike & mobile until they take root & deepen. They sing
The Cosmic song in harmony with the Stars.
*Star Spirit = Spirit being that is the remains of a star that sacrificed itself by going Nova to
Destroy all the Echthrois in its System. Their natural materialized form is that of large noble centaurs
with Rainbow Wings and celestial voices.
*Uriel = Good Planet. Like the Garden of Eden. With Tall Mountains.
A refuge for the Star Spirits in their Centaur Form.
*Tesseract = Moving in the Fifth Dimension by way of a mentally constructed Tesseract Gateway.
Instantaneous travel through time and space. Most Spirits can do this to some degree. It is also described as creating a Wrinkle in time and/or space or as a Quantum Leap.
*Projection = Nightmarish Evil Alternate Dimensions wished for by the Echthrois.
*Dark Planet = Planet totally controlled by Evil.
*Shadow Planet = Planet being fought over by Good & Evil.
*Cherubim = Servant Good Spirits with the material form of a Spherical Mass of Wings, Eyes, and Flames.
*Unicorn = Wild Good Spirits with material forms of Winged Unicorns.
They travel Time more easily than space by riding upon the Winds.
They drink moonbeams, can only be touched by Virgins & have special Healing powers.
*Biblical Earth = Pre-Flood. Inhabited by Men, Seraphim, Nephilim, Unicorns, and Mythical creatures such as Griffins and Manticores.
*El = Biblical God. The Presence.
*Seraphim = Good Spirits that live on Stars. Some were sent to live among men on Earth. Servants of El. They take the host form of noble animals or angelic golden winged giants.
*Nephilim = Albino Evil, Lustful, Self-Serving Fallen Angels. Masters of Illusion. Seraphim turned bad. They take the host form of creepy animals or albino winged giants.
*The Black Thing = A spreading Evil Presence at the Galactic Scale.
*IT = Disembodied Brain able to control Minds. Found on the Dark Planet Camazotz
*Charles Wallace = Young Murry Boy capable of Going Within. Genius Intelligence.
*Meg Murry = Margaret. Affectionately called Megatron, Megaparsec, Megling, etc.
*Calvin O'Keefe = Megs Boyfriend; Gifted communicator
*Mrs O'Keefe = Calvin's Mother who has suffered much
*Mr Murray = Physicist & Presidential Confidant
*Mrs Murry = Microphysicist and Homemaker
*Ms Whatsit = Young Star Spirit; best at Talking & Materializing
*Ms Who = Quirky Star Spirit; speaks in Quotes
*Ms Which = Eldest & wisest Star Spirit
*The Twins = Sandy & Dennys Murry. The most athletic & practical of the Murry Kids.
*The Happy Medium = Can see across time & space.

CARD LIST NOTATION

X = Specials
L = Locations
M = Mortal Character
MH = Mortal Historical
MB = Mortal Biblical
I = Immortal Character
F = Feelings
A = Attacks (Evil Deck only)
p = Plots (Evil Deck only)
Z = Lies (Evil Deck only)
V = Void (Evil Deck only)
N = Control (Evil Deck only)
W = Weakness (Evil Deck only)
G = Gifts (Good Deck only)
T = Travel (Good Deck only)
S = Song (Good Deck only)
H = Healing (Good Deck only)
Q = Quotes (Good Deck only)
C = Communication (Good Deck only)

YMPA = You may play an additional...

GOOD DECK CARD LIST

Card Name:	Type	Force	Notes:
20th Century Earth	L	2	YMPA Mortal card
Yadah	L	2	(Mitochondria) YMPA Song card
Uriel	L	1	Song Cards get Force +3
Biblical Times	L	2	Biblical cards get Force +3
Metron Ariston	L	2	Travel Cards get Force +3
The Star Watching Rock	L	1	(Murry) Historical Cards get Force +3
Hatching Grounds	L	1	YMPA Immortal card
Ixchel	L	1	Healing Cards get Force +3
Charles Wallace	M	4	(Murry) YMPA Communication card
Meg Murry	M	2	Feeling cards get Force +3
Calvin O'Keefe	M	2	(Murry) Communication cards get Force +3
Mrs O'Keefe	M	1	YMPA Quote card
Mr Murray	M	2	YMPA Murry card
Mrs Murry	M	2	Other Murry cards get Force +3
The Twins	M	2	(Murry) Lesson cards get Force +3
Fortinbras	M	1	(Murry) YMPA Murry card
Dr Colubra/Louise the Larger	M	1	Healing Cards get Force +3
Mr Jenkins	M	1	(School Principal) YMPA Murry card
Mrs Whatsit	I	1	Mortal cards get Force +3
Mrs Who	I	1	Quote Cards get Force +3
Mrs Which	I	1	YMPA Gift card
Angelic Host	I	1	Song cards get Force +3
Happy Medium	I	1	Draw an extra card in Destiny Phase I
Proginoskes	I	2	(Cherubim) Gift Cards get Force +3
Guadior	I	3	(Unicorn) YMPA Travel card
Blajeny	I	1	(Teacher) Character cards get Force +2
Aunt Beast	M	1	(Native of Ixchel) Healing Cards get Force +3
Alarid the Seraph played	IB	3	Discard to Negate a Special card just
Noah	MB	2	Mortals get Force +3
Noah's Family	MB	1	Healing Cards get Force +3
Grandfather Lamech	MB	1	(Noah's Father) Discard to Draw 2 Cards
Yalith	MB	1	(Noah's Daughter - Child)
Sporos	M	2	(Farandolae)
Senex	M	1	(Farae) Song cards get Force +3
Harcels	MH	1	(Boy Child - People of the Wind)
Madoc	MH	3	(Welsh Prince)
Brandon Llawcae	MH	2	(Has the Second Sight)
Matthew Maddox	MH	2	(Writer - Dream Visions)
Chuck O'Keefe	MH	1	(Can Smell Good & Evil)
Supernova	X	-	Opponent must discard 3 cards from hand
Birth	X	-	Draw 3 cards
Part of Creation	X	-	(The Great Plan) Draw 3 cards
The Pattern order	X	-	Put the next 14 cards in your deck in any
Prophecy order	X	-	Put the next 14 cards in your deck in any
Heavenly Powers	X	-	Negate a Special card just played
Answer to Prayer	X	-	Negate a Special card just played
Vision of Hope order	X	-	Put the next 14 cards in your deck in any
Call to Study	X	-	Put an extra Character into play
Balance of the Universe in Challenge phase	X	-	Both Players discard their hands
Compulsion into play	X	-	Search the Deck for a Mortal and put it
Sacrifice cards	X	-	Discard own Mortal in play to draw 5

X-Self cards	X	-	Discard own Immortal in play to draw 5
Quest	X	-	Draw 2 cards. Opponent discards 1 card
Pass 3 Tests	X	-	Draw 1 card. Opponent discards 2 cards
Peace card	X	-	Discard one Plot card in play. Draw 1
Perilous Journey card	X	-	Discard one Attack card in play. Draw 1
Wrath of God card	X	-	Discard one Character in play. Draw 1
Holy Fire card	X	-	Discard one Void card in play. Draw 1
Know that which is Eternal card	X	-	Discard one Lies card in play. Draw 1
Ms Who's Glasses	G	3	Mortal gets Force +3
Learn to Adapt	G	3	
Guidance	G	5	(Enlightenment) YMPA Quote card
Childhood Resilience	G	3	Child Character gets Force +3
Teacher	G	3	Immortal Character gets Force +3
Talents	G	3	
The Word of El	G	4	Biblical Character gets Force +3
Might Have Been	G	4	Historical Character gets Force +3
Faults	G	4	YMPA Feelings card
Dependence	G	3	(Indispensable)
Wisdom	G	3	(Maturity: Coming of Age)
Love	F	5	(Uniqueness)
Hope	F	3	(Fortitude)
Faith	F	4	(Belief)
Gentleness	F	3	(Tenderness)
Courage	F	3	(Bravery - Whistling in the Dark)
Focus	F	3	(Concentration)
Grace	F	3	(Understanding & Acceptance)
Compassion	F	4	YMPA Communication card
Resolute	F	3	(Endurance)
Joy	F	4	(Happiness)
Calm	F	3	(Quiet Mind)
Comfort	H	3	
Special Care	H	3	Discard one Weakness card in play.
Art of Healing	H	5	
Moonsicle	H	4	(Healing Starlight)
Purification	H	3	
Rejuvenation	H	4	(Time to recuperate)
Salvation	H	3	YMPA Mortal card
Ointments & Salves	H	3	
Miracle	H	3	Discard one Attack card in play.
Ancient Harmonies	S	5	
Star Song	S	3	(Words of the Glory)
Cosmic Rhythm	S	4	
Music of the Spheres	S	4	(Rejoicing)
Heavenly Dance	S	4	
Celestial Melody	S	3	Immortals get Force +3
Song of the Universe	S	3	(Fill the Void)
Singing of the Stars	S	3	(Glory Glory Glory)
Listen to the Stars	S	3	Mortals get Force +3
Tesseract	T	5	(Hyper Cube) YMPA Location card
Tesser	T	3	YMPA Location card
The Fifth Dimension	T	3	
Time Travel	T	4	YMPA Immortal card
Go Out with a Unicorn	T	4	
Quantum Leap	T	3	
A Wrinkle in Time	T	4	YMPA Location card
Experiment	T	3	
Go Within	C	5	(Deep form of Kything)
Kythe	C	4	
Verbalization	C	3	YMPA Quote card
Communion	C	4	

Telepathy	C	3	
The Old Tongue	C	4	(Celestial Language)
Under Hearing	C	3	
Intuition	C	3	
Connected	C	3	All Characters get Force +1
Like and Equal...	Q	4	(...are not the same)
What is Real?	Q	3	Discard a Lies card in play
Many Waters...	Q	3	(...cannot quench Love)
For the want of a Nail...	Q	4	(...the Kingdom was Lost)
Nature Abhors a Vacuum	Q	3	Discard a Void card in play
Fight the Good Fight	Q	3	All Characters get Force +1
You do not Know Everything	Q	4	YMPA Gift card
God hath Chosen... Mighty)	Q	3	(... the Weak things to confound the
Saint Patrick's Rune	Q	5	(In this Fateful Hour...)

EVIL DECK CARD LIST

Card Name	Type	Force	Notes:
Camazotz	L	1	YMPA Control card
Vespugia	L	1	YMPA Plot card
Abyss	L	2	YMPA Void card
Central Intelligence	L	2	YMPA Weakness card
Hell	L	3	(Fire & Brimstone) YMPA Immortal card
Dark Planet	L	1	
Tower of Babel	L	1	Discard a Communication card in play
Radioactive Wasteland	L	1	(Nuclear Aftermath Projection)
Windowless Buildings	L	1	(Polluted, Dystopian Projection)
The Black Thing	I	4	Void cards get Force +3
IT	M	3	(Brain) Control cards get Force +3
Echthroï	I	3	Lies get Force +3
Dragons & Wyrms	I	2	(Evil Spirits)
Demons & Devils	I	2	
Echthroid Shapeshifters	I	1	Lies get Force +3
Echthroid Monsters	I	1	
Echthroid Impostors	I	1	Weakness cards get Force +3
Mad Dog Branzillo	M	2	Plot cards get Force +3
Ancient Enemy	I	2	
Army of Destroyers	I	2	
Ugiel the Nephilim	I	2	Draw an extra card when played
The Man with Red Eyes	M	1	YMPA Control card
Tiglah the Seductress	MB	1	
Gwydyr	MH	2	Evil Power Hungry Brother
Mr Mortmain	MH	2	(Evil Pastor) Lies get Force +3
Shadow World	P	4	
Total War	P	4	(Conquest)
Police State	P	3	(Oppression)
Civil War	P	3	
Nuclear War	P	5	
Blight	P	3	
Disaster	P	3	
Inquisition	P	3	(Persecution)
Mass Destruction	P	3	
Farandolae Sickness	A	5	(Disease)
Capture	A	3	(Imprison)
Kidnap	A	3	
Murder	A	4	(Kill)
Cripple	A	3	(Accident)
Domestic Abuse	A	3	
Witch Hunt	A	4	YMPA Lies card
Violence	A	3	
Cause Fall	A	3	
Un-Naming card.	X	-	Discard a Character card in play. Draw a

Annihilation card.	X	-	Discard a Character card in play. Draw a card.
Nightmare	X	-	Discard a Gift card in play. Draw a card.
Entropy	X	-	Draw 2 cards. Opponent discards 1 card
Unreason	X	-	Draw 1 card. Opponent discards 2 cards
Negation	X	-	Opponent must discard 3 cards from hand
Chaos	X	-	Draw 3 cards
Chain Reaction	X	-	Draw 3 cards
Paradox card.	X	-	Discard a Travel card in play. Draw a card.
Destruction card.	X	-	Discard a Location card in play. Draw a card.
Circle of Extinction card.	X	-	Discard a Mortal card in play. Draw a card.
Extinguish card	X	-	Discard an Immortal card in play. Draw a card.
Nothingness	X	-	Both Players discard their hands in
Challenge phase			
Total X	X	-	Both Players discard their hands in
Challenge phase			
Mirror Images	X	-	Immortal cards get Force +3 this turn
War in Heaven	X	-	YMPA Immortal card
Rejoicing in Hell	X	-	YMPA Weakness card
Falter	X	-	Opponent may only play 1 card this phase
Indecision	X	-	Opponent may only play 1 card this phase
Block the Way	X	-	Opponent may only play 1 card this phase
Fear	W	4	
Hate	W	4	
Pride	W	4	(Arrogance)
Cruelty	W	3	(Brutality/Sadism)
Terror	W	3	(Panic)
Blame	W	3	(Accusations)
Greed	W	3	
Lust	W	3	(Pleasure Seeking)
Anger	W	3	(Fury)
Pain	W	3	(Agony & Suffering)
Insanity	W	5	(Madness)
Propaganda	Z	3	YMPA Control card
Deception	Z	4	
Trickery	Z	4	
Corruption	Z	3	
Seduction	Z	3	
Silver Tongue	Z	5	
Easy Way Out	Z	4	
Twisted Logic	Z	3	
Temptation	Z	3	YMPA Weakness card
Possession	N	4	
Mind Control	N	5	
Brainwashing	N	4	
Hypnotism	N	4	
Threats	N	3	(Coercion)
Betrayal	N	3	YMPA Lies card
Torture	N	3	
Insidious	N	3	
Illusions	N	3	
Powers of Darkness	V	5	
Darkness	V	4	
Coldness	V	4	(Chill)
Cosmic Scream	V	3	Discard a Communication card in play
Rip in the Galaxy	V	3	Opponent must discard 1 card
Disharmony	V	3	Discard a Song card in play
Dissonance	V	3	Song cards get Force -2
Stench of Evil	V	3	Mortal cards get Force -2
Silence	V	3	Discard a Song card in play
Ugly Laughter	V	3	Immortal cards get Force +3

DESIGNERS NOTES

I highly recommend reading the books.

LINKS

[Quest](#)

[AWIT](#)

[Spark Notes](#)

[Time Trilogy](#)

[Teachers at Random](#)

[Character Chart](#)

WUXIA

INTRODUCTION

Card Game for 2+ Players.

Chinese Sword & Sorcery.

Each Player is a Secret Society recruiting Swordfighters with Mystical Powers.

VICTORY

Control at least 4 Fighters & Kill all your Opponents Fighters.

THE DECKS

Players share 2 common decks:

The Recruit Deck & the Action Deck

The Recruit Deck has 4 Card types:

Fighters, Weapons, Events, Enhancements

The Action Deck has 6 Card Types:

Locales, Specials, Attack, Move, Defend, Minions

Each player keeps a recruit hand & an Action hand.

FIGHTERS

Each Fighter has a Skill Rating.

Most Fighters will have some type of Special Ability.

Each Fighter can use one Weapon card attached.

Each Fighter can have up to 5 Enhancements attached.

SETUP

Shuffle the Decks.

Each player draws 7 cards for his recruit hand & action hand.

Flip a coin to determine who goes first.

TURN SEQUENCE

Players take turns.

Each turn has 6 Phases.

Destiny Phase

Recruit Phase

Fate Phase

Duel Phase

Encounter Phase

End Phase

DESTINY PHASE

Draw 2 cards from the Recruit Deck.

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

RECRUIT PHASE

You may put one Fighter card into play.
You may put one Weapon card into play attached to a Fighter.
You may put one Enhancement card into play attached to a Fighter.

FATE PHASE

All players fill their Action hands to 7 cards.

DUEL PHASE

(You may skip this Phase)
Select one of your Fighters (Attacker) and one Target Opponents Fighter (Defender).
Both will Fight against each other in a Duel.
Calculate the total Skill Level for each Fighter.
The Higher Level Fighter kills the Lower Level Fighter.
(In a Tie, neither are killed & the Phase Ends)
Weapon & Enhancement cards increase a Fighters Skill
Both Players may play Action cards to further increase their Fighters skill.
A Fighter can only use one Attack, one Move, one Defend, and one Minion card.
At the End of the Phase discard the killed Fighter & all Attached cards, also
Discard all played Action cards (& Locale cards).
Some action cards allow for multiple combatants (= Fray)
In a Fray the losing side has one Combatant killed.

ENCOUNTER PHASE

You may play a Locale card to play another Fate & Duel Phase.

END PHASE

All Players may discard any unwanted cards from their hands.
Maximum hand size is 7 cards for both Recruit & Action Hands.
Discard excess cards.

CARD LIST NOTATION

F = Fighters
W = Weapons
L = Locales
E = Enhancements
S = Style Enhancement
V = Event
A = Attack Actions
M = Move Actions
D = Defend Actions
X = Special
ST = Sword Technique
N = Minions

RECRUIT DECK CARD LIST

Card Name:	Type	Skill	Notes:
Sword Master	F	9	Attached Sword Card gets +2
Sword Saint	F	9	Opponent in Duel cannot use Defense card
Wanderer	F	6	Gets +2 when a Locale is in play
Sword for Hire	F	5	Discard a Recruit card to get Extra Fate & Duel Phase
Bandit	F	4	When recruited Steals Weapon from Fighter
Knight Errant	F	5	Discard an Action Card to get +1

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Pirate	F	6	Recruit Hand size of opponents -1
Militia Leader	F	4	Play an extra Fighter when Recruited
Secret Society Member	F	5	Recruit Hand Size +1
Warlord	F	3	May use an extra Minion card in Duel
Witchy Woman	F	4	Spell Cards used with get +3
Prince	F	8	Draw 2 Recruit cards when Played
Commoner	F	3	Attached Enhancements get +2 each
Shaolin Monk	F	6	Style Enhancement gets +2
Police Chief	F	3	Gets +1 per Fighter you control
Imperial Agent	F	7	Discard a Recruit card to draw a Recruit card
once/turn			
Bounty Hunter	F	7	Get 1 Extra Fate & Duel Phase per turn
Young Prodigy	F	3	May take Enhancements from other fighters you
control			
Barbarian	F	6	Fury cards used with get +2
Fighting Monk	F	6	Attached Non-Sword Weapon gets +3
Champion	F	7	Gets +5 if he is your only Fighter
Gentleman	F	7	Draw 3 Recruit cards when Played
Roving Knight	F	6	Discard Action card to look at opponents hand
Enforcer	F	3	Gets +1 per Fighter opponents control
Vagabound	F	3	Discard Vagabound to draw 3 Action cards
Woman Warrior	F	6	Grace cards used with get +2
General	F	6	Minion cards used with get +2
Old Man	F	5	Put back in hand to give Fighter +2
Wise Man	F	6	Play one extra Enhancement per turn
Disciple	F	4	May attach an extra Enhancement
Bodyguard	F	6	Can use 2 Defend cards in a Duel
Hermit	F	3	Put back in hand to give Fighter +2
Rebel	F	6	Opponent must discard a Fighter when Rebel
recruited			
Village Protector	F	4	Gets +5 when Defender
Sect Leader	F	5	Play an extra Fighter when Recruited
Scholar	F	3	Recruit Hand Size +1
Assassin	F	9	Gets +2 when Attacker
Avenger	F	8	Gets +4 vs Fighter that has won a Duel this game
Legendary Archer	F	4	Missile cards used with get +3
Sorcerer	F	4	May use an extra Spell card in Duel
Cult Leader	F	5	Gets +1 per Fighter you control
Adventurer	F	6	Steals Enhancement from Fighter when recruited
Warrior	F	7	May attach 2 Weapons
Soldier of Fortune	F	6	Get 1 Extra Fate & Duel Phase per turn
Duelist	F	7	Opponent discards 1 random Action card at start
of Duel			
Vigilante	F	5	Can use Weapon cards as Attack cards
Outlaw	F	4	Steal 1 random Recruit card from opponent when
recruited			
One-Armed Swordsman	F	8	Sword Technique cards used with get +4
Magician	F	3	Action Cards used with get +2
Patriot	F	6	All your other Fighters get +1
Triad Leader	F	6	Action Hand Size +1
Supreme Swordsman	F	8	Attached Sword gets +4
Mysterious Killer	F	9	Can use 2 Attack cards in a Duel
Too Much Blood	V	-	Discard target Fighter
Tired of Killing	V	-	Discard target Fighter
Betrayal	V	-	Take control of Target Fighter
Strange Allies	V	-	Take control of Target Fighter
Change of Heart	V	-	Take control of Target Fighter
Lightning Reflexes	E	+2	Attack cards get +2
Palm Power	E	+2	Spell cards get +2
Cunning	E	+2	Discard action card to look at opponents hand
Mystic Aura	E	+2	Spell cards get +2
Secret Powers	E	+1	In Duel this Fighter draws an extra action card
Great Conviction	E	+2	Fury cards get +2
Unfailing Loyalty	E	+1	Other Fighters you control get +1
Great Courage	E	+1	Discard a card to get +1
Righteousness	E	+2	Fury cards get +2

Calligraphy Master	E	+2	Action cards get +1
Superior Poise	E	+2	Move cards get +2
Unnatural Grace	E	+2	Grace cards get +2
Superhuman Quickness	E	+2	Defend cards get +2
Heroic Compassion	E	+2	Recruit Hand Size +1
Skill in Arms	E	+2	Weapon card gets +2
Supernatural Powers	E	+2	Spell cards get +2
Infallible Balance	E	+2	Grace cards get +2
Supreme Skill	E	+2	Can attach a second Weapon
Lifting Breath	E	+2	Move cards get +2
Iron Skin	E	+2	Defend cards get +2
Secret Training Manual	E	+2	Sword Techniques get +2
Wushu Master	E	+2	Fighter may attach an extra enhancement
Kung Fu Master	E	+2	Style card gets +2
Eagle Claw Style	S	+2	Attack Cards get +2
Praying Mantis Style	S	+2	Attack Cards get +2
Dragon Style	S	+2	Fury Cards get +3
Drunken Style	S	+2	Can play 1 extra Defend card
Heron Style	S	+2	Defend Cards get +2
Crane Style	S	+2	Defend Cards get +2
Leopard Style	S	+2	Can play 1 extra Move card
Lion Roar Style	S	+2	Attack Cards get +2
Monkey Style	S	+2	Move Cards get +2
Eight Trigram Style	S	+2	Grace Cards get +3
Snake Style	S	+2	Move Cards get +2
White Tiger Style	S	+2	Can play 1 extra Attack card
Flying Guillotine	W	+3	
Butterfly Knives	W	+2	
Heavy Broad Sword	W	+3	
San War Fan	W	+2	
Double Hook Sword	W	+3	
Wind Fire Wheel	W	+3	
Fighting Hoop	W	+2	
Long Spear	W	+2	
Short Spear	W	+2	
Monk Spade	W	+2	
Glaive	W	+3	
Jiang Short Sword	W	+2	
Dau Saber	W	+2	
Jen Long Sword	W	+3	
Short Staff	W	+2	
Fighting Sticks	W	+2	
Fighting Chain	W	+3	
Steel Chain Whip	W	+2	
Three Section Staff	W	+2	
Short Dagger	W	+2	
Three Pronged Halberd	W	+3	
Kwan-do Sword Staff	W	+3	
Chi Hook Spear	W	+3	
Tuan Hand Axe	W	+2	
Long Rod	W	+2	
Hook Sword	W	+3	
Iron Bar	W	+2	
Trident	W	+2	
Tiger Fork	W	+2	
Ball Hammer	W	+2	
Long Handled Claw	W	+2	
Double Edged Sword	W	+3	
Lian Sickle	W	+2	
Mattock	W	+2	
Sleeve Sword	W	+3	
Tao Sword	W	+3	
Yue Crescent	W	+2	
Rake	W	+2	
Ritual Sword	W	+3	
Barbed Pole	W	+3	

Shuo Tapered Rod	W	+2	
Tieh Tzu Iron Ruler	W	+2	
Snake Spear	W	+3	
Monkey Staff	W	+2	
Fighting Shield	W	+1	Does not count vs Weapon Limit

ACTION DECK CARD LIST

Card Name:	Type	Skill	Notes:
Tea House	L	-	Skip Fate Phase
Temple	L	-	Fighters cannot use Attack cards
Shrine	L	-	Fighters cannot use Spell cards
Graveyard	L	-	Fighters can use 2 Attack cards
Crossroads	L	-	Defending player picks defender
Open Road	L	-	Move cards are -2
Docks	L	-	Winner of fight draws 3 cards
Bridge	L	-	Fighters can only play 1 Action card
Palace	L	-	Figters can use 2 Defend cards
Marketplace	L	-	Move Cards get +2
Scaffolding	L	-	Grace Cards get +2
Bamboo Grove	L	-	Defend cards are +2
Peaceful Garden	L	-	Fighters cannot use Weapons
Rooftops	L	-	Figters can use 2 Move cards
Crowded Tavern	L	-	Fighters cannot use Move cards
Courtyard	L	-	Attack cards are +2
Desert	L	-	Move cards are -2
River Boat	L	-	Fighters cannot use Defend cards
Fortress	L	-	Weapons can be used as Attack cards
City Streets	L	-	Both players draw an extra Action card
Ravine	L	-	Both players discard an Action card
Contest	X	-	Loser of Duel not killed; winner draws 3 Recruit cards
Disguise	X	-	When defending, you pick the Defender
Secret Identity	X	-	Discard Fighter you own & Play a Fighter
Infiltration	X	-	Steal 1 random recruit card from opponent
Seek Revenge	X	-	Target Fighter must Attack
Accept Challenge	X	-	Target Fighter must Attack
Desire for Glory	X	-	Target Fighter must Attack
Disarm	X	-	Discard target Weapon
Break Weapon	X	-	Discard target Weapon
Seek Aid	X	-	Play extra Fighter this Turn
Read Omens	X	-	Look at next 10 cards in recruit deck
Spare his Life	X	-	Negate Duel
Show Mercy	X	-	Negate Duel
Chinese Medicine		X	- Put Fighter in discard into your hand
Barely Alive	X	-	Put Fighter in discard into your hand
Fake Death	X	-	Put Fighter in Discard into your hand
Two on Two	X	-	Each player picks 2 Fighters for Duel
Two on One	X	-	Pick an extra Fighter to join Duel
Three on One	X	-	Pick 2 extra Fighters to join Duel
Three on Two	X	-	You pick 3 Fighters. Opponent Picks 2 for Duel
Boomerang Blade	A	+5	ST
Thousand Cuts	A	+7	ST
Flaming Sword	A	+5	ST
Blade Flurry	A	+2X	ST: X = Action cards you discard
Flashing Steel	A	+5	ST
Swift Sword	A	+7	ST
Thunder Sword	A	+5	ST
Whirlwind Strike	A	+6	ST
Lightning Attack	A	+5	ST
Spinning Blade Block	D	+5	ST
Master Stroke	A	+7	ST
Ultimate Sacrifice	A	+9	Discard this Hero at end of Phase
Flying Flip	M	+4	Grace
Flying Leap	M	+4	Grace

Balance on Sword	D	+3	Grace: Negate Sword Technique Attack
Endless Jump	M	+4	Grace
Hyper Acrobatics	M	+4	Grace
Flying Sleeves	A	+5	Grace
Move Without a Trace	M	+4	Grace
Shadow Stealth	M	+5	Grace
Stunning Moves	A	+3	Grace: Opponent Discard 1 Random Action card
Trickery	M	+5	Grace
Parry Missiles	D	+2	Grace: Negate Missile Attack
Ying Defense	D	+4	Grace
Shadow Kick	A	+5	Grace
Walk on Water	D	+6	Grace
Weightless Leap	M	+4	Grace
Somersaults	D	+5	Grace
Back Flips	D	+4	Grace
Soaring Leap	M	+4	Grace
Disappear	D	+6	Grace
Blinding Leaves	D	+5	Grace
Wall of Wind	D	+6	Grace
Instant Strike	A	+6	Fury
Invincible Defense	D	+7	Fury
Invulnerable Defense	D	+7	Fury
Death Strike	A	+6	Fury
Storm Attack	A	+6	Fury
Nerve Strike	A	+5	Fury
Flying Attack	M	+5	Fury
Fists of Fury	A	+4	Fury: Additional +4 if Fighter has no Weapon
Great Leap	M	+5	Fury
Flying Masonry	A	+4	Fury
Chi Strike	A	+6	Fury
Yang Attack	A	+4	Fury
Open Palm	D	+3	Fury: Negate Fury Attack
Power Surge	M	+5	Fury
Spirit Fist	A	+6	Fury
Burst of Speed	M	+3	Fury: Negate Grace Card
Blood Magic	A	+2X	Spell: X = Action cards you discard
Force Field	D	+6	Spell
Poison Attack	A	+7	Spell
Elemental Bolt	A	+5	Spell
Energy Bolt	A	+5	Spell
Mystical Wards	D	+3	Spell: Negate spell
Slow Time	A	+7	Spell
Sleeping Powder	A	+6	Spell
Force Bolt	A	+4	Spell
Telekinetics	A	+6	Spell
Invisibility	D	+6	Spell
Paralyze	A	+7	Spell
Protection Charm	D	+5	Spell
Invisible Chains	D	+5	Spell
Mystic Bolt	A	+4	Spell
Hurl Fire Balls	A	+5	Spell
Throwing Darts	A	+3	Missile
Bow & Arrows	A	+4	Missile
Crossbow	A	+4	Missile
Thousand Knives	A	+2X	Missile: X = Action cards you discard
Flying Claw	A	+3	Missile
Caltrops	A	+3	Missile
Throwing Knives	A	+3	Missile
Blowgun	A	+3	Missile
Rope Dart	A	+3	Missile
Throwing Needles	A	+3	Missile
Warriors	N	+3	
Guards	N	+3	
Soldiers	N	+3	
Mercenaries	N	+2X	X = Action cards you discard
Thugs	N	+3	

Honor Guard	N	+3
Monks	N	+3
Cultists	N	+3
Sect Members	N	+3
Hopping Zombies	N	+3
Clan Members	N	+3
Bandits	N	+3
Pirates	N	+3
Assassins	N	+3

SECRET SOCIETIES

Each player picks one at the start of the game:

Secret Society:	Special Ability:
Righteous Fists	They may Recruit 1 Extra Fighter on their Recruit Phase
Society of Red Spears	Fighters with Weapons get +2 Skill
White Lotus Society	Hand Size +1
Yellow Turbans	They may take an extra Fate & Duel Phase on their Turn

LINKS

[Definition](#)

[HKMA](#)

[Wuxia Pien](#)

[China](#)

WWII COMBINED ARMS

INTRODUCTION

Board game for 2 players.
World War II theme. No dice or cards.
Each unit represents a brigade or battalion.

VICTORY

Destroy the enemies Head Quarters (HQ).

THE MAP

Use an 8x8 chessboard.

UNITS

Use chits or miniatures to represent units.
There are 13 distinct unit types.

UNIT ATTRIBUTES

Each unit has 3 Attributes or Traits:

*Move: the number of spaces the unit can move per turn.

*Range: the maximum number of spaces distant the unit can apply damage.

*Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities.

There are 5 Classes of units:

Infantry (I), Armor (T), Artillery (L), Air (A), and Bases (B).

UNIT MASTER LIST

Unit Name	Type	Move	Range	Defense
General Infantry	I	1	1	5
Paratroopers	I	1	1	4
Engineers	I	1	1	4
Mechanized Infantry	I	2	1	4
Light Tanks	T	3	2	3
Medium Tanks	T	2	2	4
Heavy Tanks	T	1	2	5
Howitzers	L	1	3	3
Anti-Tank Guns	L	1	2	3
Anti-Aircraft Guns	L	1	2	3
Air Field	A	2	4	2
Fortification	B	0	3	6
Headquarters	B	0	1	6

UNIT SPECIAL ABILITIES

AA Guns: The AA gun and all adjacent units are immune to attacks by Airfields.

Engineers: Do 2 Damage (not 1) to Fortifications & HQ.

AT Guns: Do 2 Damage (not 1) to Tanks.

Paratroopers: Have a Move = 4 if they start the turn next to a friendly Airfield.

ARMY CREATION

Each player designs an army before play starts.
An army is composed of 16 units.
One unit is a Headquarters.
An Army has only 1 HQ.
Up to 5 units can be Tanks.
The Army must have at least 7 types of units (not including the HQ)
There can be no more than 4 units of a single type.

SETUP

Each player places one unit on each square of his back three rows.
Units may not stack.
Players take turns placing their units.
Determine who goes first in a non-random manner.

TURN SEQUENCE

Players take turns.
Each turn has 2 phases:
Move Phase
Attack Phase

MOVE PHASE

You can move some, none, or all of your units in move phase.
Units can move orthogonally or diagonally.
Units can move up to a number of spaces equal to their Move Trait.
Airfields can only move to a space adjacent to a friendly unit, and
Not adjacent to an enemy unit.

FIRE PHASE

Each of your units can attack one target enemy unit in Fire Phase.
Different units may attack different targets.
Each unit has a Range Trait (number of spaces out it can attack into)
A unit can only attack a target that is within its range.
Units with ranges 2+ can attack over other units.
An attack does 1 point of damage.
As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.
(Combined Arms: you must concentrate force & combine attacks)
A retreating unit must move laterally or back towards its side of the board 1 space.
A retreating unit unable to move is destroyed and is removed from the board.
Units that retreat off the board are destroyed.
A unit cannot move laterally if it will come in contact with an enemy unit.
Bases cannot move, so they are destroyed if they must retreat.
Airfields cannot move & attack in the same turn.

DOUBLE WHAMMY RULE

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

OPTIONAL RULES

CITY SPACES

Randomly place 4 cities in the 2 rows between the players (Dead man's Land)
If you occupy all the cities you automatically win.

DIFFICULT TERRAIN

Cities, Mountains, Bocage Country, etc.
Units occupying these spaces have a Defense bonus of +1.
Tanks & Mechanized Infantry entering these spaces must stop.

ELITE UNITS

Each player may make 2 of his units Elite.
Elite units get +1 to Defense & always do 2 Damage instead of 1.

EXPERIENCED UNITS

A unit that helps destroy 5 enemy units becomes Elite.

REINFORCEMENTS

Every third turn each player gets one additional non-base unit.
Reinforcement Units start on a player's back row.

CAMPAIGN

Use a Larger map with bigger armies.
Use all the other optional rules.

WARP DUNGEONS

This is a modifiable
dungeon-crawling game for 2-4 players

Set up

Each player has a deck of 60 cards. 1 player is the dungeon master and has a DM deck, while the others are heroes and have a Hero Deck, along with the appropriate hero stat card. There is also a 30 card Dungeon Deck.

To set up the Dungeon Deck:

take the stairway and objective room cards from the deck. Place the stairway face up in the playing area, this is the entrance to the dungeon and all the heroes place their hero marker on it. If 2 heroes are playing, place a t-junction connected to the entrance. If 3 heroes are playing, place an intersection next to the entrance. Put the objective room to one side, then shuffle the remaining dungeon cards and deal 9 cards onto the objective room. Shuffle this smaller pile, then shuffle the remainder and place them directly onto the small pile with the objective room. This ensures that the objective room is not found until well into the game. The dungeon Deck is ready for play.

Deck construction will be dealt with later.

Decks, once they run out, are reshuffled and reused

The DM must specify what faction their deck is before play, as there are cards that depend on a faction.

Markers for the heroes and a number of counters will also be needed.

Play

Each player draws a hand of 7 cards, and then the hero players determine who goes first and the order of play. The player whose turn it is is called the active player.

Play is broken down into 4

phases in each player's turn: Exploration, Move, Resolution and Refresh

Exploration

The active player may draw 1

Dungeon card and place it next to the card they are currently on, only if there is a viable opening as listed on the card.

In the event of drawing a

T-junction, intersection, or a multi exit room card, the dungeon deck remaining on that particular path is dealt into the respective number of piles, dealing from the bottom of the deck (eg: after a few rooms a player encounters a t-junction. The DM then deals out the remaining Dungeon Deck into 2 piles, placing them next to either path of the junction). Any exploration along one of these paths must be drawn from the respective deck. Once this reduced deck is exhausted, then no further exploration can be carried out along that path.

A player can only reveal one dungeon card in this phase.

A dungeon path cannot go over another path.

Dungeon cards are either Rooms or Passages.

Move

The active player may move their hero 1 dungeon card along a path, unless an ability allows them to do otherwise.

Resolution

If the dungeon card a player ends their move on is a Room, then they can attempt to resolve the room. They may take 1 treasure card from their hand and place it face down in front of them. The DM has the option of playing a Monster Card to try and stop them. If no monster is played, then the active player may apply the effects of the treasure card, and place it next to their hero stat card. If a monster is played, then a battle ensues.

Battle

Both the DM and the active player may place 1 attack card face down in front of them. Attack cards are work as such: each one has a value of 1, 2 or 3 and one of five symbols; a sword (battle), a flame (magic), an arrow (Agility), an axe (strength) or a shield (courage). Some heroes, cards or events give bonuses to particular symbol cards in battle, i.e.: a treasure card attached to a hero may add +1 to the value of all sword cards played. The side with the highest total wins the battle and the other side suffers a wound. The symbols add another factor to battles. Each symbol is dominant over two other symbols:
Battle beats Strength and Magic
Magic beats Courage and Strength
Agility beats Battle and Magic
Strength beats Agility and Courage
Courage beats Battle and Agility
If one side's attack has symbol dominance over the other, then they cause a wound on that side, even if they lost the actual battle.
If the score is a draw, then the dominating symbol wins.
If the score is a draw and the symbols are the same, then neither side wins, and the battle is over.
If the DM's side wins then the battle is over.
If the DM's side has wounds remaining after the player wins a round of battle, then repeat the procedure until the monster has no wounds left, or the active player calls off the attack. If the active player has no attack cards to play then they MUST call off the attack.
If the active player loses, draws or calls off the attack, then their played treasure card is discarded.
If they win, then they may attach the treasure card to their hero, who benefits from the card's effects.
Any monster that suffered wounds, but not killed, is restored to full wounds the next time it is fought.
A token is placed on the room to show it has been resolved. Once a room is resolved, no more monsters can be played there

Refresh

The active player and the DM may draw cards up to their maximum hand allowance (7).

Winning

Once the Objective room card is revealed and resolved, the game is over. Players then add up their points for treasure, monsters and other sources, the highest score wins. The DM wins by killing all the heroes before the objective room is resolved.

Card Types

Attack Cards

These have one of the 5 symbols and a value of 1-3.

In a Hero or DM deck, there must be 30 attack cards.

15 +1 cards, 3 of each symbol

10 +2 cards, 2 of each symbol

and 5 +3 cards, 1 of each symbol.

Hero Cards

Heroic Action

These cards allow the active player to use the ability listed on their hero stat card for their heroic ability. A Heroic action may be played at any time and its effects, unless instantaneous, last for the remainder of the turn. (eg: Heroic Ability: Deadly-Causes 1 extra wound in battle)

Secret Door Cards

A player can play these cards to do one of two things: Divide the remaining dungeon cards on that path, as listed for junctions in the exploration section, or to avoid the monsters in a room; the monsters remain, the room is unresolved, but the player does not have to fight them and can move on as normal next turn.

Treasure

Are played at the beginning of a battle, and are won by a successful battle. There are four types of treasure: Point bonus, attack bonus, experience advancement or healing.

Point Bonus Treasure

Winning this treasure will add to your points at the end of the game. They have a value of 1-5

Attack Bonus Treasures

These treasures add to the attack score in battle. They only add to certain symbol attack cards. They have a value of +1 or +2. They do not stack, so the hero must use the highest value of attack bonus.

Experience Advancement

Winning these cards increases the hero's level by 1. All heroes start as level 1 characters. The maximum level a hero can be is 3. For each level a hero has, they may play 1 attack card in each round of the battle phase.

Healing

Treasure

These treasures may be attached to a hero as normal. They do not add to points or battle, but may be discarded at any time to heal the listed number of wounds as stated on the card.

DM Cards

Monster Cards

These represent the monsters encountered by the heroes. Each card has a listed point value, which is added to the defeating hero's score, a faction for determining bonuses for events and special rooms, a number of wounds (from 1-3), and their battle bonuses.

There are several types of monster card, with a varying number of bonuses. The different sorts of bonuses are as follows:

- +1
- +1, +1
- +2
- +2, +1
- +2, +2
- +3
- +3, +2, +1

Each bonus on a card corresponds to a different symbol

(eg: a card may have +2

Strength, +1 Battle, or be +3 Magic, +2 Agility and +1 Courage)

Some monster cards may have special rules

Event Cards

These cards effect the bonuses in battles, or cancel other cards and similar

Trap Cards

The DM may play Trap cards at any time during the active player's move phase. The player must discard the listed value of attack cards of the corresponding symbol on the card, or play a heroic action card. (eg: a trap has a listed value of 2 Strength. The active player must discard a total value of 2 in strength cards or play a heroic action card to avoid the trap). If the active player does neither of these, then they suffer the result listed on the trap, the most common of which is to take wounds.

The DM can only play one trap card during a player's move phase.

Deck Construction

The Hero Deck must consist of the standard 30 attack cards, with the remaining 30 cards being any combination of treasure cards, heroic action cards and secret door cards.

The DM Deck also must consist

of the standard 30 attack cards, as well as 3 +1 monsters, 3 +1/+1 monsters, 3 +2 monsters, 2 +2/+1 monsters, 2 +2/+2 monsters, 2 +3 monsters, and 1 +3/+2/+1 monster. The remaining 14 cards can be any combination of traps and events.

The Dungeon Deck consists of the following:

#	Name	Exits	Special
1	Stairway	1	Starting area
5	Passage	1	
2	Intersection	3	
3	T-junction	2	
4	Room	1	
2	Chamber	2	
2	Lair	1	Faction monsters are +1 attack in this room
1	Crypt	1	
2	Dungeon	1	All monsters +1 attack in this room
1	Throne Room	2	
1	Temple	1	
1	Chasm	3	
1	Caves	1	
1	Vault	1	
1	Objective Room	0	Faction monsters +2 attack in this room

The number of exits does not include the entrance card (eg: a passage connects to a T-junction. It does not count as one of the junctions 2 exits.).

Example Cards

Here are some examples of the sort of cards that make for a balanced game. Feel free to come up with your own cards and combinations.

Treasure Cards

Name	Description
Copper Pieces	+1 to final score
Silver Pieces	+2 to final score
Gold Pieces	+3 to final score
Gems and Jewels	+4 to final score
Treasure Chest	+5 to final score
Magic Blade	+1 Battle Attribute
Wand	+1 Magic Attribute
Boots of Speed	+1 Agility Attribute
Bracers of Strength	+1 Strength Attribute
Amulet of Bravery	+1 Courage Attribute
Dragonsbane	+2 Battle Attribute
Staff of Power	+2 Magic Attribute
Bow of Ages	+2 Agility Attribute
Hammer of Thor	+2 Strength Attribute
Armour of Purity	+2 Courage Attribute

Ring of Accuracy	Causes an extra wound in battle. Does not stack with other Rings of Accuracy.
Healing potion	Healing Item: Heals 2 wounds when used
Life potion	Healing Item: Heals 4 wounds when used
Rejuvenation Potion	Healing Item: Heals all wounds when used
Experience Advancement	Hero gains a level of experience.

Trap Cards

Trap	Details
Spear Trap	Take 1 wound. Cost: 2 Agility
Pit	Take 1 wound, miss next turn. Cost: 2 Strength
Poison Gas	Take 1 wound, -1 attack value in next fight. Cost: 2 Magic
Pendulum Blade	Take 2 wounds. Cost: 3 Courage
Portcullis	Miss next turn. Cost: 1 Strength
Net	Miss next turn. Cost: 1 Battle

Event Cards

Event	Details
Ambush	+1 attack value to target monster
Outnumber	DM can play 1 additional attack card this battle
Collapse	Negate a secret door card
Reinforcements	Play once a battle has been resolved. Active player must fight this battle again before they can count this room as resolved. They receive no additional treasure or points for fighting again.
Vicious	Play during battle. Active player suffers an extra wound
Defences	Play during battle. Hero at -1 attack value this battle
Sorcerer	Change attack card's symbol to Magic
Driven	Change attack card's symbol to Courage
Battle Hardened	Change attack card's symbol to Battle
Brutes	Change attack card's symbol to Strength
Snipers	Change attack card's symbol to Agility

Monster

Cards

Monster	Attributes	Wounds	Points	Faction
Orc Grunts	+1S	1	1	Orc Horde
Orc Hunters	+1S/+1A	1	1	Orc Horde
Orc Thugs	+2S	1	2	Orc Horde
Orc Shaman	+2M	1	2	Orc Horde
Goblin Sneaks	+1B/+1A	1	1	Orc Horde
Orc Berserkers	+2S/+2C	2	3	Orc Horde
Orc Warlord	+3S/+2C/+1B	3	5	Orc Horde
Giant Spiders	+2B/+1M	2	2	-
Goblin Elites	+2C/+1B	1	2	Orc Horde
Ogre	+3S	2	3	-
Dark Elf Warriors	+1A/+1M	1	1	Dark Elf Raiders
Dark Elf Sorcerer	+3M	2	3	Dark Elf Raiders
Imps	+1M	1	1	Demonspawn
Golem	+2S/+2B	2	3	The Mad Alchemist

Dragon	+3M/+2S/+1C	3	5	Dragonkin
Giant Rats	+1B	1	1	-
Mushroom Men	+1C/+1M	1	1	The Fungus Kingdom
Myconid Knight	+2B/+1M	2	2	The Fungus Kingdom
Giant Bats	+1A	1	1	-
Hydra	+3M	2	3	Dragonkin
Troll	+3C	3	4	Orc Horde
Fungusaur	+2S/+2C	3	4	The Fungus Kingdom

B: Battle
M: Magic
C: Courage
S: Strength
A: Agility

Pre-generated Decks

Here are some decks all ready for play

Orc Horde Faction DM Deck

30 standard attack cards

3 Orc Grunts
1 Orc Hunters
2 Goblin Sneaks
1 Orc Shaman
2 Orc Thugs
1 Giant Spiders
1 Goblin Elites
2 Orc Berserkers
1 Troll
1 Orc Warlord
2 Spear Traps
2 Pit Traps
1 Pendulum Blade
1 Portcullis
2 Ambush
2 Vicious
1 Collapse
2 Outnumber
2 Reinforcements

Hero Decks

Sir Lamderock

Stat

Card

B	M	C	S	A	Wounds	Heroic Action
+2		+1	+1		6	Defender: Reduce damage suffered in battle by 1

Deck

30 standard attack cards
3 Secret Door
5 Heroic Action

3 Copper Pieces
 2 Silver Pieces
 1 Gold Pieces
 1 Gems and Jewels
 3 Experience Advancement
 1 Bracers of Strength
 2 Magic Blade
 1 Hammer of Thor
 1 Dragonsbane
 2 Healing Potion
 2 Life Potion
 2 Ring of Accuracy
Magus Sogarth

Stat

Card

B	M	C	S	A	Wounds	Heroic Action
	+2	+1		+1	4	Invoke: Double the value of Magic attack cards player this turn.

Deck

30 standard attack cards
 3 Secret Door
 5 Heroic Action
 3 Copper Pieces
 2 Silver Pieces
 1 Gold Pieces
 1 Gems and Jewels
 3 Experience Advancement
 2 Boots of Speed
 2 Wand
 4 Life Potions
 2 Staff of Power
 1 Ring of Accuracy

Anwar
 al'Wasir

Stat

Card

B	M	C	S	A	Wounds	Heroic Action
+2	+1			+1	5	Deadly: Cause 1 extra wound in battle

Deck

30 standard attack cards
 3 Secret Door
 5 Heroic Action
 3 Copper Pieces
 2 Silver Pieces
 1 Gold Pieces
 1 Gems and Jewels
 3 Experience Advancement
 2 Boots of Speed
 1 Magic Blade
 1 Wand

2 Healing Potion

2 Life Potion

1 Dragonsbane

1 Bow of Ages

1 Ring of accuracy

Feel free to come up with your

own heroes and cards, after all, this is just the starting point!

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X-FILES

INTRODUCTION

Card game based on the first season of the X-Files.

OBJECTIVE

The player to solve the most cases when the deck runs out wins.

THE DECK

Players share a common deck.

SETUP

Randomly determine who goes first.

TURN SEQUENCE

Players take turns.
Each turn has 7 phases:
Resources Phase
Case Phase
Agent Phase
Complications Phase
Investigation Phase
Conclusion Phase
Debriefing Phase

RESOURCES PHASE

Draw 2 cards.

CASE PHASE

You may put an X-File card into play from your hand if you don't already have one out.
(In Play: face up in front of you.)

AGENT PHASE

You put 1 or more agent cards into play from your hand.

COMPLICATIONS PHASE

Your opponents may attach Plot Twist cards from their hands to your X-File card.
(these make the case harder to solve)

INVESTIGATIONS PHASE

You may attach Contact & Investigation cards to your X-File card.
 An X-File may have a max of 2 Contact cards attached.

CONCLUSION PHASE

If the point value of your Agent, Contact, & Investigation cards exceeds the combined point value of Your X-File plus attached Plot Twists, you solve the X-File.
 To solve an X-File you must have at least one Agent in play.
 Keep your solved X-Files in a separate pile.
 Discard all Agent, Plot Twist, and Investigation cards after solving the X-File.
 If you do not solve an X-File in 3 turns, it and all Non-Agent attached cards are discarded.

DEBRIEFING PHASE

Max hand size is 4 cards. Discard excess cards.

CARD TYPE NOTATION

A = Agent
 I = Investigation
 X = X - File
 C = Contact
 Z = Discard in Resources Phase to Draw 3 cards
 P = Plot Twist
 IP = Investigation Points

X – FILES COMMON DECK CARD LIST

Card Name:	Type	IP	Notes:
FBI Special Agent Fox Mulder	A	3	6 copies in Deck
FBI Special Agent Dana Scully	A	3	6 copies in Deck
FBI Agent Tom Colton	A	1	Classmate of Scully
FBI Agent Jerry Lamana	A	1	Mulders old Violent Crimes Partner
Scotland Yard Inspector Phoebe Green	A	2	Mulders old Oxford Girlfriend
FBI Agent Jack Willis	A	1	Scully's old Lover
FBI Agent Reggie Purdue	A	1	Mulders Former Boss
FBI Section Chief Blevins	A	1	
FBI Assistant Director Skinner	A	1	
Frank Briggs	A	1	Retired Detective
X - Files	I	3	
The Truth is Out There	I	Z	
Stake Out	I	3	
Interview	I	2	
Inquiry	I	1	
Probe	I	2	
Case History	I	2	
Deep Throat	C	Z	
Missing Test Pilot	X	8	
Restricted Military Base	P	1	
Anthropologist	C	1	
Park Ranger	C	1	
Secret Operations	P	1	
Witness UFO's	I	2	
Missing Memories	P	1	
Roswell Incident Connection	I	1	
The Lone Gunmen	C	Z	Government Watchdog
Secret Testing	P	1	
Code Name	I	1	
UFO Wreckage	I	2	

Cigarette Smoking Man	P	2	
Discovery	I	3	
Nasal Implants	I	1	
Follow Lead	I	2	
Non-Human Remains	I	2	
Forensic Analysis	I	2	
Psychological Profiling	I	1	2
Missing Time	P	1	
Motiveless Murders	P	1	
Unusual MO	P	1	
Finger Prints	I	2	
Investigate Crime Scene	I	1	2
Polygraph Test	I	1	
Crop Circles	I	1	
Lost Cellular Phone	P	1	
Suspect in Custody	I	1	
Unorthodox Methods	I	3	
Liver Eating Hibernating Mutant	X	1	7
Far-fetched Theory	I	3	
Alien Abduction	P	1	
Old Newspaper Article	I	1	
UFO Sighting	P	1	
Top Secret Satellite Transmissions	P	1	
The Jersey Devil	X	7	
Police Intervention	P	1	
Chase	I	2	
Track Down Suspect	I	3	
Misinformation	P	1	
Lies	P	1	
Psychokinetic Murders	X	8	
Cover Story	P	1	
Medical Examination	I	2	
Mislaid Evidence	P	1	
Voice Analyzer	I	2	
Trace Telephone Calls	I	2	
Small List of Suspects	I	1	
Supercomputer Murderer	X	7	
Final Transmission	I	1	
Toxicologist	C	1	
Quarantine	I	1	
Aggression Enhancing Pathogen	X	8	
Recovered Samples	I	2	
Alien Life Form	P	1	
Find Meteor	I	1	
Surgical Extraction	I	3	
Alien Autopsy Tapes	I	1	
Tight Security	P	1	
Alien Cohabitation	X	7	
Sabotage	P	1	
Car Crash	P	1	
Attacked by Dog	P	1	
Infected by Parasite	P	1	
Evidence Tampering	P	1	
Tip Off	I	2	
Government Cover-Up	P	2	
Max Fening Ufologist	C	2	
UFO Crash Site	X	7	
Abductee	I	2	
Cattle Mutilations	I	1	
Failed Eugenics Program	X	1	8
Evidence Bag	I	1	
Exsanguinations	I	1	
Psychotic Behavior	I	2	
Uncanny Resemblance	I	2	
Coincidence	I	3	
Question Witness	I	2	

Pyrokinetic Assassin	X	7	
Mind Games	P	1	
Unknown Assailant	P	1	
Match Name from List	I	2	
Psychic Convict	C	3	
Agent Skeptical	P	1	
Serial Sex Killings	X	8	
Reclusive Religious Group	P	1	
Clandestine Surveillance	I	3	
Security Camera Footage	I	1	2
Trace Evidence	I	2	
Hide Secret	P	1	
Anonymous Tip Off	I	2	
Soul Transference	X	7	
Agent Taken Hostage	P	1	
FBI Protocol	I	1	
FBI Labs	I	2	
Hand Writing Analysis	I	2	
Agent Hesitates	P	1	
Age Reversal Experiments	X	7	
False Death Certificate	I	1	3
Agent Suspicious	I	1	
Fake Photograph	P	1	
Extraterrestrial Biological Entity	P	1	
Faith Healer with Touch of Death	X	7	
Native American Shapeshifters	X	7	
Forest Insects	X	8	
Contact Killed	I	2	
Uncover Evidence	I	2	
Suspect Dies	P	1	
Reincarnated Murderer	X	8	
Psychic Frozen Head	X	8	
Witness Murdered	P	1	
Evidence Destroyed	P	1	
Flask marked Purity Control	X	8	Extraterrestrial DNA
Attempt to Expose the Truth	I	2	
Government Funded Project	P	1	
Trust No One	P	1	

LINKS

[Episode Guide](#)

[Mythology](#)

X-MEN SKIRMISH

INTRODUCTION

Board & card game for 2 players.
Battle between Mutants & Sentinel Robots.
Takes place in the X-Men Universe.
Each figure (unit) represents a Mutant or Robot.

DISCLAIMER

'X-Men' is a copyrighted/trademarked property.
This is just a fan site.

VICTORY

Destroy all opposing Units.

THE MAP

Use an 8x8 chessboard.

MUTANTS & ROBOTS

Use chits or miniatures to represent units.

UNIT TABLE

Name	Hits	Abilities
Jubilee	1	
Longshot	2	
Havok	2	
Iceman	2	
Cable	3	Leader
Rogue	2	Flying
Banshee	2	Flying
Professor X	1	Leader
Gambit	1	
Psylocke	1	
Shadowcat	1	
Nightcrawler	2	
Archangel	2	Flying
Beast	3	Leader
Colossus	3	
Cyclops	2	Leader
Wolverine	3	
Storm	2	Flying
Sentinel	2	

TYPE X SPECIAL POWER TABLE

Name	Power	Game Effect
Jubilee	Fireworks	Disable Attack: range = 2
Longshot	Agility & Luck	Defense
Havok	Plasma Blast	Attack: range = 3

Iceman	Freeze	Disable Attack: range = 2
Cable	Strategist	Draw 2 cards (once on your turn)
Rogue	Absorb	Use power of any other X-man in game
Banshee	Sonic Shock	Disable Attack: range = 2
Professor X	Mental Bolt	Attack: range = 5
Gambit	Kinetic Energy	Attack: range = 3
Psylocke	Psychic Knife	Attack: range = 1
Shadowcat	Phasing	Move: range = K
Nightcrawler	Acrobat	Defense
Archangel	Wing Missiles	Attack: range = 3
Beast	Agility	Defense
Colossus	Steel Skin	Defense
Wolverine	Admantium Claws	Attack: range = 1
Storm	Weather Control	Disable Attack: range = 6
Cyclops	Energy Beams	Attack: range = 4
Sentinel	Lasers	Attack: range = 4
Sentinel	Neutralizer	Negate a Special Power card just played

TYPE Z SPECIAL POWER TABLE

Name	Power	Game Effect
Cyclops	Bounce Optic Blast	Attack: range = K
Storm	Lightning Bolts	Attack: range = 5
Wolverine	Regeneration	Defense
Colossus	Strength of Steel	Attack: range = 1
Beast	Bestial Strength	Attack: range = 1
Nightcrawler	LOS Teleport	Move: range = 6
Nightcrawler	Prehensile Tail	Defense
Gambit	Defy Gravity	Move: range = 3
Shadowcat	Insubstantial	Defense
Shadowcat	Disrupt Electronics	Attack: range = 1
Professor X	Omnipathic	Look at next 7 cards in deck
Psylocke	Telepathy	Look at opponents hand
Cable	Forcefield	Defense
Cable	Firepower	Attack: range = 3
Iceman	Ice Slide	Move: range = 2
Iceman	Molecular Control	Attack: range = 1
Jubilee	Detonate Matter	Attack: range = 2
Havok	Plasma Blast	Attack: range = 4
Banshee	Sonar	Look at opponents hand
Archangel	Razor Wings	Attack: range = 1
Longshot	Mystical Luck	Draw 2 cards and discard one
Sentinel	Disintegrator Beams	Attack: range = 3
Sentinel	Mutant-Sensors	Look at opponents hand
Sentinel	Catchweb	Disable Attack: range = 2

SETUP

The X-Man player gets 8 Mutants with a maximum Hit point total of 16.
The X-Man team must include one leader.
The Sentinel player gets 8 Sentinel Robots.
Each player places one unit on each square of his back row.
Units may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.

Each turn has 3 phases:

Orders Phase

Move Phase

Battle Phase

ORDERS PHASE

Draw 3 cards.

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

Max hand size = 5 cards.

Discard excess cards.

MOVE PHASE

Play (discard) a Move card to move one of your units.

Units cannot move through other units except for Flyers.

The move card has a number.

This is the number of spaces the unit moves.

Moves are diagonal or orthogonal.

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

BATTLE PHASE

Play (discard) an Attack card to have a unit attack.

The attack card has a number.

This is the range of the attack.

Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack takes 1 Hit point of Damage.

Units reduced to zero hits are knocked out and removed from the map.

Units cannot attack through other units.

Units hit by a Disable attack do not take damage, but cannot move, defend, or Attack for 2 turns.

SPECIAL POWERS

Discard a Special Power card to activate a units special power.

Note that there are X and Z type special powers.

If a unit has 2 or more powers of one type it may choose which one to use.

CARD LIST NOTATION

M = Movement

A = Attack

D = Defense

X = Special Card

Type = Purpose of card

= Number of that type of card in the deck

CARD LIST

Card Name:	#	Range	Type	Notes
Walk	5	1	M	
Jog	5	2	M	
Run	5	3	M	
Sprint	4	4	M	
Fly	3	5	M	Flying units only
Fly Fast	2	6	M	Flying units only

Punch	5	1	A	
Kick	5	1	A	
Dodge	2	-	D	Mutants only
Armor	2	-	D	Sentinels only
Type X Special Power	6	-	X	
Type Z Special Power	6	-	X	

LINKS

[The X-Men](#)

X-PLOITS

INTRODUCTION

XXX rated card game.

Players score points for sexual exploits they create through card combinations.

DECKS

Players share a common deck

Each deck has 4 suites:

1. Partners
2. Positions
3. Places
4. Plusses

There are also several cards called Spoilers.

OBJECT

If the deck runs out, the game ends.

At the end of the game, the player with the most points wins.

SETUP

Each player is dealt a hand of 7 cards.

The oldest and most experienced player goes first.

TURN SEQUENCE

Players take turns.

Each turn has 4 phases:

1. Draw Phase
2. Discard Phase
3. Exploit Phase
4. Score Phase

DRAW PHASE

Draw 4 cards.

DISCARD PHASE

Max hand size = 7 cards.

Discard excess cards.

EXPLOIT PHASE

Skip this phase if you cannot or do not want to play an "Exploit".

An "Exploit" is a combination of cards that includes:

1. One Partner card
2. One Place card
3. One or more Position cards
4. One or more Plus cards

Place these cards face up on the table.

SCORE PHASE

Gain one point for each card in your "Exploit"
Any one opposing player may play one Spoiler card to
Decrease the point value of your exploit by 3 points.

CARD LIST – PARTNERS

Nymphomaniac
Trailer Trash
Twins of Pleasure
Blonde Bombshell
Mother & Daughter Team
Party Girl
Virgin
Hippie Chick
Girl Next Door
Natural Red Head
Makeup Sex
Rebound Sex
Orgy
Blow Job Queen
Cheerleader
Exchange Student
Her Best Friend
X-Girlfriend
Met at a Bar
Coed
Second Cousin

CARD LIST – PLACES

Copy Room
Dorm Room
While Watching Porno
On the Beach
Backseat of a Car
Waterbed
Bathroom
Party
Moving Vehicle
While doing Homework
Her Parents House
Shower
Hot Tub
Loft
Vacation
Camp
Club
Rooftop
Hotel Room
In Public

CARD LIST – POSITIONS

Up against the Wall
Woman on Top
Dry Humping
Tea Bagging

Pearl Necklace
Kama Sutra
Sit on my Face
Spread Eagle
Ride 'em Cowboy
Ankle Grab
Missionary Position
X - Position
Spooning
Doggie Style
Rear Entry
Deep Penetration
Contortionist
Hand Job
Deep Throat
Straight Sex
Anal
Felatio
Muff Diving
Legs in the Air
Sixty Nine

CARD LIST – PLUSSES

Double Team
Gang Bang
Hand Cuffs

S & M

Spanking
Screamer
Squeals like a Pig
Quickie
She Swallows
Foreplay
Strip Tease
Didn't Know her Name
Grinding
Tongue Bath
Multiple Orgasm
Underage
Kiegel Exercises
Shaved Pussy
Really Big Tits
Tattoos
Body Piercing
Hot Wax
Feather
Ice Cube
Blindfolded
Neck Massage
Bite Marks
Hot & Sweaty
Kinky
F-K me Harder!
Talk Dirty
Little Black Dress
Negligee
Wham Bam
Rough Sex

CARD LIST – SPOILERS

2286

Fat Chick
Fell Asleep
Smelly Pussy
Condom Broke
Limp Dick
Premature Ejaculation

LINKS

Consumptionjunction.com

XANTH QUEST

INTRODUCTION

Board and Card game for 2+ players.

Based on the Xanth series by Piers Anthony.

If you are unfamiliar with the series, check out the links first.

It is light hearted fantasy filled with lots of Magic, puns, clichés, titillation, Mysteries, moral dilemmas, likeable characters, and just good romping fun.

DISCLAIMER

Xanth is a copyrighted property. This is merely a fan site.

VICTORY

Be the first player to get your pawn to the end space and then back to the Starting space. (It's a race game)

This represents a quest involving a trek across the dangerous wilderness of Xanth.

PAWNS

Each player has a pawn of a unique color.

The Pawn represents the players main Character and any Companions.

THE BOARD

The Board is a Track 63 spaces long.

The first space is the Starting space.

The last space is the End space.

Space # 32 is the Gap Chasm.

Each space must be big enough to contain one face-up card

DICE

Six and Ten sided dice are needed.

CHARACTER

Each player starts with one Main Character of their choice.

This can be any adventuring character from any of the Books.

Every Main Character has a Power Level = 3.

An example of a Main Character would be Bink or Trent.

THE DECK

Players share a Common Deck.

There are 10 card types:

C = Companion

E = Event

D = Delay Challenge

L = Lethal Challenge
Q = Quest Challenge
X = Location
A = Aid
H = Healing
N = Divination
M = Move
S = Safe

SETUP

Players put their pawns on the starting space.
The best looking player goes first.

TURN SEQUENCE

Players take turns.
On your turn roll 1D6 and move that many spaces forward.
Once you have reached the end space, you turn around and head back.
If you land on an empty space draw one card and reveal it to all players.

CHALLENGE CARDS

If you draw a Challenge card, you must resolve it immediately.
Roll 1D10 and add the Power of your Character and all Companions.
This is the Hero roll.
Roll 1D10 and add the Power of the Challenge card.
This is the Foe roll.
Hero and Foe rolls are called Challenge rolls.
If the Hero roll is equal or greater, the Challenge is defeated.
If the Foe roll is greater, the Character is defeated.
If a Character loses against a Delay Challenge, the Character misses his next turn.
If a Character loses against a Lethal Challenge, the Character must discard a Companion.
If the player has no Companions, he misses his next turn.
If you win a Quest Challenge, move your Pawn forward 1D6 spaces.
If you fail a Quest Challenge, move your Pawn backward 1D6 spaces.
The player may play Aid cards to raise his Hero roll total.
Discard all played Challenge cards and Aid cards.

LOCATIONS

If a Location card is drawn, it is placed into the space.
The location card stays there for the rest of the game and must
Be encountered by whomever lands on it.
Some locations are challenges, some are safe, some require you to roll on
Special Tables such as the Settlement Table.
Note: You must stop upon entering the Gap Chasm Space.
You cannot leave the Gap Chasm until you find a Way across.

SETTLEMENT TABLE

1D10	Result:
1	Magical Transport: Move Forward 1D6 Spaces
2	Hospitality: Nothing Happens
3	Intrigue: Miss next Turn
4	Legal Dispute: Miss next Turn
5	Gain Companion: Flip cards & take next Companion in Deck. Reshuffle
6	Receive Aid: Flip cards & take next Aid card in Deck. Reshuffle
7	Information: Look at next 7 cards in Deck

- 8 Perform Service: Quest Challenge of Power = 6
- 9 Difficulties: Flip cards & Face next Challenge card in Deck. Reshuffle
- 10 Safe Passage: Move Forward 1D6 Spaces

GAP CHASM TABLE

- 1D6 Result:
- 1-2 Find Way Across: You may move next turn
- 3-4 No Way Across: Roll again next turn
- 5-6 Gap Dragon: Lethal Challenge of Power = 9

AID CARDS

If you draw an Aid card, put it in your hand.
 Max hand size is 4 cards. Discard excess cards.

COMPANIONS

If you draw a Companion card, put into play face up in front of you.
 The Companion is "attached" to your Character.
 It stays in play until you lose a Lethal Challenge, or some other misfortune.
 You can have a maximum of 3 companions.
 Discard excess Companions.

MOVE, EVENT, DIVINATION, SAFE, & HEALING

If you draw an Event, Move, Divination, or Healing card, it must be resolved immediately.
 Effects of Events vary.
 For a Move card, immediately move 1D6 spaces forward.
 For a Divination card, look at the next 7 cards in the deck.
 For a Healing card, put a Companion in the discard back into play attached to your Character.
 For a Safe card, nothing happens.
 Discard the Move, Safe, Event, Divination, or Healing card after it is resolved.

CONFRONTATIONS

If you land on another player's pawn, there will be a duel.
 (Do not draw a card, and ignore locations)
 Resolve the Duel like a Challenge.
 A tie means nothing happens.
 The higher total is the winner.
 The loser must miss his next turn.

COMMON DECK CARD LIST

Card Name:	Type	Power	Notes:
Pranksters	D	2	Humans with Heat & Shield Spells
Ruffians	D	3	Humans with Sword, Gas, & Hole Spells
Justin	N	-	Talking Tree that Gives Advice
Sabrina	C	1	Smart, Pretty woman with Holograph Spell
Repulsion Spell	A	3	Protects Villages
North Village	X	-	Roll once on the Settlement Table
Gap Village	X	-	Roll once on the Settlement Table
Omen	N	-	They always come true
Lookout Rock	X	-	Treat as Divination card when landed on
Chameleon	C	2	Woman. Genius or Beautiful. Monthly cycle.
Basilisk	L	4	Lizard with Gaze of Death

Fanchon	A	3	Highly Intelligent Woman
Dee	A	2	Average Woman
Wynne	A	1	Very Beautiful Woman
Fiery Salamander	L	4	Starts strong Fires
Stench Puffer	D	2	Olfactory Nuisance
Castle Roogna	X	-	Roll twice on the Settlement Table
Isle of Illusion	X	-	Treat as Delay Power = 5 when landed on
Coral Sponge	H	-	Heals wounds
Bianca	C	2	Woman with Replay Spell
Roland	C	3	Man with Stunning Spell
Wild Oats	D	5	Home of a Beautiful Nymph
Beerbarrel Tree	D	1	Don't drink too much!
Locoberry Bush	D	2	Don't eat too much!
Restoration Spell	H	-	Heals wounds
Will o' the Wisp	D	3	Leads one into danger
Spectre	L	3	Type of Ghost
Shade	L	1	Weak Ghost
Protected Trail	M	-	Near Settlements
Short Cut	M	-	Through the Woods
Guide	M	-	Local Inhabitant
Griffin Steed	Q	-	Hard to Handle
Map	M	-	A recent Map
Needle Cactus	L	2	Shoots Barbs
Village Elders	E	-	Roll once on the Settlement Table
Roc	D	4	Hide from Giant Stone Bird
Ghoul	L	2	Walking Dead
Ogre	L	4	Man Eating Giant
Young Bull Centaur	L	4	Looking for a fight
Chester	C	3	Male Centaur
Cherie	C	3	Lovely Female Centaur
Kings Path	M	-	Protected by the Covenant
Nicklepedes	L	2	Nickel size bites
Unicorn	L	4	Horn & Hooves
Ride Centaur	M	-	Preferably a Female Centaur
Tangle Willow	L	4	Carnivorous Tree
Peace Pines	X	-	Peace Spell: Lethal Power = 4
Lightning Bugs	L	1	Semi-Dangerous
Winged Cows	S	-	Domesticated
Wiggle Swarm	L	9	Deadly Flying Worms
Breadfruit Tree	S	-	Food
Stone Doves	S	-	Harmless
Confidence Spell	A	2	False Courage
Fish River	L	5	Converts drinkers into Fish
Drowning Lake	L	5	Drowning Spell
Werewolf	L	4	
Farm House	X	-	Roll once on the Settlement Table
Lyrebird	D	1	Stay and listen to Music
Clutchroot	L	2	Carnivorous Plant
Medicinal Spell	H	-	
Help a Shade	Q	3	Help ghost with unfinished business
Magic Woods	D	3	Ignorance, Fear, and Aversion Spells
Sea Monster	L	6	
Illusionary Terrain	D	5	
Sorceress Iris	D	7	Powerful Illusionist
Helpful Plants	S	-	Blanket Tree, Hotsoup Gourd, Pillbox Bush
Dryads Grove	E	-	Roll once on the Settlement Table
The Spring of Life	X	-	Treat as a Heal card when landed on
Chimera	L	5	Lion, Goat, and Serpent Heads
Corporal Crombie	C	3	Soldier with Direction Finding Spell
Harpy	L	2	Foul Mouthed Flying Scavenger
Technicolor Hailstorm	D	5	Hail stones the size of Fists
Mind Reading Spell	A	3	Don't marry the girl with this power
Evade	A	3	The better part of Valor
Run Away	A	2	To fight again another day
Escape	A	3	Narrow
Hide	A	2	Survival Skill

Angry Hippocampus	L	3	Man sized Seahorse
Hidden Door	D	2	You have to find it
Manticora	L	5	Winged, Scorpion tailed, Man faced Lion
Bottle Demon	N	-	
Truth Spell	N	-	Answers Yes or No questions
Spell Abate	A	2	
Invisible Giant	L	6	Don't get Stepped on
Interference Magic	A	2	Self Preservation Spell
Enchanted Forest	D	4	Misdirection & Repellant Spells
Countermagic	A	3	
Invisible Bridge	M	-	
Love Spring	D	6	Explains existence of most Half-breeds
Opening Spell	M	-	
Whirlpool	D	6	Sucked In
Kraken Weed	L	6	Carnivorous Seaweed
Mermaids	D	4	With Perky Breasts
Tritons	L	3	Boyfriends of the Mermaids
Underwater Caves	Q	5	Difficult to navigate
Acid Crabs	L	2	
Catoblepas	L	3	Whatever it is, it's Ugly as sin
Argus	L	3	Large Fish Headed Pig
Honorable Action	Q	4	Difficult Decision
History Lesson	N	-	Human Immigration & Evolution
Hypnogourd	D	3	Peephole Spell
Demon Weed	L	3	Carnivorous grass with Stasis Spell
Magic Sniffer	N	-	
Vine Tree	L	4	Carnivorous
Forest Trap	D	4	Lure Spells & One way Path
Vampire Bats	L	2	Blood Suckers
Cling Rats	L	3	Attraction Spell
Zombie Reptiles	L	2	Crocs & Snakes
Human Zombies	L	2	Slow
Sword	A	2	Hand to Hand Weapon
Bow & Arrows	A	2	Ranged Weapon
Questing Rope	A	3	
Magic Fountain	X	-	Treat as a Heal card when landed on
Cherry Bombs	A	3	
Ancient Spells	A	3	
Moral Dilemma	Q	6	
Ethical Dilemma	Q	6	
Choke Bees	L	2	
Dragon	L	8	Flying, Fire Breathing Variety
Petrification Spell	A	3	Paralyzation
Direction Spell	M	-	
Sphinx Riddle	L	5	
Stun Spell	A	3	
Truce	A	2	
Wyvern	L	4	Winged, Poisonous Dragon
Land Serpent	L	5	
Troll	L	3	
Goblins	L	2	Hard Heads
Faeries	D	5	
Herman the Hermit	C	3	Magic using Centaur
Exiled	E	-	Opponent must go back 1D6 spaces
Blackmail	E	-	Opponent must go back 1D6 spaces
Genie	L	4	
Magic Spotter	N	-	
Noose Loop Bush	L	2	Carnivorous Bush
Ant Lions	L	1	Colony
Set Trap	A	3	
Retreat	A	2	
Phoenix Form	M	-	Fiery Bird
Blinding Fog	D	3	
Magical Storm	D	4	
Flying Carpet	M	-	
Travel Conjuror	M	-	

Wolf Head	L	2
2 Headed Serpent	L	2
Practical Decision	A	3
Calculated Risk	A	3
Truth Revealed	N	-

LINKS

[Hi Piers](#)

[Xanth World](#)

[Castle Roogna](#)

[Draco's Xanth Page](#)

[Allscifi.com](#)

[Ivy's World of Xanth](#)

[The Land of Xanth](#)

GAME DESIGNERS NOTES

I read the first 9 books of the series in my teens.

I just reread the first book, "A Spell for Chameleon".

This game is based 98% on the material in that book.

I recommend the book. Its fun, cute, clever, and thought provoking.

Piers Anthony is one of my personal favorites, along with Asimov, Heinlen, and Clarke.

YELLOW SUBMARINE

INTRODUCTION

Board & Dice game for 2-4+ players.
Based on the Song/Movie by the Beatles.

DISCLAIMER

Yellow Submarine is a copyrighted, licensed property.
This is merely a fan site.

THE BOARD

The Board is a psychedelic winding track of 39 spaces.

Space # Description:

1	Start (Liverpool) Magical Mystery Tour
2	
3	Song
4	
5	Sea of Monsters (Adventure)
6	
7	Song
8	
9	Suckophant (Adventure)
10	
11	Song
12	
13	Sea of Holes (Adventure)
14	
15	Song
16	
17	Pepperland (Adventure)
18	
19	Song
20	
21	Apple Bonkers (Adventure)
22	
23	Song
24	
25	Snapping Turks (Adventure)
26	
27	Song
28	
29	Four-Headed Bulldogs (Adventure)
30	
31	Song
32	
33	The Dreadful Flying Glove (Adventure)
34	
35	Song
36	
37	Blue Meanies (Adventure)
38	
39	Song (End): All You Need is Love

THE PIECES

Each player has a Pawn (Submarine) of a different color.
A six sided die is needed.

WINNING

Make it to the End Space & sing (Everybody now...) "All You Need is Love".

SETUP

Players place their Pawns in the start space.
Roll high on 1D6 to see who goes first.

TURN SEQUENCE

Roll 1D6 and move that many spaces forward on the track.
If you land on a Song space, draw a song card & sing the song.
If the song deck runs out, pick another Beatles song you know to sing.
After singing roll 1D6 & move again.
If you land on an Adventure space, you must move backwards 1D6 spaces.
If you land on a Blank space your turn ends.

SONG DECK CARD LIST

Card Name:

We All Live in a Yellow Submarine
Sergeant Pepper's Lonely Heart Club Band
Help! I Need Somebody
Love Me Do
With a Little Help from my Friends
A Ticket to Ride
Nowhere Man
Paperback Writer
All Together Now

GAME DESIGNERS NOTES

Play some Beatles Music before, during, and after.

LINKS

[Review](#)

YOUNG WIZARDS DUEL

INTRODUCTION

Card Game for 2+ players.
Fantasy Combat Theme.
Educational: Basic Math Skills for ages 6-8+

VICTORY

Reduce your opponents to zero Magic Points.

MAGIC POINTS

Each player starts with 25 Magic Points (MPs).
If you lose all your MPs you lose the game.
Use change (coins) to keep track of MPs.

THE DECK

Players share a common deck.
The deck has 50 cards.
The deck has 5 Suites and 10 cards in each Suite.
The Suites are:
1. Fire Ball
2. Lightning Bolt
3. Heal
4. Shield
5. Creatures
Each card has a numerical force value (level) ranging from 1 to 10.

FIREBALLS

Fire Balls (FBs) do damage equal to their level.
FBs can target your opponent.
Your opponent loses Magic Points when hit by a FB equal to the level of the FB.
FBs can also target Creatures.
If the FB level is equal to or greater than the level of the Creature, the Creature is discarded.
You can only play FBs on your own turn.
FBs are discarded immediately after being played.

LIGHTNING BOLTS

Lightning Bolts (LBs) do damage equal to their level.
LBs can target your opponent.
Your opponent loses Magic Points when hit by a LB equal to the level of the LB.
LBs can also target Creatures.
If the LB level is equal to or greater than the level of the Creature, the Creature is discarded.
You can only play LBs on your own turn.
LBs are discarded immediately after being played.

HEAL CARDS

When you play a Heal Card (HC), you regain lost MP equal to the level of the HC. You cannot have more MP than 25. You can only play HCs on your own turn. HCs are discarded immediately after being played.

SHIELD CARDS

You may play Shield Cards (SCs) to negate damage caused by FBs, LBs, and Creatures. Damage prevented is equal to the level of the SC. You can only play SCs on your opponent's turn. SCs are discarded immediately after being played.

CREATURE CARDS

Creature cards (CCs) when played stay in play face up until damage is done to them, causing them to be discarded. Each turn in your Creature Phase, each of your Creatures does damage equal to their level to your Opponent, or a target opponent's Creature.

SETUP

Each player is dealt 5 cards. The youngest player goes first.

TURN SEQUENCE

Players take turns. Each turn has 4 Phases:

1. Draw Phase
2. Action Phase
3. Creature Phase
4. End Phase

DRAW PHASE

Draw 2 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

ACTION PHASE

You may do one of 4 Actions:

1. Play one or more Fireball cards
2. Play one or more Lightning Bolt cards
3. Play one or more Heal cards
4. Play one Creature card

Your opponent may play Shield cards to prevent damage done by FBs & LBs

CREATURE PHASE

Each of your Creatures does damage equal to their level to your Opponent, or a target opponent's Creature. Your opponent may play Shield cards to prevent damage done by Creatures.

END PHASE

Max hand size is 7 cards.
Discard excess cards.

CARD LIST

Card Name:	Level:	Notes:
Fire Ball	1	
Fire Ball	2	
Fire Ball	3	
Fire Ball	4	
Fire Ball	5	
Fire Ball	6	
Fire Ball	7	
Fire Ball	8	
Fire Ball	9	
Fire Ball	10	
Lightning Bolt	1	
Lightning Bolt	2	
Lightning Bolt	3	
Lightning Bolt	4	
Lightning Bolt	5	
Lightning Bolt	6	
Lightning Bolt	7	
Lightning Bolt	8	
Lightning Bolt	9	
Lightning Bolt	10	
Heal	1	
Heal	2	
Heal	3	
Heal	4	
Heal	5	
Heal	6	
Heal	7	
Heal	8	
Heal	9	
Heal	10	
Shield	1	
Shield	2	
Shield	3	
Shield	4	
Shield	5	
Shield	6	
Shield	7	
Shield	8	
Shield	9	
Shield	10	
Creature	1	Spider
Creature	2	Goblin
Creature	3	Wolf
Creature	4	Lion
Creature	5	Troll
Creature	6	Minotaur
Creature	7	Knight
Creature	8	Unicorn
Creature	9	Giant
Creature	10	Dragon

YPRES

by Markus Salo at
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INTRODUCTION

Card game of Western Front Battle 1915 (solo or 2 players)

DEAL PHASE

Each Player has two decks, the Officer Deck and Unit Deck (Machine guns, Infantry, Artillery).

Then there is one common deck, the modifier deck.

Shuffle the decks and deal 5 officers to both players and 6 units to both players.

Every player has a two d10's as casualty counter to mark 1000 men.

There is also 10 terrain markers that are considered as victory points.

DISCARD PHASE

You can discard one Unit Card and One Officer card.

Then draw replacement cards from Unit and Officer Decks.

Put the Discarded Cards at the bottom of Unit and Officer Decks.

MODIFIER PHASE

Then both players draw one common deck modifier card and place it face up in front of them.

If the card is a Attack card, the player has to Attack.

If it's an trench, mud or a barbed wire card, you put it face up in your hand.

If it's a diarrhea card, you discard one random unit to discard pile.

If both players get Attack card, the Germans attack first.

You can use Laissez Faire Officer to Ignore Attack Card.

ATTACK CARD

The Attacker places face up the unit cards he wishes to use from his hand on the table.

The defending player then puts into place the cards he wishes to use in the defence.

Every two units have to have one commanding officer card in play.

The Counter Battery Subphase: The Artillery Counter Battery Cards are used first.

One Counter Battery Card can be used to eliminate one enemy Artillery or Counter Battery

Card. The Attacker goes first.

All played Artillery cards are discarded.

The Attack Phase:

The Attacker adds up all his Attack value points + Artillery fire points and uses the officer

modifiers. The defender totals his Defence value points and officer modifiers.

If the Defence value is lower than Attack value, the Attacker gets the one Terrain Marker.

The Attacker loses the number of men equal to the Defender's Defence value, the Defender

equal to the Attacker's Attack value. Both players lose one random played officer per every

lost 100 men.

AFTER BATTLE: Fill your Unit Hand to six cards and your officer hand to five cards.

VICTORY: The side that loses his troops loses the game.
The player that first possesses 10 Terran markers wins the game.
[The Cards are included in this .xls -file.](#)

ZEPPELIN BATTLES OF THE GREAT WAR

INTRODUCTION

The first trial flights of zeppelins were made in 1900. During WWI the Germans used them to bomb London and Paris. World War I began on July 28, 1914 and lasted until November 11, 1918. By the end of the war, the zeppelins were easy targets for the faster, more agile, smaller, and less fragile fighter biplanes. However, what if Orville and Wilbur Wright did not successfully fly their powered airplane in 1903, but instead ten years later. In this alternate history there are no effective combat airplanes. Commitments in military research and industrial production would have instead focused on the zeppelin as a weapon carrier. This microgame provides a tactical simulation of zeppelin warfare as it once might have been.

SETUP

This game requires a hexmap, dice, and chits to represent units. Units will vary according to the scenario.

TURN SEQUENCE

1. Determine Initiative: Roll High.
2. Initiative loser Moves
3. Initiative winner Moves
4. Roll wind direction and speed separately for each zep
5. All units fire weapons and deal damage simultaneously
6. Roll for damage caused by fires
7. Patch crews repair damage

ALTITUDE

There are 10 steps of Altitude (1-10). Use a ten sided die to record the altitude of your zep. The ground would be considered altitude = 0. A grounded zep is not necessarily destroyed.

ZEPPELIN UNIT TYPES TABLE

Airship Class	Cargo Slots	Move Points	Hydrogen Gas
Scout	2	5	10
Escort	3	4	20
Destroyer	4	4	30
Frigate	5	3	40
Cruiser	6	3	50
Battleship	7	2	60
Dreadnaught	(+1)	2	(+10)

MOVE POINTS

This is the number of hexes a zep can move per turn. Rotating a zep one hex face costs one Move Point (MP). Increasing or decreasing altitude one step costs 1 MP.

WEAPONS CARGO TABLE

Weapons	Slots	Range	Ammo	To hit on 1D6
Large Cannon	2	15	5	1-3
Small Cannon	1	10	10	1-4
Machine Gun	1	6	20	1-5
Flame Thrower	1	3	5	1-3
Small Arms	0(1 per zep)	4	Unlimited	1-3

All weapons fire out of a set 90 degree arc (Forward, Aft, Port, Starboard)

Determine how weapons are positioned on each zep.

Crew Small arms fire can be made in any direction.

A target must be at the same altitude or up to 2 steps lower.

OTHER CARGO TABLE

Other Cargo	Slots	Notes
Engine	1	Increase Base Speed +1
Ammo	1	10 Large or 20 Small Cannon Shots.
Patch Crew	1	Repair Punctures and put out fires.
Gas Tanks	1	10 Gas
Bombs	1	May be dropped on Zeps. Target destroyed on roll of 1-3 on 1D6.
Passengers	1	May function as 'Small Arms' weapon
Bulk Cargo	1	May apply to scenario victory conditions

If Ammo, Gas Tanks, or Bombs are destroyed, the zep suffers Blowout.

DAMAGE TABLE

Damage Result	Flamethrwr	Small Cannon	Machine Gun	Notes
1D20	L.Cannon	Cannon	Small Arms	
Cargo Hit	1	1	1	1 random cargo destroyed
Steering Hit	2	2	2	Zep cannot turn
Engines Hit	3	3	3	Base Speed -1
Cabin Hit	4	4	4	Spark- Zep catches on fire
Minor Puncture	5-7	5-14	5-20	-1 Gas per turn until patched
Major Puncture	8-12	15-19	-	-2 Gas per turn until patched
Crit Puncture	13-18	20	-	-3 Gas per turn until patched
Blowout	19-20	-	-	Zeppelin Destroyed

Damage: A zeppelin hit by a flamethrower is considered to be 'in flames' and must roll on the flamethrower damage column once per turn until a patch crew puts the flames out.

PATCH CREW REPAIR TABLE

1D6	Repair
1-2	No repairs made
3-5	1 Leak (-1 Gas per turn) or 1 Fire
6	2 Leaks or 1 Critical Puncture or 1 Fire

HEX MAP WIND DIRECTION & SPEED

1D12	Direction of Wind	1D6	Wind Speed
1	NW	1	0
2	N	2	0
3	NE	3	1

4	SE	4	1
5	S	5	2
6	SW	6	2
7	W		
8	E		

9 Zep rotates to left 60 degrees. Do not roll Wind speed.
10 Zep rotates to right 60 degrees. Do not roll Wind speed.
11 Zep pushed up 1 Altitude step. Do not roll Wind speed.
12 Zep pushed down 1 Altitude step. Do not roll Wind speed.
A Zep is pushed a number of hexes equal to the Wind speed in the indicated direction.
Every turn a zep is at less than half gas remaining it drops.
Every turn a zep is losing gas, it drops:
1D6 Altitude Steps Dropped:

1	0
2-4	1
5-6	2

Beginning Scenario: Patrol Skirmish over Enemy Lines
Zeps start on opposite ends of the map facing towards the middle.
Zeps start at an altitude of 1D10.
Victory Conditions: Destruction of the enemy. Major victory if both your zeps survive. Victory if only your bigger zep survives. Minor victory if only your smaller zep survives.

AIRSHIPS OF THE GERMAN IMPERIAL ZEPPELIN AIR SUPREMACY DIVISION

Size 3: "The Blitzkrieger" LC/SC/MG
Size 7: "The Bismark" 2SC/LC/Ft/PC/Engine/Bombs

AIRSHIPS OF THE ROYAL BRITISH ZEPPELIN AIR FORCE

Size 6: "The Victoria": LC/LCAmmo/2PC/MG/SC
Size 4: "The Liverpool": 2SC/MG/SCammo/Engine

ZOIDS

INTRODUCTION

Board & card game for 2 players.
Two Rival Teams of Zoid Warriors Face-off.
Each figure represents a single Zoid.

DISCLAIMER

"Zoids" is a copyrighted, trademarked, licensed property.
This is merely a fan site.

VICTORY

Destroy all opposing Zoids.

THE MAP

Use an 8x8 chessboard.
Designate several spaces to be obstacles (Hills, crags, cliffs).
Ground units cannot attack through obstacles.
Ground units cannot move into or through obstacles.

UNITS

Use miniatures to represent Zoids.

ZOID TEAMS

Each Zoid has a point cost. (See the Zoid Stat Table)
You have 50 points to spend on Zoids.
You do not have to get a certain number of Zoids.

SPEED STAT

Every Zoid has a Speed level (2-6)
Zoids with a Speed level of 5 or 6 are flyers.
A higher level gives more availability to Move & Defense Cards.

TOUGHNESS STAT

Every Zoid has a Toughness level (1-4)
A Zoids starting Hit Points total is equal to its Toughness level.
A higher level gives more availability to Defense Cards.

HTH STAT

Every Zoid has an HTH (Hand-to-Hand) level (1-4)
A higher level gives more availability to HTH Attack Cards.

RANGED STAT

Every Zoid has a Ranged level (2-4)
A higher level gives more availability to Ranged Attack Cards.

ELITE STATUS

At a cost of 1 point you may buy Elite status for a Zoid or its Pilot.
Elite status gives availability to certain Attack & Defense Cards.

SETUP

Each player places his Zoids on the squares of his back two rows.
Zoids may not stack.

THE CARDS

Players share a common deck.

TURN SEQUENCE

Players take turns.
Each turn has 4 phases:
Tactics Phase
Maneuver Phase
Fire Phase
Close Combat Phase

TACTICS PHASE

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

MANEUVER PHASE

Play (discard) a Move card to move one of your Zoids.
The move card has a number (level).
This is the number of spaces the Zoid moves.
Moves are diagonal or orthogonal.
Units may not stack.
Flying units may move over ground units & obstacles.
A Zoid cannot use a Move card of a higher level than the Zoids Speed level.
For example: A Zoid with Speed = 3 cannot use a Level 4 Move card

FIRE PHASE

Play (discard) a Ranged Attack card to have a Zoid attack.
The attack card has a number (2-4).
This is the range of the attack.
Attacks are diagonal or orthogonal.
The enemy unit that is the target of the attack loses one Hit point.
Any unit reduced to zero Hits is destroyed and removed from the board.
A Zoid cannot use an Attack card of a higher level than the Zoids Ranged level.
For example: A Zoid with Range = 3 cannot use a Level 4 Ranged Attack card

CLOSE COMBAT PHASE

Play (discard) a HTH (Hand-to-Hand) Attack card to have a Zoid attack. HTH attacks are always into an adjacent space (Range = 1). The enemy unit that is the target of the attack loses one Hit point. Any unit reduced to zero Hits is destroyed and removed from the board. A Zoid cannot use an HTH Attack card of a higher level than the Zoids HTH level. For example: A Zoid with HTH = 3 cannot use a Level 4 HTH Attack card

DEFENSE CARDS

Play a Defense card to negate a target attack. Like Movement & Attacks, the defender must have a high enough level to use the card.

SPECIAL ABILITY CARDS

A player may play (discard) a Special Ability card to have a Target Zoid he controls produce one of its effects as Listed on the Zoid Special Ability Card Effect Table.

ZOID STAT TABLE

Zoid	Cost	Speed	HTH	Tough	Ranged
Liger Zero	11	4	3	3	3
Mammoth	10	2	3	4	3
Death Stinger	11	2	4	4	3
War Shark	9	6	1	1	3
Sledge Head	10	6	1	2	3
Pteromander	9	5	1	2	3
Gun Blaster	8	2	1	3	4
Dark Horn	9	3	2	2	4
Geno Breaker	10	3	4	4	2
Storm Sworder	9	5	2	2	2
Gordosaur	10	2	3	4	3
Gojulas	10	3	3	4	2
Gatordus	5	2	1	2	2
Blade Liger	11	4	4	3	2
Geno Saurer	8	2	2	2	4
Iron Kong	11	3	3	3	4
Zaber Fang	10	4	2	2	4
Elite Pilot	1				
Elite Zoid	1				

ZOID SPECIAL ABILITY CARD EFFECT TABLE

Zoid:	Effect:	Notes:
Liger Zero	Blade Swipe	HTH Attack
Mammoth	Energy Shield	Defense
Death Stinger	Stinger Attack	HTH Attack
War Shark	Dive	Move = 5
Sledge Head	Undulate	Move = 3
Pteromander	Strafe	Ranged Attack = 2
Gun Blaster	Barrage	Ranged Attack = 5
Dark Horn	Auto-Fire	Ranged Attack = 3
Geno Breaker	Pincer Attack	HTH Attack
Storm Sworder	Swoop	HTH Attack
Gordosaur	Armor Plates	Defense
Gojulas	Tail Whip	HTH Attack
Gatordus	Force Field	Defense
Blade Liger	Slash Attack	HTH Attack

Geno Saurer	Rapid Fire	Ranged Attack = 2
Iron Kong	Leap Attack	HTH Attack
Zaber Fang	Turret	Ranged Attack = 2

CARD LIST NOTATION

M = Movement
RA = Ranged Attack
HA = HTH Attack
D = Defense
X = Special Ability
All = Any Zoid may use this card
Range = Exact Distance of Attack or Move
User = Which Zoids can use this card
Type = Purpose of card
= Number of that type of card in the deck
H2 = Only Zoids with an HTH level of 2+ may use this card
H3 = Only Zoids with an HTH level of 3+ may use this card
H4 = Only Zoids with an HTH level of 4+ may use this card
S3 = Only Zoids with a Speed level of 3+ may use this card
T2 = Only Zoids with a Toughness level of 2+ may use this card
R3 = Only Zoids with a Ranged level of 3+ may use this card
B = Look at next 7 cards in the deck
L = Look at opponents hand
Y = Draw 3 cards
Z = Opponent discards 3 random cards
EP = Elite Pilot
EZ = Elite Zoid

ZOID DECK CARD LIST

Card Name	Range	User	Type	#
Slam Attack	1	All	HA	4
Claw Attack	1	H2	HA	4
Smash Attack	1	H3	HA	3
Crush Attack	1	H4	HA	2
Lasers	2	All	RA	8
Missiles	3	R3	RA	6
Energy Cannon	4	R4	RA	4
Light Armor	-	All	D	2
Armor	-	T2	D	3
Heavy Armor	-	T3	D	2
Massive Armor	-	T4	D	1
Slow Advance	1	All	M	4
Steady Advance	2	All	M	5
Cruising Speed	3	S3	M	4
Bound	4	S4	M	3
Soar	5	S5	M	3
Streak	6	S6	M	2
Dodge	-	S4	D	3
Evasion	-	S5	D	2
Out Distance	-	S6	D	1
Special Ability	-	All	X	6
Elite Pilot	-	EP	D	2
Elite Zoid	1	EZ	HA	2
Battle Plan	-	All	B	2
Know your Enemy	-	All	L	2
Superior Tactics	-	All	Y	2
Awesome Move	-	All	Z	2

ZOMBIE ASSAULT

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INTRODUCTION

A "Zombie Plague" combat dice variant for 1 zombie player and 1-4 human players
Subject of the game

"They come. And want your brain." Players search the board for equipment which helps them fight

their way to the saving car or to barricade in the house. Zombies try to eat the brain of all participants.

Material

All game components are listed at the bottom.

Game setup

Each human player chooses a character sheet and distributes 18 Skillpoints among the character

traits (movement costs double). He marks the results with chits on the sheet and gets one

character pawn in matching colour.

The zombie player gets the zombie sheet with common values for all zombies, and 4 zombie pawns

for each human character. This is his maximum, which can be raised by some zombie cards and

lowered by the death of human characters.

The "Car Keys" card is shuffled with 7 other equipment cards and dealt on the search sheet.

The remaining equipment cards are shuffled and dealt as well (resulting 3 cards per search box).

Characters start at random border, zombies start at opposite border. First human player begins.

Game turn

Game proceeds clockwise.

Character turn: 1) equipment - 2) move - 3) action (one maximum)

Zombie turn: 1) appear - 2) move - 3) action (one maximum)

Equipment (characters only)

All equipment cards of a character may be dropped. Place a numbered chip on the characters

space and a corresponding chip next to the board. Dropped items are placed there.

A character may take any dropped equipment cards if he's in the same space with such a numbered chip.

Adjacent characters may trade their equipment in this phase.

Appear (zombies only)

Unused zombies (eg. killed in previous rounds) may appear on random starting points.

Several

zombies starting at the same point may be placed on adjacent spaces.

Move

Each pawn may orthogonally move a number of spaces up to its "move" trait. Movement may not go

through walls and obstacles. Movement through windows cost 2 movement points. Pawns may move

through friendly pawns, but the maximum limit is 1 pawn per space after the movement.

Action: Search (characters only)

Characters may search adjacent search places, if they didn't search the same before. A chip of

their colour is placed on the search field and the player draws the top card of the corresponding search sheet. If it's not a "Found nothing" card, the equipment card is placed

next to the character sheet, and the zombie player gets 1 zombie card (!).

Action: Hand-to-hand attack

Each pawn may attack adjacent pawns. Attack value of zombies and unarmed characters is their

"strength" trait. Attack values of Hth weapons is detailed on the equipment cards.

Defense

value is always the "skill" trait.

Characters may combine their Hth attacks by combining their attack values. Zombies may combine

their Hth attacks by getting attack value +1 per additional zombie.

Action: Ranged attack (characters only)

The target of a ranged attack must be in LOS of the attacker. LOS is blocked by walls, barricades and bushes (not furniture). The attack value is detailed on the equipment cards.

Defense value is always the "skill" trait. Characters may combine their ranged attacks by

combining their attack values.

A critical miss means the weapon is out of ammo. The rifle may be used as Hth weapon afterwards.

Action: Barricade

A character may barricade or open an adjacent door/window by placing an appropriate marker on

the opening or taking it from the board.

Zombies may crash barriers, if at least 4 zombies are placed on adjacent spaces next to the

barrier. Power-nailed barriers need 8 zombies (see equipment cards).

Damage

Damaged zombies are killed instantly (exc. zombie master, see zombie cards) and go back to the

zombie player who may put them back into play on the next "appear" phase. Killing characters

may advance on the emptied space.

Damage characters track their damage on the character sheet at the "life" trait. If it's

reduced to 0, the character is out of play. His equipment cards are dropped (see "equipment"

phase). The death of a character reduces the maximum amount of zombies by 4 (eg. the next 4

killed zombies come out of play)

Cards

Characters may possess an unlimited number of equipment cards, but never more than 2 weapons

(drop all other). They may use their equipment at any time during their turn.

Some equipment card are limited in their number of use, which is tracked by chips.

The zombie player may have an unlimited number of zombie cards, but uses only 1 per turn.

End of game

There are 3 ways to end the game:

1.) All search spaces are searched by at least one character. All windows and doors of the

house are barricaded. All living characters are inside, all zombies outside the house.

Victory

for the human players!

2.) All search spaces are searched by at least one character. All living characters spend a

whole turn without fight next to the car, one of them possesses the car keys. Victory

for the

human players!

3.) All characters are dead. Victory for the zombies!

Game components

The map

The map is a grid of ca. 20x25 spaces. There's a house of ca. 11x11 spaces, divided in 5 rooms and equipped with some windows and doors. Outside there's a car somewhere, maybe a garage as well. Scattered all over the map are some obstacles (bushes and furniture), and 8 search spaces: 1 per room, 3 outside the house. Around the map border are 6 numbered zombie start spaces.

Player's stuff

Beside the map you need for each human character 1 character pawn, 8 chips and one character sheet in a matching colour. The characters sheet shows the character traits "strength", "skill", "shoot", "move" and "life" and 8 numbered boxes, where player can keep track with chits. The zombie player gets 4 zombie pawns per human character player (+3, one extra marked as zombie master, each one appearing as a result of a zombie card) and a zombie sheet with the values strength=2, skill=2, shoot=0, move=2, life=1. There are 16 zombie cards and 24 equipment cards in play (see below), and a search sheet with 8 boxes according to the 8 search spaces on the map.

Furthermore you need some barrier marker, some numbered pairs of chips, some neutral markers and some combat dice.

Combat dice

Combat dice are ordinary 6-sided dice with two sides called "hits" (5-6) and one side called

"klik". All attacks have an attack value that determines how many dice to roll. The attacker

rolls and counts his hits. All defenses have an defense value ("skill" in this game) that

determines how many dice to roll. The defender rolls and counts his hits. If the attacker gets

more hits than the defender, the defender is damaged by the difference. The attacker never

suffers any damage.

A critical miss is rolled if the attacker rolls at least one hit and more "klicks" than hits

(only used for ranged attacks in this game).

Equipment Cards

#	Name	Description
6	- found nothing	
2	- power pills	- doubles movement & strength of a character this turn
3	- first aid kit	- 3 uses, regains 1 life point
3	- axe	- attack value = strength + 1
1	- power nails	- if used at barricading the barrier needs 8 zombies to crash
1	- flame thrower	- attack value = 5 in a sector of 3x5 (affects characters too)
1	- molotov cocktail	- 3 uses, attack value = 8 in target space, 4 adjacent spaces, 2 two spaces away (affects characters too)
1	- uzi	- attack value = shoot + 2
1	- rifle	- attack value = shoot + 1, if empty: attack value = strength + 1
1	- car keys	
1	- marbles	- 3 uses, characters may not be attacked by zombies this turn (inside the house only)
1	- chain saw	- attack value = skill + 2
1	- pistol	- attack value = shoot + 1
1	- skateboard	- movement = skill + 2 (outside the house only)

Zombie Cards

#	Name	Description
1	- blackout	- move target character this turn
1	- unlivin' next door	- place 1 new zombie in an unoccupied room of the house
1	- stooge	- target character has half of his movement & strength this turn
1	- miss you	- target character must run to one other character (chosen by target)

as fast as possible

- 1 - tough guys - all zombies have doubled strength this turn
- 1 - zombie master - random starting point. strength, skill, move & life = 3
- 1 - get lost - target character may be moved 6 spaces (or less, if occupied) in a random direction - even through walls
- 1 - claustrophobie - target character may not enter the house next turn, or has to leave the house as fast as possible
- 2 - exhausted - target character may not attack next turn (but move)
- 1 - panic - target character flees all zombies as far as possible for the next 2 turns
- 1 - butterfingher - target characters drops one random equipment card on a random zombie starting point
- 1 - surprise - place 1 new zombie next to a character that searched his last turn
- 2 - fear - target character may not move next turn (but attack)
- 1 - crash! - remove one barricade

Designer's Notes

Playing is most fun with at least 2 characters - the more the better. Human players in a 2/3-

player game are advised to play more than one character simultaneously.

The scenario (including the grand idea of the barricades) and the map design is inspired by

/partially taken from "Zombie Plague" by Brian S. Roe & Scott Kilander (check it out: www.fortressfigures.com/zombieplague/) - hope, no one worries about it, since both games are

for fun & for free. The character traits are an simplified example of the combat dice rpg. The

character portraits are done with the help of Jeff Heberts awesome Hero Machine (www.heromachine.com). The ideas of the zombies cards are inspired by the stunning artwork of

Twilight Creation's boardgame "Zombie!!!", which we used for our copy of the game.

MAPBOARD AVAILABLE

Great Design by Jörg Hansen:

Download it from [here](#)

ZOMULGUSTAR GALAX

INTRODUCTION

Careful analysis of Galax by a concerned galactic citizen.

Try mixing and matching these and see what works for you... share and enjoy!

Proposed Change 1- Target Tracking

Instead of declaring targets by hex, declare the ship you are firing on and the range you expect it to be at.

Theme Rationale-

It's easy for tracking software to determine the apparent direction to a target, but more difficult for it to determine distance and speed (how much to lead).

Game Rationale-

Drastically increases effectiveness of weaponry, also gives incentive for tactical positioning (if I go here, I can almost certainly hit that ship, but that's where he'll EXPECT me to be, so...)

This also gets rid of the unusual idea that although we can't predict which hex the ship will end up in, we CAN precisely target individual ships in it.

Theme Problem-

Why can't two+ friendlies exchange information to determine the range by triangulation?

See idea 3 below.

Game Problem-

It's now possible for guaranteed hits on move-1 ships...do we need a fix for that?

Perhaps so...if so, then...

Proposed Change 2a- Advanced Maneuvers

Allow one sideslip (spend one move for the equivalent of R1L or L1R) per turn.

Game Rationale-

This eliminates the auto-hit on move-1 ships, and still slightly benefits faster ones.

Extensions-

Allow the purchase of additional maneuver drives (most likely at the cost of weapons/shield spaces as well as 'money'), each one of which allows one sideslip per turn.

Obviously the first one isn't free if this is used (too nice to the big ships...)

Proposed Change 2b. "She kinna take much more..."

Giving up the use of all shields or all weapons allows an additional MP, giving up both gives +2 (3?)MP.

Theme Rationale:

In desperate situations, power can be diverted to the engines from other systems.

Game Rationale:

Gives players the opportunity to 'surprise' their opponents, and a good alternative to 2a (though there is little reason they could not be used together).

Proposed Change 3: Locked On Target

For the cost of a weapon slot, a Targeting

Computer is installed. Each targeting computer may select only a single enemy ship. When determining hits from a weapon, add up the number of targeting computers on OTHER ships which have selected the target, and allow shots this many hexes off by THIS ship to still hit the enemy.

Game Rationale: Can work with either hex or range targeting, adds another layer of strategy to ship design.

Theme Rationale: Makes sense, fun to watch everyone go after the low-maneuverability escort with 2 targeting computers that's letting the battleship hit with everything.

Game 'Problem' (not that bad)- Fighters are no more maneuverable than capships, only faster. Cruisers can 'turn on dimes'.

Proposed Change 4- Overloaded Hulls

In exchange For an additional weapon/shield slot, a ship may not make more than 1 consecutive turn within a single move order.

Game Rationale: That extra weapon benefits the escort a lot more than the battleship (which would only be affected if the 'emergency maneuver' rule is in effect)

Proposed Change 5- Warp Dissipator

A new weapon is available, single slot, cost 1(?), penetrates all shields. If it hits, reduces the targets MP for the next turn by 1.

Game Rationale: Just as missiles seem meant to use against big capships (at least in the original), this is the one meant to slow down the little guys enough that they can be taken down easily. Probably best to use either the Targeting Computer OR this rather than both (at least on a single side) Hmm....

Theme Rationale-

"....*phtthfft* the aliens **KThrt**eem to have *hisss*oped some kind of energy-draining weap*ctjghartkik*..."

One side gets target-comps, the other gets dissipators...hmmm...need to fiddle with the costs, but..

Proposed Change 5- The Big Guns.

No specifics without playtesting, but I think the game would be that much neater if there were directional-only weaponry.

Presumably it would take up multiple slots and cost, and could only be fired directly forward after movement. Enhancements could include, in various mixes

- a. BIG damage/extended range
- b. hit all targets on this line
- c. shield piercing
- d. etc. etc.

ZOO

INTRODUCTION

Card game for 2 + players.

Players are Zookeepers competing to build up the best Zoo.

WINNING

At the end of 10 turns, the player with the most Victory points wins.

THE DECK

Players share a common deck.

The deck has 1 of each card described in the card list.

Cards represent animals in captivity for viewing as well as other facilities.

CARD TRAITS

Each card has 1 or more traits.

There are 12 traits:

#	Trait:	Abbreviation:
1	Africa	F
2	Australia	U
3	Asia	A
4	Herbivore	H
5	Carnivore	C
6	Omnivore/Insectivore	O
7	Bird	B
8	Mammal	M
9	Reptile	R
10	Primate	P
11	Special	S
12	Endangered	E

TURN SEQUENCE

Players take turns.

After each player has had a turn there is a Scoring round.

Each turn has 3 phases:

- 1 Draw Phase
- 2 Meld Phase
- 3 Discard Phase

DRAW PHASE

Draw 3 cards from the deck.

MELD PHASE

You may put one or more cards into play

(In Play: face-up on the table in front of you)

All cards played (the Meld) must share 1 trait in common.

DISCARD PHASE

Max hand size is 5 cards.

Discard excess cards.

The current player may make card trades with other players.

(Both players must agree to the trade)

SCORING ROUND

This occurs after every player has had a turn.

For each of the 12 traits, count the number of cards you have with that trait.

That is your score for that trait.

The player with the highest score in a trait gets 1 Victory point.

Award 1 Victory Point for each of the 12 traits.

CARDLIST

Card Name:	Traits:
Chimpanzee	FPOE
African Elephant	FMHE
Mountain Gorilla	FPOE
Bongo	FMH
Thompson Gazelle	FMHE
Ostrich	FBO
Black Rhinoceros	FMH
Lion	FMC
Impala	FMH
Red-Billed Oxpecker	FBO
African Rock Python	FRC
African Wild Dog	FMCE
Cheetah	FMCE
Hyena	FMC
Wildebeest	FMH
Madagascar Lemur	FPOE
African Gray Parrot	FBH
Meerkat	FMC
Mandrill	FPO
Hippopotamus	FMH
Gnu	FMH
Crocodile	FRC
Ploughshare Tortoise	FRHE
Great Egret	FBCE
Zebra	FMHE
Asian Elephant	AMHE
Himalayan Black Bear	AMO
Komodo Dragon	ARC
White Bengal Tiger	AMCE
Siberian Tiger	AMCE
Veiled Chameleon	ARO
King Cobra	ARC
Dhole (Wild Dog)	AMCE
Arabian Oryx	AMHE
Bactrian Camel	AMHE
Giant Panda	AMHE
Red Crowned Crane	ABO
Red Panda	AMOE
Snow Leopard	AMCE
Musk Ox	AMH
Orangutan	APO
Peacock	ABO
Yak	AMHE
Siamang Gibbon	APHE
Bandicoot	UMO

Duck-billed Platypus	UMC
Koala	UMHE
Wallaby	UMHE
Tuatara	URCE
Numbat	UMOE
Emu	UBO
Kangaroo	UMH
Kookaburra	UBC
Frilled Lizard	URC
Kiwi	UBOE
Tasmanian Devil	UMCE
Wombat	UMH
Monorail	S
Tram Tours	S
Gift Shop	S
Walking Tour	S
Wildlife Show	S
Breeding Program	SE
International Program	SE
Zoological Society	S
Keeper Talks	S
Education Program	S

LINKS

<http://www.enchantedlearning.com/coloring/Africa.shtml>
<http://www.enchantedlearning.com/coloring/asia.shtml>

ZULU SPEARS SOLO

by Markus Salo at
msalo71@yahoo.com

INTRODUCTION

Solo variant of Zulu Card game. Simulates a battle between Zulu & British Troops. To be played on British side. The Zulu side variant is under construction.

CARDS

Player will have to make their own sets of cards.
The British and Zulu have their own unique decks.
The British also need a d10 (d20) as a troop calculator.
On the Deck lists, # = number of that card in the deck.
Both decks have 52 cards.
Notice that most cards have a force value.

SET UP

Shuffle both decks.
The British player draws 5 cards.
The British start with 100 (200) troops.
The number of Zulu warriors is not recorded.

TURN SEQUENCE

Draw Phase
Fortifications Phase
Ranged Attack Phase
Discard Phase
Zulu Attack Phase

DRAW PHASE

The player will draw cards to fill his hand to 5 cards.

FORTIFICATIONS PHASE

The British player may lay out any cards described as standing defenses. These are not discarded. They are placed face up in front of the player.

ZULU ATTACK FACE

Roll 1d6 to determine how many cards the Zulus use in an attack.
Then draw the cards from the Zulu deck and place them face down on the table.

RANGED ATTACK PHASE

The British player may next play Cannonball cards.
The Cannonball card is discarded and so is one randomly picked card from the Zulu attack cards.

UNLIKE IN THE ORIGINAL ZULU THERE IS NO DISCARD PHASE

ZULU ATTACK PHASE

Turn the Zulu attack cards face up. If there is a Sniper card, discard one random british

card and discard the sniper card to discard pile.

Add up the force value of rest of Zulu attack cards and multiply by 2 if a War Chant card is used.

This number is the Total Zulu Force Value.

All cards used in the Attack are discarded.

The Player may defend with cards he has in his hand.

The Ammo Shortage cards are nuisance cards that can not be used or discarded.

The Standing defence cards are placed face up in front of the player and will not be discarded during the play.

Add up the force value of all of cards played and multiply by 2 if a Rally card is used.

This number is the Total British Force Value.

All cards except the standing defence cards used in the Defense are discarded.

Subtract the Total British Force Value from the Total Zulu Force Value.

If the result is positive, this is the number of British troops killed.

ZULU VICTORY

If all 100 (200) of the British troops are killed than the Zulu win.

BRITISH VICTORY

If the Zulu player goes to draw a card and there are no cards left in his deck and the British player still has troops remaining, than the Zulu give up and go home, and the British win.

ZULU DECK CARD LIST

#	CARD	FORCE	NOTES
15	Zulu Blood	10	
10	Zulu Shields	20	
8	Zulu Spears	30	
8	Zulu Warriors	40	
5	Zulu Snipers	0	British Discards 1 Random Card
2	Chieftains	50	
6	Zulu War Chant	0	Doubles value of all cards used in attack

BRITISH DECK CARD LIST

#	CARD	FORCE	NOTES
10	Fire at Will	10	
7	Volley	20	
2	Ammunition Shortage	0	
4	Bayonets	30	British lose 10 Men
5	Cannon Ball	0	Zulu Discards 1 Random Card
4	Barricades	20	Standing Defense
1	Fortified Stockhouse	30	Standing Defense

6	Rally	0	Doubles value of all cards used in
defense			
5	Cannon Grapeshot	40	
3	Range Markers	10	Standing Defense
2	Gattling Gun	50	
1	Doctor	0	British gain back 10 lost Men
2	Swords & Pistols	20	

Notes: Play the Doctor card in Fortification Phase

GAME DESIGNERS NOTES

To set the proper mood, watch *Shaka Zulu*, or *Zulu Dawn* before or during play. Players should also use sound effects.

ZULU SPEARS

INTRODUCTION

Card game. Simulates a battle between Zulu & British Troops.

CARDS

Players will have to make their own sets of cards.
The British and Zulu have their own unique decks.
The British also need ten tokens to represent ten troops each.
On the Deck lists, # = number of that card in the deck.
Both decks have 52 cards.
Notice that most cards have a force value.

SET UP

Shuffle both decks.
The Zulu player draws 4 cards.
The British player draws 4 cards.
The British start with 100 troops.
The number of Zulu warriors is not recorded.

TURN SEQUENCE

Draw Phase
Fortifications Phase
Ranged Attack Phase
Discard Phase
Zulu Attack Phase

DRAW PHASE

Both players draw 1 card from their respective decks.

FORTIFICATIONS PHASE

The British player may lay out any cards described as standing defenses.
These are not discarded. They are placed face up in front of the player.

RANGED ATTACK PHASE

The Zulu player may first play Zulu sniper cards.
The sniper card is discarded and so is one randomly picked card from the British players hand.
The British player may next play Cannonball cards.
The Cannonball card is discarded and so is one randomly picked card from the Zulu players hand.

DISCARD PHASE

If the Zulu player has more than 7 cards he must discard the excess.
If the British player has more than 6 cards he must discard the excess.

Players may also discard any cards they don't want.

ZULU ATTACK PHASE

The Zulu player may decide not to attack. If so, the turn ends.

If the Zulu player has an Attack card he may discard it to attack.

The Zulu must attack with at least one card with a force value of greater than 0 and up to 1 War Chant card.

Add up the force value of all of these cards and multiply by 2 if a War Chant card is used.

This number is the Total Zulu Force Value.

All cards used in the Attack are discarded.

The British may defend with at least one card with a force value of greater than 0 and up to 1 Rally card.

This includes Standing Defense cards.

Add up the force value of all of these cards and multiply by 2 if a Rally card is used.

This number is the Total British Force Value.

All cards used in the Defense are discarded.

Subtract the Total British Force Value from the Total Zulu Force Value.

If the result is positive, this is the number of British troops killed.

ZULU VICTORY

If all 100 of the British troops are killed than the Zulu win.

BRITISH VICTORY

If the Zulu player goes to draw a card and there are no cards left in his deck and the British player still has troops remaining, than the Zulu give up and go home, and the British win.

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#	CARD	FORCE	NOTES
10	Zulu Blood	10	
9	Zulu Shields	20	
8	Zulu Spears	30	
7	Zulu Warriors	40	
5	Zulu Snipers	0	British Discards 1 Random Card
7	Attack	0	Discard to attack
2	Chieftains	50	
6	Zulu War Chant	0	Doubles value of all cards used in attack

BRITISH DECK CARD LIST

#	CARD	FORCE	NOTES
10	Fire at Will	10	
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6	Rally	0	Doubles value of all cards used in defense

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3	Range Markers	10	Standing Defense
2	Gattling Gun	50	
1	Doctor	0	British gain back 10 lost Men
2	Swords & Pistols	20	

Notes: Play the Doctor card in Fortification Phase

GAME DESIGNERS NOTES

To set the proper mood, watch Shaka Zulu, or Zulu Dawn before or during play. Players should also use sound effects.
 Check out this Rourkes Drift [Zulu Variant](#)
 Check out this Solo [Zulu Variant](#)

ZULU CARD SETS

Created by Markus Salo (msalo71@yahoo.com)
 Check these out, they're really cool!
[Standard Game Cards](#)
[Solo Game Cards](#)
 Also found at the [Thoth](#) website.

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 Review Page

Web Page

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 Countermoves. tomwhore@wsmf.org [Warpspawn Rules](#)

PDF Files

Rabbidgerbal

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

Jörg Hansen

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.

For a real trivia game try to find out what each of these people contributed!