

WIZARD KINGS™

INTRODUCTION

Wizard Kings is a fast-paced strategy game for 2-7 players. Each player commands a fantasy army and fights for supremacy on maps that may be joined together in a variety of ways.

GAME TURNS

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

[1] INITIATIVE (4.1)

Each player rolls **2d6**. Roll again to break ties. The player with the *highest* total wins the *Initiative*, moves first, and is called *Player 1*.

[2] MOVE PHASE (4.2)

All players take turns to move **clockwise** from Player 1 and are called Player 2, Player 3, etc. In turn, a player may move any/all friendly blocks up to their movement allowance. Blocks only move **once** per turn, except to *Retreat* (5.4) or *Regroup* (5.5). Blocks entering an enemy-occupied hex are attacking and must stop and fight in the *Combat Phase* (except Flyers).

[3] COMBAT PHASE (5.0)

After all players have moved, battles are fought one at a time. Start with battles where Player 1 is the Attacker, then fight those where Player 2 is the attacker, etc.

Note: when a third (or further) army enters a battle, they must side with the Attacker or the Defender and assume that player's priority.

[4] BUILD PHASE (6.0)

After all battles are resolved, players *simultaneously* spend their Gold Points to build new blocks or to add steps to existing blocks.



1.0 GAME SET-UP

1.1 SCENARIOS

For your first game we recommend the *Island of the Dead* **solitaire** scenario in 7.1. This scenario can also have 2 players. Additional scenarios are given here, or can be found on the WIZARD KINGS website.

1.2 CUSTOM GAMES

1.21 Choosing Maps

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

1.22 Raising an Army

Players raise an army from a budget of 50GP (or more if agreed). The costs given on the blocks are for **each step** (2.11).

Wizard 3 costs 3 x 2GP = 6GP

Ranger 2 costs 2 x 4GP = 8GP

Goblin 4 costs 4 x 1GP = 4GP

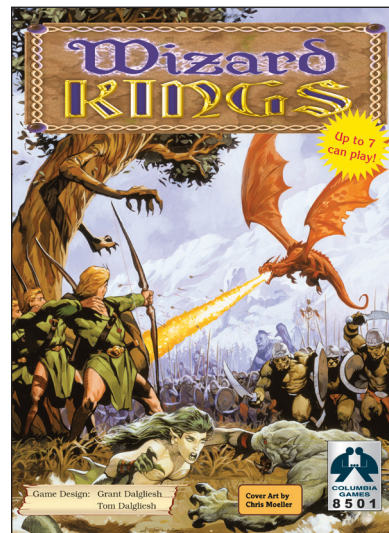
All blocks start in **cities** (3.2) and at least **one (1)** block must be deployed in each city.

1.23 Victory Conditions

With a 2-Player, 2-Map game, a player wins by controlling 15GP of cities at the end of any *Game Turn*. Double this (30GP) for a 4-Map game.

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

Accumulated victory points can also be used to determine a winner. Every Build Phase, record each player's current Gold Points as Victory Points. Highest accumulated total after 10 turns wins.



Rulebook Organization

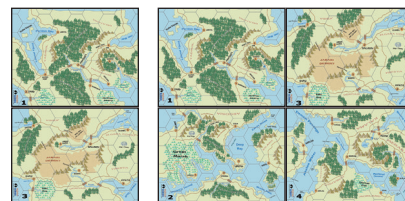
This rulebook is formatted so that the sidebar generally contains definitions, examples, and suggestions to help you understand and enjoy *Wizard Kings*.

Dice Conventions

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

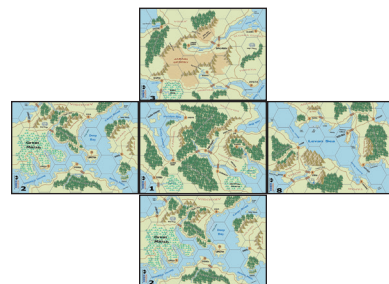
Geomorphic Maps

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



2-Maps

4-Maps



5-Maps
(Extra map required)

WIZARD KINGS™

2.0 ARMIES

This game contains starter sets for 7 different armies. Each army has 8 blocks.

A sheet of die-cut labels is included. One label must be attached to the face of each block of the matching color. Lightly position each label, ensure it is straight, and then press it firmly to the block. The color identity of the blocks are:

- Amazons: Red
- Barbarians: Blue
- Dwarves: Gray
- Elves: Green
- Feudals: Brown
- Orcs: Orange
- Undead: Black

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

The armies in the base game are all roughly even. They include a wizard, three cheap blocks, several better (and expensive) blocks, and a castle. Additional blocks for all 7 armies are available in the *Heroes & Treasures* expansion set. Every expansion set is different.

2.1 BLOCK DATA

The blocks have numbers and symbols indicating their movement and combat abilities.

2.1.1 Strength (Steps)

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

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

NOTE: The block edge with the block name is always Strength 1.

2.1.2 Combat Rating

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

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

2.1.3 Movement Allowance

The maximum number of hexes a block may move in one turn is called its Movement Allowance. Blocks may move fewer hexes than this.

2.1.4 Block Cost

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

2.2 WIZARDS

Wizards have the ability to cast spells. They are rated **A+** for combat meaning they may cast spells (or retreat) **before** other "A" blocks. **B+** Wizards also exist.

2.2.1 Spells

Each Wizard knows the six spells listed on their Spell card: three spells at Level 1, two at Level 2, and one at Level 3. All wizards *may* also know DISPEL (sidebar).

2.2.2 Spellcasting

Wizards cast spells by reducing themselves **one** step for a Level 1 spell, two steps for a level 2 spell, or three steps for a Level 3 spell. They may **not** cast a spell that exceeds their Strength, but may eliminate themselves (see: 2.2.4) by casting a spell equal to their Strength.

Wizards may cast spells during the MOVEMENT or COMBAT phases (or both). They can only cast **one** spell per Move Phase and cannot move unless they are the object of the spell.

In battles, Wizards may cast one spell per Combat Turn, subject to their Strength, and may "pass" if they neither wish to retreat or cast a spell.

Note: *Spells give an effect such as "Cast 4d6@F3". This means roll four dice and hits are scored for each 1, 2, or 3. "Cast 2d6@F2" would mean roll two dice and hits are scored for each 1 or 2. Note that the F# is the firepower of a spell, not its timing as in A, B, C, or D blocks.*



2.2.3 Henges

Some maps contain a **Henge** symbol. These have special building advantages for wizards. See 6.6.

2.2.4 Wizard Elimination

An eliminated wizard may **never** be rebuilt. The eliminated block is kept off map for the rest of the game.

[1] DISPEL (Optional)

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

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

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

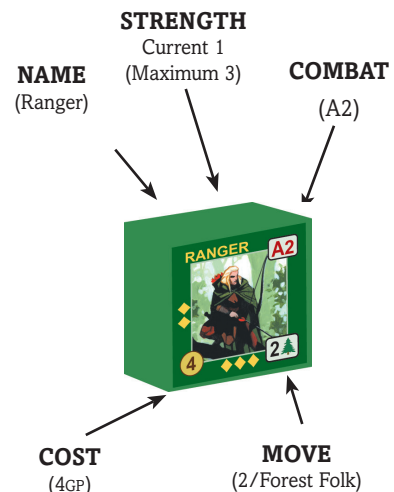
Wizard Names

Most wizards have special names, such as the Amazon "Charmer", Elven "Wicana", and Dwarf "Mage". These names have no effect on wizard power; all A+ or B+ units are wizards.

DIAGRAM 1 Step Reduction



DIAGRAM 2 Block Data



2.3 BLOCK TYPES

Most blocks are *Ground* blocks which are restricted to land and coastal hexes. They can not cross a water hexside, except by *Sea Transport* (4.8). Blocks may be identified with terrain symbols that affect their movement and combat abilities:



2.31 Forest Folk

Forest Folk may move through forest hexes without stopping and have +1 Combat (B2=B3) in forest hexes.



2.32 Mountain Folk

Mountain Folk may move through *Mountain* hexes and hexsides (Hexside limit 1) without stopping and have +1 Combat (B2=B3) in *Mountain* hexes.



2.33 Desert Folk

Desert Folk may move through *Desert* hexes without stopping and have +1 Combat (B2=B3) in *Desert* hexes.



2.34 Amphibians

Amphibians can move along *River* hexes regardless of hexside terrain except past waterfalls. They can also cross rivers anywhere, but may never cross an *all-water* hexside. They cannot enter a *Sea* hex except by *Sea Transport*. Amphibians may move through *Swamp* hexes without stopping, and have +1 Combat (B2=B3) in *Swamp* hexes.



2.35 City Folk

City Folk have +1 Combat (B2=B3) in *City* hexes.



2.36 Clerics

Clerics can fight normally **OR** use a ritual. Clerics are reduced 1 step after using a ritual. See Spell Card.



2.37 Flyers

Flyers ignore terrain and all enemy blocks (even enemy Flyers) when moving. They ignore HEXSIDE LIMITS, but not STACKING LIMITS where they land. They may attack enemy blocks in *Sea* hexes but cannot land there.



2.38 Aquatics

Aquatics are sea creatures or naval blocks. They are restricted to sea, lake, river, and coastal hexes. They may never cross an all-land hexside, waterfall, or a shoal hex or hexside. Aquatics may attack across an all-water hexside (4.5).



2.39 Havens

Expansion blocks include HAVEN blocks with D3 combat that also increase Port Capacity by one.

2.4 CASTLES

Castles represent the fortification and its garrison. They can **NEVER** move. Spells involving movement or retreats may not be cast on a castle.

2.5 CHAOS BLOCKS

Chaos blocks have dark brown borders. They can be attached to **any** block color. A CHAOS creature may fire normally, or go **BERSERK**, which gives **Double Dice** (3S = 6S) for **that** fire, but it then takes a **one step loss**. No Targeting. Blocks may destroy themselves by going Berserk at Strength 1.

Werebeasts are Chaos creatures. They can go **BERSERK** and are affected by moon phases. See Spell Cards.

2.6 TREASURE

Gold and Silver blocks allow players to store and move Gold Points. They can be attached to any block color. Silver blocks cost 1 per step and store 1-4 GPs. Gold blocks cost 5 per step and store 5-20 GPs. Treasure blocks are spent in the BUILD PHASE to build blocks **in the same hex**. Treasure blocks can be exchanged (Gold 1 = Silver 5), but stacking limits apply.

2.7 ARTIFACTS

Artifacts do NOT count for stacking or Hexside Limits. Each artifact must be "carried" by one friendly block with a maximum of one artifact per carrier. The carrier is established at the beginning of a battle and may only change **between** Combat Rounds. Artifacts may move, regroup, and retreat with their carrier, or they can be "dropped".

Artifacts never take hits in combat, but are destroyed if their carrier is eliminated or if they are captured. Each use of an Artifact reduces it by 1 step.

There are two kinds of artifacts: **Magic Weapons** and **Magic Artifacts**.

Magic Weapons change a carrier's Combat Rating (not steps) to that of the artifact. Use is optional and a carrier may elect to "pass" any Combat Turn.

Magic Artifacts allow the carrier to cast spells of their level (or less). Using the artifact replaces carrier's Combat Turn.

2.8 HEROES

Hero blocks only have one step. They count for stacking, but NOT for hexside limits, and they may cross mountain and river hexsides unrestricted.

Block Types

Distinctions among blocks are primarily handled by the combat system. Archers are **A** blocks to reflect their long range attacks. Most cavalry are **B** blocks to reflect their superior speed and weight on the battlefield. Most foot are **C** blocks, slow but steady (and cheap). Some blocks in expansion sets, such as the Silver and Gold treasure blocks, are **D** blocks.

Another key distinction among blocks is their terrain ability, since this affects both movement and combat.

Heroes & Treasures

CHAOS, TREASURE, and ARTIFACT labels are found in the Heroes & Treasures expansion set. They can be attached to any block colors. This allows players to create unique custom armies. It is also possible to create an entirely unique Chaos Army.

Treasures

A Gold block has three steps and therefore stores 15 GP. All or some of these GPs are available to build new blocks (or add steps to existing blocks) in that hex. If a player spent only 12GP, a silver 3 could be used as "change".

Artifacts

Artifacts have brown borders. They can be attached to any block color. They are attuned to a specific army and self-destruct if captured. In battles, place artifacts behind their carrier.

IMPORTANT: Unlike Wizards, a Magic Artifact is reduced only 1 step per use regardless of the Spell level.

Capturing Artifacts (optional)

Artifacts may be captured instead of being destroyed, but cannot be used until the next Combat Round. If captured, the artifact still casts only spells of its own color. This means an Undead Zombie might carry an Amazon artifact that casts only Amazon spells. However, any time a artifact of another army is used, roll 1d6. With a roll of "6" the artifact self-destructs and inflicts one step loss on the carrier.

Chaos Spells


The chaos spells from the first edition have been replaced with a common BERSERK spell for all Chaos creatures.


3.0 MAPS

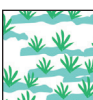
The maps have a hexagonal grid (*hexes*) to regulate movement and the location of blocks. Half-hexes are fully playable. Terrain features in hexes affect movement and combat. Hexsides often have different terrain from a hex – an important distinction. When two types of terrain appear in the same hex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


3.1 TERRAIN TYPES

 **3.11 Clear**
Clear hexes have Stacking Limit 4, and Hexside Limit 2.

 **3.12 Desert**
Ground blocks must stop upon entering a *Desert* hex. Desert creatures (2.33) may move through desert hexes without stopping, and have +1 Combat (B3=B4) fighting in this terrain. Stacking is 3, Hexside is 1.

 **3.13 Forest**
Ground blocks must stop upon entering a *Forest* hex. Forest creatures (2.31) may move through forest hexes without stopping, and have +1 Combat (B3=B4) fighting in this terrain. Stacking is 3, Hexside is 1.

 **3.14 Swamp**
Ground blocks must stop upon entering a *Swamp* hex. Amphibians (but not Aquatics) may move through *Swamp* hexes without stopping, and have +1 Combat (B3=B4) fighting in this terrain. Stacking is 2, Hexside is 1.

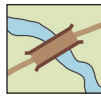
 **3.15 Mountain**
Mountains hexes and hexsides are impassable to normal **ground** blocks except on a Road or at a named Pass. Stacking is 2, Hexside is 1 on a named pass, unless a road runs through it.

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

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



Waterfall



Bridge

3.16 Rivers

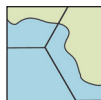
River hexes have **both** banks in the **same hex**, but are deemed to follow the nearest hexside. Aquatics may move up/down rivers but may not cross a *Waterfall* hexside. Sea Transport (4.8) is allowed on rivers.

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

3.17 Sea/Lake

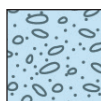
An “all-water” hex. *Aquatics* (not *Amphibians*) can occupy entire sea or lake hexes.

3.18 Coastal



Any hex that is part sea (or lake) and part land. The land terrain affects land occupation and movement or combat; the water terrain affects water occupation and movement or combat.

3.19 Shoal



Shoal hexes and hexsides are impassable to *Aquatics*. They also block *Sea Transport* (4.8).

3.2 CITIES



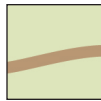
Each map contains cities with an economic value of 1GP, 2GP, or 3GP. Cities generate wealth for the controlling player during the *Build Phase* and determine victory.

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

PORTS: All coastal or river cities are ports. They affect *Sea Transport* (4.8).

3.3 ROADS

The brown lines on the maps are roads.

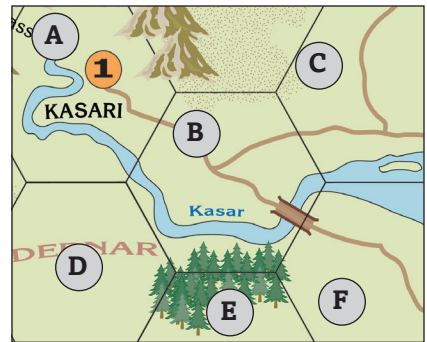


Road hexsides always have a Hexside Limit of 2, except bridges still have a limit of 1.

Road do **not** assist *Flyers* or *Aquatics*, but do help *Amphibians* and all Ground blocks. Provided appropriate blocks move **entirely along a road**, they have two benefits:

- Block move is +1. Blocks may **attack** using the road bonus.
- Blocks moving **entirely** along roads may move through any type of terrain without stopping.

River Hexes & Movement



[A] Source hex for the Kasar River. Ground blocks may move from [B] to [A], then to [D].

[B] River hex (both banks are in the same hex). The river runs along the hexsides of [D], [E], and [F]. Ground blocks may not cross the river from [B] into [D] or [E], but may cross the bridge to [F]. *Amphibians* may cross the river on any hexside. *Aquatics* may move upriver from [C] to [B] or [A], but cannot enter hexes [E] or [D].

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

Rivers have both river banks in the same hex. The lower sections of rivers are coastal hexes separated by a water hexside. *Amphibians* and *Aquatics* moving along river hexes ignore ground terrain, but may not bypass enemy blocks, nor a waterfall.

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

Special Map Features

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

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

Maps 11 and 14 feature underground cities. *Flyers* have -1 Combat (B3=B2) and Mountain Folk have +1 (B2=B3) Combat when fighting in underground cities.

Map 16 features a long wall. Blocks must stop at the wall and stop again after crossing it. Hexside limits are 1. Gates have the same effect unless friendly.

Hexside Terrain

Hexside terrain restricts movement into battles, but not general movement. Hence, ground blocks are not required to stop when they cross Desert, Forest, or Swamp **hexsides** (as opposed to hexes). Mountain hexsides are impassable except as noted in 3.15.

4.0 MOVE PHASE

During the *Move Phase*. Each player takes a turn moving blocks. Battles are fought afterward in the Combat Phase.

4.1 INITIATIVE

Each player rolls **2d6**. The player with the *highest* total wins the *Initiative*, moves first, and is called *Player 1*.

4.2 MOVEMENT TURN

Players take turns to move *clockwise* from Player 1 and are called Player 2, Player 3, etc. Each player, in turn, moves any/all friendly blocks up to their movement allowance. Blocks can only move **once** per turn, except to *Retreat* (5.4) or *Regroup* (5.5). Blocks entering an enemy-occupied hex must stop and fight in the *Combat Phase* (except flyers).

4.3 TERRAIN EFFECTS

Movement is affected by terrain. Most blocks must stop when they enter Forest, Swamp, or Desert hexes, and cannot cross Mountains except at a pass, or Rivers except at Bridges.

4.4 HEX CONTROL

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

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

Enemy hexes are those friendly to the enemy. Blocks must stop when they enter an enemy hex (except Flyers).

Vacant hexes are Neutral, except vacant cities are Friendly to the original owner. Blocks may move *through* Neutral hexes unless restricted by terrain.

IMPORTANT: *Hex control changes take effect immediately. There are no exceptions. See sidebar note.*

4.5 STACKING LIMITS

Stacking is the maximum number of blocks that may defend or attack a hex; it varies by terrain. See: **Terrain Effects Table** (sidebar). Hence, a maximum of 3 blocks can defend and attack a Woods hex. Cities are +1, meaning a city in Clear has stacking of 5.

When Allies occupy the same hex, their combined total may **not** exceed the terrain stacking. Overstacked blocks (owner's choice) are eliminated immediately. *Artifacts* are the only units that do **not** count for stacking.

4.6 HEXSIDE LIMITS

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

All-water hexsides have a limit of 2 aquatics. Rivers and Coastal hexsides have a limit of 1 aquatic **in addition** to the ground blocks allowed by land terrain.

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

4.7 PINNING

Attacking blocks prevent an equal number of defending blocks from **moving**. The Defender chooses which blocks are pinned. Unpinned blocks may move normally, **except** they cannot cross any hexside used by attacking blocks to start the battle.

EXAMPLE: *two blocks attack four. Two defenders are pinned. Two blocks (defender choice) may move normally (even attack another hex), but cannot move through any hexsides used by attacking blocks.*

4.8 SEA TRANSPORT

Blocks can move up to four (4) Coastal, Lake, River, or Sea hexes by *Sea Transport*.

Sea Transport must start in a **friendly** port and move to a port that is friendly at the **beginning** of the Move Phase. They may **not** move past **enemy** hexes, nor cross hexsides impassable to Aquatics.

Sea Transport is not allowed into/from a Battle Hex and cannot be combined with another move.

4.81 Port Capacity

Port Capacity limits the number of blocks that can *Sea Transport* into/from a port per Move Phase. Shipping capacity is equal to city GP value. Haven blocks increase Port Capacity.

4.9 ALLIES

All armies joining a battle must ally with the first Attacker or the original Defender, and then have the same status as that ally. Armies can change sides *between* combat rounds, thus changing from Attacker to Defender (or vice-versa).

TERRAIN EFFECTS

Terrain	Hex	Hexside
Sea/Lake	4	2
Clear	4	2
Desert	3	1
Woods	3	1
Swamp	2	1
Mountain	2	1
City	+1	N/A

Moving Tip

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

Hex Control

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

Instant change of hex control has several key effects, including it may change retreat, defense and Sea Transport options.

Coastal Hexsides Example

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

Pinning Caution

You must be wary of unpinned blocks, especially unpinned enemy flyers. If you cannot pin all defending blocks, at least try to protect your flanks and/or retreat hexes.

Port Capacity Example

A city 2 allows Sea Transport of 2 blocks out, or 2 blocks in, or 1 block in *and* 1 block out. A Haven increases port capacity by one.

Alliances

Allied blocks may occupy the same hex and assist each other to attack or defend hexes. Allied hexes are considered friendly to all members of an alliance. All blocks of an alliance in the same battle are treated as one Attacker or one Defender. If another player joins a battle he must declare support for the Attacker or the Defender.

Allies move separately in their normal movement turns, but must collectively obey Stacking and Hexside Limits. Hence, if one ally attacks through a forest hexside, the other ally cannot also attack through the same hexside.

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

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

5.0 COMBAT PHASE

All players must complete movement before starting the *Combat Phase*. Blocks must stop when they enter **enemy** hexes – including a vacant enemy city.

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

5.1 BATTLE SEQUENCE

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

5.2 COMBAT TURN

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

5.2.1 Combat Rounds

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

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

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

5.3 COMBAT RESOLUTION

5.3.1 Combat Strength

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

A1/B1/C1: 1’s are hits.

A2/B2/C2: 1’s & 2’s are hits.

A3/B3/C3: 1’s, 2’s & 3’s are hits.

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

5.3.2 Hit Allocation

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

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

5.3.3 Targeting

Some spells allow targeting. This requires a player to designate **one** target block and **all** hits are taken by that block, but remember that spells cannot eliminate.

5.3.4 Spellcasting Damage

A spell can never eliminate the last step of **any** enemy block, but can eliminate the caster. This restriction also applies to Artifacts and Cleric rituals. Only a regular combat roll can eliminate a block. A block at strength 1 which takes a hit from a spell is instead forced to retreat out of the battle. Castles at strength 1 are immune to spells.

5.4 RETREATS

Blocks cannot retreat on Round 1. On subsequent rounds, each block may retreat (instead of firing) on its normal combat turn. Blocks must retreat to **adjacent**, friendly, or neutral hexes, except Flyers may **also** retreat their full move to a **Friendly** hex.

Hexside Limits **apply** to retreating blocks **each** combat round. Blocks cannot retreat across impassable hexsides (to them).

The **Attacker** can only retreat via hexside(s) used to attack into the hex. The **Defender** may **not** retreat via hexsides used by the Attacker to enter the hex.

If more than 1 player uses the same hexside to enter a battle, only the last player entering may retreat via this hexside. Flyers do not affect hexside control and may retreat via any hexside.

Blocks may **not** retreat to enemy hexes (includes vacant enemy cities) or to another *Battle Hex*. Blocks that cannot retreat when required are eliminated.

5.5 REGROUPING

After a battle ends, the victor may *Regroup*. This allows the victor to move any blocks from the victory hex to any adjacent friendly or neutral hexes, or add any *adjacent* blocks to the victory hex. Hexside Limits do NOT apply when Regrouping.

Battle Sequence

In a game involving four players, the Move Phase is likely to create several battles. Player 1 might attack Player 3 in one battle, defend against Player 3 in another battle, and defend against Player 4 in yet another battle. The two Player 1 attacks are first resolved in the desired order, and then the Player 3 attack, followed by the Player 4 attack. The sequence of battles can have significant impact on retreat options for players in later battles. Think about it!

Who's on Defense?

For battles in hexes that were vacant at the start of the turn, the player who arrives first is on Defense. There are NO exceptions and players are cautioned to garrison their own cities when the enemy is near.

Fog-of-War

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

Retreating

Because hexside limits apply **each** Combat Round, a gradual retreat is possible. That is, if only one Clear hexside is available, two (2) blocks may retreat via that hexside each round.

Combat Example

Two orcs (Goblin 4, Troll 3) attack two elves (Glader 4, Ranger 3) in a wooded hex. The elves are on defense and are +1 firepower for the woods.

Round 1: No retreating in Round 1. Ranger 3A3 fires and scores one hit, which must be taken on the Goblin. Troll 3B2 fires next and scores one hit, which must be taken on the Glader. The Glader 3C2 fires and scores one hit, taken on the Goblin (hit could have been taken on the Troll also at strength 3). Goblin 2C1 fires and misses.

Round 2: Ranger 3A3 fires and scores two hits. Troll must take first hit, and the Goblin takes the second hit. Troll is next and chooses to retreat instead of firing. Glader 3C2 fires and scores one hit; the Goblin 1 is now eliminated, ending the battle.

Comment: attacking elves in woods without some help from forest folk or an advantage in numbers is rarely a good idea.

Combat Reserves (optional)

Blocks that move to a Battle Hex after the Attacker has engaged, either by the Defender or a second Attacker, are placed in Reserve. Reserve blocks may not fire, retreat, or take hits in Combat Round 1. They are revealed at the beginning of Round 2, even if all other friendly blocks have been eliminated. Thereafter they take normal Combat Turns. If the Attacker wins in Round 1, before Defending Reserves arrive, he is now the defender for further combat.

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6.0 BUILD PHASE

All players *simultaneously* build new blocks and add steps to existing blocks during the **Build Phase**.

6.1 GOLD POINTS (GP)

Cities have a gold value of 1GP, 2GP, or 3GP. This is the amount of Gold Points (GPs) they produce per Build Phase.

6.2 BUILDING COSTS

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

Blocks are built only in friendly cities using the GPs available in that city.

EXAMPLE: a City 2 allows players to build 2 steps that cost 1, or 1 step that costs 2.

6.3 GOLD POINT MARKERS

Gold Points can be saved for future use with the GP 2/1 markers provided. This is the only way to build blocks which cost more than 3 GPs. GP markers cannot be moved but do **not** count for stacking. They do **not** take hits in combat and are *captured* if they have no other defending block.

NOTE: *Expansion sets contain gold and silver blocks. They function like GP markers but can move and fight. See 2.6.*

6.4 CAPTURED CITIES

The GP value of a captured enemy city is received by the captor and may be spent there. Remember that a captured city must always be garrisoned or control reverts back to the original owner.

6.5 MERGING & DISBANDING

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

6.6 HENGES

A wizard (A+ or B+) located on a **Henge** receives a free build of **one** step per Build Phase. However, a new wizard cannot be built in a Henge.

7.0 SCENARIOS

Players are encouraged to develop their own scenarios and submit them for the Wizard Kings website. Get more scenarios online at our website.

7.1 LAST WIZARD STANDING Maps, Any Two, 2 Players

EACH ARMY	
Block	Steps
Wizard (A+)	4
Arrow Fodder (cost 1)	4
Arrow Fodder (cost 1)	4
Arrow Fodder (cost 1)	4
Average Troops (cost 2)	3
Average Troops (cost 2)	3
Elite Troops (cost 4)	3
Castle (C4)	4

Choose an Orc or Feudal army, first pick determined by die-roll. Player with second army choice has first map choice.

Both wizards know an extra Level 2 spell called *Heal*, that may only be cast in Move Phase. Roll 1d6:

- 1-3: heal 1 step
- 4-6: heal 2 steps

Add steps to block(s) in the same hex.

Each player's wizard is **automatically** rebuilt two (2) steps during the Build Phase. **No other building occurs**, except a bonus Wizard step is gained on a **Henge**.

Deploy all blocks at their noted strengths. Each player deploys on 1 map.

Winner is the player with the **most** block value (in GPs) after 10 turns.

The challenge is deciding when to use Wizard steps in combat, and when to use them to heal damaged blocks.

7.2 ALLIANCE EXPANSION Maps, Any Two, 2 Players

EACH ARMY	
Block	Steps
Wizard (A+)	4
Castle (cost 2)	2
Arrow Fodder (cost 1)	4
Average Troops (cost 2)	3
Elite Troops (cost 4)	3

Each player picks 2 armies. Determine first choice of armies with a die roll. Each

army begins with 5 blocks and a **capital city** is chosen on each map where all 5 blocks are deployed. All cities must be garrisoned to remain friendly. They revert to Neutral (no build) if vacant. New blocks may be built as desired including Chaos.

To win a player must destroy **both** enemy castles. Loss of one castle causes all remaining blocks from that army to disband. Continue until 1 player wins.

7.3 ISLAND OF THE DEAD Map 13, Solitaire or 2 Players

UNDEAD		
Block	Combat	Steps
Castle (Bethi)	C4	2
Skeleton (Bethi)	C2	2
Skeleton (Anzar)	C2	2
Zombie (Baven)	C1	2
Zombie (Kreba)	C1	2
Zombie (Atami)	C1	2

ELVES		
Block	Combat	Steps
Wicana (Logyn)	A+	4
Ranger (Logyn)	A2	3
Pixie (Logyn)	B1	3
Pixie (Logyn)	B1	3
Glader (Garundy)	C1	1

Undead control the Island of Thilenius which they cannot leave. Deployment cities are given in brackets. Undead moves are automated for solitaire play. Garundy and Logyn are Elven home cities. Elves win by destroying the castle at Bethi within 10 turns. Undead win otherwise.

The Undead always move second. They move unpinned blocks **one by one** as follows. Each block moves to attack an Elven block within its movement allowance, including to join a battle the Elves started. If there is no Elf in range, that Undead block does not move. When there is more than 1 possible destination hex, a random die-roll determines which location is chosen. All target hexes in range have equal priority.

Example: if there are 2 possible hexes, roll 1d6: 1-3 is one hex and 4-6 is the other. Or, if there are 4 possible hexes, number them 1-4, and roll 1d6 re-rolling on results of 5-6.

An undead block **must** retreat if it is at Strength 1 on its Combat Turn. Retreat

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priority is to a friendly hex, then a neutral hex. Retreats are made along roads when possible.

Build Phase is normal. Gold Markers are used to save GPs as needed. Elves can build 2 additional Gladers and a Castle in a Friendly city. No new Undead blocks are allowed. Eliminated Undead blocks must be rebuilt to strength 1 before steps are added to existing blocks. Remaining Undead GPs are spent on the cheapest blocks first and saved only if no building is possible.

There are other instances when Undead "choices" must be resolved with a die roll, such as retreat hexes, building, or when there are more blocks able to attack a hex than hexside limits or stacking allow. Determine the "odds" as in the example above. Moving blocks one at a time will resolve most issues. Undead losses are applied to cheapest blocks first. Use common sense where necessary.

With 2 players, the player handling the Undead has normal control. Initiative sequence and victory remain the same.

7.4 BARBARIAN RAID

Map 16, 2 Players

AMAZONS		
Block	Combat	Steps
Charmer	A+	2
Amazon	C1	4
Amazon	C1	3
Amazon	C1	2
Guardian	C2	1
Guardian	C2	2
Bowlyn	A2	1
Castle	C4	2

BARBARIANS		
Block	Combat	Steps
Runeka	A+	4
Huscarl	C2	4
Spearmaid	C1	4
Spearmaid	C1	4
Cleric	C2	3
Viking	B2	3

The Amazons have become complacent, believing that Niko's Wall protects them from all threats. A large Barbarian force has gathered in the Sobara

Desert. They are threatening to swarm over the wall and into the Amazon heartland. Their Vikings threaten to outflank the wall. See page 4, sidebar for special rules about the Wall.

Deploy all Amazon blocks at their noted strengths, with at least 1 block in each of the 7 cities.

Deploy the 6 Barbarian blocks in the two Sobara Desert hexes. The Viking must be in the coastal hex.

Barbarians move first; Amazons do not move in Turn 1. Barbarian gold for the Build Phase is generated only from captured Amazon cities.

Eliminated blocks are permanently out of the game. Barbarians win by destroying the Amazon castle. Amazons win if they hold five or more cities at the end of any game turn after Game Turn 5.

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