WIZARD KINGS

A pair of historically based scenarios
Designed by Christopher Brandon

The following 2 Scenarios are based upon the final battles fought by Harold Godwinson, the last Saxon King of England in, 1066. They may be played as stand alone battles, or as linked scenarios. They require only the basic units that come in the Wizard Kings 2.0 boxed set.

Peril & Plunder Scenario History
Historically a Viking Army led by Harald Hardrada attacked the Saxon kingdom in the north of England (near York) in the end of September 1066. Harold successfully gathered an army and defeated the Viking army at the battle of Stamford Bridge, September 25th 1066. A peace was made and this battle marks the end of the Viking era in England. Harold then made a forced march south back to London as rumors of an invasion was mounting on his southern shores.

Chaos & Crowns Scenario History
Harold had pledged to honor William of Normandy's claim to the English throne once the old king died. Once the king died in January of 1066, Harold Godwinson simply claimed the throne for himself, precipitating an inevitable conflict with William of Normandy. In late September of 1066 William of Normandy asserted his claim to the English throne and invaded, sailing across the English Channel from Normandy region in France. Harold marched south from London in October of 1066. He gathered an army along the way to meet William in the field of battle at Hastings. William (soon to become William the Conqueror) defeated the Saxon army at Hastings and Harold Godwinson, the last Saxon King of England died at the battle.

The Scenarios
The two scenarios presented offer up a Wizard kings version of the battles and troubles of Harold the Saxon King. They are great for a lunch time battle and as an introduction to the Wizard Kings game. I recommend if introducing someone to Wizard Kings they play the invaders in each scenario. In either scenario the invaders do not have to worry about building new units nor re-supplying them. The defender has to worry as time is and unit strength is against the player and the invaders start the battle strong. You can try switching up the armies to fantasy armies or allowing the creation of Chaos units-but I have not play tested these options myself.

If you find the invaders are having too easy a time winning, simply remove a block from their Army. I'd recommend placing them all face down and having the invader player remove one blindly so the defender is unaware of what he will face. Note in the Peril and Plunder scenario, the Viking Boat block must NEVER be removed.

WIZARD KINGS
"Peril & Plunder"
A 2 Player Scenario
By Christopher Brandon

This scenario can be played right out of the box!

Story:
The long ships emptied their fury, fire, and steel on the city of Ertona. In the midst of the pillage and plunder, riders went forth to raise the alarm. The Vikings are out to pillage and destroy the Kingdoms northern cities to weaken it for future colonization. Stretched thin due to rumors of an invasion from the south, the knights and Wizard King ride north to organize forces and expel the raiders before much damage can be done! Though lightly defended, the Kingdom's northern reaches could hold should help arrive in time and levies be raised fast enough to halt the Vikings advance.

Maps & Setup
MAP 15 only, Feudal & Viking army units
Barbarians move first for turn 1. Normal initiative rules apply for all future turns.

BARBARIAN ARMY	
BLOCK	**Steps**
Spearmaid	4
Spearmaid	4
Spearmaid	4
Huscarl	4
Runeka	1
VIKING	1

4 Barbarian blocks start in Ertona, it is considered pillaged and no longer produces gold.

The Viking ship block and 1 other Barbarian block it is transporting start at sea in either adjacent all ocean half hexes.

You may want to use pennies to cover pillaged cities and show their destruction.

FEUDAL ARMY	
BLOCK	**Steps**
Spear	1
Spear	1
Spear	1
Templar	2
Knight	3
Wizard	4

All three Spear blocks and the one Templar block start out in any city (except ERTONA) on the map. ONE block only may be placed in each city. The Knight and Wizard blocks start out on the road together in the half hex just above the Wizard kings logo and to the left of the hex containing HAHN on map 15.

GOAL
Barbarians must capture & destroy as many cities as possible. Viking captured cities no longer produce gold and are considered destroyed for the entire game. The Feudal army must stop this from happening..

Victory for Barbarians:
Game ends when Barbarians capture and destroy cities which total 6+ points of potential gold production.

Victory for Feudal Units:
Game ends when Kingdom destroys all Viking foot units and save cities which total 6+ points of potential gold production.

Scenario Specific Rules:
1) Barbarians may NOT produce nor re-supply units in this game. They simply destroy cities!
2) One barbarian block may not move for one turn after capturing a city. This is necessary to pillage and destroy it. This is true of the first turn in Ertona, one block must remain behind in the first move to pillage & destroy it.
3) A City recaptured after Barbarians captured it is worthless. It may not produce gold nor re-supply Feudal units.
4) Feudal units may not build any new blocks! It may only add on to (re-supply) the units starting the game.
5) Once a block is lost by either side, it is gone for the duration of the game.
6) All cities occupied or not are considered Feudal Friendly

WIZARD KINGS
"Chaos & Crowns"

A 2 Player Scenario
By Christopher Brandon
This scenario can be played right out of the box!
Story:
Riding south to Niko, fresh from the victory against barbarian raiders in the north, the Wizard King is met by another herald. "Sire, the feared invasion from the south has begun. Two cities are already in enemy hands! You must ride south with all haste to defend your crown!" From his horse, the Wizard King's herald sounds the war horn and the tired but triumphant army quick marches south to quell the chaos and defend the crown!

Map & Set up
Map 16 only, Feudal & Amazon army units. Feudal moves first Turn 1. Normal initiative rules apply for all future turns

AMAZON ARMY	
BLOCK	**Steps**
Amazon	4
Amazon	4
Amazon	4
Bowlyn	3
Guardian	3
Guardian	3
Charmer	2

4 BLOCKS start on TANGA, 3 blocks start in BREDUN

FEUDAL ARMY	
BLOCK	**Steps**
Spear	1
Spear	1
Spear	2
Templar	2
Knight	3
Wizard	4
Castle	2

The 3 spear blocks, the Castle, and the Templar block each start in any city but TANGA and BREDUN. Each city may only contain 1 block.

The Knight and Wizard Block starts on the road hex north of Whale Reef. This is the half hex on the opposite side of the map from the half hex containing the #16.

GOAL
The Kingdom is in the balance. The Amazons have come to claim the Crown and do so by capturing NIKO. The Feudal Army must defeat the Amazon invaders and hold Niko at all costs!

Victory for Amazon Army: Capture Niko, capture the kingdom
Victory for Feudal Army: Hold Niko, and defeat Amazon Army.

Scenario Specific rules
1. Amazons may NOT produce nor re-supply units in this game. They simply occupy cities and keep Feudal army units from using them!
2. A City recaptured after Amazons occupation is available for Feudal army re-supply.
3. Feudal units may not build any new blocks! It may only add on to (re-supply) the units starting the game.
4. Once a block is lost by either side, it is gone for the duration of the game.
5. All cities occupied or not are considered Feudal Friendly

Scenario Options
Ideally this should be played right after my other scenario "Peril & Plunder." If it is played after that:

If the Feudal Army won Peril & Plunder it chooses any 3 surviving units from that scenario (at their scenario end strength) and starts them in place of the Knight & Wizard blocks in this scenarios set up.

If the Feudal Army lost Pillage & Plunder scenario, it picks 1 surviving block (at their scenario end strength) and starts them in place of the Knight & Wizard blocks in this scenarios set up.

The blocks start in the hex where the Knight and Wizard start in this scenario.
A second option is for the Feudal Army to exchange 2 spearmen at set up in favor of placing another 2 step castle on another city. The castle MAY NOT be increased nor re-supplied during this scenario.