

# WIZARDS OF WAR

## RULEBOOK

### CONTENTS

- 1 Board.
- 36 Units. (2 evil wizards, 6 goblins, 6 orcs, 4 skeletons, 4 lizardmen, 4 zombies, 4 mummies, 4 minotaurs and 2 trolls)
- 66 Cards. (2 evil wizards, 34 monsters and 30 spells)
- 7 Spell effect tiles.
- 8 Skull tokens.
- 4 Combat dice (d6).
- 1 Turn dice (d8).

### ABOUT

Wizards of war is a 2 player strategy print & play game where two evil wizards battle each other by casting spells and summoning monsters.

### PREPARATIONS

The board is put on a table and both players get an evil wizard card and an evil wizard unit. Place the evil wizard units on the X's on the board.

The spell cards are shuffled and put facedown next to the board. The monster cards are also shuffled and put facedown next to the board. Keep some room for spell and monster discard piles.

### THE GOAL

The goal of the game is to kill the evil wizard of the other player. Once his life total is less than 1 the evil wizard is considered killed and the game ends.

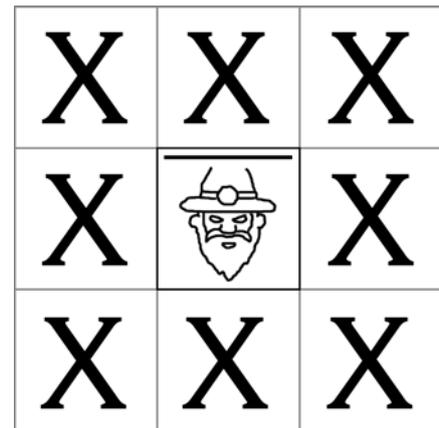
### PLAY THE GAME

Every turn you have to roll the turn die to see what you can do that round.

If you roll the **orc** draw a card from the monster card draw pile. Put it faceup in front of you. The monster shown on the card is directly summoned. Get the unit from the box and place it on one of the 8 spaces around the wizard. (See picture on the next page.) If all spaces are full you can't summon another monster (and thus skip your turn). If there are no monster cards left you shuffle the monster card discard pile, put it facedown next to the board and draw the top card.

If you roll the **wand** you draw a spell card from the spell pile. Keep these hidden from the other player. You can have as many spells as you want. If there are no spell cards left you shuffle the spell card discard pile, put it facedown next to the board and draw the top card. Exception: If you don't have any monsters at the moment you can also choose to summon one instead of taking a spell card.

If you roll the **feet** you're able to move and attack with your units. Every unit can move once (See: movement) and attack once. (See: combat) The evil wizard can choose to cast a spell from your hand instead of his basic attack. (See: casting spells) Exception: If you don't have any monsters at the moment you can also choose to summon one instead of moving and attacking.



*Summon Range*

If you roll the **feet with the plus** you can do the same as the regular feet action with the addition that all of your units now roll one die extra on their attack.

## MOVEMENT

Units can move the number of spaces described on their card. They don't have to move the full amount. You can only move horizontal and vertical, not diagonal. Units can only move through friendly units. (Although they can not end their movement on top of them.)

## COMBAT

The attacker does damage based on the amount of swords that are rolled. The defender blocks damage based on the amount of shields that are rolled. The difference is then subtracted from the defender's life total.

Example: the attacker rolls 3 swords and 1 shield. The swords cause him to do 3 damage. The shield does nothing. The defender rolls 2 swords and 1 shield. The swords do nothing, the shield blocks 1 damage. The defender loses 2 life points (3 swords - 1 shield).

All monsters only have 1 life. The evil wizards have 4. (To keep track of the wizard's life get one skull token every time you lose a life.)

If a monster dies it is taken from the board and the card is put on the monster card discard pile.

If the defender throws enough shields (and thus survives) he gets one counterattack. Now he is the one attacking and trying to throw swords. If there is once again no winner the combat ends. (Note that in some cases, like a wizard defending, there is no counterattack.)

## RANGED COMBAT

The lizardman can shoot from a distance and some spells are ranged. Count the number of squares adjacent to the attacker to the square under the target. Projectiles only travel horizontal and vertical, not diagonal. If the target is in range he can be attacked. Note: When attacking ranged and the defender survives he doesn't get a counterattack.

Just like movement you can only shoot through friendly units. Enemy units will block your sight.

## **CASTING SPELLS**

If you rolled a feat with the turn dice you're also able to cast a spell with your evil wizard. This is done instead of the wizard's basic attack. Just follow the spell effects on the card. In some cases the spell has an area of effect. Take the spell effect tile from the box and place it on the board to see what units are affected.

Once a spell has been cast it is put on the spell card discard pile. Except for spells that have a long duration. (Like: wall of thorns.) Keep it next to the board until the spell isn't active anymore. (For example: destroyed or counterspelled.)

There is one special spell: the counterspell. It can be cast at any time and at any moment and doesn't count as an action. You can use it when your opponent is casting a spell or one that already has been cast. There is one thing to do though: you have to roll a sword with one die to see if the counterspell is successful.

## **TERRAIN**

The terrain as is shown on the board has some effect on movement and combat.

Every square containing a river costs 2 movement points instead of 1.

Every square containing a tree, bush or a stone gives +1 on defense versus ranged attacks. (With the exception of spell card effects.)

Large creatures (like the troll) are unaffected by the terrain. (Including the spell mud.) They just walk through water like normal and can not hide.

## **CREDITS**

This board game has been made by Emiel Ament.