WarQuest

A Game of War, Conquest, and Heroic Quests in the Fantasy World of Myrathia

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I.   Introduction

For a hundred years, the armies of Men fought with the other races of Myrathia, and eventually drove them back into the wild lands on the periphery. A great kingdom of Man dominated the land.

Then men turned on each other and the great kingdom of the Vandar split into several smaller kingdoms. For the next hundred years, the eight kingdoms of Myrathia were at war with each other. The devastation and loss finally forced those wars to end. Now, after two hundred years of war, the dead lie unburied on gruesome battlefields, walls lie in ruins, and the kingdoms have no more men to fill their armies. The fighting has stopped.

Unfortunately for the kingdoms of Man, the other races have not forgotten or forgiven. They only wait for a great warlord to lead them, and they will take back what is theirs.

You are just such a warlord. You have trained and waited your entire life for your chance to muster great armies and carve out a kingdom for yourself, and everlasting fame for your deeds.

II.   Object

In *WarQuest* each player takes the role of a Warlord in the world of Myrathia. They must raise armies of goblins, orcs, dwarves, satyrs, bugbears, elves, and other fantastical creatures to conquer the kingdoms of Myrathia, seek out legendary magical items, and defeat other warlords. The first warlord to complete all four of their sacred quests is crowned Emperor of Myrathia.

III.   The Map

[graphic: map of Myrathia]

The map is divided into various regions. Each region counts as one 'space' for movement.

A Kingdom is a group of regions outlined in a particular color.

[graphic: show a Kingdom]

The map also contains cities.

[graphic: show a city]

As well as 'Special Locations'. There may be Towers, Tunnels, Tombs, Monuments, Dungeons, Caves, etc. During the game Warlords may need to go to a Special Location to fulfill a Quest.

[graphic: show a Special Location]

IV.   Components

1. 115 highly detailed miniatures

    15 Goblin infantry

    10 Goblin archers

    15 Wood elf infantry

    10 wood elf archers

    10 dwarf infantry

    5 dwarf crossbowmen

    10 satyr infantry

    5 satyr archers

    10 orc infantry

    5 orc archers

    5 warlords

    15 lieutenants

2. Huge 36"x42" map of Myrathia/ Gameboard

3. 10 special combat dice and two regular six-sided dice

4. Four card decks (quest 30 cards, conquest 40 cards, event 30 cards and power 51 cards)

5. 80 coins (two denominations)

6. 25 banner stickers (we may move to plastics boots)

7. Control markers - 120 tokens

8. Victory point markers - 60 tokens

9. Damage markers - 20 tokens

10. Five player reference boards - 4" x 10" each

11. Rulebook

### V.	Setup and Starting

Place the game board in the middle of the table.

Place all of the troops and the Lieutenant figures off of the game board, but nearby in The Recruitment Pool. Troops and Lieutenants that are purchased are taken from here, and troops and Lieutenants that are eliminated in Battle are returned to here.

Place the Ownership Tokens for each player off of the game board, but nearby.

Shuffle the Power Cards. Turn five of them up so that all players may see them. The remaining card deck is placed next to them as a draw pile.

Shuffle the Event Deck and remove 25 cards and place them near the board and remove the rest from play. This will be the active Event Deck for this game.

Shuffle the Quest Cards and deal 2 to each player.

Shuffle the Conquest Cards and deal 2 to each player.

Each player gets 30 gold.

Each player gets their Warlord and one of their Lieutenants.

Randomly choose the Starting Player.

Each player takes a turn (starting with the player to the right of the starting player and going counter-clockwise) placing their Warlord and their Lieutenant on any single region that they choose. Immediately after placing their leaders in the starting region, each player may buy their starting army. They may purchase any Basic units from the Recruitment Pool (They may not purchase any Advanced Units – units that require the ownership of a Power Card or the play of an Event Card prior to recruiting – for example: Wizards, Trolls, Dragons, Elite units, etc.)

After all players have finished placing their two Leaders and buying their starting troops, the Starting Player will take his turn first, followed by the person to his left (clockwise) and so on. So the 'Starting Player' is last to place, but first to move.

### VI.	Turns

At the beginning of each Turn the starting player will perform 3 Actions (see below) of his or her choice. They may be any combination of Actions, with the exception that each Army may only be moved once on a player's turn, and no City may be Taxed twice on the same turn. Once the starting player has completed his actions, then the player to his left (clockwise) will take their turn. This is repeated until each player has taken their turn.

After all players have taken their turn, a new Event Card is turned up and executed.

VII.   Actions

During a player's turn, they may perform 3 actions. The possible actions are:

1) **Move/ Fight Battles** – The player may move any single Army: (the Troops and a 'Leader' of their faction in a single region) from the region where they started to another region up to three regions away. (A Leader is the Warlord or any of his Lieutenants).
Two or more Leaders belonging to the same player may start a turn in the same region. Two or more armies starting in the same region may not be moved with one action together. An army may only be moved once on a player's turn: A player may not use two actions to move the same troops twice.
When moving an army, the player may move some or all of the troops from the starting region. Some may be left in the original region, but may not be left along the path of the move (No 'dropping off'). Any units that end a turn in a region without a Leader are removed from the board (They have gone home).
If an army moves into a region containing an army or armies belonging to another player, movement immediately ends and a battle is fought between the two armies (see Combat below).
If multiple armies owned by the same player occupy a single region and are attacked, all of them fight as one army in the battle.
Armies may not move over mountain ranges. An army may move over a river using a bridge without a delay, however, if they cross a river without using a bridge, the army must stop its movement immediately after crossing the river.

2) **Acquire a Power Card** – The player's Leader must be in a region with an Ancient Battlefield in it. That player may then acquire a Power Card. They choose one of the five available Power Cards, pay the printed cost on the card, and place it in front of him or her. They now own that Power and get the advantage printed on it as long as they possess the card. When a Power Card is taken from one of the five available, a new one immediately replaces it from the deck so that there are always five Power Cards available for purchase. A player may only purchase one Power Card per turn.
The Rule of Five
A player may only own 5 Power Cards at one time. If they purchase or gain a sixth Power Card, they must discard one. The discarded Power Card is out of play for the rest of the game. Note: 'Event' Power Cards do not count toward the five card limit.

3) **Tax** – A player may 'Tax' any region which he or she owns (see 'Conquer' below), and which contains a city. The player will receive the number of Gold shown on the map near the city. The same city may not be taxed more than once by the same player on a given turn.

4) **Conquer** – The player may place one of their ownership tokens on any single region that contains one of their armies. If that region had belonged to another player, then the other player's ownership token is removed. The new owner has conquered it!

5) **Recruit Troops** – The player may purchase troops from any single region where recruiting troops is possible (see below) and that also contains one of their Leaders. The type of troops that may be recruited depends on what type of creature lives there. (i.e. If the player's leader is in Goblin Lands, they may only recruit goblins, they may not recruit dwarves). Players may not recruit in a region that is 'owned' by another player. If another player's ownership token is in a region where the active player's Leader is trying to recruit, he or she must first 'Conquer' that region before they may recruit.
The player pays the cost for the troops recruited and places the newly recruited troops with that Leader in that region (costs for each troop type shown below - see Troops). There are only a certain number of each troop type at any given time in Myrathia. When there are no longer any available troops of that type in The Recruitment Pool off board, then no more of that type may be recruited until some are lost in battle.

6) **Recruit Lieutenant** – The player may purchase a new Lieutenant if his Warlord piece is in a region with a city. The cost is 8 gold. The new Lieutenant is placed with the Warlord. Each player may have a maximum of 2 Lieutenants and their Warlord on the board at one time.

7) **Quest** - When the acting player has an army in the region with the location on one of his or her Quest Cards, they may declare that they are on a Quest. They then may attempt to defeat the Monster in single combat with their Warlord/ Lieutenant in the region: (roll two dice; if the roll is equal to or greater than the VP's on the Quest Card, then they defeat the monster, the Quest is successful, and they get the VP's shown on the card. If they fail, they place the card on the bottom of the Quest deck and draw a new one. If they roll doubles then they draw a random Power Card. If the Quest was successful, they get the Power Card as Treasure, otherwise it is placed back on the bottom of the Power Card draw deck.

VIII.   Conquest

A region is conquered when a player uses an action to place one of their ownership tiles (in their color) in the region where they have an army. That region is now a part of that player's empire and may be taxed by that player if it contains a city.

Conquest Cards

Each player will have 2 Conquest Cards at all times. When the conditions on one of their cards is completed, that card is immediately turned up and placed in front of them, claiming the Victory Points on the Card. A replacement Conquest Card is immediately drawn from the unused deck of Conquest Cards.

IX.   Troops

Here is a list of troops and their information (Note: Some troops may only be available via expansions):

Troop Type	Cost	Attack Rating	Defense Rating
Goblin Foot	2	1	1
Goblin Wolf Rider	4	2	1
Goblin Archers	2	1	1
Dwarf Foot	3	1	2
Dwarf Bear Riders	4	1	2
Dwarf Crossbowmen	4	1	2
Wood Elf Foot	2	1	1
Wood Elf Archers	3	2	1
High Elf Foot	4	2	1
High Elf Cavalry	5	3	1
High Elf Archers (M)	5	3	1
Orc Foot	3	2	1
Great Orc	5	2	2
Orc Archers (M)	2	1	1
Bugbear Foot	7	2	3
Bugbear Crossbowmen(M)	6	1	3

| | | Attack | Defense |
Troop Type	Cost	Rating	Rating
Satyr Archers (M)	4	2	1
Minotaur Foot	7	3	2
Satyr Foot	2	1	1
Centaur (M)	5	2	1
Troll*	8	2	4
Warlord	-	2	2
Lieutenant	8	2	2
Fire Dragon* (M)	20	6	6
Wizard* (M)	12	5	1
Skeleton Warriors**	2	1	1
Skeleton Archers**	2	1	1
Skeleton Riders**	4	2	1
Wraith King (unique)	-	2	2

(M) = missile or ranged unit

*These types of troops may only be recruited by the owners of the correct Power Card that allows it.

** These types of troops may only be recruited by the player who controls the Wraith King. They may only be placed with the Wraith King.

Cost: The cost in Gold to recruit that troop

Attack Dice: How many dice that troop rolls when attacking

Defense Rating: How many hits that troop may take before being removed from play

[graphic: Show a sample troop with arrows labeled 'Attack Rating', 'Defense Rating']

SPECIAL TROOP/ RACE POWERS

Certain unit types have special powers in combat.

Warlord and Lieutenant - HERO

Rally one troop from the retreat area into the reserve at the end of each complete round of combat for each Leader (Warlord or Lieutenant) in the Reserve Area.

Goblin Wolf Rider – RELENTLESS PURSUIT

Goblin Wolf Riders roll double the usual dice in pursuit (8 dice).

Dwarf Foot – SHIELD

Dwarf unit must be targeted with all hits and retreats before any other unit in that rank as long as there is a Dwarf Foot unit in the rank being attacked.

Elf Foot and High Elf Foot – UNTRAINED ARCHER

Add their attack dice when the rear rank is firing. This is in addition to their normal front rank attack.

Orc Foot and Great Orc – RAGE

Bonus Attack dice on the first round of battle for hand-to-hand combat (not ranged fire) +1 for Orc Foot, +2 for Great Orc.

Satyr Foot and Archers – AMBUSH

Roll 2 extra dice for each retreat result when at least one satyr is in the rank that is attacking (effect is cascading).

Air Wizards – MISSILE SHIELD

Enemy missile attack is -3 dice. (-3 to the total attack dice for the attacking rank). Air Wizard is immune to missile attacks.

Earth Wizards – WALL

Enemy Hand-to-Hand attack is -3 dice. (-3 to the total attack dice for the attacking rank)

Fire Wizards – FIREBALL

6 dice attack on a single enemy troop; 12 dice vs. Trolls.

Water Wizards – ICE BLAST

4 dice attack on a single enemy troop; 12 dice vs. Fire Dragons and Fire Wizards.

Trolls – REGENERATE

All hits are removed at the end of each full round of combat.

Fire Dragon – FIRE BREATH

4 dice attack on every troop in a rank. (Once per battle)

X.   Combat

COMBAT DICE: These special dice have one side that is a 'hit' (skull or swords icon) and one side that is a 'flee' (flag icon)

<u>SETUP</u>

Each player sets up their army in two ranks: Front and Rear. The maximum that may be placed in each rank is 5 units.

Only Missile Troops may attack from the Rear Rank. They can attack either enemy rank.

All other troops may only attack from the Front Rank into the enemy Front Rank (Hand-to-Hand combat).

Any unit that is not placed in the Front or Rear Rank is placed in the Reserve Area behind the Ranks.

There is also a 'Retreat Area' behind the reserve area where units that Flee during battle are placed.

[graphic: Diagram of Battle Areas]

The battle is fought by resolving attacks from one Rank at a time in the following order:

Defender's Rear Rank

Attacker's Rear Rank

Defender's Front Rank

Attacker's Front Rank

Each Round of combat includes attacks for each of the four ranks.

BATTLE PROCEDURE AND RULES

- Roll dice equal to the total of all Attack Ratings for all troops in the rank.
- Skulls = 'Hits' and Banners = 'Flee'
- Acting player assigns hits and flees.
- No troop with a Defense rating of 3 or more can be forced to flee
- Troops forced to flee are placed in the Retreat Area
- Troops that have taken hits equal to their Defense Rating are eliminated.
- Hits that do not result in elimination are marked with Hit Markers.
- After all Eliminations, and Flees are executed the targeted player may fill the gaps in the line with troops from his or her Reserve Area (up to 5 max.)
- The next Rank in order becomes the next attacking rank. Repeat the above steps.
- RALLY: After all ranks have attacked, Leaders in the Reserve Area may rally one troop in the Retreat Area per Leader. These rallied troops are placed in the Reserve Area.
- If all troops in a rank are eliminated or fled during a single attack, that rank is destroyed and is gone for the remainder of the battle. If the Front Rank is destroyed, then the Rear Rank becomes the new Front Rank, and there is no Rear Rank.
- Once both ranks are destroyed, then that army has lost the battle.
- The battle may also end if one commander chooses to retreat their army (note: this may only occur at the end of a battle round.

Retreat

When one army retreats, the other army may Pursue. When pursuing, all mounted troops from the victorious army that are not in the Retreat Area roll 2X their attack rating (4x for Wolf Riders). During Pursuit, all retreats are treated as hits as well. All hits are assigned by the pursuing player.

After Pursuit, if there are any surviving troops, they are placed in a region adjacent to the battle that is NOT:

- The region where the victorious army came from
- Occupied by enemy troops (any other player)
- Blocked by mountains

Wounded

Some troops may have sustained one or more hits during the battle, but due to their high Defense Rating, they were not eliminated. When the battle ends, all of these hits are immediately healed and the troops are full strength for the next battle.

The Warlord

If the Warlord is killed during a battle, the owning player loses his or her next turn. Then, on his or her following turn may place their Warlord in any region that does not have one of their opponents' ownership tiles on it. Thus, players are never eliminated from the game, as a 'new' Warlord will always arise to continue the fight.

XI.   Power Cards [graphic: sample power card with label and arrow showing cost to buy card and cost to cast spell]

In order to acquire a Power Card, the player must first have a Leader in a region containing an Ancient Battlefield. That player may then choose one of the five available Power Cards as one of their actions, but must also be able to pay the cost (if any) shown on the card, or have accomplished the 'Mission' shown on the card. Some Power cards are Spells. Once purchased, the spells may be cast at the appropriate time (battle, during the player's turn, etc. as described below) and for the cost shown. The Power Cards are listed in Appendix D.

The Rule of Five

A player may only have 5 Power Cards at one time. If they purchase or gain a sixth Power Card, they must discard one. The discarded Power Card is out of play for the rest of the game. Note: Event' Power Cards do not count toward the five card limit.

XII.   Winning the Game

The game ends after the 25th turn (when the Event Card deck runs out), the game will end. The player with the highest Victory Point total wins the game. (Note: There are alternate victory conditions if using The Wraith King Expansion Rules, or if using Solo, or 2-Player Rules – See Below)

XIII.   Solo and 2-Player Variants

Solo Game:

At the beginning of the game, each kingdom is occupied by a particular army led by a unique Warlord. (Troops and locations are laid out in the setup documentation). At the beginning of the game, the player will draw 6 Conquest cards (certain cards will not be in the solo deck) and must achieve these five goals by the end of the game (25 turns) (shorter game = 1 fewer Conquest card and 5 fewer turns)

Wraith King Variant:

25 turn game.

On turn 13, the Wraith king goes on the rampage and starts trying to destroy every city on the map. The order of this is set out by drawing a random kingdom from the Conquest deck. When the cities in that kingdom are destroyed, then moving on to the next card drawn.

The game ends on turn 25. The player wins if they have achieved all of their goals and none of their cities have been destroyed.

Two Player Game:

Each player starts with 2 large armies and 2 conquest cards (no Quest cards)

Treasure Quest

* 5 Quest cards are laid out left to right. These are available for both players. Only the left-most Quest is available. When it is accomplished, refill the offering on the extreme right. When a Quest is accomplished, that Warlord gets a random Power Card treasure and 1 - 6 gold.

City Plunder

* When a city is first captured, that Warlord gains 2 - 12 gold.

* Whenever a Warlord captures a city owned by the other Warlord, he plunders 2 - 12 gold from him or her. If they cannot pay, they lose a random Power Card instead.

This will strongly incentivize attacks on the other Warlord's lands...as well as defending them. It will also lead to strong competition for Quests (as well as planning ahead).

Appendix A. The Event Deck

At the end of every turn, a card is turned up from the deck.

The Event Cards are:

Event: Plague in Ruhm: Roll two combat dice per troop in Ruhm. If a hit is rolled, the troop is eliminated.

Event: Plague in Perz: Roll two combat dice per troop in Perz. If a hit is rolled, the troop is eliminated.

Event: Plague in Noret: Roll two combat dice per troop in Noret. If a hit is rolled, the troop is eliminated.

Event: Plague in Volmer Keep: Roll two combat dice per troop in Volmer Keep. If a hit is rolled, the troop is eliminated.

Event: Warlords Pay Tribute!: The warlord with the largest number of troops in a single army collects 5 gold from each other warlord.

Event: Royal Dwarvish Gemstone: The warlord with the largest number of Dwarvish troops gains 10 gold

Event: Monsters: All VP's and difficulty on all Quest Cards is increased by 1 for the remainder of the game.

Event: Pirates of the Black Coast: Pirates raid the city of Port Landing. The player who owns that city loses 5 gold.

Event: Rebellion in Salton: The city of Salton rebels and becomes independent. If there is an ownership token on the region, it is removed.

Event: Barbarians of the East: The Holdfast is taken by a Barbarian Horde and looted. The player who owns that city loses 4 gold and the ownership token is removed.

Event: Unite Vandaria: The first player to own all regions of Vandaria simultaneously gains 15 gold.

Event: Unite Lu'uxetic: The first player to own all regions of Lu'uxetic simultaneously gains 10 gold.

Event: Crown of the True King: The Warlord with the fewest Victory Points is crowned the 'True King' of the Kingdom of Vandaria. The region of An-Dar and one other region in Vandaria of the player's choice immediately change to his ownership. He also gains a free Lieutenant (if he hasn't already recruited both of them) and 4 troops of Satyr in An-Dar.

Event: Dwarves Migrate Deep into the Mountains: All Dwarves that are off-board in The Recruitment Pool are removed from the game permanently. The Dwarves that are on the board stay, but when eliminated in battle, are removed from the game as well.

Event: The Beast Folk Disappear into the Forest: All Beastmen that are off-board in The Recruitment Pool are removed from the game permanently. The Beastmen that are on the board stay, but when eliminated in battle, are removed from the game as well.

Event: Plague Sweeps through the Orc Lands: All Orcs that are off-board in The Recruitment Pool are removed from the game permanently. The Orcs that are on the board stay, but when eliminated in battle, are removed from the game as well.

Event: Plague Sweeps through the Goblin Lands: All Goblins that are off-board in The Recruitment Pool are removed from the game permanently. The Goblins that are on the board stay, but when eliminated in battle, are removed from the game as well.

Event: Bugbear Mercenaries: All players may recruit Bugbears from anywhere on the board.

Event: Goblin Hordes: A goblin horde overruns the Kingdom of Ryke. All ownership tiles in the regions of Ryke are removed. Each army in the regions of Ryke is immediately attacked by a goblin army of 5 Goblin Foot and 3 Goblin Archers, and 2 Wolf Riders. If there are no armies in Ryke when the card is turned up, then the next army to enter Ryke is attacked by the Goblin Army.

Event: High Elves Sail Away: All High Elves that are off-board in The Recruitment Pool are removed from the game permanently. The High Elves that are on the board stay, but when eliminated in battle, are removed from the game as well.

Event: Dwarf Training!: Dwarf Elites are now available to be recruited.

Event: Elf Training!: Elf Elites are now available to be recruited.

Event: Orc Training!: Orc Elites are now available to be recruited.

Event: Goblin Training!: Goblin Elites are now available to be recruited.

Event: Beastmen Training!: Beastmen Elites are now available to be recruited.

Event: The Dead Rise: When the card is turned up, place the Wraith King and his army on The Tower of the Wraith King. They are now active. (Only available with the Wraith King Expansion)

All Quiet: (x6) Nothing special happens.

Appendix B. Quest Cards

Go to the **Shipyards of Light** and banish the Sea Hag that has been terrorizing the High Elf shipwrights. (6 VPs)

Go to the **Power Stone** and expunge Avanduir, the Elven Death Mage before he can discover the terrible secret of the Power Stone. (8 VPs)

Go to the **Towers of Magic** and exorcise the Fire Demon that has been summoned and broke free from the wizard's control. (9 VPs)

Go to the **Dungeon of Dread** and stamp out the great infestation of Giant Centipedes that have been breeding there. (5 VPs)

Go to the **Red Fortress** and defeat the Red Knight and free Margaretta, princess of the Azure Kingdom. (7 VPs)

Go to **The Caves** and slay the fierce Hobgoblin Chief and his bodyguards who are trying to unite the goblin tribes. (8 VPs)

Go to the **Ruins of the Lost Men** and dispel the Wights who are haunting the ruins. (6 VPs)

Go to the **Tower of the Wraith King** and crush Azgog the Wraith, chief lieutenant of the Wraith King. (9 VPs)

Go to the **Dead Mines** and slay The Great Worm that emerged from the depths of the mines and drove out the Dwarves. (8 VPs)

Go to the **Crater of the Sun** and neutralize the mysterious source of the withering that has plagued the area around it. (5 VPs)

Go to the **Great Stone Circle** and slaughter the Goatman Druid that has been sacrificing virgins from the nearby village. (6 VPs)

Go to **The Maze** and slaughter the Giant Minotaur that has been sacrificing virgins from a nearby village. (9 VPs)

Go to the **City of the Ancients** and eliminate the Cult of Yor who have been sacrificing virgins from a nearby village. (7 VPs)

Go to the **Haunted Forest** and chop down the Evil Treemen who have been terrorizing travelers. (7 VPs)

Go to **The Pit** and annihilate the imp demons that have been breeding there. (5 VPs)

Appendix C. Conquest Cards

Reunite The Spear Point Barony (x2) – Turn over Conquest Card as soon as you own all regions in this Kingdom. (10 VPs)

Reunite Lu'uxetic (x2) – Turn over Conquest Card as soon as you own all regions in this Kingdom. (10 VPs)

Reunite the Kingdom of Rycke <u>and</u> Metruh – Turn over Conquest Card as soon as you own all regions in these two Kingdoms. (15 VPs)

Reunite the Kingdom of Rycke (x2) – Turn over Conquest Card as soon as you own all regions in this Kingdom. (10 VPs)

Reunite The Azure Kingdom (x2) – Turn over Conquest Card as soon as you own all regions in this Kingdom. (10 VPs)

Reunite Vandaria (x2) – Turn over Conquest Card as soon as you own all regions in this Kingdom. (15 VPs)

Reunite Enhydros (x2) – Turn over Conquest Card as soon as you own all regions in this Kingdom. (10 VPs)

Reunite Lu'uxetic and Metruh – Turn over Conquest Card as soon as you own all regions in these two Kingdoms. (15 VPs)

The New King – Conquer any three Kingdoms (25 VP's)

Defeat another Player in Battle (x 6 cards) – Turn over Conquest Card as soon as the battle ends if you are victorious. (2 VP/ Enemy Troop Eliminated)

Conquer Volmer Keep (x2 cards) – Conquer this city and hold it until one of your Quests is accomplished. (7 VP's)

Conquer Noret (x2 cards) - Conquer this city and hold it until one of your Quests is accomplished. (7 VP's)

Conquer The Holdfast (x2 cards) - Conquer this city and hold it until one of your Quests is accomplished. (7 VP's)

Conquer Berghal (x2 cards) - Conquer this city and hold it until one of your Quests is accomplished. (7 VP's)

Conquer Perz (x2 cards) - Conquer this city and hold it until one of your Quests is accomplished. (7 VP's)

Conquer Salton (x2 cards) - Conquer this city and hold it until one of your Quests is accomplished. (7 VP's)

Conquer Port Landing (x2 cards) - Conquer this city and hold it until one of your Quests is accomplished. (7 VP's)

Conquer Ruhm (x2 cards) - Conquer this city and hold it until one of your Quests is accomplished. (7 VP's)

Conquer An-Dar (x2 cards) - Conquer this city and hold it until one of your Quests is accomplished. (10 VP's)

Conquer The Homelands of Three Races – Turn over the Conquest Card as soon as you own the homelands of three of the following races: Wood Elves, Orcs, Beastmen, Dwarves, and Goblins (15 VP's)

Appendix D. Power Cards

Goblin Whip (cost: 4)   Gives owning player 2 free Goblin Foot troops when recruiting at least 2 Goblins

Fang of the Bugbear (cost: 4)   Gives owning player 1 free Bugbear Foot troop when recruiting at least 2 Bugbears

Sacred Book of the Kwendirii (cost: 5)   Gives owning player 1 free Wood Elf Archer troop when recruiting at least 2 Wood Elves

Hammer of Thorn (cost: 4)   Gives owning player 1 free Dwarf Foot troop when recruiting at least 2 Dwarves

Goblet of Everfill (cost: 4)   Gives owning player 1 free Satyr Foot troop when recruiting at least 2 Beastmen

Mailed Fist of Kriznak (cost: 4)   Gives owning player 1 free Orc Foot troop when recruiting at least 2 Orcs

Mask of Troll Speak (cost: 5) Allows owning player to recruit Troll troops in the Troll Hills

Spell: Rabid Wolf (cost: 4) Goblin Wolf Riders commanded by the owning player get +1 Attack Dice in Combat. The spell costs 1 gold to cast during battle.

Spell: Bugbear Berserk (cost: 4) Bugbear Foot commanded by the owning player get +1 Attack Dice in Combat. The spell costs 1 gold to cast during battle.

Spell: Enchant Bow (cost: 5) Wood Elf Archers commanded by the owning player get +1 Attack Dice in Combat. The spell costs 1 gold to cast during battle.

Spell: Fire Axe (cost: 4) Dwarf Foot commanded by the owning player get +1 Attack Dice in Combat. The spell costs 1 gold to cast during battle.

Spell: Bacchanal (cost: 4) Satyr commanded by the owning player get +1 Attack Dice in Combat. The spell costs 1 gold to cast during battle.

Spell: Fury! (cost: 4) Orc Foot commanded by the owning player get +1 Attack Dice in Combat. The spell costs 1 gold to cast during battle.

Spice Market in Port Landing (cost: 5) Adds 3 gold for owning player every time Port Landing is Taxed

Silver Market in Ruhm (cost: 5) Adds 3 gold for owning player every time Ruhm is Taxed

Salt Market in Salton City (cost: 5) Adds 3 gold for owning player every time Salton is Taxed

Lumber Market in The Holdfast (cost: 5) Adds 3 gold for owning player every time The Holdfast is Taxed

Dyes Market in Perz (cost: 5) Adds 3 gold for owning player every time Perz is Taxed

Farmers Market in Burghal (cost: 5) Adds 3 gold for owning player every time Burghal is Taxed

Horse Market in Noret (cost: 5) Adds 3 gold for owning player every time Noret is Taxed

Iron Market in An-Dar (cost: 5) Adds 3 gold for owning player every time An-Dar is Taxed

Wine Market in Volmer Keep (cost: 5) Adds 3 gold for owning player every time Volmer is Taxed

Spell: Ethereal Thief (cost: 4) This is a very powerful spell, and may be cast only once (any time during the owning player's turn). When it is, the owning player spends 1 gold and may take any Power Card from any other player and discard this card from play. The spell costs 5 gold to cast.

Spell: Fog (cost: 5) Owning player may cast this on the army of any other player. The target of the spell may not attack any other army on its next turn. The spell costs 3 gold to cast during the owning player's turn. It may be cast on any number of armies, but the cost must be paid each time.

Helmet of Mighty Command (cost: 6) Increases the number of troops that can be placed in the Front and Rear Ranks for the owner's armies.

Banner of The Dark Host (cost: 6) Increases the number of troops that can be rallied at the end of each turn from 1 per Leader to 3.

Mask of Unholy Fear (cost: 8) One extra 'flee' result per rank attack (front and rear) each turn during battle. Also 'flee' results can be assigned to any Troops, even those with 3 or higher defense Rating.

Wand of Fireballs (cost: 10) add 2 'hits' to the owners rear rank attack each turn during battle.

The Red Crystal Ball of the Magi (cost: 8) Allows the owning player to recruit Fire Wizards in The Towers of Magic.

The Clear Crystal Ball of the Magi (cost: 8) Allows the owning player to recruit Air Wizards in The Towers of Magic.

The Blue Crystal Ball of the Magi (cost: 8) Allows the owning player to recruit Water Wizards in The Towers of Magic.

The Purple Crystal Ball of the Magi (cost: 8) Allows the owning player to recruit Earth Wizards in The Towers of Magic.

Spell: Fire Shield (cost: 3) Gives the owning player's army immunity to the Wand of Fireballs, Fire Wizard attacks, and the Breath attack from Fire Dragons. The spell costs 1 gold to cast during battle.

Spell: Mighty Wind (cost: 4) Gives the owning player's Warlord army the ability deflect arrows. Any hit scored by enemy archers or crossbowmen has a 50% chance of missing (roll a die for each such 'hit'; if a 1, 2, or 3 results, then the hit may be ignored). The spell costs 3 gold to cast during battle and lasts for the entire battle.

Holy Banner of Jakar (cost: 6) All 'flee' results rolled in battle against the troops of the Wraith King are counted as 'hits' for the owner of this powerful item. (Only available with the Wraith King Expansion)

Spell: Speed (cost: 4) Allows the casting player to escape from battle without any pursuit damage. The spell may be cast after the first round of battle and costs 1 gold.

Magic Scepter of the Dwarf King (cost: 5) Only the owning player may recruit Dwarves for the rest of the game. When purchased, all Dwarves in the armies belonging to other players leave and go home (they are removed from the board).

Magic Scepter of the Wood Elf King (cost: 5) Only the owning player may recruit Wood Elves for the rest of the game. When purchased, all Wood Elves in the armies belonging to other players leave and go home (they are removed from the board).

Spell: Dryad's Song (cost: 6) When cast during battle, the caster takes two Beastmen from the opposing army and places it with his army. The effect is permanent. May be cast once per battle. The spell costs 6 gold to cast.

Spell: Dark Elf (cost: 6) When cast during battle, the caster takes one Elf of any type from the opposing army and places it with his army. The effect is permanent. May be cast once per battle. The spell costs 3 gold to cast.

Spell: Dwarvish Greed (cost: 6) When cast during battle, the caster takes one Dwarf of any type from the opposing army and places it with his army. The effect is permanent. May be cast once per battle. The spell costs 3 gold to cast.

Flaming Sword of the Blorag (cost: 4) Gives the owning player's Warlord and Lieutenants +2 Attack Dice.

Animated Shield (cost: 4) Gives the owning player's Warlord and Lieutenants +2 Defense

Spell: Spark of Life (cost: 7) When cast during battle, a troop that was eliminated is immediately brought back into the battle. May be cast twice per battle. The spell costs the price of recruiting the troop type that is brought back.

Spell: Flesh Golem (cost: 7) When cast during the owning player's turn, it allows him or her to perform an extra action that turn. May only be cast once per turn. The spell costs 1 gold to cast.

Lucky Satyr's Horn (cost: 5) This magically lucky item allows the player +1 on all Quest Rolls.

Spell: Mors Orcus (cost: 8) When cast during battle, this spell instantly eliminates all Orcs on the battlefield (those in both armies). The spell costs 8 gold to cast.

Spell: Bestia (cost: 4) When cast during battle, this spell eliminates one Beastman troop; they have been turned entirely into beasts and lost their human nature. The spell costs 3 gold to cast.

Pegasii of the Mystic Mountains (cost: 6) The pegasii of the Mystic Mountains come down from their far away homes and aid your cause. The owning player's warlord and his entire army have pegasii mounts, and while still moving a maximum of 3 regions during movement, they may now move over mountains and rivers without delay, treating them as normal borders. They may also move through regions containing enemy armies without stopping if they choose.

Purple Amulet of Anti-Magic (cost: 10) The owning player's warlord and his entire army are immune to hostile magic. No spells may be cast by any opponent on the warlord's army in battle, or otherwise. Wizard attacks on his troops are also nullified. The owning player may still cast spells on his own warlord and army.

Brothers of the Red Hand (cost: 20) A mercenary band for hire appears out of the north. The player who purchases this card may place the following troops in any region on the board that is not owned by another player and that does not contain an opponent's army. These troops are now his or hers.

A Lieutenant, Foot Troops: 1 of each (Bugbear, Orc, Goblin, Elf, Dwarf, Beastman), 1 Mounted units of the player's choice, 2 archers of the player's choice. If any of these troops is unavailable, they are not replaced by any other troops.

Wolf Kinslayer (cost: 5) The player who owns this card may have a maximum of 4 Lieutenants, and immediately gains a new Lieutenant and places him in any region on the board that is not owned by another player and that does not contain an opponent's army.