

WARQUEST

Wraith King

solo & co-op variant

beta rules 1.0



1. What you need
 - a. WarQuest Base game
 - b. Wraith King expansion
2. Keeping track of Armies
 - a. Faction leaders will be moving around A LOT and it will be common to have more than one army in a faction.
 - b. Place armies on battle boards – IN FORMATION – your troops should be ready for battle.
 - c. For the lieutenant's army, place a 1/1 Victory point token under his banner arm and one on the battle board.



- d. For a second lieutenant's army, do the same thing with a different Victory Point token (same number both sides).
3. Setup (the game board)
 - a. The Wraith King starts in the Tower of the Wraith King – south of An' Dar in the Ogre Forest.



- b. Note - from this point forward in the rules Wraith King = WK
 - c. The WK starts with 5 melee and 5 ranged undead troops (place these units on a battleboard).
 - d. The WK only commands undead troops
 - e. Players get 1 warlord and 1 lieutenant (NOTHING ELSE)
 - f. Players place their leaders in a single city (any city except Volmer Keep or Andar).
Leaders of different factions do not start in the same city.
 - g. Place one undead cavalry in each of the races' homelands.
 - h. Place one undead melee unit in each of the race's homelands EXCEPT Thulien.
 - i. Place one undead ranged unit in Thulien.
 - j. Place one undead melee unit and one undead ranged unit in Bhurgal and the same in An' Dar.
 - k. Place one undead infantry in each of the seven remaining cities.
4. Setup (WK Deck – consists of Conquest Cards)
- a. Collect all the Protect 'City' cards
 - b. Collect one of each Hunt 'Race' cards
 - c. Assemble three decks by vertical map sections (the pieces of the gameboard)
 - d. WK Deck A (shuffle these)
 - i. Hunt Elves
 - ii. Protect Port Landing
 - iii. Protect Salton
 - iv. Protect Perz
 - v. Protect Bhurgal
 - vi. Hunt Goblins
 - e. WK Deck B (shuffle these)
 - i. Protect Rhum
 - ii. Protect An 'Dar
 - iii. Protect Volmer Keep
 - f. WK Deck C (shuffle these)
 - i. Hunt Orcs
 - ii. Protect Noret
 - iii. Hunt Satyrs
 - iv. Protect The Holdfast
 - v. Hunt Dwarves
 - g. Slide the decks around (like David Blaine going 3-card monte) to the point you do not know which decks are which and then set them on top of each other to make one WK deck. DO NOT SHUFFLE THE DECKS TOGETHER.
5. Setup (Power Card Deck)
- a. Setup the Power Card Deck the same as the base game rules.
6. WK special rules
- a. AFTER players have placed their leaders in the starting cities, turn over the top card of the WK deck. This determines the WK's first target.
 - i. If the card is a Protect 'city' that city is the WK's target.
 - ii. If the card is a Hunt 'race' then that race's homeland is the target.

- b. The WK has a turn after two factions have taken their turn (example – in a 4-faction game the turn sequence would be Serpent, Fist, **WK**, Crow, Boar, **WK**).
- c. The WK gets two actions
 - i. Destroy
 - 1. To destroy a city or racial homeland, the WK must take two destroy actions.
 - 2. If a destroy action is taken, a wound marker is placed in the city or homeland.



- 3. When a second destroy action is taken, the wound marker is flipped over to the destroyed side (if all destroyed tokens are used, use a victory point marker to show the homeland has been destroyed).



4. Once a city or racial homeland is destroyed, it can no longer be taxed or provide troops.
 5. Once a city or racial homeland is destroyed, the next card in the WK deck is turned over and that location becomes the next target.
 6. Once the WK destroys a location the undead troops placed in that location at the beginning of the game join the WK army.
 - ii. Move
 1. The WK moves 1 region per action.
 2. The WK can use both actions to move (moving two regions in one turn).
 3. When the WK vacates a region a wound marker is placed in the region (like a WK control marker).
 4. The wound marker DOES NOT replace a faction's control marker.
 5. The WK ignores terrain restrictions (it can cross mountains).
 6. The WK always takes the most direct path to an objective.
 7. If there is more than one path option, the WK will always go through a region with a city.
 - iii. Special move
 1. The WK is trying to destroy locations. If the WK is engaged in battle and loses 5 or more units it will retreat.
 2. The WK will NOT move directly back in to a region containing an army that just defeated it. It will go around it as efficiently as possible.
7. Player special rules (different from base game)
- a. Quest Cards, Event Cards and VP are not used.
 - b. Warlords and Lieutenants are treated equally (one leader is not more important than the other).
 - c. A single army can recruit up to 10 of a single race (times are dire).
 - d. The Power Deck does not refill until the beginning of the following round (after ALL factions have taken their turn).
 - e. There will be Resource Power cards that are irrelevant (examples - Elven Armor, equipment for quests and Dark Elf, a spell that target another races). These cards are removed at the end of the turn they appear, not as they appear (sometimes the market doesn't have what you want).
 - f. If the WK destroys a city, all power cards that are face up are removed from play (the market has been destroyed). A new market (five more cards come out) opens at the beginning of the next turn.
 - g. Taxing
 - i. If an entire kingdom is controlled by the same faction, when the capital city is taxed the player gets +3 silver coins. Note that Metruh (one province) does not receive this bonus and Lu'Exectic only receives the bonus for Salton OR Perz, not both.
 - ii. If a WK wound (or destroyed) marker is on a city that city cannot be taxed
 - iii. If a WK wound marker is on a region, the Kingdom does not provide the tax bonus.
 - h. Healing the land (new action)

- i. A player may take an action to remove A WOUND TOKEN (not a destroyed token).
 - i. Combat
 - i. Undead are immune to flee.
 - ii. Undead Cavalry have the flanking ability (+1 die to melee combat if the opposing army does not have a cavalry unit). If playing with the base game only this is automatic (unless the player has the Pegasii of the Mystic Mountains power card. This negates the Undead Cavalry bonus).
 - iii. For every two living units lost, the WK receives an undead troop. Roll a die for each unit. Skull = Cavalry, Flee = Ranged, blank = Melee. If there is no undead unit of the one rolled, a lesser unit may be taken (if a skull is rolled and no cavalry are present a ranged or melee unit – in that order) is taken.
 - j. Defeated leaders
 - i. If a faction loses both its leaders the faction is destroyed and does not return.
- 8. Winning the game
 - a. If the WK is defeated before it has destroyed all of the locations in two map sectors and one region in the final sector then the players are victorious.
 - b. If the WK defeats all the leaders the WK wins.