SPECIAL CHARACTERS: POWERS AND ABILITIES

A summary of these powers is printed on the back of this pull-out booklet. See **Sections 6** and **13** for more rules and information.

Assassin Primus

Historical Note: The Assassin Primus is the leader of the powerful Assassin's Guild and the granddaughter of the dark assassin who struck down the entire royal family in the Year 253 (leading to the collapse of the Empire). She has the power to eliminate enemy counters without engaging in combat.

During the Special Powers Phase of each turn, if you control the Assassin you may announce an assassination attempt. Point to any hex on the board. You and the owner of that hex each roll two dice.

* If the other player's roll is greater than yours, the attempt failed. Go on with the game.
* If you both roll the same number, roll again. If you tie or beat your opponent's roll this time, there is no further effect. If the other player beats your roll, the Assassin was caught in the act and leaves your army in shame. Put her back with the unowned special characters (see 6.4).
* If your roll is greater, one character is eliminated from the hex you chose. Now choose a target within the hex. You can choose any one special character or face-down Thing counter in the hex. (Since the Things are face-down, you may not know exactly who - or what - you are assassinating.)

The owner of the hex also chooses a target. Roll a die. On a 1 through 3, your target is eliminated and is returned to the cup. On a 4 through 6, *his* target is eliminated. If there is only one character or Thing in the hex, no roll is necessary; the single counter is eliminated. The Assassin may not use her ability on a fort or special income counter.

Baron Munchausen

Historical Note: The Baron is a genius at siege warfare. He is best known for his brilliant take-over of the indestructible Citadel of Everlasting Defense.

At the beginning of a battle involving the Baron, enemy cities, villages and/or forts (in the same hex) receive one hit. This takes place before any combat rounds are fought.

Deerhunter

Historical Note: Deerhunter is the most famous explorer and tracker of the age. Even the ever-changing terrain of Kadab rarely slows this stout adventurer down.

Any counters that begin and end the Movement Phase with Deerhunter may move through all terrain as though it were a movement I hex. In addition, the stack of counters may leave an enemy-occupied hex at the beginning of its movement phase (avoiding the troublesome pinning rule; see **9.23**), although they must stop upon *entering* a new enemy-occupied hex.

Dwarf King

Historical Note: The dwarves arrived in Kadab slightly after the northern nomads did. They saw the worth of the land and thought the weather was nice, so they stayed. Now it is their home (no matter what the weather is like) and they are determined to help re-establish the Great Kingdom (besides there are now too many refugees from war-torn Kadab cluttering up the Dwarf Kingdom; something must be done).

If the Dwarf King is sympathetic to your cause (and you control him), the gold value of all your mines (special income counters keyed to mountain terrain) is doubled. This increase counts for gold collection and for determining eligibility for building a citadel.

Grand Duke

A distant cousin of Baron Munchausen, his ability is the same (see above).

Marksman

Historical Note: The Marksman once shot a kernel of corn off a flying squirrel's head, so the legend says. He's never been able to get another one to let him try again, though.

The Marksman is the only character in the game with two combat values. The 5 value is used when trying to recruit him.

During ranged combat, before rolling for the Marksman's shot, you must decide whether you will use the 5 or the 2 combat value. If you use the 5 the battle is fought as usual. If you use the 2 and hit, you may choose which enemy counter is eliminated (usually it is your opponent's choice).

Master Thief

The Master Thief's ability works like the Assassin's (see above). During the Special Powers Phase, if you control the Thief, you designate another player and you each roll two dice.

* If your opponent's roll is greater, thievery attempt failed. Go on with the game.
* If you both roll the same number, roll again. If you tie or beat your opponent's roll this time, there is no further effect. If the other player beats your roll, the Thief was caught in the act and leaves your army in disgrace. Place the Thief back in the unowned special character pool.

* If *your* roll is greater, you may either steal one counter at random from your opponent's rack, or take all of his gold pieces (your choice).

Sword Master

The Sword Master is a powerful hero who, they say, can outduel whole legions of water buffalo, killer penguins and sand worms. Blindfolded. Really. So they say.

* When the Sword Master is hit in combat, roll a die. On a roll of I or 6, his skill dosn't save him; he is eliminated. On a 2 through 5 he parries the clumsy attack and recovers for the next round. However, the Sword Master may only parry *one* hit per round. If he takes multiple hits in a single round, he is eliminated.

Terrain Lords, Kings and Masters

The Desert Master, Forest King, Ice Lord, Jungle Lord, Mountain King, Plains Lord and Swamp Master all have the same ability; they carry around a little bit of their terrain type with them and can use it to support your army.

* With a Terrain Lord on your side, it is not necessary to control his type of hex. He can support creatures of his terrain type, just as a hex would (see **8.3**). So killer penguins, eskimo warriors, and ice rats may survive and fight for you - even if you don't have frozen wastes - as long as the Ice Lord is leading them. However, a Terrain Lord must be in the same hex as the characters he is supporting; he does not support creatures of his terrain elsewhere in your kingdom as a hex would.

Important: The Terrain Lords hate each other. You may *not* control more than one Terrain Lord at a time. If you are discovered to have more than one, all but one are returned to the special character pool. The player to your right decides which are removed.

Warlord

The Warlord is mean. He is tough. He's a master in the ways of war. This is important because enemy troops will desert and join his army when they see him coming. Isn't that great?

* In a battle involving the Warlord, before any combat rounds are resolved, you may designate one creature (not a special character) in the enemy army, and roll one die. If your roll is *equal to or greater than* the chosen creature's combat value, that creature immediately joins the Warlord's force (even if there are already 10 creatures in the Warlord's stack in the hex). Otherwise there is no effect and combat continues as usual. (If the defending creature can't be supported by the Warlord's player, the other player can demand its removal.)

RANDOM EVENTS EXPLANATIONS

See **Section 14** for more rules and information.

Big Juju

Historical Note: In the Year 188, all looked grim as the terrible host of dragons, led by Ghaog the First, tore its way boldly across the Plains of Kadab toward the final confrontation with the forces of Emperor Nablopal. Just as all looked lost for the kindly citizens of Kadab, a blinding flash of light burst over the land and the vile beasts found themselves up to their ankles (or whatever) in boggy Swamp Land. Wizard Yazilik Big Jujued them.

Big Juju is a magic spell used to change one hex somewhere on the board to a totally different type of terrain. If you have no magic-using creatures (the ones with the * symbol) on the board, you cannot use this event.

You can use the Big Juju on a hex within your magic-using creature's *range*. The creature's range is the number of hexes equal to its combat value. Count the number of hexes from the creature to the hex you want to change (including the target hex but not including the magic creature's hex). If the distance is *greater* than the magic creature's combat value, the hex is out of range and you can't change it.
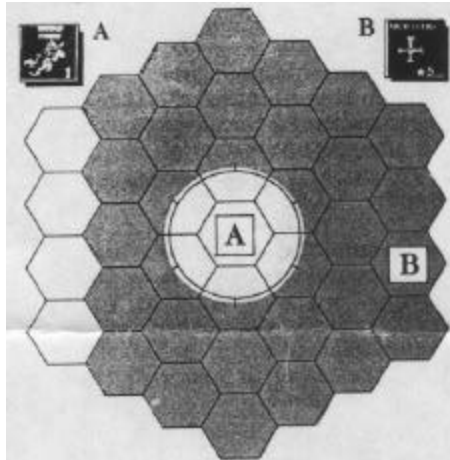
Counter A has a magic combat value of one. He may use big Juju on any of the hexes in the dotted circle (including his own hex). Counter B, the Arch Cleric, can affect any of the shaded hexes.

If you are changing a hex you own, you may look through the unused hex deck and replace it with any other hex you choose.

If you are changing an unowned hex or a hex controlled by another player, shuffle the hex deck and draw the top tile. Replace the hex you choose with this one. If you draw the same terrain type as the one you are changing, you may draw again until you have drawn a hex of a different type. Terrain-dependant special income counters are lost when the hex changes. Return them to the cup. The owner of the hex may immediately place unused counters from his rack in the hex.

Terrain-dependant special income counters are lost when the hex changes. Return them to the cup. The owner of the hex may immediately place unused counters from his rack in the hex.

If the replacement hex is a sea hex, all creatures in the hex may escape to an ad-*jacent friendly* hex. If there are none, the creatures are lost. All forts and special income counters sink to the bottom and are returned to the bank or cup regardless. **Important:** A hex containing a Citadel is immune to Big Juju.

Dark Plague

*There you are, minding your own business as you conquer... um... reunite the Empire, when out of the clear blue sky a Dark Plague falls upon your overcrowded and unsanitary cities, villages and forts. All around you, your loyal creatures succumb to the awful disease. But hey, this event affects **all** players!*

When this event occurs, every player may loose creatures from every hex he controls. In each hex add up the combat values of all cities, villages and forts in the hex. This is the number of creatures lost from that hex (see example).

Only creatures are affected by the Dark Plague. You can lose cities, villages and forts to satisfy your losses, if you wish, but you don't have to; each city or village counts as one creature, and forts count for as many creatures as they have levels (see 12). Instead of removing a fort you can reduce it by one or more levels; each level counts as one creature.

Example: The Dark Plague occur;. In one hex you have a castle, a city and five creatures. The total combat value of the cities, villages and forts in this hex is 5. That is the number of creatures this hex must lose. You must choose to reduce your castle to a tower for two losses, remove your city for one loss, and remove 2 creatures. Or you can remove all five creatures, or any combination of the above to meet the 5 losses required. After this is done, go on to your next hex and repeat the procedure. Remember, the Dark Plague does not affect hexes that are empty of creatures.

Example: The Dark Plague occurs. In one hex you have a keep, a village and two creatures. The total combat value of the keep and village is three. You are required to lose three creatures, but you have only two in the hex. You can remove them and that will end the Plague in that hex; forts, cities and villages are immune to its effects. However, you may reduce or remove the forts, cities and villages instead of the creatures in order to protect them and keep them in your rag-tag army.
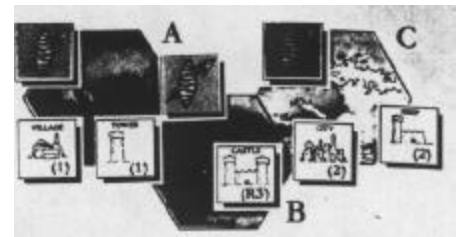
This player must lose 2 counters from hex A, 3 counters from hex B, and 4 counters from hex C.

Defection

You say you need a special character? You say your rag-tag army needs a true hero to look up to? No problem! Get one to Defect to your side.

When you use Defection, you may immediately add a special character to your forces. You can take it from the pool near the bank or from another player.

Decide which special character you want. You and the current owner of that character each roll two dice. (If the special character is unowned pick a player to roll in his interests). If your roll is higher, immediately place the special character in any hex you control (even if he was already on the board). If your roll is equal to or lower than your opponent's, there is no defection. Gold may *not* be spent to modify this roll.

Good Harvest

You (and only you) immediately collect gold as though this were the Gold Collection Phase, except that you do not collect for special income counters (including cities and villages).

Mother Lode

Immediately collect as many gold pieces as twice the total value of *all* your special income counters (including cities and villages). Mines are *quadrupled* if you have the Dwarf King (see **Special Characters: Powers and Abilities,** earlier).

Teeniepox

Another dreaded disease in the lands of Kadab is Teeniepox. But unlike the Dark Plague, Teeniepox affects only one player. When you cause Teeniepox to occur, choose the lucky player who will be affected.

The player you choose rolls one die. If the roll is 1 or 6, there is no effect. If the roll is 2 through 5, find his largest stack of counters on the board. That stack loses as many counters as the number he rolled.

When deciding which is a player's largest stack, count each village, city and fort in the stack's hex at its combat value. Each creature and special character count as one. If two or more stacks are tied for largest, the player chooses which one is affected.

When removing counters the player *must* reduce forts, cities, and villages to meet losses if he doesn't have enough creatures. The player must match the number rolled, even if he must remove all counters from the affected hex.

Terrain Disaster

Want to cause a neat disaster in Minor-Noble-to-your-right's-Frozen-Waste hex? Sure you do. And what are some of the nasty terrain disasters you can inflict upon him? In the jungle you can pummel his creatures with a monsoon; level his plains with a Tornado; a sandstorm can wipe out his desert; his swamp can be submerged in a flood; afire can rage through his forests; an earthquake can rock his mountains; and his frozen wastes can be blanketed by a blizzard. Isn't that neat?

When you play this event, point at a hex (regardless of ownership), and roll two dice.

If the roll is 6, 7 or 8 the disaster occurs in the chosen hex. On any other roll you *must* point to another hex of the same terrain type and roll again. If this roll is a 6, 7 or 8 the disaster occurs here. Otherwise you must point to another hex of the same type and roll again. Continue pointing and rolling until the disaster occurs or you have pointed to all hexes on the board of the chosen type and no 6, 7, or 8 has been rolled (in which case, no disaster occurs). If the disaster doesn't occur in any hex of that type, there is no event.

If the disaster does occur, the player owning the affected hex must roll a die. If the roll is 1 or 6 there is no effect. If the roll is 2 through 5, the player loses as many counters as the number rolled from the affected hex. Forts, villages and cities must be reduced to satisfy the number of losses if you don't have enough creatures, but not citadels.

Vandals

Nasty, obnoxious barbarians from another kingdom show up and trash one of your opponent's forts. Choose your favourite opponent. (This might be a good time to get back at the minor noble to your right). He immediately loses one fort level somewhere on the board (his choice). This loss must be the elimination of a tower, or the reduction of a castle or keep. Vandals aren't strong enough to affect a citadel.

Weather Control

Be nice to another player. Cause a wind storm in his desert, a snow storm in his frozen waste, or have torrential rain pummel his plains.

To play this event you need a magic-using creature (one with a * symbol) and you must designate a hex within its range (see Big Juju). Place the *Black Cloud* marker in the chosen hex. The cloud remains in that hex until someone else uses Weather Control and moves it to another hex or the hex is captured by another player.

While in a Cloud hex, *all counters* belonging to the player who owns the hex have a combat value one less than usual. Counters with a combat value of zero are unable to fight, but can be used to take hits.

Example: A Weather Control event has been played on your mountain hex. The Black Cloud marker is placed in the hex to show that it is affected. In the hex you have a giant roc with a combat value of 3, an ogre with a 2, and a goblin with a 1. Each has its combat value reduced by 1 because of the lousy weather conditions. Now the roc hits on a 2, the ogre on a 1 and the goblin cannot fight at all (it's at zero). Remember, only the hex owner's creatures are affected by the Cloud.

Willing Workers

Your well-paid and happy workers have completed an extra level of fort for you. You may place a tower in any hex you own that does not already contain a fort, or increase an existing fort by one level. You may *not* obtain a citadel with this event, even if you meet the requirements for one.

MAGIC EXPLANATIONS

Balloon

The Magic Balloon can only he played during your part of the Movement Phase. The Balloon can carry any three creatures up to three hexes from where they started the phase.

* All three creatures must begin in the same hex, and may not move normally in that turn. Instead, place the three selected creatures plus the Balloon in the target hex
* No creature with a combat value of 4 or more may be transported by the balloon (this includes Special Characters).
* Creatures riding in the Balloon fight as **R** creatures during any battle in the turn they move by Balloon, unless and until it is eliminated. They are considered to be dropping stuff down upon enemy creatures. The Balloon fights too, dropping sand bags down on unsuspecting enemy forces. The Balloon is eliminated if it takes a hit. The Balloon and its passengers may retreat to any friendly hex within three hexes of the battle hex *as long as the Balloon is still in play.*
* The Balloon is returned to the cup at the end of the turn in which it is used, its magic exhausted.

Bow

The Bow may only he used during the Combat Phase. Place it on top of one of your creatures engaged in battle. That creature fights as an **R** creature for the rest of the battle, and also has its combat value increased by 1. The **R** rating replaces any other symbol on the counter (eg, a **C** creature fights as an **R** creature until it loses the Bow; it attacks during the Range Step and does not use the benefits of its Charging ability).
* The Bow may be transferred from one creature to another in the same hex during a battle. Just put it on top of a different creature at the beginning of the next round.
* The Bow is eliminated if it takes a hit. If the creature wielding the Bow is eliminated, the Bow must be given to a new creature at the beginning of the next round. The Bow is returned to the cup at the end of the battle in which it's used.

Dispel Magic Scroll

This item may he played any time another player uses a magic item or magic creatures. The scroll causes the other player's magic item to have no effect and his magic creatures to fight during the Melee Step. The Scroll affects one magic item and all magic creatures in an enemy force during battle. Its effects last until the end of the battle, but it is returned to the cup when played.

Dust of Defense

Dust of Defense causes an attacking army to retreat from your hex. It may only be used by the defender (see 11.21).

Fan

You may play the Magic Fan when another player uses the Balloon, the Dust of Defense, or Weather Control (the Black Cloud).

* Using the Fan blows an approaching Balloon off course, sending it into any hex adjacent to its target hex (user chooses which). If it is displaced into a sea hex, the Balloon is lost, but its passengers may escape to a friendly adjacent hex - if there is one!
* Using the Fan scatters the Dust of Defense, negating its ability. The battle proceeds as usual.
* Using the Fan displaces the Black Cloud to an adjacent hex or, if the user wishes, removes the Cloud from the board.

Firewall

You may play the Firewall at the start of your battle (whether attacking or defending). When played, roll one die. The Firewall is a magic fort that fights during the Magic Combat Step; its combat value is equal to your die roll. Place the counter in any hex where you are involved in combat. The counter is returned to the cup once the wall is eliminated or at the end of the battle (so use it to take hits before using up creatures!).
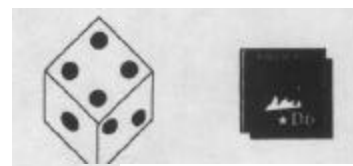
This player rolls a "4". He has a fort (in this battle only) of strength *4.

Golem

This may be played at any time during a battle The Golem is a melee 6 creature who is immune to damage from ranged creatures. In any Ranged Combat Step, the Golem lessens the number of hits scored against its force. Subtract one from the number of ranged hits applied against the Golem's stack.

Example: If three ranged hits were scored against a stack containing the Golem, only two would have to be taken by creatures.

In addition, if the Golem is the only creature left in the force, hits inflicted by R creatures have no effect. Applying a melee or magic hit to the Golem eliminates it, and it always returns to the cup at the end of the battle. However, its presence counts for purposes of determining control of a hex.

Lucky Charm

The Lucky Charm may be played any time a due roll has been made, by you or another player. You may immediately increase or decrease any one die roll by one.

Example: If someone tried to recruit a special character and rolled an 8, the holder of the Lucky Charm could change the roll to a7 or a9.

Elixir

This may be played whenever you would be affected by Teeniepox or the Plague. The Elixir cancels any effects against your entire army. It then returns to the cup.

Sword

The Sword is similar to the Bow. Its power is to bestow a C rating on any one creature and a + 1 to its combat value. This applies even if the creature already has a C rating. The charging symbol replaces any other symbol the creature may have, so a creature using the Sword fights during the Melee Combat Step. The Sword is eliminated if it suffers a hit and is returned to the cup at the end of the battle.

Talisman

This item may be played at any time during a battle. The Talisman immediately provides a special saving *throw* to all of your creatures in the battle. Once you play the Talisman, every time you apply a hit to one of your creatures, you may roll the die. On a 2 through 5, the creature miraculously leaps out of harm's way and is saved to fight again! Wow! On a 1 or a 6, though, the hit is applied as usual and the Talisman is immediately returned to the cup. Each creature gets only one saving throw per Combat Step, so if a creature is forced to take two hits in a single step, it is eliminated regardless of the presence of the Talisman.

* The Talisman is returned to the cup at the end of the battle.

SEQUENCE OF PLAY

Gold Collection
Special Character
Recruitment Thing
Recruitment
Random Events

Movement Combat
Fort Construction
Special Powers Player
Order Change

SPECIAL CHARACTERS

ASSASSIN PRIMUS: Can eliminate a creature or special character without combat. Use during Special Powers Phase.
BARON MUNCHAUSEN. Inflicts one hit on all forts, cities and villages in a hex before combat rounds are fought.
DEERHUNTER: Its stack counts every hex as a movement `1' hex; can leave enemy-occupied hex.
DWARF KING: Doubles income from mines.
GRAND DUKE. Same abilities as Baron Munchausen.
MARKSMAN: Use '2' or `5' combat value; use '2' combat value and choose which creature is eliminated if hit.
MASTER THIEF. Steals all gold pieces or one random counter from opponent's rack. Use during Special Powers Phase.
SWORD MASTER: Gets saving throw for one hit applied to him per round of combat; not eliminated on a roll of 2 through 5.
TERRAIN LORDS: Support creatures of their terrain type in their hex. The following characters are Terrain Lords - Desert Master, Forest King, Ice Lord, Jungle Lord, Mountain King, Plains Lord and Swamp King.
WARLORD: Can get one enemy creature per battle to join his side; use before any combat rounds are fought.

LORD OF THE EAGLES, GHAOG II, SIR LANCE -A-LOT, ARCH CLERIC, ARCH MAGE, ELF LORD: These characters have no special abilities. Shame! But they are powerful.

EVENTS

BIGJUJU: Changes terrain type of any hex within range of your magic-using creature.

DARK PLAGUE: All players lose counters equal to combat value of forts, cities and villages in each hex. You may satisfy losses with self-same forts, cities and villages, but are not required to.

DEFECTION. Roll to obtain a special character from unused pool or another player.

GOOD HARVEST You collect gold, except from special income counters.

MOTHER LODE: Collect double from all special income counters. Quadruple mines if you have Dwarf King too.

TEENIEPOX.- One player may lose 2 through 5 counters from his largest stack. Forts, cities and villages must be reduced if necessary to meet losses.

TERRAIN DISASTER. One hex loses 2 to 5 counters. Forts, cities and villages must be reduced if necessary to meet losses.

VANDALS: One player loses a fort level (citadels are immune).

WEATHER CONTROL: Place or move Black Cloud; all friendly counters under Cloud reduce combat value by one.

WILLING WORKERS: Gain one additional fort level (not a citadel).

MAGIC

BALLOON. Flies three characters of combat value 3 or less up to three hexes distance; Balloon and passengers fight during Ranged Combat Step.

BOW Creature fights during Ranged Combat Step; increases combat value by 1.

DISPEL MAGIC: Enemy magic item has no effect and all magical creatures in the hex fight during Melee Combat Step.

DUST OF DEFENSE: Reauires attacker to retreat without combat; only defender may play.

FAN. Cancels Dust; moves Balloon or Cloud.

FIREWALL: Creates a magic fort. Determine combat value by rolling one die.

GOLEM. Takes one ranged hit per round without being eliminated.

LUCKY CHARM. Allows you to increase or decrease any die roll by one.

ELIXIR: Cancels effects of Plage or Teeniepox.

SWORD: Creature fights during Melee Combat Step as a C (charging) creature (rolls two dice); increases combat value by 1.

TALISMAN. Gives each creature a saving throw vs. elimination until it fails. *Also* an exciting game from Games Workshop.