Quest for the DragonLords™
The Advanced Game Expansion

TABLE OF CONTENTS

With this optional rule, the Dwarf player may bombard invading ships. When a ship is about to assault a territory with a harbor that is occupied by a cannon(s), the Dwarf player gets to roll a d12 for each cannon in the territory. If the Dwarf player successfully rolls a 1 on the d12 die, the invading player must remove a ship including all units aboard her.

Cavalry Pillaging

Cavalry were often used to pillage enemy resources. With this optional rule, you may account for these tactics. Cavalry may pillage an adjacent enemy controlled territory, if the territory does NOT have a watchtower. For a cavalry unit to pillage an enemy occupied territory, the player must roll a 1 or a 2 on a 6d for each cavalry unit. If the player was successful, he must now roll a 4d for each successful unit to determine the amount of gold to be removed by the defending player from his kingdom. Any unit(s) that was used to pillage an adjacent enemy occupied territory may not be used in any further combat for the duration of that player's turn.

CONTACT INFORMATION

Short Game: To conquer three kingdoms. (Recommended for 4 or more players)

With the Crystal of Power Expansion:
Set the length of the game by determining at the beginning of the game how many shards you have to gain to win.

OPTIONAL RULES OF PLAY
Scroll Card Modifications (Strongly Recommended)
Since you may purchase scroll cards from a temple, we have reduced the power of some of the scroll cards. Here are the changes:
Summon Elemental: Roll an 8d to determine units lost.
Tempest / Infernal spell: Roll a 4d to determine units lost.
Berserk spell: May affect 10 units maximum.

Fog of War
You may NOT pick up and look at an opposing player's counters. The fog of war prevents the opposing players from knowing exactly what unit(s) you have deployed. You may hide the unit type by using the counters depicting the unit type.
A watchtower nullifies the fog of war in an adjacent territory. If a player has a watchtower in a territory, he may check out exactly how many and the type of units deployed in an adjacent territory.

Direct hit by a defending catapult!
If a defending catapult in a fortification, scores a direct hit by rolling a 1 during step 2 (Defender missile attack) of the combat sequence, the defending player may choose to hit the attacking player's catapult. The attacking player's catapult would be removed immediately before it gets to roll for step 3 (Attacker missile attack) of the combat sequence. *This special rule only applies to a catapult defending a fortification and the direct hit may only be used on an attacking player's catapult.*

Bid for Initiative (Who goes first?)
With this optional rule, you can bid gold for the initiative. The chosen player (player who rolls blessed on the crystal die) starts by claiming a kingdom. Set-up continues as until all players have placed their units onto the gameboard. See ADVANCED GAME SET-UP.
Now the fun starts! All players hide a small quantity of gold in your hand. All players extend their hand to the center of the table and reveal their bid. The player with the most gold in his/her hand goes first followed by the next highest bidder. This gold is lost and returned to the bank (so to speak!)
This method of determining who goes first with each round of play does bring a level of control to the future of your civilization and it is fun to do.

Cannon Bombardment on Naval invasion

Quest for the DragonLords
The Advanced Game Expansion
By Robert Johannessen

All attempts at peace with our adversaries have failed. The evil ones have constructed great siege engines and our kingdom is under assault. Foul beasts pillage our realm from all sides. The Crystal of Power must be re-forged to cleanse the land of the ills that have been bestowed upon her. One final push is needed to regain the shards of the Crystal of Power. We must re-build our realm, send forth our knights and ride into battle. Our war machine must grind our enemies to dust and take back what is rightfully ours. We must have faith that the Gods will grant us that power that eludes us from a lost age. A DragonLord, the most powerful force known. We must prevail on our Quest for the DragonLords!

WHAT'S NEW!
The advanced game expansion introduces technologies that allow new units for each civilization. You may construct five different buildings that represent the different technologies. Structures like fortifications and watchtowers can be constructed to improve your realms defenses. Your civilization has the technology to create Wizards and scrolls so that you may choose your own destiny. Each civilization has unique units that have various strengths that add a whole new level of combat intrigue, such as flanking attacks, bombardments and raids. Welcome to the third age, in the Quest for the DragonLord saga, a fantasy game of adventure and world conquest!

THE CRYSTAL OF POWER EXPANSION
The combat sequence of the advanced game expansion now has eight steps to cover the various combat situations that may arise with the new units. The set-up of the advanced game has changed as well to give a level starting position for all players.

You may use all the quest cards and scroll cards from the "The Crystal of Power" expansion with the advanced game expansion.
All rules with regard to heroes still apply with the advanced game expansion. If you gain a hero due to victory in battle, the victorious player decides which unit will receive 'hero' status. You may make any unit a hero except for DragonLords and Kings. *DragonLords do not care to be a hero of the people; they serve the Gods of Power!*

You must have "Quest for the DragonLords" and a good understanding of how to play in order to play the advanced game expansion.
All rules from the basic game "Quest for the DragonLords" and the expansion game "The Crystal of Power" apply to this expansion with the following modifications.

BUILDINGS

During the purchase units phase of your turn, you may construct a building. You may only construct one building per turn for each kingdom you occupy. It will cost your civilization 5 gold to construct a building. Place the counter depicting the building on a territory of your realm during the place reinforcements phase. Each territory may only have one building counter on it. If you manage to conquer an enemy occupied territory with a building it is considered razed and removed from play. The enemy building may not be utilized by the conqueror. If a building is lost, you do not lose the unit(s) that that building supports. You may NOT construct a building outside of your realm, on islands or adjacent gold territories.

Here is a brief description of each building available:

Mill – An operating mill allows the civilization to support archers.

Smithy – An operating smithy allows the civilization to support heavy infantry.

Stable – You must have an operating mill and smithy to construct a stable. An operating stable allows the civilization to support cavalry.

Alchemist Lab (Dwarf civilization only) - You must have an operating mill and smithy to construct an alchemist lab. An operating alchemist lab allows the Dwarf civilization to support a cannon.

Temple – You must have an operating mill and smithy to construct a temple. The temple allows your civilization to teach a Wizard a spell per turn or purchase a scroll card.

ADVANCED GAME NEW UNITS REFERENCE CHART

Units	Attack	Defense	Cost	Special Abilities
Orcs				
Hobgoblin	4	8	4	
Wolf rider	7	8	6	Raid
Archer	2	4	3	
Barbarians				
Knight	6	8	5	
Cavalry	7	10	7	Raid
Archer	3	6	4	
Elves				
Knight	4	8	4	
Cavalry	5	8	6	Raid
Archer	4	4	4	
Dwarfs				
Knight	4	8	4	
Cannon	8	4	6	Bombardment
Crossbow	3	6	4	

QUEST ACTIVITY WITH ADVANCED UNITS

The basic rules still apply to units in the Wastelands with the following exceptions. You may not send cavalry, catapults or cannons into the Wastelands on a quest.

VICTORY CONDITIONS

Bloodlust: To be the sole ruler of the known world!
(Recommended for a 2 or 3 player game.)

Step. 8 – Remove melee phase casualties

The Elves player removes 3 units. He removes 3 regular Elf units.

The Dwarf player removes 3 units. He removes 3 regular dwarf units.

Elf units: 2 catapults, 1 Elf, 3 archers, 2 knights, 2 cavalry, 1 Wizard – 11 units remaining.

Dwarf units: 3 Dwarves, 6 crossbowmen, 1 knight, 1 cannon, and 1 king – 12 units remaining.
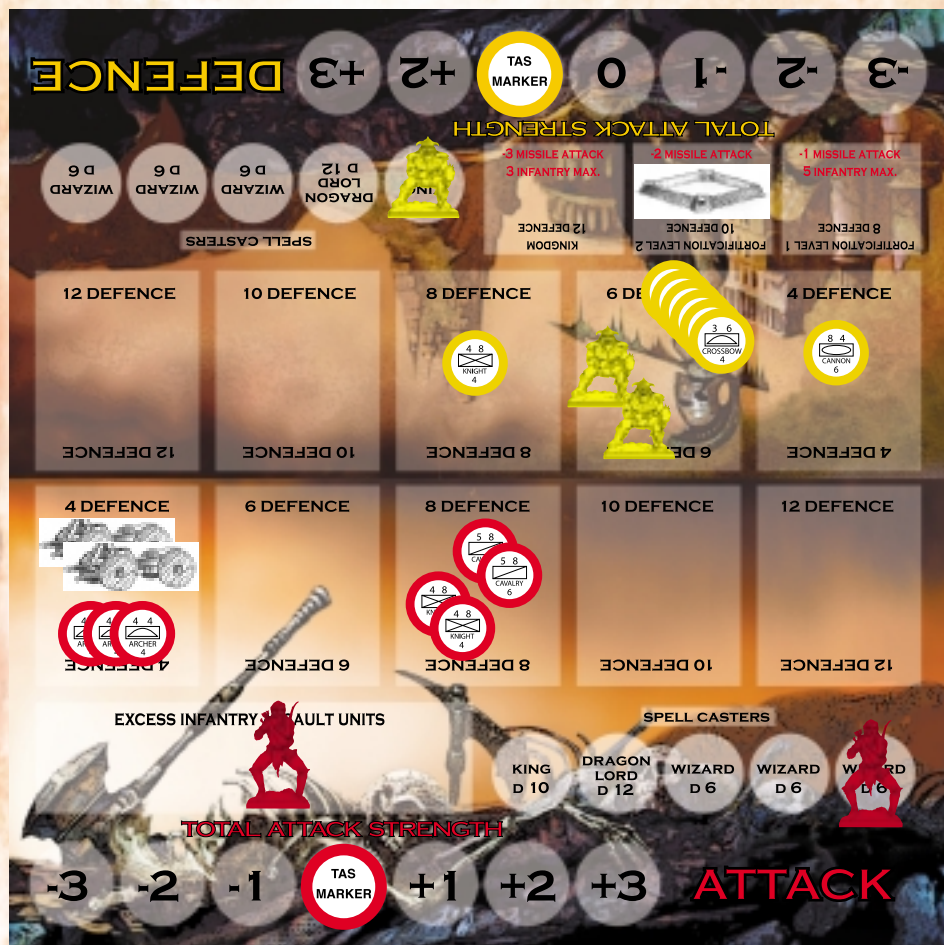
So ends the melee phase of the combat phase as well a one round of combat. The attacking player has a choice of continuing to combat, retreating back to an adjacent friendly territory or laying siege to the Dwarf kingdom. What would you do?
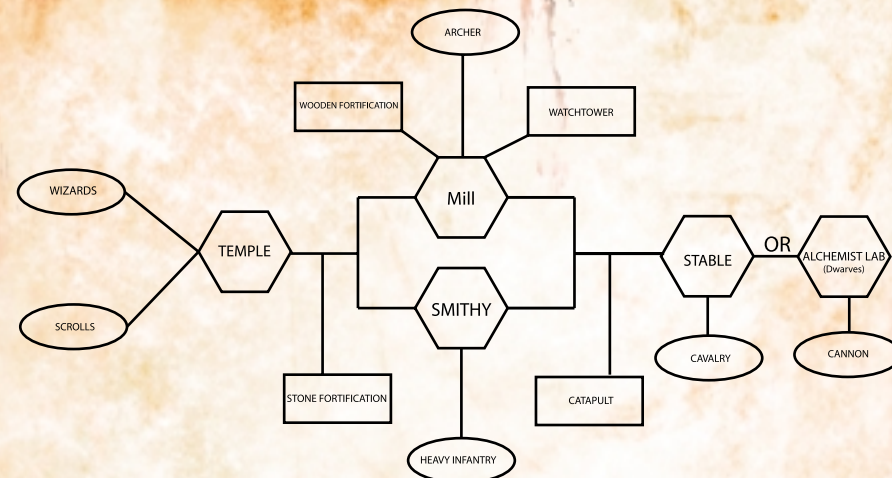
Technology Tree

Let's take a look at the technology tree. On your first turn, you have a choice of constructing a mill or a smithy. The mill allows you to construct wooden fortifications and watchtowers. You may also support archers on your second turn. The smithy allows you to support heavy infantry on your second turn. If you build a mill and a smithy on your first and second turn, you will be able to construct a stable or an alchemist lab as well as a temple on your third turn. You may also construct a stone fortification and support catapults. On turn four, your civilization would be able to support cavalry if you constructed a stable: cannon if constructed an alchemist lab (Dwarves only) and purchase a scroll or a spell for your Wizards if you constructed a temple.

STRUCTURES

During the purchase units phase of your turn, you may construct the following structures: watchtowers, wooden fortifications and stone fortifications. It costs 5 gold to construct a structure. Place the structure on any friendly territory.

In contrast to buildings, you may construct structures on islands and gold territories. You may NOT construct a structure in the Wastelands or sea zones. Each territory may only have one wooden fortification or stone fortification and/or a watchtower on it. If you manage to conquer an enemy occupied territory with a structure that was not destroyed during the battle, you may keep it. You may not move a structure, but you may destroy a structure in a friendly territory anytime. (See Razing)

There is no limit as to how many structures you may build per turn.

Wooden Fortification
(level 1 Fortification)
Mill

Stone Fortification
(Level 2 Fortification)
Mill, Smithy

Watchtowers
Mill

To fortify a territory

It costs a player 5 gold to fortify a territory. The player places the fortification in the friendly territory during the place reinforcements phase. A level 1 fortification is a barrier constructed of wood and a Level 2 fortification is a barrier constructed of stone. You must have a level 1 fortification to build a level 2 fortification. It costs 5 gold to increase a level 1 fortification to a level 2 fortification. Kingdoms are the only Level 3 fortifications. You may NOT build level 3 fortifications. You may not fortify an enemy occupied territory even if you have the territory under siege. A territory may not contain more than one fortification. You may not transport (via ship) or teleport a fortification. A player must have an operating mill anywhere in his civilization to fortify a friendly territory with a wooden fortification (Level 1). A player must have an operating mill and a smithy to increase a wooden fortification (level 1) to a stone fortification (level 2).

To fortify a territory outside of your realm

To construct a fortification (wooden or stone) in a territory outside of his realm, a player must have at least 3 units in the territory he wants to place the fortification. You place the fortification in the friendly territory during the place reinforcements phase. The cost is still 5 gold to construct a wooden fortification or increase a wooden fortification (level 1) to a stone fortification (level 2).

Watchtowers

A watchtower prevents an enemy unit(s) from conducting a sneak attack or a raid on the territory where it is built. A watchtower costs a player 5 gold to construct. A player must have a mill to construct watchtowers on any friendly territory. You may not transport (via ship) or teleport a watchtower. To build a watchtower outside of the player's realm, a player must have at least 3 units in the friendly territory where he wants to place the watchtower. You place the watchtower in the friendly territory during the place reinforcements phase. You may not construct a watchtower on an enemy occupied territory even if you have the territory under siege. A kingdom territory (with a level 3 fortification) always has a watchtower, so there is no need to place a watchtower in a kingdom territory. A territory may not contain more than one watchtower. If you capture an enemy territory with a watchtower that was not razed during the battle you may capture it and use it.

Step. 7 – Defending player's infantry / cavalry rolls

The Dwarf player gets to roll 6 times for the 5 Dwarves and 1 knight.
-The Dwarf player rolls 1d8 and must roll less than 5 (4 Att. + 1 TAS) for his knight. He rolls a 3 and scores a HIT.
-The Dwarf player rolls 5d8 and must roll less than 4 (3 Att. + 1 TAS) for his remaining Dwarf units. He rolls 2, 3, 7, 7 and 8 and scores 2 HITS.
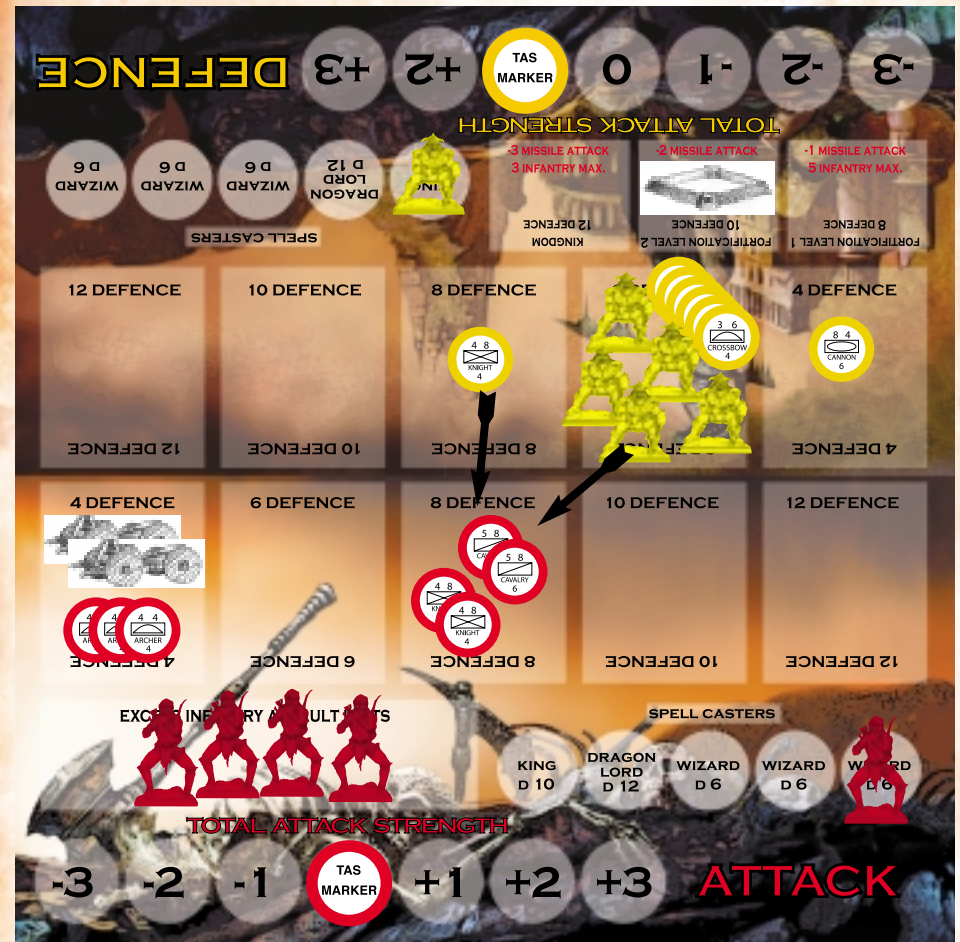
MELEE PHASE OF COMBAT SEQUENCE

Step. 6 – Attacking player's infantry / cavalry rolls

The Elf player selects 2 knights and 2 cavalry to attack. He places them in the 8D column. The rest of his infantry are placed in the box marked Excess Infantry Assault Units. *The cavalry must combat as a knight when combating a fortification.*
-The Elf player rolls 1d8. He must roll less than 4 (4 Att. + 0 TAS) and rolls a 5. He missed.
-The Elf player rolls 1d8. He rolls a 3 and scores a HIT. *He may now roll d6 die to hit the units in the D6 column.*
-The Elf player rolls 2d6 for his last 2 knights. He rolls a 4, 3 and scores 2 HITS.

Razing structures or buildings

All civilizations have a *scorched earth policy* with regard to buildings. In other words, if an opposing force conquers a territory with a building, it is destroyed and removed from play. However, it is up to the player that built a structure to decide if he will raze the structure or leave it intact. This applies to fortifications and watchtowers only. You may not choose to destroy a kingdom.

If the building required to support the unit is lost, the unit remains in play. The building must be replaced to purchase additional units. *For example, if an invading army destroyed a mill, the defending army does not lose his archers, but the player must rebuild the mill to purchase more archers.*

ADVANCED GAME UNITS

As King or Queen of your realm, you now have the option of creating heavy infantry, cavalry or cannon, archers, and catapults. In order to purchase these units you must have an operating building that is required to support them.
(See table below) An operating building is a building that was constructed on a previous turn. For example, you may not construct a mill and purchase archers on the same purchase units phase, unless the purchased archers are reinforcements for another realm with an operating mill. The advanced unit(s) reinforcements may only be placed in the realm that has the operating building required to support it during the place reinforcements phase.

Miniature

Attack · Defence · Unit Name · Unit Type · Cost
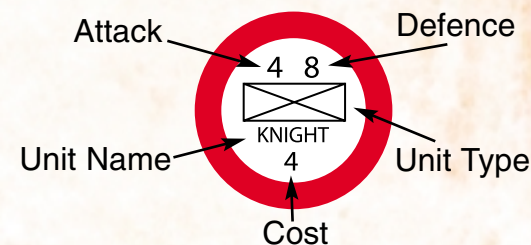
Purchasing limitations of advanced units

As King or queen of your realm, you know that there are high costs involved in supporting your advanced units. So in order to account for these costs, each civilization may only support the number of advanced units supplied with the game. For example, the Dwarf player may only field 11 cannons (3 miniatures + 8 counters).

Reinforcing territories with the advanced units

During the place reinforcements phase of your turn, you may place the advanced units onto any friendly territory inside your realm as per the rules in the basic game. However, you may only reinforce the realm that has the building required to support the unit.

SYMBOL	UNIT TYPE	REQUIRED SUPPORT
⬯	Archer	Mill
⬓	Heavy Infantry	Smithy
⬓	Cavalry	Stable
⬯	Cannon	Alchemist Lab
⬯	Catapult	Mill, Smithy

Archer
You must have an operating mill in a realm to purchase archer units.

Special abilities
The archer has a missile attack, so a player rolls the archer's attack dice to determine enemy losses during the missile phase of the combat sequence.
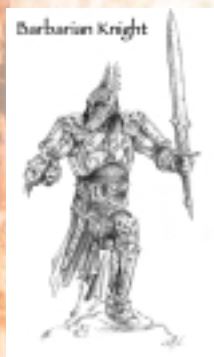
Heavy Infantry
You must have an operating smithy in a realm to purchase a heavy infantry units.

Special Abilities
Heavy infantry have a large defense number, so it is vital to include these units with your army to protect lesser strength units, such as archers and catapults.
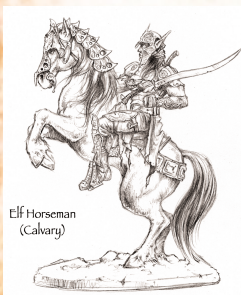
Cavalry
You must have an operating stable in a realm to purchase cavalry units.

Special Abilities
Cavalry may move up to four adjacent friendly territories as though the unit(s) was on a forced march; however the cavalry unit may also attack. Cavalry may not go to the Wastelands. Cavalry counts as 2 units when transporting by ship or teleporting. Cavalry must be treated as heavy infantry during naval combat.

Barbarian Knight

Elf Horseman (Calvary)

Step. 5 – Remove Missile Attack Casualties
The Elves player removes 5 units. He removes 5 regular Elf units.
The Dwarf player removes 2 units. He removes 2 regular dwarf units and reduces his fortification to level 2. *He places a stone fortification on the level 2 fortification box. So ends the missile phase.*
Elf units: 2 catapults, 3 archers, 4 Elves, 2 knights, 2 cavalry, 1 Wizard – 14 units remaining.
Dwarf units: 5 Dwarves, 6 crossbowmen, 1 knight, 1 cannon, and 1 king – 14 units remaining.
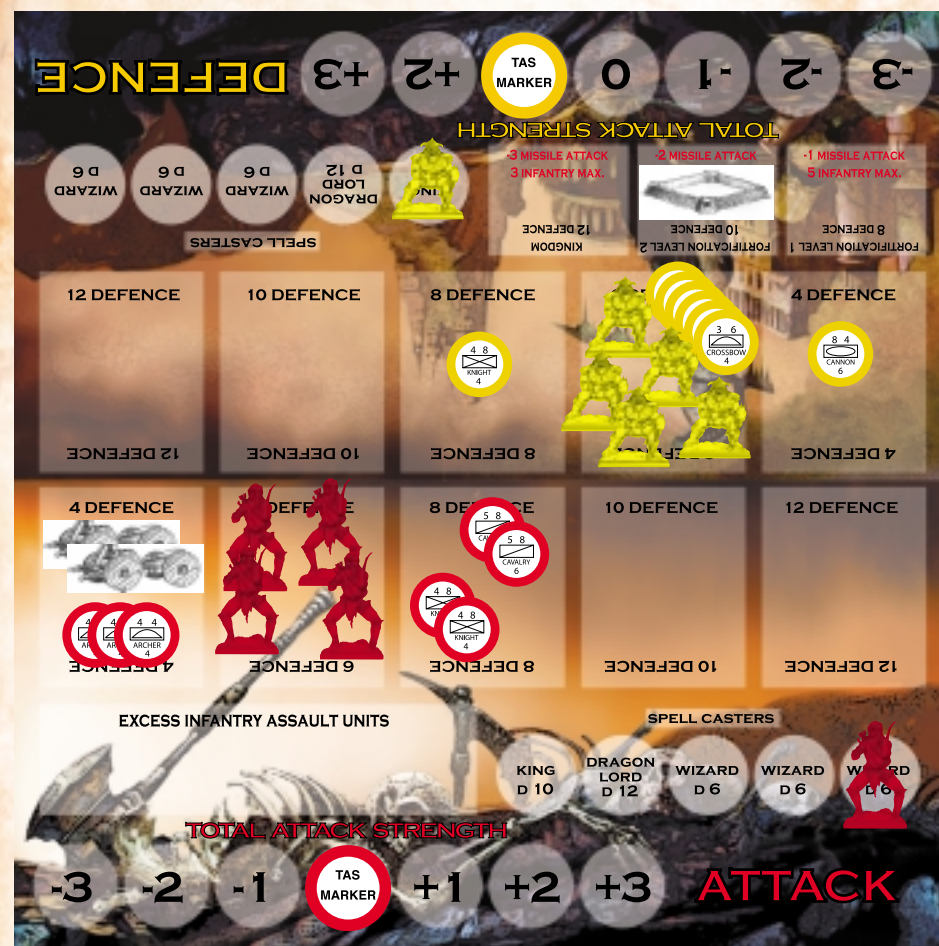
Step. 4 – Attacker Missile Attack

The Elf player must roll 5 dice in total during the missile phase (2 catapults + 3 archers). *Since he is attacking a fortification, he must reduce the TAS of his missile units by 3.*

The Elf player will fire his catapult (6 ATT – 3 fort penalty) at the fortification (level 3). He must roll a 3 to score a hit on the level 3 fortification.

-The Elf player rolls 1d12 and rolls a 3. He HIT the fortification.

-The Elf player rolls 1d12 for his second catapult. He rolls a 9 and misses.

-The Elf player casts a Fireball spell. He scores a HIT. *He has successfully scored a hit on the lone knight in the D8 column, so the 3 archers can roll d6 dice! However, he must roll 1 to score a hit (4 Att. – 3 Fort penalty)*

-The Elf player rolls 3d6 and rolls a 1, 5, and 6. He scores a HIT.
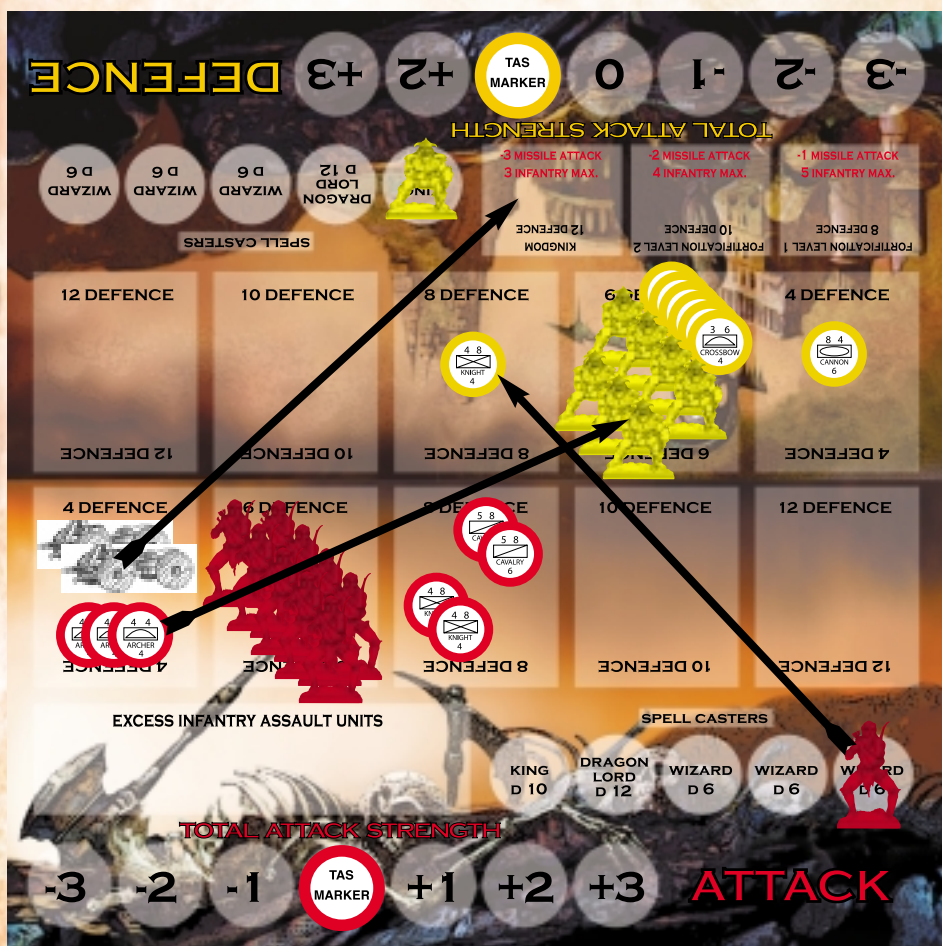
Cannon (Dwarf Civilization only)

You must have an operating alchemist lab in a realm to purchase a Cannon unit(s).

Special Abilities

The cannon is a missile attack, so the Dwarf player rolls the dice during the missile phase of the combat sequence.

The cannon may move and attack as an infantry unit with regard to movement. It may be forced marched during the combat phase and transferred during the transfer phase. A cannon may not go to the Wastelands. A cannon counts as 2 units when transporting by ship or teleporting. A cannon may be used during naval combat; however, you may NOT capture the enemy ship if the cannon was used during the battle. A cannon may bombard a naval blockade that is adjacent to its territory.

Catapult

A catapult has 6 Attack / 4 Defense. A catapult may move as a regular infantry unit; however, it may not force march or retreat from combat. See RETREATING / FORCED MARCH. You may not move a catapult into the wastelands on a quest. A catapult counts as 4 units when transporting by ship or teleporting. A catapult may not be used during naval combat.

To build a catapult

A catapult costs 5 gold and 1 unit. Remove one unit from the territory where the catapult is placed during the place reinforcement phase. A player must have a smithy and a mill to construct a catapult. To build a catapult outside of your realm, a player must have 3 units in the friendly territory he wants to place the catapult. Remove a unit and place the catapult in the territory during the place reinforcements phase. You may not build a catapult in an enemy occupied territory even if you have the territory under siege. You may build a catapult on an island, but under no circumstances are catapults permitted in the Wastelands.

ADVANCED GAME COMBAT

The advanced game combat sequence is similar to the basic game combat sequence with the following modifications:

Combat Sequence

The combat sequence consists of the following 8 steps:

Step. 1   Move attacking unit(s) into enemy territory
Step. 2   Determine T.A.S. (Total Attack Strength)

Missile phase
Step. 3   Defender missile attack
Step. 4   Attacker missile attack
Step. 5   Remove missile phase casualties

Melee phase (Infantry/Cavalry)
Step. 6   Attacking player's infantry / cavalry Rolls
Step. 7   Defending player's infantry / cavalry Rolls
Step. 8   Remove melee phase casualties

Step. 1   Move attacking unit(s) into enemy territory.

There are no modifications to this step. All movement restrictions detailed in the basic game still apply to the advanced game.

Setting up for battle

You may use the battle board in the advanced game to help keep track of large battles involving many units. First place the battle board between the 2 players involved in the battle, so that the attacker side is facing the attacking player and the defending side is facing the defending player.

Step. 2   Determine T.A.S. (Total Attack Strength)

Each player places a TAS marker onto the battle board on position 0. If either player uses a treasure or a spell that affects the TAS of the battle, slide the marker to appropriate position.

Missile Phase of Combat Sequence

Step. 3   Defender missile attack

Archers, cannons, catapults and spells are considered a missile attack. To score a HIT, each of the defending player's missile units must roll less than or equal to its TAS using the die of the unit with the highest defense number in the attacking player's combat zone. You must roll a HIT on the strongest defense unit(s) before you can try to hit the lesser strength units such as catapults or archers. *For example, if*

Step. 2 – Determine TAS

Elf TAS - +0 to all units (The Elf player leaves his TAS marker on 0)
Dwarf TAS +1 (king) to all units (The Dwarf player moves his TAS marker to +1)
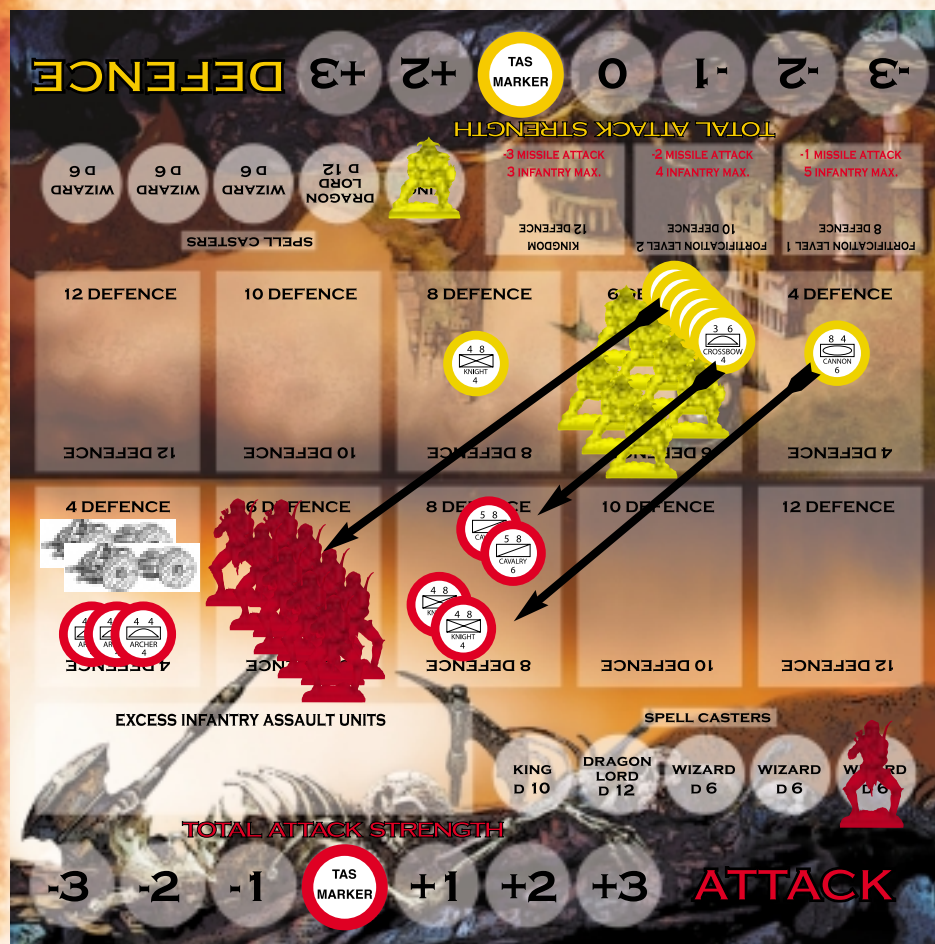
Step. 3 – Defender Missile Attack

The Dwarf player must roll 7 dice in total during the missile phase (6 crossbowmen + 1 cannon)

-The Dwarf player must roll 9 or less on an 8d die with his cannon (8 Att. + 1 TAS) to hit the Elven knights in the D8 column. He scores a HIT.

-The Dwarf player must roll 4 or less with his crossbowmen (3Att +1 TAS) and he rolls 3d8. He rolls 3, 4, and 7 and scores 2 HITS.

-The Dwarf player rolls 1d8 with his crossbowmen. He rolls a 3 and scores a HIT.

The Dwarf player has now hit all the Elves in the D8 column, so now he can roll a d6 die with his last 2 crossbowmen.

-The Dwarf player rolls 2d6 with his last 2 crossbowmen. He rolls a 5, 1 and scores 1 HIT.

Note: Each player may use a spare die as a reminder to keep track of hits gained.

Step. 1 – Move attacking units into enemy territory

The elven player moves his entire army into the enemy occupied kingdom territory, except for 1 Elf unit he leaves behind to occupy the territory.

The Dwarf kingdom is intact with no damage, so it is a level 3 fortification.

The Elf player places all his units into the combat zone of the battle board, except his Wizard, which he places in the spell casters box marked Wizard D6.

5 units (2 catapults, 3 archers) in D4 column.

9 units (9 elves) in D6 column

4 units (2 cavalry, 2 knights) in D8 column

The Dwarf player places all his units into the combat zone of the battle board, except his King, which he places in the spell casters box marked King D10.

1 unit (1 cannon) in D4 column.

13 units (7 dwarves, 6 crossbowman) in D6 column

1 unit (1 knight) in D8 column

the attacking player had 2 knights with a defense number of 8 and 2 regular units with a 6 defense, the defender must roll and HIT the 2 knights before he can start rolling with the 6-sided die (the defense number of the regular units).

Each spell caster in the defending player's army (or navy) may only cast one inflict damage scroll card or spell.

It is recommended that players keep track of hits gained on a spare die.

Step. 4 Attacker missile attack

Now it is the invaders turn to launch their missile attack! If the defender has a fortification, the first missile unit(s) to strike should be catapults or cannons against the fortification itself. If you hit the fortification, it will reduce the fortification penalties placed on attacking units. (See Fortifications affect on combat.)
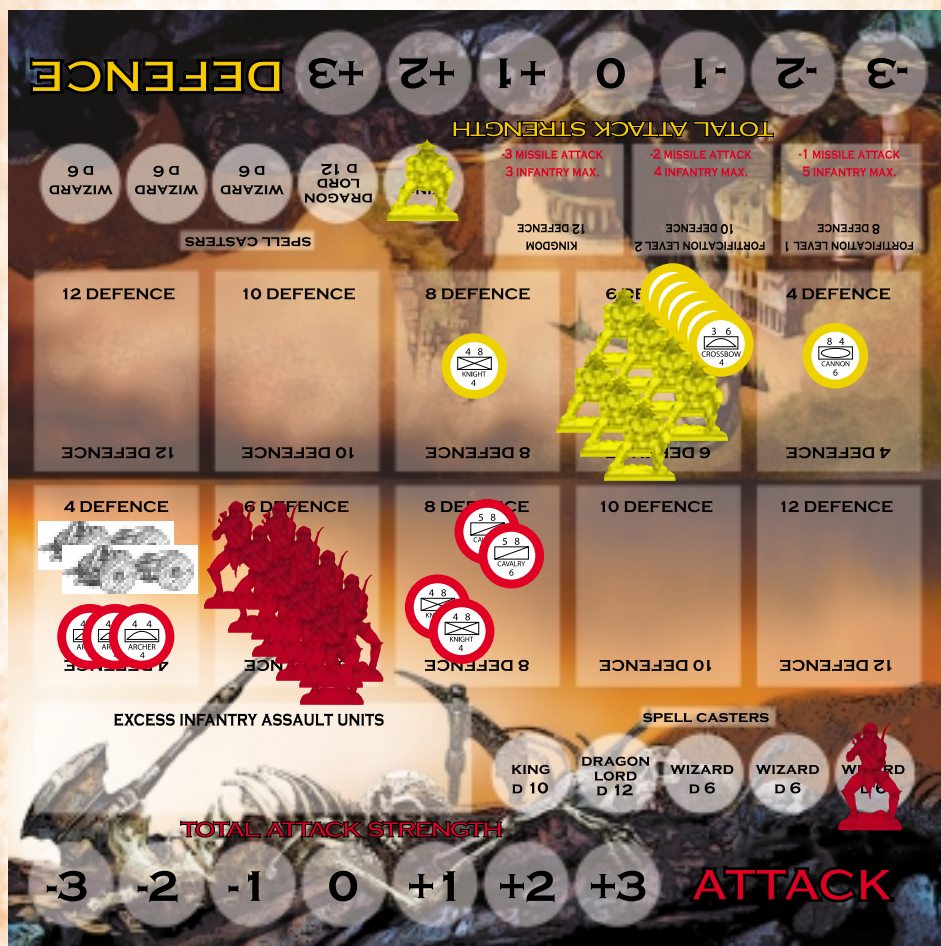
As stated in the defender missile attack step, to score a HIT, each of the attacking player's missile units must roll less than or equal to its TAS using the die of the unit with the highest defense number in the defending player's combat zone. You must roll a HIT on the strongest defense unit(s) before you can try to hit the lesser strength units such as catapults or archers

Each spell caster in the attacking player's army (or navy) may only cast one inflicts damage scroll card or spell.

Step. 5 Remove Missile Attack Casualties

Each player gets to choose which unit(s) he will remove to account for the hits his opponent gained during the missile phase. *This will ensure that each player gets to keep his most valuable units to the final round of combat.*

Each spell caster present in the attacking or defending army / navy may cast a spell to heal a unit that was victim of a spell that is treatable, such as a Poison spell. *Remember the Heal spell does NOT reincarnate a lost unit. There is no cure for a Fireball or Lightning Bolt spell; only a treasure can avert these spells.*

Melee Phase of the Combat Sequence

A spell caster may NOT cast inflict damage spells or scrolls during the melee phase of the combat sequence.

Step. 6 Attacking player's infantry / cavalry rolls

To score a HIT, each infantry / cavalry unit of the attacking player must roll less than or equal to its TAS using the die of the unit with the highest defense number in the defending player's combat zone. You must roll a HIT on the strongest defense unit(s) before you can try to hit the lesser strength units such as catapults or archers. If the Attacking player is assaulting a fortification, he must observe the restrictions placed upon the infantry / cavalry units. (See Fortifications Affect on Combat) Place the your best infantry on the combat zone in the box depicting their defense number. All unit(s) above the quantity permitted to combat the fortification are placed in box marked *Excess Infantry Assault Units* and may NOT roll to gain a HIT.

Step. 7   **Defending player's infantry / cavalry rolls**

To score a HIT, each infantry / cavalry unit of the defending player must roll less than or equal to its TAS using the die of the unit with the highest defense number in the attacking player's combat zone. You must roll a HIT on the strongest defense unit(s) before you can try to hit the lesser strength units such as catapults or archers.

If the defending player is fortified, he must observe the restrictions placed upon cavalry units. (See Fortification affect on cavalry)

Step. 8   **Remove melee phase casualties**

Each player gets to choose which unit(s) he will remove to account for the hits his opponent gained during the melee phase of the combat sequence. *This will ensure that each player gets to keep his most valuable units to the final round of combat. The Holy Grail (treasure) may be used here to reincarnate lost units.*

Thus ends one round of combat, at *this point the attacking player may continue to attack, retreat or lay a siege, if attacking a kingdom.* (See SIEGES) *For example of a full scale battle proceed to the battle board.*

FORTIFICATIONS

### Fortifications affect on combat

Fortifications greatly reduce the power of an attacking army. As per the combat movement in the basic game, there is no limit to the quantity of units a player may move into an enemy occupied territory with a fortification. However, the attacking player is restricted on the **quantity of infantry units** that may roll to hit enemy units during the melee phase of the combat sequence. If the attacking player has more infantry than is permitted to attack a fortification, place the extra unit(s) in the box marked Excess Infantry Assault Units. You may attempt to breach a fortification with a catapult or cannon using the die or defense number of the fortification. An attacking missile unit may never be reduced to less than 1, when attacking a fortification.

Level 1 Fortification (Defense 8) – The attacking player may only use 5 infantry units to attack a level 1 fortification. The attack number of an attacking missile unit(s) is reduced by 1.

Level 2 Fortification (Defense 10) – The attacking player may only use 4 infantry units to attack a level 2 fortification. The attack number of an attacking missile unit(s) is reduced by 2.

Kingdom Level 3 Fortification (Defense 12) – *Do not reduce the TAS (Total Attack Strength) by 1 when attacking a kingdom in the advanced game.* When attacking a kingdom, the attacking player may only use 3 infantry units. The attack number of attacking missile units is reduced by 3.

This box is used when the attacking player is trying to conquer a territory with a fortification. During the melee stage of the battle (Steps 6 of the Combat Sequence), you place the extra infantry units that exceed the allowable number of attacking infantry units in this box called 'Excess Infantry Assault Units'.

Elf Army

Dwarf Army
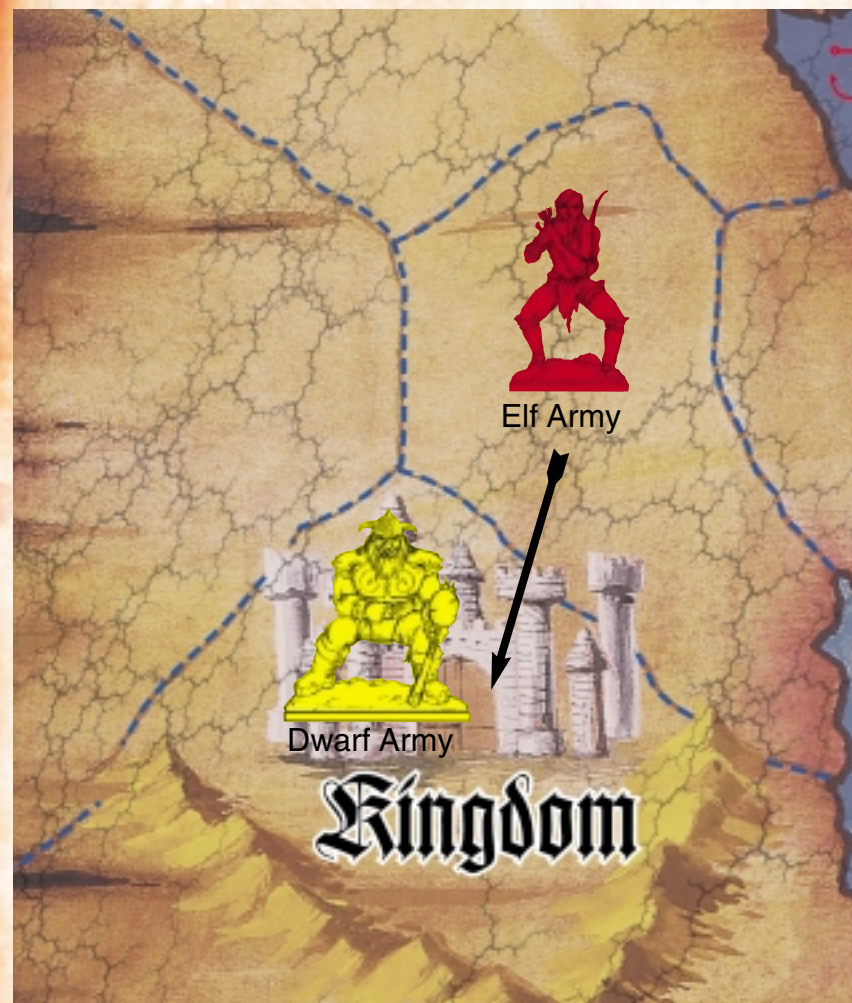
Kingdom

FULL SCALE BATTLE

The elves are attacking the fabled kingdom of Brogkar, dwarvenhold of the North...

Attacker: 10 Elves, 3 archers, 2 knights, 2 cavalry, 1 Wizard (Fireball spell), 2 catapults (20 units in total)
Defender: 7 dwarves, 6 crossbowmen, 1 knight, 1 cannon, 1 King (16 units in total)

THE BATTLEBOARD

About the battle board
It may be used to help the players with the more complicated battles involving many different unit types.

Combat Zone
There are two rows of five squares marked 4 Defense, 6 Defense, 8 Defense, 10 Defense, and 12 Defense. This area will be referred to as the combat zone. All units must be placed in the combat zone, except for the spell casters, which must be placed in the appropriate circle depicting Wizard, King, or DragonLord.

Total Attack Strength Scale
There is a TAS (Total Attack Strength) scale to keep track of any affects due to spells, Kings, or treasures. Start by placing the TAS marker on zero.

Fortification
On the Defender side of the board are three boxes to represent the three levels of fortification. If there is a fortification present in the territory being attacked, place the fortification onto the appropriate box unless it is a kingdom, where no marker is required. Inside each box is a quick reference to the penalties placed on the attacking units. (See Fortifications affect on combat)

Excess Infantry Assault Units
On the Attacker side of the board is a box called 'Excess Infantry Assault Units'.

Note: These penalties for attacking a fortification only apply to the attacking player's army. The defending army will use ALL units with each round of combat and have no penalty applied to the missile units.

Fortifications affect on cavalry
Cavalry (mounted heavy infantry) may attack or defend a fortification but must use the same attack and defense number as the heavy infantry of their civilization. For example, a Wolf rider would attack an enemy unit occupying a fortification with the same attack and defense number as a hobgoblin.

Fortifications affect on missile units
An attacking player may use missile units to attack enemy units occupying a fortification. There is no restriction to the quantity of missile units such as archers that attack an enemy occupied fortification. The attacking player must use his or her catapults or a cannons to breach a fortification before he can fire upon units occupying the fortification. However, the player has the option of not firing his catapult during the battle if he hopes to capture the fortification intact. Archers may not attempt to breach a fortification. Archers may only fire upon enemy units defending the fortification.

Breaching a fortification
To breach a fortification, the attacking player must roll less than or equal to the missile unit's TAS, using the die representing the defense number of the fortification. *For example, for a catapult (6 Attack) to breach a level 1 fortification, the attacking player must roll less than or equal to 5 using an 8 sided die during step 4 of the combat sequence because a level 1 fortification (wooden) removes 1 from the attack number of the catapult.*
If a fortification is breached during the missile attack, remove it from play or reduce it one level. Place a stone fortification in the territory if a kingdom is breached, or a wooden fortification if a stone fortification is breached. You may reduce a fortification by more than one level, if multiple missile units were used. If a kingdom were successfully breached two times by multiple catapults during the missile phase, the kingdom would be reduced to a wooden fortification. Once the fortification is destroyed, any catapults or cannons in the attacking army may engage or attack the remaining enemy units. If you capture an enemy territory with a fortification that was not breached, you may claim it. (See Razing structures)

Repairing a breached fortification
You may only improve a fortification or repair a kingdom fortification during the purchase units phase of your turn. You may NOT make repairs during the combat phase of another player's turn. If a kingdom has been breached, it may be repaired one level per turn at a cost of 5 gold per level.

SIEGES (Kingdom territory only)

If any attacking player's unit(s) survives a round of combat on an enemy occupied kingdom territory, he may discontinue the attack and lay siege to the kingdom.
You may only lay siege to an enemy occupied KINGDOM territory.
If a player successfully maintains a siege on an opposing player's kingdom, the player under siege must split the income generated by the kingdom during the collect income phase of the player under siege (rounded down). For example, if a player has his only kingdom under siege by another player, he reduces his income by 50%. If the player under siege was to collect 21 gold during the collect income phase of his turn, he must give the player laying siege to his kingdom 10 gold. If a player has two kingdoms and gains 21 gold during the collect income phase of his turn, he would give the player laying the siege to one of his kingdoms 25% or 5 gold.
A player may still reinforce his kingdom or any friendly territories in his realm, if his kingdom is under siege.

To lay siege to a kingdom

To lay siege to an enemy controlled kingdom territory, simply move your army onto the enemy occupied territory during step 1 of the combat sequence. You must successfully complete one full round of the combat sequence and have a unit remaining to siege the territory. Rather than fight again or retreat, simply leave your unit(s) in the contested territory and state to your opponent that you are laying siege to the contested territory.

Lifting a siege

When a player states that he is laying siege to your kingdom rather than continuing to attack or retreat, you have an option of counter-attacking the invaders. To lift the siege of an invading army, you lose any advantages you may have had through the fortification. You now assume the role of the attacker when using the combat sequence. If you successfully lift the siege and defeat the invading army, you may continue and invade an adjacent enemy occupied territory to the kingdom territory. You may retreat back to the fortification or discontinue to attack during step 8 of the combat sequence and remain under siege if the battle goes poorly. At the conclusion of that battle, play is now returned back to the original or phasing player to continue with other conquests or to complete the action sequence of his turn.

Lifting a siege with cavalry

You may beckon to your Cavalry to ride to your aid if you are under siege. If your opponent declares that he is laying siege to one of your territories, you may use cavalry in lifting the siege (counter-attack) from another friendly territory. Cavalry may support the counter-attack, if the territory where the cavalry originates from can be connected to the contested territory by no more than four adjacent friendly territories. Cavalry may not cross over enemy occupied territories or violate terrain restrictions such as mountains. The cavalry unit(s) that supported the counter-attack may not support another counter-attack for the duration of the phasing player's turn.

cards must be considered a missile attack. The inflict damage scroll cards consist of the following spells:

Summon (Earth, Wind, Fire, Water) Elemental spell, Tempest spell, Infernal spell, Berserk spell, Change Allegiance spell, and the Death Seeker spell.

All of these inflict damage scroll cards must be cast during the missile attack steps of the combat sequence, except the Summon Elemental spells, which may still be cast at any time during the attacking player's turn.

(Hint – You may want to reduce the number of units of an enemy occupied territory with a Summon Elemental scroll card before you move your units into the territory.)

Protect scroll cards

The protect scroll cards are the Dispel magic spell, the Reflect spell and the Invincible shield spell. If a spell caster casts an inflict damage scroll card, the opposing spell caster may immediately use a Reflect spell or Dispel magic spell scroll card to reflect or nullify the effect of an inflict damage scroll card. The Invincible shield spell may also be cast, but this spell does not avert the effects of a scroll card.

DRAGONLORDS

DragonLords are demi-gods that serve the Gods of Power. They do not care about the people that have been blessed by their presence in battle. When a unit is blessed by the Gods and becomes a DragonLord, he is actually a reincarnation of a power that existed long ago in the first age. So it is possible for an Orc DragonLord to be bestowed to an Elf queen by the Gods.
In the advanced game expansion, the defense number of a DragonLord is 12. The DragonLord may only engage in the missile attack steps of the combat sequence. Spell casters are the last units to be engaged in combat. See Advanced combat.

The DragonLord dragonfire attack!

The DragonLord dragonfire attack is a missile attack. When a DragonLord uses dragonfire, it must be used during the missile attack steps. An attacking player may use the DragonLord dragonfire attack to reduce a fortification by one level in each round of combat. The fortification is reduced or removed during step 5 of the combat sequence (Remove Missile Casualties)

Temples
As king or queen of your realm, you may task your holy men to study the lost arts. It costs your realm 10 gold per turn for them to discover new ways to bring destruction to your enemies.

You may purchase a scroll or a spell for 10 gold during the purchase units phase of your turn, if you have an operating temple. A civilization may have a maximum of 3 Wizards to serve a King.

Purchasing spells with a temple
In order for a unit to become a Wizard or a Wizard to gain a spell, the unit must occupy the territory with an operating temple at the start of the player's turn. The spell is gained during the place reinforcement phase. Simply roll a six-sided die and place a peg in the corresponding number of your reference card. If you have knowledge of that spell already, you may NOT roll again.
The Wizard unit must remain immobile for the duration of your turn.

Purchasing scroll cards with a temple
To purchase a scroll for 10 gold during the purchase units phase of your turn, you may NOT have a Wizard being trained with a new spell. You may NOT purchase a scroll if you already have 3 scroll cards in your possession. If none of these restrictions are violated, you may take your new scroll at the end of your turn. It may not be used during the turn when you purchased it.

Inflict damage spells
With the advanced game play, a spell caster may only cast one inflict damage spell or scroll card per round of combat. An inflict damage spell or scroll card must be cast during the missile attack steps of the combat sequence. An inflict damage spell is a spell that causes damage to an opposing player's forces, such as the Fireball spell or Tempest spell.

COMBAT WITH SCROLL CARDS
A situation may occur where both player's involved in a battle will want to use scroll cards at the same time. If both players involved in a battle have a spell caster in their army that want to cast a scroll card, the two players take turns casting a single scroll card starting with the defending spell caster during the defender missile attack step.
Each player may take turns casting a scroll card until their supply is exhausted, but each player may only use ONE of the inflict damage scroll cards per round of combat during the missile attack steps of the combat sequence.

Inflict damage scroll cards
There are many types of scroll cards. Some are used to protect or affect friendly units and some scroll cards are used to attack or affect the enemy units. The second group of scroll cards is called 'inflict damage' scroll cards. The inflict damage scroll

Lifting a siege with a teleporting spell caster
In order to support a counter-attack to lift a siege, you may move a spell caster (along with the teleporting units) that has the Teleport spell such as a DragonLord to the contested territory. The spell caster must remain with the counter-attacking army if you decide to support the attack this way. You may not teleport the spell caster back to its original position or to any other friendly territory until the naval movement phase of your next turn.

COMBAT WITH MISSILE UNITS
The archer and catapults conduct missile attacks during step 3 or 4 of the combat sequence. There is no restriction to the quantity of missile units a defending or attacking army may use during combat. An invading army has a maximum number of infantry units that may attack a fortification depending on the level of fortification (See Fortifications Affect on Combat). Each missile unit in the invading army, assaulting a fortification, must reduce its attack number by one for each level of fortification.
A defending missile unit in a fortification does NOT have this penalty applied to its attack number. Any hits suffered to missile attacks are removed before the infantry / cavalry units roll the dice during the melee.

COMBAT WITH CANNON (Dwarves only)
The cannon may move and attack with the same restrictions as archers. It is not bound by the same restrictions as a catapult. The cannon is used during the missile attack steps of the combat sequence. To combat an enemy fortification, the cannon must roll less than or equal to its attack number (8 Attack minus the fortification penalty) using the die representing the defense number of the fortification. This is a missile attack to be conducted during step 4 (Attacker missile attack) of the combat sequence. The cannon may be used in naval combat; however, the enemy ship(s) may not be captured if a cannon was used during the battle.

Cannon Bombardment (Special attack)
A cannon may be used to bombard an enemy unit or fortification in an adjacent enemy occupied territory during the combat phase. The cannon does not move into the territory as per step 1 (Move attacking unit into enemy territory) of the combat sequence.
To bombard an enemy unit, the Dwarf player must roll a 1 or a 2 on a 6-sided die. If the cannon successfully bombards the enemy unit, the defending player decides which unit he will remove from the territory.
To bombard a fortification, you must roll less than or equal to 8 (Attack) minus the fortification missile attack penalty using the same sided die as the defense number of the fortification. For example, for the dwarf player to successfully bombard a wooden fortification (level 1), he would have to roll 7 or less on an 8 sided die.
A cannon that was used to bombard an adjacent enemy occupied territory may not be used in any other combat for the duration of the Dwarf player's turn.

COMBAT WITH CAVALRY

A cavalry unit is a mounted heavy infantry unit. Cavalry are highly mobile units but are restricted when engaging fortifications. When attacking or defending a fortification, cavalry must use the same attack and defense number as the heavy infantry unit in their civilization. However, if a defending army in a fortification under siege attempts to lift the siege, the cavalry unit returns to its normal attack / defense number and flanking abilities.

Cavalry Movement

Similar to the forced march used by infantry to move up to four adjacent friendly territories, cavalry may also be used to attack an enemy occupied territory even after the forced march. Cavalry is not restricted to one adjacent territory during the transfer phase and may move up to two adjacent territories.

Cavalry flanking attack!

During combat cavalry are used to break through holes in the line to get to the weaker units such as catapults and archers. It is important that your army has cavalry to check the moves of the opposing cavalry.

If the opposing player has no cavalry or DragonLord in his army, your cavalry unit(s) may attack the lowest defense unit(s) such as catapults (4 Defense) for ONE round of combat. You may not use the Cavalry Flanking Attack if the opposing force is fortified, has a DragonLord or has a cavalry unit.

Cavalry raids! (Special Attack)

During combat, cavalry are used to create havoc behind enemy lines. Watchtowers had to be erected along the borders of enemy territories to keep an eye on cavalry movement.

Cavalry may raid an adjacent enemy controlled territory, if the territory does NOT have a watchtower.

For a cavalry unit to conduct a raid, the player must roll a 1 or 2 on a 6-sided die for each raiding cavalry unit. If the cavalry unit successfully raids the adjacent enemy occupied territory, the defending player decides which unit he will remove from the territory. Any units that were used to raid an adjacent enemy occupied territory may not be used in any further combat for the duration of that player's turn.

RETREATING

The same rules apply with the advanced game as per the basic game. Only the attacking player may retreat from a contested territory. Catapults may never retreat. If an attacking player retreats, any catapults he owned are left behind and become the property of the defending player.

As per the basic game, defending spell casters with a Teleport spell may retreat to any friendly territory instead of counter-attacking during the combat sequence and only if the number of hits suffered does not exceed the number of units left. The spell caster may NOT teleport any other units.

FORCED MARCH

The same rules apply in the advanced game as per the basic game. You may move up to four adjacent friendly territories during the combat phase of your turn. These units may not be involved in any combat for the duration of that player's turn. You may not leave any territories you crossed vacant and all territories must be adjacent to each other. The unit(s) in a forced march must end their forced march on a friendly territory. Catapults may not take part in a forced march.

ADVANCED GAME SET-UP

The advanced game set-up is exactly the same as the basic game. Each player uses the original units found in the basic game to claim a kingdom and all territories excluding islands and the wastelands. Continue to use the white, red and blue discs to represent basic units. Use a cardboard counter to represent an advanced game units or the miniature.

1) Roll the crystal die to determine the chosen one (first player blessed)

2) After each player has claimed a kingdom, place 5 white discs or 1 red disc on the remaining kingdoms. The discs are used to represent an unknown civilization that must be defeated in order to gain control of the kingdom. The units have a 3 Attack / 6 Defense for the unknown civilization.

3) After each player has claimed a gold territory, place 5 white discs or 1 red disc on the remaining gold territories to ensure that each player starts the first turn with the same income. Again, the discs are used to represent an unknown civilization with a 3 Attack / 6 Defense.

4) Start with a ship, a Wizard (Spell 1 and 2), and 30 gold. Randomly select a shard and a hero (level 1), if you have the *Crystal of Power* expansion.

5) Remove the elemental scroll cards before you deal the 3 scroll cards to each player. After each player has 3 scroll cards, shuffle the elemental scroll cards back into the deck.

6) The chosen player proceeds with the purchase units phase of the action sequence.

SPELL CASTERS AND SPELLS

The same rules apply with the advanced game as the basic game with the following exceptions.

Spell caster modifications

A spell caster may NOT engage in the melee phase of the combat sequence. Exception, a king would combat in the melee phase of the combat sequence but only if there were no units remaining in his army except other spell casters.

Only basic game units may become Wizards, not advanced game units, such as archers. A heavy infantry unit or archer unit may be reincarnated into a DragonLord in the Wastelands.