



war expansion

the great war

For a long time, one has heard rumors of the overthrow of the monarchy and the overthrow of the royal despot. But these were anarchists and madmen who sometimes more or less publicly made their opinions known. What completely escaped the attention of the secret police, who were more concerned with the eradication of the dragon cult, was that behind these rumors was a group of agents who were secretly seeking allies for a coup. This was controlled by a gifted conjurer who called himself the "Usurper".

On the "Night of the Ice Wind" the time had come. The usurper opened a gate to the plane of chaos and focused the energy on a portal stone made of jade. The Chaos Gate was not large, but a steady number of orcs and beasts that the land had not seen before pushed through it. It took a long time before they dared to wake the king and then inform him of the explosive nature of the situation. It was not until late the following day that the army and the temple knights of the church began to be mobilized. The king's troops were also supported by an arrogant group of mages who had themselves transported by palanquins...

Three days later, there was a War with the enemy, which was to go down in the history books as the "Great War". During this War, the royal army succeeded in breaking the portal stone and closing the "Great Portal". However, the blood price for this "success" was high. More than half of the Royal Army and almost every mage involved was killed. The army had not realized that they had been ambushed. For the Usurper not only commanded the horde of orcs and beasts, anarchists (hidden in the ranks of the army) and the savage tribes of the Northmen, the bandits of the desert country and the outcast scum of the city population had also joined his movement. And many of them died in hatred and murder on the bloody Warfield.

And so, it came to the "Great War". While the Royal Army entrenched itself behind palisades, groups of orcs, Northmen and bandits roamed the land, murdering, looting and pillaging. None of the warring parties had yet been able to truly crush the other. While the usurper began to search for the damaged portal stone in secret, the general of the royal army started to mobilize new recruits. In the process, the adventurers who are striving for the legacy of the Warlock come just in time for him. The king calls these players "to fight for the country" and promises a high reward for the capture of the usurper. Some players willingly join the king's call, for in war one can quickly gain experience and make fat loot. Others are reluctant to answer the call, because as soon as the war ends, the troops will retreat with their equipment. Well, and then there are the players who have fallen from grace anyway. The usurper promises them the title of "Agent of Chaos" if they bring him the portal stone. With this he wants to open the "Chaos Gate" again.

The Extension

The WAR expansion essentially takes place on the Warfield. The word "Warfield" is used to describe the 3-panel slipcase where WAR cards are drawn instead of adventure cards. The slipcase is placed on the outer or middle region after the adventure card "**Chaos Portal**" is revealed. It covers 2 or 3 spaces of the original board and replaces them. The Warfield is not a region of its own, but part of the outer or middle region (depending on the location).

Essentially, the expansion is about increasing the level of difficulty. The players can decide for themselves whether they want to enter the three fields of the Warfield or prefer to draw adventure cards on the original board. The whole thing also has a temporal component. The war ends with the drawing of the "**Truce**" or defeating the "**Usurper**" cards. By then, you should have collected a lot of honor (experience) and a lot of loot.

There are three fields on the Warfield. These fields should not be "clogged" with places or strangers. As a rule, therefore, only a few cards should remain on the slipcase in the long term. **If a third long-term card (place or stranger) is drawn**, it is placed on the next free field next to the Warfield slipcase.

No additional expansions are started during the WAR expansion (such as: Sherwood Forrest, Halloween or Thorns. "Anarchy in the Village" or "Night of Tiamat" are an exception. In "**Night of Tiamat**" the king is overthrown by the Tiamat high priest. The war ends immediately and the "Night of Tiamat" expansion begins instead. In "**Anarchy in the Village**", the usurper's troops have invaded the village and are spreading chaos there. Both expansions take place in parallel

The Warfield is positioned so that it does not cover any of the corners of the outer or middle region. If possible, the slipcase should also not be placed on the rock cliffs, the crevice or the forest. If the WAR expansion is started via the "Chaos Portal" card, the slipcase must be placed so that the revealing player is standing on the Warfield.

Start of the Expansion

The expansion is generally started via the "**Chaos Portal**" card. The Warfield slipcase is immediately positioned under the player (see rule above) so that it remains on the Warfield. The player immediately draws a WAR card. The WAR expansion does not take place if any of the following expansions are already active in the game: Night of Tiamat, Halloween, Thorns, Anarchy in the Village, Sherwood Forrest. If the adventure card "Chaos Portal" is not drawn in the outer or middle region, the card is discarded and a new card is drawn instead.

The **Magic Brew Warfield card** works in exactly the same way as the Chaos Portal card. The only exception is that the connoisseur of the Magic Brew can decide for himself where he wants to position the Warfield slipcase. In doing so, the slipcase must not cover one of the corners of the two regions, the rock cliffs, the forest, the desert or the crevice.

The cards "**Old Warfield**", "**At Arms**" and "**Crusade**" are not the "Great War" but a regional skirmish. A limited number of WAR cards are drawn here. Each of these cards lasts only one turn and is discarded at the end of the turn (like enemies not defeated, places, strangers). If the cards "Portal Stone, Usurper, Truce and Royal Scouts" are drawn, they are ignored for the regional skirmishes and a new card is revealed instead.

End of the Expansion

The WAR expansion can be ended via four cards "**Truce**", "**Usurper**" (defeating this one), "**Night of Tiamat**" or "**Overthrow of the King**". Two of these cards are in the WAR pile. With the end of the war, the Warfield slipcase and all cards in it are discarded. Any WAR card (recognizable by the lettering on the top right) that is still on the board is also discarded. Companions and items obtained by a player during the WAR expansion may be kept by the player (exception: Royal Scouts and portal stone).

In the cards "**Fall of the King**" or "**Night of Tiamat**" the king has been deposed from the throne and has lost control of the country. The usurper leaves the field in a triumphant victory march. Again, Warfield slipcases and all war cards are discarded (see above). The Royal Scouts and the portal stone, however, remain in the game. Players with a patch receive 1 gold bag reward.

Explanation of the individual cards

Agent: The transport takes place in the next round. It replaces the movement action. You can only place on fields in the outer region that have direct access to the water of the river.

Agent of Chaos: If one of the gifts in the buy card stack is not available, you must choose another gift.

Old Warfield: If the cards "Portal Stone", "Usurper", "Truce" or "Royal Scouts" are drawn, they are ignored and a new WAR card is drawn instead. If you find a sword/helmet or axe/shield, you have to choose between the alternatives. You only get one card at a time. Objects that are found but not taken are immediately put back on the purchase card pile.

Assassin: All Stranger cards in the Middle and Outer Regions, on the Warfield, Town Board, Village Board, Mountain Realm and Woods Realm are discarded immediately. If the player who revealed the event has an arrest Warrant, he can order the assassins to take a life from another player in the same region.

Warfield (Magic Brew): The Chaos Gate is that of the WAR expansion (see above).

Armed murderers: The armed are the dregs of chaos. They draw their courage from the might of the strongest. For the purpose of gaining experience, they are treated as a Strength 2 Person-Enemy. The same applies to enslavement or magical enchantment.

Chaos Caller: The disciple of the usurper does not possess a portal stone. Therefore, his portal is uncontrolled and tears his victim out of the land. Since one is at least in the timescape in the meantime, one must discard all animal items and animal companions immediately. If you play the expansion in the tournament, you never end up in your own land, but in the Timescape, the Black Tower or on a randomly determined other main game board.

Chaos Summoner: The Chaos Summoner is the Usurper himself. One can join his cause and take the change character "Agent of Chaos". If this is already taken, the previous agent is replaced and the change character is taken away from him.

Chaos Knight: The Chaos Knight draws his power from leading Orc troop units. An Orc card is any Fine card that has the word "Orc" in the text or name. For the purpose of gaining experience, it is treated as a monster enemy with strength 6. The same applies in the case of enslavement or magical enchantment.

Chaos Gate: The Chaos Gate is the normal start of the WAR expansion (see above).

The village is on fire: This event card instantly starts the expansion "Anarchy in the village". From now on, no more City cards are drawn in the village. Instead, players draw WAR and Anarchy cards, which have been shuffled together in a deck. The law of the city no longer applies in the village. Breaches of the law are no longer punished. The Baron's house remains closed. It cannot be entered. (Exception "Countess Basilisco": see below). The Anarchy event runs independently of the WAR event. If the war ends, enough Northmen and raiders remain in the village to cause trouble. If the "King's Army" is drawn, royal forces have pacified the village and installed a new baron loyal to the monarchy. The completion of the "Anarchy in the Village" expansion does not end the WAR expansion.

Deserter: The deserter works with any player. Anyone who accepts him as a companion is considered wanted for that time. It is best to place a Warrant card half on top of the Deserter. Should you fight a person-enemy, he leaves your group and waits for another player to pick him up. This also removes the profile from your person. With the completion of the WAR expansion, the deserter is pardoned and loses his profile.

Dragon Cultists: Take the City Cultist deck and draw cards until you have three Fend cards face up. Now shuffle these three cards and place one face down under your field and one on the left and right adjacent fields. Immediately

turn over the card under you and follow it. The other two are only turned over when someone enters the field. Turning the card over replaces the prompt "Draw a card". Shuffle all discarded and uncovered "City Cultist" cards and make a new draw pile.

Royal Scouts: If a Warrant is issued in your name or that of one of your companions, the soldiers of the Royal Scouts will not join you. Note the rule about the end of the expansion. If the usurper dies or flees, the soldiers will leave you, but not during the "Night of Tiamat" or the "Fall of the King".

Surgeon: The Surgeon is a stranger who trades in items and also heals Nobles for life. A noble can be healed and still trade in the same turn.

Prisoner's column: Whoever leaves the prisoner's column behind must discard the companion card completely. The Orcs and Northmen free themselves if they are not guarded. The same applies if you do not take the direct and shortest way to the city gate.

Ghoul: Only one ghoul will fight with you. The others mentioned on the card will refrain from fighting. If you lose the fight, you will be bitten by the ghoul, lose a life and have to sit out the next round paralyzed. Players who have fairy blood in their veins are immune to the paralysis effect. Since this is rarely noted on characters, a trick is used to determine "Fairy blood: yes or no". Those who are immune to the siren's song have fairies in their bloodline and are therefore also immune to the ghoul's paralysis.

Army camp: For players without a Warrant, the army camp is a place where you can heal for gold. 1 gold = 1 life. However, one should note that it is a law place. Any action against the law in the city will be punished by the guard. To determine the strength value of the guard, you must roll a die and add 3 to the value. If you lose the fight against the guard, it will be treated as if you were arrested in the city. The rule that you must always have a gold in the city does not apply here. But e.g., it is not a good idea to bet on the army camp as a ghoul or troll.

Holy hand grenade: The holy hand grenade can only be thrown exactly 3 spaces according to the instructions. You must announce this before rolling the die for your movement. All cards on the target field are discarded. If there are other players on the target field, they only lose a life if they are of evil disposition. Companions and objects of the other players are safe from the grenade. Throwing the grenade in the city is considered a violation of the city law.

Catapult: You can only carry the catapult if you have at least two companions. It does not matter whether they are cursed, animal or plant companions. Familiars do not count as companions. As soon as you no longer have two companions with you, you must leave the catapult on the field where you are standing. If you want to enter the Black Tower, the Warlock's Palace, the Dungeon, the Catacombs, the Pharaoh's Tomb or a similarly cramped board, you must also leave the catapult on the entrance square outside the board. You can enter the timescape with the catapult. On the three fields of the Warfield (slipcase), you get +2 strength in War.

Royal general: The general is never on the field where you drew the card. He is in the castle on the middle level. The card remains there until someone offers the general a companion card. Put down the general and the companion card and take the "Herald" as a change character (see city rule). You cannot offer familiar and animal companions to the general. You can, however, place cursed companions with the general.

Crusade: The alternate characters Templar, Herald, High Magician (Grand Master of Magic), Secret Police, King's Champion, White Hag, Archbishop and Sheriff count as players with office. Each of the WAR cards drawn lasts only one turn and is discarded at the end of the turn (like Undeclared Enemies, Places, Strangers). If the "Portal Stone", "Usurper", "Truce" or "Royal Scouts" cards are drawn, they are ignored for that skirmish and a new WAR card is drawn instead.

War Mage: It is not entirely clear who the mage wants to avenge. She also goes with players who have a Warrant issued in their name. As soon as she joins you, you draw 2 spells. You can look at both of them and then choose one to keep, if your talent level allows you to. The mage only grants you this favor once. If you discard it and pick it up again later, you will not receive any more spells.

Monument: For the construction of the monument, you can also donate items that have a gold value if this is shown on the card (e.g., gems, golden statue, officer's sword). If the item has more than one value, the value that is valid in the city/castle is taken. If there is no special value, the lowest value is taken. Donated items are discarded immediately.

Morrigan: The goddess can neither be killed nor destroyed. You cannot hide from her. All enemies that you have collected to gain experience but have not yet redeemed count as a trophy.

Nordmann: The Nordmann is strongly superstitious. He will not fight the player of the "Valkyrie", the alternate character of the "Warrior of Chaos" or a player carrying the cursed companion Foundling (a fight will not take place in any case). Instead, he gives him a shield. If the recipient does not want to carry the shield, it will not be given away.

Officer's sword: The sword can be used in combat like a normal sword (purchase card). However, two exceptions apply.

1. you can sell the sword at the blacksmith (village), the armorer (town), the smithy (Jonas's adventure map) or any arms dealer for 3 gold. A stranger is considered to be a weapon dealer if you can buy an axe or a sword from him for gold. When the war expansion ends, a player must immediately decide whether he wants to carry the sword or place it on his field. If he continues to wield it, the player receives a brand-new Warrant after the general amnesty.

Orc Blood Master: The Orc also attacks players with a card. If the Orc Blood Master is defeated, you can only take the Blood Dog purchase card if you still have enough space for an item. The dog does not fit into any container. If there is no Blood-Dog Buy card in the stack, you can take another Dog card. If this is also out of stock, you must refrain from taking a buy card.

Orc General: The Orc General only remains in the country for a short time. If you defeat him, you become the new "Champion of Chaos". If you lose, you are enslaved in the temple and roll the dice every round to see if you can be freed (see rule in the temple). The only way the orc general can stay here for more than one round is if there is a draw in the War. The orc general is a stranger and cannot be used for gaining experience.

Orc Captain: If the Combat Enviro Suit (Survival Suit) purchase card is not available, this reward will not apply.

Orc Horde: To defeat the Horde, you must fight two independent Wars against Strength 4 in your turn. If you do not win the first War, you do not have to fight the second War. You only get the 2 Gold reward if you win both fights in a row. The orc horde counts as two strength 4 opponents. They must be redeemed together to gain experience.

Loot: The looter has a secret agreement with the Chaos warriors. He is supplied with plunder goods by them and sells them for 2 gold each in his shop. If one of the cards is not available, it is omitted. For the dog card, the player who drew the event chooses the dog. If you play without the village board, the junk dealer has his stall on the village board as the fourth of the shops described there.

Portal Stone: This card is an important card in the expansion. Each warring party wants to gain an advantage with the help of the Portal Stone. With the Castle or Royal Castle, you can exchange the stone for a random Treasure card. The same goes for the Army Camp card (WAR card or Adventure card). Finding the Usurper is more difficult ("Usurper" WAR card or Chaos Summoner Timescape card), but the reward of drawing the "Agent of Chaos" change character is more attractive. Also note the rules above for the different endings of the WAR expansion. When drawing the WAR card "Truce" or killing the usurper, the portal stone becomes worthless.

Salamander: The salamander counts as an elemental.

Samurai: Before you can fight with the samurai, you determine his strength and talent value in combat. Then compare this with the samurai's values. The samurai then chooses the fighting style that has the highest chance of success for him. After the values have been determined, only spells can change the combat values. The taking of trunks or eating of doughnuts must be done by calculating the chance.

Shield Wall: after you draw the Shield Wall card, you must fight it immediately. If the person-enemy wins or reaches a draw, place the card exactly one space in the direct direction of the city gate before your movement roll. It always takes the shortest way. If it hits one or more face-up cards, it destroys them. If it hits a player, the player must fight with the shield wall and can also kill it. Your next move, after placing the shield wall, can be done normally. If a player moves onto the square where the shield wall is, he can fight the card. The shield wall can also be used to gain experience. If the card ends up on the city gate square after it has moved, it and all cards on the city board are discarded. Players who are in the city lose one life.

Soldier: Should a player give the soldier a weapon, it is immediately discarded. A marker should be placed on the soldier's card to indicate that his bonus has increased to +2. If one loses the soldier as a companion, the additional bonus is discarded. Leaving the companion behind for a short time with the use of a horse does not count as a loss.

Chariot: The chariot acts like a "throttled" horse in movement. You can increase your movement roll by up to two points, but only if you bet on an open enemy card or another player and fight them. For this fight you get a strength bonus of +2. The good thing about the chariot is that you can also take your companions with you on the chariot in sufficient numbers, even when using the movement bonus. Both bonuses only apply if you have to fight against enemy cards or players directly after your own movement. So, you can also rush towards ghost enemies if you want to fight with them. The strength bonus is then forfeited, of course.

Sublime Chaos (Magic Brew): The player must take one of the two change characters. If from now on he meets the princess, the heir to the throne, the prince or anyone of the royal family, he can kill them and dispose of the card on the discard pile. From the remains he can pick up enough jewellery worth 2 gold.

Total War: All Place and Stranger cards in the middle and outer regions are discarded immediately. Cards on the Town board, the Village board, the Warfield slipcase, the Mountain realm, the Woods realm and on the following spaces are not affected. Chapel, Temple, Rock Cliff, Forest.

Faithful Horse: The bonus points of companions are added to the roll "under your talent" but not the bonuses that only apply in combat. If the roll is equal to or higher than your talent value, the horse flees and dies on the Warfield (discard). A character who can charm animals (e.g., bard) does not need to roll this dice.

Raided convoy: If you cannot find a corresponding buy card in the stack, you roll the dice again. A riding horse, brewery horse or war horse also counts as a horse card here.

Usurper: If there is a Warrant in your name, the usurper gives you 1 gold per visit as support. If you yourself are not wanted, you have the choice of taking an arrest Warrant card and being supported on each further visit or fighting with the usurper himself. If you defeat the usurper in War, you will be appointed "King's Champion" by the king. If another player already holds the office, he will be immediately deprived of it. If you already have another alternate character, you have the choice of refusing the new office of king.

Vampire Bride: If the vampire wins a fight against a player, she sucks his blood and becomes more powerful. The increase in power should be marked by placing markers.

Truce: To everyone's complete surprise, there have been hidden negotiations with the usurper. He disappeared with his troops during the night. What he got in return is unknown. See also the rule above on the end of the expansion.

Military pay: Each player who is on the three fields of the Warfield receives a military payout. The amount of the pay is based on the military rank. Basic players receive 1 gold, nobles and players with a change character receive 2 gold. Players carrying a companion, item or magic item from the WAR expansion are considered veterans and receive 2 gold. All players outside the Warfield thrust receive nothing.

Wolf pack: To defeat the pack, you must fight two independent Wars against strength 2 in your turn. If you do not win in the first fight, the second fight is omitted. The pack counts as two opponents with strength 2. They must be redeemed together to gain experience. If the pack is forced into companionship (e.g., Bard, Orc) or service (e.g. Staff of Mastery), this always applies to only one wolf of the pack. This means that the card has strength 2 from now on.

About the weapons: Each of the WAR cards drawn lasts only one turn and is discarded at the end of the turn (like undefeated enemies, locations, strangers). If the cards "Portal Stone", "Usurper", "Truce" or "Royal Scouts" are drawn, they are ignored for this skirmish and a new WAR card is drawn instead.

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