

# Races of War

For 2 to 6 Players

## Equipment

- Game Board (use the board corresponding to the number of players)
- One Set of Pieces Per Player – each containing 20 pieces labeled X, and 0 through 10. Each player uses a different colored set.
- Two Black Pieces and Two White Pieces Per Player.
- Player's Handbook
- Clan Reference Tables

## Set Up

Each player must choose which clan he will be for the duration of the game. All of his pieces will correspond to the information for that clan on the *Clan Reference Tables*. No two players may be the same clan, except allies in an alliance game. Roll a die to determine the order in which the players choose their clans.

Use the board corresponding to the number of players. Each player will place all of his own pieces in his own camp (the different colored areas are the camps). The black and white pieces will not be placed at the beginning. The players may choose which camp they will use. If there is a disagreement between players, a die should be rolled to determine the order in which the players will choose their camps.

You will learn through experience which clan is best for you, and the best way to set up your pieces.

Important: When setting up, and during play, take care to make sure your opponents do not see the identity of your pieces.

## How to Play

The last player to choose his clan will take his turn first, and the other players will play in turn clockwise. On your turn you may do 1 of the following:

- I. Move** 1 of your pieces
- II. Use** a piece's *Ability*
- III. Attack** an opposing piece

Note: Should you be unable to do any action, you lose and are eliminated from the game.

### I. Moving Your Pieces

Each piece has its own unique movement, abilities, and attack. Refer to the *Clan Reference Tables* to see each piece's movement specifications which may override the following general movement restrictions.

#### General Movement Restrictions

1. You may only move 1 piece per turn.
2. A piece may move to any adjacent, non-obstacle space that is vacant. If the unit has more than 1 speed, he may move up to that many spaces for the turn (a piece with 0 speed may not move).
3. Only 1 piece may occupy a space at a time.
4. Only Air Units may jump over another unit or an obstacle space.
5. A piece may not repeat the same movement for 3 consecutive turns.

### II. Using an Ability

Certain units have abilities they can use. The abilities listed for each of the different units take the entire turn to use unless specified otherwise. Some abilities are specified to take 1 or 2 speed movements. In this case the unit may move first, then use the ability if he still has enough movement remaining (i.e. a unit with 2 speed may move 1 space then use an ability that takes 1 speed movement instead of moving to a second space). A unit may not move after using an ability unless specified otherwise.

To use an ability, point to the unit that is using the ability and say what ability he is using.

### III. Attacking

Check on the *Clan Reference Tables* under the L.R. (Long Range) section to determine if a unit has a Long Range attack or a Close Range attack. If a unit's status for L.R. is "No," the unit has a Close Range attack; otherwise, the unit has a Long Range attack.

Units with an *Attack Value (A.V.)* of “0” may not attack. A player may not attack his own or his allies’ units (some explosions may and will capture a player’s own units). All black and white pieces may be attacked by any player. Only specified units may attack a vacant space.

#### **Attacking (Close Range Attacks)**

1. If, at the beginning of your turn, an opponent’s unit is within your movement range and there is a clear route to move to that unit, you may attack that unit for your turn.
2. If you want to attack an opposing unit, do so by “tapping” your opponent’s unit with your unit and state the *attack value (A.V.)* and *unit name* of your unit. Your opponent then names the *defensive value (D.V.)* and *unit name* of his unit.
3. - If the attacking unit’s A.V. is greater than or equal to the defending unit’s D.V., then you (the attacker) win the attack.  
- If the defending unit’s D.V. is greater than the attacking unit’s A.V. then the defender (your opponent) wins the attack.
4. - If you (the attacker) win, you capture the opponent’s unit. The captured unit is removed from the board and your unit is moved onto the space vacated by the captured unit.  
- If your opponent (the defender) wins when you attack, your unit is captured and removed from the board. The defending unit remains where he was before the attack.

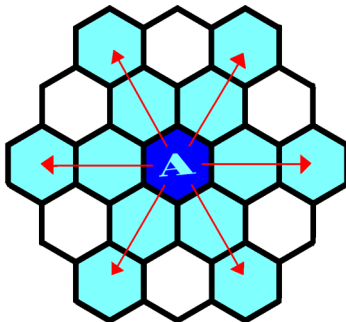
#### **Attacking (Long Range Attacks)**

1. If, at the beginning of your turn, an opponent’s unit is within your attacking range in a straight line away, you may attack that unit for your turn. You may attack over other pieces, obstacles, and other map tiles.
2. If you want to attack an opposing unit, then point to the unit that is attacking and state his *attack value (A.V.)* and *unit name*. Your opponent then names the *defensive value (D.V.)* and *unit name* of his unit.
3. - If the attacking unit’s A.V. is greater than or equal to the defending unit’s D.V., then you (the attacker) win the attack.  
- If the defending unit’s D.V. is greater than the attacking unit’s A.V. then the defender (your opponent) wins the attack.
4. - If you (the attacker) win, you capture the opponent’s unit and your unit remains where he was before the attack.  
- If your opponent (the defender) wins when you attack Long Range, no one is captured, the attack is simply blocked. All units remain on their same spaces.

Note: A Long Range attack takes that unit’s entire turn. You may not move the unit before or after the attack.

Important: A unit may not do a Long Range, or Close Range attack diagonally unless specified otherwise.

Important: An Air Unit may only be captured by a unit with an “A” in their Attack Value (A.V.) status on the *Clan Reference Tables*.



Long range attacks may only be used in a straight line (i.e. a unit with a 1-2 Long Range attack, while on the space marked “A” on the diagram, may attack a unit on any turquoise space).

#### **Capturing and Releasing Prisoners**

If a piece is captured, it is immediately removed from the board. If a unit ranked “7”, “8”, “9”, or “10” is captured; he becomes a prisoner and is placed in the prison area of the opponent who captured it. If a unit ranked “7”, “8”, “9”, or “10” is captured by his own team or an ally’s team, the unit is placed in the prison area of the next opponent to the right of the team that captured the unit.

If you capture an opponent’s “0” ranked unit (eliminating him from the game), any of your units in his prison are returned to your camp to a vacant space of your choice, and any of another opponent’s units in that prison are placed in your prison. Any of your allies’ units in that prison are returned to their own camps, to a vacant space of their choice. If there are no vacant spaces, then place the units on the nearest vacant spaces to the camps. A unit that has been released by an ally may not be used the first turn after being released.

## Map Tiles

### Obstacles

*Rocks*

*Water*

*Stoned units*

*Frozen units* (If attacked, the unit is captured)

### Non-Obstacles

*Normal* (blank)

*Forest*

*Fortress*



### Obstacles

Units may not move to an obstacle space unless specified otherwise. Certain units, including all air units, may pass over an obstacle space, but may not end their movement on an obstacle space.

### Stoned units

Stoned units may only be attacked by units that have an attack value (A.V.) of 15, and will be captured.

### Frozen units

Frozen units may be attacked by any unit that has the ability to attack, and will be captured.

### Forest

No units may be attacked or affected by a long range attack while on a forest space.

### Fortress

While on a fortress space a unit's defensive value (D.V.) is increased by 1.

## Winning the Game

If a player's "0" ranked unit is captured, or if all his other units besides his "0" ranked unit are captured, he is eliminated from the game, and all his pieces are removed from the board, and any prisoners in his prison go to the player that captured his "0" ranked unit (in his prison if they are another player's units).

You win the game if all other players are eliminated and you are the last player remaining.

Note: The "0" ranked unit will not be captured by black and white units, long range attacks, magic units, or by air units, but will remain where he is.

Important: The "0" ranked units may not leave the players' camp areas.

## Game Variations

### 1. Alliance Game

Play (2 vs. 2), or (3 vs. 3), or (2 vs. 2 vs. 2) on the four or six player boards. All players of the opposing teams must be eliminated for a team to win.

### 2. Handicap Match

Play (1 vs. 2), or (2 vs. 3) on the three or five player board. All players of the opposing team must be eliminated for a team to win.

Note: During an alliance game or a handicap match, players on the same team may be the same clan, opposing players may not.

Important: During an alliance game or a handicap match, players may not attack their allies' units. Some explosions can and will capture a player's allies' units. A player's Gorgon may attack his allies' units.

Important: During an alliance game or a handicap match, players may not cast spells or use abilities on their allies' units.

### 3. Flag Tag

In a flag tag game, if you successfully move your "0" ranked unit onto any space in an opponent's camp according to his regular movement, that opponent is eliminated from the game and all his units are removed from the board, and any prisoners in his prison go to the player that moved his "0" ranked unit into that camp (in his prison if they are another player's units). This can be played with 2-6 players using the standard, alliance game, or handicap match rules.

### 4. Cutthroat

To win in a cutthroat game, be the first player to capture a "0" ranked unit of any opponent. Cutthroat may be played using the standard, alliance game, or handicap match rules. Flag tag may also be played using cutthroat rules. In this case you must be the first to either capture an opponent's "0" ranked unit, or to get your "0" ranked unit into an opponents' camp.

## Additional Notes

- To teleport over, jump over, pass under, travel under, and travel over other units and obstacles are all the same. They are all done by jumping the unit over the other unit or obstacle. The other players do not need to know which type of movement was made.
- The other players don't need to know if a unit is moving diagonal or is moving 2 or more spaces. The movement for all may appear the same.
- When attacking a black or white unit on your own team, you do not need to reveal the identity of the attacking unit to the other players.
- Black and white units may not be frozen, turned to stone, possessed, or turned into a werewolf.
- The "Ice Storm", "Shadow Ring", "Touch of Darkness", "Haste", and "Bless" may not be attacked. Other units may move to, and stay on the same space as the "Ice Storm", and "Shadow Ring". The "Touch of Darkness" and "Bless" will remain on the same space as the unit they were created on.
- If a number of units with joined defense are "linked" together, spells cast on 1 of them will affect them all. A Ghost likewise may take control of all "linked" units simultaneously by possessing 1 of them.
- Units that will not be affected by an explosion, spell, or ability do not need to reveal their identity when involved in such. Units must always reveal their identity when involved in an attack.
- An explosive black or white unit may not be triggered by an attack, ability, or spell (except "Trigger") by any players on the round it is set; however, other explosions may trigger it before completing the round.
- If an air unit does a Close Range attack to a Bomb or a Land Mine, the air unit will be captured.
- An air unit that has been turned into ice or turned to stone loses his air unit status while ice or stone.
- The spells "Ice" and "Stone" may be cast on units on the water and rock tiles, but those units will be captured and removed from the board instead of being turned into ice or turned to stone.

## Clan Reference Tables Explanations

Below are listed the detailed explanations of each column on the *Clan Reference Tables*.

### Rank

Rank is how you determine which piece number the given information corresponds to.

### Unit Name

Unit Name is used to identify what the units are.

### A.V. and D.V.

A.V. (Attack Value) with D.V. (Defense Value) determines who wins in an attack. If the A.V. of the attacking unit is greater than or equal to the D.V. of the defending unit, the attacking unit wins the attack. If the D.V. of the defending unit is higher than the A.V. of the attacking unit, the attacking unit loses the attack.

### Speed

Speed determines how far a unit may move in 1 turn. The unit may move up to as many spaces as his speed is. Units that have a Close Range attack may attack an enemy unit if he is within range of their speed.

Note: Some other actions may take 1 of a unit's "speed" movements for that turn (see Using an Ability).

### Unit Type

There are 4 unit types - (*W*)eapon, (*M*)agic, (*E*)xplosive, and (*N*)ormal.

Weapon - Weapons are non creature units, and may not be turned to stone or ice, possessed by Ghosts, or transformed into Werewolves.

Magic - These are units that have magical attacks. Units that are immune to magic are not affected by this unit type's attack, or by any spells.

Explosive - Explosive units are units that when triggered by certain conditions explode, capturing all units within a given range from the explosive unit. When taking affect, Explosive units also affect the space they are on (including a unit that attacks it with a Close Range attack). When an explosive unit is triggered, it does not take the turn of the player whose explosive unit was triggered.

Normal - This unit type's attack affects all units.

### Air

Air units may only be attacked by units that have an "A" in their "A.V." status. If a unit that doesn't have an "A" in his "A.V." status attacks an air unit with a Close Range attack and doesn't have enough "Speed" movement to keep going, the unit must return back 1 space in the direction he came from. Any unit may pass under an air unit if the unit's movement will allow him to move far enough. Other units may not stay on the same space as an air unit.

### L.R.

L.R. (Long Range) defines if a unit has a Long Range attack, and how far away the unit may attack. If a unit's status for L.R. is "No," the unit has a Close Range attack; otherwise, the unit has a Long Range attack. Long Range attacks affect a space within the given range away from the attacking unit in a straight line. Attacks that affect multiple spaces simultaneously are indicated with a "+" sign. An "R" means the attack affects all spaces within the given radius.

**Unit Bonuses/Limitations**

Unit Bonuses/Limitations lists certain bonuses and/or limitations for each unit. Unit bonuses/limitations may override any of the previously stated rules.

**Abilities**

Abilities is a list of all abilities (if any) that a unit may use.

**Explanation of common****Unit Bonuses/Limitations**

**Shared turn** - All units of a rank that has shared turns may move, use an ability, and/or attack for the same turn.

**Shared speed** - All units of a rank that has shared speed may split their total speed between them in any ratio for the turn (i.e. the first Doppelganger may move 3 spaces while the other moves only 1 for that turn).

**Joined attack** - All units of a rank that has joined attacks may add their "A.V." together to attack a single unit if they are all in adjacent spaces to each other during the attack. They may be "linked" in a chain as well.

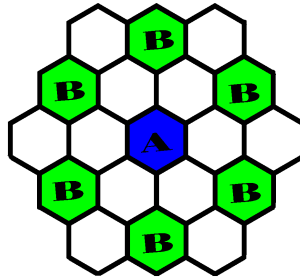
**Joined defense** - All units of a rank that has joined defense may add their "D.V." together while being attacked if they are all in adjacent spaces to each other during the attack. They may be "linked" in a chain as well.

Note: If captured while joined or "linked," all of the joined or "linked" units will be captured.

**Immune to magic** - Units that are immune to magic may not be affected by spells or Magical type units.

**May do a ground attack** - Units that may do a ground attack may attack a vacant space.

**May Move Diagonally** - Units that may move diagonally may move to the spaces diagonal from where they are (i.e. a unit on the space marked "A" in the following diagram, may move to any of the diagonals from that space which are marked "B").

**Explanation of  
common Abilities**

**May cast the spell...** - A unit that has the ability to cast a spell may cast 1 of his specified spells for his turn. The various spells' effects are specified below each spell on the table. Casting a spell takes the entire turn unless specified otherwise.

**May transform into a...** - A player with units that have the ability to transform from 1 unit type to another, may do so by lying the piece to be transformed down on its face. When you wish to transform the unit back to normal, simply lift the piece back up to a regular stance. Transformation takes the entire turn unless specified otherwise.

**May summon...** - A player who has units that may summon other units does so by placing his unit(s) to be summoned (which cannot be on the board already) above the unit that is doing the summoning. The summoned unit(s) must then move away from the summoning unit immediately according to the unit's regular movement and may attack if within range. If there are no vacant spaces within range of the summoning unit, he may not summon any units.

**May identify units** - If an opponents unit is within movement range of your unit which may identify, you may land on their space and identify what their unit is for your turn. Afterwards, your unit is immediately returned to your camp to a vacant space of your choice. If a unit tries to identify a weapon, the weapon will be disarmed and thus captured. If the unit disarms a weapon, the unit remains on the vacated space and does not return to his camp. If your unit attempts to identify an air unit, the air unit will not be identified, but your unit may continue moving if he has enough movement remaining to do so. If your unit does not have enough movement to continue moving, he must move back 1 space in the direction he came from.

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