

Tutorial

Races Of War (or ROW as it may be referred to) takes a couple of games to learn. By the end of your second game you'll start to get the hang of it. After that, you're certain to enjoy it for many years to come.

Assembly

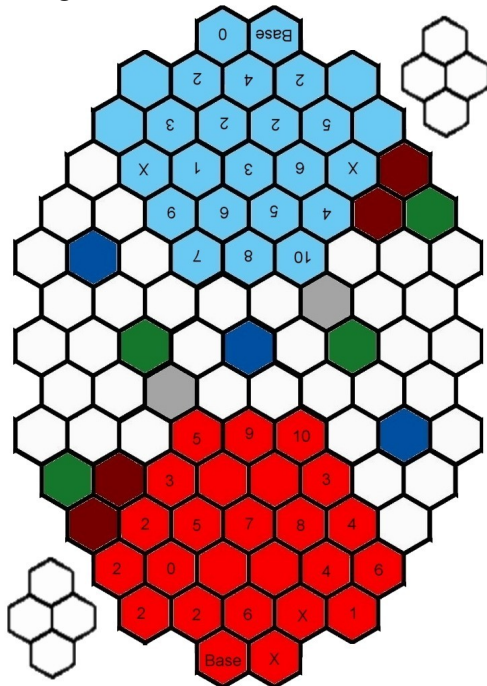
Before playing for the first time insert a cardboard label inside each piece. Take care to ensure that each sheet of labels goes to one specific color of pieces. For example, an entire sheet of cardboard labels should be used for the light red pieces, and another sheet of cardboard labels should be used for the light blue pieces, etc.

Set Up

Unfold the board with the 2-player board laying face-up. Remove a set of 20 red pieces and a set of 20 blue pieces. You will also need 2 black pieces and 2 white pieces for each player.

Have player 1 place the 20 red pieces in the red camp on the board (facing away from the blue camp). Have player 2 place the 20 blue pieces in the blue camp on the board (facing away from the red camp). The black and white pieces will not be placed at this point in the game.

Below is an example of how the pieces could be arranged:



Note: There is no mandatory arrangement for setting up your pieces. The given arrangement is only an example of a tactful set up.

Player 1 will use the Clan Reference Table titled "Humans". Player 2 will use the Clan Reference Table titled "Brood". The numbers on each player's pieces represents the Rank of each piece and corresponds to the information given on each player's respective Clan Reference Table.

Game Play

Player 1 will take his turn first, and may either move one of his pieces or attack an opponent's piece if it is within range. Player 1 should use his Archers' (5) long range attack to identify units from a distance and to capture any units with a defense of 5 or lower. If you send in any units of rank 7 or higher they should always be within attacking range of your Paladin (10) for back up, or in the attack range of the Ballista (7). If you know a unit is safe to move in and attack a unit, then take advantage of it, but get back out to safe ground as soon as possible.

Player 2 should use his Wyverns' (6) long range attack to identify units and capture units with a defense of 6 or lower, but stay out of the range of the Archers, and beware of Pikemen sneaking in for the attack. Other than those only the Mage and the Ballista can capture the Wyverns. They are strongest when placed on the forest spaces where only the Pikemen and the Mage may capture them. Send in your Gnomes (3) to create Land Mines which can be attacked by your Wyverns from a safe distance to penetrate your opponent's camp. Meanwhile use your Ogre-Mage (7) to create Runes, which he can attack without being affected, to threaten the Paladin. Be sure to keep your Ogre-Mage within attacking range of your Minotaur (10) for back up.

Both players should realize that the main objective is to capture your opponent's unit of rank 0 (the Commander and the Overlord). If all of a player's unit's that can capture a 10 have been captured or identified, the other player should attempt to enter the camp with his 10, avoiding the known units that can capture his 10, and try to reach the 0. This can also be done with a 9 or a lower unit so long as any units that could capture that unit have been captured or identified and will thus be easier to avoid.

The rest is just practice. After a game or two you will have a better feel for it. You may want to stick with the same clan for a few games, and then you can try switching it up a little. Once you start feeling a little more comfortable, be sure to check out the Strategy Guides available for free online at <http://row.sanitystudios.com>.

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