

WARCHEST™

Customizable Board Game Rules Version 1.1

1.0 INTRODUCTION

WarChest is a customizable board game using collectible miniature figures. In WarChest you command warriors, sorcerers, monsters and other fantastic forces in battle on the world of Gaos.

Beginning on opposite sides of the board, you maneuver your figures and use their special abilities to gain a tactical advantage, attack enemy figures, and capture your opponent's war chest.

Each time you play, your opponent's choice of figures will provide a fresh new challenge. As you acquire more WarChest figures your own army will grow, offering you a wider range of tactical options.

2.0 HOW TO PLAY

Each player needs their own squad of figures. You can build your squad out of any WarChest miniatures you own - you aren't limited to the figures provided in this starter set. You'll need a way to keep track of damage to your figures and any special abilities your figures are using. This can be done with pencil and paper, small dice, colored beads, etc. You'll also need a standard 8 by 8 square chess or checker board, and a flat space to set up the board and the stat sheets which accompany each figure. You can't use a figure unless you have its stat sheet, so don't lose them!

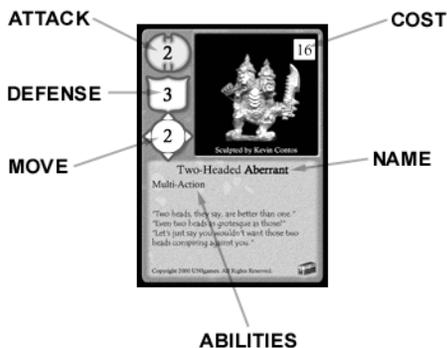
Before you start a game you must decide on the number of points you will use to build your squad. Each figure has a Point Cost, and neither player may start with more points worth of figures on the board than they have agreed to. We recommend 48 point squads for an introductory game. Use the stat sheets to secretly select and add up the point values of the figures in your squad. The army that comes with this starter set includes enough figures to build several different squads within the 48 point limit. Experienced players may wish to play with a higher point limit.

After the point limit is determined, decide which player will go first. Flipping a coin is fine, or you may use any other means you both can agree on. The player who goes first reveals one stat sheet and places the matching figure anywhere in their home territory (the first two rows on their side of the board). Then the players alternate revealing one stat sheet at a time and placing the figure within their starting area, until all of the figures in their squad are on the board. Your war chest miniature must also be placed, but it has a Point Cost of 0. Only one figure may be placed in each square. If one player runs out of figures, the other player immediately places the rest of the figures in their squad.

As you place each figure, set its stat sheet face-up alongside the board where both you and your opponent can easily refer to it.

2.1 THE STAT SHEETS

Each figure has its own stat sheet, which describes its abilities in the game. You can tell which sheet goes with which figure by looking at the picture on the sheet.



Attack Value indicates the number of points of damage the figure inflicts when it makes a melee attack.

Defense Value is the number of points of damage it takes to capture the figure.

Move Value is the number of movement points the figure may spend each time it performs a Movement Action.

Point Cost is the number of points it takes to put the figure into your squad.

Name indicates the name of the figure. The part of the name printed in bold letters indicates its class. Some special abilities only affect figures of a particular class.

Special Abilities list any additional powers or limitations which apply to the figure. These are either explained in detail right on the stat sheet, or are explained later in these rules.

2.2 THE FIGURES

Each WarChest figure is a sculptured work of art cast in pewter. Some minor preparation may be necessary to get your figures ready for use.

Remove excess flash with a hobby knife, particularly from the bottom of the figure's base so it can sit flat on the board. Sand the base flat, or glue it to a larger base if necessary for balance. Certain figures come in multiple pieces, which must be glued together to complete the figure. Finally, you may paint your figures if desired.

During play each figure must clearly face one side of the movement square it occupies. As a default, the way a figure's head is turned indicates that figure's front. You may wish to paint a small dot or symbol on the figure's base to indicate the figure's front facing and to identify the figure as your own. If you collect more than one of a particular figure, you may also wish to give them unique markings.

2.2.1 Neutral Figures

A figure that isn't controlled by either player is called "neutral". Neutral figures may be targeted in the same way as any other figure, but neither player may cause them to perform Actions.

2.3 SUMMONING POINTS

If the total Point Cost of all the figures in your squad falls short of the agreed point limit, the leftover points go into a pool of "summoning points". Refer to the Summoning ability description, below. Unlike the points generated by

Summoners, these "generic" summoning points can be used to summon any type of figure. Summoning points generated by a player's summoners go into this same pool of points.

2.4 TURN SEQUENCE

The game is ready to begin when both players have finished placing their figures on the board. The first player gets the first turn, and may perform one "Action". Actions are explained below. Then the players alternate turns, taking two Actions per turn, until the game is completed. Players are not required to use both of these Actions, but the game ends in a draw if both players waive both of their Actions, one after the other. Unused Actions may not be "saved up" for later turns.

2.5 ACTIONS

Most of the things players can do with their figures are called "Actions". Each figure may only perform one Action per turn. Actions include:

- Moving a figure
- Using a special ability
- Reactivating a Disabled figure
- Resting a figure

2.5.1 Moving

It costs one movement point to move a figure one space in the direction it is facing, or to make a 90 degree turn to the left or right. A figure does not have to spend all of its available movement points when it performs a Movement Action, but if it doesn't change its position or facing then it doesn't count as taking an Action.

Figures may move into and through their allies, but must make a melee attack (see below) on any neutral or enemy figure into whose space they move. You may make melee attacks on allied figure if you wish, but you are not required to.

Melee Attacks

The target of a melee attack loses Defense points equal to the attacker's Attack value. When a figure's Defense is reduced to zero or less, it gets captured by the attacking figure and is removed from the board. Making a melee attack ends a figure's Movement Action, even if it has movement points left over.

When a figure ends its Movement Action in a square that's already occupied (for example, as a result of making a Melee Attack that fails to remove the target figure from its square) it must immediately backtrack the way it came until it arrives at an empty square. Backtracking doesn't cost any movement.

Occupied Squares

A figure may only end its movement action in a square occupied by a war chest when that results in a win. You can move through your own war chest, but you can't end a movement action in a square occupied by your own war chest.

2.5.2 Special Abilities

Some special abilities take an Action to use. This will be specified in the ability's description. Some special abilities which don't take an Action take effect automatically under certain specified conditions, or modify the figure's behavior or abilities in specified ways.

Special abilities that don't take an Action to use can be used during your opponent's turn, interrupting the current Action before the outcome of that Action is resolved.

Special abilities that "target" figures and do not have a stated range or apply to melee attacks (for example, Mind Control) can affect any figure on the board. You may target helpful abilities (such as Healing) on enemy and neutral figures as well as allied figures, and you may target harmful abilities (for example, Missile Attacks) on neutral and allied figures as well as enemies. Enemy figures may not be targeted by "unlimited range" abilities while in their home territory, however.

The effects of all special abilities are removed from a figure when it is captured or removed from play.

Disabling Figures

Some special abilities cause a figure or its target to become Disabled. When this happens, tip the affected figure on its side to show that it is Disabled. Turn the top of the figure the way the figure was facing, in order to preserve its facing.

A Disabled figure may not perform any Actions other than Rest or Re-Activation, nor may it use any special abilities that require it to become Disabled.

Removing Figures From Play

Some special abilities remove figures from play. Removal from play does not trigger effects that occur when a figure is captured. For example, a Mind Controlled Gormanic Zealot can use its Sacrifice ability (removing it from play) without removing the Mind Controller from play (since that only happens when a Mind Controlled figure is captured).

Replacing Figures

When the rules call for a figure to be replaced, remove it from the board and put its replacement in the square it occupied, facing in the same direction it faced. If the rules call for a single figure to be replaced by more than one thing at the same time, put all of the replacements into the vacated square at once.

Counters

Some figures have special abilities enabling them to bring "counters" into play. You may use glass beads, dice, or any other small convenient markers for these counters. Counters are also useful for keeping track of the recipient of a special ability's effect, as well as accumulated damage.

When a counter has Attack, Defense, and Movement values then it is treated just like a figure during play and can be attacked, targeted by special abilities, rest, and so on. Counters without Attack, Defense, and Movement values do not count as figures and may not be targeted - they are only used for place marking and book keeping.

Only place counters on the board when there is an ability in play that tells you to. For example, don't place corpse counters on the board just because an Undead Ghoul might be summoned later. Remove unnecessary counters from the board when they are no longer called for by a special ability in play.

War Chests

War chests may not be targeted by any special abilities unless the special ability clearly states that it affects war chests.

2.53 Re-Activation

A figure that has been Disabled may take an Action to re-activate. Stand the figure upright again. Remember to preserve the figure's original facing.

2.54 Resting

Resting restores one point of Defense that has been lost by the Resting figure. A figure's Defense may not be raised above its original value due to Resting.

2.6 ENDGAME

You win the game if one of your figures makes a melee attack on your opponent's war chest. It's not necessary for the figure to inflict damage when making this attack. Either player may concede the game if they think their position is untenable.

3.0 SPECIAL ABILITIES

Aid: Disable this figure to give a target figure the stated bonus. The bonus is cumulative with any abilities the target already has, and lasts until the start of your next turn.

Backstab: This figure's Attack value gains the stated bonus during any melee attack it makes against a target's rear facing.

Backlash: Any figure that makes a melee attack against this figure suffers the stated amount of damage after its own attack is resolved.

Boost: Disable this figure and spend an Action to give a target figure the stated bonus. The bonus is cumulative with any abilities the target already has, and lasts until the Booster is captured or re-activated.

Charge: Add the number of spaces this figure moves in an uninterrupted line prior to making a melee attack (including the target figure's square) to its Attack value during that attack.

Coward: The figure may not make melee attacks on (or target its special abilities against) any figures whose Attack value exceeds their own current Defense value.

Create: Disable this figure and spend an Action to create the stated counter. The creation must be placed in an empty square next to its creator, facing away from its creator. The creation may not perform an Action on the turn when it is created.

Doppelganger: Whenever this figure captures another figure it transforms into a duplicate of that figure, while retaining this ability. Any damage the target figure had already taken before the attack is also duplicated, but any damage the doppelganger was suffering from itself goes away.

Drain: This figure gains the stated bonus each time it captures any figure.

Escape: When this figure is targeted by a melee attack or special ability it may immediately make an Escape move. All of the normal rules concerning movement apply, but it doesn't take an Action and an Escaping figure may not make any melee attacks (including war chest captures). If the Escape move carries this figure out of its original square, the effects of the attack or ability it was escaping from are negated. Disable this figure after it has made its escape move.

Figures may only escape from effects that specifically target

them. A figure may not Escape from Backlash, for example, because the Backlash ability does not state that it "targets" anyone.

Faceless: This figure has no side or rear facings. Every side is its "front".

Fear: No figure may perform a Melee Attack upon, or use any special abilities against this figure unless its current Defense points exceed this figure's current Attack Value.

Flanking: This figure's Attack value gains the stated bonus during any melee attack it makes against a target's side or rear facings.

Flight: This figure may pass over neutral or enemy figures without having to stop and attack them, unless the enemy or neutral figure also has Flight. It must still end its Movement Action in a vacant square.

Healing: This figure can spend an Action to heal a target figure. The target regains Defense points as if it were Resting, plus any stated bonus. The target's Defense cannot rise above its initial value.

Lingering Damage: If this figure damages a target in melee, place the stated number of Lingering Damage counters on that target's stat sheet. Any figures which have Lingering Damage counters on their stat sheet take one point of damage per Lingering Damage counter at the end of their player's turn. A figure that Rests or is Healed may trade in points of Defense recovery to remove an equal number of Lingering Damage counters from its stat sheet.

Martyr: When this figure is the target of a melee attack, you may remove it from the board to inflict the stated number of damage points on the attacking figure. This happens before the results of the attack are applied.

Mind Control: For an Action, this figure can generate the stated number of Mind Control points on a target figure. Mind Control points remain on the target and any Mind Controller may add to them on a later Action. When the mind control points on a target match or exceed its Point Cost then Disable the active Mind Controller, delete the Mind Control points on the target figure, and take control of that figure.

A figure may not take an Action on the turn in which it is first controlled. If the Mind Controller is captured or Reactivated, the target is released. If the target gets captured, remove the Mind Controller from the board.

Missile: For an Action, this figure can inflict the stated amount of damage on a target at a given range. Range is measured by treating the missile as a figure with a movement value equal to its range. The missile begins with a facing matching the figure that launched it. A missile may pass through figures along its path to the intended target without affecting them.

Mount: This figure may share a square with an allied figure whose current Movement Value is greater than 0 and whose Point Cost is no greater than the Mount's. That figure becomes its "rider". Whenever the mount moves or turns, the rider may move and turn along with it. If the mount and rider move into a melee attack, choose either the mount or the rider to resolve the attack. If a player targets a square containing both a mount and a rider, the player must decide which of the two to affect.

A Mount may only share a square with a war chest when that move results in a win.

Multi-Action: This figure can perform more than one Action per turn. If the figure takes two Actions on the same turn, disable it at the end of the second Action.

Multi-Attack: Making a melee attack does not end this figure's Movement Action. It must backtrack to a vacant square after each melee attack it makes, unless the square it just attacked has been vacated. Then it may resume its movement action if it has any movement points left over, making more melee attacks if desired, until all of its movement value is spent.

Protection: This figure may ignore the first "X" points of damage inflicted on it each turn, where "X" equals its protection value.

Reanimate: When this figure is captured, replace it with a corpse counter. For an Action, this figure may place itself back on the board, replacing its corpse. The figure returns with only 1 point of Defense. The figure may not perform any Actions on the turn in which it reanimates. Any figure may use an Action to remove a corpse counter within their square from the board.

Regenerate: This figure regains the stated number of Defense points each time it performs a Rest Action, up to a maximum of its original Defense Value, instead of only regaining one point.

Repel: This ability is used like a melee attack, but it pushes targets away instead of reducing their Defense. The target is moved one space in a straight line away from the source of the attack per point by which the repulsion's "damage" exceeds the target's current Defense. The attacking player can choose to push the target less than the maximum distance. The target can't be moved through other figures or off of the board. Repel has no effect on targets whose current Move Value is 0.

Sacrifice: When this figure makes a melee attack, you may remove it from the board to inflict the stated number of damage points on its target in addition to the normal effects of its melee attack.

Sapper: This figure's Attack value is doubled against any targets whose current Move Value is 0.

Scavenge: Whenever any figure is captured, place a corpse counter in the square it occupied. As the Scavenger moves into or through squares containing corpses, it may consume them to gain the stated bonus per corpse. Consuming a corpse does not take an Action. The bonus is cumulative with any abilities the Scavenger already has.

Any figure may use an Action to remove a corpse counter within their square from the board.

Side-Step: This figure can move backward or sideways without changing its facing. It may only make a melee attack when moving forward, however.

Stun: This figure's Melee Attack inflicts Stun Damage. Stun Damage does not reduce the target's Defense. If a figure accumulates Stun Damage equal to or greater than its current Defense, it becomes Disabled. Protection and other abilities that affect regular damage work against Stun Damage as well. Any Stun Damage a figure has accumulated goes away at the end of each turn.

Summon: For an Action, this figure can generate the given number of summoning points of the stated class. These points are added to the player's summoning pool. When this occurs,

you may disable the summoner and trade in summoning points of that class for one new figure of that class. This costs summoning points equal to the summoned figure's Point Cost. Summoners can only use generic summoning points and the types of summoning points listed on their stat sheet, except that a figure which generates generic summoning points can spend ANY type of summoning points. Any unspent summoning points remain in the pool for later use. You can only summon figures that are in your collection but not already on the board. A newly summoned figure must be placed in an empty square adjacent to its summoner, facing away from the summoner. A figure may not perform any Actions on the turn in which it is summoned.

Swarming: Two figures with this ability can act at the cost of only one Action. Resolve their Actions in sequence, not simultaneously.

Takeover: If this figure makes a Melee Attack for enough damage to capture a target figure, the damage is ignored and the target remains on the board under the attacking player's control.

Transform: This figure can replace itself with a counter that has different values and abilities. It takes one Action to change, and another Action to change back. Damage and game effects are tracked separately for each form. Each form must Rest independently as well.

QUESTIONS?

Consult the WarChest FAQ at <http://www.io.com/unigames/warchest/WC-FAQ.html> for answers to common questions. You can also email questions to unigames@io.com.

EXPAND YOUR COLLECTION

WarChest figures are available individually and in six starter sets (Bandit, Dianite, Dwarf, Goblin, Hykolaran, and Kotharian). Most of the individual figures are unavailable in any of the starter sets! Among these individual packs you will also find larger figures which are more powerful. Nearly 100 different figures are available, and more are in the works!

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