



**Evil
Mercenary
2 Hobgoblins**

Neo-Otyugh 6
2

TREASURE

Scepter of Might:
Add a +2 bonus to the strength of one of your units for one battle. Play before battle.

types of control markers: army markers and hero markers.



Army Markers: Army markers display the shield of a specific nation, and are used to indicate what player controls a certain stack of troop counters. Army markers have no strength rating; they merely show ownership. A stack of troop counters marked by an army marker is called an army. Fleets are armies of ships, which follow the same rules as regular army markers with a few exceptions. (See p. 4.) At the end of a turn, an army marker must always have from 1 to 5 troop counters under it. If at the end of a turn an army contains more than 5 troop counters, the extra troops must be returned to the counter pool.



Hero Markers: Each of these markers represents a band of adventurers belonging to a particular player. Heroes can perform special hero actions or can serve as army markers. Heroes can remain on the map in areas without troop counters. Though heroes can suffer setbacks, they are never removed from play.

following information:

- **Country name:** Title
- **Alliance ratings:** How easily Good and Evil countries can ally with it
- **Diplomacy modifier:** Which countries have bonuses or penalties to alliance attempts
- **Roster of units:** The troops and ships the country can raise

Event Cards: These cards list random occurrences that affect play. They are drawn in their own phase of the turn sequence. (See p. 3.)

Mercenary Cards: These cards list the alignment, number, and type of mercenary troops available in a specific area. They are drawn when heroes look for mercenaries and they can be played anytime during an army's action to add units. (See p. 3.)

Treasure Cards: These cards list monsters and treasure available to those who defeat them. The monster's strength is represented by the top number in the upper right hand corner. The number of Treasure cards drawn for the monster's defeat is the bottom number. Treasure cards are drawn in searches for treasure; they can help in diplomacy or battle.

Counters and Markers

The *GREYHAWK® Wars* game uses three specific types of chits: troop counters, fortification counters, and control markers. (See p. 32 of the *Adventurer's Book* for chit identification.)

Each chit type has a special function.



Troop Counters: These counters indicate the type and strength of troops, showing a silhouette of the troop type and a number representing troop strength. The term *troop counter* refers to land and sea units.

- **Good units:** Green background
- **Neutral units:** Gray background
- **Evil units:** Red background

Some counters are back-printed with a reduced strength to show that they take more than 1 hit in battle. All players draw troop counters from a common pool and all troop counters that are destroyed or disbanded return to that pool.



Fortification Counters: These counters indicate a spot where a nation has built bulwarks that aid in defense. Fortifications indicated by counters can be destroyed, unlike the permanent fortifications on the map at Irongate, Idee, and the City of Greyhawk.

Control Markers: Unlike troop counters, control markers belong to a specific nation (player). There are two



with either a hero or army marker and no stack can have more than 5 troop counters. After all troops are placed, each player places his remaining heroes in any country he controls. Only 1 hero and army can begin in each area.

Turn Sequence

The *GREYHAWK® Wars* game is played in turns, which represent one year in the Great War. Each turn is divided into *phases*, which segment the sequence of that year. Each phase must be completed in the order given before continuing to the next.

One phase, the Action Phase, is divided into steps in which specific actions occur. Each player completes all steps in the Action Phase one at a time, according to the turn order, which is determined in the first phase. Only after the player has completed all these steps should another player begin.

- | |
|--|
| <p>Phase 1. Set Turn Order
 Phase 2. Place Heroes
 Phase 3. Draw Event Cards
 Phase 4. Action Phase</p> <p>A. Perform army/hero actions
 B. Heal units
 C. Raise new units/armies
 D. Place newly allied armies
 E. Repeat for each player</p> |
|--|

Phase 1: Set Turn Order

At the start of every turn, each player rolls 1 die. The player with the highest die roll is first in the turn order, followed by the next highest, and so forth. Tied players roll again to break the tie. A "0" is read as a 10. Once the order is determined, the players line up the turn-order chits in that order.

Phase 2: Place Heroes

In turn order, each player positions his available hero markers to perform hero actions or raise armies later in the turn. Heroes can be moved from any area not occupied by another player's army to any other area not occupied by another player's army. Heroes can

be placed in any such available area, regardless of distance or position. Each player can place only 1 of his heroes per area. Heroes in the same area as an opponent's army cannot be moved during this phase.

Phase 3: Draw Event Cards

In turn order, each player then draws an Event card and follows the instructions on it. The card can be played immediately or held for later use, depending on the instructions. If the card calls for counters or markers that are unavailable, as many counters or markers as are available are deployed and the remainder ignored. If any player has more than 5 cards after drawing, he must discard or play a card to reduce his hand to 5.

Phase 4: Action Phase

The Action Phase is the heart of the game. During it, players move armies, fight battles, attempt diplomacy, search for treasure, and recruit mercenaries. These actions cannot be done at other times during the game. The Action Phase is completed according to the turn order, with each player completing his activation of armies and heroes before another player begins. When all players have finished the Action Phase, the turn ends.

During the Action Phase, players can use their armies and heroes. Armies only perform army actions while heroes perform hero actions or lead armies in army actions. The possible actions are:

Army	Hero
Move	Diplomacy
Attack	Search for Treasure
Fortify	Recruit Mercenaries
Disband	Move

Each army or hero performs its actions one at a time. It completes all its actions, including movement and combat, before the player can start actions of another marker. Once an army or hero has performed an action, the marker is flipped over to show it is

done for the turn (it has been *activated*). Armies and heroes are not required to act on any turn; a player can activate none, some, or all of his eligible markers.

Army Actions

Armies, whether designated by an army marker or a hero marker, can perform the following actions.

Army Movement

During the Action Phase, an army can move from area to adjacent area. It cannot skip over areas. The distance it can move depends on troop type, terrain, and other players' armies.

Troop Type Modifications



Infantry (any troops on foot) and *monsters* move up to 3 areas per turn.



Cavalry (mounted troops) move up to 4 areas per turn.

Armies move only as fast as their slowest unit.

Terrain Modifications

- *Forests, hills, and deserts* count as 2 areas for movement. An army with only 1 area of movement remaining cannot enter these areas.
- *Mountains and swamps* halt movement. An army that enters either area must end its movement for the turn. The next turn it can move normally: entering another mountain or swamp area, however, halts movement again. Mountain spines



(the black ridges) are impassable.

- Sea areas can only be entered by a ship. A ship can carry land troops into and across sea areas.
- *Island areas* can be occupied by land armies or ships. All islands in the same area are considered to be one land area for armies. If a player has both ships and land units in an island area, they should be marked as separate armies unless the ships are carrying the troop counters.
- *Ferries* (see map legend) allow land armies to move across sea areas or to move from island areas to other areas (no ship counter is needed).

Other Players' Units

Armies (and fleets) cannot move through an area containing another player's army unless the player grants permission. (Another player's heroes, however, do not block movement.) Areas containing armies that refuse passage can only be entered by making an attack (see "Combat"). No two armies, enemy or otherwise, can end a turn in the same area.

Fleet Movement

Ships can move up to 6 areas per turn. Ships can never enter a land area. A ship can only pass through a sea area containing another player's ship by permission of the player. If the player refuses permission, the ship can only enter the area by attacking the ship that is already there. Like armies, control of fleets (stacks of ship counters) must be noted by an army or hero marker, and fleets are limited to 5 ship counters, just as land units are.

A full-strength ship can carry 2 land troop counters. A half-strength ship can carry 1 counter. These transported counters do not count toward the fleet-size limit of 5. To be transported, the troop must be unactivated and begin the move in an area containing a port (see map legend). The ship can pick up the troop as part of its movement by occupying the sea area adjacent to the port. The ship spends one of its moves to load the troops on-

board. After loading, the ship can continue moving. It can unload the troops into any coastal area, again at the cost of 1 move. A ship can only pick up 1 set of troops per turn. Troops can be loaded and unloaded in the same turn or they can be left onboard ship. A ship carrying land troops can enter an island chain occupied by an enemy army: The troops on the ships cannot disembark unless they attack.

Sunken ships: If a ship is sunk (takes its last hit), the units on it are lost unless another ship in the same fleet (beneath the same army or hero marker) can carry them.

Dividing and Combining Armies

While moving, an army (or fleet) can divide itself or combine with other armies. An army can divide only if the player has an available army marker or hero to place on the map. At the beginning of movement an army can leave behind troops, marking them with an army or hero marker that remains unactivated. When dropping off armies during movement, however, the control markers will be flipped to their activated side.

If units are dropped off in an area containing an army of the same player, they are immediately placed under that control marker. However, the absorbing army is considered activated. Troops cannot be left off in an area containing other players' armies.

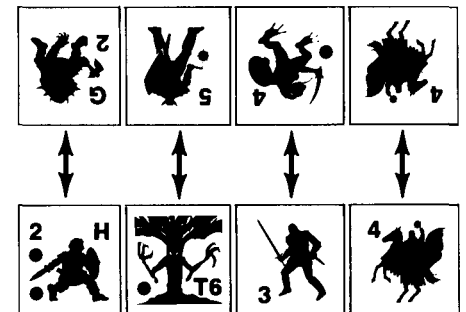
At the end of all the player's movement (Step A of Phase 4), there can only be a single army in an area. If two of the same player's armies are in the same area, the troops are combined into a single army. If there are more than 5 units in the combined army, excess troop counters of the player's choice must be eliminated. Army and hero markers and fortification counters do not count toward the 5 limit. The newly combined army is automatically considered activated, even if some of the troops in the stack have not yet done anything. Thus, an army cannot enter an area, combine with an army there, and then attack

with the combined units.

Combat

An activated army attacks by entering an area occupied by another player's army. Land units can only attack other land units (except for marines, which can attack ships). Ships can only attack ships. Each army can only attack once in a single turn, then the control marker flips to the activated side. However, one army can be attacked any number of times in a turn, but is not thereby activated.

To make an attack, the active player moves the activated army into the target area. All enemy units in the area take part in the defense. The attacking and defending players lay their units out in a line, add any cards they wish from their hands, and then fight up to 3 rounds of combat (up to 4 if a hero is present). At the end of each round, either the attacker or the defender can retreat, or the combat continues (unless it is the final round). However, once combat is announced at least 1 round must be fought.



Battle Lines

Once a battle is declared, both players remove the engaged troop counters to one side of the map and square them off in parallel front lines called *battle lines*. The armies should leave their army markers on the map to mark their positions. Next, each player plays any cards he wants from his hand: Event, Mercenary, or Treasure. (Some Event and Treasure cards can be played at any time, even after the first round of battle; Mercenaries can be played at the beginning of any



round). First the attacker places his cards face down, then the defender. When both finish, the cards are flipped up. Troop counters added by cards join the player's battle line, even if they increase the size of his army beyond the 5-counter limit. Once played, cards are placed on their appropriate discard piles.

Combat Rounds

Combat is fought in rounds. If no hero is present on either side, the combat can last 3 rounds. If either army is led by a hero, the combat can last up to 4 rounds, at the hero's option. At the end of each round, the attacker can retreat, returning his army to the area from which the attack was launched. If the attacker does not retreat, the defender can retreat to any area not controlled by another player. At the end of the last round, the battle ends. If there are still defenders present, surviving attackers must retreat to the area from which the attack was launched.

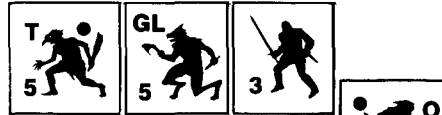
Determining Hits

During each round of combat, the armies square off battle lines. Unless crossing a river, using a ferry, or making a sea landing (see "Terrain and Combat"), the attacker goes first, lining up each of his units across from the enemy unit he wants it to attack. Each piece can make 1 attack against an opposing piece and every opposing piece must be attacked once if possible. If an attacking unit is assigned to each opposing piece, additional attacking units can gang up on the enemy as desired. Once the attacker's units are arrayed, he rolls for hits. Any defending unit hit is pulled back from the front to indicate a hit, but is not yet flipped or removed from play. After the attacker finishes his attacks, the defender lines his units up and rolls for hits. Only then are hits applied to both sides.

To resolve each attack, roll 1d10 and compare the result to the strength of the attacking unit. Terrain, Tre-



**Doubling up
on the attack** ←



**Pulled back to
indicate hit** →



sure cards, and heroes can increase or decrease the strength of an attacking unit. All modifiers are cumulative, but no unit is ever modified below 1. If the die roll is equal to or less than the unit's modified strength, a hit is scored on the enemy piece.

When both the attacker and defender have completed their attacks, hits are applied. Troop counters with black type can take 2 hits, flipping over to a lower strength on the first hit, and being removed from play on the second hit. Troop counters with yellow type can only take 1 hit before being removed. Any unit that is destroyed is returned to the counter piles.

Any cards used in a battle are discarded at the end of the combat. Armies that have added mercenaries must remember to disband excess units after battle to meet the 5-counter limit.

Terrain and Combat

Not all battles are fought on equal ground. Many terrain types give advantages to the defender or specific units. All modifiers are cumulative.

- **Rivers:** When an attacking army crosses an all-river border, the resulting combat is not simultaneous. The defender attacks first and the attacker removes his hits first in the first round (only).
- **Fortifications:** All attacking units suffer a -1 to their strength when attacking fortifications.
- **Ferries and Sea Landings:** Troop counters crossing ferries (no ship

counter needed) or carried by ships can attack another player's area. The defender rolls for hits first (just as if the attack were across a river) and all attacking units have a -1 penalty to their strength for the battle. To make a sea landing, the ships must be adjacent to the area and have movement remaining to unload their troops.

Optional Rule: Race Abilities

Oerth is peopled with many races: humans, demihumans, humanoids, and monsters. Some of these have specific fighting advantages in their native terrain. Troops with an advantage gain a +1 bonus to their strength. Troops that gain this bonus have on their counter a colored dot matching their favored terrain. These bonuses are cumulative with other combat modifiers.

Bugbears: Woods

Bullywugs: Swamps

Dwarves: Mountains and hills

Elves: Woods

Gnomes: Hills

Halflings: Hills and woods

Orcs: Mountains and hills

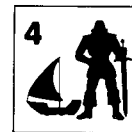
Treants: Woods

Trolls: Swamps

Special Troops



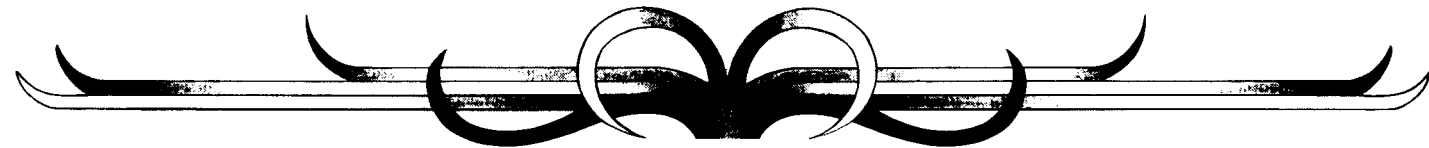
Cavalry: Because of their speed, cavalry units move 4 areas per turn rather than 3, and can pursue or screen retreating infantry (see "Optional Rule: Cavalry Pursuit").



Marines: Unlike all other land troops, these units can take part in sea battles. They can attack another player's ships and cause hits as part of a naval battle.



Scouts: Scouts fire first in all combat rounds, and any losses scouts cause are removed before the rest of the round continues. Thus, if an



army with scouts attacks one without, the attacking scouts fire, the losses are removed, then combat continues simultaneously. If both armies have scouts, the scouts attack simultaneously, then the losses are applied, and the rest of the units attack. For an attack across a river, first defending scouts fire and losses are applied; then attacking scouts fire and losses are applied; then the rest of the defenders attack and apply losses; then the rest of the attackers attack and apply losses.

Heroes in Battle

An army led by one or more heroes gains several advantages.

- **Longer Combat:** An attacking or defending hero can lead his army to fight an additional round of combat: 4 instead of the normal 3. The player is not required to use this additional round if he does not want to.
- **Greater Strength:** In battle the hero is placed with any troop counter, increasing that unit's strength by 1. The hero remains with that troop counter for the duration of the battle, unless the unit is eliminated. If the troop is eliminated, the hero can be reassigned at the beginning of the next round.
- **Immunity to Outcomes:** Heroes are never affected by battle. If all troop counters are eliminated, the battle ends but the hero remains in the area. A lone hero cannot retreat.

Retreat

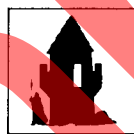
When retreating, an attacking unit must return to the area from which it launched the attack. If that area is occupied by another player's army, however, the attacker cannot retreat. A defending unit, on the other hand can retreat to any unoccupied or friendly occupied area. It cannot, however, retreat to the area that the attack came from. If an army has no area available to retreat into, the army cannot retreat. If an army must retreat but cannot, it is destroyed (counters return to the counter pool, markers are placed on the players' home Country card

and can be reactivated at the end of that player's turn). When any army retreats, whether attacker or defender, its troops are combined with any army of its own present in the area. If at the end of the retreat more than 5 counters remain in the area, excess counters (of the controlling player's choice) are eliminated.

Optional Rule: Pursuit

Any army containing cavalry troops can pursue retreating units. The pursuing player sets out his pursuing cavalry units and the retreating player sets out his screening cavalry units, if he has any. These cavalry units are paired off against each other and do not take part in the pursuit. Excess pursuing units are then allowed to make 1 free attack on any retreating non-cavalry unit. The retreating units do not attack back. Terrain and heroes have no effect on this combat.

Fortify



An unactivated army can attempt to fortify an area as its action. To make the attempt, count the number of infantry counters in the area.

Add 1 if at least one unit in the fortifying army is dwarf, gnome, or giant and 1 if a hero is activated to fortify. Roll 1 die. If the number rolled is equal to or less than the total (plus modifications), place a fortification counter in the area. Once erected, the fortification provides a -1 penalty to all attacks made against the army defending the area. The fortification remains even if the army leaves the area. If another player captures the area, whether the army is there or not, the fortification is destroyed (removed from the map). Permanent fortifications on the map cannot be destroyed. A fortification does not count as a unit when determining army size.

Disband

Any unactivated army can be disbanded. The player removes the army or hero marker and all troop counters beneath it, depositing them back in the counter piles. The control marker is then immediately available for placement elsewhere. Any troop counter or stack of troop counters not marked by an army or hero marker is automatically disbanded.

A unit cannot be disbanded to be rebuilt elsewhere. A player can only disband individual units to satisfy stacking restrictions.

Hero Actions

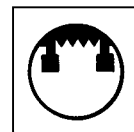


ARCHBOLD

The following actions can only be performed by heroes. If the hero is leading an army, the player can choose to perform either hero or army

actions with that hero marker. Note, however, that if hero actions are performed, the troop counters underneath are also activated. A hero in the same area as another player's army can only perform the move action. He cannot search, recruit, or attempt diplomacy. He can, of course, do normal battle if he leads an army.

Diplomacy



Diplomacy allows a player to gain allied countries. To perform diplomacy, a hero must be in the capital area of a non-aligned country. If

the capital is occupied by another player's army, no diplomacy can be attempted there. To attempt diplomacy, the player looks on the Country card to find the diplomatic rating that matches his home country's alignment: Good ratings appear in the upper left corner and Evil ratings in the upper right. Next, he checks the Country card for any diplomacy modifier. Then he rolls 1d10. If the roll is equal to or less than the diplomatic rating (with adjustments), the country allies.



The diplomatic rating can be affected by Treasure cards given as gifts. Each Treasure card discarded gives a +1 bonus to the diplomatic rating.

If diplomacy is successful, all areas of the kingdom not occupied by another player's armies belong to the active player. At the end of the player's turn (Step D of the Action Phase), the army listed on the card for the newly allied country is placed anywhere within the country and marked with the player's army or hero marker.

After the action, the activated hero is flipped to its activated side.

Optional Rule: Counter-Diplomacy

Once the diplomacy attempt is announced, other unactivated heroes (belonging to any other player) in the same area can attempt counter-diplomacy. Each hero declaring himself in favor of the player provides a +1 bonus to the diplomatic rating; each hero declaring himself against the attempt produces a -1 penalty. These counter-diplomatic efforts can be bolstered with Treasure cards, again increasing or decreasing the diplomatic rating by 1 for each gift. Whenever a hero performs counter-diplomacy, the hero marker is activated and must be flipped over.

Search for Treasure



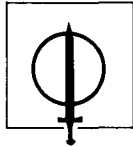
This action can be done by heroes in magic areas only. Magic areas are special sites on the map (see map legend) where monsters guard magical treasures. When a hero occupies a magic area, the player draws the top card off the Treasure card deck. The card names a creature guarding a treasure: the top number in the upper right corner tells the creature's strength and the bottom number tells the number of cards drawn if the monster is defeated. The card also lists a magical item.

The player shows the card (ignoring the magical item listed) and rolls 1 die

for the monster's attack. If the die roll is less than or equal to the top number listed, the monster has protected its treasure. If the die roll is greater than the top number listed, the monster fails in its attack. The player then draws the listed number of cards from the Treasure deck and adds them to his hand. If the player holds more than 5 cards, he must immediately discard or play enough cards to abide by the 5-card limit.

The monster card is discarded at the end of the search.

Recruit Mercenaries



Recruiting allows heroes to acquire mercenaries. To do so, the hero must be in a mercenary area (see legend on map). A mercenary area is a military crossroads where warriors can hire soldiers. When a hero occupies a mercenary area, the player draws the top card from the Mercenary deck. If the hero's alignment or Neutral is listed on the card, the player can add it to his hand. If it is not listed, he discards the card. If the player holds more than 5 cards, he must immediately play or discard cards of his choice. (Note that Mercenary cards can only be played at the start of a combat round.)

Move

During the Action Phase, a hero can move on the map up to 6 areas, following the rules for normal land movement. He can move through friendly and non-aligned territory with no penalty. Heroes are affected by terrain normally (see "Army Movement"). If another player's armies occupy the area, the other player can allow the hero passage or forbid it.

Final Actions

After a player completes all army and hero actions, he can heal damaged units, add new troop counters, and raise new armies. How much he is

able to accomplish depends on his army and hero activations and location.

If counters for some desired units do not appear in the counter pool, those units simply cannot be raised. If a home country cannot raise any units because of shortages in the counter mix, that country can raise 1 light infantry unit.

Note: To speed play, the next player can begin his Action Phase while the previous player concludes healing, adding new units, and raising new armies. This works only if the active sides will not contact each other.

Healing Units

An army or hero that has not yet been activated can heal all damaged troop counters under it (all troops are flipped back to their full-strength side) at the end of its Action Phase. As soon as units are healed, the control marker is flipped, indicating activation.

Adding New Units

At the end of the Action Phase, an army or hero that has not been activated can add new troop counters to its stack, obeying the 5-unit limit.

New Units That Can be Added

- *In Home or Allied Country:* Add 1 counter of each type listed on the country's card.
- *In Conquered Country:* Add 1 counter of the first type listed on that country's card.

As soon as new units are added, the control marker should be flipped, indicating activation.

Raising New Armies

At the end of the Action Phase, the player may raise 1 new army in any unoccupied home country or allied country area, provided he has an available army or hero marker. New armies must be placed within the borders of the country from which the army was raised.