

# CREDITS

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The following names are © Joe Dever and have been produced under license with his kind permission: 'Lone Wolf' 'Magnamund' 'Sommerlund' 'Sommlending' 'Darklords' 'Giak' 'Kai' 'Kai Monastery' 'Drakkar' 'Drakkarim' 'Bor' 'Gourgaz' 'Vordak' 'Helghast' 'Pelathar' 'Vonotar' 'Banedon' 'Krasia' 'Akenoor' 'Rotzon' 'Malafax' 'Ironhide' 'Ripflesh' 'Kootak' 'Gorak' 'Hegez' 'Konkor' 'Lizdik' 'Dester' 'Raldon' 'Fenstar' 'Moriel'

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## LONE WOLF ENCOUNTER BOOK II

The encounters in this booklet are intended for when you are familiar with the core game and wish to expand play with the first available expansion content. These include 12 alternate map boards, one of which consists of cut-out pieces to lay on top of other boards. You also may have an extra set of core playing pieces. What other sorts of battlefields are possible? Just how large can the conflicts get?

Each encounter shows how to lay out the map boards and lists all the forces you will need to fight the battle. Always read the How To Win section of each encounter before you start to play. Winning may not always involve killing as many of the enemy as possible. If you do not have access to all the map boards or playing pieces, in some cases you will be able to play with creative substitutions. You can always adapt the win mechanics to what alternate setup you have available.

This booklet gives game ideas for larger playing groups. Most encounters can be played by more than two players and a few require a minimum of three. If some of your gaming friends are unavailable on a particular day, there is no need to worry: this 'campaign' is not strictly chronological. It jumps back and forth across the career of the heroes and you are free to join their adventures in any order.

Finally, remember to have fun. With more map boards on a gaming table at once, the possibility of somebody bumping an edge only increases. It will be particularly important to remember whose playing pieces are whose; the regiment coloration on playing pieces will help. Prepare for chaos, guard against spilled drinks, and enjoy an evening's gaming in Magnamund.

## HERO CARDS

If you have an extra set of core playing pieces, you will find yourself with duplicates of known heroes and magicians. This Encounter Book involves two such 'repeat' playing pieces who have their own personality, distinct from the core set Hero Cards and recognizable from battle to battle. Below are their own Hero Cards. They are presented as examples of how you can create heroes with special skills of your choice and give them an identity on the battlefield.

### CAPTAIN RALDON

Raldon is a hero of Sommerlund, travelling far afield to champion the causes of the people. He is wearing plate armour and is armed with a great sword.

Unusually dextrous with such a large weapon, he has developed the Heroic Ability of Redoubled Attack.

His years of experience mean warriors of any kind would be proud to fight alongside him. He has the Heroic Ability of Rally.

### CAPTAIN GORAK

Gorak is a Giak anti-hero, a wild leader who cannot be predicted beyond his thirst for blood. He is wearing plate armour and carries a sword and shield.

He is fearless in engaging the enemy in combat himself. Many battles fought and won have given him the Evil Tricks of Weaponskill in Sword and Hard as Nails.

## TERRAIN TYPES

Most types of terrain are explained in the Rulebook, including special terrain features that are not used in the core game. There are many variations possible in expansion content but they are all based on the core rules and do not require you to update your Play Sheets. Below is one new terrain type in the 12 alternate map boards from the first available expansion content.

**Broken bridge:** The cut-out map board includes a broken bridge with holes. These holes are treated exactly like the water terrain visible beneath. That is to say, they are normally impassable, but some large creatures may step through or clamber around them with the ease noted on their Play Sheet.

## THE ENCOUNTERS

### 1. At the Ruins of Raumas

Lone Wolf stumbles upon Banedon, the young theurgist, facing ambush by the invading Giak hordes. This encounter is based on the scene in the first of the Lone Wolf gamebooks *Flight from the Dark*, section 131, and also *The Magnamund Companion*, where the Giaks are driven off in fear. Will Magnamund history repeat or will you forge a new path?

Liberties are taken so that Lone Wolf may have the aid of soldiers of Sommerlund, else the lucky break of enemy morale in the original conflict might be a bit long in coming. One player controls both the Human forces and Banedon, while one player controls the Giaks.

Lay out the map boards as shown in the diagram. Cut-out pieces are outlined in blue on this and future diagrams.

### The Giaks

X4 Giak Halberdiers. They wear leather armour and use their halberds in hand to hand combat. They are classed as Poor.

X4 Giak Axemen. They are clad in leather Armour. They use double handed axes in combat. They are classed as Regular.

X4 Giak Spearmen. They are wearing leather armour and carry shields. They use spears in combat. They are classed as Poor.

They are led by X1 Giak Hero. Captain Kootak is wearing plate armour and carries a shield. He carries a sword for use in combat. He has one Evil Trick, Poisoner.

### The Human Rescuers

X4 Human Crossbowmen. They wear leather armour, use crossbows for firing and swords in combat. They are classed as Regular.

X4 Human Spearmen. They wear mail armour and carry shields. They use their spears in combat. They are classed as Regular.

They are led by X1 Kai Lord. Lone Wolf wears no armour and uses a sword for combat. The Human player can choose one Kai Discipline for him to use. However, it is highly recommended to choose Healing, as Banedon's use of Lightning Bolt is very likely to cause him injury.

## Banedon

X1 Human Magician. Banedon wears no armour and uses a sword in combat. He has three spells. He has a Magical Ability of 45.

Banedon is in a desperate situation. His enemies know where he is and what he is capable of doing. However, in his desperation he is able to draw on even more power.

Remove the Spell Stealer spells, Rust spells and one Lightning Bolt spell from the pack of Spell Cards and shuffle it. Deal two cards for Banedon face up so that all players can see them. Now give him the remaining Lightning Bolt as a third card. Thereafter, at the start of each Human movement phase, check to see if Banedon still has any Lightning Bolt spells. If he does not, give one to him.

## Starting the Game

First place Banedon inside the ruined building. For the remaining playing pieces, each side has its own deployment zone, one square deep, shown in the map layout diagram. Players may place their playing pieces anywhere they like in their own deployment zone.

Once the pieces are deployed, follow the instructions in the Rulebook in the normal manner, rolling a die to determine who has the highest initiative and working through the sequence of action.

If both sides agree, you can use the Alternative Unit Coherency rule to allow the units more freedom of movement in open order. There is no need to use the Hidden Troops rule as Banedon engaged the Giaks on his way in.

## How To Win

The game lasts for a maximum of ten game turns. The main objective of each side is to kill or drive off the other, but if Banedon dies then Lone Wolf has the option to retreat off the battlefield through his deployment zone and minimize losses. Lone Wolf's mission is important to the whole of Sommerlund, after all.

If at the end of the tenth game turn the Sommlending side still has Banedon, Lone Wolf, and at least one soldier still alive and fighting to keep back the enemy, then the Sommlending have won the game. If the Giaks have killed both Banedon and Lone Wolf, then the Giaks have won. Any other result is a draw.

## 2. Refugees from War-Torn Toran

Lone Wolf encounters a column of refugees fleeing the burning city of Toran. Shortly thereafter comes an attack and a wagon of small children gets trapped in a furrow. This encounter is based on *Flight from the Dark*, section 131, with a few liberties taken to give Lone Wolf some combat assistance.

One player controls both the Human forces and the refugees, while one player controls the Giaks.

Lay out the map boards as shown in the diagram.

## The Giaks

X4 Giak Archers. They wear leather armour and carry shortbows. They carry swords for use in hand to hand combat. They are classed as Regular.

X4 Giak Halberdiers. They wear leather armour and use their halberds in hand to hand combat. They are classed as Regular.

X4 Giak Spearmen. They wear leather armour and carry shields. They use their spears in hand to hand combat. They are classed as Regular.

They are led by X1 Giak Hero. Captain Hegez is clad in mail armour and uses a mace in combat. He has one Evil Trick, Hypnotise.

## Lone Wolf's Party

X6 Human Crossbowmen. They wear leather armour and carry crossbows. They have swords for hand to hand combat. They are classed as Veteran.

They are lead by X1 Kai Lord. Lone Wolf is unarmoured and carries a sword. The Human player can choose two Kai Discipline for him to use. There is no need to ensure continuity with the Kai Discipline chosen in the first encounter unless the players wish it, but in either case do not divulge new Kai Disciplines until they are used in play.

## Refugees

There are no peasant characters in the first expansion content, but this can be handled by the old gaming tradition of 'figure substitution.' Use any other playing piece with a small profile, such as Human spearmen or simply other Human crossbowmen of alternate livery.

X4 Human Refugees. They are unarmed and unarmoured. Normal morale rules do not apply: instead, they start the game paralysed with fear and may not move until their unit starts a turn adjacent to a friendly playing piece. Thereafter they follow normal movement rules, including needing to maintain unit coherency and halting if adjacent to an enemy.

## Starting the Game

Place all refugee playing pieces on the squares denoted 'refugees' in the map layout diagram. The Giak player must place one unit of four playing pieces within the squares denoted 'ambush.' Remaining pieces are placed in deployment zones: each side has its own deployment zone, three squares deep, as shown in the diagram.

If both sides agree, you can use the Hidden Troops rule for the trailing Giak forces to make their approach all the more threatening. This rule only works if the Giak player is careful in noting down the position of hidden troops on a copy of the map layout diagram and then places the playing pieces on the board when they become visible to the enemy.

## How To Win

The game lasts for ten game turns. At the end of the tenth game turn, use the following points system to determine who has won. The main objective of the Human player is to move as many refugees into the farmhouse as possible (the fenced crop field does not count). Both players will gain points for killing the enemy.

### Giak Victory Points

For each Human soldier killed	2 points
For each refugee killed	2 points
For Lone Wolf killed	10 points

### Human Victory Points

For each Giak soldier killed	1 point
For each Giak hero killed	2 points
For each refugee inside the farmhouse, with no live enemy present	3 points

Retiring or routing playing pieces which leave the board at any point are not counted by either side.

## 3. Overrun

A small force of Sommlending troops tries to hold its position against the sweeping armies of the Darklords.

This encounter can be played by two, three or four players. One player commands the Sommlending. One player commands the evil advance guard and can also take charge of all evil reinforcements. If a third gamer is available, he or she may command the evil reinforcements instead. A fourth gamer may command just the second set of reinforcements. However, it must be said that the third and fourth player will have to wait a while until these forces enter the game, and may even be left out.

Lay out the map boards as shown in the diagram.

### The Evil Advance Guard

X4 Giak Archers. They are dressed in leather armour. They use shortbows for firing and swords in combat. They are classed as Poor.

X4 Giak Spearmen. They are clad in mail and they carry shields. They use spears in combat. They are classed as Regular.

X4 Giak Spearmen. A second unit identical to the first.

They are led by X1 Giak Hero carrying a banner. He wears leather armour and uses an axe in combat. He has one Evil Trick, Weaponskill in Axe.

## First Evil Reinforcements

X4 Giak Archers. They wear leather armour. They use shortbows for firing and swords for combat. They are classed as Poor.

X4 Giak Wolfrider Lancers. They wear leather armour and use lances in combat. They are classed as Regular.

X4 Giak Wolfrider Lancers. A second unit identical to the first.

They are led by X1 Gourgaz Hero. Ironhide wears no armour and uses a double handed axe in combat. He has two Evil Tricks, Poisoner and Hypnotise.

## Second Evil Reinforcements

The second reinforcements are tied to how well the Sommlending have performed. Note the Giak losses by the game turn these reinforcements arrive. If it is possible to organise units of X4 Giak Archers, X4 Giak Spearmen or X4 Giak Wolfrider Lancers from the dead and routed, then prepare all such units as reinforcements.

They are led by X1 Gourgaz Hero. This Gourgaz is similar to Ironhide but with different Evil Tricks. The player chooses ONE SET of the following:

Brutality, Poisoner and Weaponskill in Double Handed Axe.

OR

Hard as Nails, Hypnotise and Inspire Terror.

The decision should be made secretly and the player of the second reinforcements should not divulge which ones are chosen until they are used in play.

## The Soldiers of Sommerlund

X6 Human Crossbowmen. They are wearing leather armour. They use crossbows for firing and swords for combat. They are classed as Poor.

X4 Human Spearmen. They wear mail armour and carry shields. They use spears in combat. They are classed as Regular.

X4 Human Halberdiers. They are clad in leather armour and use halberds in combat. They are classed as Veteran.

X1 Human Hero carrying a banner. He wears plate armour and uses an axe in combat. He has one Heroic Ability, Salmon Leap.

They are led by X1 Human Hero. Captain Dester is wearing plate armour and uses a great sword in combat. He has two Heroic Abilities, Weaponskill in Great Sword and Immunity.

## Starting the Game

The Sommerlund player deploys troops first. The Sommlending are deployed on the flat land along the inside of the river bend in the lower right of the map layout diagram. The evil advance guard then may be deployed anywhere in their deployment zone as shown. It is three squares deep.

All evil reinforcements are held off the board until the game is underway. The first reinforcements may enter play when the Giaks either lose a hero or suffer at least one casualty to at least two different units. The player controlling the first reinforcements may then enter in the next Giak movement phase. The playing pieces may be placed anywhere in their deployment zone, though not adjacent to any enemy playing pieces in the event that the Sommlending have left their corner. They may not move until the next Giak movement phase thereafter, but they may fire and engage in combat if contacted by the enemy.

The second reinforcements may enter when the Giaks lose an entire unit, either to casualties or to retiring or routing off the board. The player controlling the second reinforcements may enter in the next Giak movement phase or wait deliberately for more losses, hoping to bolster his or her ranks. Note that these 'second' reinforcements could arrive before the 'first' depending on Giak losses. These reinforcements follow the same rules for deployment.

It is recommended not to use the Alternative Unit Coherency rule without considering the impact that open order would have on Sommlending defence.

## How To Win

The objective of the Sommlending is to sell their lives dearly. The objective of the Giaks is to kill all the Humans as quickly as possible.

The game lasts for a maximum of ten game turns. The players may wish to play this encounter twice, swapping sides between games, and compare how long each player keeps the Sommlending alive. If players find it easy to survive the full ten turns, then either extend the game duration and waves of reinforcements, or compare the number of Sommlending playing pieces still alive at the end of the tenth turn.

When playing only a single game, the Sommlending are considered to have won if they have six or more live warriors on their feet at the end of the game. If they are all killed, then the Giaks have won. If less than six Humans survive, then the result is a draw.

In either situation, any troops that retire or rout off the board are not counted for the Sommlending. As a gameplay note, it may be tempting to defend the Humans by backing against a forested edge of a map board. This works strategically, but is not as fun! In a realistic context, there is no 'wall' there, and troops cowering like this should be considered 'routed' for purposes of victory.

## 4. Confusion in the Ranks

It is the panic at the height of the Darklord invasion, and lost groups of soldiers lash out in desperation at any who near their standard.

This encounter is expandable for play by two, three or four opposing players. Assign armies in the order listed below. For example, if there is no fourth player then the forces of the Prince do not appear.

Lay out the map boards as shown in the diagram. With fewer than four players, there is no need to lay out a map board that will have no troops placed on it (see Starting the Game), but this is at the discretion of the players.

## Gorokim Regiment

X4 Giak Archers. They wear leather armour. They use shortbows for firing and swords for combat. They are classed as Regular.

X4 Giak Spearmen. They wear leather armour and carry shields. They use spears in combat. They are classed as Regular.

They are led by X1 Giak Hero carrying a banner. He is wearing leather armour. He uses a sword in combat. He has three Evil Tricks, Brutality, Poisoner and Weaponskill in Sword.

## Forces of the King

X4 Human Crossbowmen. They are wearing leather armour. They use crossbows for firing and swords for combat. They are classed as Poor.

X4 Human Spearmen. They are wearing mail armour and carry a shield. They use a spear in combat. They are classed as Veteran.

They are led by X1 Human Hero carrying a banner. He wears plate armour and uses an axe in combat. He has two Heroic Abilities, Weaponskill in Axe and Strength.

## Kaggazheg Regiment

If and only if a third player joins in this encounter should the Kaggazheg regiment appear. The third player controls this regiment.

X4 Giak Axemen. They wear leather armour and use double handed axes in combat. They are classed as Regular.

X4 Giak Wolfrider Lancers. They wear leather armour and use lances in combat. They are classed as Veteran.

They are led by X1 Giak Hero carrying a banner. He wears leather armour and uses an axe in combat. He has two Evil Tricks, Inspire Terror and Hard as Nails.

## Forces of the Prince

If and only if a fourth player joins in this encounter should the forces of the Prince appear. The fourth player controls these forces.

X4 Human Halberdiers. They are wearing leather armour. They use halberds in combat. They are classed as Veteran.

X4 Human Cavalry. They wear leather armour and carry a shield. They use lances in combat. They are classed as Regular.

They are led by X1 Human Hero carrying a banner. He is clad in mail and uses a sword in combat. He has two Heroic Abilities, Salmon Leap and Rally.

## Starting the Game

The armies use map boards A, B, C and D as deployment zones in the order listed above. For example, the Gorakim regiment is listed first and map board A is its deployment zone. No playing piece may be deployed inside the ruined building or on a hill. When deploying, cluster your troops around your standard bearer and keep in mind that all other forces are your enemies. Even members of your own race!

With more than two opposing players, initiative involves more than a 'red player' and 'blue player.' Roll for all three or four and note the order of initiative from highest to lowest.

None of your units may fire upon enemies or move into combat unless your standard bearer is adjacent to at least one of your unit's playing pieces at the start of the firing phase or movement phase. If your standard bearer is killed, all your forces immediately and permanently rout.

If both sides agree, you can use the Alternative Unit Coherency rule to allow the units more freedom of movement away from their standard bearer.

## How To Win

The game lasts until only one side still has a hero standing. The objective is to kill all other standard bearers.

## 5. The High Ground

A fleeing Human caravan and its bodyguard struggle to reach a defensible position in the chaos, trusting neither Giak nor Human in their rush. Little do they realise that a Kai Lord is moving on this position for much the same reason, and Lone Wolf is more than ready to defend himself. This encounter is distantly related to the encounter with the caravan in *Flight from the Dark*, section 200, with Akenoor taking the place of the merchant and holding a permanently hostile attitude.

Lay out the map boards as shown in the diagram. Cut-out tree pieces are placed on top of the lone cottage on the half-forested map board. Pay no mind to little bits of wall that may stick out.

## The Giaks

X4 Giak Axemen. They are wearing leather armour and use double handed axes in combat. They are classed as Veteran.

X4 Giak Archers. They are clad in leather armour. They use shortbows for firing and swords in combat. They are classed as Regular.

X4 Giak Spearmen. They are clad in mail armour and carry shields. They use spears in combat. They are classed as Veteran.

X4 Giak Wolfrider Archers. They wear leather armour and fire using shortbows. They fight with swords in combat. They are classed as Poor.

X4 Giak Wolfrider Lancers. They wear leather armour and use lances in combat. They are classed as Regular.

X1 Giak Hero carrying a banner. He is wearing leather armour and uses a sword in combat. He has one Evil Trick, Hard as Nails.

They are led by X1 Gourgaz Hero. Ironhide wears no armour and is armed with a double handed axe. He has three Evil Tricks, Poisoner, Hypnotise and Inspire Terror.

In addition, the Giak player can choose ONE of the following:

X4 Giak Archers. They are wearing leather armour. They use a shortbow for firing and a sword in combat. They are classed as Poor.

X4 Giak Spearmen. They are wearing leather armour and carry shields. They use spears in combat. They are classed as Regular.

X1 Gourgaz Hero. This Gourgaz is similar to Ironhide but with no Evil Tricks.

If the Giak archers are chosen, it is recommended to use a different colour playing piece to distinguish which are Poor and Regular.

## Lone Wolf's Party

X6 Human Crossbowmen. They are wearing leather armour. They use crossbows for firing and swords for combat. They are classed as Regular.

X4 Human Spearmen. They are wearing mail and carry shields. They use spears in combat. They are classed as Regular.

X6 Human Halberdiers. They wear leather armour and use halberds in combat. They are classed as Regular.

X1 Human Hero. Captain Dester is wearing plate armour and uses a great sword in combat. He has two Heroic Abilities, Weaponskill in Great Sword and Immunity.

They are led by X1 Kai Lord. Lone Wolf wears no armour and uses a sword in combat. The Human player can choose three Kai Discipline for him to use. There is no need to ensure continuity with the Kai Disciplines chosen in prior encounters unless the players wish it, but in either case do not divulge new Kai Disciplines until they are used in play.

## Akenoor's Caravan

X4 Human Crossbowmen. They are clad in leather armour. They use crossbows in firing and swords in combat. They are classed as Poor.

X4 Human Spearmen. They are wearing mail and carry shields. They use spears in combat. They are classed as Veteran.

X8 Human Cavalry. They wear leather armour and carry a shield. They use a lance in combat. They are classed as Regular.

X1 Human Hero. Captain Raldon is wearing plate armour and is armed with a great sword. He has two Heroic Abilities, Redoubled Attack and Rally.

They are led by X1 Human Magician. Akenoor wears no armour and uses a dagger in combat. He has three spells and a Magical Ability of 60.

Remove the Spell Stealer spells from the pack of Spell Cards and shuffle it. Deal three cards for Akenoor. These should be dealt face down and put aside so that the other players cannot see them. Obviously the Akenoor player should have a good look at these before starting play.

## Starting the Game

Lone Wolf's party and Akenoor's caravan each have their own deployment zone, four squares deep, shown in the map layout diagram. The Giak deployment zone is a cramped block centered on the road on the right hand map board, halting before the hills. Players may place their playing pieces anywhere they like in their own deployment zone. Use the Hidden Troops rule for Lone Wolf's party and keep their deployment secret.

With three opposing players, roll initiative for all three and note the order of initiative from highest to lowest.

## How To Win

The game lasts ten turns. At the end of the tenth game turn, use the following points system to determine who has won. The main objective of each side is to occupy hilltops, although a player will gain points for killing the enemy as well.

### Victory Points

For each hilltop occupied by a live member of your own force, with no live enemy present	20 points
For each hilltop occupied by a live member of your own force, but contested by one or more enemies	10 points
For each enemy soldier killed	1 point
For each enemy hero killed	2 points
For each enemy Gourgaz, magician or Kai Lord killed	5 points

Retiring or routing playing pieces which leave the board at any point are not counted by any side.

## 6. Ragadorn Outskirts Street Brawl

Lone Wolf's mission has taken him to the city state of Ragadorn, where the Cener Druids have been approached by agents of the Darklords to set a trap. They enlist the help of a local witch to conceal magically an invading force of Giaks. Lone Wolf meanwhile has heard the tale of a sorcerer who just today reached Ragadorn and survived an ambush inside the city gate. Now all involved are spread throughout the outskirts, the magical concealment on the Giaks is lifted, and the city watch responds immediately. Chaos strikes!

This is an outdoor version of the Ragadorn Alehouse Brawl in *The Magnamund Companion*, aligned to match the material of the core game and first available expansion content. You are invited to give new motivation and goals to the characters as any further sets are released.

This encounter can be played by two, three or four players. If you have two players, one player controls all the forces of evil and the other controls all the defenders of Ragadorn. If you have more players, distribute units and heroes as you see fit between two partners per side. Having a battle even less predictable is only in the spirit of the scenario!

Lay out the map boards as shown in the diagram.

## The Forces of Evil

X8 Giak Archers. They wear leather armour and carry shortbows. They also carry swords for use in hand to hand combat. They are classed as Regular.

X8 Giak Spearmen. They wear leather armour and carry shields. They use their spears in hand to hand combat. They are classed as Regular.

X1 Human Magician. Rotzon wears no armour. He uses a sword in combat. He has three spells. He has a Magical Ability of 60.

Shuffle the pack of Spell Cards and deal three cards for Rotzon. These should be dealt face down and put aside so that the other players cannot see them. Obviously the evil player should have a good look at these before starting play.

X1 Human Magician. Krasia is not wearing any armour and uses a dagger in combat. She has three spells. She has a Magical Ability of 55.

Deal three cards for Krasia from the shuffled pack of Spell Cards. These should be dealt face down.

They are led by X1 Giak Hero. Captain Kootak is wearing plate armour and carries a sword and shield. He has three Evil Tricks, Poisoner, Hard as Nails and Brutality.

## The Defenders of Ragadorn

The Human soldiers are organised into a unit of crossbowmen and a unit of cavalry, all classed as Veteran troops. These Humans are led by a Human Captain, and they are allied with Lone Wolf and a Northern Sorcerer.

X4 Human Knights. They are mounted, are clad in mail and carry shields. They can all be considered to use swords in combat or, if it is agreed between the players, each may use the weapon represented on the individual playing piece. These are axe, sword and mace. They are classed as Veteran.

X6 Human Crossbowmen. They wear leather armour and carry crossbows. They also have swords for hand to hand combat. They are classed as Veteran.

X1 Kai Lord. Lone Wolf is unarmoured and carries a sword. The Human player can choose four Kai Discipline for him to use. There is no need to ensure continuity with the Kai Disciplines chosen in prior encounters unless the players wish it, but in either case do not divulge new Kai Disciplines until they are used in play.

X1 Human Magician. Malafax is not wearing any armour and uses a sword in combat. He has six spells and a Magical Ability of 50.

Deal six cards for Malafax from the shuffled pack of Spell Cards. These should be dealt face down.

They are led by X1 Human Hero. Captain Dester is wearing plate armour and is armed with a great sword. He has three Heroic Abilities, Weaponskill in Great Sword, Immunity and Rally.

## Starting the Game

First, players take turns deploying one hero at a time inside cottages on the map boards. Each player must choose a different map board for each of that army's three heroes. Heroes on opposing sides must not start play in the same building.

Next, each player places one unit in one of their two available deployment zones, two squares deep, shown in the map layout diagram. Each player must place the remaining unit in the other zone. Note they may not place pieces too close to the corners between zones.

## How To Win

The game lasts for twelve game turns. At the end of the twelfth game turn, use the following points system to determine who has won. The main objective is to kill as many of the opposing side's heroes as possible. Both players also gain points for killing or repelling the enemy soldiers.

### Victory Points

For each enemy hero killed	5 points
For each enemy hero wounded but not killed	1 point
For each enemy soldier killed	2 points
For each enemy soldier that has retired or routed off the board	1 point

## 7. Blindside

Columns of troops are marching to battle when they discover that the opposing side has taken the same route.

This encounter can be played by two players or four players. If you have two players, one player controls all the Giaks and the other controls all the Humans. If you have four players, each side is granted an extra hero so that there are enough leaders without adjusting the special standard bearers. Then distribute units as you see fit between two partners per side.

Lay out the map boards as shown in the diagram.

## The Giaks

X4 Giak Archers. They are clad in leather armour. They use shortbows for firing and swords in combat. They are classed as Poor.

X4 Giak Spearmen. They are wearing leather armour and carry shields and spears, which they use in combat. They are classed as Regular.

X4 Giak Spearmen. They are wearing mail armour and carry shields and spears. They are classed as Regular.

X4 Giak Wolfrider Archers. They wear leather armour and fire using shortbows. They use swords in combat. They are classed as Regular.

X4 Giak Wolfrider Lancers. They wear leather armour and use lances in combat. They are classed as Veteran.

X1 Giak Hero carrying a banner. He is wearing leather armour and uses a sword in combat. He has no Evil Tricks.

X1 Giak Hero carrying a banner. A second hero with a sword identical to the first.

X1 Giak Hero carrying a banner. He wears leather armour and uses an axe in combat. He has no Evil Tricks.

X1 Giak Hero carrying a banner. A second hero with an axe identical to the first.

They are led by X1 Giak Hero. Captain Kootak is wearing plate armour and carries a shield. He uses a sword in combat. He has two Evil Tricks, Poisoner and Hard as Nails.

If and only if a third and fourth player join in this encounter should the armies have an extra leader each. The third player's Giak forces are led by X1 Giak Hero. The player can choose the armament of this Giak. The player also can choose any two Evil Tricks except for Hypnotise. The decision should be made secretly and the player should not divulge which ones are chosen until they are used in play.

## The Soldiers of Sommerlund

X6 Human Spearmen. They wear mail and carry shields. They use a spear in combat. They are classed as Regular.

X4 Human Cavalry. They wear leather armour and carry shields. They use lances in combat. They are classed as Regular.

X4 Human Knights. They are mounted, are clad in mail and carry shields. They can all be considered to use swords in combat or, if it is agreed between the players, each may use the weapon represented on the individual playing piece. These are axe, sword and mace. They are classed as Veteran.

X1 Human Hero carrying a banner. He wears plate armour and uses an axe in combat. He has no Heroic Abilities.

X1 Human Hero carrying a banner. A second hero with an axe identical to the first.

X1 Human Hero carrying a banner. He is clad in mail and uses a sword in combat. He has no Heroic Abilities.

X1 Human Hero carrying a banner. A second hero with a sword identical to the first.

They are led by X1 Human Hero. Prince Pelathar is mounted, wears plate armour and carries a shield. He uses a lance in combat. He has two Heroic Abilities, Rally and Weaponskill in Lance.

If and only if a third and fourth player join in this encounter should the armies have an extra leader each. The fourth player's Sommerlund forces are led by X1 Human Hero. The player can choose the armament of this Human, though the hero cannot be mounted. The player also can choose any two Heroic Abilities except for Salmon Leap. The decision should be made secretly and the player should not divulge which ones are chosen until they are used in play.

## Starting the Game

All playing pieces are placed in a column of march in their deployment zone, which extends to the edges of the road on the noted map boards.

No playing piece may leave the road until the opposing side fires or engages in combat.

The players may find it interesting not to roll a die to determine who has the initiative. If both sides agree, the Giak player may always be the 'red player' throughout this encounter.

## How To Win

The objective of both sides is to evacuate as many of their own standard bearers off the board at point A as they can. The game lasts until there are no such pieces left alive on the battlefield, though it may be helpful to enforce a limit of ten game turns if the armies become an immobile blob. The side that saves more standard bearers than the other is declared the victor.

## 8. A Town Too Small

The Sommlending army arrives in a village with the intent to secure the cottages. Too late, they realize that a force of Giaks is already there, having spied the Humans coming and set themselves in position in those same buildings. At the same time, yet another Giak army arrives with orders to smash all other forces and take the village for themselves!

This encounter can be played by three, four, five or six players. If you have three players, one player controls all the Giaks of the Gorakim regiment, one the Kaggazheg regiment and the other the soldiers of Sommerlund. If you have more, the three opposing sides are initially deployed in two forces, each led by a hero, and the game can be played with a different player controlling different detachments.

Lay out the map boards as shown in the diagram.

## Gorakim Regiment

### Detachment 1

X4 Giak Archers. They are wearing leather armour. They use shortbows for firing and swords in combat. They are classed as Poor.

X4 Giak Spearmen. They wear leather armour and carry shields. They use spears in combat. They are classed as Veteran.

X4 Giak Wolfrider Archers. They are clad in leather armour. They use a shortbow for firing and a sword in combat. They are classed as Poor.

X4 Giak Wolfrider Lancers. They are wearing leather armour and are armed with lances. They are classed as Regular.

They are led by X1 Giak Hero. Captain Gorak is wearing plate armour and carries a sword and shield. He has two Evil Tricks, Weaponskill in Sword and Hard as Nails.

## Detachment 2

X4 Giak Halberdiers. They wear leather armour and use halberds in combat. They are classed as Regular.

X4 Giak Archers. They are wearing leather armour. They use shortbows for firing and swords in combat. They are classed as Poor.

X4 Giak Wolfrider Archers. They are clad in leather armour. They use a shortbow for firing and a sword in combat. They are classed as Regular.

X4 Giak Wolfrider Lancers. They are wearing leather armour and are armed with lances. They are classed as Veteran.

They are led by X1 Giak Hero carrying a banner. He is wearing leather armour. He uses a sword in combat. He has three Evil Tricks, Hypnotise, Brutality and Poisoner.

## Kaggazheg Regiment

### Detachment 1

X4 Giak Axemen. They are wearing leather armour and use double handed axes in combat. They are classed as Regular.

X4 Giak Archers. They are wearing leather armour. They use shortbows for firing and swords in combat. They are classed as Regular.

X4 Giak Spearmen. They are wearing mail and carry shields. They use spears in combat. They are classed as Regular.

X1 Human Magician. Vonotar wears no armour. He uses a dagger in combat. He has eight spells and a Magical Ability of 45.

Shuffle the pack of Spell Cards and deal eight cards for Vonotar. These should be dealt face down and put aside so that the Sommerlund player cannot see them. Obviously the player for this detachment should have a good look at these before starting play.

They are led by X1 Gourgaz Hero. Ironhide wears no armour and uses a double handed axe in combat. He has two Evil Tricks, Poisoner and Hypnotise.

### Detachment 2

X4 Giak Axemen. They wear leather armour and use double handed axes in combat. They are classed as Regular.

X4 Giak Archers. They are clad in leather armour. They use shortbows for firing and swords for combat. They are classed as Regular.

X4 Giak Spearmen. They are wearing mail and carry shields. They use spears in combat. They are classed as Regular.

X1 Human Magician. Krasia is not wearing any armour and uses a dagger in combat. She has three spells. She has a Magical Ability of 55.

Deal three cards for Krasia from the shuffled pack of Spell Cards. These should be dealt face down.

They are led by X1 Giak Hero. Captain Kootak is wearing plate armour and carries a shield. He uses a sword in combat. He has two Evil Tricks, Poisoner and Hard as Nails.

## The Soldiers of Sommerlund

### Forces of the King

X4 Human Crossbowmen. They wear leather armour. They use crossbows for firing and swords in combat. They are classed as Regular.

X4 Human Crossbowmen. A second unit identical to the first.

X4 Human Spearmen. They wear mail and carry shields. They use a spear in combat. They are classed as Regular.

X4 Human Spearmen. A second unit identical to the first

X1 Human Hero carrying a banner. He wears plate armour and uses an axe in combat. He has one Heroic Ability, Immunity.

They are led by X1 Human Magician. Banedon wears no armour and uses a sword in combat. He has three spells. He has a Magical Ability of 50.

Deal three cards for Banedon from the shuffled pack of Spell Cards. These should be dealt face down.

### Forces of the Prince

X4 Human Crossbowmen. They wear leather armour. They use crossbows for firing and swords in combat. They are classed as Poor.

X4 Human Crossbowmen. A second unit identical to the first.

X4 Human Halberdiers. They wear leather armour and use halberds in combat. They are classed as Veteran.

X4 Human Halberdiers. A second unit identical to the first

X1 Human Hero carrying a banner. He is clad in mail and uses a sword in combat. He has one Heroic Ability, Mental Strength.

They are led by X1 Human Hero. Captain Moriel is wearing mail armour and carries a shield. She uses an axe in combat. She has three Heroic Abilities, Salmon Leap, Secret Parry and Strength.

### Starting the Game

The Sommerlund side deploys troops first. He or she (or they) must put all the playing pieces on the six map boards with buildings. However, none of these soldiers or heroes may actually be inside a building.

The Gorakim regiment deploys troops next. These soldiers have their own deployment zone, three squares deep, shown in the map layout diagram. Use the Hidden Troops rule only for members of the Gorakim regiment, and only for those playing pieces that are not deployed in the open.

The Kaggazheg regiment deploys troops last, under the assumption that these forces watched the approaching Humans and prepared a logical defence. This player or these players may deploy playing pieces inside the sixteen cottages.

With three opposing sides, roll initiative for all three and note the order of initiative from highest to lowest.

## How To Win

The objective is to defeat the enemy and claim as many of the sixteen buildings as possible. It is suggested that the game should last twelve game turns. If, however, the battle is in full swing when the twelfth turn arrives, there's no reason that you cannot play on for a mutually agreed number of turns further, then refer to the following points system to determine the winner.

### Victory Points

For each building occupied by a live member of your own force, with no live enemy present	6 points
For each building occupied by a live member of your own force, but contested by one or more enemies	2 points
For each enemy soldier killed	1 point
For each enemy hero killed	2 points
For each enemy Gourgaz or magician killed	5 points

Retiring or routing playing pieces which leave the board at any point are not counted by any side.

## 9. Beavers of Bad News

Scouts of the Darklords have learned of Lone Wolf's mission to repel their invasion. They now make a frantic dash across the land to carry the message despite forces arrayed to intercept them.

Lay out the map boards as shown in the diagram.

## The Giaks

It is recommended to use a different colour playing piece between units of similar soldiers to distinguish which are Regular and Veteran.

X4 Giak Wolfrider Archers. They are clad in leather armour. They use a shortbow for firing and a sword in combat. They are classed as Regular.

X4 Giak Wolfrider Archers. They are clad in leather armour. They use shortbows for firing and swords in combat. They are classed as Veteran.

X4 Giak Wolfrider Lancers. They are wearing leather armour and are armed with lances. They are classed as Regular.

X4 Giak Wolfrider Lancers. They are wearing leather armour and are armed with lances. They are classed as Veteran.

They are led not by a hero but by an ordinary soldier carrying the written message. The Giak player can choose either X1 Giak Wolfrider Archer or X1 Giak Wolfrider Lancer, classed as Veteran, in a unit by himself. He is armed and armoured as the others.

Because he is an ordinary soldier, the Giaks receive none of the benefits of leadership and only the detriments. No playing pieces may take a bonus from being adjacent to the leader, but the entire army must take a morale test if he is killed. He even may be forced to take a morale test himself given the circumstances on the Giak Play Sheet. Fortunately, if the written message is lost, the remaining forces know the content and still can deliver it to the best of their ability should they survive.

## The Soldiers of Sommerlund

It is recommended to use a different colour playing piece between units of crossbowmen to distinguish which are Poor and Regular.

X4 Human Crossbowmen. They wear leather armour. They use a crossbow for firing and a sword for combat. They are classed as Poor.

X4 Human Crossbowmen. A second Poor unit identical to the first.

X4 Human Crossbowmen. They wear leather armour. They use a crossbow for firing and a sword in combat. They are classed as Regular.

X4 Human Crossbowmen. A second Regular unit identical to the first.

X4 Human Spearmen. They wear mail armour and carry shields. They use their spears in combat. They are classed as Regular.

X4 Human Spearmen. A second unit identical to the first.

X4 Human Halberdiers. They wear leather armour and use a halberd in combat. They are classed as Regular.

X4 Human Halberdiers. A second unit identical to the first.

X4 Human Cavalry. They wear leather armour and carry shields. They use lances in combat. They are classed as Regular.

X4 Human Cavalry. A second unit identical to the first.

They are led by X1 Human Magician. Banedon wears no armour and uses a sword in combat. He has five spells. He has a Magical Ability of 55.

Remove the Doom and Despondency, Rust and Spell Stealer spells from the pack of Spell Cards and shuffle it. Deal five cards for Banedon. These should be dealt face down and put aside so that the Giak player cannot see them. Obviously the Sommerlund player should have a good look at these before starting play.

Banedon is the only Sommerlund playing piece that may voluntarily leave the battlefield after being placed on it. He must wait until the Giaks have had at least one movement phase before doing so. Do not re-deploy him. If Banedon is killed, all other active Sommerlund playing pieces must take a morale test, but not any that have yet to deploy.

## Starting the Game

The Giaks may be deployed anywhere in their deployment zone, two squares deep, shown in the map layout diagram. Note they may not place pieces too close to the corners between zones.

The soldiers of Sommerlund deploy in stages. The battlefield is arranged in eleven pairs of map boards from beginning to end, and the Sommerlund player has ten units plus one hero. For every new pair of map boards the Giaks enter, the Sommerlund player selects one unit or hero and places it into 'holding.' This includes one unit or hero for the very first pair as the Giaks are now on it.

Whenever the Giaks enter one or more new pairs of map boards, the Sommerlund player has one opportunity to deploy. During his or her next movement phase, the Sommerlund player may place any units (and/or the hero) from holding onto Sommerlund deployment zones, two squares deep, with the following limitations:

1. Sommlending may only deploy in the deployment zones up to the most distant pair of map boards reached by Giaks.
2. On a single deployment, no more than one unit or hero may deploy in a single deployment zone. Any others must deploy in other zones.

Again, this includes the very start of the game. Once the Sommerlund player is satisfied with deployment, the playing pieces may move as normal in that movement phase and thereafter.

## How To Win

The players may wish to play this encounter twice, swapping sides between games, and compare how far the Giaks traverse across the battlefield under each player's command. Exiting the board at the exit zone marked on the diagram is one step greater than merely reaching the eleventh pair of map boards, and exiting with the leader alive and of intact morale is greater than that.

If players find it easy to cross the entire battlefield, then also compare the number of Giak playing pieces that exit successfully.

When playing only a single game, the Giaks are considered to have won if any troops at all succeed in exiting the battlefield at the exit zone with intact morale. If they are all killed or routed, the Sommlending have won.

## 10. Flying a Flag

The soldiers of Sommerlund pitch stakes in a village as two hordes of Giaks arrive to claim and plunder it. The Giaks seem not to care for each other, only for the conquest. Will the Sommlending hold their own or will one of the Giak armies raise a flag on Human ground?

This encounter can be played by three, four, five or six players. If you have three players, one player controls all the Giaks of the Gorakim regiment, one the Kaggazheg regiment and the other the soldiers of Sommerlund. If you have more, the three opposing sides are initially deployed in two forces, each led by a hero, and the game can be played with a different player controlling different detachments.

Lay out the map boards as shown in the diagram.

## Gorakim Regiment

### Detachment 1

X4 Giak Halberdiers. They are wearing leather armour and use halberds in combat. They are classed as Poor.

X4 Giak Archers. They wear leather armour. They use shortbows for firing and swords for combat. They are classed as Poor.

X8 Giak Spearmen. They are wearing leather armour and carry shields. They use spears in combat. They are classed as Regular.

X4 Giak Wolfrider Archers. They wear leather armour. They use shortbows for firing and swords for combat. They are classed as Regular.

X4 Giak Wolfrider Lancers. They wear leather armour and use lances in combat. They are classed as Regular.

X1 Giak Hero carrying a banner. He is clad in leather armour and uses a sword in combat. He has two Evil Tricks, Hypnotise and Weaponskill in Sword.

They are led by X1 Giak Hero. Captain Gorak is wearing plate armour and carries a sword and shield. He has two Evil Tricks, Weaponskill in Sword and Hard as Nails.

### Detachment 2

X4 Giak Halberdiers. They are dressed in leather armour and use their halberds in combat. They are classed as Regular.

X4 Giak Archers. They are dressed in leather armour. They use shortbows for firing and swords in combat. They are classed as Veteran.

X4 Giak Wolfrider Archers. They wear leather armour and fire using shortbows. They fight with swords in combat. They are classed as Poor.

X4 Giak Wolfrider Lancers. They wear leather armour and use lances in combat. They are classed as Regular.

X1 Giak Hero carrying a banner. He is wearing leather armour. He uses a sword in combat. He has two Evil Tricks, Inspire Terror and Weaponskill in Sword.

X1 Human Magician. Rotzon wears no armour. He uses a sword in combat. He has three spells. He has a Magical Ability of 60.

Shuffle the pack of Spell Cards and deal three cards for Rotzon. These should be dealt face down and put aside so that the other players cannot see them. Obviously the player for this detachment should have a good look at these before starting play.

They are led by X1 Gourgaz Hero. Ironhide wears no armour and is armed with a double handed axe. He has four Evil Tricks, Poisoner, Hypnotise, Inspire Terror and Weaponskill in Double Handed Axe.

## Kaggazheg Regiment

### Detachment 1

X4 Giak Axemen. They are clad in leather Armour. They use double handed axes in combat. They are classed as Poor.

X8 Giak Spearmen. They are clad in mail and carry shields. They use spears in combat. They are classed as Veteran.

X4 Giak Wolfrider Lancers. They wear leather armour and use lances in combat. They are classed as Veteran.

X1 Giak Hero carrying a banner. He wears leather armour and uses an axe in combat. He has two Evil Tricks, Inspire Terror and Poisoner.

They are led by X1 Human Magician. Vonotar wears no armour. He uses a dagger in combat. He has eight spells and a Magical Ability of 45.

Deal eight cards for Vonotar from the shuffled pack of Spell Cards. These should be dealt face down.

### Detachment 2

X4 Giak Axemen. They wear leather armour and use double handed axes in combat. They are classed as Regular.

X8 Giak Archers. They wear leather armour. They use shortbows for firing and swords for combat. They are classed as Poor.

X8 Giak Wolfrider Archers. They wear leather armour and fire using shortbows. They use swords in combat. They are classed as Poor.

X4 Giak Wolfrider Lancers. They wear leather armour and use lances in combat. They are classed as Regular.

X1 Giak Hero carrying a banner. He wears leather armour and uses an axe in combat. He has two Evil Tricks, Weaponskill in Axe and Brutality.

X1 Giak Hero. Captain Hegez is clad in mail armour and uses a mace in combat. He has three Evil Tricks, Hypnotise, Hard as Nails, and Weaponskill in Mace.

They are led by X1 Giak Hero. Captain Kootak is clad in plate armour and carries a shield. He uses a sword in combat. He has three Evil Tricks, Poisoner, Hard as Nails and Brutality.

## The Soldiers of Sommerlund

### Forces of the King

X8 Human Crossbowmen. They wear leather armour. They use a crossbow for firing and a sword for combat. They are classed as Poor.

X8 Human Spearmen. They wear mail armour and carry shields. They use spears in combat. They are classed as Veteran.

X8 Human Cavalry. They wear leather armour and carry shields. They use lances in combat. They are classed as Regular.

X1 Human Hero carrying a banner. He wears plate armour and uses an axe in combat. He has no Heroic Abilities.

X1 Human Hero. Captain Moriel is wearing mail armour and carries a shield. She uses an axe in combat. She has three Heroic Abilities, Salmon Leap, Secret Parry and Strength.

X1 Human Magician. Banedon wears no armour and uses a sword in combat. He has six spells. He has a Magical Ability of 55.

Deal six cards for Banedon from the shuffled pack of Spell Cards. These should be dealt face down.

They are led by X1 Kai Lord. Lone Wolf wears no armour and uses a sword in combat. The Human player can choose five Kai Discipline for him to use. There is no need to ensure continuity with the Kai Disciplines chosen in prior encounters unless the players wish it, but in either case do not divulge new Kai Disciplines until they are used in play.

## Forces of the Prince

X8 Human Crossbowmen. They wear leather armour, use crossbows for firing and swords in combat. They are classed as Poor.

X8 Human Halberdiers. They are clad in leather armour and use halberds in combat. They are classed as Regular.

X8 Human Knights. They are mounted, are clad in mail and carry shields. They can all be considered to use swords in combat or, if it is agreed between the players, each may use the weapon represented on the individual playing piece. These are axe, sword and mace. They are classed as Veteran.

X1 Human Hero carrying a banner. He is clad in mail and uses a sword in combat. He has no Heroic Abilities.

X1 Human Hero. Captain Dester is wearing plate armour and uses a great sword in combat. He has three Heroic Abilities, Weaponskill in Great Sword, Immunity and Rally.

X1 Human Hero. Captain Raldon is wearing plate armour and is armed with a great sword. He has two Heroic Abilities, Redoubled Attack and Rally.

X1 Human Magician. Akenoor wears no armour and uses a dagger in combat. He has three spells and a Magical Ability of 60.

Deal Akenoor the remaining three cards from the shuffled pack of Spell Cards. These should be dealt face down.

They are led by X1 Human Hero. Prince Pelathar is mounted, wears plate armour and carries a shield. He uses a lance in combat. He has four Heroic Abilities, Rally, Weaponskill in Lance, Mental Strength and Aura of Goodness.

## Starting the Game

The soldiers of Sommerlund are deployed in any of the cottages across the board, with the exception of the farm near the top right which is within the Gorakim regiment's deployment zone.

The Gorakim regiment and the Kaggazheg regiment each have their own deployment zone consisting of two map boards near the corners as shown in the map layout diagram. Players may place their playing pieces anywhere they like in their own side's deployment zone.

With three opposing sides, roll initiative for all three and note the order of initiative from highest to lowest.

You can use the Alternative Unit Coherency rule to take advantage of the vast space allowed with this many map boards, or refrain from using it to minimise tangle with the vast number of playing pieces. The Hidden Troops rule could apply to over a hundred troops and should only be used if the players are comfortable with that much record-keeping.

## How To Win

The control of the village is the objective of the battle. The two Giak hordes aim to place and keep a standard bearer within each of regions denoted 'control zone' in the map layout diagram. The Human standard bearers have no such control mission, for their flags already fly over this town, but at least they can help to prevent the Giaks from succeeding. All sides also gain points for killing or repelling the enemy soldiers.

It is suggested that the game should last twelve game turns. If, however, the battle is in full swing when the twelfth turn arrives, there's no reason that you cannot play on for a mutually agreed number of turns further, then refer to the following points system to determine the winner.

### Giak Victory Points

For each control zone occupied by a live standard bearer, with no live enemy standard bearer present	20 points
For each control zone occupied by a live standard bearer, but contested by one or more enemy standard bearers	10 points
For each Human or enemy Giak soldier killed	1 point
For each Human or enemy Giak hero killed	2 points
For each enemy Gourgaz hero, magician or Kai Lord killed	5 points
For each Human or enemy Giak soldier that has retired or routed off the board	1 point

### Human Victory Points

For each Giak soldier killed	2 point
For each Giak hero killed	4 points
For each Gourgaz hero or enemy magician killed	8 points
For each Giak soldier that has retired or routed off the board	1 point