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Introduction

You have taken a step into a new and exciting world of gaming. DISKWARS will provide you with hours of fast and furious fun. With this new type of game, you can wage epic battles, devise grand campaigns or simply create small skirmishes with a couple of friends. DISKWARS can be played by any number of people, and the wide variety of armies, monsters, and spells ensure that no two games will be alike.

What's in these rules?

This rules booklet includes all previously published rules, definitions, and errata for DISKWARS. Refined for clarity and ease of use, these are the most current and comprehensive rules available for DISKWARS.

Game Requirements

To play DISKWARS, you'll need an Army of Disks, several counters, and one other player to play against. The LEGIONS boxed set includes all the counters you need, and two Armies of Disks, one for each player.

You're also going to need a ruler with inches marked on it (there's one in the quick-start rules), as well as a surface to play on. A table with a tablecloth works best.

Winning the Game

DISKWARS is played by using different scenarios, each with its own victory conditions. We have included several such scenarios at the end of these rules, and encourage you to make up your own scenarios as well.

Overview of the Disks

There are three types of Disks in DISKWARS.

1) Land Disks

The *Land Disks* are the largest in DISKWARS, and represent locations. The use of each location

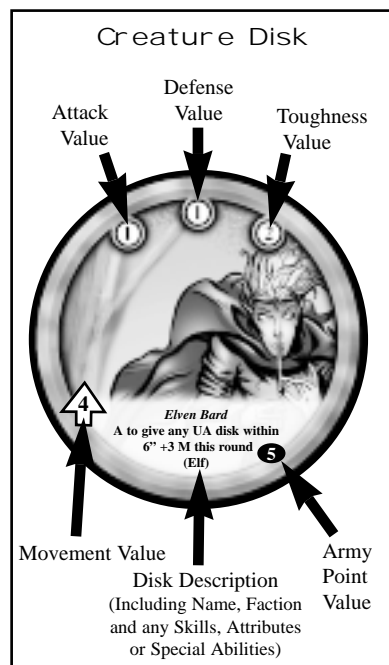
varies according to the scenario being played.

2) Spell Disks

There are 31 different types of *Spells* in DISKWARS. These small Disks are used by Creature Disks with the **Spellcaster** skill. (For details on Spells in the game, see the "Action: Cast a Spell" section of these rules).

3) Creature Disk

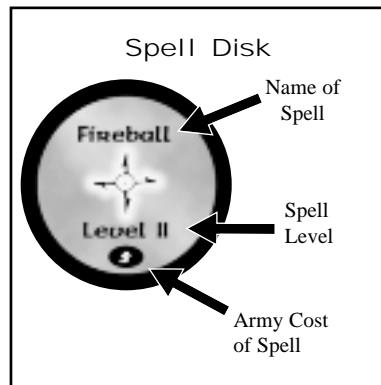
The most numerous, and most important Disks in



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your DISKWARS collection are the **Creature Disks**. These Disks represent units of soldiers, cavalry and archers. They also represent individual heroes, wizards and terrible monsters. You can recruit all these Disks to your DISKWARS Army.

Important Note: Throughout these rules, when we refer to a "Disk," we mean the "Creature Disk." *Land Disks and Spell Disks are indicated by the "Land" and "Spell" adjectives.*



Preparing for the Game

Before playing DISKWARS, the players must decide which scenario they wish to play. (A list of scenarios is provided at the end of these rules.) The players must then decide how large an Army each player will have.

The size of an Army is determined by its total number of *Army Points*. **Before a DISKWARS game is started, players must agree to how many total Army Points each player should have.** This number will determine how many, and what types of Disks players will want to put in

their respective Armies.

Each Creature Disk and Spell Disk has an **Army Point Value**. (Example: *The Elven Bard has an Army Point Value of five. Therefore an Army of ten Elven Bards would be 50 points.*) Players assemble their Army of Creature Disks and Spell Disks until the sum of their Army Points reach the agreed-upon total.

An Army of 50 points is a small Army; an Army of 250 points is a *huge* Army. (As a rule, the smaller the Army, the faster the game!) Each Army in the LEGIONS boxed set is 150 points.

Players can add units and Spells to their Armies as long as the total number of Army Points do not exceed the agreed upon total.

Example: Brian, Jessica and Jim are ready to play a game of DISKWARS. They decide that they want to play the "Battlegnash" scenario, and that each player should have a 40 Point Army. Now the three players secretly gather their Creature Disks and Spells. Each player may decide which Disks and Spells to include, but the total Army Point value of each player's Army may not exceed 40 points.

Note: A player may always build an Army with an Army Point Total *lower* than agreed.

The Playing Surface

DISKWARS can be played on any flat surface, though we recommend a large table covered with a one-color tablecloth. It is best not to play DISKWARS on a slick surface, lest the Disks become hard to control and "slide" on the table. For a 2-4 player game, a dining room table (with tablecloth) is the ideal surface for playing DISKWARS.

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Starting the Game

After all players have gathered their Armies, they must separate their Creature Disks and Spell Disks into two separate stacks: the Reinforcement Stack and the Spellbook.

• The Reinforcement Stack

All of a player's Creature Disks must be placed in a single stack. **The order of this stack is very important!** During the game, when a player receives reinforcements, these always come from the *top* of a player's Reinforcement Stack. Once the game is started, the order of a player's Reinforcement Stack *may not be changed*. Thus, it is wise to carefully plan the order of your Reinforcement Stack.

Other players may *never* look in your Reinforcement Stack, but will always be able to see the top unit of your Reinforcement Stack.

• The Spellbook

If a player has Spell Disks in his Army, these are placed into a separate stack. The **Spellbook Counter** (found on the component flat in every DISKWARS Army Set) is placed on top of this stack in order to hide the Spells from opponents. This stack of Spell Disks is from now referred to as your "Spellbook." The order of this stack is not important, as Spells can be brought into play in any order.

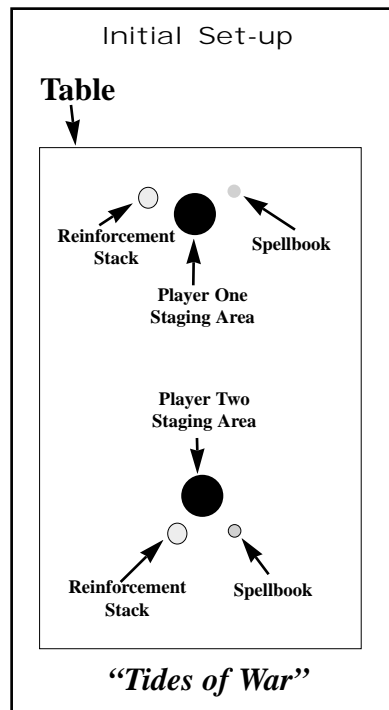
The Reinforcement Stack and Spellbook should be placed on the game table so that they do not interfere with the game. These stacks *do not* represent obstacles, and must be moved if a Creature Disk needs to move into the physical space where the stacks are sitting on the table.

The Initial Set-up

The initial set-up is determined by the scenario that you are playing. Most scenarios give each player a "Staging Area" represented by a Land

Disk. There are six suggested scenarios in these rules. Here is an illustration of the second scenario, "Doom Hill," set up for a three-player game.

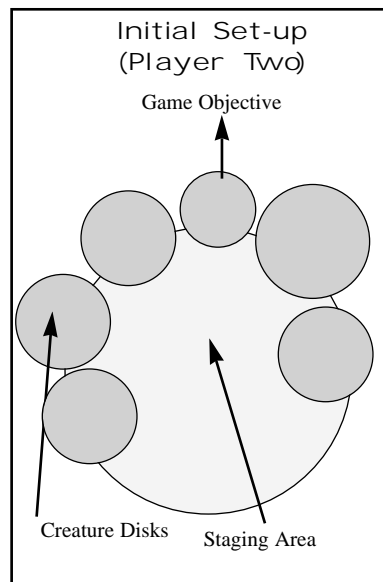
In most scenarios, before the actual game begins, players may place a number of "Starting Disks." Players take a number of Disks from the tops of their Reinforcement Stacks and place them so that they are touching their staging areas. Here is an example of such a placement. (When reinforce-



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ments come into play, they are placed in a similar manner.)

On the illustrated example below, a player has placed 6 starting units on his staging area. Starting and Reinforcement Disks may be placed so that they "overlap" each other, but this is usually not a good idea (for reasons explained later). Also note that the player has placed his Creature Disks nearest the game objective (which could be "Doom Hill" as illustrated in the previous illustration).



Playing the Game

Once players have placed their initial units the game is ready to begin.

DISKWARS is played in a series of **rounds** until a player fulfills the victory conditions for the scenario and thus wins the game. The round is broken down into these five segments:

- 1) Reinforcement Segment (Not first round)
- 2) Activation Segment
- 3) Missile Segment
- 4) Combat Segment
- 5) Remove Counters Segment

Reinforcement Segment

At the beginning of each round, players may take reinforcements from the tops of their Reinforcement Stacks and place them onto the table so that they are touching their respective staging areas. The number of reinforcements that players may bring into play each turn is determined by the scenario being played. Note that a reinforcement may never be placed so that it touches an enemy Disk.

Reinforcements are never placed during the first round.

Activation Segment

This is the longest and most complicated Segment. During the Activation Segment, players take **turns** to each *activate three* of their Creature Disks until all players have no more units that they can, or wish, to activate.

Activation

All units can be activated *once per round*. When a Disk is activated, it performs one of three actions:

- a) **Move**
- b) **Activate a Special Ability (SA)**
- c) **Cast a Spell**

Immediately after a unit has been activated and performed one of the above actions, place an **Activation Marker** on the Disk. The Activation

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Markers keep track of which Disks have performed actions. A Disk that has not yet performed an action, and thus has no Activation Marker upon it, is referred to as an "unactivated Disk." A player may not activate a Disk that already has an Activation Marker placed upon it. Plenty of Activation Markers can be found on the component flat in every DISKWARS Army Set.

Note: A Disk can be activated and perform *no* action. Simply place an Activation Marker on the Disk.



SPECIAL RULE: A Disk **cannot** be activated (move, cast a Spell, or use a Special Ability) if another Disk is *on top* of it. This is always true, even if both Disks belong to the same Army. The Disk on the bottom is considered "pinned" by the Disk atop it.

Order of Activation

Before the game begins, players randomly decide who will be the first player to start activating. The player who begins activating is the *first player*. The first player activates three of his units, followed by the player to his left, who activates three of his units, and so on, until each player, in clockwise order, has activated three units.

The first player now activates three more units, followed by the player to his left, etc. This process continues until all players have no more units that they can, or wish to, activate.

A player *must* activate three Disks during his activation turn. If a player activates **less** than three Disks during his turn, that player may activate **no more Disks** during this Activation Segment.

In the next game-round, the position of *first player* switches to the person immediately to the left

of the previous *first player*.

Example: George, Laura, and Bob (seated in that order) are playing DISKWARS. It is the beginning of an Activation Segment, and all players have nine Disks on the table.

George is the first player. George activates three of his Disks, followed by Laura, who activates three of her Disks, followed by Bob, who activates three of his Disks. All players have activated three Disks. George is still the first player, and now activates three of his remaining unactivated Disks. Play passes to Laura, who activates three unactivated Disks, and then Bob, who does likewise.

All players have now activated six Disks, and have three unactivated Disks left on the table. As the first player, George has the first opportunity to activate his three remaining unactivated Disks. George does not wish to activate any more Disks and is done activating for this Activation Segment. After George has announced this, Laura activates her last three unactivated Disks. Bob also activates his last three Disks.

Laura and Bob cannot activate any more Disks, and George, by not activating three Disks during his turn, has declared that he is done activating for the Activation Segment. Since all players are done activating, the activation segment is over. If one or more players had more Disks to activate, they would have continued the Activation Segment without the players who are "done" for this round.

Action: MOVEMENT

Any Disk with a Movement Value of "1" or more can move in the playing area. Movement is executed in the following fashion:

If a player activates a Disk to move, he may **FLIP** that Disk end-over-end in any direction, as many

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times as the Movement Value allows.

Thus a Disk with Movement Value of "3" may flip three times. A Disk may always flip less times than its Movement Value, but never more. A Disk must always flip a full step.

The Elven Archer in the example has a movement of "3." It begins the Activation Segment at position "A." During the Activation Segment, the player activates this unit to move. He first flips it once to position "B," so that the side of the Disk that was facing the table is now face up. This flip was one move. For the Disk's remaining two moves, the player first flips the Disk to "C" and then to position "D." The unit cannot move any further, and has now been activated. The player places an Activation Marker on this Disk.

Rules for movement:

- A Disk must immediately stop movement when it overlaps another Disk, even if the Disk is in the same Army. If you Activate a Disk and move it so that it overlaps an enemy Disk *and* ends its movement **on** that Disk, this is considered an **ATTACK**.
- A Disk cannot move (nor do any other form of activation) if another Disk is on top of it. If a Disk cannot move because another Disk is on top of it,

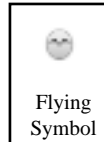
it is considered **PINNED**.

Flying Disks

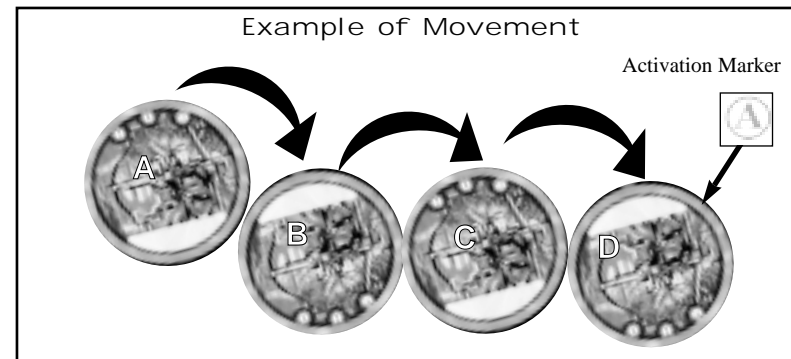
- If a Disk has the **FLYING** skill, indicated by the flying symbol on the Disk, it may move over friendly and enemy Disks without stopping. A Flying Disk is not considered to be *touching* the Disks (as defined below) that it "flies over" in this manner. If a Flying Disk ends its movement on another Disk, however, it is touching (and pinning) that Disk as normal.
- A Flying Disk *cannot* move over an enemy Flying Disk, and must stop its movement as soon as it touches such. It is then attacking the enemy Flying Disk.
- A Flying Disk that is not currently moving is considered to have "landed." Thus other non-Flying Disks can, at any time, attack Disks with Flying skill at no penalty.

Action: SPECIAL ABILITY

Rather than move or cast a Spell, a Disk may activate to use a Special Ability (SA). Special Abilities vary from Disk to Disk. Some Disks



Example of Movement



have no Special Abilities, and some Disks have several.

Reading Special Abilities

Special abilities are described on the Disks themselves, using the following abbreviations:

A	= Activate / Activation / Activated
UA	= Unactivated (a Disk with no Activation Marker)
M	= Movement Value
AT	= Attack Value
D	= Defense Value
T	= Toughness Value

For example, the Special Ability of the Elven Bard Disk is: "SA: A to give any UA Disk within 12" +3M this round."

This reads "Activate to give any unactivated Disk within 12 inches three extra movement this round." Thus, a player can activate the Elven Bard, and nominate one unactivated Disk (within one foot) to add 3 to its Movement Value this round.

Action: CAST A SPELL

Spells are an important part of DISKWARS. The clever concoctions of powerful wizards always create an element of uncertainty on the battlefield. You never know what wicked cantrip your opponent has stored in his Spellbook, waiting to destroy your powerful hero or foil your brilliant strategy.

Spells are "cast" by Disks with the **Spellcaster** skill. Spellcasting is not considered a Special Ability (SA). These Spellcasters may cast **one** Spell as an activation during the Activation Segment. After a Disk has cast a Spell, place an Activation Marker on the Disk and discard the used Spell Disk. All Spells are cast from the player's central Spellbook. Wizards do not have their

own Spellbooks.

The effects of Spells vary from Spell to Spell. On this rules-sheet you will find the "Master Spellbook" where the effects of all the DISKWARS Spells are described in detail.

Each Spell Disk has three pieces of information: the Spell's **Name**, its **Level** and its **Army Point cost**.

• Name

The name of the Spell identifies the Disk. Each Spell has a specific function and effect, as described in the "Master Spellbook."

Example: John casts a "Fireball" Spell with his Level II Spellcaster. John then refers to the Master Spellbook and reads aloud the effect and function of the Spell. Then he enacts the effects on the playing area. After the Spell has been cast, it is "used" and cannot be played again. John removes the Disk from the game.

• Spell Level

Not all Spellcasters are of the same ability. In DISKWARS, there are three types of Spellcasters: **Level I, Level II and Level III**. Each Spell Disk has printed upon it the level necessary to cast it.

A Spellcaster with Level I casting ability can only cast Level I Spells. (A fireball is a Level II Spell, and can therefore not be cast by a Level I Spellcaster.) A Spellcaster with Level II casting ability can cast Spells of Level I and Level II. A Spellcaster of Level III casting ability is the most powerful type of Spellcaster, and can cast all Spells.

Example: John has three Level II Spells remaining in his Spellbook. Unfortunately, his Spellcaster with Level II ability has been killed. John has a Level I Spellcaster on the field, but he may not

use any of the Spells in the Spellbook.

• Army Point Cost

Each Spell Disk has an Army Point Cost value that is added to the total point value of your Army. Thus, the more Spells that you put in your Spellbook, the less points you will have to recruit Creature Disks. There is no restriction as to how many Spells that you can put in your Spellbook. Just remember that if your last Spellcaster has been killed, the Spells in the Spellbook are useless. (They are also useless if their Spell level is too high for the Spellcasters that you have in play!)

Notes on Spells:

• Certain Spells damage other Disks. If the damage is sufficient to kill the Disk, remove the Disk from play immediately. If the Damage was insufficient, leave the Spell Disk (if possible) on the target in question. This damage is cumulative and added to any damage that the Disk takes in the Missile Attack and Combat Segments this round.

Example: A Spellcaster casts a Fireball Spell on a mighty Dragon. The Dragon's Toughness Value is "9" and the Fireball only attacks with a strength of "6" — not enough to cause a Wound on the Dragon. The Fireball Spell should be left on the Dragon, however, for now only 3 additional damage is needed to Wound the Dragon.

• All Spells are "spent" after they have been used. Thus, after a Spell has been used, remove the Spell Disk from play — do not place it back in your Spellbook. (When a player has no more Spells in his Spellbook, that player cannot cast any more Spells).

• While some Spells (such as Rain of Steel) may simulate Missile fire, they are *not* Missiles, and are not affected by those game elements which affect Missiles and Missile fire.

• Spellcasters may cast Spells on themselves, so long as the Spell does not require the target to be unactivated.

Missile Segment

When the Activation Segment is over, players may initiate ranged attacks with their Disks that have the **Missile** skill. On the Disk descriptions and in these rules, any Disk that has the Missile skill is referred to as an *Archer* Disk. Firing Missiles is not considered a Special Ability (SA).

A Disk may not fire any Missiles if it has an Activation Marker on it. Thus, a Disk cannot activate in the Activation Segment and later fire Missiles in the Missile Segment.

In DISKWARS there are four types of Missiles, each with its own characteristics. Here are the different types of Missiles:

Missile	Range	Damage
Arrow	12"	2
Bolt	12"	3
Fireball	6"	4
Boulder	6"	5



Except for the Boulder, all Missile Counters can be found on the component flat in every DISKWARS Army Set.

How to Fire Missiles

Starting with the first player, each player fires Missiles from *all* his unactivated Archer Disks, then places Activation Markers on each of them. Play continues clockwise until all players are finished firing Missiles. (A player may choose not to fire missiles from an unactivated Archer Disk.)

An Archer Disk is allowed to fire Missiles if the following criteria are met:

- 1) Archer does not have an Activation Marker
- 2) Archer is within range of a target
- 3) Archer is not being pinned
- 4) Archer is not pinning an enemy Disk

Range

As indicated on the above table, different Missiles have different ranges. Arrows, for example, have a range of 12" and do 2 Damage (see below for an explanation of damage). Thus, you must measure with a ruler to determine if an enemy Disk is within 12" of your Disk with the "MISSILE: ARROW(2)" Ability.

Note that you may not measure until you have nominated a target for your Archer Disk. Once a target has been nominated, you may measure the range. If the target is out of range, the Archer Disk may not fire — nor may it nominate another target. A Disk may not fire Missiles if no targets are within range. A Disk may not nominate a friendly Disk as a target.

Number of Missiles

The actual number of Missiles that a Disk may fire depends on the Disk itself. After every denomination of Missile skill there is a number in parenthesis (*). That number denotes how many Missiles that unit may fire.

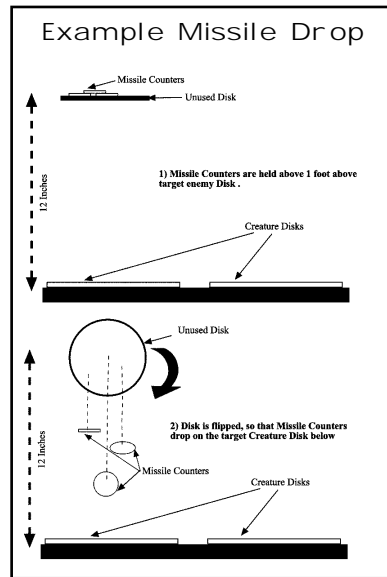
Example: An Elven Archer has written upon it "MISSILE: ARROW (3)." This means that the Elven Archer Disk may fire 3 arrows.

Firing Missiles

The player "shooting" Missiles takes an unused Disk, and places the Missile counters to be fired on this Disk. The player then holds the Disk horizontal ONE FOOT (or more) above the target, with the Missile Counters resting upon it (see illustration). Then the player flips the Disk towards the Archer firing the Missile. The Missile

Counters now drop to the playing surface. Any Disks upon which the Missile Counters finally rest are damaged. The amount of damage received is determined by the Missile Type.

- A Disk with the Missile skill must use **all** its Missiles in one "drop." It cannot split its Missiles into several attempts.
- If a player drops a Missile so that it bounces onto one of his own Disks, that Disk takes the damage. This is considered "friendly fire."
- If a Missile Counter strikes another Missile Counter already on top of a target, causing the previous Missile to "bounce" off-target, the new Missile misses and the old Missile is placed back



on the Disk.

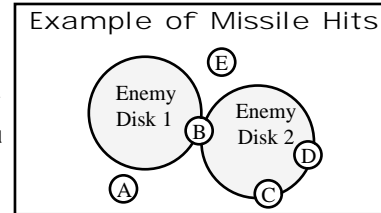
- Missiles that miss and do not land on any Disks should be removed right away so as not to confuse the playing area.
- If a Missile lands on top of another Missile, **add** the damage value of BOTH missiles.
- If a Missile rests so that it is atop two or more Disks, it inflicts its full damage to *all* those Disks. **Exception:** If one Disk is partially overlapping another Disk and a Missile lands touching both Disks, its damage is only applied to the top Disk.

Missile Counters that bounce or roll and land on a Disk beyond their range apply their damage as normal. For example, an arrow that bounces and lands on a Disk 15" away still applies its damage to that Disk.

To prevent dishonest players from purposely bouncing their Missiles out of range, players may wish to drop their Missiles through a cardboard tube or similar device.

While some Spells (such as Rain of Steel) may simulate Missile fire, they are *not* Missiles, and are not affected by those game elements which affect Missiles and Missile fire.

In the example, Missile Counters "A" and "E" do no damage. Missile Counters "D" and "C" both damage Enemy Disk 2. Missile Counter "B" does damage to BOTH Enemy Disk 1 and Enemy Disk 2. Note that if Disk 1 were overlapping Disk 2 and "B" were touching both, the Missile would only damage Disk 1, because it is on top.

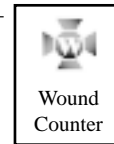


Missile Casualties

Any Disk that has received Missile damage equal to or greater than its Toughness Value takes a *Wound*. Most Disks are destroyed after receiving one *Wound*. After **all** players are finished firing Missiles, those Disks which have been destroyed are removed from play.

Wounds and Wound Counters

Most Disks can sustain only one *Wound*, and are then killed. **A dead Disk is removed from the game, and does not come back into play.** Some special Disks can sustain several *Wounds*. (This is a special case, and is noted on the Disks with such a power). If such a creature sustains damage equal to or greater than its Toughness, place a *Wound Counter* on the Disk. *Wound Counters* can be found on the component flat located in every DISKWARS Army Set.



If a Disk takes damage equal to *double* its Toughness value, that Disk takes *two* wounds. (If the damage is *triple*, the Disk takes *three* wounds, etc.)

If a creature that can sustain two *Wounds* receives a *Wound*, and already has a *Wound* from a previous attack, the Disk is dead and immediately removed from the game.

Note: Unlike Spell damage and Missile damage, *Wound Counters* remain on a Disk until it is dead or healed by magic. *Wound Counters* are not removed during the Remove Counters Segment.

After all players have fin-

ished with the Missile Segment, all dead Disks are removed. Missile counters that caused damage to a Disk, but did not kill it, *remain on that Disk*. Such damage is cumulative and added to any damage taken from Spells, and any Damage received in the Combat Segment.

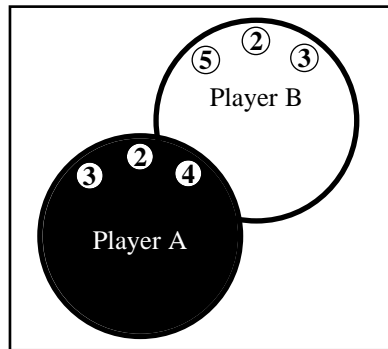
After all players have fired Missiles, the Combat Segment begins.

Combat Segment

If two opposing Disks are touching, they *must* battle. There is no difference between touching “a little” and touching “a lot”; the Disks still do battle on the same terms.

Battle in DISKWARS is very simple, but several complicated situations may arise.

The core rule of combat is that the Disk *overlapping* (on top) is the **Attacker**, and the Disk *being overlapped* (on bottom) is the **Defender**. When attacking, a Disk uses its ATTACK VALUE, and when defending a Disk uses its DEFENSE VALUE.



The simplest form of battle consists of one Attacker and one Defender, with no other Disks touching the two Disks. Such an example is illustrated at the bottom of this page.

In the example, the attacker (Player A) is attacking with an Attack Value of “3,” and the defender (Player B) is defending with a Defense Value of “2.”

Resolution of Battle

Every battle is resolved by comparing the Attack or Defense Value of the opposing Disk to your Toughness Value. If your Attack or Defense Value equals or exceeds your opponent’s Toughness Value, your opponent receives a Wound. In most cases, one Wound will be sufficient to destroy a Disk. (As previously described, only a few creatures can sustain more than one Wound.) In the example, the Attacker has an Attack Value of “3,” and the Defender has a Toughness Value of “3.” Thus the Defender will receive one Wound and will be killed. The Defender has a Defense Value of “2,” which does not equal or exceed the attacker’s Toughness Value of “4.” **Thus the result of the battle will be the Attacker destroying the Defending Disk.**

After each Battle is resolved, *immediately* remove any destroyed Disks from the game.

In a DISKWARS battle, Disks can destroy each other simultaneously. In the above example, had the defender’s Defense Value been “4” or higher, *both* Disks would have taken a Wound, and both would have been removed from the game.

Carry-Over Damage

Damage from Spells and Missiles inflicted during the Activation and Missile Segments is “carried over” into the Combat Segment. Thus a Disk with “4” in Toughness that was hit by one Bolt Missile Counter (damage “3”) in the Missile Segment,

only needs “1” additional point of damage to receive a Wound. A Disk with “1” Attack Value could destroy such a Disk by attacking it.

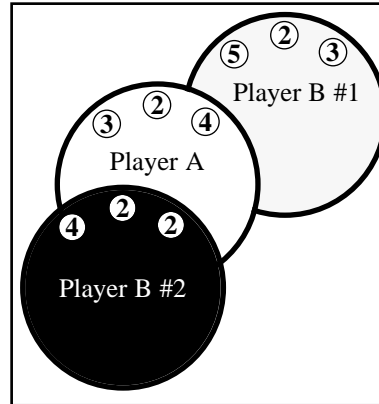
Multiple Battles

If several Disks are overlapping each other, the most important rules to remember are the following:

- 1) Battles are always fought from the TOP DOWN.
- 2) A Disk can only apply its Attack Value to one enemy Disk.
- 3) Damage is cumulative from battle to battle.

Below we have described four complicated battle situations. These examples, or variations of these, will cover 99% of all battles in DISKWARS.

Multiple Attacks #1 (Lesson: Battles are Always Fought From the Top Down)

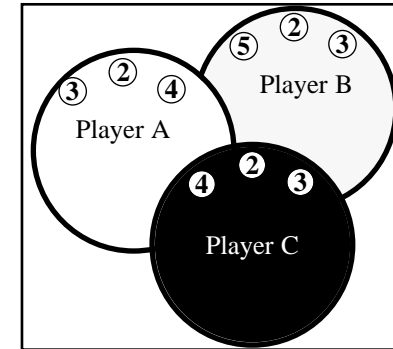


In the above example, Player A attacked Player B’s Disk #1. In a later activation, Player B

attacked Player A’s Disk with his Disk #2.

Resolution: Combat is always taken from the TOP DOWN. So we start with the battle between Player B’s #2 Disk and Player A’s Disk. In this example, Player B’s #2 Disk has an Attack Value equal to Player A’s Toughness, and Player A’s Disk has a Defense Value equal to Player B’s Disk #2 Toughness. **Result: Both Player B’s #2 Disk and Player A’s Disk are Killed. Player B’s Disk #1 never has to fight a battle.**

Multiple Attacks #2 (Lesson: The Multiple Battle “Drop”)



In this example, there are three players. Player A attacked player B’s Disk. In a later activation, player C attacked Player A’s Disk. (Note that even though Player C’s Disk also touches Player B’s Disk, player A’s Disk is in between the two, and is therefore the target of the Attack. Player C is *not* attacking Player B.)

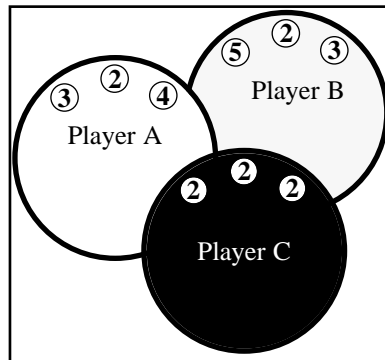
Resolution: Player C attacks player A’s Disk. Player C destroys A’s Disk, and Player C’s Disk survives. Player A’s Disk is removed from the game. Player C’s Disk is now on top of Player B’s

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Disk. (Player C's Disk essentially "drops" on player B's Disk since the Disk in between them has been destroyed). Since a Disk can only apply its Attack Value to one Disk per round, there is no further battle. (Player B's Disk is now pinned under player C's Disk, and unless Player C moves his Disk in the next Activation Segment, those two Disks will battle next Combat Segment.)

Note: If Player B's Disk was attacking another Disk below it, a battle between those two Disks would still be fought — even if Player B has Player C's "spent" Disk on top of it.

Multiple Attacks #3 (Lesson: Carry-Over Damage)

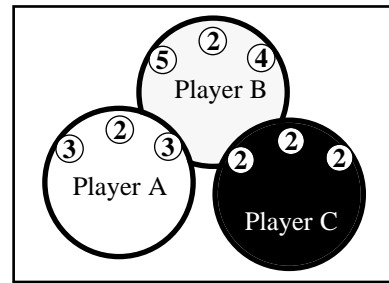


Like the previous example, here are three Disks from three different players in a complicated battle.

Resolution: Attacks begin from the top down. Player C attacks Player A. Player C's Disk is destroyed — and Player A's survives. Player C's Disk is removed from the game. Now Player A's Disk attacks Player B's Disk. However, the "2"

Attack Value that Player C's Disk inflicted on Player A's Disk still applies until the end of the Combat Segment (This is called Carry-Over Damage.) Thus Player A can only sustain "2" more damage or his "4" in Toughness Value would be matched. Thus, in the battle between Player A's and Player B's Disks, both Disks are destroyed. (Player A's Attack Value exceeds player B's Toughness, and Player B's Defense Value combined with the "2" in "carry-over damage," exceeds the "4" Toughness Value of Player A's Disk.) **End Result: All three Disks are destroyed and removed from the game.**

Multiple Attacks #4 (Lesson: Combined Attacks)



In the above example, Players A and C are both attacking Player B.

Resolution: Since there is no single top Disk, and both of the attacking Disks are one level up from the table, this is a COMBINED ATTACK. The two attackers combine their Attack Values (2+3 = 5) which exceed the defender's Toughness (thus the defender is destroyed). The defender now must choose which Attacker that its Defense Value must be applied against. (The Defense Value can only be applied towards one target, and cannot be split between attackers.) Player B chooses to apply his Defense Value against Player

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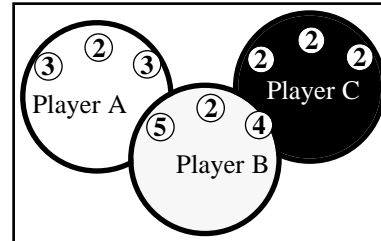
C's Disk (since Player A's Toughness is too high to beat anyway). **End Result: Player B's Disk and Player C's Disk are dead and removed from the game. Player A's Disk survives the battle.**

Exception: A Disk with the **Swashbuckler** skill may apply its full Defense or Attack Value to any number of attackers or defenders in one battle.

Note: If two or more Disks are attacking the same Disk, they *must* combine their Attack Values, even if they are in opposing Armies. It is important, in some scenarios, to know which attacker is responsible for the kill. If, in a combined attack, the attacking players are unable to mutually agree which attacking Disk gets credit for killing the defending Disk, the attacker with the highest Attack Value gets the credit. If there is a tie, it goes to the attacker with the highest Defense Value, and then Toughness. If all attackers are equal, none of them get credit for the kill.

Exception: A Disk with the **First Blow** skill has the option of *not* combining its attack with another Disk. (See "First Blow" for details.)

Multiple Attacks #5 (Lesson: Multiple Defenders)



In this example Player B is attacking both Player A's and Player C's Disks. Unless Player B's Disk has the Swashbuckler Ability, it can only apply its

Attack Value against one defender. Both defenders, however, always combine their Defense Value against the one attacker.

Resolution: Player B's Disk does not have the Swashbuckler Ability, and thus chooses to apply its "5" Attack Value against Player A's Disk. Players A and C combine their Defense Values (2+2 =4) which equals Player B's Toughness Value, and is sufficient to destroy Player B's attacking Disk. **End Result: Player A's defending Disk and Player B's attacking Disk are destroyed, leaving only Player C's Disk behind.** If a Disk is destroyed by multiple defenders, the defender with the highest Defense Value gets credit for the kill.

Order of Battles

A group of two or more opposing Disks that are touching at the beginning of the Combat Segment (and will therefore do battle during the Combat Segment) are considered a "battle stack." A battle stack may be as simple as one Disk attacking another, or it may involve many Disks with multiple attackers and defenders, and multiple separate battles.

At the beginning of the Combat Segment, the first player decides which battle stack is resolved first. After battles in that stack are resolved, the next player chooses the second battle stack to be resolved, and so on, until all battle stacks have been resolved.

Remove Counter's Segment
After the Combat Segment, all **Missile, Spell, and Activation Counters** are removed from the Disks on the battlefield. The only counters that remain in play after this segment are Wound Counters.

Note that "Carry-Over" damage only applies from the Activation Segment to the Combat Segment of one round. No carry-over damage (other than

Wounds) remains after the Remove Counters Segment.

Example: John owns a Disk with "6" Toughness that was struck by two arrows. Thus the Disk would be destroyed if it received two more damage in the Combat Segment. The Disk, however, was not attacked, and during the Remove Counters Segment, the two Missile Disks are removed. John's Disk is now a full "6" Toughness again.

New Round!

After the Remove Counters Segment, players are now ready to commence a new round of the battle. Players should continue to play rounds until a player qualifies for the Victory Conditions of the scenario being played. The new *first player* is the person immediately to the left of the previous *first player*.

Other Important Rules

Wording Conflicts

Should the wording of a Disk's description or Special Ability conflict with the rules in this rules sheet, the Disk's wording always take precedence.

Berserk Counters

Disks with the Berserk skill receive a +2 bonus to their Attack, Defense and Toughness Values if they Attacked during the previous round. Berserk Counters (found in the MOON OVER THELGGRIM expansion) can help players keep track of which Disks are Berserking (i.e., receive the bonus) this round. At the end of the Remove Counters Segment, place a Berserk Counter on each Disk with the Berserk skill that was attacking during the Combat Segment. If a Disk with a Berserk Counter does not attack during the next round, remove its



Berserk Counter during the Remove Counters Segment. Otherwise, leave the Berserk Counter on the Disk for the next round.

Modifiers

A Disk's basic values can sometimes be modified, either by its own Attribute, or by other Spells and other Disks. For example, a Disk may have the Attribute "Receives +2 AT when Attacking an Evil Disk." This means that, when it is pinning an enemy Disk of Evil alignment, the Disk's Attack Value increases by two.

All modifiers are cumulative, unless otherwise specified by the Disk text. However, modifiers that *replace* a Disk's basic values are applied *after* all other modifiers. For example, you may Activate a Dwarven Blacksmith to give a Dunwarr Regiment +3 Defense (raising it from 2 to 5), but if the Dunwarr Regiment is being attacked by a Dark Sucker, the Regiment's total Defense is zero. Note that if a Disk has a basic value of "-" it cannot be modified.

When a Disk's values are modified, use its modified values in place of its normal values.

Example: During the Activation Segment, the Elven Warder attacks a Vampire Disk. Because the Vampire has the Attribute "Any Disk touching Vampire has -2 T," the Elven Warder's Toughness Value is reduced from 4 to 2. Later during the Segment, Firbolg the Giant attacks the Elven Warder. Firbolg's Attribute allows him to "instantly destroy" any Disk with a Toughness of 3 or less. Normally, the Elven Warder would not be instantly destroyed, as it has a Toughness of 4. But because its Toughness is being modified by the Vampire, its current Toughness is only 2. The Elven Warder is instantly destroyed by Firbolg.

Measuring

When playing DISKWARS, from time to time you

will be required to measure a distance, usually one foot (12 inches) or half a foot (6 inches). When a measurement involves a distance **between** Disks, you should measure from the **edge** of one Disk to the **edge** of the other Disk. If some part of both Disks is within the distance needed, the measurement is "in range." Note that you may not measure Missile range before nominating a Missile target, nor may you measure prospective movement of Disks (unless the specific Disk tells you to).

Skills

Below are a number of skills which some Disks may utilize. Note that many of these have been covered previously in these rules, but others are defined here for the first time.

First Blow

Some Disks have the First Blow skill. This special skill allows the attacking Disk to apply its Attack Value before the defending Disk can apply its Defense Value. For example, if a Disk with 4 Attack, 2 Defense and 3 Toughness were to attack a Disk with 2 Attack, 3 Defense and 2 Toughness, both Disks would normally be destroyed. If the attacker had First Blow, however, it would kill the defender before the defender could apply its Defense Value. (Note that if the defender survives the first blow attack, it can apply its Defense Value normally.) If a Disk with First Blow is Attacking in a combined attack, it forfeits the use of the First Blow skill. The Disk's player may choose *not* to combine the attack, in which case the Disk may use its First Blow skill, but its attack is resolved separately from any other attackers, allowing the defender to defend against it separately. If a Disk with First Blow is attacking in a combined attack with another Disk with First Blow, they may *both* attack using the First Blow skill, but may *not* combine their attack with any Disks that do not have First Blow.

Swashbuckler

Some Disks have the Swashbuckler skill.

This special skill allows the Disk to apply its full Attack Value to all defending Disks. The skill also allows the Disk to apply its full Defense Value to multiple attackers. *Example: Two Disks are attacking a Disk with the Swashbuckler skill. A normal defending Disk would have to choose which Disk to apply its Defense Value against, but this Disk may apply its full defensive value against both its attackers, potentially destroying one or both of them.*

Berserk

Some Disks have the Berserk skill. This special skill allows the Disk to add +2 to all its Attack, Defense, and Toughness Values **if it participated in an attack in the previous round**. If a Disk did not attack in the round before, it will have its normal A, D, & T values. Thus berserker Disks are best utilized if they keep attacking, round after round. Note that the Berserk bonuses are not cumulative. *Example: The Orc Disk "Tribesmen from Ulc" has the Berserk skill. Its normal values are: A(5), D(3), and T(4). If it attacked an enemy Disk in the previous round, its scores this round would be: A(7), D(5), and T(6) — a truly dangerous Disk.*

Missile

Disks with the Missile skill can fire Missiles during the Missile Segment. The number and type of Missiles the Disk can fire is printed on the Disk itself. Details on using Missiles can be found in the "Missile Segment" section.

Reanimate

When a Disk with the Reanimate skill is destroyed, *it is not removed from play*, but placed at the bottom of its player's Reinforcement Stack. It may return to play as a normal reinforcement during the Reinforcement Segment.

Spellcaster

Disks with the Spellcaster skill can cast Spells. Every Spell and Spellcaster has a level; a Spellcaster may cast Spells from his Spellbook at his level or less. Details on Spells and Spellcasting can be found in the "Action: Cast a Spell" section.

Flying

Disks with the Flying symbol have the Flying skill. During movement, they may touch friendly and enemy Disks without stopping, but must stop

when touching an enemy Disk with the Flying Skill. For details on the Flying skill, see the "Action: Movement" section of these rules.

Rage

A Disk with the Rage skill is dangerously full of energy. If such a Disk neither moves a minimum of 6" from its starting point at the beginning of the round, nor Activates to Attack, it receives a Wound at the beginning of the Combat Segment.

Assembling an Army

The Armies included in the LEGIONS boxed set are already assembled. After playing with them for a while, however, you may wish to assemble your own Army. These are the rules for doing so.

When assembling an Army for DISKWARS, there are three things a player must keep in mind regarding his Disks: their alignments, their factions, and whether or not they are unique.

Alignments: There are three different alignments in DISKWARS: Good, Neutral and Evil. These alignments are identified by the border color of each Disk.

Green = Good • Blue = Neutral • Red = Evil

Good Disks may never be in the same Army as Evil Disks. **Evil Disks** may never be in the same Army as Good Disks. **Neutral Disks** may be in any Army.

Factions: There are ten different factions in DISKWARS: **Elves, Uthuk Y'llan, Dwarves, Undead, Knights, Accolytes, Dragonkin, Mahkim, K'Ryth and Ores.** Each Creature Disk has its faction written on the Disk. Some creatures have no factions. When creating an Army you must base the Army around a specific faction. At least 50% of your total Army points (less points for Spell Disks) must belong to one specific faction. Thus in a 100 point Army, at least 50 points must be from one faction; the remaining 50 points may be from any other faction of the same, or neutral, alignment.

Note that Army Points used for Spell Disks are subtracted from the total before the above breakdown occurs. So in a 150 point Army, if a player takes 30 points in Spell Disks, that player must recruit at least 60 points from one faction, and may recruit up to 60 points of other factions.

Example: Jim is assembling a 100 point Dwarven Army. He

has taken 25 points for Spell Disks. Thus he has 75 points left for Creature Disks. 38 points must be Dwarven, and 37 points can come from other good or neutral factions.

Unique: Some Disks are labeled "Unique." A player may never have more than **one** Unique Disk of one kind in his Army. (Da'Roul Bonesplicer is "Unique," thus a player may never put two "Da'Roul Bonesplicer" Disks in his Army.)

Limited: Some Disks are labeled "Limited." If a Disk is "Limited," a player may not have more copies of that Disk in his Army than the Limited number. (The Uthuk Spearmen, for example, are "Limited: 3," thus a player may never have more than three Uthuk Spearmen in his Army.)

Champion Disks: Champion Disks are special Creature Disks that players may include in their Armies. Champion Disks are designated by their **gold borders.** (They do not have an Alignment.) Each Champion is associated with one of the DISKWARS factions. If a player wishes to include a Champion in his army, the rest of the Disks in that army must be of that Champion's faction *or have no faction at all. Champions cannot be in an Army that also has Disks from other factions.*

Example: Donna has a Dwarven Army with a number of Elves and Knights in it. She wants to add Varik Longbeard, a Dwarven Champion, to her Army. In order to do so, she will have remove all the Elf and Knight Disks from her Army.

How to tell Disks apart: If two or more players put identical Disks in their DISKWARS Army, it can become difficult to tell which Disks belongs to which player. If this is an issue, you can carefully write your initials on, or mark the edges of, all your Disks. Another way to determine ownership is to put small colored stickers on conflicting Disks. (3M's colored POST-IT "Flags" work very well for such occasions, since they can be removed without damaging the Disk -- and can be used again and again.)

**Appendix One:
Definitions**

Ambush - When a Disk initiates an *Ambush*, its owner *picks it up from the table* and lays it directly on top of any portion of the legal target Disk (the Ambushing Disk *must* overlap (touch) the target, but may also overlap other targets). If there is no room to touch the target, the Disk may not Ambush. Note that an "Ambush" is *not the same as an "Attack"* (which is defined below) although the Ambushing Disk is considered to be "Attacking" after it has been placed on top of the enemy Disk.

Archer - Any Disks with the *Missile* skill are defined with the generic term "Archer." This includes Disks that fire Arrows, Bolts, Fireballs and Boulders.

Attack - An "Attack" occurs when a player *Activates* a Disk to move it *onto* an enemy Disk *ending* its movement on the enemy Disk.

Attacking - A Disk is described as "Attacking" if it is overlapping an enemy Disk in order to apply its Attack Value during the Combat Segment. (Note that "Attacking" is a *state of being*, whereas "Attack" is defined above.)

Attributes - Some Disks have innate qualities that are not Special Abilities or skills and do not require activation to be used. These are called "Attributes." For example, the Physical Adept has the Attribute "If unactivated, can take no damage." Attributes can also be disadvantages. The

Ru Airglider, for example, has the Attribute "Instantly destroyed if touched by an enemy flying Disk."

Berserking - A Disk with the *Berserk* skill is said to be "Berserking" when it is receiving a +2 bonus to its Attack, Defense and Toughness Values. Note that a Disk with the Berserk skill is not considered to be "berserking" until the round *after* the Disk attacked another Disk.

Burrow - When a Disk *Burrows* an enemy, its owner *picks it up from the table* and places it *beneath* any portion of a target Disk in range. Only Disks that are touching the table (i.e., have no Disks beneath them) can be targeted by a Burrow. For instance, if Disk A is attacking Disk B, Disk A cannot be the target of a Burrow, because Disk B is beneath it. For the purposes of a Burrow, Land Disks are considered part of the playing surface. **A Disk on a Land Disk may be a legal Burrow target.** When a Disk Burrows a legal target Disk, it may be placed so that it is beneath (touching) *other* Disks in addition to the target. Note that a "Burrow" is not considered an Attack, though the Disk directly above the Burrowing Disk is considered to be Attacking (and Pinning) the Burrowing Disk. After a Burrow, the Burrowing Disk is pinned and may not be Activated again.

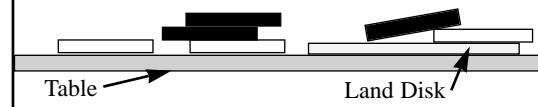
Champion - Disks with the "Champion" Attribute (and a gold border) may not be in Armies with Disks of another Faction.

Combat - Some Disks make reference to "in Combat" or "during Combat." This is always in reference to events during the *Combat Segment*.

Enslave - Some Disks have the ability to *Enslave* other

Examples of Burrow Targets

In the examples below, all the white Disks are legal "Burrow" targets.



Disks. When such a Disk Enslaves another Disk, the target Disk becomes "Enslaved" (defined below).

Enslaved - Disks that are Enslaved are controlled by the owner of the Disk that Enslaved the Enslaved Disks. Some scenarios require the players to kill a certain number of Army points' worth of Disks in order to win. Enslaving does not count towards this total. If an Enslaved Disk is killed, no one gets points for its destruction.

Fireball - If a Disk or Spell refers to a "Fireball" and does not specify Missile: Fireball or the Fireball Spell, it refers to *both* the Missile and the Spell.

Immune - Some Disks are "immune" to certain game elements, such as Missiles or Spells. These Disks may still be targets of such elements but are not affected by them. A Disk that is immune to Missile fire, for example, may be the target of, and even hit by, an Archer's Arrow, but does not take damage from it. A Disk that is immune to Spells may be the target of a Spell, or in the area of a Spell's effect, but is not affected by the Spell (even if it is cast by a friendly Spellcaster). Note that some Spells (like Reflect and Earthhand) modify a Disk's values, Attributes, or Skills. Disks that are immune to Spells are not affected by these Spells, but *are* subject to the modified values, etc., of those Disks that *are* affected by them. *Example: Rhoq Lophram casts "Earthhand" on himself, which gives him +6 T, for a total of 9. Varik Longbeard, who is immune to Spells, attacks Rhoq. Normally, Varik (5 AT) would kill Rhoq (3 T), but because of the Spell, Rhoq's T is 9, so Varik's attack does not do enough damage to cause a Wound.* Disks that are immune to Spells may still be affected by Spells (such as "Convert" or "Resurrect") when they are not in play.

Instant Blow - The "Instant Blow" ability supplies an instant, non-cumulative quantity of damage to one or more targets. Damage from an Instant Blow is *immediately* applied. If the damage from an Instant Blow does not Wound or kill the target Disk(s), the damage simply is not effective. Excess and/or unused Instant Blow damage does not accumulate with any subsequent damage from Spells, Missiles, special abilities, additional Instant Blows, and/or Combat. *Example: Layrya the Banshee, with Instant Blow(3), activates her Instant Blow against Suza Mancrusher, who has 5 Toughness. Because 3 is less than 5, the attack does not inflict a Wound, nor does the damage from the Instant Blow remain on the target. If Suza Mancrusher had already taken 2 damage from a Spell, the additional 3 damage from the Instant Blow would have been enough to give her a Wound.* Combat damage is *only* applied during the Combat Segment. All combat damage is cumulative during the Combat Segment. Therefore, if a Disk receives an Instant Blow during the Combat Segment, the damage from the Instant Blow is added to any combat damage the Disk has already received, but not to any subsequent damage it takes later in the Segment. *Example: A Godstone Drake (6 T) is attacking a Helspanth's Brood (5 D, 2 T). The Drake kills the Brood and receives 5 defensive damage. When the Brood dies, it gives the Drake an Instant Blow (4), which is added to the 5 damage the Drake has already received. The Drake thus receives a total of 9 damage, exceeding its Toughness and killing it.*

Limited - If a Disk has the "Limited" Attribute, it means that a player may only have a certain number of that Disk in his Army. The number after the word "Limited" is the total number of that Disk a player may have in his Army.

Pin / Pinned / Pinning - When one Disk overlaps another, the top Disk is "Pinning" the Disk

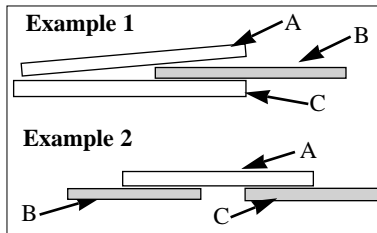
beneath it. The Disk beneath the top Disk is "Pinned." (If the Pinned Disk is an enemy Disk, the top Disk is also considered to be "Attacking," which is defined above.) A Pinned Disk may not be Activated. A Pinned Archer may not fire during the Missile Segment.

Skills - Some Disks have qualities that allow them to perform certain tasks. The most common Skills are "Missile" (which allows Disks to fire Missiles) and "Spellcaster" (which allows Disks to cast Spells). Other Skills include Berserk, Swashbuckler, First Blow, and Reanimate.

Sacrifice - Disks that may be "Sacrificed" may be removed from play by their own players, usually in return for the use of a Special Ability or some other effect. Note that in scenarios wherein players receive points for Disks killed, no one receives points for a Sacrificed Disk.

Special Abilities - Some Disks have Special Abilities (always abbreviated SA). These Special Abilities are Activated and take effect during the Activation Segment.

Touching - When one Disk is overlapping another, the two Disks are said to be "Touching" each other. If there is a Disk between the two, they are *not* Touching. In Example 1, Disk A is Touching Disk B, but is *not* considered to be Touching (nor Attacking) Disk C. In Example 2, Disk A is touching *both* Disk B and Disk C. Note that



Flying Disks, while moving, are *not* considered to be Touching those Disks they are "flying over."

Transform - If a Disk has an Army Point Value of "T", you may include it in your Army at no cost. Such a Disk does not go into your Reinforcement Stack. Rather, it is set aside and comes into play *only* when another Disk *Transforms* into it. When a Disk *Transforms* into a *new* Disk, the *new* Disk comes into play and *Ambushes* the *original* Disk. Any Wound, Spell, Missile, or other counters on the *original* are placed on the *new* Disk. The *original* is then removed from the playing area and set aside (*not* in your Reinforcement Stack). If a Disk with an Army Point Value of "T" is killed, that Disk is worth the same number of Army Points as the *original* Disk. *Example: Carl puts both the Werx Lycanthrope and the Werx Werewolf Disks in his Army. The Lycanthrope costs 8 Army Points and goes into Carl's Reinforcement Stack. The Werewolf costs nothing and is set aside. Later, the Lycanthrope Activates to Transform into the Werewolf. Carl places the Werewolf so it is pinning the Lycanthrope, then removes the Lycanthrope and sets it aside. The Lycanthrope had a Wound Counter on it, so Carl places the Wound Counter onto the Werewolf. The Lycanthrope would also have an Activation Counter, so the Werewolf is now Activated as well.*

Unique - If a Disk has the "Unique" Attribute, a player may not have more than one of that Disk in his Army.

Wounds - When a Disk receives a total Attack Value equal to or greater than its Toughness Value, it takes a Wound. One Wound is enough to destroy most Disks, but some can withstand multiple Wounds. These Disks are marked by a Wound symbol. The number inside the Wound symbol represents how many Wounds that Disk

Army at no cost. Such a Disk is set aside and comes into play as a new Disk. Any Wound, Spell, Missile, or other counters on the *original* are placed on the *new* Disk. The *original* is then removed from the playing area and set aside (*not* in your Reinforcement Stack). If a Disk with an Army Point Value of "T" is killed, that Disk is worth the same number of Army Points as the *original* Disk. *Example: Carl puts both the Werx Lycanthrope and the Werx Werewolf Disks in his Army. The Lycanthrope costs 8 Army Points and goes into Carl's Reinforcement Stack. The Werewolf costs nothing and is set aside. Later, the Lycanthrope Activates to Transform into the Werewolf. Carl places the Werewolf so it is pinning the Lycanthrope, then removes the Lycanthrope and sets it aside. The Lycanthrope had a Wound Counter on it, so Carl places the Wound Counter onto the Werewolf. The Lycanthrope would also have an Activation Counter, so the Werewolf is now Activated as well.*

must receive in order to be killed.

After a Disk has received a Wound, place a Wound marker upon it. If the number of Wound markers equal the number of wounds a Disk can sustain, that Disk is immediately destroyed.

Appendix Two: Terrain Disk Rules

Not every battlefield is the same. Below are rules for terrain effects that you may apply to your Land Disks in order to add variety to your scenarios. Note that while there are Land Disks with terrain printed on them available in other DISKWARS expansions, you may use any terrain effects you wish by simply designating a Land Disk to have certain terrain effects.

Forest - The dense forests of the realm provide some safety to those passing through, but at a price. Non-Flying Disks must stop their movement when moving *into* a Forest Terrain. Non-Flying Disks beginning their movement *in* a Forest have their Movement Values reduced to 1. All Disks *in* a Forest are immune to damage from all Missiles. A Forest is a Barrier to Missile fire.

Lake - Not even the cleverest generals have found an efficient method of marching their troops across a large body of water; it is far safer to simply go around. Lake Terrain is an impenetrable obstacle to non-Flying Disks. Non-Flying Disks may *never* Activate to move into a Lake Terrain. Flying Disks may Activate to move through a Lake, but may *never* end their movement in it. Neither Flying nor non-Flying Disks may be moved *into* a Lake by Spells or other Disks' skills, attributes or Special Abilities.

Mountain - Mountains have long been a natural barrier against ancestral enemies, and remain an effective (if temporary) deterrent to invasion. Disks must stop their movement when moving

into a Mountain Terrain. Non-Flying Disks beginning their movement *in* a Mountain may not move further *in* or *into* a Mountain. Non-Flying Disks may not Activate to Attack Flying Disks that are in a Mountain. Disks *in* a Mountain *cannot* be caused to move by Spells, or by other Disks' skills, attributes or Special Abilities. A Mountain is a Barrier to Missile fire.

Ruins - Years of open warfare have left the landscape littered with the ruins of ancient towers and crumbling fortresses, each captured and re-captured as the factions battle for dominion. Archer Disks that are in a Ruins Terrain may add 6" to their ranges. All Disks in a Ruins Terrain receive a +2 bonus to their Defense Values. A Ruins Terrain is a Barrier to Missile fire.

Scarred Valley - The aftermath of battle is not always physical; sometimes the very essence of a region can be devastated by the terrible magic wielded there. Disks *in*, or within 6" of, a Scarred Valley Terrain are immune to Spells. They may not be targets of Spells, nor may they Activate to cast Spells. This Terrain does *not* cancel the effects of Spells that pass *through* it (e.g., Fireballs), as long as those Spells do not stop *in* the Scarred Valley or within 6" of it.

Good Temple - Oases of purity and tranquility, the vicinities surrounding certain temples are sacred ground. Good Disks receive a +1 bonus to their Attack, Defense and Toughness Values when they are in a Good Temple Terrain. Evil Disks suffer a -1 penalty to their Attack, Defense and Toughness Values when they are in a Good Temple Terrain. Neutral Disks in a Good Temple are not affected. Note that there is one Temple Terrain printed in the MOON OVER THELGRIM expansion. Before using it in a scenario, players must decide whether the Temple is Good or Evil.

Evil Temple - There are places of darkness so complete, entire regions are corrupted by their baneful taint. Evil Disks receive a +1 bonus to their Attack, Defense and Toughness Values when they are in an Evil Temple Terrain. Good Disks suffer a -1 penalty to their Attack, Defense and Toughness Values when they are in an Evil Temple Terrain. Neutral Disks in an Evil Temple are not affected. Note that there is one Temple Terrain printed in the MOON OVER THELGRIM expansion. Before using it in a scenario, players must decide whether the Temple is Good or Evil.

Cavern Terrain - Flying Disks may never Activate to move into a Cavern Terrain. Disks in a Cavern Terrain may not be Ambushed. The Swashbuckler Skill is negated for all Disks in a Cavern Terrain. Disks in a Cavern Terrain may not be the targets of Archers that are not in the same Cavern Terrain.

Chasm Terrain - Non-Flying Disks in a Chasm Terrain during the Remove Counters Segment are instantly destroyed.

Desert Terrain - Disks with Movement Values of 3 or less or Toughness Values of 3 or less must stop their movement when moving into a Desert Terrain.

R'Karg Nest Terrain - In scenarios that call for players to bring Terrain Disks into play (such as "Ring of Fire"), each player can bring no more than one R'Karg Nest Terrain into play. Non-Flying Spellcasters that are in a R'Karg Nest Terrain at any time are instantly destroyed. During the Remove Counters Segment, each player may give an Instant Blow (3) to one Disk *in*, or within 3" of, each R'Karg Nest Terrain Disk in play.

Swamp Terrain - Non-Flying Disks must stop their movement when moving into a Swamp

Terrain. Non-Flying Disks beginning their movement in a Swamp have their Movement Values reduced to 1.

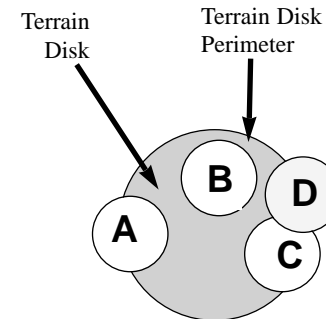
Village Terrain - Disks attacking Disks that are in a Village Terrain receive -2 to their Attack Values. Archers targeting Disks that are in a Village Terrain fire -1 Missile.

• Terrain and Movement

Note that a Disk does not have to be "touching" a Terrain to be considered "in" it. Rather, *if any portion of the Disk is within the perimeter of the Terrain, it is considered to be "in" that Terrain.* When a Disk first crosses this perimeter, it is said

Terrain Disks and Movement

In this example, Disks A-D are all "in" the Terrain. Disk A has just moved "into" the Terrain. Disk D, even though it is touching Disk C and not touching the Terrain, is still "in" the Terrain.



to be moving “into” the Terrain. Terrain is considered to be part of the playing surface, and not a separate Disk “layer.”

• Using Terrain in Play

Terrain Disks can be used many different ways in playing DISKWARS. Some scenarios call for certain types of Terrain. Others require a certain number of Terrain Disks. (See the scenarios at the end of these rules for examples.)

Regardless of which scenario is being played, the players may wish to use the following guidelines for using Terrain in play:

- 1) At the same time that the players determine the size of each Army, they also decide how many Terrain Disks each player can bring into play.
- 2) After the Initial Setup, a player is chosen randomly to lay down one Terrain Disk. Proceeding clockwise, each player lays down one Terrain Disk piece. Terrain Disks may be placed any-

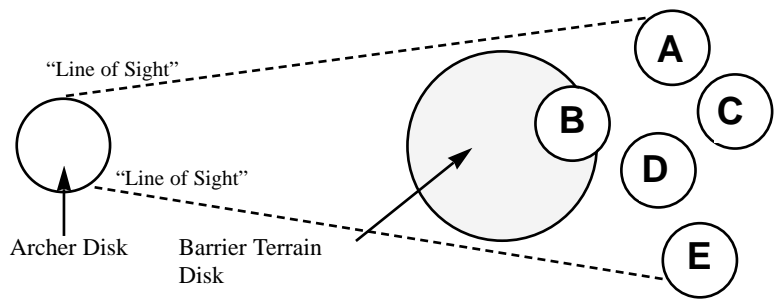
where in the playing area except within 6” of another Land Disk, staging area or the table edge. **Exception:** A Terrain Disk may be placed within 6” of another Terrain Disk of the same type. A Forest Terrain, for example, could be placed within 6” of another Forest, but *not* a Lake Terrain.

- 3) Placement continues until all players have laid down all their Terrain Disks.

Example: Barry, Cooper and Jason are going to play DISKWARS using Terrain. They decide to each make 100-point Armies and that each of them will have three Terrain Disks. Cooper is the first player, so he lays down a Ruins Terrain Disk 12” away from his staging area. Now it is Jason’s turn to lay down a Terrain; he puts a Forest Disk between his staging area and Cooper’s. Finally, Barry lays down his first Terrain, a Scarred Valley, which he places in the middle of the table, far away from all other Land Disks. Each player has placed one of his three Terrain Disks. Starting with Cooper, they continue to place one Terrain

Barrier Disks

In the example, Disks A-E are all within range of the Archer Disk’s Missile attack. Disks A and E may be targets, but C and D are protected by the Barrier Disk and may not be targets. Disk B is in the Barrier Terrain, so the Barrier Disk does not block Missiles. Disk B may be a Missile target.



per turn until all Terrain Disks have been placed.

• Terrain and Missile Fire

Some Disks are “**Barriers**” to Missile fire. If a Barrier Disk is *between* an Archer Disk and its target so that a straight line cannot be drawn between the two without intersecting the Barrier, then that Archer Disk *may not fire* on that target. In other words, if a Barrier prevents an Archer Disk from having a “line of sight” to its target, the Archer Disk may not fire.

If either the Archer Disk or its target are *in* or

touching the Barrier Disk, the Barrier does not prevent Missile fire.

Players must declare their targets *before* checking to see if the target is behind a Barrier Disk. Note that while most Barriers are Terrain Disks, Creature Disks and other Disks may also be Barriers.

• Terrain and Staging Areas

Land Disks are usually used as “staging areas” for scenarios. Unless the scenario specifies otherwise, Land Disks used as staging areas are *not* used as Terrain Disks and have no Terrain effects.

Appendix Three: Master Spellbook

Level One Spells

Alteration

Point Cost: 3

Effect: Target one Disk within 12”. Target Disk’s Attack and Defense Values are reversed for the remainder of the round. (Leave Spell Disk on Disk to remember effect.)

Call to Arms

Point Cost: 3

Effect: Immediately bring two reinforcements into play from the top of your Reinforcement Stack. These reinforcements must be placed so that each is touching your staging area. These reinforcements may be activated this Activation Segment.

Carapace

Point Cost: 2

Effect: Target one Disk. The target Disk is immune to Instant Blows for the rest of the round. (Place Spell Disk on target Disk to remember effect.)

Feet of Clay

Point Cost: 3

Effect: Target one Disk. That Disk, and all Disks within 6” of the target Disk, are at -2 Movement

until the end of the round.

Flight

Point Cost: 5

Effect: Target one Disk within 12” of Spellcaster. The target Disk has the Flying skill for the rest of the round. (Place Spell Disk on target Disk to remember effect.)

Hard Earth

Point Cost: 3

Effect: For the rest of the round, Disks within 12” of the Spellcaster may not be Burrowed, nor may they A to Burrow other Disks. (Place Spell Disk on Spellcaster to remember effect.)

Heal

Point Cost: 2

Effect: Immediately remove a “Wound” counter from a target Disk within 12” of Spellcaster. May only be cast on Disks that can sustain multiple Wounds.

Hold

Point Cost: 3

Effect: Target Disk within 12” may not Activate to

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move this Activation Segment (but may be activated for other reasons).

Incite

Point Cost: 6

Effect: All disks within 6" of the Spellcaster that have the Berserk skill are now "Berserking." (i.e., receive +2 bonuses). Place Berserk Counters on these Disks. Disks affected by this Spell may lose and regain their Berserking status normally.

Liquid Shield

Point Cost: 4

Effect: Target one Disk. The target Disk, and all Disks within 12" of the target Disk, are immune to damage from Fireballs (Missiles and Spells) for the rest of the round.

Magical Wall

Point Cost: 2

Effect: Place this Spell Disk on an empty space within 6" of Spellcaster. This is now an unbreakable wall. No Disk (even if immune to Spells) may touch this Spell Disk. Flying Disks may touch the wall while moving, but may not end their movement on it. This wall is a Barrier to Missile fire. No more than three Magical Walls may be placed within a 12" area. (Leave Disk on table to illustrate the wall. This Disk is not removed during Remove Counters Segment.)

Mirage

Point Cost: 5

Target one friendly Disk within 12" of Spellcaster. If the target is hit by Missiles this round, the Missiles inflict no damage to the target, but you may place them on another Disk within 6" of the target instead.

Reflect

Point Cost: 4

Effect: Target one unpinned Disk within 12". During the Combat Segment, the target receives a

positive modifier to its D equal to the total AT of any enemy Disks attacking it.

For example, if the target is being attacked by a Disk with 4 AT, it receives +4 D. If the target is being attacked by two Disks, one with 3 AT and one with 2 AT, it receives +5 D. (Leave Spell Disk on target Disk to remember effect.)

Sap

Point Cost: 4

Effect: All enemy Disks within 6" of Spellcaster receive -1 Toughness for the remainder of the round. A Sap Spell cannot bring an enemy Disk below 1 Toughness. (Place Spell Disk on Spellcaster to remember effect.)

Shield

Point Cost: 3

Effect: Target Disk within 12" of the Spellcaster receives +3 Toughness for the remainder of this round. (Leave Spell Disk on target Disk to remember effect.)

Sure Aim

Point Cost: 4

Effect: Target Archer Disk within 6" will automatically hit a single Disk with all of its Missiles this turn. During the Missile Segment the owner of the enchanted Disk may simply place his Missile Counters on the chosen target within range. (Leave this Spell Disk on target Disk to remember effect.)

Speed

Point Cost: 2

Effect: Target Disk within 12" of Spellcaster receives +3 Movement this Activation Segment. (Leave Spell Disk on target Disk to remember effect.)

Ward

Point Cost: 3

Effect: Target Disk within 12" of Spellcaster is

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immune to Missiles this round. (Leave Spell Disk on target Disk to remember effect.)

Zip

Point Cost: 4

Effect: Adds +2 Movement to ALL Disks within 12" of Spellcaster this Activation Segment. (Leave Spell Disk on Spellcaster to remember effect.)

Level Two Spells

Calm

Point Cost: 5

Effect: All Disks within 12" of the Spellcaster that have the Berserk skill and are "Berserking" (i.e., receiving a +2 bonus) have their Berserk status canceled. Disks affected by this Spell may regain their Berserking status normally.

Charm

Point Cost: 7

Target one UA, unpinned enemy Disk within 12" of the Spellcaster. Initiate the target's Special Ability as if that Disk's controller were doing so, then place an Activation Marker on the target.

Example: *The Elven Warder has the SA: A to flip any enemy disk within 6" one step in a direction of your choice. If your Spellcaster casts "Charm" on an enemy Elven Warder, you may initiate the SA to force one of your Disks (an "enemy" to the Warder) within 6" of the Warder to flip one step in any direction.*

Control

Point Cost: 8

Effect: Spellcaster may initiate a "Movement" action for a target enemy unactivated Disk within 12". (Spellcaster moves the enemy Disk). Place an Activation Marker on the enemy Disk after the movement. The enemy Disk may not be moved off the table.

Drain The Mind

Point Cost: 5

Effect: One unactivated target enemy Disk may not activate its Special Ability(ies) this round. (Place Spell Disk on target Disk to remember effect.)

Earthhand

Point Cost: 5

Effect: The Toughness Value of the Spellcaster is "+6" for this round. (Leave Spell Disk on Spellcaster to remember effect.)

Embrace

Point Cost: 7

Effect: The Spellcaster, and any Disk that is touching the Spellcaster, cannot sustain any damage this turn. (Leave Spell Disk on Spellcaster to remember effect.)

Evil Ward

Point Cost: 4

Effect: Evil Disks may not Activate to Attack the target Disk for the remainder of the round. (Leave Spell Disk on target Disk to remember effect.)

Fate

Point Costs: 5

Effect: Choose two Disks within 12" of the Spellcaster in a combat or pinned situation. Switch Attacker and Defender position.

Fireball

Point Cost: 5

Effect: Drag the Spell Disk, flat on the table, to any distance, in a *straight line* from the Spellcaster. The first Disk that the Spell Disk touches receives an immediate "6" attack. Remove a dead Disk immediately. (Leave Spell Disk on damaged Disk to remember effects.)

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Forcewave**Point Cost: 7**

Effect: All unpinned Disks within 6" of Spellcaster must be flipped one step away* from the Spellcaster (Disks are flipped by their respective owners). Flip first the Disk with lowest Toughness Value, followed by the one with the next highest toughness, etc. Randomly determine ties. (* Flipped Disk must end further away from the Spellcaster than where the Disk started.)

Freeze**Point Cost: 5**

Effect: Target opponent may not activate three Disks during his next Activation turn. (He is skipped!) A player cannot be *frozen* for two turns in a row.

Gate**Point Cost: 4**

Place this Spell Disk on an empty space within 12" of Spellcaster. Disks (that are not immune to Spells) touching a Gate Spell Disk may A to Ambush any other unpinned Gate Spell Disk in play. Gate Spell Disks are not removed during the Remove Counters Segment.

Good Ward**Point Cost: 4**

Effect: Good Disks may not Activate to Attack the target Disk for the remainder of the round. (Leave Spell Disk on target Disk to remember effect.)

Invisibility**Point Cost: 5**

Effect: For the remainder of the round, the target UA Disk may not Activate except to move, and may not Attack. Other Disks may not Activate to Attack the target Disk. During the Combat Segment, the target is immune to damage from Attacking Disks. The target may not be the target of Missiles, but is damaged normally by them.

(Leave Spell Disk on target Disk to remember effect.)

Mind Block**Point Cost: 4**

Place Activation Markers on up to two Spellcasters within 12" of Spellcaster.

Repel**Point Cost: 5**

Effect: Target any unactivated Disk within 12". May only be played on an unpinned target. No Disk may end its movement on, or fly over, target Disk this round. Place an Activation Marker on target Disk (Place Spell Disk on target to remember effects).

Summon**Point Cost: 5**

Effect: Immediately take ANY Disk from your Reinforcement Stack and place this unit touching the Spellcaster. The summoned Disk *may* be Activated this round.

Sky Ward**Point Cost: 6**

Effect: Place Activation Markers on all Disks with the Flying skill within 6" of the Spellcaster.

Twister**Point Cost: 6**

Target one unpinned and UA enemy Disk within 12" of Spellcaster. Choose up to three other unpinned, UA enemy Disks within 6" of the target. The target and chosen Disks are now dropped (like Missiles) anywhere within 12" of the target's original position from a height of 18". If a dropped Disk lands in an illegal position (such as in a Lake Terrain), the Disk is re-dropped.

Vigor**Point Cost: 6**

Effect: Remove one Activation Marker from a

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friendly Disk within 12" of Spellcaster. Target Disk may Activate again this Activation Segment.

Level Three Spells**Banish****Point Cost: 9**

Effect: Target one enemy Disk within 12" of the Spellcaster. This Disk immediately returns to the bottom of its Army's Reinforcement Stack.

Coercion**Point Cost: 9**

Effect: Target player must *immediately* make three Activations, just as if it were that player's turn. If the target player Activates less than three Disks, he may not Activate again this round.

Convert**Point Cost: 8**

Effect: Immediately take the bottommost Creature Disk of an opponent's Reinforcement Stack. If this Disk's combined **A, D, and T** value is equal to or less than 11, you may place the Disk on the top of **your** Reinforcement Stack. You now control this Disk. Disregard Disk alignment. If the value is higher than 11, your opponent may immediately place the Disk on his Staging Area. (Remember to give your opponent his Disk back after the game.)

Disarm**Point Cost: 9**

Target one Disk within 12" of Spellcaster. The target Disk, and all Disks touching it (and touching those, etc.) have their Attack and Defense Values reduced to zero during the Combat Segment.

Death Ball**Point Cost: 10**

Effect: Step a foot back from the playing area. Toss this Disk **up*** in the air over the playing area. Any Disk that this Spell Disk comes to rest

upon takes a "7" Instant Blow. Then the player to the left takes the Spell Disk and does the same thing. This continues around the table until a player hits no Creature Disks. (*Disk must be tossed in an upward motion.)

Depletion**Point Cost: 8**

Effect: Remove the Disk below the top Disk in any opponent's Reinforcement Stack. This Disk is now destroyed and removed from the game.

Displacement**Point Cost: 7**

Effect: Choose two friendly Disks that are neither attacking nor being attacked. These Disks trade places. One of these Disks must be within 6" of Spellcaster.

Dust to Dust**Point Cost: 8**

Effect: All Disks with the Reanimate skill within 6" of the Spellcaster are immediately removed from play. They are *not* placed in their Armies' Reinforcement Stacks.

Foresight**Point Cost: 7**

For the rest of the round, the Spellcaster's player may Activate two, three, or four Disks each turn. If the player Activates only two Disks, he may continue to Activate Disks the next turn. (Place Spell Disk on Spellcaster to remember effect.)

Imbue**Point Cost: 8**

Effect: The target Disk gains the Level III Spellcaster skill for the remainder of the round and is, therefore, a Spellcaster. (Leave Spell Disk on target to remember effects.)

Mass Hold**Point Cost: 10**

Effect: Choose up to 5 Disks within 6" of Spellcaster and immediately place an Activation Marker on each.

Mass Vigor**Point Cost: 8**

Remove all Activation Markers from up to three Disks within 6" of the Spellcaster.

Paralyze**Point Cost: 8**

Effect: Target Disk within 12" may not Activate for any reason. This Spell is in effect until the Spellcaster moves out of range or is killed. If the Spellcaster becomes more than 12" away from the target, the Spell is no longer in effect. (The Surge Spell may be used to cancel effects. Leave Spell Disk on target disk until cancelled.)

Powerbolt**Point Cost: 10**

Effect: Choose a Disk within 6" of Spellcaster. This Disk, and all Disks touching it (and touching those) receive a "5" Instant Blow. Immediately remove any destroyed Disks.

Quake**Point Cost: 8**

Flip two Terrain Disks within 12" of Spellcaster one step each in a direction of your choice. This Spell cannot be cast on a Terrain Disk that is being used as a staging area or has other Disks touching it. Nor can this Spell flip a Terrain Disk so that it touches other Disks.

Rain Of Steel**Point Costs: 10**

Effect: Owner of Spellcaster may *immediately* drop 10 Arrow counters (in one drop) on any location within 12" of Spellcaster. The Rain of Steel must be dropped from 24" above the table. Immediately remove any casualties.

Resurrect**Point Cost: 10**

Effect: Bring any Disk that has been destroyed back to life. The Disk is now under *your* control. Place the resurrected Disk touching (pinning) the Spellcaster, and place an Activation Marker on the Disk. Immediately after this Spell has been cast, the Spellcaster receives one Wound. Remove Spellcaster immediately if he has been destroyed.

Surge**Point Cost: 10**

Effect: THIS SPELL MAY BE CAST OUT-OF-TURN BY AN UNACTIVATED LEVEL THREE SPELLCASTER. The Spell Disk that an opponent has just played is nullified. Both Spell Disks are removed from the game. Place an Activation Counter on the Spellcaster that cast "Surge." Casting "Surge" cannot cancel another "Surge" Spell Disk.

Teleport**Point Cost: 7**

Effect: Move any one friendly unpinned Disk instantly to any spot within 12" of its original location.

Appendix Four :
Scenarios

Following are four DISKWARS scenarios that players can use for their DISKWARS games. These scenarios are merely suggestions, and players should feel free to make up their own DISKWARS scenarios and campaigns. Many other scenarios may be found at www.diskwars.com.

Land Disks

If a scenario requires more Land Disks than you have available, we suggest that you simply create some Land Disks out of paper.

Scenario One: "Tides of War"**Number of Players: 2****Reinforcements: 6****Starting Disks: 6**

Setup: Players place their staging areas (Land Disks) 18" away from each other. Starting Disks are placed on these staging areas (see the diagram earlier in these rules for details).

Victory Conditions: The game ends after six rounds. After six rounds, each player gets one victory point for each Army Point of Disk his Army has killed. Each player also gets 20 victory points for each of his Disks touching his opponent's staging area. The player with the most victory points is the winner.

Scenario Two: "In Harm's Way"**Number of Players: 2****Reinforcements: None**

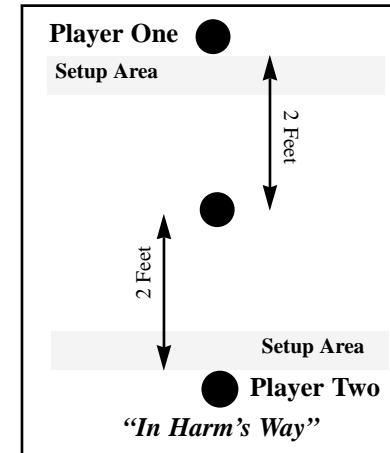
(Each player's whole Army is set up on the table at the beginning of the game)

Setup: One land is placed centrally in the middle of the table, and two lands (each player's "base") are placed two feet away from the central Land so that all three Lands are on one four-foot straight line. Now, each player sets up his Army, each player placing one Disk at a time. Disks must be

set up in the players' respective "Setup Areas" that lie 6" in front of their "base" towards the central land. (See diagram.)

Victory Conditions: A player wins this scenario if he qualifies for one of the following two victory conditions.

- 1) If a player has had sole control of the central land for two consecutive *Remove Counters Segments* ("Sole Control" means that no enemy Disk is touching the central Land Disk). The game ends immediately after the second *Remove Counters Segment* of sole control.
- 2) The game ends AT ANY TIME, if a player manages to touch the enemy 'base' with one or more Disks of combined Attack Values of "8" or better.

**Scenario Three: "Doom Hill"****Number of Players: Any****Reinforcements: 6 Disks (Not the first turn)****Starting Disks: 6****Setup:** Place a central land in the middle of the

table, and a Staging Area (a Land Disk) for every player 2 feet away from the central land. Staging Areas must be an equal distance from each other.

Victory Conditions: A player wins immediately after the *Remove Counters Segment* if he has sole possession of the Central Land AND has killed at least 25 Army Points worth of enemy Disks. (The number of Army Points may be modified for smaller or larger battles!)

Scenario Four: "Battlegnash"

Number of Players: Any

Reinforcements: 6 Disks (Not the first turn)

Starting Disks: 6

Setup: The same as the "Doom Hill" setup above.

Victory Conditions:

A player wins immediately after the *Remove Counters Segment* if he has destroyed 25 Army Points of enemy Disks more than the closest opponents. If a player has sole control of the central land, he may add 10 points to his total number of killed Army Points. (Again, the number of Army Points required to win may be modified for smaller or larger battles!)

Scenario Five: "Siege"

Number of Players: 2 (one attacker, one defender)

Reinforcements: 6 (Not the first turn)

Starting Disks: 6 (attacker), 12 (defender, placed within 6" of staging area)

Setup: The defender has four Terrain Disks of his choosing, which he places anywhere within 12" of his staging area. After the defender has placed his staging area and Terrain, the attacker places his staging area at least 24" away from the defender's staging area. The attacker has no Terrain Disks.

Victory Conditions: The defender wins if, by the *Remove Counters Segment* of the eighth round, he still has sole control of his staging area. The attacker wins if one of his Disks is touching the defender's staging area during any *Remove Counters*

Appendix Five: Disk Errata and Clarifications

Previously-published Disk texts can sometimes be confusing, misleading, or occasionally just plain wrong. To help clear up any possible confusion, we have compiled this list of Disks that have unclear or incorrect text. Each Disk in this alphabetical listing includes either a detailed clarification of how the Disk works in play, an errata describing what the Disk text should be, or both.

AGGRA THE HAG

Errata: Aggra the Hag is still a Level I Spellcaster. (It is misprinted as a Level II Spellcaster in Revised.) When Aggra uses her SA, the resurrected Disk is Activated and placed in the center of Aggra's former location.

AIPHAM THE FARSEEKER

Disk Text: *Immune to Spells.*

Clarification: Aipham may be the target of Spells, but is not affected by them.

ALCHEMIST APPRENTICE

Disk Text: *SA: Activate to place a discarded Level I Spell back into your Spellbook, if a friendly Spellcaster within 6" has cast that Spell this round.*

Clarification: You may Activate the Apprentice to use its SA only if you used one of your other two Activations during your turn (in the Activation Segment) to cast the Level I Spell.

BATS

Disk Text: *SA: A to force one friendly, UA and unpinned Vampire anywhere in play (or your Reinforcement*

Stack) to Ambush Bats. Vampire is not A.

Clarification: The text refers to any "Vampire" type Disk, i.e., any Disk with the word "Vampire" in its name.

BISHOP OF UTAAUO

Errata: The word "Tolvain" now reads "Bishop."

BLOOD SPIDER

Disk Text: *If Blood Spider is attacking a wounded Disk during Combat, that Disk is always killed after the combat.*

Clarification: Note that "wounded Disk" means a Disk with multiple Wound capacity that has received at least one Wound prior to the current Combat Segment. Also, the Blood Spider needs only to be attacking at some point during the Combat Segment; even if the Spider is killed during Combat, its attribute is still in effect.

BROTHER DALMU

Disk Text: *If casting a Spell with a range, that range is doubled.*

Clarification: "Range" includes range from caster to target (as in "Speed"), the area of effect (as in "Zip"), and the distance from the table (as in "Rain of Steel"). If a Dalmu casts a Spell that has a distance in its description, that distance is doubled.

BROTHER TRANNYRE

Disk Text: *SA: If an enemy Spellcaster is within 6", A to steal one random Spell from that enemy's Spellbook.*

Clarification: The stolen Spell is placed in your Spellbook and may be used normally.

CRIMSON EAGLE OF ANAMONT

Disk Text: *May only be pinned by flying Disks. May move if a non-flying Disk is on top of it.*

Clarification: If pinned by a non-flying Disk, the Eagle may still Activate normally, as if it were not pinned.

DAMLO HAMMERFIST

Disk Text: *Is never affected by Spells or Missiles.*

Clarification: Damlo may be the target of, and struck by, Spells and Missiles, but is immune to Missiles and Spells (i.e., takes no damage from Missiles and is not affected by Spells).

DAUGHTERS OF DAWN

Disk Text: *Daughters are not affected by friendly fire. Immune to all Spells.*

Clarification: The Daughters are immune to Missiles fired by friendly Archers. That is, they may be struck by Missiles fired by friendly Archers, but take no damage from them. They are immune to Spells. That is, they may be the target of Spells, but

are not affected by them.

DRAGONLING

Errata: Dragonling's Movement is still 9. (It is misprinted as 5 in some Revised flats.)

DRALLUS WORM

Disk Text: *If any enemy Disk is within 6", owner must, at the first opportunity, A Worm to Ambush such enemy Disk.*

Clarification: During the Activation Segment, when it is your turn to Activate three Disks, first measure to see if there are any enemy Disks within 6" of your Drallus Worm. If there are, you must use your first Activation to Activate the Worm to Ambush that enemy Disk.

DRYAD

Disk Text: *If Dryad is on top of an enemy Disk, there is no battle. Rather, the enemy Disk is pinned until Dryad is killed or moves away.*

Clarification: During the Combat Segment, Dryad is immune to damage from any enemy Disk that it is attacking. Likewise, any enemy Disk that the Dryad is attacking is immune to damage from the Dryad.

DOPPLEGANGER

Disk Text: *SA: A to use the SA of any one Disk within 6" as if it were the Doppelganger's SA.*

Clarification: The text of some SA refer to the Disk itself. For example, Spellsingers have the SA: *A to force any Spellcaster within 12" to instantly Ambush Spellsingers.* Any references to the Disk in the SA refer to the Doppelganger instead. For example, if a Doppelganger Activates to use the Spellsingers' SA, a Spellcaster within 12" of the Doppelganger would Ambush the Doppelganger. Furthermore, a Doppelganger cannot use a Dwarven Blacksmith's SA to give a bonus to a Disk that has already received a bonus from a Dwarven Blacksmith (or a Doppelganger using a Dwarven Blacksmith's SA).

DUNWARR REGIMENT

Disk Text: *Immune to damage from Missiles.*

Clarification: The Dunwarr Regiment is immune to Missiles. That is, it may be the target of, and struck by, Missiles, but takes no damage from them.

DWARVEN BLACKSMITH

Disk Text: *SA: A to give one Disk (not affected by another Blacksmith) within 6" +3 in either AT, D, or T.*

Clarification: The Dwarven Blacksmith may give itself this modifier as well.

DWARVEN SLAVES

Disk Text: *If, at any time, Slaves are not within 6" of a friendly non-slave Disk, control of Slaves is transferred to the opponent whose Disk is closest to Slaves.*

Clarification: If the Dwarven Slaves are not within 6" of any non-slave Disks, then no one controls them. The first player whose non-slave Disk is within 6" of the Dwarven Slaves takes control of the Dwarven Slaves at that time.

DWARVEN MINERS

Disk Text: *SA: Activate to take one friendly Disk within 6" of Miner, and place it so that it touches another Miner anywhere in play.*

Clarification: Though the Miner causes another Disk to Burrow, it does not give that Disk the Burrow Attribute.

Errata: The text of the Dwarven Miners now reads, "SA: A to cause an unpinned, UA friendly Disk within 6" to Burrow any other Miner in play."

ELVEN RANGERS

Disk Text: *Cannot take damage from Missiles. As a reinforcement, Rangers may be played on staging area, or on any other Elven Ranger in play.*

Clarification: Elven Rangers are immune to Missiles. That is, it may be the target of, and struck by, Missiles, but takes no damage from them. When you bring an Elven

Rangers Disk into play from your Reinforcement Stack, you have the option of placing it on top of (and touching) any other Elven Ranger in play as if that Disk were a staging area.

ELVEN SNIPER

Disk Text: *SA: A to fire three Arrow Counters during Activation.*

Clarification: If the Elven Sniper uses its SA, the damage from its Arrows is applied immediately, and carries over into the Missile and Combat Segments (not unlike the Fireball Spell). Note that the Elven Sniper does not have the Missile skill and is therefore not an Archer.

FAIRY SWARM

Disk Text: *Fairy Swarm can only take one Wound per game round. Can never be healed.*

Clarification: Once the Swarm receives a Wound, it is immune to any further damage for the remainder of the round. Fairy Swarm may never have a Wound removed by any means.

FAMILIAR

Disk Text: *If within 6" of Spellcaster, A to give one FREE Level I Spell (from Spell list) to be used this Segment.*

Clarification: The Familiar's SA allows the player to bring into play a Spell Disk that was not originally part of his Army. The Spell generated by the Familiar's SA may be any

Level I Spell in the Master Spellbook printed in the rules. This Spell may only be cast by the Spellcaster that is within 6" of the Familiar. During your turn to Activate three Disks during the Activation Segment, if you Activate the Familiar to give a Spellcaster a Spell, you must use one of your two remaining Activations to Activate that Spellcaster to cast the Spell, or the Spell is removed from play.

Errata: Familiar has an Army Point cost of 11, not 4

FIRBOLG

Disk Text: *If Firbolg, at any time, is on top of a Disk with T of 3 or less, that Disk is instantly destroyed.*

Clarification: Firbolg's attribute is in effect both when he Activates to move and when he is moved by a Spell or another Disk. The phrase "on top of" means "pinning." When Firbolg touches another Disk while moving, he must stop immediately (per normal movement rules), even if that Disk is instantly destroyed.

FIRE-WYVERN

Disk Text: *Immune to Fireballs.*

Clarification: Fire-Wyvern may be the target of, and struck by, Fireball Missiles and Spells. Neither Fireball Missiles nor Fireball Spells do damage to the Fire-Wyvern.

FLOATING HEAD

Disk Text: *Sacrifice Head AT ANY TIME to place an Activation marker on all Disks within 6" of Head.*

Clarification: You may sacrifice Floating Head at any time during any segment of the round, even if it isn't your turn to Activate three Disks.

GHOST

Disk Text: *Does not pin enemy or friendly Disks.*

Clarification: Disks pinned by Ghost may A as if they were not pinned.

GOBLIN MARAUDERS

Disk Text: *If two or more Marauders attack the same Disk, they may divide any Defensive Damage among them.*

Errata: The text of the Goblin Marauders now reads, "Any defensive damage applied to this Marauder may be split among this and other Goblin Marauders participating in the same attack."

Clarification: When Marauders divide the defensive damage, their player may choose to apply the defender's Defense Value to the Marauders in any combination (of whole numbers). For example, if three Marauders are attacking a Disk with a D of 5, the Marauder player may assign 2 damage to one Marauder, 2 damage to the second, and 1 damage to the third. As Marauders have 3

Toughness, none of them are killed.

If the Marauders attack a Disk with the Swashbuckler skill, the Swashbuckler may apply its D to all attackers normally. However, the Marauder player may still divide this damage between the Marauders. For example, three Marauders attack a Swashbuckler Disk with a D of 4. The defender applies its 4 D to all three Marauders (enough to kill each of them, with their 3 T). The Marauder player assigns all 12 (4+4+4) damage to one Marauder, killing it, but leaving the others undamaged.

If the defending Disk assigns its defensive damage to a non-Marauder Disk (that is attacking with the Marauders in a combined attack), the Marauders may not divide the damage.

GOLEM

Disk Text: *Any Spellcaster within 6" of a Golem may not Activate to cast a Spell.*

Clarification: Note that Spellcasters touching Golem are considered to be within the 6" range of its attribute.

GORZAC GOBLINFLINGER

Disk Text: *SA: A to sacrifice one "Goblin" (any Goblin-type) Disk within 6" to give an enemy Disk within 6" an Instant Blow (5).*

Clarification: "Goblin-type" Disks are any Disks with the word "goblin" in their names. Note that you may

only sacrifice friendly goblin Disks when using Gorzac's SA.

GREAT ROC

Disk Text: *If Roc is in a Mountain Terrain it is immune to damage from Missiles.*

Clarification: If in a Mountain Terrain, the Great Roc is immune to Missiles. It may be the target of, and struck by Missiles, but takes no damage from them.

GROMAN BEASTRIDER

Disk Text: *If in a mountain, Beastrider may A to Ambush an enemy Disk within 12".*

Clarification: If the Beastrider is in a Mountain Terrain, it may A to Ambush any enemy Disk within 12".

GROVAN OF THE DEEP

Disk Text: *Is never affected by Spells or Missiles.*

Clarification: Grovan may be the target of, and struck by Spells and Missiles, but is immune to Missiles and Spells (i.e., takes no damage from Missiles and is not affected by Spells).

HELSPANTH'S BROOD

Disk Text: *If Brood is killed, all Disks within 3" receive an Instant Blow (4).*

Clarification: If Brood is killed in a scenario in which army points' worth of kills are relevant, the Brood's player gets the points for any enemy Disks killed by the Instant Blow. No one gets the points for any

friendly Disks killed by the Instant Blow.

HERETIC

Disk Text: *All Peasant Disks within 12" of Heretic receive +2 Attack during combat.*

Errata: The text of the Heretic now reads, "All Peasant Disks within 12" of Heretic (and not affected by another Heretic) receive +2 AT during combat."

IRON GOLEM

Disk Text: *No Disk within 6" of Iron Golem may be the target of a Spell.*

Clarification: The Iron Golem itself cannot be the target of a Spell. However, the Golem (and Disks within 6" of it) may be affected by Spells that do not target them specifically. For example, they may be affected normally by the Sap and Fireball Spells, which do not have targets.

K'TORAZ THE GREAT

Clarification: K'Toraz the Great has no army point cost beyond that of K'Toraz the Small. That is, it costs a player 9 army points to include K'Toraz the Small in his army, but no points to include K'Toraz the Great. If K'Toraz the Great is killed in a scenario in which army points' worth of kills are counted, K'Toraz the Great is worth 9 army points.

KING FALLADIR

Disk Text: *No Disk may A to Attack the King if a friendly Disk is within 6" of the King.*

Clarification: Note that friendly Disks touching the King count as being within the 6" range of the King's attribute.

KYALIA RIWATANI

Disk Text: *SA: A to control one enemy factionless Disk within 12" (as per a "Control" Spell).*

Clarification: Note that while Kyalia's SA is "per the Control Spell," it is not a Spell.

LEGION OF BONES

Disk Text: *If Oorlian, King of Skeletons, is in play, Legion receives +2 AT, D, and T. If Oorlian is not in play, Legion is instantly destroyed.*

Clarification: Oorlian is only in play when actually on the table. Oorlian is not in play if in a Reinforcement Stack or has been killed.

LEVITATOR

Errata: The text of the Levitator now reads, "SA: A to make any Disk within 12" 'Flying' for the remainder of this Round."

LOTHRAN LION

Disk Text: *If any enemy Disk is within 6", owner must, at the first opportunity, A Lion to Ambush such enemy Disk.*

Clarification: During the Activation Segment, when it is your turn to Activate three Disks, first measure to see if there are any enemy Disks within 6" of your Lothran Lion. If there are, you must use your first Activation to Activate the Lion to Ambush that enemy Disk.

LUCINA THE PIOUS

Errata: Text now reads, "SA: If within 6" of an enemy spellcaster, sacrifice Lucera to place A markers on all Disks of that enemy."

MENTALIST

Disk Text: *SA: A to force one UA Disk within 12" to flip 2 steps in a direction of your choice.*

Clarification: Mentalist may not use this Special Ability on a pinned Disk.

MORGAINE OF BELLWAYNE

Disk Text: *SA: Activate to move a Wound counter from a friendly Disk within 6" to another friendly Disk within 6".*

Clarification: If, by using Morgaine's SA, you place a Wound counter on a Disk that has no Wound capacity or has only one Wound capacity left, that Disk is immediately killed.

PIXIES

Errata: Pixies have an Army Point cost of 9, not 4.

RU AIRGLIDER

Disk Text: *Airglider is instantly destroyed if it touches an enemy flying Disk.*

Clarification: Note that "touches" means the same as "is touching" as defined in the definitions. Therefore, if the Airglider is ever pinning or being pinned by another flying Disk, it is instantly destroyed.

SANDDANCERS

Disk Text: *If three or more Sanddancers are attacking one enemy Disk, that Disk receives one Wound instantly (before Combat).*

Clarification: Immediately after the Activation Segment, but before the Combat Segment begins, check to see if three or more Sanddancers are attacking one Disk. If three or more Sanddancers are attacking one Disk, that Disk receives a Wound. During the Combat Segment, that Disk (if it is not destroyed by that Wound) and the Sanddancers resolve their battle normally. (The word "instantly" in the text is misleading.)

SASQUATCH

Disk Text: *SA: A to instantly place Sasquatch in any Terrain Disk within 12".*

Clarification: Sasquatch can be placed in such a way that it is both overlapping a Terrain Disk and another Creature Disk (similar to an Ambush). In this manner,

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Sasquatch can effectively Ambush another Creature Disk that is in a Terrain Disk within 12". Sasquatch cannot be placed in such a way that it is beneath another Creature Disk.

SCAVENGERS OF YXX

Disk Text: *Immediately before the Missile Segment ends, Scavengers may take any missed Arrows and/or Bolts within 6" and fire these at one enemy target within 12".*

Clarification: Note that Bolts and Arrows landing on Disks that are immune to Missiles have not missed, and therefore cannot be "fired" by Scavengers. Also note that the Scavengers do not have the Missile skill, and therefore are not Archers.

Errata: The text of the Scavengers now reads, "Immediately before the Missile Segment ends, unpinned, UA Scavengers may take any missed Arrows and/or Bolts within 6" and fire these at one enemy target within 12"."

SCOUT

Disk Text: *Friendly Archers may fire +2 Missiles at one target within 6" of an UA and unpinned Scout.*

Clarification: Note that the target, not the Archer, is within 6" of Scout. Friendly Archers must nominate a target before measuring the distance between the Scout and the target. Also, each Scout gives +2

Missiles for only one target per round. Scout does *not* extend the range of friendly Archers by 6".

SERPENT OF VLENG

Disk Text: *Cannot be damaged by Missiles.*

Clarification: Serpent of Vlleng can be the target of, and struck by Missiles, but is immune to Missiles (i.e., takes no damage from Missiles).

SIEGE CATAPULT

Disk Text: *Catapult may never enter a Terrain.*

Clarification: Unless the scenario specifically calls for it, the staging area (i.e., where the Catapult would be starting a scenario) is not considered a Terrain. If the scenario calls for the staging area to be a Terrain, then that scenario must determine the effects of Terrain upon Disks coming into play. Also, the Catapult cannot be moved into a Terrain by any other Disks.

SIR ARAGON THE BRAVE

Disk Text: *Sir Aragon can never be 'pinned', and may move even if another Disk is on top of him.*

Clarification: If pinned by another Disk, Aragon may, if UA, still A normally, even though pinned.

SIR DANYR

Disk Text: *If within 6" of Beowyn or Danyr, Danyr receives +2 T during combat.*

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Errata: Text now reads, "If within 6" of Beowyn or Corwyn, Danyr receives +2 T during combat."

SISTER OF Q'ARO FENN

Disk Text: *If within 6" of another Sister, Sister receives +2 to AT and T.*

Clarification: This +2 bonus is non-cumulative. The Sisters receive the bonus if one or more other Sisters are within 6". For example, if three Sisters are within 6" of each other, each Sister only receives +2 AT and T.

STALWARTS

Errata: Stalwarts are Champions, not Neutral.

STANDARD BEARER

Disk Text: *All Knight units within 12" of Standard Bearer receive +1 Attack, Defense and Toughness at all times.*

Clarification: The Standard Bearer does not receive this bonus, as it is already calculated into its statistics.

SOUL LEECH

Disk Text: *If a Disk touching Soul Leech receives a Wound, the Wound is always given to Soul Leech instead. If Soul Leech dies, it gives an Instant Blow (10) to all Disks within 6".*

Clarification: If Soul Leech is killed in a scenario in which army points' worth of kills are relevant, the Leech's player gets the points for any

enemy Disks killed by the Instant Blow. No one gets the points for any friendly Disks killed by the Instant Blow.

STONE DRAGON

Disk Text: *Immune to Fireballs.*

Clarification: Stone Dragon may be the target of, and struck by, Fireball Missiles. It may also be struck by Fireball Spells. Neither Fireball Missiles nor Fireball Spells do damage.

T'ANN ASSASSIN

Disk Text: *Immune to all Spells.*

Clarification: Assassin may be the target of Spells, but is not affected by any Spell.

THALOS, CENTAUR LORD

Disk Text: *All Centaur Disks within 12" receive +1 AT, D & T.*

Clarification: The text refers to all "Centaur" type Disks. Thalos does not receive the +1 modifier.

TREE ENT

Disk Text: *Immune to damage from all Missiles but Fireballs.*

Clarification: Tree Ent is immune to Missiles except Fireballs. That is, it may be the target of, and struck by, non-Fireball Missiles, but takes no damage from them. Tree Ent takes double damage from both Spell and Missile Fireballs.

UTHUK SPEARMEN

Disk Text: *SA: A to give an Instant Blow (3) to any enemy Disk within 6". This damage carries over until the end of this round's Combat Phase.*

Clarification: The term "combat phase" refers to the Combat Segment.

UTHUK YARGRIN

Disk Text: *SA: A Yargrin. For the remainder of this round, all Good and Neutral Disks within 6" of Yargrin must A to Attack Yargrin or not Activate at all.*

Clarification: If a Disk affected by the Yargrin's SA cannot, for whatever reason, reach the Yargrin, it may not Activate. Note that the Yargrin's SA affects friendly Neutral Disks as well as enemy Disks, causing them to Attack (and thereby pin) Yargrin. During the Combat Segment, however, friendly Disks do not apply their Attack Values.

VAMPIRE

Disk Text: *Any Disk touching Vampire has -2 T (minimum of 1).*

Clarification: This attribute is cumulative. If a Disk is touching multiple Vampires, its T is reduced by 2 for each Vampire it is touching (to a minimum of 1 T).

VARIK LONGBEARD

Disk Text: *All Dwarves within 6" of Varik gain immunity from Missiles and Spells.*

Clarification: Varik, and all Dwarf Disks within 6" of him, are immune to Missiles and Spells. That is, they may be targets of, and struck by, Missiles and Spells, but take no damage from Missiles and are not affected by Spells. Varik's attribute is not retro-active. That is, if Varik moves into 6" of a Dwarf being affected from a previously-cast Spell, that Spell remains in effect.

VIPER LEGION

Disk Text: *Missile: Arrow (2). If both Arrows strike the target, it is instantly destroyed (even if it is immune to Missiles).*

Clarification: Both Arrows must hit the target when first fired by the Viper Legion (and not re-dropped or placed on the target due to Spells or other Disks). If the Viper Legion fires more than two Arrows, the target is instantly destroyed if any two of those Arrows strike the target. Note that the Viper Legion, like all archer Disks, can only nominate one target apiece.

WRAITH

Disk Text: *May move over any Disk(s). Instantly place an A marker on any Disk that touched Wraith.*

Clarification: Wraith does not have to stop its movement when it touches another Disk. Any Disks it touches during its movement receive an Activation marker. Disks pinning Wraith are not subject to Wraith's attribute (i.e., they do not receive an Activation mark-

er), and if UA, may A normally.

ZOK SLAVEMASTER

Disk Text: *If Zok kills an enemy Disk during combat, he may enslave it instead of killing it. If Zok is killed, control of Disks enslaved by Zok returns to the owner.*

Clarification: If a Disk with a Wound counter is enslaved by Zok, it retains the Wound while enslaved. When one of Zok's slaves is killed in a scenario in which points' worth of kills are counted, no one gets the points for the kill, as the slave is no longer really a part of anyone's army.

ZOLO HEXX

Disk Text: *Zolo cannot be pinned by Good Disks.*

Clarification: If Zolo is pinned by a Disk of Good alignment, he may still Activate as if he were not pinned.

**Appendix Six:
Revised Disks**

With the third printing of DISKWARS, several of the Disks had their texts slightly changed in the interests of clarity. These new, "revised" Disks have become the standard, but there are still many players using the original Disks from the first two printings. With those players in mind, Fantasy Flight has compiled this list of revised Disks. For the purposes of League play, this list serves as errata. The "revised text" effectively replaces the "original text" on all Disks in play.

AGGRA THE HAG

Original Text: Level I Spellcaster.

Revised Text: Level II Spellcaster.
[This is an error. Aggra remains a Level I Spellcaster.]

BALLISTERS

Original Text: Missile: Fireball (2)

Revised Text: Missile: Fireball (2) (Dragon)

BANADA VOODOO MASTER

Original Text: Level II Spellcaster

Revised Text: (Unique) Level II Spellcaster

BLOOD SPIDER

Original Text: Any Disk attacked by Blood Spider that is already wounded, is always killed after combat.

Revised Text: If Blood Spider is attacking a wounded disk during Combat, that Disk is always killed after the Combat.

CRAWLING LIMBS

Original Text: May never Attack.

Revised Text: Cannot A to Attack an enemy Disk.

DARK SUCKER

Original Text: Any Disk attacked by Dark Sucker has its D reduced to zero.

Revised Text: During combat, any Disk being attacked by Dark Sucker has its D reduced to zero.

DERVISHERS

Original Text: May not be attacked by a Disk that moved 4 or more this round.

Revised Text: Disk that have moved 4 or more this round may not Attack Dervishers.

DRAGONLING

Original Text: Movement Value: 9

Revised Text: Movement Value: 5 [This is an error. Dragonling still has a Movement Value: 9.]

DRALLUS WORM

Original Text: Must attack if any enemy Disk is within 6".

Revised Text: If any enemy Disk is within 6", owner must, at the first opportunity, A worm to Ambush such enemy Disk. (Dragon)

FAIRY SWARM

Original Text: Fairy Swarm may never be healed.

Revised Text: Fairy Swarm can only take one Wound per game round. Can never be healed.

FIRBOLG THE GIANT

Original Text: Missile: Boulder (1). Any unit with T of 3 or less, attacked by Firbolg, is instantly destroyed with no defense.

Revised Text: Missile: Boulder (1). If Firbolg, at any time, is on top of a Disk with T of 3 or less, that Disk is instantly destroyed.

HIGHLORD TARIANNOR

Original Text: Any "Windrider" disk that touches Tariannor, receives a +2 in D and T.

Revised Text: (Unique) Any "Windrider" Disk touching Tariannor, receives +2 in D and T.

KING FALLADIR

Original Text: The king may not be attacked if another friendly Disk is within 6" of the king.

Revised Text: No Disk may A to Attack the King if a friendly unit is within 6" of the King.

LAYRYA THE BANSHEE

Original Text: SA: Activate to do an instant '3' (non-cumulative) attack on one enemy disk within 6".

Revised Text: SA: Activate to give an Instant Blow '3' to one enemy Disk within 6".

LOKI DREAMWEAVER

Original Text: [Loki has no Army Point cost]

Revised Text: Loki has Army Point cost of 11.

LOTHRON LION

Original Text: Must attack if any enemy Disk is within 6".

Revised Text: If any enemy Disk is within 6", owner must, at the first opportunity, A lion to Ambush such enemy Disk.

MARIZYAK THE HYDRA

Original Text: Swashbuckler. Marizyak may never attack an enemy Spellcaster.

Revised Text: Swashbuckler. Marizyak may never A to Attack an enemy Spellcaster.

RU AIRGLIDER

Original Text: Airglider is instantly destroyed if touched by an enemy flying Disk.

Revised Text: Airglider is instantly destroyed if it touches an enemy flying Disk.

SERVANT OF YLLAN

Original Text: May only be attacked by Disks with T of 4 or greater.

Revised Text: Disks with T of 3 or less, may not A to Attack Servant.

SHURA ASSASSIN

Original Text: Cannot take any Damage while Attacking.

Revised Text: Cannot take damage during combat from any Disk that it is attacking.

UGG THE MEAN

Original Text: Cannot attack Disks with a T of 4 or more.

Revised Text: Cannot A to Attack a Disk with T of 4 or more.

WASTELAND OGRE

Original Text: Disks with T of 2 or less may not attack Ogre.

Revised Text: Disks with T of 2 or less may not A to Attack Ogre.

ZOK SLAVEMASTER

Original Text: If Zok defeats a Disk, he may ENSLAVE it. The Disk is now under Zok's player's control. If Zok is killed, control of enslaved Disks return to owner.

Revised Text: If Zok kills an enemy disk during combat, he may ENSLAVE it instead of killing it. If Zok is killed, control of Disks enslaved by Zok returns to the owner.

Diskwar's Legions Army List

Dragonkin Army

4 Darkdrakes
4 Dragonflights
2 Drallus Elders
4 Fire-Wyverns
3 Tykarus Wings
1 V'orkass Sorcerer
1 Zollyx Kang
1 Feet of Clay Spell
1 Fireball Spell

Dwarf Army

6 Crossbows of Tuggarth
1 Danhyld Ironback
3 Dunwarr Defenders
1 Marak Skullpounder
2 Regiments of the Anvil
4 Stalwarts
2 Tuggarth Bowmen
2 Urth Regiments

Elf Army

4 Deepwood Archers
2 Deepwood Warriors
2 Eastwood Bowmen
1 Elven Bard
1 Lathari Monster-hunter
1 Poison Naveka
1 Tree Ent
1 Takari Lotaar
4 Windriders
1 Liquid Shield Spell
2 Sure Aim Spells
1 Zip Spell

Knight Army

2 Fairy Swarms
2 Fenryn Guards
2 Groman Juggernauts
2 Knights of Valor
4 Men at Arms
4 Royal Bowmen
1 Royal Jester
1 Royal Falconeer
1 Scout
2 Sergeant at Arms
1 Siege Catapult

Mahkim Army

1 Duphram Healer
3 Lephara Stalkers
4 Mahkim Warriors
2 Miasmen
3 Muck-lobbers
2 Net-masters
2 Nochaim Guardians
2 Rhothan Mist-children
1 Warrior of the Mist
1 Liquid Shield Spell
1 Mirage Spell
2 Sure Aim Spells

Orc Army

2 Beastriders
1 Blood Spider
3 Goblin Marauders
2 Goblin Raiders
2 Torch-throwers
4 Tribesmen from Ulc
3 Lowland Twisters
5 Urkan Horde

Urotok Warriors

1 Zhalla Bakhal

Undead Army

2 Banada Zombies
2 Crawling Limbs
2 Dark Suckers
2 Ghastly Bowmen
2 Lampeyes
2 Masters of Bones
3 Walking Dead
4 Undead Horde
4 Vampires
2 Vampire Lords
1 Werx Lycanthrope
1 Werx Werewolf

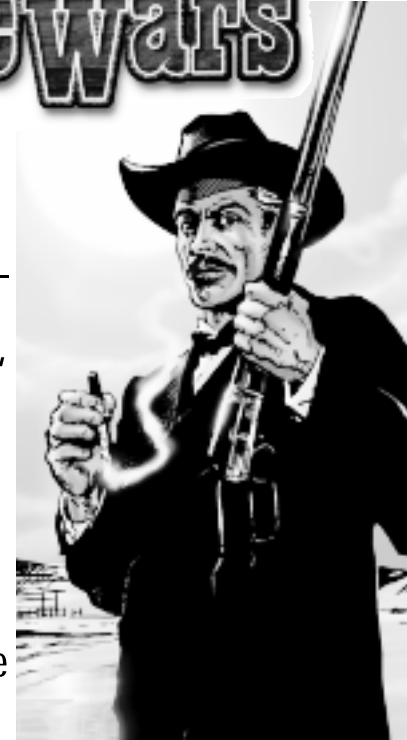
Uthuk Army

2 Dhall Uthuk
2 Don'ra Stingers
1 Don'ra Master
4 Ru Airgliders
2 Ru Clansmen
1 Ru Launcher
1 Shura Assassin
1 T'ann Assassin
3 Twisted Yll'rath
1 Unclean Ones
4 Warriors of Yllan
2 Incite Spells



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Diskwars Turn Order

- 1. Reinforcements Segment:** Bring in reinforcement Disk from your Reinforcement Stack (but not during the first round). The number of reinforcements is determined by the scenario.
- 2. Activation Segment:** Players take turns Activating Disks, three Disks at a time. When a Disk is Activated, it may perform one of three actions:
 - a) Move
 - b) Use a Special Ability (SA)
 - c) Cast a Spell
- 3. Missile Segment:** Unpinned, Unactivated Disks with the Missile skill may fire missiles.
- 4. Combat Segment:** If a Disk is pinning an enemy Disk, the two must resolve their combat at this time.
- 5. Remove Counters Segment:** All Activation and Missile Counters are removed at this time.

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