

Diskwars Scenario #40

Raid and Revenge

From [Klaus](#)

This is actually two scenarios in one, forming a mini-campaign!

Scenario #1: The Raid of the evil Dragonkin

Army Size:

- Dragonkin: 250 evil only
- Acolyte: 130 + familiar-disk for free (no second familiar is allowed)
- Special: In each Reinforcement segment where the dragonkin can bring reinforcements into play, the Acolyte player may add a free spell up to level 2 to his spellbook. Both armies have to be champion armies, no allies allowed, factionless allies are allowed.

Number of players: 2

Starting Disks: 6

Reinforcements: 4

Setup: The Acolyte player has a good temple representing the desert-fortress deep in the desert full of magic, this is also represented by the free familiar and the free spells. The Dragonkin homeland has to be 36 zoll away anywhere on the playground. After this both players put together six land disks on the table (8 zoll from each other land disk also from the homelands. Just use Mountains, Deserts, Scarred Valleys, and Ruins.

Victory Conditions: The player with the last Disk standing wins.

Notes: The attacker has the first move. Normally the Dragonkin will win, but note how long the Acolytes stay alive.

Scenario #2: The Revenge

Army Size:

- Dragonkin: The surviving disks of scenario #1
- Acolyte: The point value of the Dragonkin modified by the turns the stayed alive:
 - 1 - 2 turns 50% of the dragonkin
 - 3 - 4 turns the same size
 - 5 - 6 turns 150%
 - 7 - 8 turns 200%
 - 9 -10 turns unbelievable 250%

Number of players: 2

Starting Disks: 6

Reinforcements: 4

Setup: Use the same setup as in part one because it is still the same fortress, but it is now an evil temple.

Victory Conditions: The player with the last Disk standing wins.

Notes: The attacker has the first move. Will the Acolytes get their holy place back ? Try to find an answer.

Diskwars Scenario #39

The Wretched

From BenFantasy@aol.com

Scenario: The Wretched

Army Size: Any (one must be Undead)

Number of players: 2

Starting Disks: 4

Reinforcements: 3

An evil power has arrison in a swamp called "Bochtnlol." Undead minions have risen from the murky depths and have begun to amass for an assault on the neighboring lands. Your land lays directly in their path, and so you have decided to take initiative and strike this army down before it can destroy the green meadows and pastures of your kingdom. Destroy the evil swamp dwellers before they become too strong!

Setup: Set up a swamp terrain 8" from a terrain of your choice(your homeland.) The undead minions start in the swamp. All of the undead get +1 to all of their stats (D,A, and T.)(hence the name "The Wretched." Pick out one undead disk to be your "sorcerer." He gets +2 to all stats and automatically becomes a Level 2 spellcaster.

Victory Conditions:

- Undead- For the Undead to win, you must have 15 disks out on the battlefield to win. Once the number is reached, your army becomes too strong and will automatically overwhelm the enemy.
- Other- You must destroy the Sorcerer that is creating all of these fowl demons. If you kill him, no more reinforcements can be placed on the playing board for the undead. After killing all of them, you win.

Diskwars Scenario #38

Capture The People

From UnReal2703@wi.rr.com

Scenario: Capture The People

Army Size: 80-100 (I wouldn't go larger, but you can)

Number of players: 3-?

Starting Disks: 6

Reinforcements: 6

Setup: Set the terrain disks two feet apart from each other. Using string, create a border connecting the disks. Spell Casters are not allowed in the army. Missile combat will not happen (so don't make an army around that). Disks that have that ability are still allowed, just not able to fire missiles.

Play: Killing is not the name of the game here. The object is to take control of all of your opponents' disks. Regular enslaving rules don't apply. If you "kill" a disk, it becomes yours. If a disk would "instantly destroy" a disk, it instantly captures it. Missile combat does not exist in this scenario. Otherwise, all disk abilities apply. Hint: Use sticky notes or different coins as capture tokens to differentiate between each persons disks.

Victory Conditions: Play continues until all disks belong to one person.

Diskwars Scenario #37

Mountain Battle

From BenFantasy@aol.com

Scenario: Mountain Battle

Army Size: Any (must be Elves or Dwarves)

Number of players: 2

Starting Disks: 8

Reinforcements: 6

The Dwarves of Mt. Odesie have discovered large amounts of gold and the precious metal Mithril in their mountain homes. Unwilling to share their bounty with the Lyslya Forest Elves, a feud has broken out between the two. If you are the Elves, try to take the Dwarven Mt. of Odesie. If you are the Dwarves, repel all attacks and burn Lyslya Forest to the ground!

Setup: To use this scenario, you will first need two armies, one of Dwarves, and one of Elves. Next, set up a mountain terrain 7" from a forest terrain.

Victory Conditions:

- Elves - If you are playing as the Elves, you must hold the Mountain for 2 turns.
- Dwarves- If you are Dwarves, you must destroy Lysya Forst. The forest has a toughness of 35, defense doesn't count. Each attacker gets double damage against the forest, but not against the remaining Elves in it. If you destroy the forest and there are still Elves alive in the field, ignore them, you have won.

Diskwars Scenario #36

Five Towers

From [Alex Weldon](#)

I played this scenario with four players, and so I will describe the setup for four. It should be easy to modify it for any other number.

Scenario: Five Towers

Army Size: 80 points

Number of players: 4

Starting Disks: 4

Reinforcements: 2

Setup: Each army gets a terrain disk as its setup area. Place these in a square, three feet apart from one another. Choose five disks of the same size (I recommend two inches) to be the "towers". Place these in a cross pattern (like the five on a standard six-sided die), with each of the outer four separated from the middle one by five inches. The middle one should be in the exact middle of the square created by the setup areas, and the axes of the cross should be parallel to the sides of the square (ie, drawing a line connecting the middle tower to one of the other four should point at the EDGE of the square, NOT at a player's setup area).

Special Rules: Each tower is treated as a neutral unit with 0 attack, 0 defense, 10 toughness and three wounds, and towers are barriers to missiles (although they can themselves be hurt by missiles). Of course, they cannot move. Towers are worth 20 points each if killed.

Victory Conditions: The game ends when there are no towers left in play or NO one player has enough attack power to damage a tower (ie if there is no one army left whose sum total of attack powers + maximum theoretical missile damage is ≥ 10). Whoever has killed the greatest point total in opposing disks wins (remember that towers are worth 20 points each for this purpose; that's the point of them).

This scenario has many possible modifications:

1. Make the center tower bigger (say 2.5 inches) and tougher (say 12 toughness and four wounds), and therefore worth more points (say 40 points)
2. Play with only one tower, right in the middle. I recommend making it bigger and tougher, as in 1) above. In this variant, killing other people's armies doesn't matter; whoever deals the killing blow to the tower wins it.
3. Let the towers fight back: give them each a bit of defense (say two) and the swashbuckling ability. If you're playing with 1) above, you may also want to give that tower a higher defense.
4. Let the central tower shoot back: at the beginning of the missile phase each turn, whoever moved first puts five arrow counters on an unused disk and drops them from 24" up, directly above the center of the central tower disk. All towers are immune to these missiles. This would probably work better if used in conjunction with 2) above. Alternately, you could have all towers fire arrows, although you would probably want to reduce the number of counters each one fires (say three arrows per tower).

Diskwars Scenario #34

Relic Hunters

From [Morrie Touriel](#)

An ancient scroll has been discovered that describes a very powerful talisman hidden in the Char'gr Wastes. The army that possesses the talisman and discovers how to use its power will have a great advantage over its enemies.

Scenario: Relic Hunters

Number of players: 2

Starting Disks: 6

Reinforcements: 6

Setup: In the center of the tabletop place a Desert terrain disk. Then place two staging areas 24 inches away from the desert terrain on opposite sides of the battlefield so that all three disk are placed in a straight line.

Take two R'Karg Nest terrain and place them on a vector that is perpendicular to the vector drawn between the staging areas, and that intersects the Desert terrain. The R'Karg Nest terrain to the left will touch the edge of the Desert terrain. The right R'Karg Nest terrain disk is placed with a six-inch gap between itself and the Desert terrain.

Special Rules:

1. A spell book cover (or something of that size) is used to represent the talisman.
2. Each army begins with six disks touching their staging area. During each reinforcement phase you may report six new disks. After reinforcements are placed any disk within 3 inches of a Nest receives an instant blow. The strength of the instant blow is determined by rolling a D10. There are two exceptions to the instant blow rule - It is the option of your opponent to decide if your Soul Leech or Helspanth's Brood disks receive an instant blow.
3. During the first turn no disk may touch the Desert terrain.
4. Beginning with turn two, being in sole possession of the Desert terrain at the end of a turn results in gaining control of the talisman. Give it to one of your disks touching the Desert terrain. When two friendly disks overlap, the talisman may be passed between them. Transferring the talisman immediately ends the receiving disk's activation. If a disk possessing the talisman is destroyed the talisman is dropped where the disk is destroyed. Any other disk may then come in contact with the talisman and claim it. Claiming the talisman ends the receiving disk's activation.
5. After the first full turn transpires during which one or more disks possess the talisman, a disk possessing the talisman may then move off the Desert terrain with the item in their control. During the first full turn of possession of the talisman a disk cannot be move off the desert by any means. While waiting to be able to leave the desert terrain, disks controlling the talisman may move as long as they never lose contact with the desert.

Victory condition: You return the talisman to your staging area.

Variants: The scenario is described above as a two-player game, but may be played by up to four players. When more than two players are involved add two additional R'Karg Nests. With three or more player place the Nests in the following order around the Desert: 1) touching, 2) ten inches away, 3) six inches away and 4) ten inches away. Place them on vectors so that you can draw a line between two of the Nest and the desert, and so that they are on vectors diagonal to the lines between the staging areas and the Desert.

Diskwars Scenario #33

Into The Wastelands

From [Gandalf](#)

Scenario: Into The Wastelands

Number of players: 3-6

This scenario is designed for 3-6 players with the following armies:

- K'Ryth (only K'Ryth and factionless disks)– 250 points

- One or two good armies (Acolytes, Elves or Knights) – 200 points
- One or two evil armies (Orks or Uthuk) – 200 Points
- Dwarves (Kurza, at least 50 points must be evil dwarven disks) – 150 Points
- 3 Players: K'ryth + One good army + One evil army
- 4 Players: K'ryth + One good army + One evil army + Dwarves
- 5 Players: K'ryth + Two good armies + Two evil armies
- 6 Players: K'ryth + Two good armies + Two evil armies + Dwarves

The K'ryth player may not have disks of any other faction in his army. The Dwarf player must have at least 50 points of evil dwarven disks in his army, for his dwarves are the Kurza (Kurza Regiment is considered to be an evil disk). You may increase the K'Ryth army points when playing with more than 4 players, but try it out.

The Story: These are the Wastelands. The demonlike K'ryth and other evil creatures roam the cracked landscape under an unforgingly hot sun. This make the Wastelands a rather ugly and dangerous place for anybody, but the troops of King Falladir, Timorran and the Elven Highlord have no choice. They must cross these desert-like and inhospitable ground in order to reach Llovar's homelands and knock on his backdoor...

But Llovar knows of their coming. He's upset, for his defenses are weak in the heart of his realm. He did not expect the forces of Falladir and his allies to make such a desperate move. He had always believed the Wastelands to be a formidable barrier and a protection of his homelands. Maybe he was wrong. So he sends some forces into the Wastelands in order to stop the armies of Falladir and Co.

But there is another fraction in this play. Some have already forgotten them, but they still exist. They're the Kurza, dwarven outcasts who have been driven from the green lands into the Wastelands. These dwarves are cruel and truly evil. They hate all other races and would like to extinguish them if they could. But they're small in numbers and have many enemies. K'ryth eat them, Uthuk take them as slaves, orcs kill them just for fun and the good people do not love them either. Their main goal is survival and perhaps, take some scalp home.

Setup: The Acolytes/Elves/Knights/Orks/Uthuk place their staging disks the following way:

The playing area should be a (big) rectangular table. The four sides of the table are numbered 1 through 4. Side one is on the top, 2 is on the left, 3 is on the bottom, and 4 is on the right. Side 1 is opposite side 3, and side 2 is opposite side 4.

The players with the good armies place their staging areas on side 1 of the table no more than 3'' (7.5) cm away from the edge and at least 6' (15 cm) away from the corners and the other staging area (if there're two good armies). If there's only one good player he should best place his disk in the middle of side 1.

The Uthuk and/or Ork players place their staging areas on side 2 or 4 (only one staging area on each side), no more than 3'' (7,5 cm) away from the edge. The

staging disks should be placed in the middle of the sides, but at least 18'' (45 cm) away from side 1.

The K'ryth Player must place three R'karg Nests anywhere on the table, each at least 12'' (30cm) away from any other nest or staging area.

If there's also a Dwarven player he may place a Cavern (see below) anywhere on the table at least 12'' (30 cm) away from any other staging area and R'karg Nest.

Each player may then place one terrain disk anywhere on the playing area, but at least 6'' (15 cm) away from any staging area and 3'' (7.5 cm) away from any other terrain disk. Allowed are only: Deserts, Chasms, Ruins and Valleys. A player doesn't need to place a terrain if he wishes not to do so.

Initial placement:

Starting Disks for good armies: 5

Reinforcements for good armies: 5 (not the first round)

Starting Disks for Uthuk/Orks: 5

Reinforcements for Uthuk/Orks: 5 (not the first round)

Starting Disks for K'ryth: 15

Reinforcements for K'ryth: 5 (not the first round).

The K'ryth player starts with 5 disks on each of his R'karg Nests. He may place his reinforcements on any of the three nests, splitting them off if he wishes.

Starting Disks for Dwarves: All

Reinforcements for Dwarves: None

Take as many markers (activation markers will serve well) as the dwarven player has disks. Divide them among the players. Each player steps back from the table. Then the players throw the activation markers on the table, one by one. If a marker comes to rest upon a R'karg Nest or a creature disk it is returned to the player and he must throw it again. When all markers are on the table the dwarven player must exchange the markers with his disks. None of his disk may be placed touching another creature disk. So the dwarves will be spread all over the Wastelands when the battle begins.....

The good armies go first, the Kurza follow, then Uthuk and/or Ork and at last the K'ryth.

Victory Conditions:

Every player scores points for certain actions. At the end of the scenario the player with the most points is the winner.

1.K'Ryth

The K'ryth want to eat. They eat almost every other living creature (that's the reason why undead are not in the game) and they like variety (every race tastes different...) The K'ryth get:

- 3 points for every disk they've eaten (carried to their nests, see below)
- 10 additional points for every different race they've eaten at least one disk from. Example: If they eat one Uthuk and 2 Elves they'll get 29

points (3 points for 3 disks, 20 points for 2 each race). Would they eat a dwarf in addition, they'd receive another 13 points, 42 points altogether.

2. The good armies

The Elves, Knights and Acolytes want to cross the Wastelands without losing to many men. They need their forces for the assault on Llovar's homelands.

The good armies get:

- 5 points for every disk that reaches the edge of side 3 of the table
- 1 point for every evil disk they kill or help killing (only when playing with more than 4 players !)

3. Uthuk and Orks

The Uthuk and the Orks have only one mission: Stop the good armies from reaching the borders of Llovar's lands. Second, the Uthuk like to take Kurzas as slaves and the Orks simply enjoy torturing them. So the Kurza's shouldn't cross their way. Uthuk and Orks get:

- 4 points for every disk they kill or help killing if the killed disk belongs to a good army
- 2 point for every Kurza they kill, help killing or enslave

4. Dwarves (Kurza)

The Kurza want to survive. They've been living in the Wastelands for centuries but such a battle they haven't seen until now. Somehow they like the killing and it gives them pleasure to take some scalp home. On the other hand they're desperate to reach their homes alive. The Kurza get:

- 10 points for any of their disks that survives the scenario.
- 2 point for every disk they kill (or help killing)

The game immediately ends if the good armies have no disks left in the game.

The game is also over if the K'ryth, Uthuk and/or Orks have no disks left on the table.

Special Rules: Any disk defeated by the K'ryth player (through combat, missiles, magic or instant blows) is not killed (even if another player's disk is involved in the battle). That disk is paralyzed instead. It stays in play, but may not be activated for any reason (put some kind of marker on it). Any K'ryth disk may carry the paralyzed disk (put the paralyzed disk under the carrying disk while not moving). To carry a disk, the K'ryth disk just has to touch the paralyzed disk. Disks that are pinned by non-K'ryth disks can not be carried. If a paralyzed disk is in a R'karg Nest the disk is immediately eaten by the K'ryth brood. Place that disk out of play. It may not be resurrected by any means.

- Paralyzed disks may be killed by non K'ryth disks. They have no defensive.
- Paralyzed disk may be healed if they're not carried or pinned by K'ryth. The heal spell removes the "paralyze"-marker.
- Every disk may only carry one paralyzed disk. Only the K'ryth player may carry paralyzed disks.

All disks of the K'ryth player are immune to the instant blows of the R'karg Nests.

The Cavern of the Kurza is a special terrain. It is a secret place and only the Kurza know how to get in. Therefore only the disks of the Kurza player may enter the cavern, no other disks are allowed to be moved into the cavern. Disks in the cavern are immune to damage from missiles, spells and instant blows and may not be ambushed.

Any disk belonging to the good armies that reaches the edge of side 3 of the table has succeeded in crossing the Wastelands. The disk is taken from the table and considered out of play, while the owner scores points for it (see above)

Diskwars Scenario #32

The Valley Of Peace

From [Gandalf](#)

Scenario: The Valley Of Peace

Number of players: Three

- Knights – 100 points
- Elves – 150 points
- Undead – 275 Points

The Story: At the western border of King Falladir's realm between rocky hills and close to the elvish country lies a small green valley. The people call it the Valley of Peace, for it's one of the most beautiful places in Falladir's kingdom. The soil is rich and tended by a lot of happy peasants who mostly live in 3 little villages. In the middle of the valley, situated upon a hill, stands a small fortress where Falladir has stationed a minor garrison of his knights.

Llovar knows of this valley and the fact that it has almost no defense. Falladir would not expect an assault on the valley, for it has no tactical importance and lies far from the evil realms of Orks or Uthuk. But Llovar just wants to hurt Falladir. So he gives one of his most trusted servants, Necromancer Farrenghast, the task to destroy the valley and turn the populace into undead beings. With some effort Llovar and Farrenghast open a dimension door and an army of undead creatures streams into the valley.

Luckily the knights manage to send away a messenger just before they're trapped in the valley. So help might come, at first perhaps from the elves allied with Falladir. Some of them live nearby in the woods and they would not be pleased if undead populated the valley from now on. And in a few days Falladir will certainly send an army, but maybe too late...

Setup: Place a Ruin in the center of the playing area. This is the small fortress of the Knights. Place three Villages around the fortress, each 12'' (30 cm) away from the fortress. The villages must be placed in a triangular shape.

Put two, three or four Peasants (depends on how much you have and how hard the scenario should be for the Undead player) in every village.

The Undead player may place his staging area (the dimension door) anywhere on the table, but at least 12'' (30 cm) away from the fortress and from any village. The Elven player may place his staging area the same way, but also 12'' (30 cm) away from the Undead's dimension door.

The Knight's player may then place up to 2 different terrain disks on table. Each must be at least 3'' (7,5 cm) away from any other terrain disk or staging area. Only Forests, Lakes and Swamps are allowed.

Initial placement:

Starting Disks for Knights: All

Reinforcements for Knights: None

The Knights player may place all his disks on or around his fortress, no more than 6'' (15 cm) away from it and not on other terrain disks.

Starting Disks for Undead: 10

Reinforcements for Undead: 5 (not the first round)

Starting Disks for Elves: 5

Reinforcements for Elves: 5 (not the first round).

After all players have placed their starting disks (in the above order), the game starts. Knights go first (they're aware of the danger), then Undead, then Elves.

Victory Conditions:

The Undead win the game if

- all Peasants are dead
- they've sole control of the central fortress at the end of a round

The Knights and the Elves win the game if

- all Undead are killed.
- the Undead player does not win the game in 10 rounds. Then Falladir's army arrives and the Undead are in a really bad situation...

Special Rules:

- The Peasants are controlled by the Knight's player. They may be moved around and need not to stay in their villages. If a Peasant is killed it transforms into an Undead Horde which is then controlled by the Undead player.
- Knights and Elves may try to close the dimension door. If the Knights and/or the Elves have sole control of the Dimension Door at the end of a round it is closed. The staging area is taken away and the Undead player may not bring any further reinforcements in play for the rest of the game.
- The fortress of the Knights is considered to be a ruin for terrain rules.

Diskwars Scenario #31

Dungeoning

From [Yannis Avramandis](#) of the Cretan Mercenaries

An enormous cave with two entrances has been discovered. It was the home of a big and very rich Black Dragon. Now that he is dead, everyone is trying to catch the treasures, but is it safe?

Scenario: Dungeoning

Number of players: 2

Starting Disks: 6

Army Size: 100 points, no Disks bigger than 2.5"

Reinforcements: 6

Setup: The staging areas must be placed at least 24" apart. No disks bigger than 2.5" Ten cards -like lands from Magic- will be needed to represent the five treasures and the five traps. Label them to distinguish the good from the bad ones. You can number the treasures and the traps with even and odd numbers.

Randomly put all the cards facing down, on the center of the playing area no closer than 8" from a staging area and no one touching the other. Place a Disk guarding each land. We recommend something like Golem and Iron Golem. These lands\cards are counting as terrain disks for game purposes.

Special Rules:

- The guards belong to neither player. They are considered enemy disks for both players. No one may activate them but they are defending the lands against any player trying to kill them, to get to the treasure\trap beneath.If a player moves them without killing them, lets say by magic or SA, their control passes to the opponent, next round. He can Activate them as part of his army.
- It's up to the opponent's decision where to apply the D of the guard. If both players are attacking simultaneously the same Guard, then each player proposes a target and then randomly chooses the final one.
- At the "Remove Counters Segment" each player, starting with the first of this round, if he is the sole occupant of a land (no guard, no enemy disks) reveals the land-card. If both players are touching the land, no one can claim it.
- Check out the number of the land in the following predetermined list. The result is played immediately only upon the disks touching the land. Follow the instructions. No other disk(s) is affected unless stated otherwise.If it's a trap remove it from the game, after applying the nasty trick. If it is a good land give it to the player who gained it. It counts as 1 victory point.

•If a disk carrying an artifact or scroll is destroyed, the item drops on the ground. Any disk can reclaim it at the "Remove Counters Segment" if it is touching it, alone.

Treasure List: (you can modify as you wish)

1. Bugged down. All disks get A markers for the next round.
2. You found a fine dwarven made axe! One disk gains the swashbuckler skill as long as it is carrying the axe.
3. A fiery Marshwood Troll burrows any disk(s). Opponent gains control of it. Resolve any battle now.
4. You found an enchanted spear! One disk gains the first blow skill as long as it is carrying the spear.
5. You stumble upon the lair of a Lothron Lion. It Ambushes you. Opponent gains control of it. Resolve any battle now.
6. You managed to rescue a trapped Sasquatch! It becomes your pet. Place it, activated, touching one of yours disks.
7. Trap! Your opponent immediately applies the Rain of Steel spell targeting that location.
8. You found the lost banner of your tribe! All friendly disks in 6" from the bearer get +1 AT.
9. Trap! Instant blow 4 to all disks. Disks that survive gain the berserking status (not ability).
10. You saved the life of the famous Mahkim Hero Aiphan the Farseeker! He pledges his loyalty to you. Alas, he has a Wound already. Place him touching a disk.
11. Trap! Play Death Ball spell immediately. Opponent starts first! (any part of the playing area can be a legal target).
12. Ancient Scroll! Choose right now a level I or II, spell for free. The disk carrying the scroll can cast it, even if it's not a spellcaster.
13. Second guard attacking! Opponent takes control and ambushes a disk(s) with the previously destroyed guard. Resolve battle now.
14. Artifact! You found an ancient wand with 3 charges of fireball missiles. You can use up to three in a missile segment. You must choose in advance.
15. Pestilence! All disks take one Wound and the reanimate skill. Zombies for everyone!
16. Artifact! You claimed the Sandals of Hermes. One disk gains +2 M and the flying skill as long as it is carrying them.
17. Succumbus! One disk at random becomes enslaved (and controlled) by your opponent.
18. Scroll! Play immediately the Banish spell from one of your disks.
19. Blood Altar! You must sacrifice one disk. Give an instant blow in any disk at 6" with power equal two times the T of the unlucky (sacrificed) disk.
20. Scroll! Play immediately the Resurrect spell. Don't give a Wound to the caster. Put the resurrected disk touching the caster.

Victory Conditions: The game ends when the last treasure (good) land has been discovered. The player with the more victory points wins. If one player is eliminated before the game ends, the other must continue to play alone till all goods lands have been revealed. If both players are eliminated before the game ends, the one with the most victory points wins.

Variants I: Select 10 cards at random. The proportion of good/bad cards is unknown. The game ends when the last card has been revealed.

Variants II: Land disks can be used to represent impentrenable obstacles, cave columns.

Diskwars Scenario #30

Damlo's Last Defense

From [Larry Hughes](#)

Scenario: *Damlo's Last Defense*

BACKGROUND: Key to moving quickly down the Thelgrim Peninsula is the Haarg Pass. The leaders of the free peoples realized its critical strategic importance and sought to secure this important choke-point. Damlo Hammerfist personally led the Dwarven troops who volunteered to hold this narrow ravine against the hordes of Llover. King Falladir gave the Dwarven contingent two catapults magically protected by Archmage Thowyll to aid them in their defense. The Dwarves dismantled the catapults and hauled them up the heights commanding the pass. Dwarven engineers reassembled the catapults onto fixed, rotating platforms, improving their accuracy. Damlo also stationed lookouts along the ridge to provide him with information on enemy movements. Several days after the catapults' installation, the advance body of the Uthuk forces arrived to find the pass held against them. Knowing that Llover would brook no delay in his attack on the peninsula, the Uthuk threw themselves at the Dwarves, intent on quickly clearing the pass and getting through it before the main army's arrival.

NUMBER OF PLAYERS: 2

PLAYING AREA SETUP:

- The combat area should be a rectangle 4 feet by 2½ feet. Note that the area runs 2½ feet 'east'-'west' and 4 feet 'north'-'south'.
- Place a Dwarven staging area disk touching the exact center of the 'southern' edge of the playing area. This is Haarg Pass.
- Place 3 mountain terrain disks extending 'east' and 3 more mountain terrain disks extending 'west' from Haarg Pass.
- Directly 'north' of the two mountains bordering Haarg Pass place Dwarven staging areas on top of any other terrain disks. These represent two level 2 hills (the terrain disks under these two disks are merely a reminder that these hills are higher than the hills (but not the mountains) surrounding them).
- Now place seven more Dwarven staging area disks around the two level two hills forming two semi-circles. These plus Haarg Pass represent level 1 hills. If you can't find enough Dwarven staging area disks, you may use any other terrain disk – just remember that it is a hill.

ARMY SIZES:

Player 1 –Dwarves

Damlo Hammerfist, 2 Catapults, 3 Dwarven Lookouts (new unit – see below) and 150 points of non-unique Dwarven or non-unique factionless units.

Player 2 – Uthuk

400 points of Uthuk or evil-aligned, non-unique, factionless disks.

INITIAL PLACEMENT:

- One Catapult is placed on each of the two level 2 hills.
- Player 1 places all of his units no more than 18 inches from any hill or mountain terrain disk. No units may be placed overlapping any other units.
- Player 2 places his entire army at least 24 inches away from any hill or mountain terrain disk.
- Player 2 moves first.

REINFORCEMENTS:

- None. All units start in play.

VICTORY CONDITIONS:

Victory is determined by how quickly Player 2 destroys all of Player 1's units.

- Player 1 Major Victory: over 11 turns.
- Player 1 Minor Victory: 10 – 11 turns.
- Player 2 Minor Victory: 8 - 9 turns.
- Player 2 Major Victory: less than 8 turns.

Adjust the number of turns by the total army cost of Player 2's units that Player 1 destroys as follows:

- Less than 75 points killed: subtract one turn.
- 75 – 150 points killed: no turn adjustment.
- 151 – 225 points killed: add one turn.
- 226 – 300 points killed: add two turns.
- Over 300 points killed: add three turns.

SCENARIO SPECIAL RULES:

- The Catapults. The Catapults may not move. The Catapults are immune to all spells. The Catapults have a range of 24". The Catapults may automatically hit with their second boulder if it is fired at the same target as the first boulder, even if the first boulder missed (represents the fact that the catapults are stationary and that the Dwarves have had time to practice getting the range right). The Dwarven player may also always measure the range for the Catapults before choosing targets. The mountains behind the Catapults *do* block the ability of the Catapults to fire in that direction (superceding what the Catapult disk says).
- Hills. Hills are a new terrain type that simulates elevation differences due to rolling hills and sloping terrain. Hills are differentiated by level number, with higher level numbers representing higher elevation hills. Level 1 hills are represented by a hill terrain disk (this scenario uses Dwarven staging area disks to represent hill terrain) flat on the playing surface. Denote level 2 hills by placing a terrain disk underneath the hill terrain disk. Mountain terrain is always considered to be a higher elevation than any adjacent hill terrain. The order of elevation then, highest to lowest, is: mountain, level 2 hill, level 1 hill, no terrain.
- Effect of Elevation on Combat. Units defending against an attack from a unit that is at lower elevation receive +1 D. Units attacking units at a higher elevation have –1 AT. These modifiers do not apply if any unit in a battle (*not combat stack*) is a flying unit. To determine when this bonus applies, note the location of the unit before it makes its final flip to attack. If the unit was 'in' a lower-elevation terrain than the defending unit before making the flip onto the defender, the attacker is considered to be at a lower elevation for the combat.
- Stacking. Player 1 may never activate a unit to move onto another of his units (exception: Player 1's flying units may move over friendly units). This is to prevent the Nonali tactic of stacking Stalwarts. Note that Player 1's units may end up stacked as a result of battle.
- Dwarven Lookouts. These are new units that must be represented by proxy disks. Size: 1.75 inches. Alignment: Neutral. Move: 5. Cost: 8. Attack Value: 1. Defense Value: 1. Toughness: 3. Text: As long as Dwarven Lookout is UA, unpinned, not pinning any other unit, and is in a Mountain terrain, the opposing player must make one extra activation each turn (cumulative with other Dwarven Lookouts in play). Clarification: This effect ends immediately when a Lookout becomes pinned (so it is possible for the Uthuk player to start a turn with 5 activations and go down to 4 when one of his units pins a Lookout).
- Disallowed spells: Banish, Quake. Maybe moot since neither side has a level III spellcaster (yet!).

AFTERMATH: The Dwarves had had several days to practice with the stationary catapults and thus had acquired deadly accuracy. Damlo Hammerfist personally placed each formation of Dwarves where they would have the best defensive fighting advantage. The network of Lookouts also provided Damlo a complete overview of the battlefield. But as the Uthuk approached and filled the plain below Haarg Pass, each Dwarf inwardly knew that this would be his last battle. Damlo wrote a hasty note describing the gravity of the situation and sent it by runner to King Falladir. The note stated that they would hold the pass as long as Dwarvenly possible, inflicting as much damage on the enemy, so that every dead Uthuk warrior would be one less that the King would have to face in the coming days. No other word was ever heard to recount the battle that took place on Haarg Pass that day.

NOTES: This scenario will really stretch the ability of players to react to the varying number of activations each round/turn. This scenario is intended to try to portray a defensive battle by an outnumbered force. The key to making such a Diskwars battle playable is to equalize the activation advantage that the larger force has, to prevent the defensive player from merely having his units become stationary targets. As such, the balancing element of the Lookouts become crucial if the Dwarven player is to be able to respond meaningfully to the movements of the Uthuk. These units, along with the Catapults, will become key targets for the Uthuk, as well they should. Once the command structure of the Dwarves is disrupted, then the overwhelming numbers of the Uthuk should fully come to bear.

The Dwarven Lookout unit is *not* a balanced unit, and its introduction in this scenario is for play balance purposes only. It should not be construed to think that this unit should be part of the Dwarven faction, since, in equal point armies, this unit would have too profound an effect on game play. The army point cost is included only since the Uthuk's Dhall Witch needs to know how much the Lookout costs for her SA.

PLAYTESTERS: Zack Glennie, Steve Antis

Diskwars Scenario #29

Retreat from Fairhaven

From [Larry Hughes](#)

Scenario: *Retreat from Fairhaven*

BACKGROUND: The Thelgrim Peninsula is being overrun by the forces of evil. There is no hope for standing against such overwhelming numbers. Therefore, the armies of good are fighting delaying actions, hoping to buy time for the populace of Thelgrim to reach the shore and flee by ship. This scenario represents the evacuation that took place near the port of Fairhaven. It would be repeated many times down the length of the peninsula.

NUMBER OF PLAYERS: 2

PLAYING AREA SETUP:

- The combat area should be 4 feet square.
- In the exact center of the 'northern' edge of the playing area place a ruins terrain disk touching the edge of the playing area. Place another ruins due 'west' of the first ruins, touching both it and the edge of the playing area. These two disks represent the port of Fairhaven. They operate in all respects as ruins terrain except that Ghouls may not reanimate in this terrain.
- In the 'northwest' corner of the playing area place a mountain terrain disk. Flip this disk twice directly 'south' so that it lies along the edge of the playing area. Directly 'east' of this disk place a ruins terrain disk. Place two mountain terrain disks, one to the 'north' and one to the 'south', so that each one touches the ruins disk and the already placed mountain disk. This ruins disk represents the village of Happy Valley. It also operates as a ruins terrain for all game play purposes except that Ghouls may not reanimate in this terrain.
- Two feet down the 'west' edge of the playing area place a mountain terrain disk. Place two more mountain terrain disks in a line running directly 'east' of this first mountain disk. Now take any 2" disk and place it touching the 'easternmost' mountain terrain disk towards the 'east'. Now place a forest terrain disk so that it is touching the 'east' side of the 2" disk. Place another forest disk touching the 'east' side of the first forest disk. Lastly, remove the 2" disk. There should now be a mountain range extending from the west edge of the playing surface with a small pass between it and the forest.
- Take a forest disk and place it touching the 'east' side of the 'easternmost' forest disk. Flip it twice directly 'east'. Place two more forest terrain disks in a line extending 'east' so that they are touching each other.
- Place an Acolytes staging area terrain disk directly in the center of the playing area. Flip this disk 'south' two times. This represents the small hamlet of Peasantville. This disk has no effect on game play (except to denote the town and where units may be started or come into play).
- Place Player 2's (Orcs/Uthuk/Undead) staging area touching the 'south' edge of the playing surface directly 'south' of Peasantville.

ARMY SIZES:

Player 1 – Knights/Elves/Dwarves/Acolytes

150 points of units belonging solely to one faction or spells (exception – a Familiar may be purchased).

Player 2 – Orcs/Uthuk/Undead

300 points. 80% must belong to one faction or be spells. Only evil aligned disks may be purchased. No Dragonkin faction disks may be purchased.

INITIAL PLACEMENT:

- Player 2 (Orcs/Uthuk/Undead) creates his reinforcement stack, placing the 6 units that will be his starting disks at the top of his reinforcement stack. Player 2 may also opt to place up to 6 disks secretly to the side that will be flankers. Flankers must have a minimum movement of 5 (disk size does not matter).
- Player 1 (Knights/Elves/Dwarves/Acolytes) places all of his units as follows. At least three units must be touching Peasantville. At least one unit must be touching Happy Valley. At least two units must be touching Fairhaven. Remaining units may be placed anywhere else not within 12" of Player 2's staging area.
- Next, player 1 places one peasant touching Peasantville, 1 peasant touching Happy Valley, and 2 peasants touching Fairhaven.
- Player 2 places his 6 starting units touching his staging area.
- Player 2 moves first.

REINFORCEMENTS (starting Turn 2):

- The Orcs/Uthuk/Undead player receives 6 disks per turn. The Orcs/Uthuk/Undead player will also receive his flankers (if he chose to set aside such a force) on turn 3 in addition to his regular reinforcements. Place an appropriate staging area disk at the start of turn 3 touching the 'east' edge of the playing area directly opposite Happy Valley.
- The Knights/Elves/Dwarves/Acolytes player receives one peasant per turn at each of the three cities (until all of the city's population has been evacuated).

VICTORY CONDITIONS:

Victory is determined by the final point tally at the end of the game. Points are awarded by Player 1 removing units from Fairhaven. Peasants are worth 5 points each. All other units are worth their army point cost.

- Player 1 Major Victory: over 150 points removed.
- Player 1 Minor Victory: 101 - 150 points removed.
- Player 2 Minor Victory: 51 - 100 points removed.
- Player 2 Major Victory: 0 - 50 points removed.
- The game ends when all of Player 1's disks have exited the playing area or are destroyed/pinned.

SCENARIO SPECIAL RULES:

- Units in Fairhaven may be placed on ships (thereby effecting their rescue) by moving them completely off the 'north' edge of the city. Note that the docks are limited in ability to handle the great flood of refugees, so only three disks may be moved onto ships per turn. Units on ships may not be returned to play.
- If Player 2 casts the Banish spell, the effect is that the target disk is removed from play and counts as a unit exited. A unit so removed from play does not count against the above three disk per turn limit.
- The city of Peasantville has a population of 5 peasants. The city of Happy Valley has a population of 8 peasants and the city of Fairhaven has a population of 12 peasants. Note that the starting peasant unit counts towards this number. Place Moon over Thelgrim numbered chits on the cities to represent how many peasants still remain to evacuate. If not enough Peasant disks are available, players should agree to use proxy 1 3/4" disks.
- If any of Player 2's disks end movement touching a city, the citizens of that city panic and all remaining peasants are immediately placed in the city space. If the city is Fairhaven, these disks may be placed touching (either under or on top of) the enemy disk. Peasants placed in this manner may be stacked so that they don't end up actually 'touching' the terrain disk, but they still must be played so that they are 'in' the terrain. If the enemy disk manages to completely cover the city, the Peasant disks are placed under the enemy disk.
- If Player 1 manages to capture Player 2's staging area, Player 2 may bring in reinforcements anywhere along the 'southern' edge of the playing area. Such disks are placed so that they touch the 'southern' edge of the playing area.

AFTERMATH: Holding the cities was never really an option. The only hope was to delay the enemy as the populace snatched up their belongings and fled to the ships gathered at the harbor. Panic spread throughout the cities as the enemies gained entrance and began burning everything in sight. Orderly columns of refugees became fleeing mobs, hampering the ability of their would-be protectors to defend them. Huge numbers of the population were mowed down by the attacking hordes and many troops that were to have manned the walls of Nonali never made it to the ships.

PLAYTESTERS: Morrie Torriel, Steve Antis

Diskwars Scenario #28

Meeting Engagement

From [Mark Talabere](#)

Scenario: Meeting Engagement

Number of players: 2 or 4

Starting Disks: 1 no more than 10pts.

Army Size: 150 points

Reinforcements: 1

Setup: Homelands are placed as for Ring of Fire. Each player chooses 2 or 3 terrain disks and they are placed in a bowl or bag to be drawn randomly later. One terrain disk is drawn at random and placed in the center of the playing area.

Special Rules: All disks have two additional abilities for this scenario.

- Exploration-** Any disk not touching a homeland, a terrain disk or an enemy disk may A to 'discover' a terrain. If within 12" of starting homeland, draw 2 terrains from the 'terrain bag'. Return one to the bag and place the other within 12" of the exploring disk. If more than 12" from starting homeland draw one disk and place it within 12" of the exploring disk. Terrain must be placed at least 6" from a homeland, at least 12" from a different terrain type, and at least 6" from the same terrain type. If the terrain cannot be placed it is returned to the terrain bag.

- Call for Reinforcements-** Any disk within 6" of its homeland, but not touching its homeland, may A to cast Call to Arms. This ability may not be used if possession of a player's homeland is contested.

Victory Conditions: A player is victorious if he earns at least 15pts in a single turn or if he is the only player in the game. At the end of the Remove Counters Segment each player receives points as follows:

- Uncontested control of any homeland - 7pts
- Contested control of any homeland - 3pts
- Uncontested control of any terrain - 3pts
- Contested control of any terrain - 1pt
- Closest disk to uncontrolled terrain - 1pt

If a player's homeland is unoccupied the owning player is considered to have uncontested control of it. Any player earning fewer points than the turn number is eliminated from the game.

Diskwars Scenario #27

Civil War

From [Marc Bornmann](#)

Scenario: Civil War

Number of players: any

Army size: var.

Initial placement: 6

Reinforcements: 6

Background: Civil war rages across the lands, as various Splitter Groups struggle for power and control of the once mighty empire....

Setup: For this scenario, agree upon one Faction since all players will have to play the same Faction.

Prior to constructing armies, each player will have to make bids for unique Disks since each unique Disk may be present only ONCE on the entire battlefield. Determine a player to go first who then starts bidding for a unique Disk. All players (proceed clockwise) then can bid more until a final offer is made. Once a player folds in a bidding round, he may not bid again for the current disk. Then, the next player (randomly chosen or counterclockwise from the starting player) starts bidding for a new Disk. Repeat this until all unique Disks are gone or until nobody bids for a remaining Disk. Disks have to be purchased for at least their normal costs. Each player has to have at least ONE unique Disk (If at any time the number of remaining unique Disks is equal to the number of players who do not already have a unique Disk, only these players are eligible to bid for Disks). Each player then chooses one of his unique Disks to be his 'Splitter Group Leader'. After this, proceed with army building but take into account for the higher cost (probably) of the unique Disks (20 min. time limit suggested). There are no other unique Disks from any other Faction allowed (or unique Factionless Disks). At least 75% of your total Army points (less points for Spell Disks) must belong to the agreed upon Faction. Have some sticky notes ready, they might come in handy....

Two or three player variant:

One land is placed centrally in the middle of the table, and the staging areas are placed two feet away from the central land, equidistant from each other.

Victory Conditions: A Player wins by having the sole surviving 'Splitter Group Leader' or by sole control of the central land for two consecutive Remove Counter Segments. Armies of a slain 'Splitter Group Leader' are removed from game at the end of the Remove Counter Segment.

Four or more player variant:

One land is placed centrally in the middle of the table, and the staging areas are placed two feet away from the central land, equidistant from each other. Each player then places one Terrain Disk (besides Lake Terrain Disk) in the middle of the triangle that is formed by the central land, his own staging area and the staging area of the player to his right.

A slain 'Splitter Group leader' is not killed but must swear fealty to the Splitter Group that would have vanquished him (even if killed by magic). This occurs at the point when the Disk would be normally removed from the game. Instead, the Disk remains in play and gets all prior wound marker removed. A Vassal should try to ensure the victory of his Liege (thus showing that he only succumbed to the strongest). He now gains a minor victory if his Liege wins the game.

Disks of a Liege and his Vassal do not battle each other, nor may the Vassal activate his Disks to move on top (pin) Disks of his Liege. Vassals of the same Liege may pin each other, but do not combat. When a Vassal is slain again, he can not change loyalty. Instead, he is removed from the game and control of all his Disks fall under the direct control of his Liege at the end of the Remove Counter Segment. If the Vassal is slain by his own Liege (e.g. by an aimed fireball, aimed or stray missile counters, etc.), all of his Disks come under the direct control of one of the remaining independent players at once, Vassal's call.

You win by 'controlling' the majority of 'Splitter Group Leaders' (including your own) at the end of the Remove Counter Segment.

Variant Victory Conditions: A Player wins by having the sole surviving 'Splitter Group Leader' or by sole control of an agreed upon number of Terrain Disks at the end of the Remove Counter Segment. Armies of a slain 'Splitter Group Leaders' are removed from game at the end of the Remove Counter Segment.

Diskwars Scenario #25

Rescue the Princess

From [Gandalf](#)

Scenario: Save the Princess

Number of players: Three

- Knights - 150 points + Princess Gwynneth (does not count for army points)
- Makhim - 200 points
- One Evil Army (either Uthuk or Orks) - 150 points
- Knights and evil army may not have Makhim disks in their ranks.

The Story: While playing in the forests on the borders of her father's kingdom, Princess Gwynneth and her friends got caught in a terrible thunderstorm. The Princess got separated from the others, lost her way and came to the swamps of the Makhims. Not knowing where she was she stumbled right into one of the holy groves the Makhims have in their lands. There she was caught and imprisoned, for the Makhims have an ancient law which says that no stranger who enters a holy grove shall ever leave it again.

Now King Falladir is upset and has sent a large force to one of his outposts in the marshlands. He has given them the order to find his daughter and bring her back.

Somehow a rumour of the Princess' current whereabouts has reached Llovar's ears, too. He'd like to kidnap her, keep her as hostage and use her against Falladir. So he ordered one of his evil armies to invade the swamps and take the princess...

Setup: Place a Forest Terrain in the center of the table and put Princess Gwynneth on the Forest, right in the middle. This is the holy grove of the Makhims.

Now the Knights player may place his staging area anywhere on the table at least 45 cm (18'') away from the Forest. Then the player of the evil army does the same with his staging area, which must also be 45 cm (15'') away from the Knights' staging area.

After that the Makhim player may place up to two other terrain disks anywhere on the table, at least 15 cm (6'') away from any other terrain disk or staging area. Only Forests, Lakes and Ruins are allowed.

The Knights and the evil army put their five starting disks on their staging areas. Then the Makhim player may place all his disks anywhere on the table (after all it's his swamp...), but none of his disks may be placed less than 15 cm (6'') away from the two staging areas of the other players. Knights player goes first, then the evil army, finally the Makhims.

Initial placement: 5 Disks (Knights and Evil) All (Makhim)

Reinforcements: 5 (not the first round)

Victory condition: The Knights win the game immediately if Princess Gwynneth is touching their staging area.

The evil army wins the game immediately if one of their disks carrying Princess Gwynneth is touching their staging area.

The Makhims win the game if none of this happens until the end of round 10.

Special Rules:

- This is a swamp full of water and mud. Movement is not so easy for all who are not used to live in such an environment. Therefore all non-Makhim-disks have their movement reduced by 1 (even if they belong to the Makhim army).
- The holy grove of the Makhims is a special Forest Terrain. It shares the qualities of the ordinary Forest (protection from missiles, ect.). In addition, no

disk in the Forest may be the target of a spell and all neutral disks receive +1 to Defense and Toughness while in the Forest.

- Princess Gwynneth is controlled by the Knights player, but she may only leave the grove while a friendly disk is also in the forest.
- Princess Gwynneth may not be killed. She is immune to damage from all spells and missiles during this scenario. If she's pinned by an enemy disk (evil or Makhim) there's no combat. The enemy disk may carry Princess Gwynneth around if the disk has a larger diameter than she has (put the Princess under the enemy disk). The Princess may not be transferred from one disk to another. The Knights player regains control over her if the enemy disk carrying her is killed.

Diskwars Scenario #26

The Northern Wastes

From [Gandalf](#)

Scenario: The Northern Wastes

Number of players: Three

- Dwarfs - 150 points
- Orks - 180 points
- Dragons - 200 Points (any alignment, but only Dragons !)

The Story: Live is harsh in the Northern Wastes, where large mountain ranges and icy lakes dominate the landscape. Many dwarven tribes live here and even more Orks. But the mighty Dragons of the North dominate the sky.

The Dwarves of the Blue Hammer have decided to abandon one of their less used fortresses. Therefore they want to move all the treasure they keep there to another fortress (They won't just leave it behind, it's a lot, even for dwarves...).

Somehow a big Ork-tribe living nearby has noticed the preparations the Dwarves made. They have decided to ambush them and steal all the treasure.

The Dragons, watching both Orks and Dwarves from the skies, have long been waiting to be given the opportunity to show them all that they're the true rulers of the Wastes. Now this little strife might offer a chance to destroy their homes and drive some of them out of the lands...

Setup: The playing area should be a rectangular table. Place a Mountain Terrain in the center. This is the staging area for the Dragons. Place a Ruin Terrain in one corner of the table and another Ruin in the opposite corner. These are the dwarven fortresses. The Ork player may then place his staging area in one of the two remaining corners. Now every player may place one additional terrain disk anywhere on the table, at least 15 cm (6'') away from any other terrain disk or staging area. Only Mountains and Lakes are allowed.

The Player with the Dwarves must put 10 coins in one of his fortresses. That is the treasure that the Dwarves have and that they must carry to the other fortress. The Dwarf player may place his disks (starting disks and reinforcements) on either of the two fortresses, for they're both his staging areas. He may even split his disks up.

The Ork player places his starting disks on his staging area and the Dragon player does the same. First round starts: Dwarves go first, then Orks, Dragons last.

Initial placement: 6 Disks (Orks and Dwarves) Any as long as they touch the staging area (Dragons)

Reinforcements: 6 Disks (Orks and Dwarves) Any as long as they touch the staging area (Dragons)

Victory condition: The Dwarves win the game immediately if they have six or more coins in their second fortress (the one without coins at the beginning).

The Orks win the game immediately if they have six or more coins in their staging area.

The Dragons win the game immediately if they have sole control of the Ork's staging area and both dwarven fortresses, or if all enemy disks are dead.

If none of this happens until the end of round 12 the game is a draw.

Special Rules:

- any Disk (except Dragons, see below) that is touching a staging area may take one coin if there're coins left on that staging area. Every Disk may only carry one coin. If a disk carrying a coin is killed, the coin drops to the ground and may be taken by any other disk moving over it. Coins may be transferred between friendly disks that are touching and may be transferred to a staging area likewise.
- the Dragons are not interested in the gold (I guess they've enough...). The Dragon player may therefore not take or carry coins.
- The Ruins are not considered to be a Ruin Terrain. They're dwarven fortresses and they do not give archers a bonus and are not a barrier to missile fire. Nevertheless they still give any disk in the terrain a +2 Defense. The staging area of the Dragons is considered to be a Mountain Terrain.
- The Dwarves of the Blue Hammer, being a tribe of the north, are immune to the cold, but they're extremely vulnerable to heat and fire. Therefore the special abilities of some dwarves (e.g. Varik, Grovan) do neither protect themselves nor others from fireballs (missiles and spells). Magic however may still be used against fireballs (e.g. Liquid Shield or Ward).

Diskwars Scenario #22

Robbery!

From [Thomas Brandon](#)

Scenario: Robbery!

Number of players: Two

Setup: Each players pick a Disk as his or her thief. That Disk cannot die. Your thief must make it to the other player's homeland disk and come back to your homeland disk in order to win.

Initial placement: 10 Disks

Victory condition: The player whose thief gets the load back first wins.

Diskwars Scenario #23

Steal the Bacon

From [Doc](#)

Scenario: Steal the Bacon

Number of players: Min. of 3 but more is always good

Army Size: Not exactly sure but I think it would be fair if no more than 100. Read more and you'll understand.

Setup: Put land disks in a triangular shape with a point and a line at the bottom. Length is up to you but probably 2-3 feet.

Initial placement: 6

Reinforcements: 6

Victory condition: Steal the "Bacon" and get back to your land disk (no, not capture the flag - keep reading).

How to play: Appoint someone to be the Monsters guarding the bacon (this is a fun job). This person is the one that starts out at the point of the triangle. You're the one standing in the way of everyone's goal, so wreak as much havok as possible. You are not bound by factions or good or evil, you can mix. The idea is that you should get all the biggest monsters like T-Rex, and other big dragons etc.(To make it harder to get to the "Bacon"). Now you get more army points depending on the number of people playing and many army points are available.(like if 2 people 100pts each play 150-175; 4 people playing 150pts each play 250-300 etc.) You also get double the Initial Placement, but same reinforcements (maybe double). Now the other players are trying to get by you so try to crush them before you do. Basically it's really hard to win... But i'm sure it's possible, you basically aren't in there to win, just bust a lot of heads.

Options:

- 1.If you're having trouble killing him by yourself try teaming up w/ your opponent and killing him off then wage war against eachother once he's dead.
- 2.Probably a good idea if you make so any Powerful disk the monster keeper has no one else can have, so he can't be matched.
- 3.Oh yah and nothin to do w/ this scenario but this could be obvious but I haven't heard much about people playing teams... it's a lot of fun and adds tons more strategy. 2 on 2 is ideal.

Diskwars Scenario #24

Over the River and Through the Woods

From [Charlie Stout](#)

DISKWARS - SKIRMISH TERRAIN

First you need to make some Terrain pieces. If you want to try these rules out before you go to a lot of work, just put some post-it notes on a few extra disks and play on!!

MAKING SKIRMISH TERRAIN

Using poster board cut out a big pile of 1 3/4", 2", and 2 1/2" creature size disks.

If you are creative you can draw the jagged outline of a treetop on some of the disks, or the word TREE printed on each will also work. Be sure to use random sizes. These disks will represent INDIVIDUAL trees on the table.

Draw bushes and fallen trees or logs on several of the 2 and 2 1/2 inch disks or print the word BRUSH on them. These disks will represent the low level brush and debris found on the ground in a forest.

Pick a few disks to draw rock shapes on or print the word ROCKS on them. These disks will be used to represent rock outcroppings or if laid out end to end they create a rock wall.

Pick some of the remaining disks to represent man made objects such as a well, wooden fence pieces, idols, woodpiles, ditches, gates, etc. Print their names on them or draw pictures of them. These disks will represent these items.

Cut out some randomly shaped strips of blue posterboard approximately 6 inches long to represent rivers and streams. These pieces need to be at least 3 inches wide in most places. Don't forget to include some curved and forked pieces.

Cut out some randomly shaped strips of brown poster board approximately 12 inches long and 6 inches wide. These pieces will represent roads. Remember to make curves and intersections.

Okay, now the hard work is done! Here are the rules that we use for our Skirmish Terrain.

- 1.Character and creature disks cannot cross a RIVER piece unless a road crosses the river, (Bridge) or at a Ford in the river (small rocks drawn across a river piece). Flying disks can cross freely, but may not land on water.
- 2.Character and creature disks that follow a ROAD add +1 to movement. (Does not apply to disks that are flying.)
- 3.TREE disks may only be moved over top of by flying disks. They block all other movement, line of sight for missile fire, and spells. Flying disks can hide in a Tree disk by landing on top of it. They may not fire missiles or be fired on while in the tree.
- 4.BRUSH can be moved over at a -1 movement penalty. (Does not apply to disks that are flying.) Creature disks that are larger than a BRUSH disk may move over them at no penalty. BRUSH disks block line of sight for missile fire, and can be used as cover. Character and creature disks can hide under BRUSH disks for complete protection from missile fire. In order to fire missiles from out of BRUSH a character or creature disk may only be 1/2 covered by the BRUSH disk, and thus may also be hit by missile fire.
- 5.ROCKS can be moved over at a -1 movement penalty. (Does not apply to disks that are flying.) Creature disks that are larger than a ROCKS disk may move over them at no penalty. ROCKS disks block line of sight for missile fire, and can be used as cover. Character and creature disks can hide under ROCKS disks for complete protection from missile fire. In order to fire missiles from ROCKS a character or creature disk may only be 1/2 covered by the ROCKS disk, and thus may also be hit by missile fire.
- 6.All man made OBJECTS can be designated to block or slow movement by a -1, block line of sight, and used for cover, it depends on the OBJECT and the scenario you are playing. Use the appropriate rules from BRUSH and ROCKS.

Here is one of our favorite battles to use Skirmish Terrain in:

OVER THE RIVER AND THROUGH THE WOODS

THE BATTLEFIELD

In a 4x4 playing area place a river 20 inches from player's side A across between the left and right sides. Place a FORD piece 12 inches from one end. Generously place TREE, ROCKS, and BRUSH disks around the rest of the playing area to represent a forested area.

THE UNITS

Orcs 75 points

Elves 25 points w/ 25 points of reserves.

THE STORY

The Orc units have been sent down river to find a place to cross in order to sneak around behind the Elven army for a surprise attack in a great battle. The Elven units have been stationed here to guard this ford against just such a plan.

SET UP

The Elves set up 25 points of disks anywhere on side B of the river before any Orc

units are placed. Slips of paper with the names of disks on them may be put under the terrain disks to mark hidden units. The Orc player should leave the room or turn around so as not to see the placement of any hidden disks. After turn 3 the Elven reserves may enter the battlefield anywhere from the edge of side B, 2 disks at a time each turn.

The Orcs enter the battlefield on side A of the river from the side at the opposite end of the river from the ford. They can be no more than 6 inches from that end of the playing area.

OBJECTIVES

The Orc Player totals the army points of each disk that EXITS the playing area across side B, plus 2 points for each Elven disk killed. Orc disks that leave the battlefield may not return.

The Elven player totals the army points of each Orc disk that is killed, plus 2 points for each Elf disk that is still alive at the end of the game.

THE END

The game ends when one or the other side has no disks left on the battlefield.

Diskwars Scenario #21

Really Big Battle!

From [The mad cricket](#)

Scenario: Really Big Battle!

Number of players: Any.

Army size: All that are in your army. NOTE: 50% of your creature disks need not be from 1 faction.

Setup: Put your disks in a row that is at least 2 feet away from all other rows.

Initial placement: All Disks in your army.

Reinforcements: None.

Victory condition: Last player with surviving Disks wins.

Diskwars Scenario #20

Mana Storm!

From [Jim Grace](#)

Magical Energy is running rampant through the land! The armies of the world are racing to contain the mana before it destroys everything in sight! Of course, the army that does gain control over this much energy will have a very potent weapon.

This Scenario will require each army to have Spellcasters, the more, the better.

Scenario: Mana Storm!

Number of players: Any.

Setup: A large playing field is best. Homeland disks should be placed at least 3 feet apart (and 2 feet apart from neighbor in a game with 3 or more armies) Place a terrain disk in the center of the field (Like "Doom Hill"). Next, each player will choose 50 points in spells and place all spells in an opaque-sided bag (Like a brown bag).

Army size: Equal point cost, I suggest a minimum of 75 due to the use of multiple Spellcasters in each army. (No other spells can be chosen)

Initial placement: 6

Reinforcements: 6

Victory condition: Be the first army to cast a 1st level spell in one terrain, a 2nd level spell in another terrain, and 3rd level spell in a third terrain To do this, move a spellcaster disk onto a terrain and cast a random spell from the bag. Note: this is the ONLY time spells may be cast! If the spell is too high a level for the caster, then the disk will not have its activation counter removed (It loses a turn). If the spell has no legal target or no target in range, then the spell is wasted and the terrain is not charged. You may not count your homeland disk as one of the three. All spells are placed back into the bag after being cast.

Options:

1. More terrain disks can make the game faster-paced; scatter them randomly. Increasing the number of terrains needed to be charged could make the game longer and more challenging.
2. Keep track of which army has charged a terrain; casting another spell there removes the previous army's mana and replaces it with yours.
3. Spells must be cast in order: 1st, 2nd, 3rd
- 4.4) If a spell level is too high for the caster, then the caster is killed (Much more brutal!)

Diskwars Scenario #19

Swamp Monsters!

From [Peter Grahn](#)

Scenario: Swamp monsters!

Number of players: 2 (orcs and knights fit the background best, but of course any armies will do)

Army size: equal points, not more than 150 recommended since the monsters then will lose some of their importance.

Initial placement: 2

Reinforcements: 6

Background: Falladir's scouts have found a mysterious swamp in a valley at the border of his kingdom. The swamp was inhabited by monsters, but the scouts found that they were easily tamed.

Happy to have found valuable reinforcement to the army the scouts began to march home, but as a small orc patrol led by a spellcaster ran into them by accident, the monsters suddenly turned on the scouts, seeming to obey the orc wizard. After the battle ended, only a single scout had survived. Mortally wounded, he was able to reach safety and to tell the horrible story to Falladir before he died.

Falladir immediately rounded up whatever troops he had and began to march towards the swamp. "The monsters could be a valuable asset to me and my army, and God knows I need it", Falladir thought. But as they approached the swamp he saw just what he didn't want to see... an orc army. Apparently, an orc must also have survived the battle and been able to tell his superiors. Now, a battle of extreme importance was at hand, the winner being able to considerably strengthen his forces, the loser risking to lose the entire war.

Setup: The undead homeland is put in the center of the table, and each player puts their staging areas as far as they can from their opponents (ideal placement is 24" from the swamp). Then each player chooses a terrain disc and puts it into play within 12" of his homeland but not closer than 6" from the swamp, other terrains or any staging area.

Victory condition: Winner is the last player with disks. It is possible that at the end of a turn only swamp monsters are alive. In that case the game is a draw.

Special scenario rules: During the remove counter segment of the 2nd, 4th, 6th, 8th... etc round, put 1 swamp monster into play at the center of the swamp. If another disc is already there, put the monster on top of it. The monsters are neutral, 6/6/6, movement 3 and they are immune to missiles. They are of the second smallest size. Use some sort of proxy disk to represent the monsters, preferably a disk not appearing in any army. Miasmen or Makhim warriors works good, as they even ARE swamp monsters.

During the beginning of each reinforcement segment you must check which army controls each swamp monster. The highest level spellcaster within 6" of a monster controls it, and if there are 2 or more spellcasters within the range and with the same level the one closest to the monster controls it. If no spellcasters are within 6" of a monster, the disc with the LOWEST toughness controls it, if 2 or more share the same toughness the one closest to the monster is the master. If no disc is within 6" of

a monster, no army controls it and the monster will not do anything this round, except to apply its D value to anyone attacking it. Remember to do this control check at the beginning of EACH reinforcements segment. Just because you controlled a specific monster the previous round doesn't mean it will obey you this round.

Diskwars Scenario #18

Battle Ball!

From [Jim Grace](#)

Scenario: Battle Ball!

Number of Players: 2

Setup: Use a narrow playing field, 3' to 4' wide. Players put their Homeland Disks in the center of each end of the field 4' to 6' away from each other. Get a counter to represent the Ball. (I suggest a Spell Book Disk or a Penny)

Army Size: Equal point-cost of disks, Exactly 6 disks per player, all from the same Army (Free Agents are optional, but must be of the same alignment)

Initial Placement: 6

Reinforcements: None

Victory Conditions: Get the disk with the Ball onto Opponent's Homeland Disk.

Scenario Special Rules: When deciding who activates first, the player that wins may choose: Move first or start with the Ball.

Designate one disk to be the Quarterback - this disk has the "Throw Ball" skill. This is treated just like the "Fireball" Spell for targeting purposes and execution. The QB can move up to half his move (Round down) and still throw. The ball does no damage and has a range of 12".

Any disk may lateral the ball to any friendly disk within 2". This action reduces the throwing disk's move by one. Any piece which moves off the edge of the field is out of bounds and removed from play. If the disk carrying the ball is killed then the ball is left there where it can be picked up by anyone. A disk must pin the the Ball and end its move there to pick it up. If the ball is moved out of bounds, come up with whatever rule you like. (I'm partial to tossing the ball back of the field in an unoccupied away - makes a good free-for-all!)

Diskwars Scenario #17

Paths of Blood and Gold

From [Boyd Bottorff](#)

Scenario: Paths of Blood and Gold

Number of Players: 2

Setup: Put one land disk at one side of the table to represent the mines. Each player puts his homeland disk 4' away from the mine disk and 4' away from the other homeland. Get a number of pennies (about 1 per 10 army points for each player). These represent the gold bags.

Army Size: Equal point-cost of disks.

Terrain Disks: (optional) One or two terrain disks per player. Terrain disks may be placed anywhere on the opponent's side of the table, at least 12" away from both the mine disk and the opponent's homeland disk. The placing player decides what terrain type he places.

Initial Placement: 6

Reinforcements: 6

Victory Conditions: Whoever gets more gold bags to his homeland is the winner.

Scenario Special Rules: During the remove counters segment of the turn, put a gold bag marker on each disk on the mine disk. Next turn, that disk may move normally; the marker moves with it. If the disk gets to its homeland disk, the marker is removed and counts towards that player's victory points. If a disk carrying a gold bag marker is killed, the marker is dropped at the center of that disk, and is placed beneath any disks currently there. Other disks may pick up a dropped marker by moving onto it and ending their turns on it.

Diskwars Scenario #16

Escort

From Stephane Laulhere

Scenario: Escort

Number of Players: 4 - two evil armies and two good or neutral armies are needed.

Reinforcements: 5

Starting Disks: 5 (see special rules for escorted people).

Setup: Place good armies lands (staging areas) in the border of a circle battle field (7' diameter). These 2 lands must at 6" from each other. Place evil armies lands at 24" from the good ones (each one on opposite border of battlefield).

Army Size: 150 points for each army (they are all aware of danger so they have a real big spellbook...). All good units should be deployed in 3 turns.

Victory Conditions:

For good army:

- Major victory : save all escorted people.
- Minor victory : save at least 3 escorted people.

For evil army:

- Major victory : destroy all escorted people
- Minor victory : destroy at least 3 escorted people.

Special: King Falladir has to bring special people in his kingdom. These are peasants (take 5 peasants discs), but they're very special though, because they are immune to spells. (that's why Falladir has to bring them in the kingdom). However, they're not immune to missiles, even magical missiles (fireball, powerbolt, deathball, rain of steel, etc).

The peasants have initial placement of 1 in each good army land, and 1 reinforcement in each land. The last peasant is placed at will on the 3rd turn.

They HAVE TO go to the other end of the battlefield, as quick as possible (no turn back, no retreat). In the activation phase, the "good" players can choose to move any peasants, they count in the number of activated units in the phase.

Diskwars Scenario #15

The Eye of Braant-Ra

From [Steven Damer](#)

Scenario: The Eye of Braant-Ra

Number of Players: 3

Reinforcements: 6 (see below)

Starting Disks: 6 (see below)

Background: The Eye of Braant-Ra, a powerful artifact, is drawing undead from the nether realm. Llovar has sent his forces to acquire this useful magical item. Fallidir has sent forces to destroy this hideous abomination. The undead, new to this plane of existence, are just trying to survive.

Setup: The undead homeland is placed in the center of the map. The good and evil homelands are placed on opposite sides of the map, at least 2 feet away from the undead homeland. All the undead forces are deployed initially, the good and evil players deploy six disks initially. The good and evil players each get six disks of reinforcements per turn. The undead player gets 10 points worth of reinforcements every turn, (he chooses which reinforcements to get next turn immediately after placing his reinforcements for the current turn).

Llovar's forces - 200 pt. army. All evil, no undead.

Fallidir's forces - 150 pt. army. All good.

Undead player - 50 pt. army. All undead.

Victory Conditions:

The evil player is trying to capture the artifact, and bring it back to his territory. He can pick up the artifact by moving one of his disks over it. That disk must end its movement for that turn, but next turn it can carry the artifact back. If it is killed while carrying the artifact, the artifact is dropped where the disk was killed.

The good player is trying to destroy the artifact. The artifact has 3 wounds, and a toughness of 10. The good player may use his disks to pick up the artifact, and carry it towards a disk with enough power to hurt the artifact. Any disk may activate to voluntarily drop the artifact.

The undead player is trying to kill the good and evil players. If the evil player captures the artifact before it has taken any wounds, he gets a major victory. If the evil player captures the artifact with one wound, he gets a moderate victory.

If the evil player captures the artifact with two wounds, he gets a minor victory.

If the good player destroys the artifact, he gets a major victory.

If the undead player destroys both the good and evil players, he gets an incredible victory.

Special Rules: Displacement may not be cast on any undead units, or on any unit carrying the artifact.

Notes: I've played this once. It seems reasonably balanced. (The good player won, but the artifact only had 1 wound). The undead player has a difficult position, but if he can draw the game out, his continual reinforcements could be useful. If you want to balance it more, up the undead reinforcements to 15 every turn, but reduce the victory from an incredible victory to a major victory. This is a good introductory scenario to use. You play the undead, and have the new players play the good and evil sides. Your presence in the middle of the battle can act to keep the game relatively even, and prevent one player from getting stomped. I would be very grateful for the results of any games you play, and any feedback you may have. My email address is sdamer@epicsystems.com.

Diskwars Scenario #14

Pillage!

From [Lance Richardson](#)

Number of Players: Any

Reinforcements: 6

Starting Disks: 6

Setup: Setup is like Doom Hill... without the hill.

Play: Each player attempts to destroy the other players' homelands by attacking it as you would any other disk. Each land has a Toughness of 40, but no Attack or Defense Value.

Victory Conditions: The last Army with a surviving homeland wins.

Variants: If you are good and attacking evil land, or the other way around, attacks could do +1 damage when attacking the land... and any disk that has to overlap (touch) the target to attack it could be -1 toughness... you can set your own value here too.

Note: Unlike all other disks, missile and other damage counters are not removed from land disks during the 'Remove Counters' segment. IT IS CUMULATIVE! You'll need plenty of beads or pennies for this one!

Diskwars Scenario #11

Bank Raid

From [Boyd & Michelle Bottorff](#)

NUMBER OF PLAYERS: 2. At least one player should have more than one army.

SETUP: Place four Diskwars boxes in a square pattern, with 5" between each of the boxes (hereafter called buildings). Place a boundary (masking tape works here) 5" away from the buildings on three sides, going off 30" in the last direction. One player (the defender) will set up at or behind the buildings, and may not move more than 6" beyond the buildings until at least one attacker's disk reaches the buildings. The second player (the attacker) starts at the far end of the table. Put a coin in the center of the back wall. This is the treasury.

ARMY SIZE: Make a defending force consisting of a 50 points plus 4 archer disks (disks with arrows or bolts). Both players bid how many army points they will need to defeat this force. Whoever bids lower immediately builds an army with point-cost equal to what he bid. The other player takes control of the defending forces, and places them in his setup area. One archer goes on each of the buildings.

INITIAL PLACEMENT: All. If the attacker can't place all of his disks touching the starting area, each disk he can't put on the table is put into play when there is room. Those disks get one movement less that round.

REINFORCEMENTS: None.

VICTORY CONDITIONS: The attacking player wins if he can get the treasury off his side of the board.

SCENARIO SPECIAL RULES:

- Defending disks may not move onto the treasury unless an attacking disk is carrying it.

- Any attacker's disk touching the treasury may pick it up. The disk loses flying, if it had flying, and loses one movement. If killed, drop the treasury in the center of where the carrying disk was.
- Archers may not fire at disks behind buildings. If you can not draw a straight line from the firing disk to the target disk, it may not be targeted. Missiles that bounce on the drop to hit an ineligible disk are not counted. Missiles may target disks on buildings.
- Units touching a building before activation may move anywhere onto the building during their turn. Moving onto a building activates the counter, and if placed on a disk already on the building, the disk being attacked gets +2D and +1T that turn. Units on a building may move off during their move. Place the unit anywhere touching the building, activated. There is no bonus or penalty for moving into combat from off a building.

Diskwars Scenario #12

Earthquake!

From [Boyd & Michelle Bottorff](#)

NUMBER OF PLAYERS: even numbers

SETUP: Place lands equidistant from each other, about 24" from the center. No central land.

ARMY SIZE: Equal point-cost of disks.

INITIAL PLACEMENT: 6 disks

REINFORCEMENTS: 6 disks

VICTORY CONDITIONS: Winner is the last player with disks.

SCENARIO SPECIAL RULES:

- The turn after all reinforcements have been played, any disk touching a land is destroyed.
- The turn after all reinforcements have been placed, after normal movement, each player may move the land of the opponent directly opposite him. The land has a movement of one plus one for each turn the land has moved previously. Any disk the land lands on is immediately destroyed (this does end the land's movement for that turn.) The land may not be affected by spells or abilities.

VARIATIONS:

- Landing on disks *doesn't* end the land's movement
- Land may be affected by spells or abilities
- After the land destroys a disk, its movement "resets" back to one.

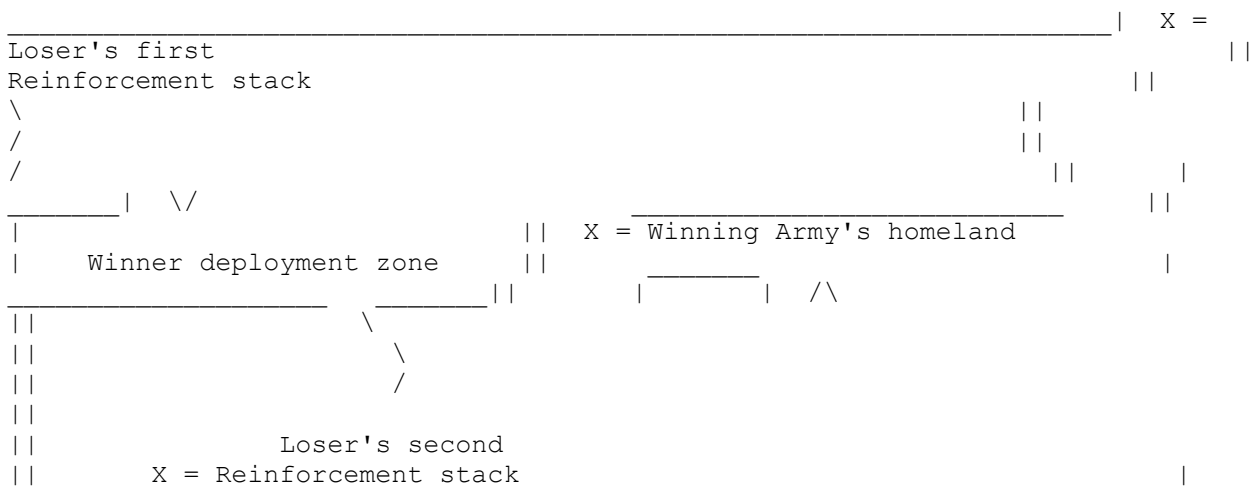
homeland, that army has won and is in possession of the statue. Move onto the next game.

Ambush at Kuwaydin Pass

This is it. Your army has lost the opportunity to capture the statue. If you go home empty-handed, you face execution. This is your last chance. Advance scouts have learned of the winning army's location and their destination. You have learned it takes them through some open grasslands, several wetlands and a valley area. It is here you will stage your ambush... at KUWAYDIN PASS.

The setup for this scenario is a little different than earlier scenarios. First off, both armies are comprised of the same units, but all casualties from the previous fight are removed completely from the army... they died before reinforcements could arrive. The winner of the previous game sets all his forces up on the board 2D6 inches from the right side of the table, all in the center and all inside a 6" corridor. Their homeland is set on the opposite side of the table, on the very edge of the playing area. If some of that army's forces cannot deploy due to a small deployment zone, they simply come on the board, inside the corridor, in any order the player wants.

The valley is created by using the 4 army boxes and placing them on either side of the enemy homeland. The only access to the winner's homeland is via the valley.



(Hereafter, the loser of the previous fight "Meeting at Weydonmeer" will be known as the "Ambusher", and the winner will be known as the "Ambushee.")

The Ambusher starts with 2 units already deployed on the board, anywhere BEHIND the very front edge of the valley(Where the boxes end closest to the Winning army). The rest of his army is split into two, and equal (or at least the best approximation) number of disks, forming 2 reinforcement stacks. The "Ambushee" of the previous fight nominates which unit is carrying the statue, and shows this by placing the "statue" counter on top of that disk. That disk suffers from -1M(ovement). The first activation segment is ALWAYS given to the Ambusher of the previous fight; remember, it is his ambush, ya know. During this activation, the Ambusher immediately gains D3 (D6 divided by 2) reinforcements to split between his two

stacks. Placement of these are randomized by rolling 1D6, 2D6 or 3D6 (As chosen by the Ambusher) and adding the total. This gives the number of inches that the unit is moved and placed from the front edge of the valley. The unit is placed at the very edge of the table, unactivated. The ambusher gains D3 reinforcements a turn, placed in the same manner above. The Ambushee gains no reinforcements. (His whole army is already deployed!)

Victory Conditions

Ambusher objective: To seize the Statue and flee with it off of one of the long table edges.

Ambushee objective: Same as last game: Get it to your homeland before it falls into the hands of your enemy!

Diskwars Scenario #1

Treasure Hunt

From [FFG Staff Scenario](#): Treasure Hunt

Number of Players: Any

Reinforcements: 6

Starting Disks: 6

Setup: Players set up their staging areas equidistant from each other, at least two feet apart, with an open area between the staging areas (like the "Doom Hill" scenario, but without the central hill). Each player takes five tokens (pennies work well), places them on a large disk 12" above the central open area, and drops them onto the playing field (similar to a missile attack). After all players have thus dropped their tokens, there should be a number of tokens, equal to five times the number of players, scattered randomly across the playing field.

Play: Each token represents treasure. The object of the scenario is to accumulate as much treasure as possible. A disk may claim a treasure by flipping on top of it (as if pinning another disk). After the Remove Counters Segment, all treasures thus claimed are removed from play and set aside next to the players whose disks claimed the treasures. If two or more counters claim the same treasure, none of them get it and the treasure remains in play.

Victory Conditions: The game ends when all treasure has been removed from play. The player with the most treasure wins.

Variant #1: The values of the disks killed by a player's army are added to that player's treasure total.

Variant #2: Some treasures are worth more than others. Replace one of the five tokens with a different token (nickels instead of pennies, for example), so there is one in play for each player. These different tokens are worth 10 points apiece.

Diskwars Scenario #2

Capture the Flag

From [FFG Staff Scenario](#): Capture the Flag

Number of Players: Any

Reinforcements: 6

Starting Disks: 6

Setup: Players set up their staging areas equidistant from each other, at least two feet apart (like the "Doom Hill" scenario, but without the central hill). Each army has on its staging area a "flag." This flag can be any sort of token (though Post-it notes or flags work particularly well).

Victory Conditions: A player wins when his army "captures" an opponent's flag and touches it to his own staging area.

Capturing Flags: Army disks initially capture an opponent's flag by touching that opponent's staging area. The flag is immediately transferred to the attacking disk. If a disk carrying a flag is killed by another disk, the flag is transferred to the disk that made the kill. (For example, if Disk A has the flag and is killed by Disk B, the flag is transferred to Disk B.) If the flag-carrier is killed by multiple disks, the flag is not transferred, but falls to the ground. Likewise, if a flag-carrying disk is removed from play but has no killer (i.e., by missile fire, a spell or a Special Ability), the flag falls to the ground. A flag on the ground is immediately transferred to the first disk that touches it. Note that a player may transfer the flag from one of his disks to another by having one pin the other (it doesn't matter which disk is pinned). The flag transfers immediately upon the two disks touching.

New DiskWars Scenarios #3-7

These scenarios use the following symbols:

Starting point for an army

Finish line

Arena

Scenario author: Brett Paul and Eric Scott

Number of players: 4

Reinforcements: 4

Starting Disks: 6

This is an arena combat pitting four sides against each other. Each side controls a quadrant of the arena. The first player to control three quadrants wins (control means kicking out everyone else).

Make the lines of the arena using string, strips of cardboard, pencils, or whatever you have handy. These lines are considered obstacles in the arena (Disks can't cross obstacles). Leave enough room along the outside wall of the arena for engaging opponents.



Gold Rush

Scenario author: Brett Paul and Eric Scott

Number of players: Any

Reinforcements: 4

Starting Disks: 4

The gold rush is on! Try to collect as much gold as you can. Set up with each staging area an equal distance from each other, all around a pile of gold (use pennies) in the center. The gold pile should have five pieces per player.

Get gold from the center, bring it back to your staging area and drop it off. To pick up gold from the center, the unit must flip over onto a gold piece, then spend one of its movement to pick it up. To drop it off at the staging area, the unit must move onto the staging area. When the Disk moves off the staging area, the gold is left behind. Each unit may carry one gold. For example, if your Disk can move 4, and is standing next to the gold pile, it may flip onto the gold pile (1 movement), pick up a gold (1 movement), and move away from the gold pile twice.

Once gold is dropped off at the staging area, it is safe. Gold may also be dropped in a place other than the staging area if the player wishes. That player simply moves the unit that is carrying the gold, leaving the gold where it is on the playing surface (in the center of the Disk's last location).

Disks that are destroyed while they are carrying gold leave the gold behind on the playing surface in the center of the Disk's last location.



Aztek

Scenario author: Brett Paul and Eric Scott

Number of players: 4

Reinforcements: 6

Starting Disks: 6

Another arena, this one is a little more complex. The goal is to reach the top of the Aztek pyramid, plus kill (starting points divided by 2) in enemy units. NO FLYING UNITS ALLOWED! Note: The "steps" of the pyramid should be roughly as wide as two average-sized Disks.

Like the arena above, make the walls from string. The open areas in the center of the wall are where the Disks may "climb" the pyramid. The lines themselves are obstacles that the Disks cannot cross.



Save the Peasants

Scenario author: Brett Paul and Eric Scott

Number of players: Any

Reinforcements: 4

Starting Disks: 4+Peasants

This is a variant of Capture the Flag. Each player starts with one unit of Peasants in play. These Peasants must not be allowed to be captured by other players. These are special peasants, though - they're immune to missiles and spells. Players may not have other peasants in their army.

To capture an opponent's Peasants, the Peasants are attacked normally. If the attacking unit would normally kill the Peasants, the Peasants are captured by that unit. Optionally, you may require that the Peasants be delivered to that player's staging area.

At the end of the game, the player who has captured the most Peasants wins.

Urban Combat

Scenario author: Brett Paul and Eric Scott

Number of players: Any

Reinforcements: 5

Starting Disks: 5

Get some DiskWars boxes that act as buildings/obstacles in the playing field. Select an entrance to the building (mark it somehow). The entrance to the building must be guarded unopposed in order to control that building. The first player to control more than half of the buildings wins.

An alternate version of this gives 10 points to the player who controls a building. Combine these points with points for killing enemy units and play to 100.

Diskwars Scenario #8

Catapult

From [Boyd Bottorff](#)

Scenario: Catapult

NUMBER OF PLAYERS: 2

SETUP: Set up opposing lands at 36" from each other. If the table is larger than 36" across, place the lands equal distances from the edges. Get a spare 2 1/2" disk (the just-slightly-larger-than-normal ones), and place it in front of your land, touching the front of it. This disk represents your catapult.

ARMY SIZE: Equal point-cost of disks.

INITIAL PLACEMENT: 6 disks

REINFORCEMENTS: 6 disks

VICTORY CONDITIONS: Game ends when one player's catapult is destroyed. That player loses.

SCENARIO SPECIAL RULES:

The catapult's stats are 0-0-5. No movement. Can take 3 wounds. Special abilities: immune to damage from arrows and bolts. Immune to the spells Heal, Sure Aim, Displacement, and Powerbolt. Missile: Boulder (1, special firing rules) The boulder is shot by throwing a boulder disk (if unavailable, use a spare spell disk. Damage is 5) from behind the table with an upward motion. Range is unlimited, but disks within 6" of the catapult take no damage from it.

Diskwars Scenario #9

Mountain Pass

From [Boyd Bottorff](#)

Scenario: Mountain Pass

BACKGROUND: During the Siege of Garash, a relief column of elves was heading through the mountain Pass of Deltain at the same time as a band of Uthuk refugees was heading toward the northern countries. Both groups met in the Pass. Though both were more intent on getting to the other side than on destroying each other, conflict was inevitable. The conflict was further confused by the Deltain clan of dwarves, who protested the use of their territory by armed forces without permission by shooting bolts into the massed combat.

NUMBER OF PLAYERS: 2

ARMY SIZE: Equal point-cost of disks. Not recommended to exceed 150.

INITIAL PLACEMENT: 8 disks if over 100 point armies, 6 disks if equal or under.

REINFORCEMENTS: 5 disks if over 100 point armies, 4 disks if equal or under.

SETUP: The combat area should be around 4 feet across (exact measure depending on how big the table you are at is) and exactly 20" wide. Initial disks and reinforcements should be placed touching the near end of the playing area.

VICTORY CONDITIONS: Game ends when all of one player's disks have been removed from the board. Add up the point-value of all disks that have exited the table

and half the point-value of all disks remaining on the table. Whichever side has the highest score wins.

SCENARIO SPECIAL RULES:

- Whenever a disk moves off the far side of the table, remove it from play and count its value towards the owning player's victory totals.
- Each turn, before normal missile fire, each player may drop two sets of two bolt counters (total of four bolts per side, alternating who fires) anywhere on the playfield. Normal missile fire takes place after the "dwarven" missile fire. Dwarves may never be attacked or take damage.
- Any player may destroy any disk he owns that is pinned.

NOTES: Elves and Uthuk are only here to fit the background. Unless using this as part of a campaign, any two races will work. The background and Aftermath sections are only included for flavor.

AFTERMATH: Though the Uthuk had the stronger ground units, a miscalculation by the Uthuk Spellcaster caused a Hegg Gunth, the Uthuk leader, to be impaled when a sword shower fell from the sky. With their morale already at a low point from being besieged, the Uthuk broke and fled. However, elven carousing that night caused the Deltain dwarves to close the pass to further elvan forces and later to ally themselves with the Uthuk.

Diskwars Scenario #10

Five Roads In

From [Brett Paul and Eric Scott](#)

Scenario: Five Roads In

Number of Players: Two in each

Premise: Warning! This is a pretty long scenario, all in all. The area you wish to ultimately capture has five roads leading up to it. Two of those roads, one to the north and one to the south, are large and better-maintained. There are three other side roads that are a bit smaller. Each player starts out by selecting the army side(s) they wish to play for the scenario. Then, players build three 50- or 75-point armies. These are the armies that meet on the smaller roads, before the larger force reaches their destination (larger forces move slower). Here's the setup for those:

Starting Disks: 4

Reinforcements: 3

Setup: Roll a die to see who goes first in the setup step. Players stand two feet back from the playing surface and toss their home disk (in an upward motion) onto the playing surface. Wherever it lands is where they start. The starting areas must be at least one foot apart from each other.

Play and Victory Conditions: Last man standing wins. If there is a draw (i.e.,

unactivated Physical Adept vs. others), all Disks are considered to be lost. At the end of the battle, whichever side has Disks left in play sets those Disks aside. They will be used later. Any "unique" creatures that were slain are also set aside, and cannot be re-used. Play out all three smaller battles in this way.

The final battle

After the three battles above are finished, players make a larger army of 100 or 150 points (double what was used in one of the three scenarios). Add to that any Disks that survived the three battles above. Note: If a mage is used in a smaller battle, and it survived, whatever spells remain may be added to the final scenario as well.

Starting Disks: 5

Reinforcements: 5

Setup and Victory Conditions: The starting points for this battle are at each edge of the table (about 4 feet apart). This is also a "last-man-standing" battle, though just about any scenario may be used for each of the battles.