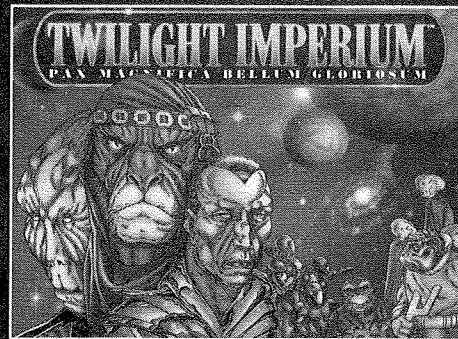


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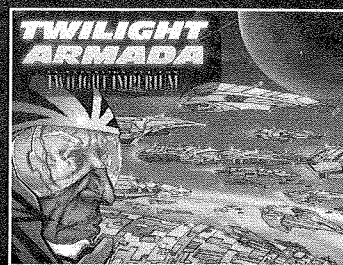


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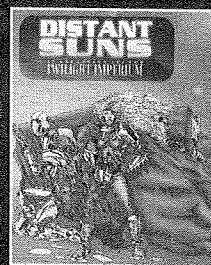
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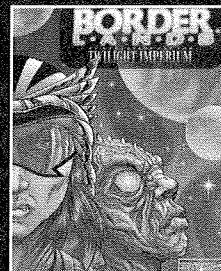
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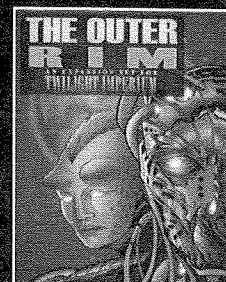
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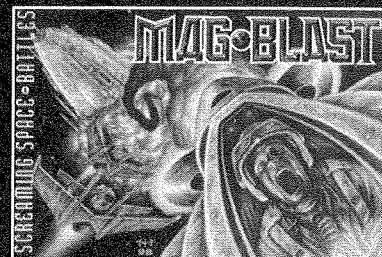
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BM02 Sails of War

by Fantasy Flight Games.

Jason Ottum, Laura Qualey, Tod Gelle, Darrell Hardy, and Donna Brandt.

Design by Christian T. Petersen.

Additional creative input by Tod Gelle and Darrell Hardy

All art by Bill Heagy

All computer art by Christian T. Petersen

Edited by Tod Gelle and Darrell Hardy

Special Thanks to: Lawrence Waechter, Jeff Willis, Rob Jankovich,

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I see a dark sail on the horizon,
set under a black cloud that hides the sun.
Bring me my broadsword and clear understanding, Bring me my cross of gold as a talisman.
Get up to round house on the cliff-top standing, take women and children and bed them down.
Bless with a hard heart those who surround me. Bless the women and children who firm our hand.
Put our backs to the North Wind. Hold fast by the river

- Jechro Tull

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The Sails of War

RULES OF PLAY

1.0 Introduction

Thank you for purchasing THE SAILS OF WAR ("SoW"), the first expansion to the bestselling fantasy boardgame BATTLEMIST. You will need the original game, plus understanding of the BATTLEMIST rules to play SoW.

SoW drastically changes the basic BATTLEMIST dynamics by introducing a multitude of new game-options, interface changes, and a radical new game-board. The oceanic map creates new economic and military challenges for the players, and new rules for quests give Heroes a greater sense of adventure.

SoW is a **comprehensive** game variant to BATTLEMIST, and elements of the original rules have been altered to create SoW.

1.1 Object of The Sails of War

To win SoW, like BATTLEMIST, players must gather 5 magical Stars of Timmoran.

SoW, however, introduces an alternative way to win the game. If one player controls *four* out of the five *Mystical Lands* at the beginning of the Wizards Council phase, that player wins the game.

1.2 The Resource Charts

Included in SoW are 6 full color Resource Charts that make recordkeeping easier. Each chart has a set of boxes numbered from 1 to 55. At the beginning of the game, players should place three separate resource markers (representing the three resources Iron, Grain and Wood) on the numbers corresponding to their starting stockpile levels.

Example: If your starting resources are 15 Grain, place a grain marker over the number 15 -- thus indicating your current stock levels. If your Iron level is at 20, place an Iron counter over 20, etc.

When a player subsequently uses resources (and harvests new resources), simply slide the resource indicators on the chart to their correct new position. These charts allow players to quickly survey how many resources they have available and avoid the constant shuffling of Resource Counters.

It is highly recommended that players use these charts to keep track of resources, as the physical resource counters will be used for Trading and bidding for Initiative.

On the reverse side of the Resource Chart is a handy set of tables and charts for SoW. (In a six-player game, where all the

the charts will all be used for record-keeping, these tables will be inaccessible).

1.3 The Sails of War and BATTLEMIST

Following are the complete rules to the SoW game variant. When playing SoW, we recommend that all rules contained in this booklet be used.

On several occasions, the SoW rules will supersede the rules of the basic BATTLEMIST game. If any rules seem to conflict between SoW and BATTLEMIST, the SoW rules should take precedence.

1.4 Contents

This expansion set contains the following:

- 1 Rules Booklet,
- 1 (28" by 35") blue ocean map,
- 6 Resource Charts.
- 1 Countersheet with 156 counters.

2.0 Setting up the SAILS OF WAR

The SoW set-up process varies greatly from the basic BATTLEMIST game. Follow the steps below to set up the game-board on the new ocean-element.

1) Players first choose races, and all unused Home Realms are removed from the game.

2) All neutral Realms are shuffled. Then each player is randomly dealt 5 Neutral Realms. Extra Neutral Realms are placed aside in a pile.

3) Fold out and lay the ocean map on a large table.

4) Players now select **THREE** Realms from the five that they were dealt. The combined resource-value of the chosen three may *not* surpass 10. A player who cannot select three Realms equal to or below 10 in total resource value may only select two Neutral Realms. The two Realms that each player does not select, and the remaining Realms that were not dealt to players, are shuffled and placed face down in a central pile.

5) Players each roll a die. The player with the highest result places first, followed by the player to his/her right, clockwise around the table. Keep going around the table until all Neutral Realms and all Home Realms have been placed on the board.

5a) When it is a player's turn to "place," that player has the following options:

Rules of Play

1. Roll a placement
2. Place a Neutral Realm from your hand
3. Place your Home Realm (once only!)

Option 1) Roll a Placement

NOTE: To roll a placement, you will need a normal six-sided die.

The large blue ocean map consists of a hex-grid with 96 empty sea-zones. The outer ring of empty sea-zones (in dark blue) are "deep sea zones." The 60 inner (lighter blue) zones are "coastal sea-zones." Each costal sea-zone has two numbers in the lower left-hand corner divided by a forward slash ("/*").

When a player decides to "Roll a placement," he/she takes a random hex-piece from the stack of Neutral Realms. Then he/she rolls one six-sided die, and one ten-sided die. This result indicates where the randomly selected Neutral Realm should be placed. Simply correlate the result of the six-sided dice on the map with the number before the slash "*/," and the result of the ten-sided dice with the number after the slash "/*"

Example: Bill chooses the roll a placement, rather than place one of the Realms on his hand. He therefore takes a random Neutral Realm from the stack next to the map-board and rolls a six-sided dice and a ten-sided dice. Bill rolls a "5" and an "8." This indicates that Bill should place the Neutral Realm on placement (5/8) on the blue map-board.

Note the following rules for rolling a placement:

- 1) If a player rolls a placement that is already occupied by another Realm, the player must roll again until he/she can place the Realm on an empty sea-zone.

Option 2) Place A Neutral Realm

Choosing this option, the player may place one of the Neutral Realms that he/she selected at the beginning of set-up. A player can place the Neutral Realms anywhere on the board with the following three restrictions:

- 1) A player may never place a Neutral Realm in the deep sea-zones.
- 2) A player must always place a Neutral Realm so that its color indicators matches the color indicators of all touching Neutral Realms.
- 3) A Neutral Realm may **never** be placed next to a land-mass **greater than 4 hexes** in total size. If there is no other placement possibility, the player must roll a random placement for the Neutral Realm (using the six-sided and ten-sided dice).

Option 3) Place Home Realm

Instead of the first two options, a player may choose to place

his/her Home Realm anywhere on the board with the following restrictions:

- 1) A Home Realm may never be placed in the deep sea-zones.
- 2) A Home Realm may not be placed within two Realms from a previously placed Home Realm.

Note: Once a player has placed his/her Home Realm, Option 3 is no longer available for that player.

Starting Units

The board is now complete. All Home Realms and Neutral Realms represent land locations, and all empty blue hexes represent the sea.

After the Board has been placed, the players place two free Footmen units and one Hero on their Home Realm. Each player also draws one Quest Card (Adventure) for their Hero.

3.0 Place Sea Serpents



After the game-board has been set up, roll FOUR random sea-zones (similar to the way placements are rolled during the board set-up). On each of these locations, place a Sea Serpent counter. NOTE: The Sea Serpents must be placed on a sea-zone. If a land location is rolled, roll again until a sea location is found.

4.0 The Wizards Council Phase

SoW incorporates a number of radical changes to the basic rules of the BATTLEMIST game. A couple of these are introduced in the Wizards Council phase with respect to the Action cards.

ALTERATION: The Caravan Card.

The effect of this card has been altered to the following:

Caravan

"Playing this card will allow you to trade with the Free Merchants at a 2:1 ratio for this entire turn.
If you own two or more Cities, you may trade at a 1:1 ratio for this entire turn"

Play: During the Wizards Council

ALTERATION: The EVENT Cards.

One of the major changes in SoW is in respect to the EVENT cards. In SoW, if a player draws an EVENT card, he or she must immediately declare that she has drawn an EVENT, and

draw another Action Card until he/she draws a regular (non-EVENT) action card.

After all players have drawn Action Cards, *rather than enact the EVENT cards as they are written*, the players roll one EVENT (by rolling two dice, one for the first digit, and one for the second digit) on the **EVENT TABLE** for every EVENT card that has been drawn this turn.

The **EVENT TABLE** is found in the center-spread of this booklet.

Enact the effects of each EVENT immediately after rolling the dice. After an EVENT has been rolled, remove the EVENT card from the game.

NOTE: This way of implementing EVENTS into the game eliminates the "Council" segment of the Wizards Council Phase. Since SoW introduces so many new elements in the exploration, conquest, and quest elements of BATTLEMIST, the element of "voting" has been removed from the game.

ALTERATION: Fortifications.

To improve the effectiveness of fortifications (Cities and Towns) the Combat Roll modifiers have been altered to the following:

In BATTLEMIST, the defending Army received a +1 on all Combat Rolls when defending a Towns, and +2 when defending a City.

In SoW the defending Army receives NO bonus to their Combat Roll when defending Towns/Cities, but the **attacking** Army receives a -1 on all Combat Rolls when attacking a Town, and a -2 on all Combat Rolls when defending a City.

5.0 Sea Serpent Movement/Attacks

During the Wizards Council Phase, immediately after replenishing Star-powers, players must roll for the movement of the Sea Serpents.

For each Sea Serpent counter, roll a ten-sided die for the direction that the Sea Serpent will move. Refer to the direction diagram located on the upper right-hand corner of the sea-map. On the result of a 1-6, the Sea Serpent moves one hex in the direction indicated by the diagram. If a 7-10 is rolled, the Sea Serpent does not move this turn and stays on its current hex.

- A Sea Serpent cannot go onto land. If there is land in the direction of movement, the Sea Serpent will stay in the sea-zone that it is currently in.

- Sea Serpents **are** allowed to move into the deep sea-zones.

- If a Sea Serpent leaves the board, immediately roll a random sea-zone placement (using the same mechanic as when plac-

ing Neutral Realm) and immediately place the Sea Serpent in this new sea-zone.

Sea Serpent Attacks

If a Sea Serpent ends the "Move Sea Serpents" Phase in the same sea-zone as one or more ships, the sea-serpent will attack the ships.

For every Sea Serpent in such a sea-zone, roll 3 dice. For every result of 7 or more, one **random** ship is destroyed in the hex.

Note: If two Sea Serpents find themselves in the same sad hex containing ships, roll 3 dice for EACH Serpent. (Thus 6 dice must be rolled, potentially destroying up to 6 ships.)

Example: In a sea-zone not far from the Realm of Mellon, the Loth K"har have two Trade Ships full of resources, and the Dwarves have one transport-ship loaded with three footmen. During the "Sea Serpent Phase" a Sea Serpent moves into that sea-zone.

One player rolls three dice that result in a "5," a "7," and a "10." Two ships must be destroyed! The ships are placed in a cup, and the cup is shaken. Another player takes, without looking, two ships out of the cup.... both are the Loth K"har Trade Ships. (The dwarf smiles secretly over his fortune!) These ships are destroyed, their cargo is lost, and the Dwarven Transport ship is placed back on the board.

Note: If a Sea Serpent does not move, it will still attack any ships in its current sea-zone.

Cargo and Army units aboard Trade Ships and Transport Ships are lost if the ship is destroyed. There is no defense, nor any counter-attack, against the wrath of the Sea Serpents.

6.0 The Battle of the Sea

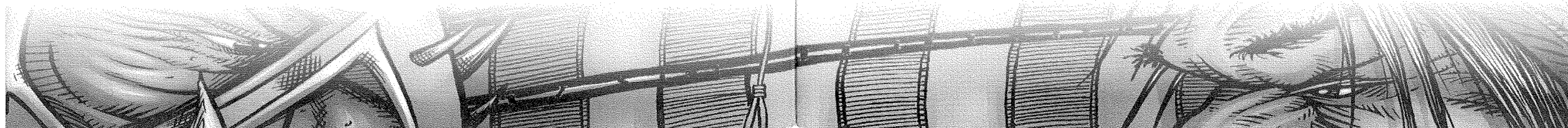
The greatest element of SoW is, of course, the sea.

In order to expand across the sea, players must use Transport Ships to carry Army units across sea-zones. By utilizing the abilities of Trade Ships, players can create an entirely new source of resources. The mighty Warships can bring both havoc and protection to the turbulent seas.

6.1 The Port

SoW also introduces the **Port** counter, an infrastructure element that allows the building of ships and functions as a center of trade.

Ports are built during the Recruitment Segment like Cities and Towns. The cost of a port is 5 Iron **or** 5 Wood (pay either, in any combination). Ports allow you to build ships and trade with other players . (See section 6.5 for more infor-





mation about trade.)

When a port is built, the owner must place it on a Realm under his/her control. Ports must be placed *facing a particular sea hex-side*. This facing indicates access into a particular sea-zone. Ships entering a port must enter from that sea-zone, and leaves the port by exiting into that particular sea-zone.

Multiple ports may be built on the same Realm, yet only one port may be built facing one particular hex-side in a Realm.

NOTE: Home Realms may never contain a Port.

The following rules apply to Ports:

- Ships that are “in” port are placed on top of the Port to indicate their presence in the Port (ships are always built “in” port).
- Ships that are in Port cannot be attacked by enemy Warships, nor are they affected by Sea Serpents in the facing sea-zone.
- Ports, like Towns and Cities, can be captured by other players. Any ships in a Port at the time of its capture, may be CONQUERED by the invading player. The invader may sim-

ply replace any conquered ship-types with ship-types of his/her own. (Note that the counter-mix for ships is limited, and that conquering ships does not allow a player to control more ships than his/her counter-mix will allow).

- Ports may be pillaged like Cities and Towns. Pillaging a Port reaps the same amount of resources as when pillaging a Town.
- There is no limit to how many ships may be in any one Port.
- Transport Ships and Warships may never enter a Port controlled by another player.

6.2 General Rules for Ships

Ships are created during the recruitment process, like any other unit. Ships can only be created by Ports, and each Port can only create *one ship per turn*. (See Diagram 1.0 for the costs of creating ships and ports). When a ship is created, it is placed “in” the Port that created it. Later, during the “Movement Segment” of the controlling player, the ship is free to move out of the Port.

6.3 Counter Limitations

Players may not build more ships than the number of provided counters. The Dark Lord can build up to 7 Transport Ships

and 8 Warships, all other players can build up to 5 Trade Ships, 5 Transport Ships, and 5 Warships.

6.4 Moving Ships

Players move ships during the “Movement Segment” of the “Individual Turns Phase.” All Ships are allowed to move in and out of the deep sea-zone. Some deep sea-zones are cut into a half hex by the edge of the board. It is allowed to move in and out of these half-hexes. See Diagram 1.0 for the movement allowances of the particular ship-types.

Chart 1.0 Ship Costs and Movement

Ship Type	Move	Cost	Supply
Trade Ship	2	4W or 4I	1W or 1I
Transport Ship	2	5W or 5I	1W or 1I
Warship	3	6W or 6I	1W or 1I

The following movement types costs one movement allowance:

- Moving from one sea-zone to another sea-zone
- Moving from a Port to a sea-zone.
- Moving from a sea-zone to a Port.

Other rules for moving Ships

- Trade Ships and Transport Ships can *move through, and end their turn in*, sea-zones occupied by Trade Ships and Transport Ships owned by other players.
- Players can move Trade Ships, Transport Ships, and Warships **through** a sea-zone that contains one or more Warships controlled by another player. This, however, is **ONLY** allowed if the other player **permits** the move through the sea-zone.
- Trade Ships and Transport Ships can **end** their turn in a sea-zone that holds one or more Warships controlled by another player (this requires no permission).
- Warships of two different races may **never** share sea-zones. If Warships end their movement in a sea-zone occupied by one or more Warships of another race, a “Sea Battle” must follow. See section 6.6 for a full description of Sea Battles.

6.5 Ship Types

Transport Ships

The function of Transport Ships is to transport Army Units across sea-zones.

Loading Army Units.

Before a Transport Ship moves, it may load up to three

friendly Army units from any Realms adjacent to its sea-zone. A Transport Ship may never carry more than three army units at any one time.

Unloading Army Units.

Transports may unload Army units **AFTER** its movement. (Thus a transport ship cannot move after unloading army

units!) A transport may unload its cargo of Army units onto any Realm adjacent to the sea-zone that it currently occupies. If the Transport Ship is in a port, Army units may only

be unloaded onto that Port’s Realm. Army units may **NOT** be unloaded this turn if another player controls one or more Warships in the same sea-zone as the transport-ship.

See Diagram 2.0 for a complete example of a sea transport.

- Transport Ships do not *have* to carry Army units in order to move

- Army units may only be loaded onto a Transport Ship if they **have not moved this turn**. Army units **may not move** after they have been unloaded.

- Army units can “stay” aboard a transport after the “Movement Segment.” This might be necessary if a player is transporting units for a long distance (more than two sea-zones).

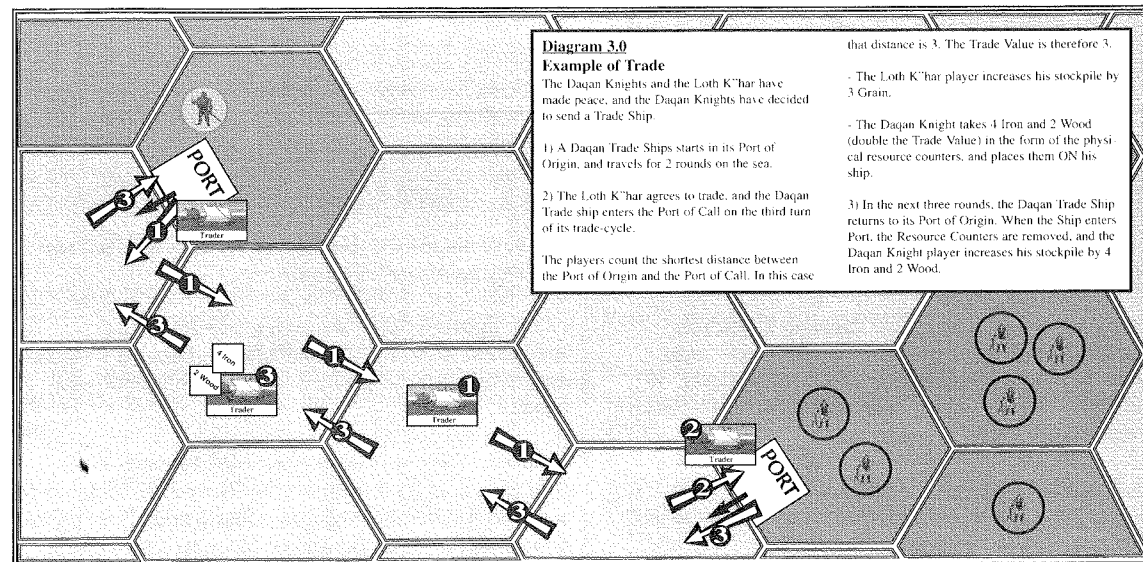
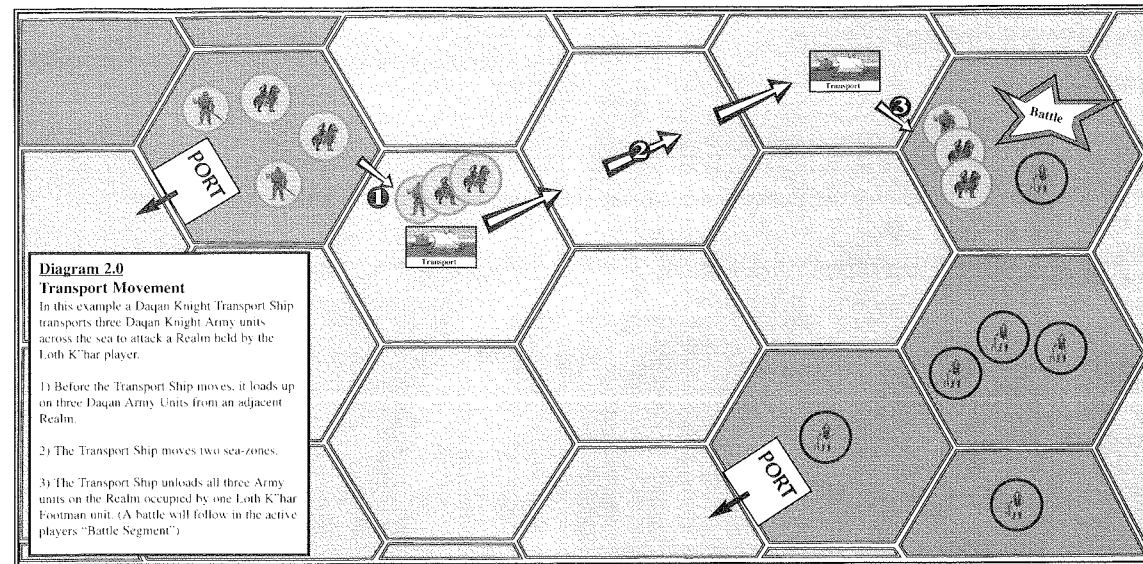
- Transport Ships may carry Heroes and Monsters in the same fashion as regular Army units. Heroes and Monsters do **not** count towards the three-unit capacity limit. (Like regular Army units, however, Heroes and Monsters may not have moved before, and may not move after a transport.)

STRATEGY NOTE: Transport ships, especially when transporting Army Units, are valuable assets. It is wise to protect your Transport Ships with Warships.

Trade Ships

Trade Ships represent the loyal merchants of a player’s race, and creates the element of trading in the BATTLEMIST game.

To capitalize on trade, players must move Trade Ships from their own Ports to the Ports of other players, and thereafter return back to their own Ports carrying valuable cargo. Trade



Ships can be precious assets, and maintaining trade-routes with other players can become an important source of income.

THE TRADE CYCLE

To begin trading, a Trade Ship must begin its "trade-cycle" in a friendly Port (called the "Port of Origin"). Then, during the following turn(s), it must move and *enter* a port of another player (called the "Port of Call"). Before entering the Port of another player, the other player must **AGREE** to trade. (If the other player does not agree to trade, the Trade Ship may not enter the Port.)

- As soon as a Trade Ship enters a Port of Call, players count

the number of whole hexes from the Trade Ships Port of Origin to its Port of Call. The count between the two Ports must be the *shortest distance* between the two points ("as the crow flies"). That distance is called the TRADE VALUE.

- Immediately after the trade value has been defined, the player who controls the Port of Call may increase his resources (of any resource type and combination) by an equal amount to the trade value.
- The player who controls the Trade Ship takes **DOUBLE** the trade value in resource counters (of any resource type and combination) and places physical resource counters, represent-

Quest Counter Chart

Image



Effect

Dungeon (Leave this counter on the board)

When a Hero enters a Realm containing Dungeon, he/she may not move any further for the rest of the turn.



The Last Cozy Inn (Leave this counter on the board)

A Hero that starts his/her "Movement Segment" on this Realm may immediately heal 2 wounds. A Hero may never be attacked by other heroes in this Realm.



Village (Leave this counter on the board)

This Realm is blessed with a well-populated village. The owner of this Realm receives three extra resources of the Realm's type (*after* any Town/City modifiers). A pillaged Village reaps the same amount of loot as a Town. (Remove the Village Counter after Pillaging.)



Magic Portal (Leave this counter on the board)

A player may move from this Realm to a Realm containing another revealed Portal in **one** move (if only one Portal has been revealed, no travel by Portal is possible). A player must spend a Starpower before his/her "Movement Segment" to open the Portals for use. Portals cannot be used if the owner of "The Valley Of The Wizards" has "blocked" Portal-movement for the turn.



Ruins (Leave this counter on the board until searched again -- then remove from game)

At first glance, this Realm contains nothing but bare and desolate ruins. If searched again, however, take (at random) an unused Quest Counter to see what else may be hiding in this country-side.



Sky Hall (Mystic Land) (Leave this counter on the board)

The GOOD or NEUTRAL player that controls this Realm may automatically bring an extra **Giant** into every land-combat in which that player participates. Remove the Giant from the game after each battle (if it survived).



The Pit of Flame (Mystic Land) (Leave this counter on the board)

The EVIL or NEUTRAL player that controls this Realm may automatically bring an extra **Firegaunt** into every land-combat in which that player participates. Remove the Firegaunt from the game after each battle (if it survived).



The Tower of Timorran (Mystic Land) (Leave this counter on the board)

The owner of this Realm receives one extra STAR OF TIMORRAN (does count towards victory conditions). If the player loses control of this Realm, he/she must give the Star to the new owner. The *Dark Lord* does not receive a Star for controlling this Realm.

Image

Effect



The Valley of The Wizards (Mystic Land) (Leave this counter on the board)
The owner of this Realm may, if he/she chooses, stop all travel by Magical Portal. The player must announce during the Wizards Council Phase, that travel by Portal is *Blocked* this round. If the player has blocked the Portal, the player him/herself cannot travel by Portal this round.

The owner of this Realm does not have to pay a Starpower to travel by Portal.



The Crypt of Llovar (Mystic Land) (Leave this counter on the board)
A Hero has unwittingly opened the dread crypt of Llovar. When this location is discovered, the following one-time events should occur:

- 1) All Heroes, Armies, Town/City/Port(s) in the Realm are instantly destroyed.
- 2) Immediately enact a "Catastrophic Tremors" EVENT from the Event Table.

If the *Dark Lord* controls the Crypt of Llovar, he receives one STAR OF TIMORRAN (does count towards victory conditions). Should the Dark Lord lose control of this Realm, he immediately loses the Star (should the Dark Lord recapture the Realm, however, he receives the Star back).



Empty Lands (Leave this counter on the board)
This Realm contains nothing of special interest.

The Scroll
Of Sight

The Scroll of Sight (replace with another random Quest Counter after being found)
Use this Artifact at any time to look at three unrevealed Quest Counters (without showing them to the other players). Return the counters, face down, to their original locations. *Discard this Artifact after use.*

The Wand
Of Time

The Wand of Time (replace with another random Quest Counter after being found)
Use this Artifact at any time during the Wizards Council to trade Initiative Counters with another player. *Discard this Artifact after use.*

The Purple
Sail

The Purple Sail (replace with another random Quest Counter after being found)
Use this Artifact during the Recruitment Segment to immediately receive two Warships in a friendly Port of your choice. *Discard this Artifact after use.*

The Tooth of
The Sea

The Tooth of the Sea (replace with another random Quest Counter after being found)
Use this Artifact immediately before the Sea Serpent Movement. Instead of rolling a dice, you may choose which direction that all the Sea Serpents will move. *Discard this Artifact after use.*

The Silver
Flute

The Silver Flute (replace with another random Quest Counter after being found)
Use this Artifact during the Recruitment Segment. A Dragon *immediately* joins you on your Home Realm. *Discard this Artifact after use.*

Image

Effect

The Chest
Of Lumii

The Chest of Lumii (replace with another random Quest Counter after being found)
Use this Artifact *at any time* to immediately draw up to FOUR action cards (you may still not have more than seven Action Cards on your hand). EVENT cards are not enacted and are removed from the game (do **not** draw another Action Card). *Discard this Artifact after use.*

The Horn
of War

The Horn of War (replace with another random Quest Counter after being found)
Use this Artifact *immediately before any land battle in which you participate*. Immediately attack with up to five units of your choice. Your opponent may not defend him/herself against this attack. Thereafter continue the Battle in normal fashion. (Modifiers from a Hero participating in the battle do not apply towards the five unit special attack). *Discard this Artifact after use.*

Star of
Timorran

Star Of Timorran (do not replace with another counter)
Immediately place a Star of Timorran on your Home Realm (does count towards victory conditions) *Discard this Artifact.*

MONSTER

Ogre	2L	2A	8H	2D
Three Goblins (3)	1L	1A	8H	1D
Dragon	2L	2A	7H	2D
Troll	5L	1A	8H	1D
Snake-Man	2L	2A	9H	2D
Goodland Assassin	1L	2A	3H	1D

TURN SEQUENCE

1) Wizards Council Phase

- a) Replenish Starpower
- b) Roll for Sea Serpents
- c) Bid & Draw for Initiative*
- d) Draw Action Cards
- e) Roll Potential Events

2) Economy Phase

- a) Harvest Segment
- b) Recruitment Segment
- c) Grey Guild Segment

3) Individual Turns Phase

- a) Movement Segment
- b) Battle Segment

4) Supply Phase

* Every Second Turn

BATTLE ORDER

1) Rout Check

2) Overrun Check

3) Archers Fire

- Max. TWO Archers
- No Archers as Casualties

4) Cavalry Combat

- Max. TWO Cavalry
- Must Take Cavalry as Casualties

5) Front Rank Combat

- Max. Three Footmen/Monsters

ROUT CHECK TABLE

Result	# of Rallied Troops
1-4	0
5-6	1
7-8	2
9-0	3

THE GREY GUILD

# Stars Currently Owned	Price of Next Star
1	10 of each Resource
2	15 of each Resource
3	20 of each resource
4	25 of each resource

MONSTER	MOVE	ROUT	KILL
DRAGON	3	5	8
FIREGAUNT	2	3	7
GIANT	2	4	6

Dragon: When Dragons are in Combat, they roll TWO attacks rather than one. Dragons do not have to stop their movement when entering Forests or Mountains. Dragons can fly through sea-zones, but may never end their move in a sea-zone. A Dragon can transport one Hero OR two Army units of any type. Transported units must not have moved before the transport, and may not move after the transport.

FIREGAUNT: If you control one or more un-routed Firegaunts in a battle, your opponent receives a -2 on his/her ROUT checks.

GIANT: If you control one or more un-routed Giants in a battle, you receive +3 on your ROUT checks.

RECRUITMENT AND SUPPLY

UNIT	RECRUITMENT COST	SUPPLY COST
Footman	1W and 1I	1G
Archer	2W and 1I	1G
Cavalry	1W and 2I	1G and 1I
Hero	5W and 5I	(None)
Trade Ship	4W or 4I	1W or 1I
Transport Ship	5W or 5I	1W or 1I
Warship	6W or 6I	1W or 1I
Town	5W and 5I	1W/1I
City*	5W and 5I	1W/1I
Port	5W and 5I	1W or 1I

* A City can only be built as an upgrade from a Town.

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01 - 25	NO EVENT There is a bad moon. Nothing else happens.
26 - 32	Forest Fires Pool all the Forest “Realm Cards” and draw one random card. (Re-distribute the cards back to their respective owners after drawing.) This Forest is on fire . Receive no income from this forest this turn. 1) Roll a die for all Heroes and Army units in the Realm. On the result of 9 or 10, the unit is killed. 2) Roll a die for any Towns, Cities or Ports in the Realm. On the result of 10, the Town, City or port is destroyed. Any Forest Realm adjacent to one on fire is immediately on fire also. Inflict the above damages to <i>all</i> Forests on Fire. (Forest Fires immediately spread to all Forests that link to the original fire via Forests.)
33 - 39	Brush Fires Enact the same EVENT as “Forest Fires” except replace “Forest” with “Plain.”
40 - 46	Mudslides and Avalanches Enact the same EVENT as “Forest Fires” except replace “Forest” with “Mountain.”
47 - 54	Good Year All Realms produce 2 extra resources (after Town and City modifiers) during the “Harvest Segment.”
55 - 61	Trade Winds All Trade Ships may move two extra hexes this round.
62 - 68	Year Of The Wyrn Relocate all of the Sea Serpents by rolling new sea-zones locations for each. If a new Sea Serpent zone contains any Ships, immediately make a Sea Serpent attack.
69 - 75	The Dark Breath The Deathpeak volcanoes are erupting. Darkness and soot engulf the lands. All GOOD/NEUTRAL players must <i>immediately</i> discard down to one Action Card.
76 - 83	The Yellow Moon Good Magic is strong this season. All GOOD/NEUTRAL players may immediately draw two new Action Cards and may spend an extra Starpower this turn.
84 - 90	The Sign In The Sky Great portents and strange lights are in the sky. The soldiers embrace this as a good omen. Payers need not pay Supply costs this round.
91 - 94	Call Of The Wild All player-controlled monsters abandon their masters. Remove all Giants, Firegaunts and Dragons from the board.
95 - 97	Catastrophic Tremors Pool all the Realm Cards (Including Home Realm Cards) and draw five random Realm Cards. For each Realm drawn, roll a die and consult the Movement Diagram (located on the upper right-hand corner of the ocean-map). The realm moves ONE HEX in the direction indicated on the Diagram. (7-10 the Realm does not move!) If there is another Realm in that direction, the Realm does not move. If the end of the board is in that direction, the Realm does not move.
98 - 00	Great Tempest Roll a direction on the Movement Diagram (located on the upper right hand corner of the ocean-map). (On the result of 7-10, nothing happens!) Next, <i>immediately</i> move ALL ships ONE HEX in that direction. If there is an adjacent Realm in that direction, the particular ship stays in its current sea-zone, but a die is rolled: On the result of 9 or 10, the ship runs aground and is destroyed. (Do not resolve any potential sea-battles until the first players “Movement Segment”). If a ship is pushed off the board, it is <i>lost at sea</i> and destroyed. Ships in Port are not affected by the tempest.

ing the cargo, **on** the ship counter. The Trade Ship may move no further this turn.

- When a Trade Ship returns to its Port of Origin, the owner may take the resource counters from the ship and increase his/her stock-piles with that amount of resources.

If a trade ship is destroyed all its cargo is automatically lost.

NOTE: The Dark One has no trade ships, and is not allowed to trade with other players.

NOTE: Player do not actually “trade” resources with each other, but both “gain resources” from the central stockpile.

See Diagram 3.0 for a complete example of a Trade Cycle.

Warships

Warships are the mighty dreadnoughts of the sea. Their function is to bring destruction to the Transports and Traders of the enemy, and to protect those same friendly ships.

If during the “Battle Segment” Warships of two different players exist in the same sea-zone, a “Sea Battle” must be fought immediately.

6.6 Sea Battles

Sea Battles are fought during the regular “Battle Segment” and are completed in the following fashion:

- 1) The player who attacked (moved Warships into the contested sea-zone) rolls one die per Warship he/she controls in the zone. For every result of “7” or higher -- a “Hit” is scored.
- 2) The defender rolls one die for every one of his Warships in the zone. For every result of “6” or higher -- a “Hit” is recorded.
- 3) Each player removes the number of Warships equal to the number of “hits” that the opponent scored (excess hits are ignored).
- 4) If both sides have Warships remaining, repeat step 1-4 until only one side has Warships left in the zone. (There is no retreat option)

Thus, after the “Battle Segment” all contested sea-zones should hold only Warships of one race.

Example: The Orc player moves three Warships into a sea-zone that contains two Daqan Knight Warships. Two Daqan Knight fully loaded transports, and two Elf Trade Ships.

During the Orc “Battle Segment” a Sea Battle must be fought in the sea-zone. The Orc player rolls for his three Warships: a “3,” “7,” and “10.” Two Hits. The Daqan Knight player rolls for his two Warships: a “4,” and a “6.” One Hit. One Orc Warship is destroyed, and both of the Daqan Knight Warships are destroyed. Only the Orc player has any Warships left in the zone, and the sea-battle is over.

6.7 Sea Denial

Immediately after all normal battles and sea-battles have been resolved, the Warships of the active player may exercise “Sea Denial.”

At this time, the active player may destroy any (or all) Transport Ships and Trade ships that inhabit the same zone as one (or more) of the active players Warships.

For each Transport Ship or Trade Ship that the active player wishes to destroy, roll a die. On the result of “3” or higher, the target ship is **destroyed**. Target ships have no defense against Sea-denial.

If the result is a “1” or “2” the target ship evades destruction and may not be targeted again this turn.

The active player may exercise sea-denial in as many sea-zones as he/she wishes (and are possible).

Example: After the previous example, the Orc player has two Warships in the same sea-zone as two Daqan Knight Transport Ships and two Elf Trade Ships. Sea Denial now ensues. The Orc player is trying to forge an alliance with the Elf player, and chooses to leave the Elf Trade Ships alone. He wishes to destroy the two Daqan Knight ships, however, and rolls one die for each of the two Transport Ships. The Orc player rolls a “4” and a “8.” Both of the Daqan Knight Transport Ships are destroyed, and the Army units they carried are lost to the sea.

7.0 The Initiative Counters

Included in SoW are six black/yellow/red “Initiative Counters.” Each counter has two unique numbers, with the words “Spring” and “Fall” each pointing towards a specific number.

The game-rounds of SoW are *bi-seasonal*. The first round of the game is a “Spring” round, the second round is “Fall,” followed by a “Spring” round, etc.



The first number ("Spring") on the initiative counter determines the turn-order of the first round, and the second number ("Fall") determines the turn-order of the following round.

Note: "Turn-order" means the order that players recruit, take their "Individual Turns Phase," and supply their units. The numbers "4(Spring)/1(Fall)" indicate that the player will move 4th in the Spring round, and 1st in the following Fall round.

During the Wizards Council phase of every Spring turn, players must determine the initiative for the next two rounds. The allocation of the initiative markers is determined in the following fashion:

- 1) Take all the initiative counters. Shuffle them and place them face-down on the table.
- 2) Players now "Bid" to be the first player to draw an initiative marker. This is done by each player secretly palming the amount of resources (in the form of physical resource counters) that they wish to bid on initiative.
- 3) When all players have secretly palmed their bid, all players, in unison, reveal how many resources they have in their hand. *The quantity of resources that the players palmed is now deducted from their stock-piles.*
- 4) The player who allocated the most resources may draw from the pile of face-down initiative counters first.
- 5) After the first player has drawn, the player who bid the second-most amount of resources draws, followed by the player who bid the third-most resources, etc.

Note: If two or more players bid the same amount of resources, roll the dice to see who goes first.

When it is a player's turn to draw an Initiative Counter, he/she goes about the drawing in the following way:

- 1) Draw a counter from the remaining pile of Initiative Counters.
- 2) The player may now **a)** keep the counter *if he/she has been given no counter*, or **b)** give the counter away to a player who holds no counter.

If a player has been GIVEN an initiative counter from a player who drew before him/her -- he/she **must keep** that counter. Thus when such a player draws, the drawn counter **must** be given to another player who holds no counter.

NOTE: In games with less than 6 players, only use the same number of initiative counters as the number of players. When determining turn-order, lowest number goes first.

Example: Its a four player game. The Orc secretly bids 5 resources, the Knights bid 3 resources, the Elf bids no resources, and the Dark Lord bids 6 resources. The order of drawing initiative markers is therefore: 1) The Dark Lord player, 2) the Orc player, 3) the Knight player, and 4) the Elf player.

The Dark Lord goes first, and draws the "6(Spring)/3(Fall)" counter. Since the Dark Lord wishes to go before the Elf player this turn, he gives the Elf player that initiative counter (the Elf player is now stuck with this counter). Now the Orc player draw the "2(Spring)/6(Fall)" counter. The Orc player decides to keep this counter. Now the Knight player draws and gets the "5(Spring)/2(Fall)" counter. The Knight decides to give this counter to the Dark Lord (the only other player that does not already hold a counter. Both the Elf and the Orc already hold counters). At last the Elf draws "1(Spring)/5(Fall)" counter and has no choice but to give it to the Knight player (because the Elf player already holds a counter, as does the Orc and the Dark Lord).

8.0 Dragons in SoW

In SoW, Dragons have a few capabilities in addition to the ones described in the basic BATTLEMIST game. These are as follows:

- Dragons may move over sea-zones and enemy units, but may never end their turn in a sea-zone.
- Dragons may transport two Army units (of any type) **OR** one Hero unit. These units must be located in the same hex as the Dragon when the "Movement Segment" began.

When being transported, the units simply "fly" with the Dragon over any difficult terrain and potential enemy units. The units are considered "unloaded" in the Realm that the Dragon ends its turn. Such unloaded units may not move any further this turn.

- A Dragon may never "land" in an enemy Home Realm, **unless** friendly Army units move, on their own accord (without being "flown") into the Realm. (Thus Dragons cannot "Fly" over enemy units and invade a Home Realm without regular Army units attacking the same Home Realm "on the ground").

- The number of available Dragon counters is limited to 8 units. (The number of Dragon counters supplied in the BATTLEMIST game!) When a Dragon "dies," its counter becomes available once more.

NOTE: If a Dragon transports a Hero into an enemy-occupied Realm, the Dragon must battle the enemy units in the upcoming

ing "Battle Segment" (the Hero does not have to participate in this battle).

9.0 The Quests

The Quest element of SoW introduces several new interfaces, and changes the basic BATTLEMIST rules in regards to Quests and Heroes.

9.1 Quest Movement



Instead of moving during a separate "Quest Segment," Heroes now move and resolve quests during the normal "Movement Segment."

As described in the BATTLEMIST rules, Heroes can move up to three Realms, and the movement of a Hero is not interrupted by Woods and Mountains. Heroes, however, cannot enter sea-zones.

In order to travel across the sea, a Hero has three options:

1) A Hero can be transported by a Transport Ship like normal Army Counters (a Hero does not count towards the three unit capacity limit of a Transport Ship). In order to be transported, a Hero must not have moved before the transport, and may not move for the remainder of the turn after being unloaded.

2) If a Hero **begins** his/her turn in a Realm containing a Port, he/she may immediately transport to any other Realm containing a Port (including Ports owned by other players!) After such a transport, a Hero's movement is over!

3) A Hero can be transported by a Dragon, as described in section 8.0.

9.2 The Card Quest

As in BATTLEMIST players start the game with one Hero and an adventure Quest Card. The "Card Quests" in SoW function like the Card Quests in BATTLEMIST with two major changes:

1) Only **one** Hero may undertake the Card Quest. Thus players should decide **which** Hero is undertaking the card quest, noting it for the other players. This means that *this* particular Hero must travel to the quest locations him/herself.

If the Hero on the Card Quest is killed, the Quest Card is dis-

carded. Next turn, a new Hero may start a new Card Quest, but only if that Hero is located on the players Home Realm.

2) When a Star of Timmoran or an Artifact has been found, the Hero must transport the Star/Artifact to his/her Home Realm before receiving the Star or being allowed to use the Artifact.

If another players Hero defeats a Hero in Hero-to-Hero combat, and the defeated Hero was carrying a Star or an Artifact, the victorious Hero may **take** the Star or the Artifact. The victorious Hero must now travel back to *his/her* Home Realm in order to receive the Star or use the Artifact.

NOTE: If the victorious Hero of a Hero-to-Hero battle is on a Card Quest, he/she must discard his/her current Card Quest in order to take the conquered Star/Artifact from the defeated Hero.

NOTE: It is always smartest to keep your Quest Cards secret. Thus, when you draw an Artifact or Star, the other players would be unaware that something valuable has been drawn. (A wise player would keep a good poker face, and move his/her Hero quietly back to the Home Realm.)

Combat With Multiple Heroes

One of the most frequently asked question we field about the original BATTLEMIST game is what happens if a player attacks another Hero with two or more of his/her own Heroes.

The Heroes in BATTLEMIST are not meant to "gang up" on each other. If a player moves two Heroes into a Realm that contains an enemy Hero, and wishes to engage in Hero-to-Hero combat, the combat must be resolved one Hero at a time.

Therefore the first Hero would fight the enemy Hero until the battle is either lost or won. If the enemy Hero wins the first fight, the second Hero may now fight the (probably weaker) enemy Hero.

• Multiple heroes cannot "gang up" against monsters as well. Thus if a Hero is killed by a Quest Card monster, the quest is discarded.

9.3 The Quest Counters

Included in SoW are 44 dark-purple bordered QUEST COUNTERS. In the beginning of the game, after the game-board has been created, shuffle the quest counters and place one random counter, face-down, on each Neutral Realm, on the board. (Do not place Quest Counters on Home Realms).

There will be a number of Quest Counters that are unused, place these aside, face down, for later drawing.

Quest Counters are revealed by Heroes. During the "Movement Segment," **after a Hero has moved**, he/she may

"search" an unrevealed Quest Counter in his/her current Realm (if available).

IMPORTANT NOTE: A Hero that is currently undertaking a Card Quest may not search the Quest Counters.

When "searching" a Quest Counter, flip over the Quest Counter to reveal its image. Then correlate the image with the "Quest Counter Chart" found in the center-spread of this rules booklet. The Quest Counter Chart describes what effect the Quest Counter has.

There are three different types of Quest Counters:

1) Monsters

If a Hero reveals a monster, he/she must immediately fight it. The statistics of Quest Counter monsters can be found in the Quest Counter Table. Quest Counter monsters are fought exactly like the monsters found on a Quest Card.

If the Hero wins the battle, remove the Monster Counter from the game (do not mix it with the remaining Quest Counters!). Then take a random counter from the pile of unused Quest Counters and place it face down on the same Realm. (Do not look at the new Quest Counter. The victorious Hero can look at the new Quest Counter next turn if he/she desires!)

If the *monster* wins, remove the dead Hero, take the monster Quest Counter and mix it back into the pile of unused Quest Counters. Now, randomly take a new Quest Counter from the pile of unused ones, and place it face down on the Realm.

2) Locations

The Hero has discovered a special location. This counter will now remain permanently on the Realm, indicating the position of that special location. Location Counters cannot be destroyed.

Certain locations give their owners special powers, others assist with production, and some do nothing at all.

Among the Locations are the five **Mystic Lands**. (The Pit of Flame, Timmoran's Tower, The Sky Hall, The Valley of the Wizards and Llover's Crypt.) The Mystic Lands are the only locations that show a white border around the image.

In SoW, players can win the game by controlling *four* out of the *five* Mystic Realms. Later in these rules we will explain these new winning conditions in detail.

3) Artifact

Several Quest Counters contain valuable artifacts. Unlike Card Quests (where a Hero must travel back to his/her Home Realm with Artifacts/Stars), Artifacts found on a *Quest Counter* are *immediately* available to the player (including Stars Of Timmoran).

The abilities of each individual Artifact is found on the "Quest Counter Chart."

After an Artifact has been found, take a random new Quest Counter from the pile of unused ones, and place it on the Realm. After the Artifact is used, remove the Artifact Quest Counter from the game (do not reshuffle it with the unused Quest Counters).

9.4 Heroes and Battles

Unlike the basic BATTLEMIST game, Heroes may now participate in battles. If a Hero ends his/her movement on a Realm in which friendly forces will do battle during the "Battle Segment," the Hero can declare that he/she will **participate** in the Battle.

A Hero participating in a battle has the following effects:

1) The Player may increase his/her front-line attack from 3 to 4 units. (This is only useful if four or more footmen/Monsters are actually in the Army!)

2) Each combat round, the player may choose to re-roll any one combat roll.

Note: Heroes do not physically fight in the Battle, and cannot be taken as rout/kill casualty.

Only one Hero can participate for either side in a combat. If a Hero participates in



Battle and his/her side *loses* the battle, the Hero is killed.

10.0 Special Winning Conditions

In addition to the standard BATTLEMIST winning conditions, SoW allows for one alternative way to win the game.

If a player controls four out of the five Mystic Lands (as revealed by the Quest Counters) during the Wizards Council Phase, that player has won the game --regardless of how many Stars of Timmoran he/she holds.

A player "Controls" a location if he/she controls the Realm in which the location is present.

Controlling four Mystic Lands is even more powerful than controlling five Stars. Therefore, if one player controls four Mystical Lands, and another player controls five Stars, the player who holds the four Mystical Lands would win the game.

11.0 Questions

We will shortly post a Frequently Asked Questions section for SoW on our web-site. Our URL address is:

www.angelfire.com/biz/fantasyflight

It is also possible to e-mail us questions regarding any of our products from this site. Questions may also be e-mailed to: townmail@sprintmail.com

