

## MIP #17 – The Lost Fantasy Game

A game for 2-5 Players  
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A few months ago I promised a fantasy board game. This board game was supposed to be part of the series of free wargames for paperworlds. Half way through designing it I suffered a crushing reformat and lost the entire thing. I never decided to finish it. Now that a lost MIP has come around I feel like I must replace something that I lost and remake the entire game! Paperworlds and the MIP group can consider this a mixed Christmas/MIP gift! :)

Step one to playing the game is deciding who will take on what role. It is possible to play this game with up to 5 players. Each person taking on a personality of one of the dukes, or kings. Follow the chart below to decide who to choose depending on the amount of players

Two Players	Krieg	Skera			
Three Players	Krieg	Guntramus	Skera		
Four Players	Krieg	Guntramus	Wecele	Skera	
Five Players	Krieg	Guntramus	Wecele	Bechac	Syban

The Kingdom of Krieg consists of 2 duchies and a county ruled by King Wecele. County Krieg is the direct home to the lands governed directly by King Wecele's rule. Meanwhile to the north the newly created duchy of Guntramus is ruled by King Guntramus himself. To the east a newly created district with goals to defend and buffer the on coming horde. While this was the 'goal' of the state many have debated that in fact the goal is to make Wecele's son, Wecele II look better on paper. Both of these new appointments to the duchy are extremely poor fighters and administrators, but as Queen Wecele states, 'Their all that's left.'

Skera is a large association of conquered states. The one furthest to the east, and the one ruled by Syban the grabd is called Skyban. Skyban was recently established much for the same reason the the duchy of Wecele was established. It is to act as a buffer state against individuals attempting to 'crusade' for the lands of the east. Syban controls this area with an iron fist and has hardly done anything to transform it to the better. He maintains a small fort far inside its borders where he has been harboring individuals of the assassins association. Bechac is the King of Skera and is rumored to be traveling with an army to continue his assault west.

Overall objectives are objectives which should be kept in mind while playing the characters. For Duke Wecele II, pleasing his father and looking impressive are top priority. If this means launching all out assaults with few men to gain prestige, then do so.

### King Wecele

King Wecele is a good king. He is kind to his family and his subjects and wouldn't know where he would be without either. His main strength comes from the fact that he is able to lead and inspire troops to rally even under horrible odds. This is why during battle King Wecele gives all troops



around him +2 power each. Wecelo has already fought Bechac once before. In that battle he nearly defeated him, however his late son pushed his calvary into battle extremely early and it turned into a rout. Today Wecelo dwells with his wife, Queen Wecelo at Castle Krieg. At the age of 65 he is getting a little too old to be riding around the battlefield and it is advised that he not leave the castle often. Queen Wecelo is always at the side of the King when he is moving about the country. The people of Krieg love their queen dearly, and because of this any time that Queen Wecelo is at a battle or in a castle the people will fight to the absolute death to defend her (No retreating from that square.)

#### Objectives for King Wecelo

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- A) Hold and defend as much land as possible.
- B) Do not allow the duchy's to deviate from the ultimate goal.
- C) Attempt to capture Bechac.

#### Duke Guntramus

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The story of Guntramus is one of treachery and last resorts. With Wecelo on crusade, the chancellor at the time took up the reigns of the nation and ran it in an amazing method. This was Alfred, and it was the current Duke Guntramus's father. Upon the return of King Wecelo the need to create smaller and more manageable states persisted. Keeping this in mind and for the grand job that Alfred Guntramus did as chancellor, he was appointed by Wecelo as Duke of Guntramus. Going so far as to rename the castle, and town to the same name. The current duke now found himself in line to have some actual power. So on one fateful day he rode off of his farm and too his fathers castle. A warm reception ensued, and each person went respectively to their rooms for a sleep. The next morning Alfred was found dead, the work of an assassin, and most likely one of Syban's. Duke Guntramus is an absolutely horrible commander. For this he gives all troops around him a -1 power. His ineptness as a commander is mostly because of his inability to lead even the slightest of a cheer! King Wecelo doubts Guntramus's loyalty to the throne and thus has stationed a few top notch guards at his castle.

#### Objectives for Duke Guntramus

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- A) Do not allow your power to be diminished.
- B) Defend the King and Queen
- C) Attempt to gain more power.

#### Duke Wecelo II

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Wecelo II was appointed Duke of the newly formed duchy of Wecelo late last year. He gained by far the most land, and most castles along with some of the strongest units in the entire kingdom. His goal is simple, defend the home front from the eastern invaders. Wecelo II aims for much more than this meaningless task though. He wishes to show his father that he should be here, and that it is his destiny to lead a mighty struggle. This aside he is a quite poor decision maker. His -1 movement mentality to all units is due to the fact that he is

almost always rethinking the movement orders. Currently he is not married, and it is due to the fact that his father has not found him a suitable bride. Sooner or later when Wecelo dies Duke Wecelo II will take complete control of the kingdom.

### Objectives for Duke Wecelo II

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- A) Make sure to please your father
- B) Attempt to take Skerag single handedly

Syban born of the son of Bechac, ruler of the lands of Skyban, conquerer of the Crusaders, Feared by the sun god, born in the city of Mvetrac, general of the army, grand master, and grand high temple priest. (Or just Syban for Short)

A rule of thumb for royal parties is never to enter the room after Syban the Grand. After he was born to Bechac, Syban trained with the military. It is said he was trained from the age of 2 to be a political assassin (meaning he was good at killing your character) and also a real assassin. Most troops will never see his face as he keeps it well wrapped up. This is because during a large battle Syban was slashed across the face with a sword and he has never recovered. Appointed after the last crusades to retake the lands were defeated, Syban has been a careful manager of his meager resources. His background inspires troops on the battlefield giving them a +1 power bonus. He is also the direct grand master of the assassins guild (although no one knows this, not even Bechac) and hosts their camp at his castle in Skyban.



### Objectives for Syban

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- A) Assassinate the King and Queen
- B) Hold Skyban until Bechac arrives

### Bechac



One of the most feared generals in all of the known world. Bechac is an amazing tactician with a large knowledge of military history to back it up. He fights fast and dirty battles, and prefers to use his cavalry to the maximum efficiency. As the King of all Skrerag he commands the respect of all of his citizens, and at the time gains the respect of every foreign leader he has ever meant on the field of battle! His tactics of speed give all units with him a +2 movement bonus.

### Objectives for Bechac

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- A) Gain as much land as possible
- B) Impress the people with grand and amazing assaults.

### Playing the game

- 1) At the start of each turn the armies of Skerag may move first. Followed by the armies of the Kingdom of Krieg. After all units have moved and or attacked then the next turn begins. During a move units may attack any position which they wish.

## 2) Movement

1. No unit may move more the the allocated number of moves per turn. This is designated by the second number on their counter. (A knight can move 3)
2. All characters can move a maximum of 3 spaces per turn. Consider these units to be on horses.
3. No unit can move 'around' or through an enemy unit. The zone of control for a unit extends for one square up, down, left, and right of it.
4. If a castle is placed, 'under siege' the units may not leave the square until the siege has been lifted. Furthermore no unit may 'enter' the castle unless it is a 'special character' and they roll a 5 or a 6 on a 1d6.
5. Movement into a forest takes 2 movement points. For cavalry units (Knight/Light horsemen) it takes 3.
6. Roads are provided for the benefit of supply.

## 3) Combat

1. Any unit which comes into contact with another unit is considered in combat.
2. Combat is instantly resolved, and once a unit attacks it is not allowed to move after it.
3. Combat is resolved by adding up all attackers power; and all defenders power and then reducing it to the lowest terms. (Always round down.) After reducing the terms roll 1d6 and consult chart 1.2

Die Roll	Possible Resolutions		Attacker:Defender		
	3:1	2:1	1:1	1:2	1:3
	1 D(1/2)	D(1/3)	ER	D(1/3)	D(1/2)
	2 D(1/3)	ER	MR	ER	D(1/3)
	3 Er	MR	MR	MR	Er
	4 Er	MR	MR	MR	Er
	5 D(1/3)	ER	MR	ER	D(1/3)
	6 D(1/2)	D(1/3)	ER	D(1/3)	D(1/2)
			Key		
			D	Dissolve	
			ER	Enemy Retreat	
			MR	Mutual Retreat	

*Chart 1.2 : Combat Resolutions*

4. On the combat chart the following symbols appear : D / ER / MR
  1. D : Means dissolve, when looking at a D(1/2) that means one half of the enemy units are dissolved and removed from play. This choice is made by the DEFENDING/ENEMY player.
  2. ER : Means enemy retreat, all enemies retreat two squares backwards (ignore wood effects)
  3. MR : Mutual retreat means that both sides pull back one square.
  4. ER, and MR during a castle siege mean absolutely nothing, and are treated as, 'ignored.'
5. Castles provide +3 power to each unit inside.
6. A castle is put under siege if a unit has it with in its zone of control. Castle sieges last as long as a unit is in the zone of control.
7. If a unit is in a castle siege and does not move for one turn then it builds siege equipment.

1. Siege equipment adds +2 power to each unit attacking a building.
8. If a siege is broken by the attacking player then it is considered that the castle is 'damaged.' Place a defenses down counter on the castle which has been damaged. These castles no longer represent any threat, and thus give only a +1 bonus to their defenders.
9. Any unit that is attacked from 2 sides moves to the left in odds.
10. Units in forests gain a +1 power.
11. Pikemen gain +2 power when attacking or defending against Knights/Light Horsemen.
  1. This rule is invalid if unit is inside a castle.
12. Assassins can use the ? Counters in order to move. There may only be 5 ? counters on each table at a time. (As there are only 2 assassins in the game).
13. Assassins can only kill a leader if he is alone (As in only one leader per square) or in the country side.
- 4) Supply
  1. Supply plays a major role in the game. An under supplied army will simply fight worse.
  2. To supply any one unit there must be a direct link to a supplier. A supplier is one of the 3...
    1. A field (Yellow grass)
    2. A castle
    3. A watering hole (Only usable by Skerag)
  3. Supply lines can not go through forests.
  4. Supply lines can not go to under sieged castles (Meaning they instantly are under supplied)
  5. Any road (a red line) carries the supply line that far. An army off the road is not considered under supplied, but if an army blocks the road then it is (While they are still getting supplies it is not in the same speed as before).
  6. Under supplied forces fight with -1 power.
  7. If there are more than 4 units in a square at any given time it is instantly under supplied X 2.
  8. Finally you can completely disregard supply rules if any member of the game finds them too complicated.
- 5) Ending the game
  1. The game ends when all the leaders for one side are dead.
  2. Or if all the castles for one side are captured.

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#### Start Locations

Guntramus

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Guards – C5

Knight – C5, J4

Pikemen - C5X3

Duke – C5

#### Krieg

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Knight – C5, B12X2

Pikemen – B10X2, B12X2, P12X2

King – B12

Queen – B12

Guard – B12X2, E8, K11

Welceo II

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Guard – P12, P10, I9X2, J4, M4, R10

Knight – P12, I9, J4

Pikemen – 5XI7, 3xI9

Duke – I9

Skreg

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Light Horsemen - M1, (Arrivals) 4@Turn3=R3 , 4@Turn4 = R3, 4@Turn5 = R4, 4@Turn6 = R3,  
2@Turn7 = R3

Infantry – O4, P8, N9, 4XQ3, 5X@Turn3 = R2

Assassins – 2XQ3

Syban – Q3

Bachac – Turn 3 arrival at R3.







