War Paths



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Game Design I

Assignment 4

Introduction

War Paths is a positioning and combat, strategy board game. The game board for War Paths is modular, meaning players create the board as they go. Each turn a player will select a Tile/Location Card to place down that will expand the board and locations that all players can go, and eventually an End location will be dropped. Players start their journeys at a center Start location as a Hero of their choosing, keeping in mind each Hero has different Hero Abilities. Each player will attempt to make their way through the board fighting off vicious Skaven creatures and making their way to loot locations, where they can fight off Skaven to try and obtain valuable necessities. These necessities will include swords and shields, to help players facilitate defeating Skaven, and as well, staying alive when Skaven get the best of them. Do not run out of shields though, players that have to use their last shield in combat will no longer have any shields to remain safe, and will be captured and returned to the Start location. The first player to defeat twenty five Skaven, or make their way to the End location, and defeat the two dreadful Skaven Lords at the center, wins the game.

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GRATIS Outline:

Goals:

- Strategically place Tile/Location cards to expand the game board for movement.
- Defeat any encountered Skaven when moving.
- Make way to loot locations.
- Defeat Skaven and obtain valuable necessities within loot locations.
- Use Ability/Event cards to help facilitate a path to victory.
- Use Hero Abilities to assist, as stated, for each Hero's ability.
- Use Skaven movements to strategize for Hero movement and against opposing players.
- Reach the center of the End location and defeat the two Skaven Lords within, or collect 25 Skaven; whichever occurs first.

Rules:

- Players must perform the following steps during each turn:
    - Draw a Tile/Location card from the deck and place it on the table, if able.
    - Draw up to three Ability/Event cards, only if player has less than three.
    - Make a movement roll.
    - Combat any Skaven that shares space, before movement.
    - Combat any Skaven on movement phase.
    - After a player's movement, player may discard up to 3 Ability/Event cards from their hand.
    - At the end of a player's turn, they must make a Skaven movement.
    - Play then proceeds clockwise around the table.
- Tile/Location cards may be rotated in any direction but must be placed so that all paths are connected.
- Tile/Location cards with significant buildings are loot locations. When played, that card immediately gets the number of Skaven (SK), Skaven Rat Ogres (R), sword (SW) and shield (SH) tokens indicated.
- Any Tile/Location card that is placed that has loot location for a significant building, will have a Skaven Rat Ogre placed in the center space. Skaven Rat Ogres follow same combat rules as a Skaven Lord, needing a roll of a 5 or 6 to defeat.

- All tokens and Skaven must be placed inside the significant building, and may not be placed on any path space.
- If Tile/Location cards are placed in a manner that no further cards can be played, and the End location has not been placed yet, then players proceed on and can only win by collecting 25 Skaven.
- When a Tile/Location card is played that does not have a significant building/loot location on it, that card will have Skaven placed on it based on the number of access points in and out of the path of that card. Example: If a basic Tile/Location card is drawn, and that card is a "3-way" path, meaning 3 paths leading in and out of the card, then that card will receive 3 Skaven to be placed on any space of that card.
- Tile/Location cards may not be played that will result in any access points being blocked.
- If a Tile/Location card is drawn that cannot be legally placed, it is discarded and that player's turn continues.
- All players begin the game with 3 shield tokens and 3 sword tokens that will be kept by the player, visibly to the side.
- A sword may be used during combat to raise a player's combat roll 1.
- A shield may be used in place of swords in combat.
- A shield may be used during combat to continue combat on lost rolls, or must be used when a player rolls and does not have enough swords to raise the roll or no longer has any swords at all.
- Players must combat any Skaven that may now occupy the same space as them since the end of their last turn, before any movement roll takes place.

- Any time a player lands on a space occupied by a Skaven during movement, or begins a turn with a Skaven now on their space, combat ensues.
    - Combat is resolved by rolling a six-sided die. If the player rolls a four, five or six, they win and the Skaven figure is added to their collection. If the player rolls a one, two or three, they lose and must either forfeit a shield token or spend enough sword tokens to raise the number rolled enough to make it successful.
    - Anytime a player defeats a Skaven, they may collect the figure on the board to add to their collection. Players must keep their collected Skaven figures together to the side, still visible to all other players.
    - A Skaven Rat Ogre counts as two Skaven upon defeat and in collection.
    - Combat continues until the player wins or runs out of shield tokens.
    - A player may never voluntarily leave combat, combat continues until Skaven is defeated or player runs of shield tokens.
    - When a player runs out of shield tokens, they are captured in combat. That player must then immediately place their Hero back to the center of the Start location. As well, that player must give up half (rounded up) of the Skaven they have collected and any Ability/Event cards they have in play. That player loses the rest of their turn.

    - When a player is captured in combat and losses half of there already collected Skaven, those lost Skaven figures will return back to the Skaven pile made during setup.
    - Whenever a player is captured in combat, and is relocated to the center space on the Start location card, they will begin their next turn with three shields and three swords.
    - Players can only defeat a Skaven Rat Ogre with a roll of a 5 or 6.
    - Players can only defeat a Skaven Lord with a roll of a 5 or 6.
    - If a player reaches the center of the End space to fight the Skaven Lords, and is captured by the second one, upon defeating the first, the defeated Skaven Lord must be returned to the center of the End space. That Skaven Lord will be returned, and cannot be counted as a lost Skaven upon capture.
- Ability/Event cards may be played at any time.
- Only one Ability/Event card may be played during a round (From the beginning of a player's turn to the beginning of their next turn).
- A player may never have more than three Ability/Event cards at any time.
- A player may discard one Ability/Event card at the end of their turn.
- Cards with, "Item" in the bottom corner, are Item cards. These cards remain in play for the player who activates it until destroyed or lost. Item cards can only be destroyed by the Ability/Event card, "Shatter" or lost upon capture.
- Players may use their Hero's "Hero Ability" at any time, or as stated by the card.
- Hero movement is determined by rolling a six-sided die.
    - No diagonal movement is allowed.
    - Players may choose to move any desired amount of spaces up to the number of their movement roll. Example: If a player rolls a 4 on their movement roll, that player may move up to 4 adjacent path spaces, or may choose less if desired. But must fight each encountered Skaven on any space.
    - Players must move at least 1 space on movement.
    - Players may only move on paths or significant building spaces.
    - Players must use the door spaces to move in and out of significant buildings.
    - Any Skaven encountered during movement must be fought before any movement continues. Movement may continue if Skaven is defeated.
    - If a player defeats a Skaven on a space with a token, or lands on a space that has a token with no Skaven, that player immediately adds the token to their collection.
- Players may have as many shield and sword tokens as they can collect.
- When playing Ability/Event cards, the Start and End locations are not considered significant buildings.
- Players must finish their turn with a Skaven movement phase:
    - At the end of a player's turn they must roll one die for Skaven movement.

    - The player may move any Skaven on the board 1 legal, adjacent space. Example: If a player rolls a 5, they must move 5 different Skaven 1 adjacent space.
    - Players may move Skaven on spaces that are occupied by Heroes.
    - Only 1 Skaven may be placed on a space at all times, no more.
    - Skaven may not be placed on the center of the Start location.
    - If a player has Skaven movements left from their roll, and all Skaven are positioned that not 1 more can be moved to a legal space, then that player's turn is over.
    - Players may move any Skaven, in any order, upon Skaven movement. Once a player has moved a Skaven, and their hand has been removed, Skaven is set to that space and may not be re-moved to another space this Skaven movement.
    - A Skaven Rat Ogre may move two spaces during Skaven movement.
    - Neither of the two Skaven Lords may ever be moved from the center space of the End location.
- When a player reaches the End location, that player must defeat two Skaven Lords at the center space to win the game.
    - The Skaven Lords can only be defeated in combat by rolling a 5 or 6, but follows all other combat rules.
    - The Skaven Lords may never be moved from the center of the End location. Neither are legal movements during Skaven movement phases.
- A player can win when they have collected 25 Skaven.

Actions:

- Player draws Tile/Location card from the deck and places it on the table. (INV)
- Player draws Tile/location card and discards it if it cannot legally be placed. (INV)
- Player plays Ability/Event card.
- Player draws up to three Ability/Event cards.
- Player discards one Ability/Event card at end of turn.
- Player uses Hero Ability.
- Player makes movement roll. (INV)
- Player moves desired amount based on roll.
- Player enters combat with Skaven. (Can be INV)
- Player uses sword token(s) in combat. (INV)

- Player uses shield token(s) in combat. (INV)
- Player defeats Skaven. (INV)
- Player defeats Skaven Rat Ogre. (INV)
- Player is captured by Skaven and returned to the Start location. (INV)
- Player loses half of Skaven collected upon capture. (INV)
- Player loses rest of turn upon capture. (INV)
- Player moves and enters significant building.
- Player collects sword token. (INV)
- Player collects shield token. (INV)
- Player makes Skaven movement roll.
- Player moves Skaven based on Skaven movement rules.
- Player reaches center of End location.
- Player enters combat with Skaven Lords.
- Player defeats first Skaven Lord.(INV)
- Player is captured by second Skaven Lord.(INV)
- Player defeats both Skaven Lords.(INV)
- Players collects 25 Skaven for a win.

Transitions:

- Player draws unplayable Tile/Location card.
- Player plays Ability/Event card.
- Player has less than three Ability/Event cards.
- Player uses Hero Ability.
- Player enters combat with Skaven.
- Player defeats Skaven.
- Player is captured by Skaven.
- Player runs out of shields and is captured by Skaven.

- Player makes Skaven movement.
- Player is captured by a Skaven Lord.
- Player defeats both Skaven Lords.
- Player collects 25 Skaven.

Items:

- 27 Tile/Location Cards
- 40 Ability/Event Cards (See: ‘‘Ability/Event Cards’’)
- 100 Skaven figures
- 3 Skaven Rat Ogres
- 2 Skaven Lords
- 7 Hero figures
- 7 Hero Ability Cards (See: ‘‘Heroes and Hero Abilities")
- 40 Shield Tokens
- 60 Sword Tokens
- 2 Dice

Setup:

- Randomly choose a player to be the host of the game.
- Host removes the ‘‘Start’’ and ‘‘End’’ location cards from the Tile/Location deck.
- Each player chooses a Hero to play as.
- Host places the Start card in the center of the table.
- Host places chosen Hero figures for each player and places them in the center square of the Start card.
- Host shuffles the rest of the Tile/Location deck and places the ‘‘End’’ location card at the bottom of the deck. (For shorter game, Host may place ‘‘End’’ location card in bottom half of the deck).
- Host shuffles the Ability/Event deck and deals three cards to each player.
- Host makes a pile of accessible Skaven figures and places them to the side.
- Host gives each player three sword tokens and three shield tokens to begin with. (Tokens will be kept to the side by the player, though still visible to all other players.)

- Each player will roll one die to determine Hero selection and turn order. Highest number goes first in descending order.

Ability/Event Cards:

Some Ability/Event cards will have duplicates.

- **Berserk** – Reroll 1 failed attempt each combat roll this turn.
- **Blood Oath** – Sacrifice 1 shield. Send a target player back to the center of the Start location.
- **Capture Net** – Target player may not move this turn. Other Ability/Event cards that affect movement, played on that turn by the "captured" player, become unplayable.
- **Caught Off Guard** – Target player losses 2 swords.
- **Cave In** – Target player must skip their turn.
- **Charge… For Glory!!** – Move up to 10 spaces in place of movement roll. Fight any Skaven encountered along the way
- **Exile Blades** – Gain 3 swords for next 3 immediate combats. They may be placed to the side and must be used only for the next 3 combats. (Item card)
- **Fresh Boots** – Player may add +1 to next movement roll. (Item card)
- **Infiltrate** – All Skaven can move up to 2 spaces during Skaven movement this turn.
- **Into the Shadows** – All players may move through Skaven avoiding battle this round. This does not include the Skaven Lord.
- **Mind Bend** – Choose if, and where, target player moves upon their movement roll.
- **Mystic Shield** – Play to block any opposing player's Ability/Event. Opposing player may target another opponent if able, or discard if no longer playable.
- **Potion of Light Steps** – Roll 2 dice for one movement turn.
- **Rest Up For Now!** – Skip your next Hero movement. Gain 2 shields.
- **Sacred Sword** – Gain 1 sword.
- **Shatter** – Destroy target player's item.
- **Sink Pit** – Move target player 5 spaces, taking place of their movement roll. Player must fight any Skaven encountered along the way.
- **Sound the Horn!** – Place 10 Skaven on any legal, available space.
- **The Rats Are Coming!** – Place 5 Skaven on any legal, available space.
- **Warp Stone** – Draw until you have 6 cards in your hand, you may then play 1 card. Discard remaining cards until you have 3 or less.

Heroes and Hero Abilities:

- **Golbaine the Destroyer** – Golbaine has 1 extra sword at the start of the game. This also activates at the start of Golbaine's next turn upon being captured.
- **Khyrisa the Sorceress** – Khyrisa has 1 extra shield at the start of the game. This also activates at the start of Khyrisa's next turn upon being captured.
- **Zex the Undead** – Upon capture, roll 1 die. If player rolls a 6, a spirit is summoned instead and Zex is not captured and will battle on as normal.
- **Euphorian the Shade** – If player has 3+ swords and 3+ shields in possesion, they may add 1 to any Hero movement roll. Player must have 3+ of each, swords and shields.
- **Brax the Unbound** – Brax may "break," and move, through any walls of significant buildings instead of using doors.
- **Azrall the Archer** – Once per turn, if player has 3+ shields in possession, Azrall may shoot a Fated Arrow at one Skaven up to 3 spaces away. Player must roll one die, upon rolling a 3, the Skaven is defeated.
- **Calthan the Cursed** – If player has 3+ swords and 3+ shields, once per round, they may minus 1 to any other player's Hero movement roll. Player must have 3+ of each, swords and shields.

Meaningful Action Analysis:

- **Select** – Players select a host for the game.
- **Setup** – Host sets up the game.
- **Draw** – Player draws Tile/Location or Ability/Event cards.
- **Place** – Player places Tile/Location card (Meaningful Action). Tile/Location cards can be strategically placed to help a player advance in movement, collect loot tokens, ensue combat with Skaven, or halt or hinder other players.
- **Use** – In combat, players must use a sword(s) and/or shield to try and defeat Skaven, and remain from being captured. Players can also choose to use Hero Abilities (Meaningful Action). When able, players may choose to use their Hero's "Hero Ability." This is a significant choice to make that gives that player a specific advantage or outcome.
- **Discard** – Player discards Ability/Event card (Meaningful Action). This is meaningful because players have the choice to discard. They may hold onto any of the three cards they have for later, or choose to discard to get rid of a card they may deem useless.
- **Roll** – Player rolls dice during setup, for their movement roll, Skaven movement and combat phases.

- **Move** – Player moves desired amount of spaces based on roll (Meaningful Action). Players have the luxury of choosing up to the amount of spaces they want to move based on their movement roll. This can be important when trying to get to significant buildings and collect loot, collect Skaven, stay from Skaven and finding a path to the End location.
- **Enter** – Player enters significant building/loot location (Meaningful Action). This can be very important because players want to obtain as many swords and shields as they can. Players have the option of moving through these buildings how they please and could have opportunities to obtain loot without having to fight a Skaven for each one.
- **Defeat** – Player defeats Skaven, Skaven Rat Ogre or Skaven Lord(s) in Combat.
- **Capture** – Player is captured by Skaven, Skaven Rat Ogre or a Skaven Lord in combat.
- **Collect** – Player collects tokens (Meaningful Action). Players have the choice of when and where to try and collect loot tokens. Some locations may be packed with loot, but with the price of having to enter a lot of combat. Other locations may have available loot with less combat, or a specific type of loot that the player may think to be more important than the other.
- **Lose** – Players can lose the rest of their turns in certain situations, lose half of their collected Skaven upon captures or lose the game.
- **Reach** – Player reaches the End location (Meaningful Action). Player's goal should be to reach the End location and try and win the game. However, this is meaningful because some players may be able to reach the End but knowingly not be able to defeat all Skaven. Some players may find it more beneficial to wait it out and collect more loot, or even stay away from the End and find locations with many Skaven to try and collect 30 if that is a smarter decision for them to try and win.
- **Win** – Player reaches the End location and defeats both Skaven Lords, or collects 25 Skaven to win the game.

Detailed Rules:

- **Setup:**
  - Players select a Host.
  - Remove "Start and "End" locations from the Tile/Location deck.
  - Players each choose a Hero to be.
  - Start card goes in the center of the table.
  - All Heroes begin in the center square of the Start card.

- Shuffle Tile/Location deck and place the "End" location card at the bottom of the deck. (For shorter game, place "End" location card in the bottom half of the deck)
- Shuffle Ability/Event card deck and deal each player 3 cards.
- Each player receives 3 sword tokes and 3 shield tokens to begin the game.
- Put pile of accessible Skaven figures to the side.
- Each player roll one die to determine Hero selection and turn order. Highest number goes first.

- **Player's turn:**
  - Draw a Tile/Location card and play it on the table if able.
  - Draw up to 3 Ability/Event cards if player holds less than 3.
  - Combat any Skaven now occupying same space since end of last turn.
  - Make a movement roll. (See: "Movement")
  - Combat any encountered Skaven. (See: "Combat")
  - Player may discard up to 3 Ability/Event cards from their hand.
  - Roll for Skaven movement. (See: "Skaven Movement")
  - Finishing Skaven movement ends player's turn.

- **Tile/Location cards:**
  - Tile/Location cards may be rotated in any playable way.
  - Tile/Location cards with significant buildings receive the number of Skaven(SK), Skaven Rat Ogres(R), sword(SW) and shield(SH) tokens indicated.
  - Skaven and tokens may be place on any path spaces for corresponding card.
  - Tile/Location cards may not be placed that block any open paths of any other cards placed already.
  - Basic Tile/Location cards (ones with no significant buildings) will receive Skaven placed on them based on the amount of access points in and out of the card.
  - Tile/Location cards that are drawn and are not legally playable are discarded and play resumes.
  - Any Tile/Location card that is placed that has loot location for a significant building, will have a Skaven Rat Ogre placed in the center space. Skaven Rat Ogres follow same combat rules as a Skaven Lord, needing a roll of a 5 or 6 to defeat.

- **Ability/Event Cards:**
  - Ability/Event cards may be played at any time.
  - Players may draw up to 3 Ability/Event cards at the start of their turn.

- Players may discard up to 3 Ability/Event cards at the end of their turn before Skaven movement.
- Only one Ability/Event Card may be played during the time of your current or last turn and your next.
- A player may never have more than 3 Ability/Event cards at any time.
- Cards with, "Item" in the bottom corner are Item cards. These cards remain in play for the player who activates it until destroyed. Item cards can only be destroyed by the Ability/Event card, "Shatter" or upon capture.

- **Hero Ability:**
  - Players may use their Hero Ability at any time as stated, based on the card.

- **Movement:**
  - Movement is determined by rolling a 6 sided die.
  - No diagonal movements allowed.
  - Players may move to any adjacent spaces.
  - Players may move up to the number of their movement roll, but must at least move 1 space always.
  - Players may only move on paths and within significant buildings.
  - Players must use door spaces moving in and out of significant buildings.
  - Players must combat any encountered Skaven upon any movement. Movement may resume if Skaven is defeated.
  - Players will receive tokens on spaces once the Skaven is defeated, or immediately if no Skaven is present on the space.

- **Tokens:**
  - Each player will begin game with 3 shield and 3 sword tokens.
  - Players may hold as many shield and sword tokens as they can collect.
  - Swords may be used in combat to raise die roll 1.
  - A shield may be used in place of swords in combat.
  - A shield must be used if player does not have enough swords to raise die roll, or has no swords at all.

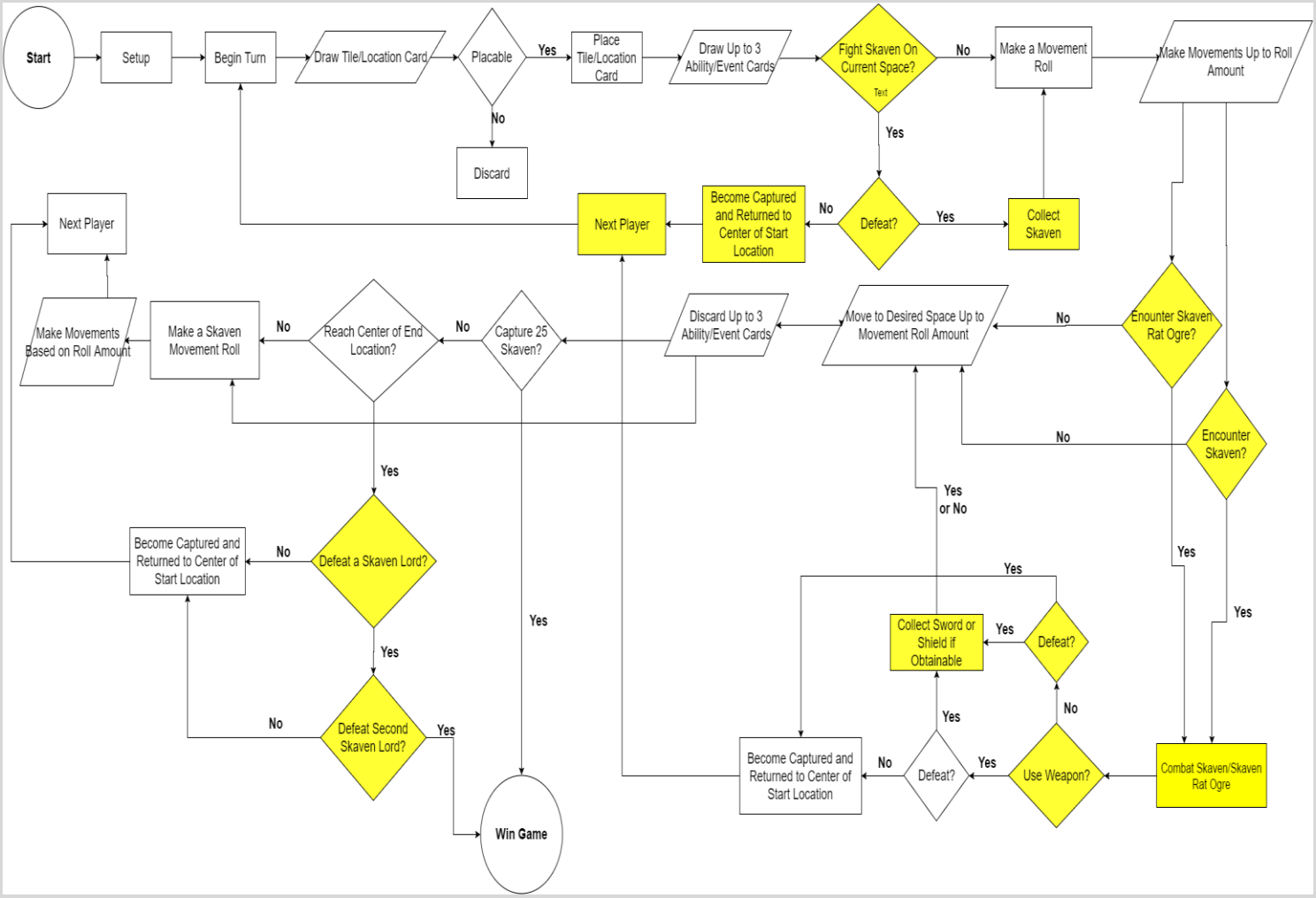
- **Combat:**
  - Anytime a player lands on a space with a Skaven, or begins a turn with a Skaven now on their space, combat ensues.
  - A six sided die is rolled to determine combat outcomes.
  - Player must roll a 4, 5 or 6 to defeat Skaven.

- If player rolls a 1, 2 or 3 they must raise the roll with a sword(s) or use a shield to continue combat, or become captured.
- Upon defeating a Skaven, player may take that Skaven figure and add it to their collection.
- A Skaven Rat Ogre counts as two Skaven upon defeat and in collection.
- Players must fight, a player may never leave or run from combat.
- A Skaven Rat Ogre can only be defeated by a roll of a 5 or 6.
- A Skaven Lord can only be defeated by a roll of a 5 or 6.
- If a player reaches the center of the End space to fight the Skaven Lords, and is captured by the second one, upon defeating the first, the defeated Skaven Lord must be returned to the center of the End space. That Skaven Lord will be returned, and cannot be counted as a lost Skaven upon capture.

- **Skaven Movement:**
  - At the end of a player's turn, one die is rolled for Skaven movement.
  - Player moves as many individual Skaven based on roll.
  - Skaven may only be moved 1 adjacent space.
  - Skaven may be moved onto spaces occupied by Heroes.
  - Skaven may not be moved onto the center space of the Start location.
  - Only one Skaven may be moved on a space at all times, no more.
  - If no Skaven can no longer move to any legal spaces, and movements are left from roll, then player's turn is over.
  - Players may move any Skaven, in any order, upon Skaven movement. Once a player has moved a Skaven, and their hand has been removed, that Skaven is set to that space and may not be re-moved to another space for this Skaven movement.
  - Neither of the two Skaven Lords, at the center of the End location, may ever be moved during Skaven movement.
- **Capture:**
  - When a player runs out of shield tokens, they are captured in combat.
  - Player must immediately move back to the center of the Start location.
  - Player must give up half (rounded up) of their defeated Skaven collected so far.
  - Player must discard any active Ability/Event card they may have in play.
  - Player loses the rest of their turn.
  - Player will begin next turn with 3 swords and 3 shields.
- **Winning:**
  - Player can win once 25 Skaven have been collected.

- Player can win by reaching the center space of the End location and defeating both of the Skaven Lords.
  - The Skaven Lords can only be defeated by rolling a 5 or 6, but follows all other combat rules.
  - The Skaven Lords may never be moved from the center of the Start location.

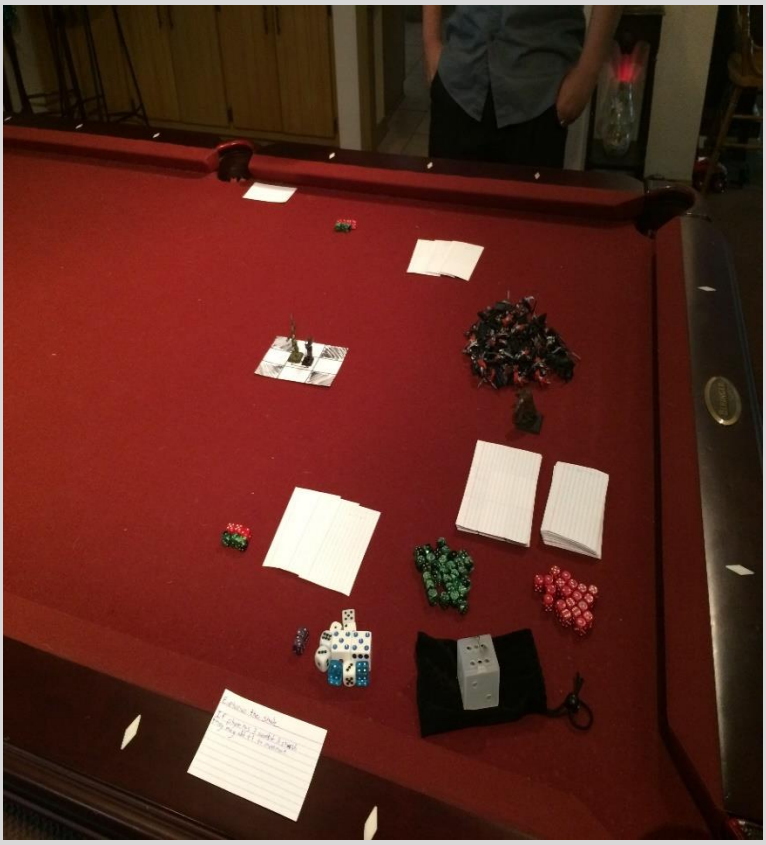
War Paths Flowchart:



Test Stage 1:

Game 1:

- **Image 1** - Here is a setup picture for a test game I am playing with Jonathon (Top). Neither of us have taken a turn yet. This is what the game will look like when set up and ready to begin play. Each of us have 3 green tokens for swords and 3 red tokens for our shields. Jonathon has 1 extra shield token because of his Hero Ability. He is Khyrisa the Sorceress, and her Hero Ability is she begins the game with 1 extra shield, as well on her next turn upon any captures. We each have three Ability/Event cards, and the Tile/Location and Ability/Event card decks are both to the right. As well, extra tokens and our Skaven pile are located to the right. Here, we are ready to begin.

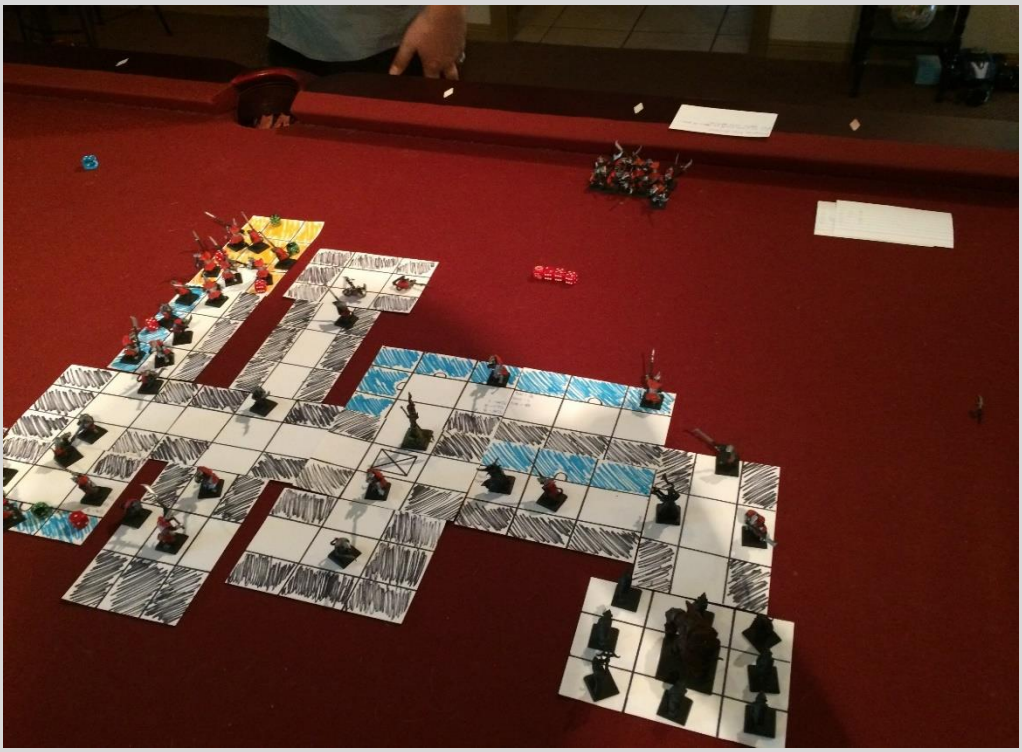


- **Image 2** – Here it is noticeable that we have played through 10 turns. 10 Location/Tile cards have been placed. Jonathon has just completed his Skaven movement, ending his turn. 5 significant buildings have been placed, with one being a loot location to the top left. It is clear that the area to the left is



populated with Skaven in every space. This is from locations being placed, as well, I had just played "The Rats are Coming!!" Ability/Event card, which allowed me to place 5 Skaven on any legal space. There were more Skaven down the center path to this area, but you can see that both of us have each defeated and collected 5 Skaven so far.

- **Image 3** – This photo shows that a few more locations have been placed, including the End location to the bottom right, which you can see the Skaven Lord waiting in the center. Neither of us have attempted to go down the Skaven infested alley all the way to the right. Jonathon was in that area earlier, but left once I was able to drop even more Skaven over there from Ability/Event cards. You can see Jonathon has also collected 11 Skaven now. However, he did have 12 at one point, and was captured and lost half, and has now gotten his collection back to 11. We did opt to play for a potentially shorter game by placing the End location in the bottom half of the Tile/Location deck, opposed to directly on the bottom. We did end up placing four more Tile/Location cards before the end of the game, which remained untouched by either of us. Those four turns later I played an Ability/Event card, on my turn, which caused Jonathon to move 5 spaces of my choosing and fight any Skaven along the way. He was positioned directly in front of the End location, and I was behind him. He only had 4 shields left and no swords. My strategy was to let the Skaven pick him apart. So I sent him right through the End location, moving around the Skaven Lord in the center. Jonathon did not miss one single roll against any of the 5 Skaven. I then proceeded to do my Skaven movement and Jonathon walked right through the Skaven Lord on his next turn for the win.



Game 2:

- **Image 1** – Here, Elizabeth (Top) and I are four turns into the game. Two loot locations have already been placed early in the game and are filled with Skaven and tokens. Elizabeth has stuck around the center for now, which she is in the actual center starting space, as well have I. I am directly to her left. Neither of us have used any tokens. Elizabeth is Khyrisa the Sorcercess, so that is why she has 4 shields to begin, because of her Hero Ability. I am Golbaine the Destroyer. My Hero Ability acts the same as Elizabeth's, however, I gain 1 extra sword to begin. I have also just played an Ability/Event card, "Sacred Sword", which allows me to gain 1 sword. That is why I already have 5 swords in my possession.



- **Image 2** – This picture shows us a few turns later. A few more paths have been placed, including two additional significant buildings located to the bottom right. At this point, I have taken an advantage over Elizabeth, thanks to Ability/Event cards. I have now been able to play three consecutive turns thanks to drawing two "Cave In" cards, which allowed me to skip Liz's turn back to back. I am located at the top right, inside the loot location to the right. You can see I have cleaned it out, leaving two Skaven untouched that are of no value to me at this point. I have now defeated and collected 8 Skaven. As well, for this turn, I played the Ability/Event card "The Rats are



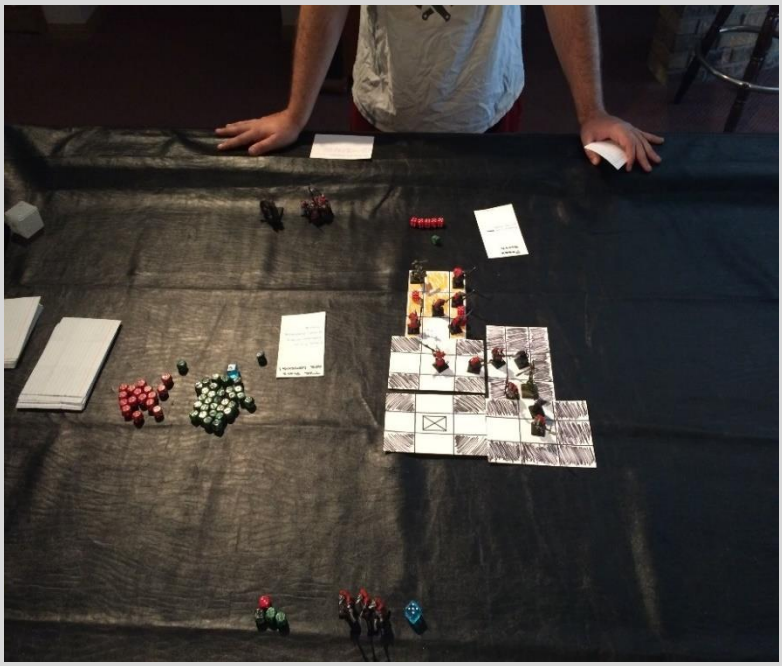
Coming!!" This allowed me to place 5 Skaven on any legal space. I used that to box in Elizabeth, who is located to the right of the Start location.

- **Image 3** – Here we are a few turns later. Some more locations have been dropped, including two more significant buildings to the top, as well as a few long, straight paths have formed around the left side. I have now gotten a little down on both of my tokens, but have managed to defeat and collect 12 Skaven. So far I have had a nice offensive game, but have aggressively made it hard on Elizabeth playing continued defense on her. She chose on her last turn to play the Ability/Event card "Rest up… For now", which allowed her to skip her movement and gain 2 shields. Now my turn, I have again played "The Rats are Coming!!" Ability/Event card. Along with finishing my turn with Skaven movement, I have now boxed her in again, even surrounding her more this time, which you can see all around the Start location beneath the left loot location. My defensive choices have so far left her completely unproductive the first 14 turns of the game.

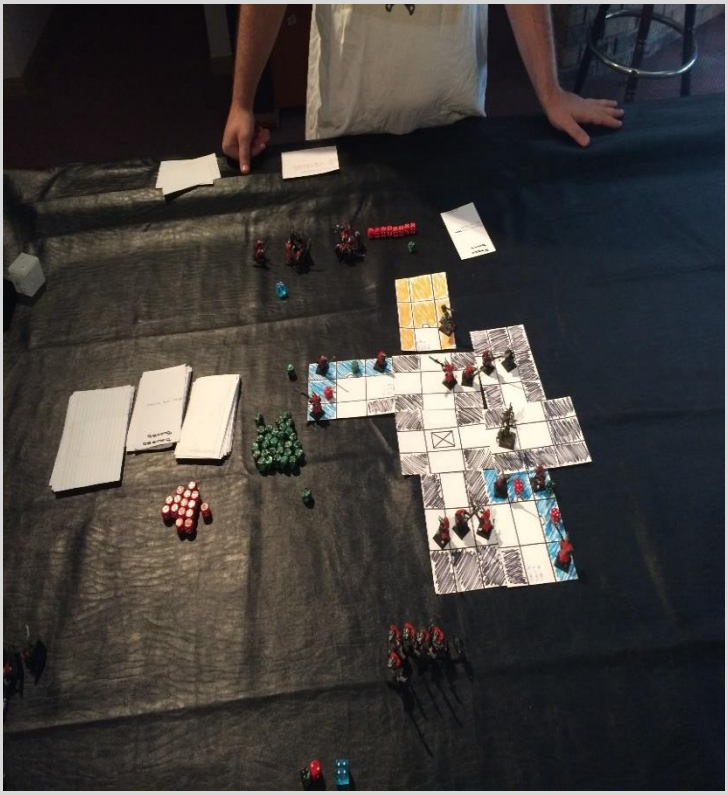


Game 3:

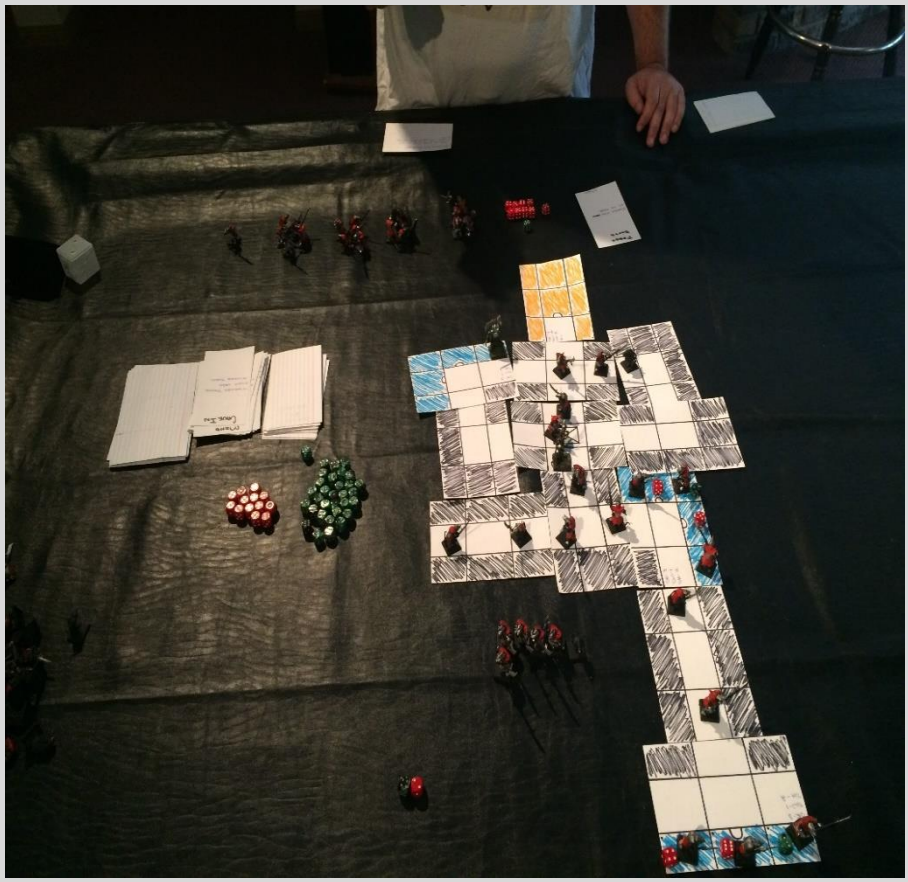
- **Image 1** – Here Jesse (Top) and I are playing. We are a few turns in, and Jesse has just halted me by playing "Cave In," which causes me to skip my turn. Jesse has now drawn, and placed, a loot location. He has already managed to enter this location, defeating 5 Skaven and collecting 3 shields along the way. Before Skaven movement, Jesse has now begun to finish his turn by playing, "The Rats are Coming!!" He surrounds me, to the right side of the board, with Skaven to deal with my very next turn. Which I will begin with only 3 swords and 1 shield.



- **Image 2** – Now, we are a few more turns into the game. I managed to get away from the Skaven Jesse placed around me. I was able to defeat 3, while only maintaining 1 sword and 1 shield. Two more significant buildings have been placed, one to the far left placed by Jesse, and one to the bottom right placed by me. I am now going to take a chance and try to make my way to the significant building I just placed. Knowing, if I happen to get captured, it may be better for me since I will obtain 3 new shields and swords. On his next turn, Jesse was also able to clean out the loot location. He now has 8 shields, 1 sword and has defeated and collected 12 Skaven.



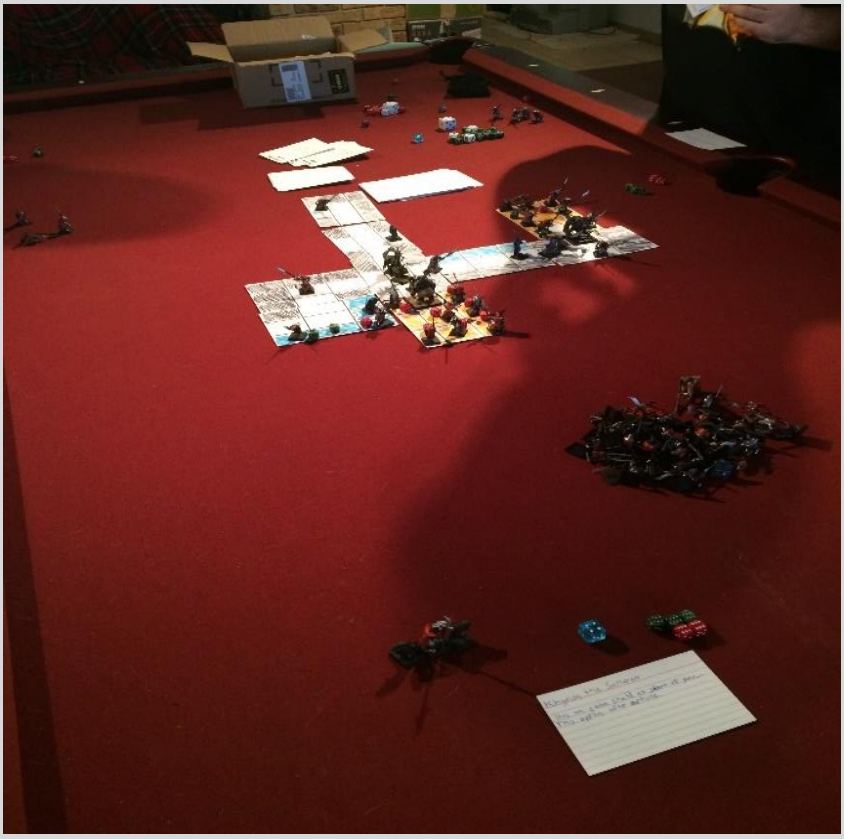
- **Image 3** – At this point, Jesse has taken an aggressive advantage over me in the game. Through a few defensive plays, Jesse has managed to halt me from any production and movement for my past few turns. Jesse is located in the significant building to the top left, in a pretty scarce, empty area. That was not the case moments ago. Jesse just played "Charge… For Glory!!" This allowed him to skip his movement roll and opt to move 10 spaces, fighting any Skaven along the way. Jesse cleaned up. Along with his 8 shields, he has managed to collect one more, not having to use any for his numerous combats. From this, he has also now collected 21 Skaven. With no End location even into play yet, Jesse is 4 Skaven away from a dominant win.



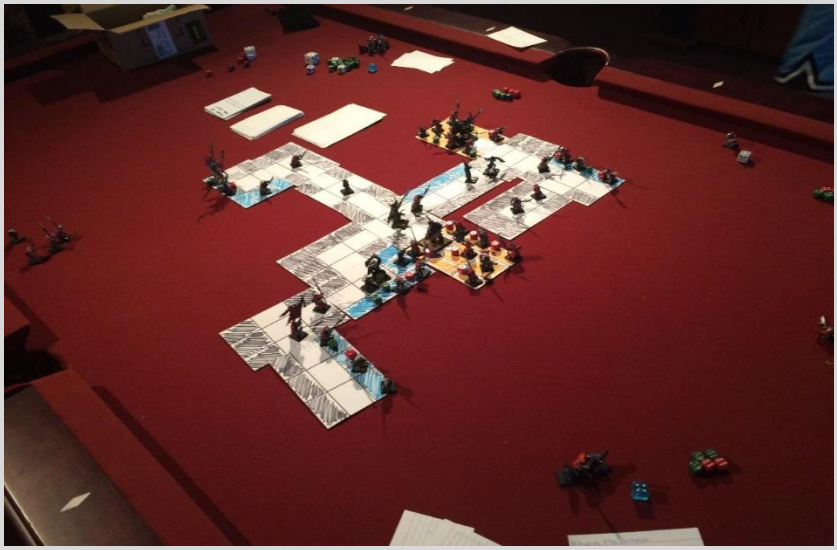
Test Stage 2:

Game 1:

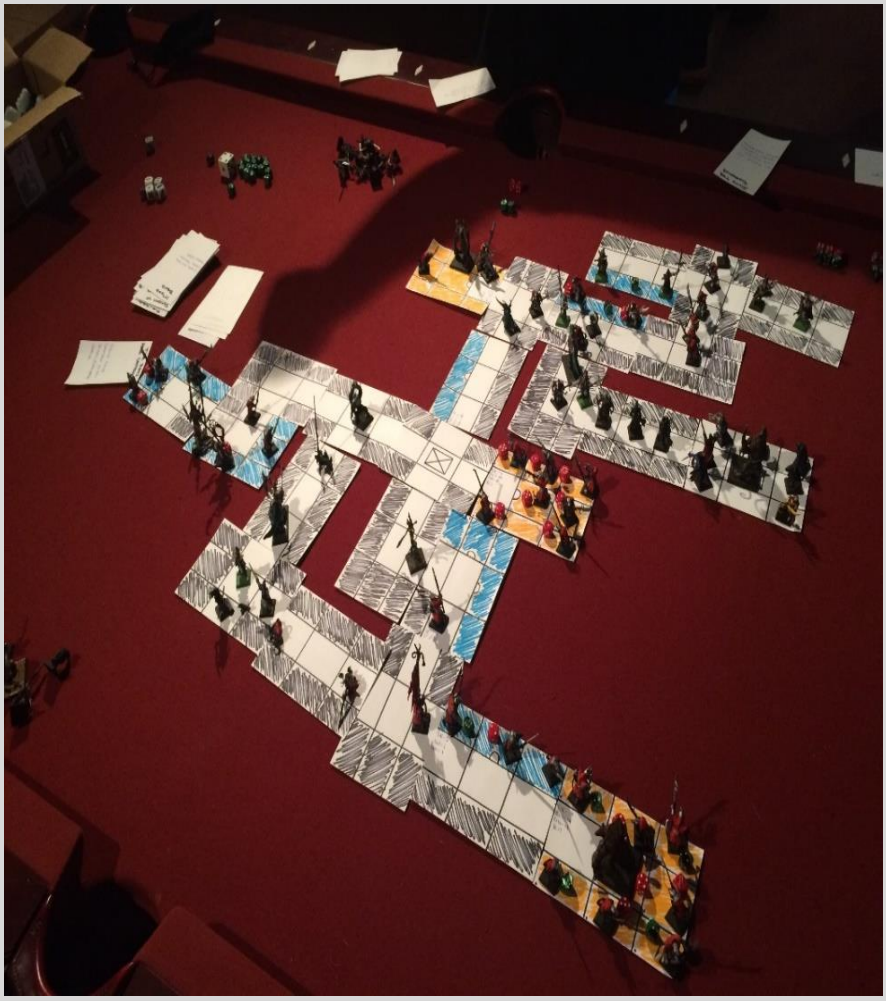
- **Image 1** – This picture is an early-mid part in the game, 8 turns in. There are 4 of us playing in this game. Jesse (Top Right) is about to play an Ability/Event card to force me to skip my turn. He is trying to get back to his turn quickly because his Hero is still located at the starting space of the game. He has moved but has been relocated back to that space by way of a newly added Ability/Event card, "Blood Oath", which allows the player playing it to give up one of their shields and send a target player back to the center of the Start location.



- **Image 2** – This picture shows that 7 significant buildings have been placed. 5 blue tiled locations and 2 big loot locations which are orange tiled. I am Khyrisa the Sorceress, and have been sent back to the center start space by another player. We have all managed to collect a few Skaven, but none have attempted to make their way through a loot location yet. We also all each have 2-3+ swords and shields.

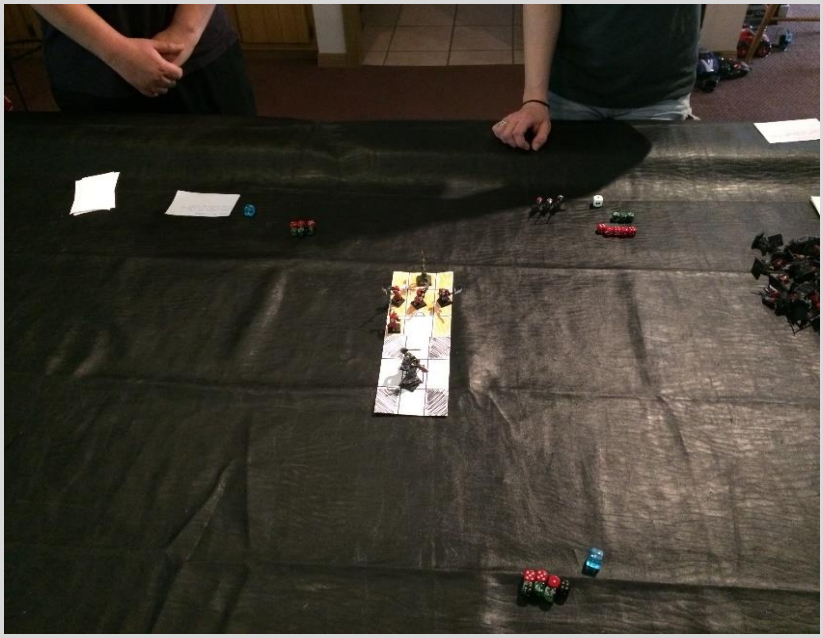


- **Image 3** – This picture is showing a perspective near the end of the game. The board now has all Tile/Location cards placed. The End location has finally just been placed and is located to the mid right with a vicious path of Skaven to get through, and the Skaven Lord waiting at the center. Skaven are still located all over the board, as have many have been defeated and collected too. There are two more blue significant buildings that have been placed, as well, another orange loot location has made it into play. Jesse has managed to near clean out one of the loot locations, which is the orange location to the top left. Two players are located right above the straight path leading to the End location, waiting on their turns to arrive to attempt to make their way to the Skaven Lord and try to defeat him for a win.

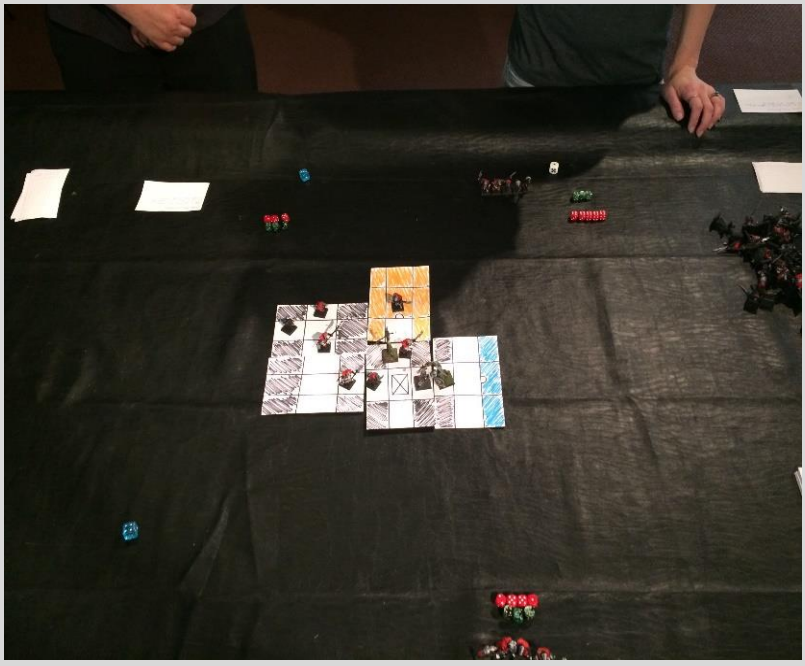


Game 2:

- **Image 1** – In this picture I have just begun a game with Jonathon (Top left) and Elizabeth (Top right). We are one turn into the game. I am Golbaine the Destroyer and have gained 1 extra sword to start due to my Hero Ability. Elizabeth is Khyrisa the Sorceress and has gained 1 extra shield. Jonathon is Zex the Undead; his Hero Ability only activates upon capture. Elizabeth has the first turn and has already drawn, and placed, a loot location for the very first location/path. On the first turn of the game, she has already managed to collect 3 Skaven and 1 extra shield. Jonathon and I have yet to even play.



- **Image 2** – At this point, we are at the start of turn 5, my turn. Elizabeth and I have both collected from the board now. She finished making her way through the first loot location placed, leaving only one Skaven untouched, and no valuable tokens left behind. I was just able to place the second significant building, to the far right, which I then rolled for my Hero movement and was able to get in and out of the building collecting 3 more Skaven and 1 shield and sword. Jonathon has yet to see any action or productivity.



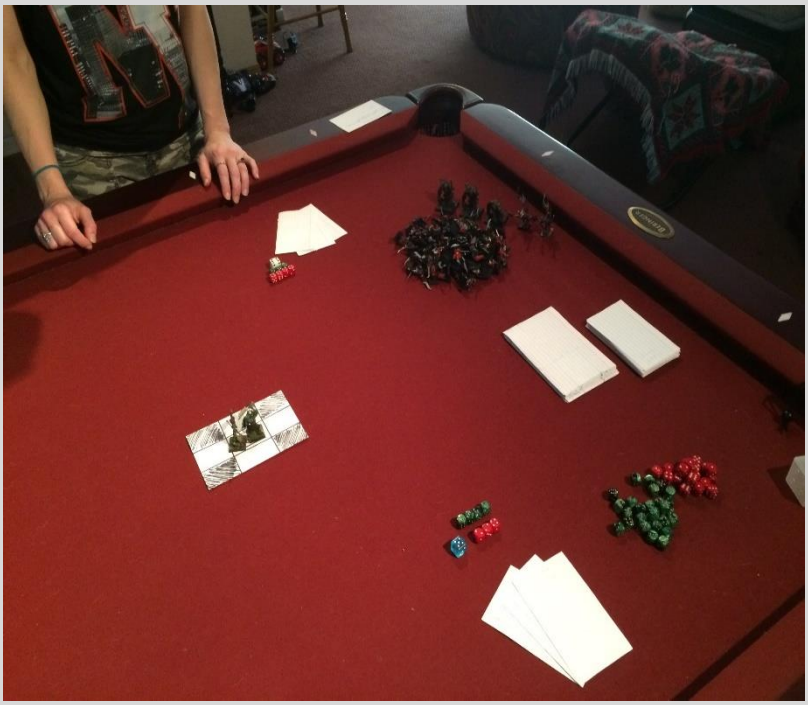
- **Image 3** – Here we are a bit further into the game. A few more significant buildings have been placed, and already cleaned out. At this point, we have all managed to be quite productive, collecting Skaven and keeping tokens. Another loot location was placed two turns before that, where I am just about to enter. This one has 7 Skaven filling the location, but the reward is hefty, 8 potential shields. The End location was just placed on the last Tile/Location draw, located to the far right. I have managed to keep Joanthon and Liz at bay by moving them both back spaces, as well, skipping their turns and/or movement turns, by way of various Ability/Event cards. If I can clean up the many shields in this loot location, and make it all the way back near them, I will have a very good shot at reaching and taking down the Skaven Lord for the win. It will be tough though. Because of a verbal mistake, I do know Jonathon possess a pretty powerful Ability/Event card, "Sound the Horn," of which there is only 1 in the deck. This would allow him to place 10 Skaven on any legal space. If he placed them all on my only path out, I would have quite an immense amount of combat to get through.



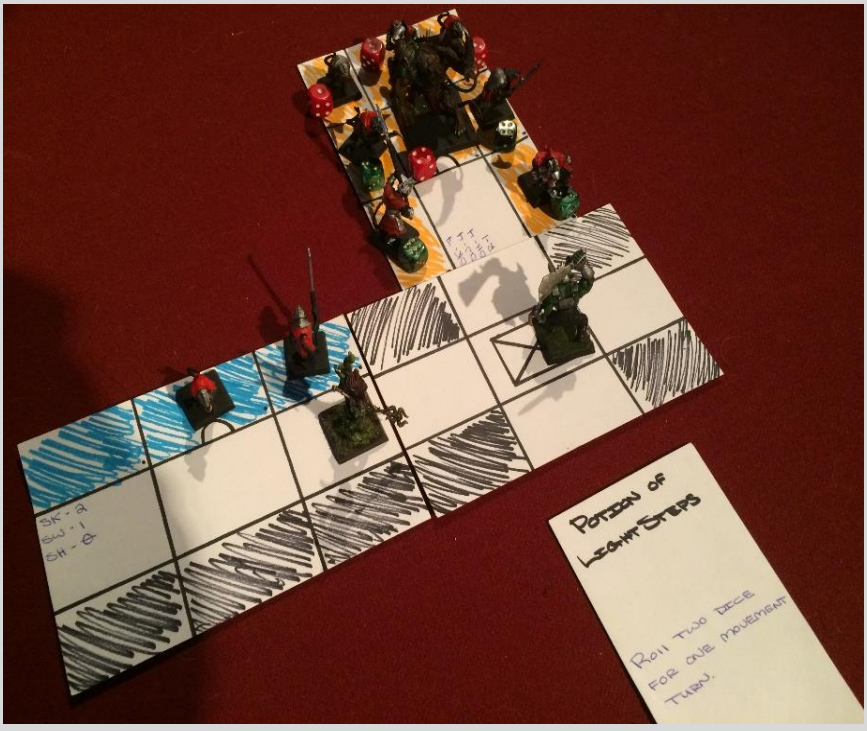
Test Stage 3:

Game 1:

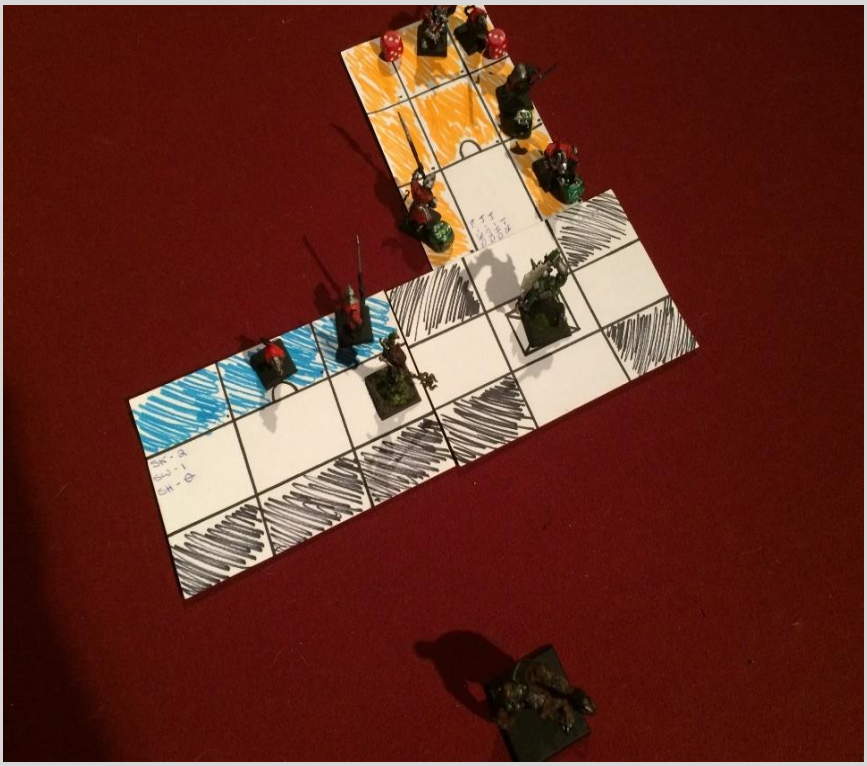
- **Image 1** – In this image, Elizabeth (Top) and I have set up to play a game. All key components have been given out, and all assets have been placed and made accessible. Elizabeth and I both rolled for Hero selection and turn order. She won and got to select her Hero first, and will start off the game. Elizabeth is Khyrisa the Sorceress, and has begun with 1 extra shield. I am Golbaine the Destroyer, and have begun with 1 extra sword. Also, there is an addition, near the top end of the Skaven pile, are the Skaven Rat Ogres and two Skaven Lords.



- **Image 2** – Here we are, only 1 turn later. Elizabeth drew a significant building, placed to the right, on the first turn of the game. The very next turn, mine, I drew and placed another significant building, a loot location. This location has 4 shields, 4 swords, 7 Skaven and now the one Skaven Rat Ogre in the center. I decided to play the Ability/Event card, "Potion of Light Steps," which allows me to roll two dice for one movement turn.

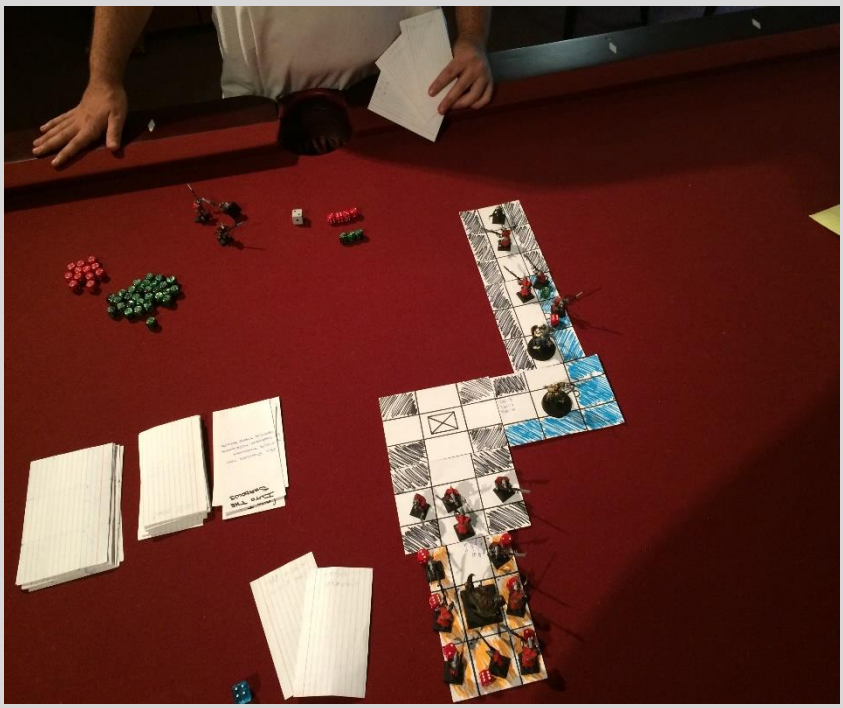


- **Image 3** – In choosing to take this early loot location head on, this is how I faired. I was very fortunate to start the game this way. I rolled a 10 for my movement roll, thanks to using two dice for playing "Potion of Light Steps." I went on to defeat the Skaven Rat Ogre, and then managed to defeat two Skaven afterwards, before being captured. I returned to the center of the Start location, and gave up half of my collected Skaven, which was four, remembering that the Skaven Rat Ogre counts as two.



Game 2:

- **Image 1** – Here, Jesse (Top) and I are a few turns into the game. As well, we have both chosen newly added Heroes. I am Brax the Unbound, and Jesse has chosen Azrall the Archer. 3 significant buildings have already been placed, one being an early loot location that holds 8 shields. I am located to the left of the top significant building. I am about to use my Hero Ability to enter directly into the building by "breaking" through the wall with Brax.



- **Image 2** – Jesse and I are a few turns into the game at this point. It is clear many more paths and locations have been placed, including another loot location that I placed near the first. Jesse is near the top right, following a path that he has created. I am near the center Start location headed towards the bottom of the board to try and obtain some valuables. Jesse has just played "Cave In" to try and skip my next turn. Fortunately, I was able to play my "Mystic Shield" against it, which allowed me to block an opponent's Ability/Event card. If we were playing with more players, Jesse could've chosen another player to play "Cave In" against.



- **Image 3** – Now Jesse and I are making our way to the End location to try and win. I am a few locations behind Jesse. Jesse is in this shot to the top left, with Azrall the Archer. He is about to attempt his Hero Ability and try to defeat the second Skaven in front of him by shooting an arrow. With one roll of one die, if he rolls a 3 he will defeat the Skaven. This is also a better view of the two Skaven Lords, together, guarding the End location.



Game 3:

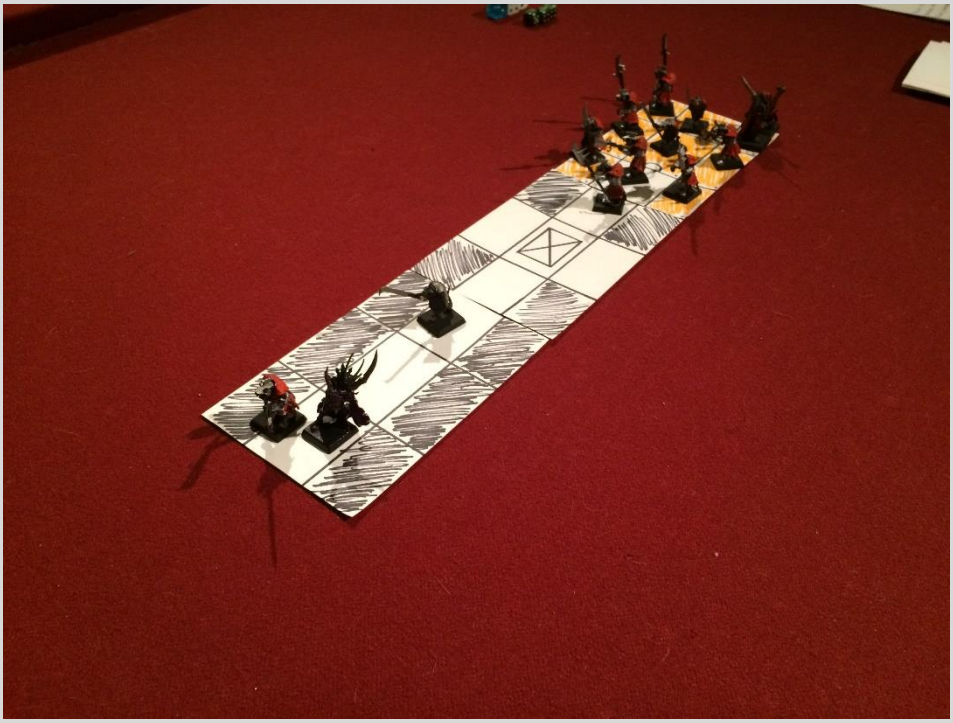
- **Image 1** – Here, we have a game one turn in, and I went first. I have chosen one of the new Heroes that no one has chosen yet before, Calthan the Cursed. If I hold 3+ of each shields and swords, I may deduct -1 from a players movement roll once per round. Rebecca (Top) chose to be Euphorian the Shade. I drew, and placed, a loot location quite early. I have chosen to play an Ability/Event card and "Sink Pit" myself. This allowed me, in place of a movement roll, move 5 spaces and fight any Skaven along the way. I was able to easily defeat the Skaven Rat Ogre, and make my way to the back corner of the location, collecting the Skaven Rat Ogre, 3 Skaven and 4 swords. Rebecca chose to play one her Ability/Event card, "The Rats are Coming!!" on my turn, and place 5 Skaven on the exact path I just took from the Start location.



- **Image 2** – Here, one turn later, Rebecca has moved 4 spaces in the opposite direction of me, whom is located in the back corner of a loot location, surrounded by Skaven. Rebecca rolled a 3 for her movement roll, and was able to move 4 by using her Hero Ability, which allows her to add +1 to her movement roll anytime she has 3+ of each swords and shields. Since I am Calthan the Cursed, I would have been able to negate her Hero Ability with mine, if I had only had one more sword in my possession.



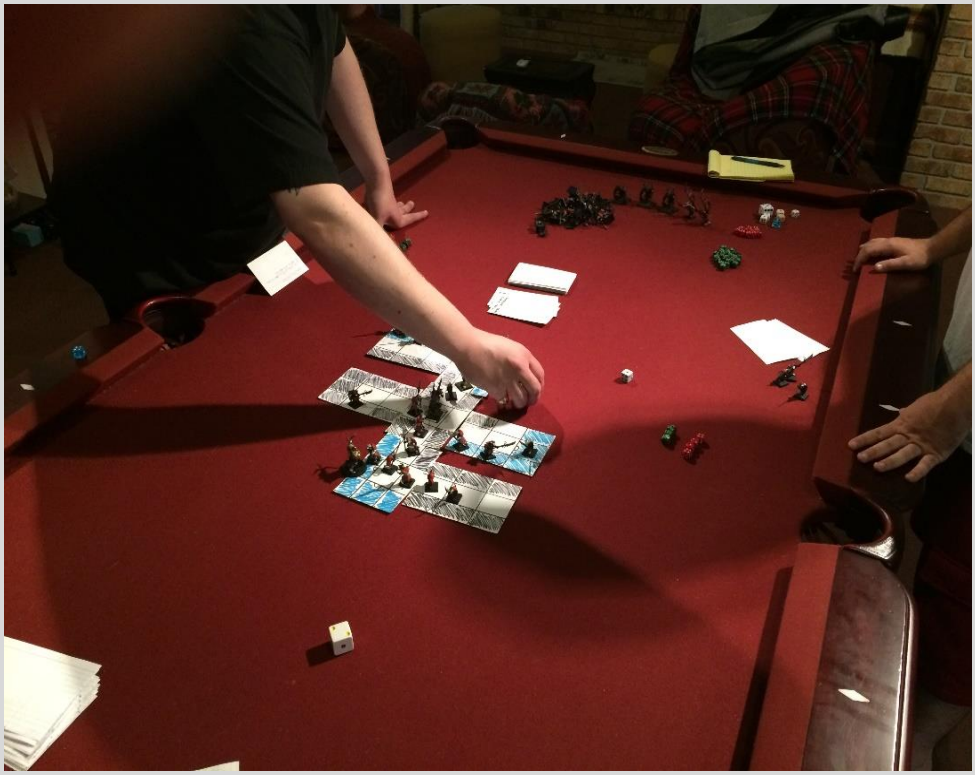
- **Image 3** – Now, we are at turn 3, which was my attempt to get out of that loot location alive. I decided to drop an item Abiltiy/Event card, "Fresh Boots." This will allow me to add +1 to my movement roll each turn until it is destroyed by Rebecca, or if I am captured. I managed to roll a 6, which now I was able to move 7 spaces. I was able to get out of the location by defeating 4 Skaven along my path, which now gave me 9 total for my collection. I have positioned myself directly in the doorway of the new loot location I just placed at the start of this turn. However, I will probably turn back around being that I made it here with only 2 swords and 2 shields left.



Test Stage 4:

Game 1:

- **Image 1** – Here we have a game a few turns in with three of us, Matt (Left), Jesse (Right) and myself. There is a hoard of Skaven, following an "L" path, near the bottom of the board from this angle. Matt has just played "The Rats are Coming!!" and has blocked Jesse in the bottom left significant building that he is located in.



- **Image 2** –At this point, Jesse is in the bottom of the image in an empty, neutral area. Matt and I are both located near the corner of a significant building, with many Skaven around. We are both positioning to take the path to the loot location, which holds 8 shields. The Skaven Rat Ogre has already been moved out to the very front of the location.

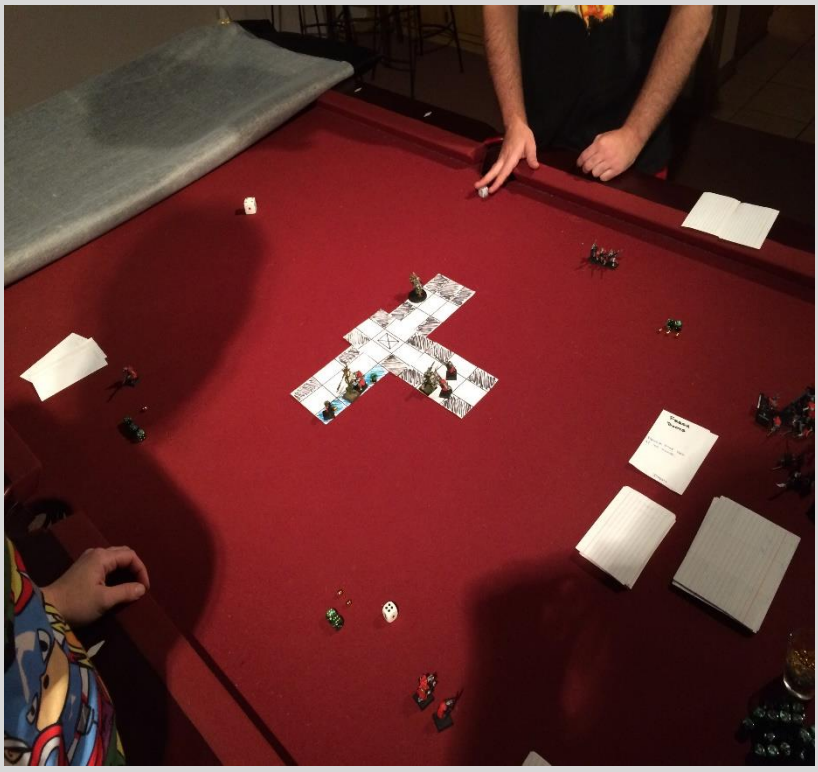


- **Image 3** – Here, we are nearing the point where everyone chooses if they want to make a break for the End. The End location has been placed on the other side of the board away from all of us, in a more neutral area. None of us are in a good position to attempt this. The Skaven Lords are hard enough to defeat on their own, and here lies a path of many Skaven just to get to them. Jesse has just played "Sound the Horn!" which allowed him to place 10 Skaven on any legal space. To the very top of the image is the loot location Matt and I were previously jostling for. Matt has gotten nowhere because of constant halts by Jesse with Ability/Event cards. He has now managed to pin us both where we are by placing the 10 Skaven from his Ability/Event card all around us. I had beat Matt to the loot location, and defeated the awaiting Skaven Rat Ogre, but now I have a vicious path of Skaven to get down the one path out I have out. I have just chosen to play "Charge… For Glory!!" This allowed me, instead of a movement roll, to move up to 10 spaces and try to fight my way out.



Game 2:

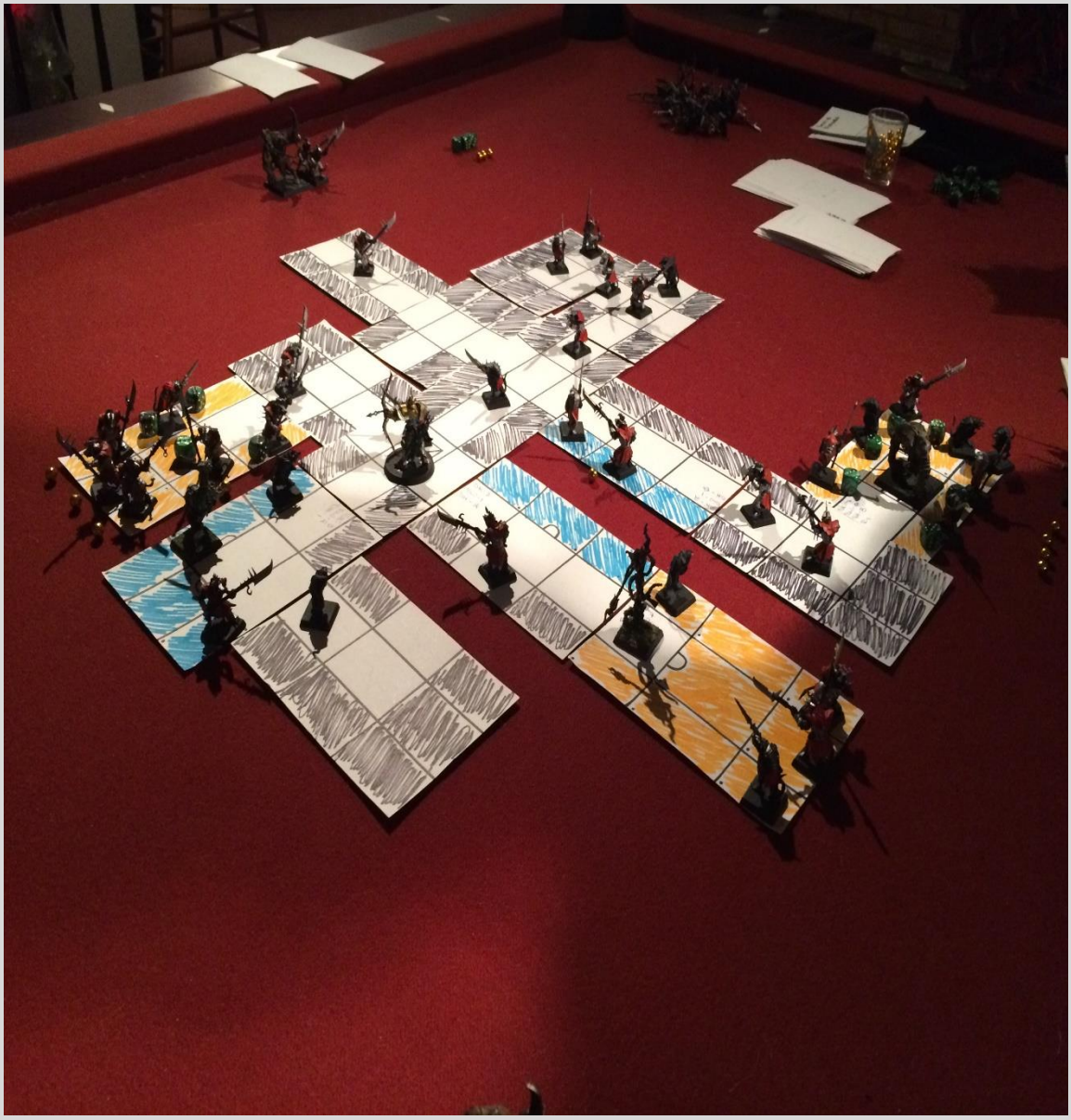
- **Image 1** – Here, Jesse, Elizabeth and I have just begun a game, and we have all taken our first turns. The three of us have each moved separate directions, each going to the corresponding location we drew on our turns. Jesse and Elizabeth were each able to collect Skaven along the way, while losing tokens in the process. I was fortunate enough to draw a significant building, which I was able to enter after rolling a 4 for my movement roll. I defeated one Skaven and was able to collect one shield. There are still two Skaven, one sword and one shield I may attempt to go after on my next turn.



- **Image 2** – At this point, Jesse and Elizabeth have both continued to move around the board, collecting a few Skaven, but not much else. I was just fortunate enough to draw, and place, a loot location right below the current position I was just at near the bottom of the board. I decided to play, "Charge… For Glory!!" which allowed me to move 10 spaces, fighting any Skaven along the way, in place of my movement roll. I was able to enter the loot location, defeat the Skaven Rat Ogre and defeat 2 more Skaven, while still maintaining 3 swords and 3 shields. I used my Skaven movement to move some of the Skaven left around me out of my way for my next turn.



- **Image 3** – In this Image, I have just finished another turn. On her last turn, Elizabeth managed to clear out the significant building she is still located in to the far left. I played my Ability/Event card, "Sink Pit" to move myself 5 spaces in place of my movement roll, fighting any Skaven along the way. I was able to easily clear out the rest of the loot location and get back to the doorway to venture on to somewhere else my next turn.



Citations

Title Page Image:

- Title Page – Del Favero, Paul. "Title Page Image." 2016. JPG

War Paths Flowchart:

- Del Favero, Paul. "War Paths Flowchart Update 2." 2016. PNG.

Test Stage 1:

Game 1:

- Image 1 – Del Favero, Paul. "TS1 G1 Image 1." 2016. JPG.
- Image 2 – Del Favero, Paul. "TS1 G1 Image 2." 2016. JPG.
- Image 3 – Del Favero, Paul. "TS1 G1 Image 3." 2016. JPG.

Game 2:

- Image 1 – Del Favero, Paul. "TS1 G2 Image 1." 2016. JPG.
- Image 2 – Del Favero, Paul. "TS1 G2 Image 2." 2016. JPG.
- Image 3 – Del Favero, Paul. "TS1 G2 Image 3." 2016. JPG.

Game 3:

- Image 1 – Del Favero, Paul. "TS1 G3 Image 1." 2016. JPG.
- Image 2 – Del Favero, Paul. "TS1 G3 Image 2." 2016. JPG.
- Image 3 – Del Favero, Paul. "TS1 G3 Image 3." 2016. JPG.

Test Stage 2:

Game 1:

- Image 1 – Del Favero, Paul. "TS2 G1 Image 1." 2016. JPG.
- Image 2 – Del Favero, Paul. "TS2 G1 Image 2." 2016. JPG.
- Image 3 – Del Favero, Paul. "TS2 G1 Image 3." 2016. JPG.

Game 2:

- Image 1 – Del Favero, Paul. "TS2 G2 Image 1." 2016. JPG.

- Image 2 – Del Favero, Paul. "TS2 G2 Image 2." 2016. JPG.
- Image 3 – Del Favero, Paul. "TS2 G2 Image 3." 2016. JPG.

Test Stage 3:

Game 1:

- Image 1 – Del Favero, Paul. "TS3 G1 Image 1." 2016. JPG.
- Image 2 – Del Favero, Paul. "TS3 G1 Image 2." 2016. JPG.
- Image 3 – Del Favero, Paul. "TS3 G1 Image 3." 2016. JPG.

Game 2:

- Image 1 – Del Favero, Paul. "TS3 G2 Image 1." 2016. JPG.
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- Image 3 – Del Favero, Paul. "TS3 G2 Image 3." 2016. JPG.

Game 3:

- Image 1 – Del Favero, Paul. "TS3 G3 Image 1." 2016. JPG.
- Image 2 – Del Favero, Paul. "TS3 G3 Image 2." 2016. JPG.
- Image 3 – Del Favero, Paul. "TS3 G3 Image 3." 2016. JPG.

Test Stage 4:

Game 1:

- Image 1 – Del Favero, Paul. "TS4 G1 Image 1." 2016. JPG.
- Image 2 – Del Favero, Paul. "TS4 G1 Image 2." 2016. JPG.
- Image 3 – Del Favero, Paul. "TS4 G1 Image 1." 2016. JPG.

Game 2:

- Image 1 – Del Favero, Paul. "TS4 G2 Image 1." 2016. JPG.
- Image 2 – Del Favero, Paul. "TS4 G2 Image 2." 2016. JPG.
- Image 3 – Del Favero, Paul. "TS4 G2 Image 1." 2016. JPG.