

ZARGO'S LORDS

The box contains:

1 die, 1 map, a table for archery, fire, visions, and combat rolls, 240 pieces, and 4 cards representing the 4 races.

THE STORY

In the beginning, only the Knights ruled the world of Zargo. Over centuries, through their strength, they built castles across the four continents, subjugating all humans with the agreement of the Wizards, guardians of the arts of Vision and Knowledge.

But then, from strange and distant worlds, other peoples arrived, possessing different and terrible powers. Little by little, they wrested lands from the Knights—not only to exploit and build cities, but also converting masses of humans to their own image. This led to what the annals of Zargo call the "War of the Lords." Over the course of a year, alliances were forged and quickly betrayed, unleashing extraordinary powers. Relentless battles set the world ablaze in a struggle where victory meant glory and power—and defeat meant extinction.

THE MAP

The map represents the globe of Zargo, with its seas, continents, mountains, forests, magical whirlpools, and cloud bridges. It features a hexagonal grid for movement.

Where the continents wrap around the edges, letters are printed to help calculate passage from one side to the other: exiting from edge E, you continue movement from points E or F on the corresponding edge.

GAME PIECES

The tokens represent the various characters of the peoples who fought on Zargo, each with movement and combat values printed on them.

- The movement factor (on the left of each piece) is the maximum number of hexes a unit can move in a turn.
 - The combat factor (on the right) indicates the unit's strength and is used in combat resolution.
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GAME SETUP

- With 2 players: use 2 peoples, each placed on 2 continents.
- With 3 players: 3 peoples.
- With 4 players: all 4 peoples, one per continent. To assign them, one player shuffles the people cards face down and places one on each continent. The others pick one each.

Then place pieces on the map:

1. Cities: placed on any hex in your continent (excluded coastal hexagon).
2. City garrisons: up to 4 chosen units per city, placed face down.
3. Remaining forces: placed face up anywhere on your continent (including forests, mountains, or whirlpools).

Alliances may only be discussed after setup.

HOW TO PLAY

Order of play: Knights → Dragons → Winged Ones → Monks. Always in this sequence, regardless of alliances.

Each player's turn has 3 phases:

1. Propose any new alliances.
2. Move all desired pieces.
3. Resolve all combats—first missile/magic, then melee.

During a player's turn, **no other player may move their pieces.**

CALENDAR AND WINNING THE GAME

Zargo's year has 25 months (each month = 1 turn). Before each Knight's turn, a month is marked off. At the end of the 25th turn, **the player with the most cities wins**, regardless of how many pieces remain.

MOVEMENT

General Rules:

- You may move as many or as few pieces as you wish, in any direction (even zig-zag), up to their movement limit.
- Cannot move through enemies.
- May move through friendly or allied units, but can't end stacked (except infantry or in cities).
- Dice are **not** used for movement—only for combat.

Special Rules:

- Sea: impassable, except via cloud bridges (coast to coast only).
 - Mountains: take 1 full turn to enter, must stop at base first.
 - Forests: cost 2 movement points per hex.
 - Magical whirlpools: paralyze the piece for 3 turns; the piece is invulnerable during this time.
 - Winged units are only affected by seas and whirlpools.
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COMBAT

General Rules:

- Attacker = the piece initiating combat; defender = the one being attacked.
- To attack: move into a hex adjacent to the enemy (their "zone of influence").
- Attacked pieces lose their zone of influence during combat.
- A unit's zone of influence ceases to exist the moment it's attacked, even by a single enemy.
- That influence resumes at the end of combat.
- You can gang up on a piece by combining attack values, but must retreat or lose all attacking units if the attack fails.
- If attacking multiple enemies, your combat value must be enough to face the sum of their defenses.

Combat Resolution:

- Attacker rolls the die.
- Use the combat results table to determine the outcome based on the combat strength difference and die roll.
- Possible results include forced retreat (in a straight line), elimination, or no effect.
- The forced retreat, indicated by the combat and vision tables, must occur along a straight line chosen by the retreating player, which does not lead to obstacles (mountains, woods, seas, cities, enemy units) or to other areas of influence of the **attacker himself or other enemies**, otherwise he would be eliminated. He could instead pass over magical whirlpools, but would normally remain paralyzed.
- Retreating units push any friendly units behind them; those who can't move are eliminated.
- The player can choose between sacrificing the first unit or eliminating the ones it pushes back into obstacles.

Special Cases:

- Some units (Winged Lords, Falcons, Serpents) may perform **individual attacks**: move, resolve combat, and continue moving—all before general movement begins.
- In these cases, zones of influence are ignored, and combats are always 1 vs. 1.
- These single attacks must occur before any other movements.
- During these individual attacks, enemy zones of influence are ignored.
- A defender attacked by multiple Alati this way meets them one at a time and can eliminate them one after another.

Ranged combat:

- You **cannot** shoot over: mountains, forests, cities (even friendly), or magical whirlpools.
- You can shoot ARROWS (not flames) over: other pieces (friend or foe).
- Arrows and flames can be thrown only in straight line.

- Visions are not blocked by any obstacles and do not need to be cast in a straight line. Ranged combat and visions are combat actions, so units using arrows, flames or visions cannot engage in close combat.

TERRAIN BONUSES

- **Mountains:** +3 defense.
 - **Forests:** +1 defense.
 - Only applies to defending units; no bonus when attacking from those terrains.
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ALLIANCES

(For 3–4 player games)

- Alliances are voluntary and not binding.
 - Betrayal is allowed but must be declared **before** your turn.
 - Alliances can include hostage exchange (agreed upon by the players).
 - Hostages are moved to an allied city and lose all powers.
 - They can be executed (1 per city per turn), or rescued if the city is taken.
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UNIT TYPES (Summary)

Knights: Gain +3 for frontal charge, +1 for side charge.

Infantry: Basic stats only.

Wizards:

- +2 combat to adjacent friendly units.
- Can cast “visions” once per turn at up to 5 hexes—cause enemy retreat depending on range and die roll.

Archers:

- Range 8 hexes, must shoot in a straight line.
- Use the arrow chart + die roll to determine hits.
- Multiple archers can combine hits.

Cities:

- Max 4 hidden defenders and 2 hostages.
- Must be spaced 4 hexes apart.
- No terrain bonuses apply.

Winged Lords:

- Can fly freely except over seas/whirlpools.
- May use individual or normal combat.
- Land at end of turn and can be attacked normally.

Falcons:

- Same rules as Winged Lords, but weaker.

Dragons:

- Can breathe fire (range 5 hexes) using flame table + die.
- May attack before or after movement.

Flamethrowers:

- Attack like Dragons, but only **after** movement.

Serpents:

- Straight-line movement only.
- Can continue charging through multiple enemies if successful.

Monks:

- Can disappear, reappear anywhere within movement range (except over sea/whirlpools).
- Can act normally the turn they reappear.

Illusionist Monks:

- Cast visions like Wizards but don’t boost adjacent units.

GUARDING (ESCORTS)

- Infantry can stack under a stronger unit to guard it.
 - All damage is absorbed by the infantry guard.
 - Guarded units add no combat value.
 - Escorting and removing an escort cost no movement, but can't be done simultaneously.
 - You can add or remove a guard in a single turn, but not both.
 - When the guard is removed, the guarded unit can act immediately.
 - If the guard is eliminated in combat, the guarded piece must retreat using its own movement limit, facing elimination if blocked.
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CONQUERING CITIES

- To conquer, you must move units **into** the city hex.
- City garrison (max 4 units) is revealed only when attacked.
- Archery, fire, and visions have **no effect** on cities but can be used **from** cities.
- To reveal a city, attackers must match the number of defending pieces **and** exceed the minimum combat difference per the table.
- Garrisons are declared only when the city is attacked.
- You must attack with at least as many pieces as defenders to force declaration.
- If attackers don't meet the minimum difference required by the combat table—even if numbers match—they are automatically eliminated.
- Pieces inside cities placed on mountains/forests do not receive the defense bonus from that terrain.
- 1 hostage may be eliminated per turn per city.
- Hostages are only vulnerable if in a city.
- Rescuing them requires conquering the city before execution.
- Remarks: Cities cannot be placed on coastal hexes.
- Hexes with more than 50% sea are considered sea, on the other hand hexes with more than 50% land (any terrain type) are considered coast.

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Compared to Zargo's Lords, some detailed are modified:

- to identify the hexagon type, you have to look at the dominant land (50% at least in the hexagon).
- When 2 players only are involved, each one is using 2 continents.
- Each player now have 6 cities and they have to be at a minimum distance of 4 hexagons one from the other.
- A city can not be on or adjacent to woods, mountains, magical whirlpools, coast and cloud bridge.
- 2 counters can now be on the same hex. The player add the attacking force. If an enemy launch a vision against these 2 counters, he may chose to attack one or both counters. When he attack both, he used a -1 on die throw. When arrows or flame are used, a +1 is applied but only one counter is touched.
- When some flame is launched in a wood hex, there is a +2 on the die throw.
- The arrows may be launched in any direction at a distance of 8 to 5 hexagons (and not only in a straight line).
- In the event of moving back as a result of combat or by effect of a vision which may lead to obstacles (seas, woods, mountains, towns), the counter is not eliminated but reduced. It is turned face down and can not fight or move until a lord of its people came on or near it. Then in the end of the turn, a die is thrown: 4 5 6: the counter is recovered, 2 3 nothing, 1 eliminated. When an enemy comes near a reduced counter, this one is automatically eliminated during the combat phase. A reduced counter do not have any zone of control.
- In the event of a retreat which take a unit beyond the edge of the game map, it will be placed on the same letter of the corresponding edge, continuing the retreat in any direction chosen by the player.
- a D5 becomes a D4 for knights infantry and for the winged archers.

- when a city is attacked, D1 and D3 becomes A1, D5 and D6 eliminate the counters and the city is conquered. A city without counters is automatically conquered.
- Some secret passages exist between the cities: during each turn, it is possible to transfer units from one to another city (as long as it does not affect the rules of normal mustering).

The game is faster because it is played only in 10 turns, with victory points calculated with a benefit for the first cities conquered during the game: 18 points for the first city conquered, then 16 14 12 10 8 6 4 and 2 for the following. When a player conquered cities from 2 people, the core is multiplied by 2; from 3 people, it is multiplied by 3. The player also has to subtract 5 points for each lord lost (with a maximum of 30 points).

At the beginning of the game turn, it is possible to try to achieve a magic event.

- this event can take place only within 10 hexagons of a Lord of the player's people.
- When magic is not used during one turn, the player accumulates a +1 point for the next magic die throw, with a maximum of 4 points.
- to achieve a magic deed, it is necessary to choose the magic event and to declare the number of cumulated points to be used (not always the total). Then a die is thrown. If the minimum is achieved, the magic effect is applied.

WHITE MAGIC:

- Grand landslide: annuls the effects of the mountain on movements and on combat for that move (minimum score: 4, each extra point adds another hexagon).
- Bridge of thought: Creates cloud bridges between two coasts, not longer than 3 hexes (minimum score: 5, each extra point adds another bridge).
- Illuminated courage: Recovers reduced units (minimum score: 6, each extra point adds another unit).
- Sword of light: doubles the value player's unit in one hexagon ((minimum score: 7, each extra point increase the range of 1 hex around the first hex)
- Second birth: Recovery of a lord previously lost in combat, who comes back in one city (minimum score: 8, each extra point adds another lord).

BLACK MAGIC:

- Villainous odalisque: It prevents an enemy lord to send magic during one turn (minimum score: 3, each extra point adds another lord).
- Megadragon: A 15 fighting factor dragon is created in an hexagon for one turn (minimum score: 5, each extra point adds another dragon)
- Sombre sleep: Reduces one enemy unit (minimum score: 6, each extra point increases the range of one hexagon around the first unit).
- Earthquake: Eliminates one enemy unit (minimum score: 7, each extra point increases the range of one hexagon around the first unit).
- Whirlpool of flames: Brings down towns with occupants, giving half of the normal score. (minimum score: 8, each extra point adds one city).

CHARACTERISTICS OF THE NEW UNITS

Amazons

Lords of their people. They fight normally as written on the pawn. Thanks to their magic cloak, during their movement they can pass through hexes containing or controlled by enemy pawns. At the end of this, for the purposes of combat, they are normally subject to the control zones.

Horse archers

They fight and move based on the values written on the pawns. In addition, as an alternative to normal combat, they can launch arrows at 5 hexes away, checking the results on the "horse archers arrow table". If attacked, they fight normally.

Footmen

Movement and combat as written on the pawns. In addition, during each move, before resolving combat, but after having made all movements, the Amazon player has the right to attempt to transform any two infantrymen into panthers. He indicates the infantryman he intends to transform and rolls a die: an even result indicates that the transformation was successful, an odd result indicates nothing. The panther pawns that replace the infantry are those without the movement factor.

Panther Women

Movement and combat as written on the pawns. In addition, they can transform into panthers at the beginning of their move. To do this, replace the panther woman pawn with a panther pawn.

Panthers

Movement and combat as written on the pawns. They can attack either normally or individually. At the beginning of the Amazon player's move, all panthers must necessarily return to the panther women or infantry from which they derive, without the possibility of making other transformations for that move.

Arachnids

Lords of their people. They move and fight based on the values written on the pawns. In addition, as an alternative to normal combat, they can hit an enemy within 5 hexes by launching poisoned arrows. To establish how many poisoned arrows reach the target, take the cavalry bow table, seeing how many hits hit based on the relationship between distance and die. Since they are more effective, one arrow less than the number shown on the "arrow table" is enough to eliminate a pawn. Here too, arrows from multiple arachnids launched at the same target can be added together. If an arachnid suffers an attack, it fights normally.

Infantry

Movement and value as written on the pawns without other powers.

Razors

They move and fight as written on the pawns. Before checking the outcome of the fight, however, they can try to imprison the opposing pawns they are fighting with with their net. A die is rolled and the "net table" is consulted. The possible results are: nothing, C or E. With an E result, the imprisoned pawns are automatically eliminated by the retiarius. With an outcome C, the imprisoned pawns will fight normally but, if the result of the fight were to cause them to retreat, they would be eliminated.

Spiders

They move and fight as written on the pawns. During movement they can leave up to a maximum of 3 nets per move in the hexes they pass through.