CHAOS
MARAUDERS™

Introduction

Chaos Marauders is a game for two to four players, with each player representing a tribe in an Orc dispute (and these disputes happen quite frequently!). Players draw and place cards in rows, which represent their *battle lines* – the meanest Orcs, Hobgoblins, Beastmen, and the rest of the tribe's cruel and nasty Gits.

The winner is the player whose battle lines contain the highest point-value of valuable items, such as war machines, treasure and the like. This tribe is "da best" and it gets to fly its banner above all the other tribal flags (a position of great prestige)...at least until the next fight.

Aim of Diz Game

The aim of the game is to assemble three complete battle lines before the other tribes (i.e. players, see "Da Tribes" on page 14), while making sure you have the most Victory Points on the cards in your battle lines. The player with the most Victory Points is the winner.

Da Stuff

Below is a list of all the components you will find in your copy of *Chaos Marauders*:

- 4 Play-sheets

- 110 Cards

- 1 Cube of Devastation (or simply 'die,' if you're a wimpy git)

- 16 Sneaky Git Control Markers (4 sets of 4 colours)

- 1 Game Rulebook (what you're reading now)

- 1 Card Reference

Overview uv da Stuff

Below is a brief description of each game component.

Play-sheets

Each play-sheet features twelve areas in which cards may be placed. These areas determine how a player's cards are organized into battle lines.

Cards

The cards represent troops, war machines, booty, and other minions.

Cube of Devastation

Some cards and effects require players to roll the Cube and see if anything bad happens to them (such as routing in battle or incurring the wrath of the Chaos gods!)

Sneaky Git Control Markers

These plastic cones come in four sets of four different colours. When a player places a Sneaky Git card in a battle line, he also places one of his markers on the card (see "Sneaky Git" on page 8 in the card reference).

Card Reference

Many of the cards have special rules that affect play in different ways. The card reference explains these cards in detail. The card reference also tells the history of famous characters and relics of legend.

CARD ANATOMY

Card Title

Attack Rating

Victory Points

Card Text

Coloured Border

Symbol

CHAOS MARAUDERS

If an opponent shouts "Chaos Marauders!" during the turn you draw this card, he may take this card and place it in his battle line instead.

CARD ANATOMY

CARD TITLE

The card title simply states what the card is supposed to represent, such as a horde of Orc boyz or a mean and cunning warboss.

ATTACK RATING

A card's Attack Rating represents its strength in battle and ranges from 1 to 10 (1 being the weakest and 10 the strongest). Cards without an Attack Rating are useless in battle. The Attack Rating is only used when the card is involved in an

attack (see "Attacks" on page 10). A battle line's *Attack Value* is determined by totalling the Attack Ratings of all cards in the battle line.

Victory Points

Victory Points are the numbers in blue listed on some cards. These are totalled at the end of the game to determine which tribe is the winner (see "Ending Diz Game" on page 12).

Symbol

Certain cards have a symbol towards their bottom indicating there are multiple copies of that card in the deck (see "Turn Ending Cardz" on page 8). Two cards with identical symbols are considered *duplicates*. Duplicate cards also have identical card titles, but the symbols aid in faster recognition.

Card Text

Some cards have special abilities that may help or hinder players. The card text provides a summary of these powers, and more detailed explanations can be found in the card reference.

Coloured Border

Each card has a coloured border relating to what type of card it is. For example, regular troop cards have purple borders, treasure cards have blue borders, and war machine cards have red borders. Some rules and special abilities only affect certain card types (refer to the card reference for more details).

Game Setup

Each player should take one play-sheet and a set of coloured Sneaky Git control markers. The cards are then shuffled and placed facedown in a single deck within reach of the players, forming the *draw pile*. Then, the player wearing the most green clothing takes the first turn.

Playing Diz Game

The first player takes his turn, then play passes clockwise to the next player. This continues until the game ends.

When a player takes his turn, he is considered the active player. The active player must take the top card from the draw pile and place it faceup in one of his battle lines.

The player continues drawing cards and placing them in his battle lines until he draws a *turn ending card* (see "Turn Ending Cardz" on page 8).

When the active player draws a turn ending card, his turn ends, and play passes clockwise to the next player.

Placing Cardz

Each player's play-sheet determines how his forces are organized. The play-sheet features twelve areas. Cards may be placed *on*, *above,* and *below* each area (forming a player's three horizontal battle lines.)

Cards may be placed anywhere in a player's battle lines, as long as they obey the following restrictions:

- There may not be two cards with the same symbol in the same battle line.

- Players cannot place cards to the *left* of a Standard card, or to the *right* of a Musician card. (Only Standard or Musician cards may be placed on the extreme ends of each battle line.)

- Players cannot reposition a card once it has been placed in a battle line.

Placing Standards and Musicians

A player may only ever have one Standard and one Musician of any type in a battle line. If a player draws a second Standard or Musician, it must be placed in a different battle line or be discarded.

If a player has three Standards or three Musicians and draws a fourth, the fourth must be discarded and his turn ends.

Turn Ending Cardz

During a player's turn, he keeps drawing cards, placing each in one of his battle lines, until one of the following happens:

- The player draws a card with the same symbol as a card already in one of his battle lines. He may place the card in one of his battle lines (but not a battle line already containing a card of that symbol – if all three battle lines already containing a card of that symbol the card is discarded) then his turn ends

- The player draws a green card. The player resolves the card, then his turn ends.

- The player draws a Musician card and already has three in his battle lines. The player must discard the Musician card and his turn ends.

- The player draws a Standard card and already has three in his battle lines. The player must discard the Standard card and his turn ends.

- The player draws a card he cannot (or does not want to) place in his battle line. The player discards the card, then his turn ends.

When a player attacks with a completed battle line, his turn likewise ends (after resolving the attack).

Discarding Cardz

Discarded cards should be placed faceup in a discard pile. Cards may never be drawn from the discard pile. If the draw pile is exhausted (i.e., all the cards have been drawn), the discard pile should be thoroughly shuffled and placed facedown to form a new draw pile.

Battle Lines

Cards placed above the play-sheet represent one battle line.

Cards placed directly on the play-sheet represent a second battle line.

Cards placed below the play-sheet represent a third battle line.

Battle Lines

Players draw and place cards with the goal of assembling three *complete* battle lines. A completed battle line can be any length between four and twelve cards long. It must also have a Standard on its left end and a Musician on its right end.

In order for a battle line to be complete, there can be no empty spaces between the battle line's cards. In other words, all of the spaces between the Standard and the Musician must be filled with cards. Players must think carefully about where they place Standards and Musicians in their battle lines. If they are too close together they will not score many Victory Points at the end of the game; too far apart and they may never get the chance to complete the battle line at all!

Completed Battle Line

The following battle line is complete because it is at least four cards long, has a Standard on its left, a Musician on its right, and there are no empty spaces between cards.

When a player places the last card which creates a unbroken line of cards between a Standard and a Musician in one of his battle lines, he is said to have completed a battle line.

Immediately after a player completes a battle line, he may decide to *attack*.

Attacks

As soon as a battle line has been completed, it can attack any opponent's *incomplete* battle line provided the completed battle line has an Attack Value (the combined Attack Ratings of all cards in the battle line) greater than the Attack Value of the incomplete battle line under attack.

A battle line can only make *one* attack.

When a player attacks, he must roll the Cube of Devastation. If he rolls an Orcish Eye, the attack is *successful* and the opponent's battle line is *defeated*. When a battle line is defeated, all purple cards in the defeated battle line are discarded, and the attacking player may take any remaining

Cube of Devastation

Mark of Chaos

Orcish Eye

cards and place them in his own battle lines. Any cards that are not placed in his battle lines must be discarded.

If the attacking player rolls the Mark of Chaos, his battle line *routs*. When a battle line routs, all grey and purple cards in the attacking battle line are discarded, and the attacking player's opponent may take any remaining cards and place them in his own battle lines. Any cards that are not placed in his battle lines must be discarded.

After an attack is resolved, the turn ends and play proceeds clockwise to the next player. If any cards taken as a result of an attack are used to complete a battle line, that battle line cannot attack.

If a player completes a battle line and chooses not to attack – or cannot because his Attack Value is lower than the Attack Values of all of his opponents' incomplete battle lines – it is important to note that he cannot attack with his completed battle line in a later turn. If a player decides not to attack with a completed battle line, his turn does not end, and he may continue drawing cards (unless, of course, the card he drew to complete the battle line was a turn ending card. In this case his turn ends as normal).

Ending Diz Game

As soon as any player completes all three of his battle lines (either during his turn, or as a result of placing taken cards after an attack), the game ends – note that this last completed battle line *cannot* attack. Players then calculate their total Victory Points.

Many of the cards are worth Victory Points (the blue numbers on the cards denote how many). Players also score points by other means, such as assembling long battle lines. Players are awarded Victory Points for their battle lines using the chart below:

Victory Point Chart

First player to complete three battle lines	150
Each complete battle line with 5-6 cards	50
Each complete battle line with 7-8 cards	100
Each complete battle line with 9-10 cards	150
Each complete battle line with 11-12 cards	200
Each card in each battle line	10
Each war machine set of three *	70
Each war machine set of two *	60
Chaos Marauders	10
Garok Varokroksenrok	100
Idol	90
Monggo's Meat Grinders	80
Shotti	110
Spittledung XXXXX	50
Spoil Heap	40

* Points are awarded if the war machine set is assembled properly, with both machine cards and crew properly aligned within a battle line (see "Red Cards" on page 13 in the card reference).

Example of Scoring

At the end of a game, a player (who did not complete all three battle lines) with the above layout would be awarded the following Victory Points:

The top battle line scores 200 points for completing a 12 card battle line; 40 for the *Spoil Heap*; 50 for the *Spittledung XXXXX*; and 70 for the complete *Smasher* set. In all, a total of 360 Victory Points.

The middle battle line is worth only the 110 Victory Points for the *Shotti*.

The bottom battle line is worth only 50 Victory Points for being a complete battle line five cards long.

Finally, each card is worth an additional 10 points for a total of another 210 Victory Points. The grand total is 730 Victory Points for all of this player's battle lines.

Other Rules

This section covers rules and specific questions that may occur during the game.

Da Tribes

Throughout the rules, the word "tribe" is used interchangeably with the word "player." There is no rules difference between these two terms.

Drawing a Fourth Duplicate

A player cannot have four cards with the same symbol in his tribe (the only exception being Blightskabb Plague Lords). If a player draws a card and already has a duplicate symbol in each of his battle lines, then the card must be discarded and his turn ends.

Attacking before End of Turn

If a player places a card that will end his turn (for example, a card with the same symbol as another card in his battle lines), he may still attack with the battle line before his turn ends.

Cheatin' Git!!!

Any player found to have two or more duplicate cards placed illegally in his battle line must discard *both* of the cards the instant this is discovered.

Losing Cards In a Completed Battle Line

Some special cards such as Odlugg Spleenripper and Dagromm Flailbreath may cause a player to lose cards in a completed battle line. If the player completes the battle line again in a later turn, he may attack with it as normal for completing a battle line.

Tie Breaka

If two or more players tie for the most total Victory Points at the end of the game, then the tied players simultaneously shout the traditional Orc war cry "Waaagh!" at the top of their lungs. The player with the loudest war cry is the winner!

Da Credits

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VICTORY POINT CHART

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