**General Introduction**

Alcazar is a two-player strategy board game that combines the tactical analysis classic in Chess with a unique gameplay function: the board itself is strategically constructed by the players each game. The ultimate objective is to capture your opponent’s capital city while protecting your own capital city from capture. The game is played in two phases: the Genesis Phase (working title) and the War Phase (working title).

**Genesis Phase**

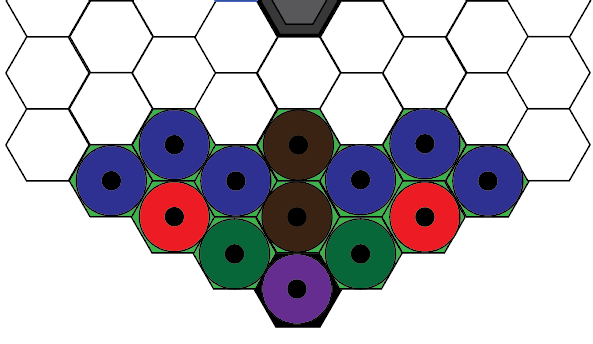
During the Genesis Phase, the players take turns placing tiles on the board to build the map. There are three types of tiles available to the players: 14 land tiles, 14 water tiles, and 6 city tiles. The players may decide who places first during the construction phase; the player that does not place first during the Genesis Phase will have first move during the war phase. Players place a tile by coloring in the hex with green for land, blue for water, and grey for cities. A player can place a tile in any uncolored hex.

**War Phase**

Now that there is a map to play on, the players set up their units and begin the War Phase. The players will take turns moving their units in an effort to destroy enemy units, capture cities and the alcazar, and create openings in their opponent’s defenses in order to capture their capital. The player that placed first in the Genesis Phase will go second in the War Phase and vice versa.

Unit Setup

Each player gets 6 warriors (blue), 2 siege (brown), 2 clerics (red), 2 wizards (green) and 1 diplomat (purple). They are positioned in their starting area as shown.



Unit movement

On a turn during the war phase, a player has five moves to spend with his/her units. He/She may spend one move to move a single unit to an adjacent hex, with no unit can move more than one hex per turn (except for the diplomat unit).

All units (with a few exceptions) interact with tiles the same way. If a unit is in a land hex, in may move to an adjacent land hex or a city hex, but not to an adjacent water hex. If it is on a water hex, it may move to adjacent water hex, land hex, or city hex. If it is in a city hex, it may move to an adjacent water, land, or city hex. The alcazar is treated as a city for movement purposes.

**Unit Combat**

Combat Basics

Each unit has a combat strength. Warriors and Wizards are the strongest units and always win. Next are sieges which defeat clerics and diplomats. Clerics are the second weakest unit which defeats only diplomats. Diplomats are the weakest units and cannot win an open. When two units of the same strength fight, the attacker wins. To initiate combat, the attacker moves into the defender’s hex. An attacker cannot enter the defender’s hex if he would not win the fight.

Support and Fortification

A unit’s combat strength can be bolstered by either being supported (on an attack) or fortified (on defense). To fortify from an attack, a unit must either be in a city hex or be adjacent to another unit that provides a fortification bonus. If in a city hex or adjacent to a unit that provides fortification, a unit receives a plus one fortification bonus to combat strength. If in the alcazar, the fortification bonus is plus two. A cleric can provide all adjacent units one fortification bonus. There is no limit to the number of fortification bonuses a unit can receive. A fortified unit cannot be defeated unless the attacker has an equal or greater amount of support.

To support an attack, the supporting unit must be adjacent to the defending unit and one move must be spent to initiate the support. A unit may not support the move, nor move then support; supporting the attack is that unit’s action. Each unit supporting the attack negates one level of fortification the defending unit has.

**Unit Descriptions**

Warrior (blue)

Warriors are the basic combat unit in Alcazar. They defeat any unfortified unit and may provide a support but doing so sacrifices the supporting warrior. Warriors can fortify and capture cities.

Cleric (red)

Clerics are the primary support and fortification unit in the game. A Cleric can provide both support and fortification.  Clerics are weak in combat, with an effective strength of zero at all times; it cannot receive support nor be given fortification bonuses. However, if a cleric unit ATTACKS a wizard unit, the cleric unit destroys the wizard, negating the use of the wizards retreating ability. A cleric can support a unit without being adjacent to the hex that unit is attacking, but if it does so it has to end the turn adjacent to the unit it supported (this move does not cost an extra move besides the move used to support the unit). A cleric automatically fortifies all adjacent units in a hex that the cleric can legally move to. Clerics can capture but cannot fortify cities.

Siege (brown)

Siege units are used to capture and defend cities. Siege can only provide support to an attack on a city or the alcazar. They also receive an extra fortification bonuses from occupying a city or the alcazar (2 and 3 levels respectively). Siege’s can fortify but cannot capture cities.

Wizard (green)

The wizard unit is the only totally offensive unit in Alcazar. They defeat any unfortified piece, and may support other units, but not fortify them. They may also move freely from land hexes to water hexes, making them more mobile than other units. They do not receive fortification bonuses from cities however. If a wizard unit is defeated in combat, they are not destroyed, but may choose to retreat into an adjacent, unoccupied hex. Wizards may not retreat into the hex that the attacker moved from. If there are no open, adjacent hexes, the wizard is destroyed. Wizards can neither fortify nor capture cities.

Diplomat (purple)

The diplomat unit is used to seize cities quickly. The diplomat has no combat ability outside of cities and may not support or fortify other units. Within a city or the alcazar, it is treated like a warrior for defensive purposes. Unlike other units, the diplomat may be moved two hexes, although that costs two moves for the turn. It may not move through an enemy unit, even if its desired end hex is empty. It may move from land onto water for its first move of the turn, as long as it ends its turn on a land or city hex with its second move. A diplomat may choose to enter an enemy occupied city (or the alcazar) and perform a coup d'etat. This forces the occupying enemy unit to retreat (as a wizard does) from the city, leaving control to the diplomat. Diplomats can fortify and capture cities.

Table for Quick Combat Results Without Support or Fortification

(Defending unit on top row, Attacking unit on far-left column)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Warrior | Cleric | Siege | Wizard | Diplomat |
| Warrior | Attacker win | Attacker win | Attacker win | Attacker win | Attacker win |
| Cleric | Defender win | Attacker win | Defender win | Attacker win | Attacker win |
| Siege | Defender win | Attacker win | Attacker win | Defender win | Attacker win |
| Wizard | Attacker win | Attacker win | Attacker win | Attacker win | Attacker win |
| Diplomat | Defender win | Defender win | Defender win | Defender win | Attacker win |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Warrior** | **Cleric** | **Siege** | **Mage** | **Diplomat** |
| Fortifies City | Yes | No | Yes | No | Yes |
| Control City | Yes | Yes | No | No | Yes |
| Movement | 1 hex | 1 hex | 1 hex | 1 hex\* | 2 hexes\* |
| Attacking | Defeats any unsupported piece | Defeats any mage, cleric or diplomat | Defeats any diplomat, cleric or siege | Defeats any unsupported piece | When attacking a city: Forces any unit to retreat, regardless of fortification  Otherwise only defeats diplomats |
| Supporting | Dies supporting | Lives supporting | Lives supporting (cities only) | Lives supporting | No supporting |
| Other/Special | New warriors can be generated | Can move while supporting; Can fortify adjacent units | Increased fortification from cities | \*flight: treats water tiles as land; retreating | \*can move through friends; can move through 1 water tile if it ends on a land tile |

**City Capture/Victory**

Objective

The winner is the player that captures his or her opponent’s capital city.

Capturing Cities/Unit Bonus

A city is captured when a warrior, cleric, or diplomat ends their turn in the city’s hex.

Once a city is captured, it remains in that players control until captured by their opponent. If one player captures four cities and the alcazar, they receive a unit bonus each turn. A unit bonus is one warrior unit that may be placed in or directly adjacent to the receiving players capital, to a maximum of eight warriors.  Placing the warrior costs one move for the turn. If there is no space in or around the capital, then the unit bonus for that round is lost.