# LIZARDS

## WAR IN THE SAVAGE SWAMP

**MADHOUSE**
*Interactive Entertainment*

# LIZARDS
## WAR IN THE SAVAGE SWAMP

# *Introduction*

### What Is It All About?

Lizards! Is a computer-moderated turn-based play-by-email game (PBEM). There are 16 players in each game, each controlling a single clan of Lizards. These unfriendly little reptiles have developed a simple civilisation of their own on a small watery world. Naturally, this leads to a little conflict now and then...

Each turn players may submit a maximum of 30 orders, selected from 15 types of orders available. Players submit their orders each turn. On the due date, all players orders that have been received are processed simultaneously and the results, in the form of a Turn Report, are mailed back to the players.

### The Rulebook

The rulebook is organised into sections for ease-of-use. Each section is number with its own independent group of page numbers. This makes it easy to print out and put into a folder if you would like to, adding notes of your own and any future amendments we may make. Orders, when mentioned, are abbreviated to their first two letters. For instance, the RE(CRUITED) order is abbreviated to RE and the B(UILD) (B)RIDGE order becomes BB.

### Starting Positions

Each players of Lizards! Begins with a single Home Den and a number of other dens and lizards. The Clan Home Dens are spread more or less evenly over a randomly generated 32x32 wrap-around hex map.

### Home Dens

Each player's Lizard Clan begins the game with one Home Den of great antiquity and tradition. Clan Home Dens are of enormous importance and a source of much prestige. No matter how many other Dens a Clan owns no recruits will join a clan that has no Home Den. Capturing the Home Dens of other Clans is the main objective in a normal game of Lizards!

### What To Do First

On this page you will see four 'default startups' numbered 1 through 4. When starting a game you will need to choose one of these, or you may design your own setup using the "custom startup" options for advanced players (we strongly recommend

AGAINST this on your first few games.) Anybody who signs up but doesn't choose one of the defaults will be assigned Default 3.

On the default views the hexes denoted 'YOU' contain your starting lizard forces and Dens. The three letter code denoting ownership will be replaced by your own Clan abbreviation on subsequent maps. If you do not submit a Clan Name the moderators of the game will choose one for you! The name of your clan can be up to 20 characters long (including spaces) and should be imaginative and colourful.

Once you have chosen the type of position you desire and filled out your signup form on our website you will be placed in the waiting list for the next available game.

### Object Of The Game

The first clan to have a points total of more than 1000 points for each 'Home Den' remaining in the game is said to have gained "Domination of the Savage Swamp" and the player controlling that clan is the winner. At the start of the game 16000 points are required to win, but this number may be reduced as some Dens are wiped out in the vigorous pursuit of victory.
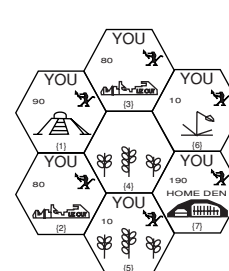
### (1) Black Home Den
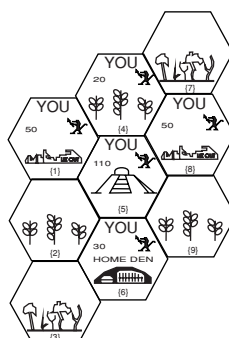


1: 50 GRY    4: 20 GRN    5: 110 BLK
6: 30 DEN    8: 50 GRY

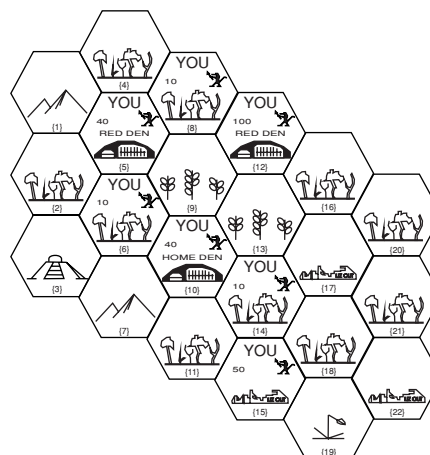### (2) Red Home Den
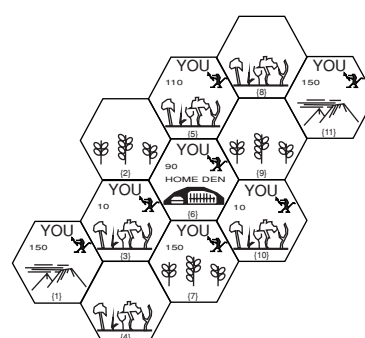


1: 100 RED, 50 GRY    3: 10 GRN
5: 100 RED, 10 GRN    6: 90 DEN
7: 100 RED, 50 YEL    10: 10 GRN
11: 100 RED, 50 GRY

### (3) Yellow Home Den



1: 90 RED
2: 10 GRN, 50 GRY, 10 YEL, 10 BLK
3: 10 GRN, 50 GRY, 10 YEL, 10 BLK
5: 10 RED      6: 10 GRN
7: 50 DEN, 80 RED, 10 YEL, 50 BLK

### (4) Grey Home Den



5: 30 DEN, 10 RED    6: 10 GRN
8: 10 GRN
10: 30 DEN, 10 RED
12: 30 DEN, 70 RED    14: 10 GRN
15: 50 GRY

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## Dropping Out

If a player officially notifies us of the surrender of a position or is dropped for some other reason (lack of funds, or disqualification) their leaderless clan will fall into chaos. All dens will revert to free status and any warrior lizards in them will settle as militia. After three turns their Home Dens will collapse if not captured by another clan in the meantime.

## Understanding Your Turn Report

The 'Turn Report' details your Lizard's acquisitions in the last turn and also the status of your entire Lizard Clan at the end of the current turn. You use your Turn Report for the LAST turn you played to generate your orders for the NEXT turn!

## The Header

First is the header section with your Clan Number, the number of the turn for which this is the result and the due date for the NEXT turn. The section below gives your clan name, your real name and address and your account balance in this game.

## The Phases Section

These four sections give the results of every action that your lizards did or saw this turn, including the results of actions by other players (or the world) which have affected you.

## The Clan Ranking

This section ranks all the Clans in order, based on the number of lizards in each Clan, including warrior, den and spy lizards. In addition, each of the following that you own is worth points: Home Dens 2000 points, Temples 30 points, ordinary Dens 25 points and Bridges 10 points. Following this section is the current Victory condition.

## Speaking To The Enemy

Your messages to other players and their messages will appear here. Note that the messages you receive will say who they are from but will not say who else also received them.

## The Other Bit

Messages from your Game Moderator (GM) will appear here.

## The World View

The last section is a separate one or two page map with a key. (See the next two chapters for explanations.)

The printout to the left is an example of one of these maps.

# The Lizards

## The Lizards

A lizard band cannot contain more than 300 Lizards.

## Lizards On Your Turn Report

Lizard bands which are visible to you are shown on your map by a small picture of a lizard and a number, which is how many lizards are in the hex. The Clan to which the band belongs is denoted by a three letter code derived from the Clan Name. (Eg SPS for Spies Of Slime).

The map also shows your own lizards in the same way, including those that are hidden from other players. The number shown in a den hex will include any den lizards.

Your spy lizards are indicated by the word SPY unless they are in a hex with enemy lizards, in which case they do not show on the map. The map also does not indicate how many spies there are in a hex.

## The Clan Listing

All of your dens, lizard bands and spy lizards are listed in your 'clan listing'. The description of a den gives its location, its colour (and thus the colour of its 'den lizards'), a description of any band of lizards present and the number of den lizards.

The description of a band gives its location, the number of lizards of each colour present and their state of hunger and combat experience.

The description of a spy gives its location and the number of turns that it has been a spy.

## The Lizard Types

The Savage Swamp world contains five species of lizards. Fortunately, evolution has made identification of these species easy as each is a DIFFERENT COLOUR. Most of the lizard species possess a special ability. The lizard colours and their abilities are as follows:-

## - Red Lizards

These lizards are the most common and do NOT possess any special ability other than mediocrity.

## - Green Lizards

These lizards have developed the agricultural ability to fertilise and poison hexes and can construct simple rafts from tree trunks.

## - Grey Lizards

Grey lizards are natural builders and in sufficient numbers (and given enough time) can build both rudimentary bridges and lizard dens.

## - Yellow Lizards

Yellow Lizards possess unusually strong arms and can throw things a good distance with lethal effect.

## - Black Lizards

These are the most mysterious species and possess the ability to chant strange occult incantations. Black Lizard chants are more or less powerful depending on how many of their fellows are nearby.

## Spy Lizards

Spy lizards cannot be seen by enemy lizards and can move through or occupy the same hex as enemy lizards, at the risk of being captured and gruesomely killed (the chance of capture increases with the number of enemy lizards in the hex and is certain on entering a den.)

Spy lizards cannot engage in combat or be hit by missiles. Terrain affects spy lizards normally; they can be attacked by sea-monsters and mired in swamps like normal lizards.

Spy lizards are also imbued with protection from some forms of the occult.

Spies can report on lizards in terrain that would normally hide them, if they occupy the same hex at the end of the turn.

## Going 'Bush'

Spy lizards do have a disadvantage. Because they are separated from a large body of lizards they tend to forget what they were supposed to be doing after a while and return to the wild (disappearing from your maps and your control.) To stop spy lizards from going "bush" you have to return them to a band of lizards every four turns. This may be a band of 1 lizard, but two spy lizards in the same hex cannot form a band. Neither will a spy lizard join up with Den Lizards.

# The Savage Swamp

## Sight

Lizards can normally see for 2 hexes in every direction around them, and can see for three hexes when they are on a 'Peak' type terrain.

## Terrain Descriptions

Each hex contains a single kind of terrain. Several kinds of terrain have special effects. The terrain types and their effects are listed below. Lizards can move through any terrain type at the rate of 2 hexes per turn.

### - Dens

The colour of the Den or "Home Den" is written above it, as is the main clan owning it. Dens hide any lizards occupying them and protect from lobbing attacks and many occult effects.

Dens are the lizard equivalent of villages and towns and contain the young, elderly and pacifist lizards.

A lizard den only ever has population of a SINGLE species of lizard. The colour of the lizards occupying a Den is immediately obvious to any lizard that can see that Den (except Home Dens), as each lizard species tends to daub and decorate their dens with pigments and stones of the appropriate colour.

Every Den also contains restless lizards that have become dissatisfied with mundane den life can easily be convinced to become warrior lizards at any time. These restless lizards can be RE(CRUITED) from a Den under your control. Dens also serve a defensive function, being both fortified and swathed with totems to protect them from the occult.

Free Dens are there for the capturing. They will contain the maximum population that could be supported by the surrounding hexes and have militia lizards guarding them equal, initially, to 30% of this number. Once a free Den is captured (by attacking and defeating the militia) you can recruit from it.

### - Ruins

Ruin hexes contain the ruins of old, abandoned Dens. Ruin hexes hide any lizards that occupy the hex and protect from lobbed missiles. Ruins can be restored to functioning Dens by Grey Lizards.

### - Plains

These are land hexes that have no special effects. Plains can be cultivated by Green Lizards.

### - Swamps

Swamp hexes can be moved through normally, but each swamp hex moved through has a 20% chance of 'miring' your lizards. Lizards that are 'mired' end their movement for that turn and cannot move in the following turn. If any lizards are mired in a swamp hex, all lizards in that hex will also be mired. Therefore if lizards move into the hex and become mired before a band of lizards already in the hex move out, the lizards that were already in the hex will get bogged down in the mud their friends have kicked up. Swamps can be cultivated by Green Lizards.

### - Scrub Hex

Lizards are hidden when in these hexes and Green Lizards can construct rafts from scrub hexes. Scrub hexes can be cultivated by Green Lizards.

### - Fertile Hex

These hexes feed Dens and can also be used to feed lizard bands by moving them through the hex. Fertile hexes can be created from plains, swamp or scrub hexes by Green Lizards.

### - Peaks

These hexes are mountainous and any lizards in a peak hex can see 3 hexes in every direction (instead of 2) due to the height.

### - Volcanoes

Dangerous at the best of times, erupting at the worst! Volcano hexes are mountainous but are constantly surrounded by smoke and ash. Lizards in the hex cannot see any further than normal. Volcanoes may erupt during the movement phase. This is not a nice thing to happen for lizards who are in the area, as you might imagine.

### - Temples

Temples are important to all species of lizard but particularly to Black Lizards. Protection against lobbed missiles and some chants is afforded here.

### - Cursed Hex

Fetid, decaying and poisonous, nothing can live in a cursed hex. It is unwise to move into a cursed hex and even more foolish to remain in one.

### - Water Hex

These hexes are the home of voracious sea monsters. Water hexes can be moved through at the same rate as any other hex but, when lizards enter a water hex, there is a chance they will be attacked by one of the many vicious creatures that live in them.

### - Whirlpools

A Whirlpool is a water hex which is alive with violent swirling terrible currents! Whirlpool hexes move around during the Movement Phase.

### - Bridges

These are built over water (or whirlpool) hexes by Grey Lizards and protect lizards from normal sea hazards.

### - Rafts

Lizards can move on to one of these and sail about at the normal two hex pace, protected from normal water hazards.
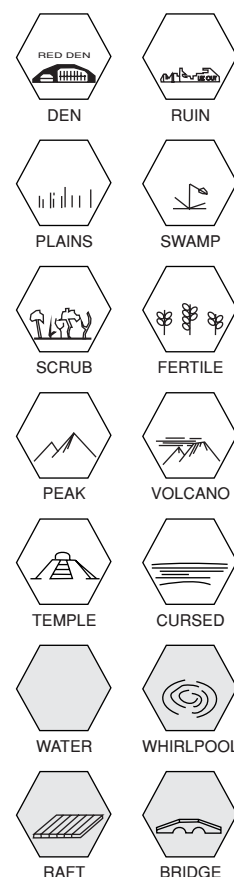


## The World View

The Savage Swamp is represented by a map divided into hexes which regulate movement and sight. Each hex has a different alpha-numeric code for reference (1A to 32AF).

Each turn you will receive a 1-page or 2-page "World View", which is a version of the map showing terrain and lizards visible to your lizard bands and spies.

Den Lizards have a "Head In The Sand" philosophy and so do not provide world views.

# The Turn Sequence

Orders are executed in the sequence shown on this page. All orders from all players are randomly shuffled so the order of execution is not affected by the player giving the order, nor the band directed by the order.

Each order is completely resolved before the next order, so even if lizard band A is 1 hex from a Free Den and lizards band B is 2 hexes from the same den, it is still a 50/50 chance which will get there first. Lizards work in brief bursts of feverish activity at unpredictable intervals. Whichever band or part thereof gets up first in the morning will accomplish whole days work before anyone else does anything!

Explanations of the individual events and actions are given in the sections of the rulebook hereafter. For details on specific order formats see the "Order Form" section.

Beginning players should read the movement phase and combat sections and, if they have Black or Yellow Lizards, the Artillery Phase.

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**Order Of Processing**
(1) - World Phase
(2) - Artillery Phase
(3) - Movement Phase
(4) - Development Phase

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### - (1) World Phase

In the World Phase the following things happen; Lizards in a cursed hex die, Nomads settle new Dens, Dens with less than 10 Den Lizards and no fertile hexes collapse, Populations grow, hunger is adjusted and Excess Den Lizards starve.

### - (2) Artillery Phase

In the Artillery Phase the following things happen; Chants are chanted, Lobs are lobbed, Freeing of Lizards occurs.

### - (3) Movement Phase

In the Movement Phase the following things happen; Lizards move, Lizard bands split, Sailing occurs, Sneaks occur, Natural Phenomena happen and Combat takes place (unless caused by chants.)

### - (4) Development Phase

In the Development Phase the following things happen; Builds are built, Destroys are enacted, Recruits are attempted and Gives happen

and then, in order; Rafts sink, Unowned Home Dens and neglected half-built Dens collapse, Starvation takes its toll, Spies rejoin bands, Spies go 'Bush' and finally VICTORY conditions are tested.

### The Fog Of War

At times luck will allow you to outmanoeuvre your adversary due to favourable execution sequence. Such possibilities can be considered and attempted to gain advantage but are uncertain at best.

# The World Phase

### Events In The World Phase

The events that happen in World Phase occur in the following order.

### Nomads Settle Unsettled Dens

A new Den will attract inhabitants at a rate of four lizards per turn. Once ten or more lizards are living in a den the colour of the Den is randomly determined.

### Lizards In Cursed Hexes Die

In addition to taking damage when moving into a cursed hex, any lizards staying in a cursed hex will take damage.

### Non-Viable Dens Collapse

If, at this stage, a Den does not have at lease ONE fertile hex adjacent to it and has fewer than 10 Den lizards left, the Den collapses and becomes a dry and deserted Ruin.

### Population Growth

A Den occupies a single hex. The number of Den lizards that can be supported by a Den is dictated by the amount of FOOD that is available to that Den. Food in Lizards is represented by the "Fertile Hex". One fertile hex adjacent to it, up to 50 Den lizards can live in that Den. If it has two adjacent fertile hexes then 100 Den Lizards can live in that Den and so forth (up to 300 Den lizards with six adjacent fertile hexes.)

Den population increases by a varying percentage of current population. The percentage is greatest when the den is further from its maximum population and decreases as the maximum population the den can support (dictated by the number of adjacent fertile hexes) is approached. However, this percentage is multiplied by the current population. The in-game effect of this is that if you have very few lizards in your den you will get quite a low population increase. If you have a medium amount, you will get a very good increase. If you have a nearly-full den you will get a medium increase. So for best results, keep your Dens about half-full or as close as possible.

### Starvation

Warrior lizards belonging to Clans get hungry (though unowned militia do not.) Regardless of whether they have been trekking across the world or have not moved for many turns they must be fed at least every 6 turns or they will start to die from starvation.

During World Phase lizards become more hungry, through the following stages; Sated, Peckish, Hungry, Famished, Starved and Starving. "Starving" lizards will start to die in Development Phase if not fed during the turn. (This "Starved" Lizards must be fed in the next turn). Lizards are fed by moving them through or into a fertile hex in Movement Phase. A band of warrior lizards will not be fed when they are in a Den because all the food harvested from the adjacent fertile hexes is either used to feed the existing population or recklessly wasted by the Den inhabitants (food fights, orgies etc.) This means that lizard bands will have to move out of a Den now and then to feed and also causes a certain amount of friction between lizard bands and Den inhabitants.

If a starving band is joined with another band then the food is eked out among all the lizards causing the degree of starvation to be averaged (and truncated) over the new group. Eg. 10 Lizards who are Hungry join with 10 lizards who are Starving and the result is a 20-Lizard Band which will be "famished".

### Excess Den Lizards Starve

If a Den has more Den Lizards in it than can be supported by the surrounding fertile hexes then excess Den lizards quickly starve (or eat one another.)

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# Artillery Phase

## Events In The Artillery Phase

The orders processed in the Artillery Phase are CH(ANT), LO(B) and FR(EE).

Note: L(OB) and CH(ANT) orders cause all lizards in the hex to be immobilised for the rest of the turn. Movement orders will not succeed.

## Yellow Lizards and the L(OB) Order

Yellow lizards can LO(B) objects up to a distance of 2 hexes. Every yellow lizard in a hex will LO(B) when this order is given (one of them picks up a stone and hurls it and the others get caught up in the excitement) and each has a 30% chance (unmodified by combat points) of hitting and killing an enemy lizard in the target hex. Dens, Temples and Ruins defend lizards totally from these missile attacks. Other lizards practise "Duck & Cover" when in the same hex as LO(BBING) Yellow Lizards, so will not move in the same turn.

## Black Lizards and the CH(ANT) Order

**Chants -** Black Lizards are the most powerful species in Lizards! They possess a number of abilities depending on how many of them there are in a single hex. These abilities are activated by CH(ANTING). Black Lizards target their abilities using the two direction fields of their Order Form.

Unfortunately, some fo the Black Lizards performing the chant are drained of their occult power and revert to the life of a mediocre Red.

When ordering any of the chants, the number of Black Lizards to chant may be specified. The number can be less than the number of lizards in the band, but should equal the minimum number required for the chant. If it is omitted, ALL black lizards in the hex will CH(ANT) and be subject to reversion.

If the chant has no effect, no reversion occurs.

When a Chant is performed all other lizards in the hex join in the singing, dancing and painting (having no effect, but enjoying themselves immensely) and so are too exhausted to move from the hex in that turn, or to CH(ANT) again.

## Black Lizards and the CH(ANT) Order

**Temples -** Temples serve to support the occult power of Black Lizards. If the Black lizards are in a temple at the end of a CH(ANT), reversion to Red due to chanting is prevented. Unfortunately lizards that have already lost their power cannot be restored to Black even in a Temple.

For a full description of the various CH(ANTS) available to Black lizards see the page entitled CHANTS.

## The FR(EE) Order

This command allows you to FR(EE) warrior lizards, returning them to the wild of setting them in a Den.

If you use this order on a hex not containing a den the free lizards will disband, disappearing from your map and your control. If you use it on a band of lizards that are inside a populated den, lizards of the same colour as the Den will join the Den population.

If you use it on a band of lizards that are inside an unsettled den the FR(EED) lizards, if all of one colour and bringing the den population up to at least 10, will determine the colour of the Den.

Spy Lizards cannot be FR(EED).

There are two forms of FR(EE) order: to free specific lizards specify the colours and numbers to be freed, or to free all lizards in a hex simply give the order and the hex.

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# The CH(ANTS)

### Chant: Eyes
*No. Of Black Lizards Required: 10*
*Reversion : 0%*
   This chant gives a detailed breakdown of the numbers and colours of lizards in the target hex. Eyes does not reveal Spy Lizards.

### Chant: Reveal
*No. Of Black Lizards Required: 25*
*Reversion : 10%*
   Seeks and destroys enemy Spy lizards in the target hex and the six adjacent hexes.

### Chant: Shunt
*No. Of Black Lizards Required: 50*
*Reversion : 20%*
   Shunts all lizards in a defined direction away from the chanting Black Lizards. The distance the targeted group are shunted is one hex plus one for every 50 Black Lizards chanting. Spies, Den Lizards and warrior lizards in Dens cannot be shunted. If any intervening hex contains a den or any warrior lizards, the lizards will stop in the previous empty hex.
*Note: Special Rule for Special Games only - If the world is NOT wrap-around (most ARE) lizards cannot be shunted off the edge of the world. (That constitutes a cruel and unusual punishment that no Black Lizard would wish on anyone.)*

### Chant: Summon
*No. Of Black Lizards Required: 60*
*Reversion : 25%*
   Summons a sea monster of DOUBLE normal size into a targeted water hex, which immediately attacks any lizards in the hex even those on bridges or rafts.

### Chant: Mould
*No. Of Black Lizards Required: 80*
*Reversion : 30%*
   Raises a water hex, making it into a random type of land terrain hex, or sinks a land hex, making it into a water or whirlpool hex. Dens, Temples and Cursed Hexes cannot be sunk. The types of land that may be the result of water being raised are Plains, Ruin, Swamp, Scrub, Fertile, Pak or Volcano and there is a small chance of bringing up a Temple, an ancient place of power.
   Any bridges adjacent to a land hex which is sunk will be wiped out due to a "suck under" effect.

### Chant: Freeze
*No. Of Black Lizards Required: 100*
*Reversion : 30%*
   Immobilises all the lizards in the target hex for this turn only. Immobilised lizards cannot M(OVE), SP(LIT), SA(IL) or flee from combat. Spy Lizards are immune to being "Frozen".

### Chant: Coerce
*No. Of Black Lizards Required: 120*
*Reversion : 40%*
   Attempts to force all the lizards in the target hex to join your side. The target lizards will be able to resist unless the number of Black lizards chanting is equal to, or more than, the number of lizards in the target hex. Lizards in Dens and Temples, and spy lizards, cannot be coerced.

### Chant: Gate
*No. Of Black Lizards Required: 130*
*Reversion : N/A*
   Lizards in a temple are teleported to another, specified, temple. This Chant must be done from a Temple, thus reversion rate is not applicable. Upon arrival, if the target hex contains lizards such that there would be more than 300 lizards (total of friendly and enemy) in the hex, the excess "incoming" lizards are splattered against the walls in a very messy and unsavoury fashion. If there is a band of enemy lizards in the temple a combat without retreat ensues.

### Chant: Transmute
*No. Of Black Lizards Required: 150*
*Reversion : 50%*
   This chant randomly changes the colour of up to three groups of lizards in the target hex (ie. All the lizards of a colour change to the same new colour). Lizards in Dens and Temples, and Spy Lizards, cannot be transmuted.

### Chant: Dark
*No. Of Black Lizards Required: 180*
*Reversion : 60%*
   This terrible chant is greatly feared as it calls upon forbidden powers with abandon. Dark destroys everything, including Dens, Temples, Home Dens, and Spy Lizards in the target hex. The site of this destruction becomes a Cursed Hex which is poisoned and dangerous for lizards to move into. This chant so severely drains occult power that even Temples will not prevent reversion to Red.

# Movement Phase

## Movement

Lizards move at a rate of 2 hexes per turn regardless of the terrain they are travelling through (although some terrain effects may stop their movement.)

## Combat

Combat occurs whenever a lizard band moves into a hex occupied by a band belonging to another Clan, into a 'Free' den or is attacked by a sea monster. (See COMBAT for more information).

## Joining Lizard Bands

Lizard bands belonging to one Clan can be split up and joined together any way, regardless of colour, provided there are never more than 300 warrior lizards in any one hex at a time.

If two or more bands of lizards belonging to the same player are in the same hex at the end of a turn they will automatically amalgamate into a single band. There is a limit of 300 *warrior* lizards per hex **at any time** and any movement order which could cause this limit to be exceeded is ignored. If a Spy Lizard is in the same hex as a band of lizards belonging to the same player in Development Phase it will rejoin the band becoming a warrior lizard of its original colour, unless this would exceed the 300 limit. The band may be a band of 1 lizard, but 2 Spy Lizards in the same hex will not form a band. Neither will a Spy join up with Den Lizards.

## Actions In The Movement Phase

The Movement orders are MO(VE), SP(LIT), SA(IL) and SN(EAK). Remember: to attack other lizards or enemy dens just move into their hex!

## The MO(VE) Order

MO(VES) all of a band of lizards from one hex to another without splitting them.

## The SP(LIT) Order

SP(LIT) is used when you want to move PART of a Band of lizards only.

A single lizard SP(LIT) off on its own becomes a Spy Lizard. If you have a band of two lizards and split one off to become a Spy, the remaining lizard is not a Spy but a Band of 1 Lizard.

*Note: Common Mistake: When using the SP(LIT) order to move a portion of*

*a lizard band away, if you want to also move the remainder away you should use a SP(LIT) order for that as well. The reason for this is that if you were to use a MO(VE) order for the remainder, there is always the chance that the MO(VE) order will be processed first in the random sequence and leave no lizards behind for the initial SP(LIT) you wanted to do.*

## The SN(EAK) Order

SN(EAK) is used for moving spies. Spy Lizards are created with the SP(LIT) order as shown above but are moved with this special order, SN(EAK). Spies cannot be moved in any other way and MO(VE) or SP(LIT) orders used on them will fail.

## The SA(IL) Order

This order moves a lizard band from one **water** hex to another using a **Raft** and without splitting them. The raft will also protect the lizards from the normal sea monsters and whirlpools. It cannot sail under a bridge. *Boarding* a raft will also protect a spy but a spy cannot sail on a raft.

To board a raft or to disembark from a raft the normal SP(LIT), MO(VE) or SN(EAK) orders are used, but the SA(IL) order is used to move all of the lizards *using the raft*. The passengers cannot be SP(LIT) and SA(IL) in the same turn.

If a raft is SA(ILED) onto a land hex it breaks up on the rocks and any remaining movement continues as if a MO(VE) was ordered.

## Events In The Movement Phase

Events that happen in the Movement Phase occur in random order, among the player ordered actions.

## Volcanoes

Each volcano has an 8% chance of erupting each turn. When they do erupt, any lizards in the hex are instantly killed and any lizards in hexes adjacent to the volcano hex may be wounded by flying lava. Any Dens or Bridges that are adjacent to volcano hexes are also destroyed by an eruption. In addition to the destructive effects of a volcano erupting, the terrain of adjacent hexes may also change as the eruption causes land to rise out of the sea or sink back into it!

## Whirlpools

Whirlpool hexes move around the sea at a rate of up to 2 hexes per turn, drowning a large proportion of any lizards caught in them.

## Sea Monsters

Every time lizards enter a water hex, there is a 10% chance they will be attacked by one of the many vicious creatures that live in the sea. The strength of a sea monster is equivalent to 15 lizards for each water hex adjacent to the hex moved into. Sea monsters are attracted by movement so lizards standing still will not be troubled.

## Note: To Swim Or Not To Swim

Be wary of sending small lizard bands swimming about the place. They'll be eaten by sea monsters! On the whole, swimming is a bad idea in the Savage Swamp. Lizards may like water, but there are much bigger things than them in the depths! If you *must* swim, use the shortest possible route, adjacent to the least number of water hexes.

# COMBAT in the Savage Swamp

## Warrior Lizards

All the lizard species fight and defend Dens with equal ability. However, not all lizards (of any species) possess the desire to fight and those that are content to lead a rather simple life in the Dens that are scattered across their world are termed Den Lizards. Lizards that are found outside are warrior lizards. These form the lizard bands that each Clan begins with and more may be recruited as the game progresses.

## Combat!

Combat in Lizards is simple. When two lizard bands clash (by one band attempting to move into the same hex as the other band) the lizards in each band will set upon the enemy (and any lizard not of their Clan is the enemy) even if hopelessly outnumbered (lizards are somewhat fanatical in this respect so their initial bloodlust will overcome their fear). In the gruesome melee which follows, half of the Lizards claw their way forward to fight in each round and each of these lizards has 50% chance of wounding an opponent. The lizard bands will continue to fight until either one band is completely destroyed or elects to flee from combat (even Lizards aren't totally stupid.)

## Running Away

A lizard band may elect to flee from combat if they are outnumbered on more than a three to two (3:2) basis. For instance, A band of lizards fighting a band of 150 lizards MAY elect to flee. A band of 100 lizards fighting 200 lizards will almost certainly flee.

Lizards that flee from combat will retreat firstly from the hex they came from, if any, or to any adjacent hex that is empty of both enemy AND friendly lizards (in their panic they can't tell friend from foe). If no empty hex is available they will turn and fight to the death. It is not possible to flee from a sea monster and no defender would flee from a den.

## Capturing The Enemy

The winning band in a combat that does not involve a Den will capture a percentage of the wounded enemy lizards (the rest are slain.) The amount captured is 30% + the winners combat experience bonus. Ie up to 45%.

## Attacking Dens

Lizards attacking a Den have their chance to kill an enemy lizard reduced by half to 25% (while the defending lizards INSIDE the Den retain their original 50% chance.) This reflects the protection the Den's walls offer the occupying lizards and applies equally to lizards of a different colour from the Den. Under no circumstances will lizards INSIDE a Den flee from combat, they will always fight to the bitter end.

## Combat Experience

Any lizard band that defeats an enemy band gains ONE combat level. There are six levels:-

| | |
|---|---|
| Average | + 0% |
| Good | +3% |
| Dangerous | +6% |
| Ferocious | + 9% |
| Fearsome | +12% |
| Veteran | +15% |

The DIFFERENCE between 2 bands involved is used as a modifier to the ATTACKER only, for example:-

Dangerous Attacks Average:
Attacker +6%, Defender +0%

Ferocious Attacks Veteran:
Attacker +6%, Defender +0%

Veteran attacks Veteran:
Attacker +0%, Defender +0%

A lizard band's attack chance can NEVER be increased past 65% for normal combat or 40% for attacking a Den. Combat experience becomes "watered down" if a veteran band is joined by less skilled recruits. The experience is averaged (and truncated) over the new group. Eg. If a Ferocious 10 Lizard band joins a 100 lizard band with no experience, the resultant band will have no combat experience.

## Undefended Dens

Dens that are now owned by a Clan and that have no warrior lizards in them offer no resistance to capture. It is not necessary to station warrior lizards in a den owned by your Clan to retain control of that Den except in so far as it prevents other players from grabbing it too easily. Undefended Dens which are taken over do not report the fact to their owners. The above rules include Home Dens.

## Rafts In Combat

It Is possible to capture a raft by boarding it. Use the MO(VE) or SP(LIT) order to leap aboard an enemy raft. If you clan wins the battle the defeated lizards will be pushed into the water. On the other hand, if you attack a raft by ramming it with another raft using the SA(IL) order you will either win, and drive their raft under the waves, or lose and remain on your raft next to theirs. Combat on rafts is otherwise no different from ordinary combat.

## Regarding Free Dens

It is important to capture Free Dens to increase the number of recruits available and the range of lizard types you have. Remember that your attacks against a Den are halved in probability of "hitting" in combat, so only attack Dens if you have a large margin over the defenders. It is possible to estimate the number of militia a Free Den will have by counting the adjacent fertile hexes. Remember also that you can order a recruit for a Den that you do not presently control, but expect to capture in the Movement Phase.

## The World

The Savage Swamp is nasty and its out to get you! Standing near active volcanoes is bad for your health. Even worse is building a Den near one. If you are in the water you'll probably be drowned by whirlpools or eaten by monsters. Nastiest of all are the other players (although they might not be out to get you at any particular moment). Don't expect a gentle walk in the countryside here!

# Development Phase

## Actions In The Development Phase

The orders processed in the Development Phase are RE(CRUIT), GI(VE), B(UILD), F(ERTILE), D(ESTROY), F(ERTILE), B(UILD)R(AFT), B(UILD)B(BRIDGE), D(ESTROY)B(RIDGE) and B(UILD)D(EN).

Remember, Green or Grey Lizards must not be disturbed (by either being attacked, capturing an enemy spy, hit by flying objects, or by having friendly lizards move into their hex) while B(UILDING) or D(ESTROYING) or the order will fail.

## The RECRUIT Order

The RE(CRUIT) Order fills 34% of the Den lizards in a Den you control with enthusiasm, causing them to form or join a warrior lizard band. You must possess a Home Den (your own, or or someone else's) to be able to RE(CRUIT) at all.

A lizard den only ever has population of a SINGLE species of lizard and ONLY lizards of that species will ever be RE(RUITED) from that Den.

No Den may be RE(CRUITED) from more than once per turn. Recruits cannot be moved in the same turn that they are RE(CRUITED) but a Clan can recruit from a Den in the same turn it is captured.

## The GIVE Order

This order allows players to exchange lizard bands and Dens between themselves. Any hex type expect for Home Dens can be given away, along with all Warrior and Den Lizards currently in the hex.

Only 1 GI(VE) may be ordered by each player per turn. GI(VE) does not move the gifted things but merely changes ownership.

## Green Lizards And Build And Destroy Orders

Only one B(UILD) or D(ESTROY) order can be done by the green lizards in any one hex in a turn.

## BUILD FERTILE (BF)

Green Lizards possess the ability to make plains, swamp or scrub hexes fertile. In order to plant a fertile hex 10 or more green lizards must be in the hex at the beginning of the turn. Using the B(UILD)F(ERTILE) order they are instructed to plant the hex, which is accomplished over the rest of the turn provided the lizards are not disturbed.

## DESTROY FERTILE (DF)

Green Lizards may also destroy fertile hexes, reducing them to plain hexes, if they are undisturbed. This is achieved identically to fertilising, requiring 10 or more green lizards, except that the D(ESTROY)F(ERTILE) order is used.

## BUILD RAFT (BR)

Green Lizards can also construct rafts using the B(UILD)R(AFT) order. Rafts are made from the larger trees in scrub hexes, and are at best temporary affairs. It takes 20 Green Lizards one undisturbed turn to construct a Raft. The lizards must be occupying a Scrub hex but must build the raft in water. You must put the direction code of the adjacent water hex to build the raft in.

Rafts will last a random number of turns (5-7) before becoming water-logged and sinking. Any green lizards aboard can tell how long a raft will last (tugging lashings, chewing the reeds to see how fresh they are and so forth).

## Grey Lizards And Build And Destroy Orders

Grey Lizards are natural builders and in sufficient numbers and with enough time can build rudimentary bridges and large lizard dens. Only one B(UILD) or D(ESTROY) order can be done by the grey lizards in any one hex in a turn.

## BUILD DEN (BD)

To build a Den the B(UILD)D(EN) order is used. In an empty hex it takes 50 or more Grey lizards two consecutive undisturbed turns.

Instead of building a completely new den, 50 or more Grey Lizards can convert a Ruin into a Den in a single turn. Dens may not be built in Swamp, Peak, Volcano, Cursed, Water or Whirlpool hexes.

A new den will attract inhabitants at a rate of four lizards per turn (in World Phase). Once ten or more lizards are living in the Den the colour of the Den is randomly determined. If lizards of a single colour are FR(EED) into the Den (in Artillery Phase) to bring the population up to 10 or more before this happens, they will make the Den into one of their own colour. If Lizards of more than one colour are freed into a Den the final colour is completely random.

## BUILD BRIDGE (BB)

To build a bridge with the B(UILD)B(RIDGE) order across a water hex to link two land hexes together requires 20 or more grey lizards and takes one undisturbed turn. The lizards must be on a land hex, the target hex must be a water hex and one of the hexes 'opposite' must be a land hex. Once constructed the bridge may be entered from any adjacent hex.

## DESTROY BRIDGE (DB)

Twenty Grey Lizards can destroy a bridge using the D(ESTROY)B(RIDGE) order from ANY adjacent hex in one undisturbed turn. You must put the direction of the adjacent hex to build or destroy the bridge in. Grey lizards cannot B(UILD) or D(ESTROY) a B(RIDGE) in the same hex they occupy.

# Events In The Development Phase

The events which happen in Development Phase occur after all player ordered actions and in the following order:-

## Rafts Sink

Rafts last a random number of turns (5-7) before becoming water-logged and sinking.

## Dens Collapse

Three turns after surrender the Home Dens of leaderless Clans will collapse into ruins if not captured by another Clan in the mean-time.

Any half-built Dens that were constructed in the previous turn and not completed in the current turn collapse completely, leaving no ruin.

## Starvation

Each turn the lizards which are quickest will leap on and devour their nearest slow neighbour, reducing the group by approximately 50%.

## Spies Rejoin Bands

If a Spy Lizard is in the same hex as a band of lizards belonging to the same player it will rejoin the band, becoming a warrior lizard of its original colour, unless this would exceed the 300 limit. The band may be a band of 1 lizard but 2 spy lizards in the same hex will not form a band. Neither will a Spy join up with Den lizards.

## Spies Go Bush

Because they are separated from a large body of lizards, Spies tend to forget what they were supposed to be doing after a while and return to the wild (disappearing from your maps and your control.) To stop Spy Lizards going "bush" you have to return them to a band of lizards ever 4 turns.

## Victory?

Victory conditions are checked at the end of the development phase. The first Clan to have 1000 or more points for each Home Den remaining in the same is said to be "Lord of the Savage Swamp" and the player controlling that clan is the winner. At the start of the game 16000 points are required to win, but this number may be reduced as some Dens are destroyed in war.

Each Lizard in the clan, including warrior, den and spy lizards, is worth 1 point. In addition, each Home Den is worth 2000 points. Each temple you own is worth 30 points. Each ordinary den is worth 25 points and each bridge is worth 10 points.

# Custom Start-Ups

The Custom Start-Up system is designed to allow advanced (or confident) players the opportunity to build the surrounding terrain. (The rest of the map is randomly generated.)

There are four default starting positions to choose from for those who are beginners, or not yet confident about designing their own custom startup. Even if you choose to use a custom setup, taking a look at the default options may help you.

## Home Dens

Players must start with one Home Den and a minimum of one fertile hex next to the Home Den. The Home Den can be any colour and the cost is worked out just the same as for normal dens and den population. To indicate which is your Home Den you must tell us the HEX NUMBER from the template where the home den is to be located. You will find a space to do this on your setup form. If no Home Den hex is supplied, or if you supply an invalid one, the template will be searched sequentially and the first valid den found will be used. If no valid den can be found at all your custom setup will not be used and you will be set up with Default Setup 3 instead.

## Points

You have 1200 points to spend. You cannot spend more than this. If you attempt to spend more than 1200 points then the software will adjust your orders down (see reduction to 1200 points section below.) If you spend less, you miss out so calculate carefully!

You spend the points on: a template, terrain including dens, den lizards and warrior lizards. Each hex may contain terrain (including dens), warrior lizards and, in dens only, den lizards. Any "ownable" terrain such as dens of bridges will belong to you.

## Templates

You must choose one of the eight templates on the next page. The costs of the templates are listed on Table 1: TEMPLATES, also on the next page. These templates all assume water in all the hexes unless you spend points to make it otherwise. Each hex in a template is numbered eg. 1 to 7 (in template 1) or 1 to 22 (in template 8). Note that the numbering is different for

each template and further that the numbering is not relevant to Hex Codes in the "world". You can change the terrain of the template from water to other terrain types as described in the Terrain section below.

## Terrain

All hexes start as water at no cost. You may spend points to change the terrain to anything else. The cost for each terrain type is listed in Table 2: TERRAIN on the next page. NOTE: Volcanoes next to DENS or FERTILE hexes on templates will be changed to peaks! This is only for template dens or fertiles: normal dens/fertiles may be affected by volcanoes on the edge of the template. When filling in the setup form, enter the Terrain Code and the corresponding POINTS. Eg:-

| HEX | TER | POP | RED | GRN | GRY | YEL | BLK | PNT |
|-----|---------|-----|-----|-----|-----|-----|-----|-----|
| 01 | Water | | | | | | | |
| 02 | Water | | | | | | | |
| 03 | Red Den | | | | | | | 110 |
| 04 | Water | | | | | | | |
| 05 | Water | | | | | | | |

The above example (using the online setup form) buys a Red Den in Hex Three of my template.

## Den Population

The colour of the den defines the colour of the den lizards within it. Each den starts with 30 den lizards for free, but you may purchase more. You can only put den lizards of the den colour into the den. Eg. If you have spent 110 points on a Red Den (30 free red lizards are included.. You don't need to write these down) the ONLY den lizards you can put in that den are red den lizards (you may have warrior lizards of other colours in the den.)

Remember that the den population will "starve" down to the maximum den population that the den can support unless they are recruited into warrior lizards, or the population will grow to reach the limit.

Dens can support 50 den population per adjacent Fertile Hex. Eg 110 to 150 den lizards require 3 fertile hexes next to the den hex.

Den lizards are purchased in groups of 10 and the price shown is for a group of 10. The costs of the various colours are listed in Table 4: DEN LIZARDS.

When filling in your setup form write the number of EXTRA lizards ONLY (do not write any of the first 30 free lizards... they come with the den automatically) in the den population column (headed POP).

Eg. If you purchased a Red Den and wrote '10' in the POP column then you would end up with 40 Red Den Lizards. (You get 30 for free and you purchased an additional 10.) This would cost 125 points. (110 for the Red Den, 15 for the group of 10 Red Den Lizards).

## Warrior Lizards

You can purchase warrior lizards in groups of 10 at the costs listed in Table 5: WARRIOR LIZARDS.

Warrior Lizards of more than one colour may be placed in the same hex and, if placed in a den, can be of a different colout to the den. You may not buy more than 300 warrior lizards in any one hex, or more than 600 total over all your hexes.

When filling in your setup form write the number of warrior lizards of each colour that you want to buy in the appropriate columns. (They have abbreviations at the top of the column to assist you.)

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# Custom Templates & Tables

**Table 1: TEMPLATES**

| Template | Points | # of Hexes |
|---|---|---|
| 1 | 100 | 7 |
| 2 | 110 | 9 |
| 3 | 120 | 11 |
| 4 | 140 | 14 |
| 5 | 150 | 16 |
| 6 | 160 | 17 |
| 7 | 180 | 19 |
| 8 | 200 | 22 |

**Table 2: TERRAIN**

| Terrain | Points | Code |
|---|---|---|
| Dens | *special | see below |
| Ruin | 40 | Rui |
| Plains | 15 | Pla |
| Swamp | 10 | Swa |
| Scrub | 10 | Scr |
| Fertile | 25 | Fer |
| Peak | 10 | Pea |
| Volcano | 10 | Wol |
| Temple | 40 | Tem |
| Cursed | 15 | Cur |
| Whirlpool | 5 | Whi |
| Water | 0 | ----- |

**Table 3: DENS**

| Colour | Points | Code |
|---|---|---|
| Red | 110 | Red |
| Green | 185 | Grn |
| Grey | 185 | Gry |
| Yellow | 175 | Yel |
| Black | 300 | Blk |

**Table 4: DEN LIZARDS**

| Colour | Points Per 10 |
|---|---|
| Red | 15 |
| Green | 25 |
| Grey | 30 |
| Yellow | 25 |
| Black | 50 |

**Table 5: WARRIOR LIZARDS**

| Colour | Points Per 10 |
|---|---|
| Red | 10 |
| Green | 20 |
| Grey | 20 |
| Yellow | 15 |
| Black | 30 |
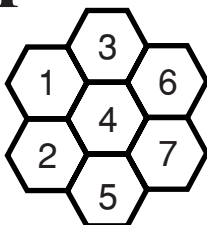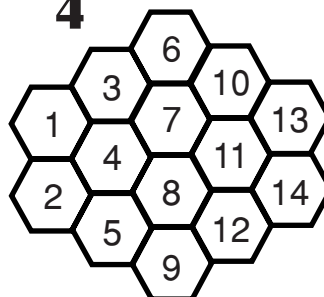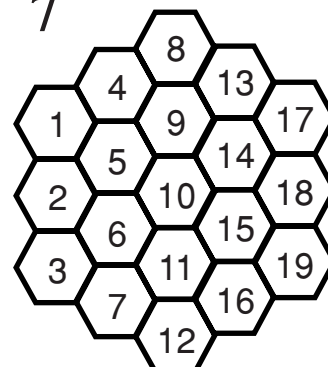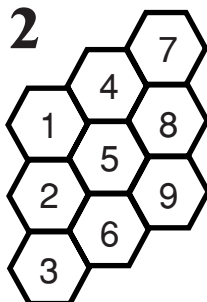


**Reduction to 1200 Points**

You may not spend more than the 1200 point limit. Orders are processed in hex number order. If a hex order would take you over the limit t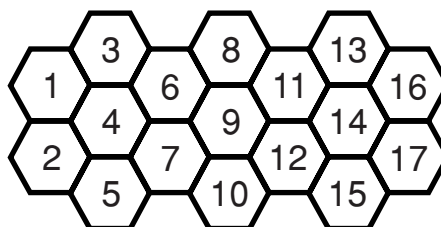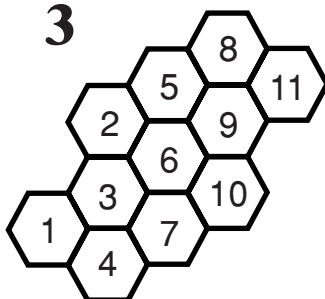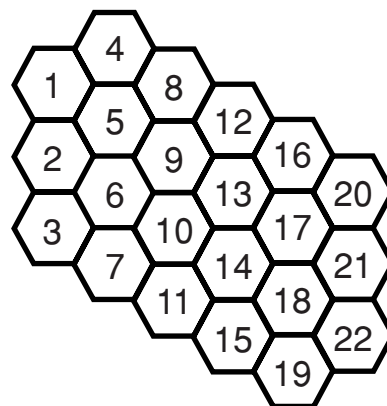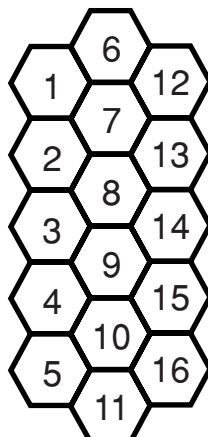hen the terrain is bought if possible, then any den lizards followed by warrior lizards in the order given on the setup form. If any item would push you over the limit it is skipped, but further items and hexes are still attempted.

# The Order Form

Entering orders for your position is done on our website using a form (or for postal mail play it is done by filling in a sheet provided.) Madhouse may, at some time in the near future, release a software program to make the process of entering orders simpler.

## The Order Fields

As you will see from the online form, or order sheet you are filling in, each order line has 10 "fields". In order to control your position you give "orders" by filling in these fields. The various orders given in Lizards each have a standard format they must be written in. If you are using the online form it fills in the codes in the correct format for you, but if you are playing by postal mail you must be sure to write the correct format. Each of the fields is labelled at the top of the column as follows:-

## ORD Field

This is where you write the two-letter abbreviation for the order you are going to do. Eg MO is MOVE. The online version of this is a selection box for which order you will use.

## HEX Field

This field is used for entering the alphanumeric code of the hex in which the lizard band you are writing orders for is located. Eg. 6F

## M1 Field

This field is used for entering the direction a lizard band is to travel in its first or only hex movement. It is also used to target an action like LO(b) or CH(ant). The six directions are N(North), NE(North-East), SE(South-East), S(South), SW(South-West), NW(North-West). East and West are not used. North is the top of the page. West is to the left of the hex and East is to the right.

## M2 Field

This is basically the same as the M1 hex except that it is used for the second hex of movement or direction, if there is one. If there is no second phase of movement then this field is not used.

## RED (through) BLK Fields

These fields are used only for SP(litting), CH(anting) or FR(eeing). For all other types of order they should be left blank. Eg. If you are writing a SP(lit) order you might enter 100 under GRN and 50 under GRY. This would instruct a band of 100 Green and 50 Grey lizards to split off of the force in the hex and travel in the directions given in the M1 and M2 movement fields.

## EXTRA Field

This field is used only for CHANT and GIVE orders; for all other types of order it should be left blank. Please remember to ALWAYS use the correct code for chants written in this field as shown in the table on this page.

## Maximum Orders

The maximum number of orders you can write is 30 per turn. You can write as few as you like, but no more than 30. Any orders that are repeated exactly (with the exception of SP(lit) orders) are automatically removed by the lizards processor.

## ORDER ABBREVIATIONS

| Abbreviation | Actual Order |
|---|---|
| FR | Free |
| LO | Lob |
| CH | Chant |
| | |
| MO | Move |
| SP | Split |
| SN | Sneak |
| SA | Sail |
| | |
| RE | Recruit |
| GI | Give |
| BF | Build Fertile |
| DF | Destroy Fertile |
| BR | Build Raft |
| BD | Build Den |
| BB | Build Bridge |
| DB | Destroy Bridge |

## CHANT ABBREVIATIONS

| Abbreviation | Actual Chant |
|---|---|
| EYES | Eyes |
| REVE | Reveal |
| SHUN | Shunt |
| SUMM | Summon |
| FREE | Freeze |
| MOUL | Mould |
| COER | Coerce |
| GATE | Gate |
| TRAN | Transmute |
| DARK | Dark |

ALWAYS write the codes for Chants in CAPS. Lower Case letters will not provide a valid code for the processor to execute.

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# Order Examples & Formats

| ORD | HEX | M1 | M2 | RED | GRN | GRY | YEL | BLK | EXTRA |
|---|---|---|---|---|---|---|---|---|---|
| FR | 2Z | | | | | | | | |
| FR | 7AE | | | 10 | | | | | |
| LO | 22R | N | N | | | | | | |
| CH | 15R | SW | | | | | | | REVE |
| CH | 14AB | N | SW | | | | | 100 | SHUN |
| CH | 1A | 3 | AC | | | | | | GATE |
| MO | 22N | N | NW | | | | | | |
| SP | 5AD | SW | NE | 105 | | | 32 | | |
| SN | 22AD | N | N | | | | | | |
| SA | 5M | SE | | | | | | | |
| RE | 19R | | | | | | | | |
| GI | 17R | | | | | | | | 3 |
| BF | 8W | | | | | | | | |
| DF | 7Y | | | | | | | | |
| BR | 10I | S | | | | | | | |
| BD | 11E | | | | | | | | |
| BB | 5T | SE | | | | | | | |
| DB | 9U | SW | | | | | | | |

## Use Of Orders

To order a lizard band to perform a particular action use one of the two-letter abbreviations given on the previous page. (The Online Order Form is simpler, allowing you to just select the order you want to use.)

The descriptions below refer to the examples given in the sample order form (above).

**FR(EE) Order** Allows you to return warrior lizards to the wild or settle them in a Den. To free lizards specify the colour and numbers to be freed, or to free ALL the lizards in a hex simply give the order and hex and leave the rest of the columns blank. The first example (above) frees ALL lizards in hex 2Z, while the second example frees 10 green lizards from 7AE.

**LO(B) Order** This will cause all the yellow lizards in the hex to throw sticks and stones at the target hex. In the example stones will be thrown from the original hex (22R) at the target hex two squares north of it (which will be 20R, though it is direction codes N and N which are written.)

**CH(ANT) Order** When ordering any lizard chants the number of Black Lizards who will participate in the chanting must be written. If you omit this, then ALL black lizards in the hex will chant.

The abbreviations for the chants are given in the table on the previous page.

Targeting for chant is, in most cases, similar to LO(B). The spell takes effect or is centered on the target hex. In the first example ALL black lizards in 15R cast Reveal SW (ie, on 15Q).

Shunt is slightly trickier. The last direction code given is also the direction the target lizards will be shunted. In the example 100 Black Lizards in 14AB cast Shunt on any lizard band in the hex N SW from them (ie, in 13AC). The target lizards will fly up to 3 hexes in a SW direction.

Gate is also slightly different. Instead of a direction code in M1 and M2, these columns are used to specify a target hex (as shown in the example). In the example all lizards in temple 1A are Gated to another temple in 3AC (over any distance.)

**MO(VE) Order** This order moves ALL the warrior lizards in a hex. The example moves all the lizards from 22N North, and then North-West (finishing up in 20O).

**SP(LIT) Order** This order is used when you only want to move a PART of your Warrior Lizard band. In the example 105 Red and 32 Yellow are broken away from the band in 5AD and moved South-West and then North-East (ending up back in 5AD again.)

**SA(IL) Order** This moves ALL the lizards from one WATER hex to another WATER hex using a raft. Eg. All lizards on a raft in 5M move South-East (to 6N).

**RE(CRUIT) Order** recruits lizards in a Den you own, making them into warrior lizards. You must possess a Home Den (your own, or somebody else's) to be able to use this order at all. In the example recruiting is attempted from a den in 19R.

**GI(VE) Order** allows players to exchange lizard bands and Dens between themselves. Eg. Give the lizards and/or den in 17R to player 3.

**B(UILD) F(ERTILE) Order** causes 10 green lizards to make a suitable hex into fertile terrain. Eg. To fertilise 8W.

**D(ESTROY) F(ERTILE) Order** causes 10 green lizards to make a fertile hex into a plains hex. Eg. To poison 7Y.

**B(UILD) R(AFT) Order** causes 20 green lizards to build a raft in an adjacent hex. Eg. Build a raft South of 10I.

**B(UILD) D(EN) Order** causes 50 grey lizards to start or complete a building a den. Eg. To build in 11E.

**B(UILD) B(RIDGE) Order** causes 20 grey lizards to build a bridge in an adjacent hex. Eg. To Build a bridge South-East of 5T (in 5U.)

**D(ESTROY) B(RIDGE) Order** causes 20 grey lizards to destroy a bridge in an adjacent hex. Eg. To Destroy a bridge South-West of 9U (in 10T.)

# LIZARDS
## WAR IN THE SAVAGE SWAMP

# Quick Reference Charts

## Quick Reference Charts - CHANTS

| Chant Name | Abbreviation | Black Lizards Required | Numbers Revert To Red |
|---|---|---|---|
| "Eyes" | EYES | 10 | 0% |
| "Reveal" | REVE | 25 | 10% |
| "Shunt" | SHUN | 50 | 20% |
| "Summon" | SUMM | 60 | 25% |
| "Mould" | MOUL | 80 | 30% |
| "Freeze" | FREE | 100 | 30% |
| "Coerce" | COER | 120 | 40% |
| "Gate" | GATE | 130 | N/A |
| "Transmute" | TRAN | 150 | 50% |
| "Dark" | DARK | 180 | 60% |

## Quick Reference Charts - BUILDING & DESTROYING

| Order | Colour | Number Required |
|---|---|---|
| B(UILD) F(ERTILE) | Green | 10 |
| D(ESTROY) F(ERTILE) | Green | 10 |
| B(UILD) R(AFT) | Green | 20 |
| B(UILD) D(EN) | Grey | 50 |
| B(UILD) B(RIDGE) | Grey | 20 |
| D(ESTROY) B(RIDGE) | Grey | 20 |

## Quick Reference Charts - ORDER CODES

| Order | Order |
|---|---|
| MO | Move |
| SP | Split |
| SN | Sneak |
| SA | Sail |
| CH | Chant |
| BF | Build Fertile |
| DF | Destroy Fertile |
| BR | Build Raft |
| BD | Build Den |
| BB | Build Bridge |
| DB | Destroy Bridge |
| RE | Recruit |
| FR | Free |
| GI | Give |
| LO | Lob |

## Quick Reference Charts - ORDER OF PROCESSING

| | |
|---|---|
| 1/ World Phase | Lizards in Cursed Hexes die. |
| | Nomads settle new Dens. |
| | Dens with less than 10 Den Lizards and no fertile hexes collapse. |
| | Populations grow. |
| | Hunger is adjusted. |
| | Excess den lizards starve. |
| 2/ Artillery Phase | Chants, Lobs and Freeing of Lizards. |
| 3/ Movement Phase | Moves, Splits, Sails, Sneaks and Natural Phenomena. |
| 4/ Development Phase | Builds, Destroys, Recruits, Gives then (in order): |
| | Rafts Sink. |
| | Unowned Home Dens and neglected half-built Dens collapse. |
| | Starvation, Spies rejoin bands, spies go bush. |
| | VICTORY conditions are checked. |

# MADHOUSE
## Interactive Entertainment