

Kevin Wilson's

MAGDAR™

THE SECOND AGE





INTRODUCTION AND DESIGNER NOTES

Magdar: the Second Age is a free expansion for Fantasy Flight Game's **Magdar**. It is intended to add some new pieces, new rules options, and new variants to the game.

A Thank You

First of all, I wish to thank everyone who has bought and played **Magdar**. As my first professional board game, **Magdar** has a place near and dear to my heart. It's by no means perfect, but I feel that it has turned out to be a short, tense game similar to what I envisioned when I first thought of the basic idea (it started life as an asteroid mining game taking place on the edge of a black hole that was sucking in the asteroids). In appreciation, I put together some additional rules that you can use with your **Magdar** set for a fresh new playing experience. This package includes a suggested variant for the original game to slow it down, 2 new special tiles, a rule revision, and 2 variants.

Components

- **Replacement Boulder Tiles:** These replacement 3-boulder tiles slow the game down some from its original rate of play. If you would like games to last longer, cut them out and paste them onto your original 3-boulder tiles.
- **Special Boulder Tiles:** The well of souls and the stone of kings are two new special boulders that are used in the advanced game (detailed in the main rules). Their effects are described in these rules. Be aware that these boulders will replace two of your 2-boulder tiles, so that playing a 4-player game without any special boulder tiles is no longer an option. However, in my experience, most if not all experienced players use the special boulder tiles.
- **Dodgeball Counter:** These 4 counters (front and back) are used in the Dwarven Dodgeball variant described later in these rules.

ASSEMBLY

To use this expansion for **Magdar**, you must follow these steps to prepare the pieces:

1. Print out page 3. Glossy paper works best for this.
2. Cut out the 10 tiles and 8 counters (which are actually the front and back of 4 counters), carefully trimming around them to remove all of the white edges.
3. Get your copy of **Magdar** and pull out the 8 three-boulder tiles, 2 two-boulder tiles, 2 8-point gems, 1 16-point gem, and 1 4-point gem.
4. If you want to use the suggested slowdown variant, glue the 8 new three-boulder tiles over your old three-boulder tiles. A glue stick works well for this.
5. If you want to use the two new boulder tiles, glue the 2 new special boulder tiles over the 2 two-boulder tiles in the same manner.
6. If you wish to use the dwarven dodgeball variant, glue the dodgeball counters to the front and back of the gem counters.
7. Your upgraded copy of **Magdar: the Second Age**, is ready to play!

MORE ADVANCED OPTIONS

You may wish to add some or all of the following elements to the game to make it more exciting.

New Actions

Action: Jump a Claim From the Cavern Entrance

At the end of the game, it is possible for there to be too few spaces for all the dwarves to be able to enter play. Thus, players may wish to allow dwarves to claim-jump from the cavern entrance to any of the tiles adjacent to it. Dwarves on the cavern entrance may go berserk if you choose to use this rule.

New Boulder Tiles

The two new tiles' special rules are listed below.



Well of Souls: When you mine for mithril on the well of souls, the mithril is completed in one turn (i.e. it is mined as a finished mithril, rather than a partial mithril). Dwarves cannot scribe runic circles on this tile.



Stone of Kings: When you move or claim-jump a dwarf onto this tile, place a runic circle on the tile if there is not already one there. If there are no runic circles available for placement, this ability does not activate. If the runic circle on this tile is destroyed, it is not replaced unless another dwarf moves or claim-jumps onto the tile.

GAME VARIANTS

Slowdown (Recommended)

This variant is designed to slow down the speed at which the board is destroyed by **Magdar**. During setup, use one more row of tiles than the basic rules recommend for the current number of players. Secondly, using the graphics in this file, change the three-boulders so they are only destroyed on a 1 or 2. This should make the game slightly longer without significantly impacting gameplay.

Burning Mithril

In this variant, the dwarves know how to harness the mystic energies of mithril to enable themselves to move and work faster. At the start of a player's turn, he may choose to return one of his scored mithril counters to the motherlode to give one of his dwarves an extra action for the turn (i.e. one dwarf still gets one action, and then the other dwarf takes two actions in a row). The decision to burn mithril must be made before taking any actions for the turn, and a player cannot burn more than one mithril per turn.

Dwarven Dodgeball

Dwarven dodgeball is a lighter variant for players not afraid of a little silliness. It adds two new actions to the game, described below. (Note that players can always replace the dodgeballs with magic hammers if they want a more serious addition to **Magdar**.)

Action: Summon Dodgeball

As one action, you may have one of your dwarves summon a dodgeball to his hand. Place a dodgeball counter on the tile with the dwarf that is summoning it. That dwarf can now take the Throw Dodgeball action, described below.

There cannot be more than one dodgeball on a single tile. If there are no dodgeball counters in the motherlode, then you may not summon a new dodgeball. Dodgeball counters are discarded if you leave them behind on a terrain tile. You cannot score dodgeball counters.

Action: Throw Dodgeball

As one action, you may have one of your dwarves throw a dodgeball in one of the four orthogonal directions. Your dwarf must be in the same square as a dodgeball counter to take this action.

First, choose the direction that your dwarf will throw the dodgeball (remember, there are no diagonals in **Magdar**!). Now, roll the die. Find the closest occupied tile in that direction that shows the number you rolled. The dwarf in that tile (even if it is your other dwarf!) is struck by the dodgeball and knocked into the lava. A dwarf knocked into the lava is returned to the cavern entrance. Any counters in the vacated tile are treated as if the dwarf had moved away and left them behind.

If there are no occupied tiles in the chosen direction showing the rolled number, then the dodgeball misses and nothing happens.

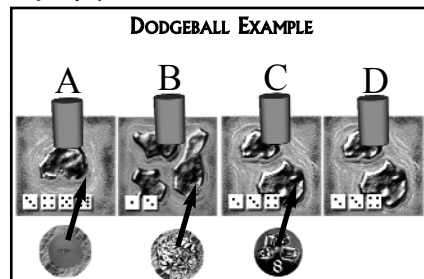
In either case, the dodgeball counter is returned to the motherlode after the throw.

Note: Dodgeballs ignore runic circles, since the circles are designed to protect against **Magdar** rather than your fellow dwarves.

Example: The dwarf in tile A below has a dodgeball counter and throws the dodgeball to the right as his action. Rolling the die, the player gets a 3. Looking to his right, he sees three occupied tiles: B (his teammate), C (an enemy dwarf), and D (another enemy dwarf).

However, the nearest occupied tile with a 3 in its number range is C, so that dwarf is knocked into the lava, returning to the cavern entrance. The gem counter on C is returned to the motherlode, since it is treated as if it the dwarf had moved away and left it behind.

If the player had rolled a 2 instead, he would have accidentally knocked his own



teammate on tile B into the lava instead, losing the mithril he was mining.

If, on the other hand, the player had rolled a 6, he would have missed entirely and nothing would have happened.

Regardless of what the player rolled, he then discards the dodgeball counter on tile A.

EXPANSION CREDITS

- Design:** Kevin Wilson
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- Special Thanks:** Will Hindmarch, Scott Reeves, Sara Young, and Team XYZZY.

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