

DESKTOPIA

SCRIPT BOOK

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We have no idea how you managed to get your hands on this Battle Chronicle, but now that you have it, make sure to hold on to it. These time-worn pages contain descriptions of the greatest battles that defined the very history of Desktopia, priceless advice from great military leaders and tactical problems that you can study to perfect your own skills as a military commander.



HOW TO USE THIS BOOK

This book contains a wide variety of ready-made battle scripts as well as recommendations for writing your own scripts. New scripts can also be found at www.desktopia-game.com.

A script usually specifies the number of participants: from one (skirmishes) to four (battles). Therefore, if you are planning to play Desktopia with three other players, you will need a four-player script.

The script describes the disposition of the forces at the beginning of the game:

- **Starter squads:** each player selects one of the parties specified in the script and takes the disks and cards of the corresponding characters, artifacts and missiles. Players place the cards in their camp.
- **Landscape:** the battlefield is formed by whatever objects can usually be found on your desk or table. They may include books, cups, your laptop, a mouse or a remote control. Exact reproduction of the script landscape is not necessary. If you believe that your vase is of a suitable size to represent a tower and if all the other players agree, everything's perfectly fine. After all it is your battlefield!

- **Disposition of forces:** each player places their disks on the battlefield according to the script.

To form the landscape and assure a correct disposition of characters before the battle, each script contains special schematic diagrams with every side split into 4 parts for better representation. The real landscape and character disposition may differ from the specifications of the game, but keep in mind that substantial discrepancies may throw off the balance of the game. Pay close attention to the initial disposition!

According to the rules of Desktopia, a player is considered to have won if he or she has destroyed all of the enemy characters, but individual scripts may also specify additional conditions for achieving victory or defeat. Each of the parties has a goal in battle that needs to be reached for that party to win. Apart from the main goal, each of the parties can have auxiliary goals — missions. They do not affect a player's victory in the present battle, but may give certain advantages in the battles to follow. Such goals are common for campaigns (series of battles).

2 PLAYER CAMPAIGNS

Campaigns consist of a number of battles that are fought consecutively. All the characters normally begin a new battle with full health and a maximum amount of missiles. Damage and effects received in previous battles do not transfer over to the next one. Since the heroes of Desktopia are granted immortality by their Orders and can only be disabled temporarily,

if a hero dies in one of the battles of a campaign, he can still take part in the next battle.

Ritual cards received during one of the battles of the campaign stay with the player until the end of the game and can be used in any of the subsequent battles.

CAMPAIGN 1: A HOT BEGINNING

These events transpired in those days long gone when the House stood divided between the Order of Grass and the Order of Dust. The timeless battle of these two sworn foes has sapped their strength to such extent that they were reduced to having to take the bold young warriors of Fire and Metal seriously for the first time. Just to think that it all began with a small skirmish on the outskirts of the House...

BATTLE 1: THE TRESPASSERS

The Great Wall has never seen the bright light of the Outside world that has kept the Holy Groves of the Order of Grass alive. But it was here that the Giants would kindle their flames, and it is here that for a long time now the Order of Fire has been building more and more outposts securing the gigantic black plateau filled with bitter intoxicating dust. For many days now have the scouts of the Order of Metal been trying to reach the forbidden Valley of Ashes.

Red Faction (moves first): Adjarkha, 2 Smokers, Fire Mine.

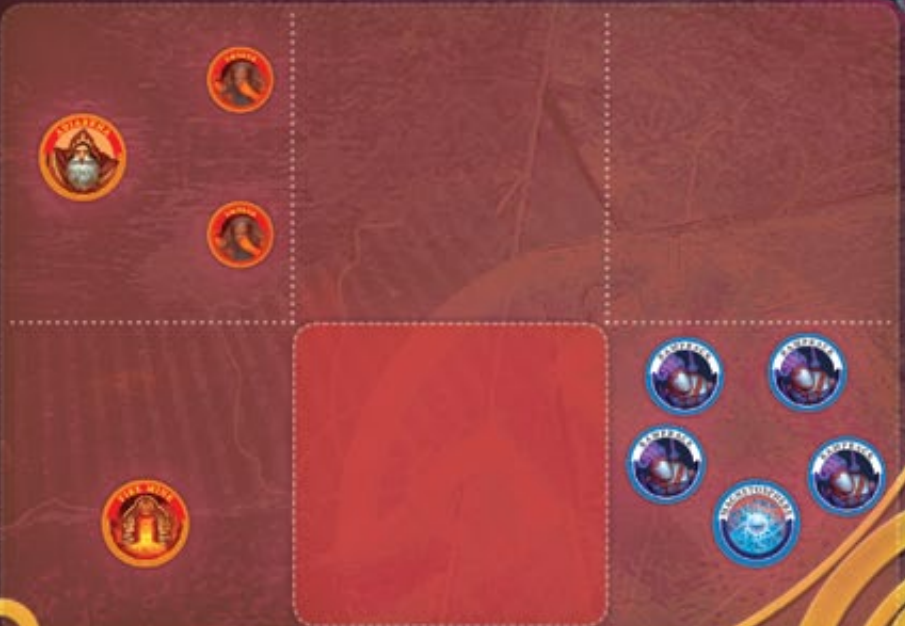
Goal: wipe out the **Rampracks**.

Mission: protect **Adjarkha**. If the mission has been accomplished, **Adjarkha** takes part in the next battle.

Blue Faction: 4 **Rampracks**, **Magnetosphere**.

Goal: destroy **Adjarkha**.

Mission: keep as many **Rampracks** intact as possible. If the mission has been accomplished, surviving **Rampracks** will take part in the next battle.



BATTLE 2: DUST STORM

The adepts of Metal failed to break through the fire cordon in a single offensive move. After losing quite a few members the squadron retreated, but before they were able to get to safety, they ran into a patrol of the Order of the Dust. Using his magic Akeru took control of the warriors forcing them to return to the battlefield once again. This time however, they were not acting of their own will.

Red Faction (moves first): Sholat, 3 Smokers, Fire Mine, Adjarkha (if he hasn't been killed in the previous battle).

Goal: destroy Akeru.

Mission: protect Sholat. Take a random ritual card once the mission is accomplished.

Grey Faction: 4 Ezzens, Akeru, Magnetosphere, Rampracks (the ones that manage to survive after the previous battle).

Goal: wipe out the Reds.

Mission: protect Akeru. If the mission has been accomplished, Akeru takes part in the next battle.



BATTLE 3: THE GRIM CONVOY

The Caravan was slowly traveling across the Floor, heading in the direction of the nearest citadel of the Oder of Dust. The grim procession was headed by a gray-haired old man in gold and red attire. The ugly tick, looking like hump and sitting on the back of the Fire Mage, was keeping his will suppressed. The old man didn't even slow down for a second when a pack of Hornbugs emerged from behind a dust-drift and dashed towards the convoy on an interception course.

Green Faction (moves first): 4 Hornbugs, Adjarkha. Adjarkha has a Tick mounted on him.

Goal: wipe out the Grays. Take two random ritual cards in case of victory.

Mission: rescue Adjarkha. Take a random ritual card once the mission is accomplished.

Grey Faction: 4 Ezzens, 2 Phantoms, Adjarkha (if he hasn't been vanquished in the previous battle).

Goal: wipe out the Hornbugs. Take two random ritual cards in case of victory.

Mission: keep Adjarkha under control (he must have a Tick upon him). Take a random ritual card once the mission is accomplished.



BATTLE 4: ESCAPE FROM THE SHADOW

Adjarkha wiped the squashed tick from the sole of his shoe and eyed the quiescent battlefield. His saviors had won the battle, but it didn't solve all of the Fire Mage's problems. He was still in the domain of Dust. The Hornbugs, somewhat beat up, but still buzzing with excitement (which is fairly common for these dimwitted insects), gathered into a tightly knit group and set off on an escape path. All the Mage had to do was to keep up with their pace...

Green Faction (moves first): 4 Hornbugs, Adjarkha.

Goal: wipe out all enemy characters. *In case of victory, have 2 Alves join your squad for the next battle.*

Mission: protect Adjarkha. Take a random ritual card once the mission is accomplished.

Grey Faction: 2 Phantoms, Kharu, 2 Rampracks.

Goal: wipe out all enemy characters. *In case of victory, have 2 Energans join your squad for the next battle.*

Mission: protect Kharu. Take a random ritual card once the mission is accomplished.



BATTLE 5: BATTLE OF THE FLEAS

The fiery squad still had a long way to go before reaching its territory when a cloud of dust arose in its path. You could see lightning strikes flashing within the impenetrable cloak of dust. Apparently, the Order of Metal had finally picked a side in this battle. The position of the followers of the Order of Fire was strengthened by their alliance with the warriors of the Order of Grass who were currently trying to rescue the captive Adjarkha. As far back as the warlords of the Order of Fire can remember this was the first battle fought by all four clans at the same time...

Red Faction (moves and puts fighters in position first): all the characters and the artifact of the Order of Fire, 3 Hornbugs, Fountain of Life, 2 Alves (if the previous battle was won).

Goal: wipe out all enemy characters in order to win the campaign.

Grey Faction: all the characters and the artifact of the Order of Dust, Magnetosphere, 3 Rampracks, 2 Energans (if the previous battle was won).

Goal: wipe out all enemy characters in order to win the campaign.



RANDOM DISPOSITION





CAMPAIGN 2: THE FOOTFALLS OF PROGRESS



The ascension of the Order of Metal resulted from the near-sightedness of the adepts from the Order of Dust. When the Metal addressed the Grey Masters with a plea for protection, nobody in the whole House could have imagined the events that would transpire as a result of this union. The Order of Dust exploited its new allies mercilessly, and yet it was beneficial since the Metal warriors were gaining valuable experience, and the research facilities of the Order of Metal were now thoroughly protected from the raids of the Grass inquisitors and the half-witted Fire adepts. But no alliance lasts forever...



BATTLE 1: SACRILEGE

It all started with yet another suicide mission. The Order of Dust suddenly decided that for some reason (no one can clearly remember what the reason exactly was) they needed to obtain the artifact of the Order of Grass - the Fountain of Life. Several squads penetrated deep into enemy territory to capture it. The Metal warriors were the first ones to reach their destination..

Special condition: the duration of the battle is 3 turns.

Blue Faction (moves first, receives +1 action during the first move): **2 Rampracks**, **3 Energans**, **Baaroun**.

Goal: wipe out all enemy characters in 3 turns. *In case of victory, Shawakh does not participate in the next battle.*
Mission: wipe out all the **Hornbugs** in 1 turn. *Take a random ritual card once the mission is accomplished.*

Green faction: 4 **Hornbugs**, **Shawakh**, **Fountain of Life**.

Mission: keep **Shawakh** alive until the end of the enemy's third turn. *In case of victory, Shawakh will take part in the next battle.*

Goal: wipe out all the enemy **Rampracks**. *Take a random ritual card once the mission is accomplished.*



BATTLE 2: THE EXCHANGE THAT FELL THROUGH

The Fountain proved to be too hard to transport for a small party of warriors. Without much thinking the Metal warriors consented to the offer of the ambitious Dust commander to exchange one artifact for another. At the moment the exchange was due to take place, the enemy squad chasing the thieves caught up with the two allies.

Blue Faction: 2 Rampracks, 3 Energans, Baaroun, Fountain of Life, Magnetosphere, 3 Dives.

Goal: keep the Blue character on any artifact for 3 turns in a row. In case of victory, all the players retain their positions for the next battle. Player 1 plays for the Blue Faction.

Mission: win without destroying all the enemy characters. Take two random ritual cards once the mission is accomplished.

Green Faction (moves first): 4 Hornbugs, 2 Dryads, Vampal, Shawakh (if he hasn't been vanquished in the previous battle).

Goal: keep the Green character on any artifact for 3 turns in a row. In case of victory, Player 2 becomes Player 1 and plays for the Green Faction in the next battle.

Mission: win without destroying all the enemy characters. Take two random ritual cards once the mission is accomplished.



BATTLE 3: FIST OF FIRE

The Fire Warriors ran as fast as they could across the old forest towards the sounds of battle. They did not care how many enemies awaited them on the other side. In their eyes life, death, glory and the exhilaration of battle lay ahead. As they approached, the sounds of battle began to fade away. It would seem that the fighting was coming to an end. However, who said that they could not start a new fight themselves?

Special condition: the «overheating» of the **Untouchables** may destroy artifacts. Artifacts have 2 lives.

The Convoy (Blue or Green Faction, depending on the outcome of the previous battle): Hero (Vampal or Baaroun), 3 Veterans, 4 Fighters, Fountain of Life, Magnetosphere.

Goal: wipe out the **Untouchables** before all the artifacts are destroyed. In case of victory, surviving artifacts will participate in the next battle.

Red Faction (Player 2, moves first, receives +1 action during the first move): 4 Untouchables, 3 Elementals.

Goal: Destroy all enemy artifacts. In case of victory, the artifacts will not participate in the next battle.



BATTLE 4: PROVOCATION

Friendship is good, but cunning is better. The adepts of the Order of Dust blamed the Order of Metal for the disastrous outcome of the operation. This was a turning point and the moment when the alliance between the two nations first began to crumble. The Order of Metal did not terminate their agreement altogether, but they took the first steps towards becoming autonomous. At first the potential adversary needed to be weakened. The adepts of Metal decided to set the Orders of Grass and Fire against each other.

Blue Faction (moves first): 2 Rampracks, Vailla, 3 Untouchables, Fountain of Life, Magnetosphere (if the artifacts have survived the previous battle).

Goal: destroy Shawakh. In case of victory, the **Blue Faction** will take the first move in the next battle.

Mission: destroy Shawakh in an attack or with an overheating **Untouchable**. Take two random ritual cards once the mission is accomplished.

Green Faction: 4 Alves under Thorn Shields, Shawakh. **Goal:** destroy Vailla. In case of victory, the **Green Faction** will take the first move in the next battle.

Mission: destroy Vailla and keep at least two **Untouchables**. Take two random ritual cards once the mission is accomplished.



BATTLE 5: PUNISHMENT FOR TREACHERY

In an effort to chase the Order of Grass away from the lands they had set their eyes on, the Order of Metal gathered a mighty army for the decisive battle. Adepts of the Order of Grass, however, proved themselves to be not as naive as they might have seemed. In fact, they were true masters of intrigue.

Special condition: once the battle field is laid out, all the **Red** or **Grey** characters join the **Green Faction** (based on the choice of the **Greens**).

Blue Faction (moves first if they had won the previous battle): all the **Blue** characters, 3 **Untouchables**, 3 **Red** Fighters, 3 **Ezzens**, 3 **Grey** Fighters.

Goal: wipe out all enemy characters in order to win the campaign.

Green Faction (puts the army in position first and gets the first move if they had won the previous battle): all of the **Green** characters.

Goal: wipe out all enemy characters in order to win the campaign.



3 PLAYER CAMPAIGN

The delegations of the Orders were approaching the Citadel of the Trunk. The Order of Grass has managed to convince the other Orders that the armies of the black sorcerer would not stop at taking over the borderland fortresses. With every new day, more and more warriors, whose allegiance to the Orders had so far been unwavering, would gather under the banners of the Apostate. This problem should have been kept in check a long time ago, but none of the Orders was a match for these forces on their own and the mighty Order of Grass was no exception. The great rulers had to concede, forming an unprecedented alliance.

Players distribute roles by a random draw or by reaching a consensus (the Apostate and two representatives of the Orders), and then proceed to choose their heroes. The Apostate can choose one hero, and his opponents can pick two heroes each. Representatives of the Orders form an alliance. Their 4-hero squad has to overcome five layers of defense, reach the Apostate's lair and defeat the Apostate.

7 battle schematics will be required for this battle. They should be chosen at random from the ten schematics described below. The player who plays the Apostate will decide in which order they will be laid out, carefully building out his or her defenses. Allies

have to win one battle after another, meeting every condition and keeping their heroes alive. In the final battle, the player who plays the Apostate's party takes his hero into battle and either perishes or destroys all the heroes who managed to reach this level.

Equipment: since the road is very hard, each of the allied players receives 3 random ritual cards. These cards can be used in any battle. Alternatively, a player can drop one of these cards at any moment to completely restore the health of a chosen hero. If the players earn other ritual cards over the course of the campaign, those can be spent on healing heroes as well.

SPECIAL CAMPAIGN FEATURES

Whoever plays the Apostate's faction always moves last. All the players use up 3 actions per turn unless otherwise specified in the battle description.

The Apostate's goal in each battle is the destruction of the Allied heroes. Damage received by Allied heroes carries over into the next battle. If a fighter joins the Allied army after the use of a ritual card, this fighter moves from one battle to another until he is dead.

If one of the Allies runs out of characters and has to leave the game, they give all the remaining support cards to the remaining representative of the Orders. If the second ally has more than one character, they can hand any of their characters over to the player who has lost all of his or her characters. In this case, the player keeps the support cards and keeps on playing normally.



BATTLE 1: PENETRATING THE PERIMETER

The Apostate's citadel was well prepared for unwelcome guests: the archers up in the stone galleries barely gave the Allies a chance to raise their heads. All problems, however, have a solution. It is just a matter of time before one can be found.

Allies.

Apostate: 4 Alves, 4 barrels of explosives (opposite side of artifact disks).

Goal: bring down the galleries. 2 barrels must hit each gallery. Then the barrels, the gallery and the characters standing on it leave the game.

Special battle features: inverted artifacts are used to represent barrels. When a barrel hits a gallery, place it on the respective gallery.



BATTLE 2: THE ETERNAL GUARD

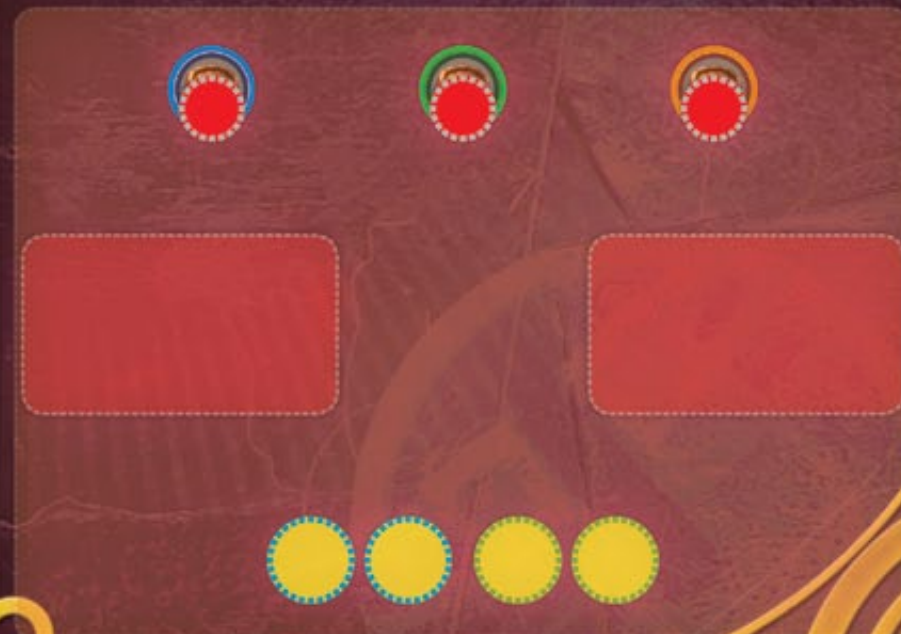
The battle at the entrance to one of the dungeons was taking longer than usual. The Allied stormtroopers have wasted an unforgivable number of men in their attempts to defeat the Apostate's minions. The charred body of a Div fell to the floor after a long and arduous fight, but the very next moment it appeared to have vanished into thin air. "They are coming back to life!" one of the Allies shouted. "What are we going to do now?!"

Allies.

Apostate: 3 portals (represented by artifact disks).

Goal: place heroes on each portal and wipe out all the **Apostate's characters**.

Special battle features: inverted artifacts are used to represent portals. In the beginning of his turn, the **Apostate** can place similar fighters from any Order over all currently unoccupied portals. For each portal that remains occupied at the end of his turn, he removes one fighter from the field.



BATTLE 3: THE REFLECTION OF HATRED

The gigantic mirror that stretched all the way from the floor to the very ceiling separated the hall decorated with hideous trophies in two. Both halves were filled with the Apostate's mad mercenaries. The Mage of the Order of Grass noticed some gruesome symmetry in the alignment of the enemy warriors, but he didn't have enough time to analyze what he saw...

Allies.

Apostate: 2 Phantoms, 2 Smokers, 2 Alves, 2 Energans, 2 Rampracks, 2 Untouchables, 2 Hornbugs, 2 Ezzens.

Goal: wipe out all the Apostate's characters.

Special battle features: when one of Apostate's characters odies on one side of the mirror, a similar character dies on the other side as well.



BATTLE 4: BLACK DEATH

The enemy Untouchable stood fast unafraid of death. What else would you expect from the Sons of Fire? All of a sudden they broke rank and moved apart giving way to a host of Ezzens who rushed toward the Allies from the breach. The blackened faces of the Dust warriors expressed unbearable pain, and their eyes burned with hatred for all living things. One of the Ezzens broke away from the group and started tearing the body of a slain Untouchable with its teeth, ignoring the hail of blows directed at it. Regardless of what the force driving the Ezzens was, they needed to be destroyed as quickly as possible.

Allies.

Apostate: 4 Untouchables.

Neutral characters: 4 Ezzens (Devourers).

Goal: destroy the Devourers.

Special battle feature: Ezzens receive no damage from direct attacks. When an Ezzens is attacked, it deals 1 damage to all the warriors it hits as it ricochets back, other Ezzens included. When an Ezzen kills someone in this way — he perishes himself.



BATTLE 5: CRYSTAL CAVE

Kharu dodged the lightning with great agility. The electric discharge that was targeted at him went upwards and smashed a crystal underneath the dome of the cave. A bright flash lit up the battlefield, and the attackers were showered with a million shards. Small needles pierced the skin, and the magic of the crystals healed the fighters' wounds.

Allies.

Apostate: 2 Hornbugs, 2 Ezzens, 4 crystals (represented by artifact disks).

Goal: wipe out the Hornbugs and Ezzens.

Special battle features: artifact disks stand on their edges facing each other. The player, who knocks down an artifact facing upwards, gives 1 life point to 2 of his or her heroes. Those who knock down one facing downwards, deal 1 point of damage to 2 of his or her heroes.



BATTLE 6: HUNTING THE SPECTER

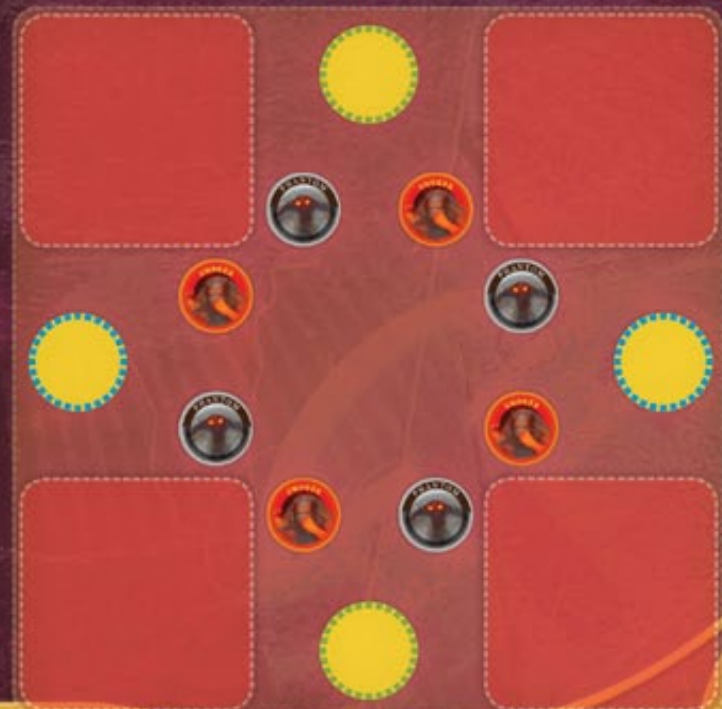
The ideal moment came and passed. Enemy fighters disguised as warlords managed to infiltrate the Allied ranks. The military leaders had to exercise extreme restraint amidst the growing confusion not to hit everyone in their vicinity with destructive magic, cunning enemies and gullible subordinates incapable of telling friend from foe alike.

Allies.

Apostate: 4 Smokers, 4 Phantoms.

Goal: destroy the Phantoms and the Smokers.

Special battle features: heroes cannot use projectile weapons or spells. When allied heroes are hit, they receive the same kind of damage as if they were enemies.



BATTLE 7: STOLEN STRENGTH

The Apostate kept his prisoners in rather spacious dungeons. He had no need for bars: the Minusoids kept depriving the Fighters of all of their strength and giving it instead to the Ramprack guardians. These restraints had to be destroyed at once to free the prisoners.

Allies.

Apostate: 4 Rampracks, 4 Minusoids.

Neutral characters: 8 captive fighters.

Goal: make the **Apostate** incapable of taking any actions during his turn.

Special battle feature: **Minusoid** disks are placed on top of captive fighters. The number of actions available to the **Apostate** per turn is equal to the number of **Minusoid** disks still resting on top of the prisoner disks.

Prisoners run away (leaving the game) if there is no disk lying on top of them. The fewer captives have **Minusoids** on top of them, the fewer actions the **Apostate** can carry out.



BATTLE 8: THE PARALLELS OF LIFE

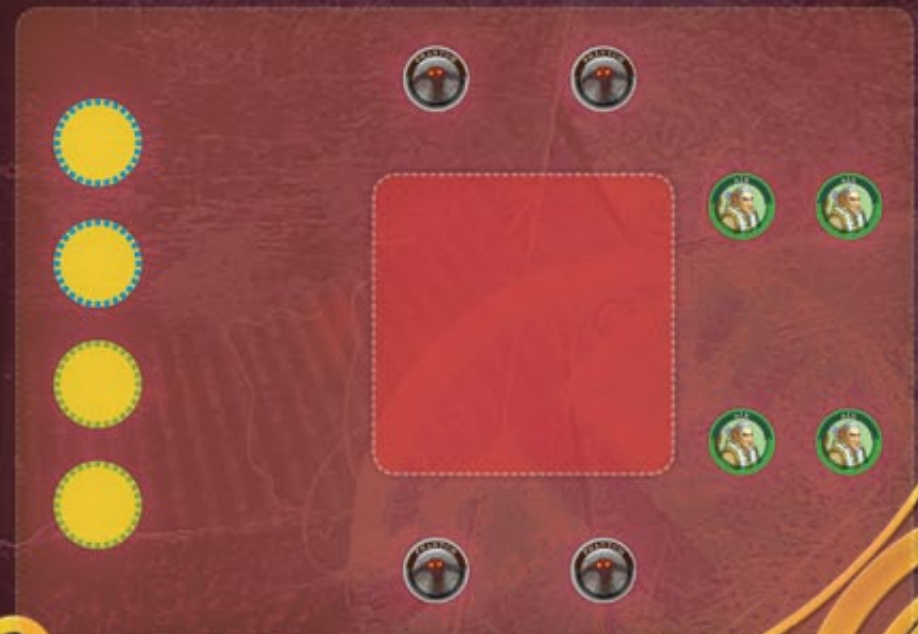
The Alves marched in the center of the column, leaving the flanks to the Phantoms. The Allies wasted no time dealing with the left wing of the enemy army and started to outflank the main bulk of the enemy troops. This is when the Alves hit the area behind the attacking squad with green bolts of mystical energy. A moment later the triumphant hissing of the revived Phantoms filled the air.

Allies.

Orctymur: 4 Phantoms, 4 Alves.

Goal: wipe out the enemy.

Special battle feature: if the number of Phantoms on the battlefield at the start of the turn is smaller than that of the **Alves** or vice versa, the numbers of these characters must be evened: revive the missing characters and place their disks next to those characters whose numbers were greater.



BATTLE 9: FIGHTER GOLEMS

Something clad in burned rags came out to face the scouts of the Grass. Bloodshot eyes gazed at the warriors from the grimy faces. "The Golems are coming! Everyone run!" cried out one of the heroes right before getting hit by a blue flash of lightning square in the back. The resounding voices of the Alves made everyone in the tower aware that the hunt was over.

Allies.

Apostate: 4 Alves, 4 Golems (represented by artifact disks).

Goal: wipe out all the Alves.

Special battle features: Alv disks are placed on top of the artifact disks. The Golems cannot be destroyed. While an Alv is mounted on top of a golem, this golem can use any spell or missile from the arsenal of the Allied or Apostate heroes in a single action.



BATTLE 10: THE MNYMONS

Silent ranks of Alves and Hornbugs stood before the entrance to the observatory. The Hornbugs attacked the approaching adepts of the Order of Metal, collected their toll in blood and retreated. As they ran, they transitioned from moving on six legs to relying on just two. By the time they reached the phalanx of the Alves, their transformation was complete: the stunned Allies were now facing them in their Ramprack shape.

Allies.

Apostate: 3 veterans and 4 warriors of any kind.

Goal: wipe out all enemy characters.

Special battle features: prior to using any veteran or fighter, the Apostate can replace him with an identical veteran or fighter from another Order. The veterans' missiles and wounds are transferred to the new character.



2 PLAYER BATTLES

Many battles have been fought on the battlefields of Desktopia. Cunning use of a battlefield's landscape can become a decisive factor in a battle. We present five of the most famous battlefields each of which has its own tactical maneuvering features.

For a short duel, any of the following five schematics can be used:

THE MOUNTAINTOP
OF TERROR



THE GORGE
OF RESOLVE



THE RANGE
OF DIVISION



THE HILLS
OF VALOR



THE MOUNTAIN
OF IMPEDIMENT



To form the landscape, you will need two books, DVD cases or similar flat rectangular objects. Zones for setting up the warring squads are marked in yellow and purple. The game continues until all the player's characters have been vanquished. Players flip a coin to determine who moves first.

A standard squad composed of 6 to 7 characters. These may include 3 fighters and 3 veterans (Smokers cannot be used), or 3 fighters, 3 veterans and a hero from one of the Orders. These types of squads will be evenly

matched. Players can also use squads composed of a random number of fighters from a single or several different Orders. A squad can also include artifacts. Since the balance of powers can vary accordingly, players have to take this into account when they form their squads and choose the right kind of characters.

In short battles players can receive and use ritual cards in accordance with the rules of the game, or decide to dispense with them and fight using nothing but character abilities.

BATTLE FORMATIONS

Every military leader is free to decide on how to position his or her troops. Our only goal is to share the military knowledge obtained by the Orders at the cost of a great deal of blood and effort.



ORDER OF DUST

Dives go in front, since fighters are the least valuable unit; additionally, if Akeru take part in the battle, their deaths serve to upgrade the power of his attack. Ezzens are protected by heroes and their goal is to receive a maximum of 1 damage point per move. The hero is in the center where he is best protected from enemy attacks.

ORDER OF FIRE

The battle formation is defined by the Untouchables, who can damage friend and foe alike. They should be placed in such a way that they do not come near allied fighters should they ricochet. The warriors are placed in the back. Their objective is to push the Untouchables closer to the enemy. The Hero can stand in front of the warriors or behind them. If the chosen warriors are Smokers, it sometimes suffices to kill the enemy hero and keep just one Smoker to achieve victory. This is why they should be protected as much as possible. Remember that in a game without a Hero on your opponent's side Smokers cannot be used.

ORDER OF GRASS

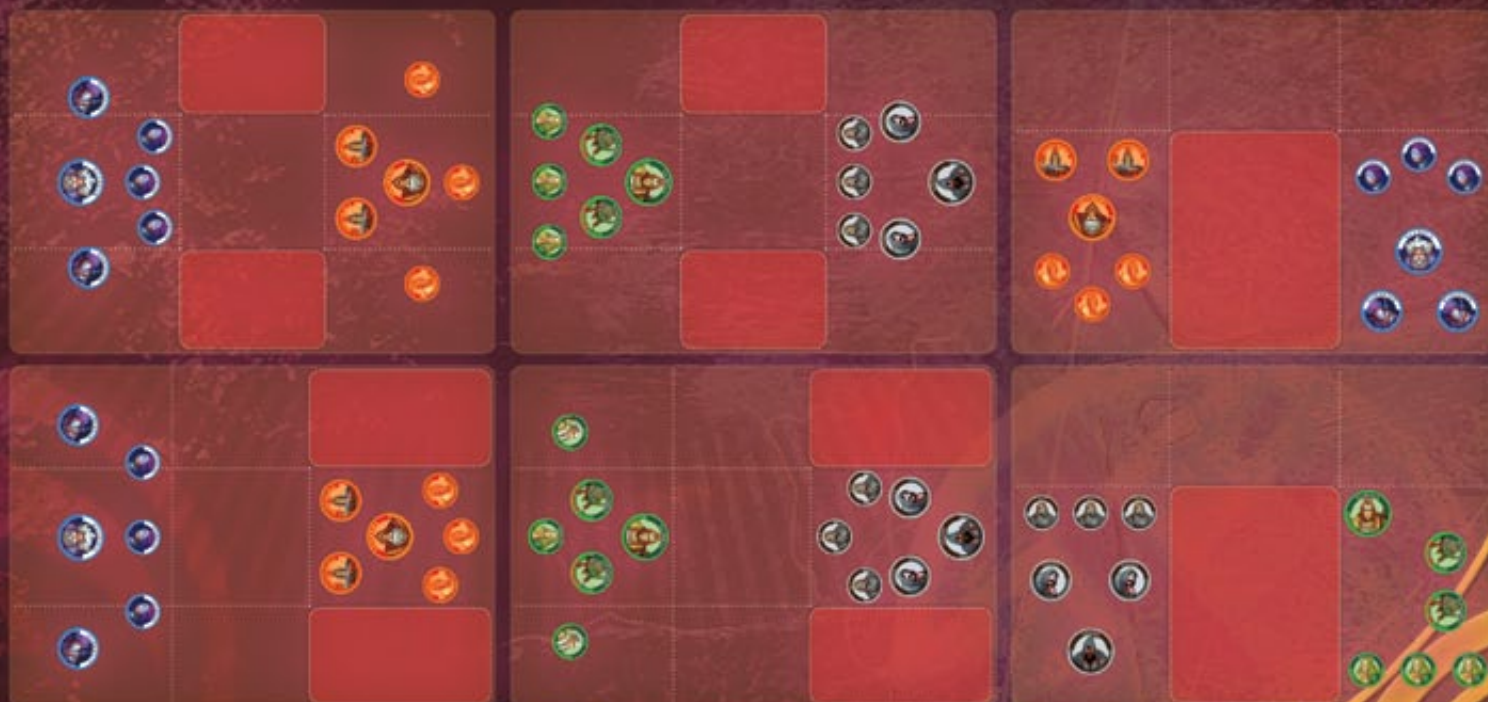
If you play this Order, you can put the hero in front, seeing as how he has a large supply of life points and chances to heal, deflect the attack with a Shield etc. If the first turn is taken by the enemy, it makes sense to place Hornbugs on the second row and have them face the enemy via power sectors. If the first move is yours, the Hornbugs should be placed in front of the hero. The fighters take secondary roles: they can heal or use projectiles. In either case, it makes sense to keep them in the rear.

ORDER OF METAL

As long as at least a single Metal fighter remains in battle, Rampracks remain the most valuable characters. They must not receive any damage, and should therefore be placed in the third row. Fighters are in the front row: they are expendable and give the player bonuses. The hero remains in the second row, protecting the Rampracks and disposing of attackers.



Examples of squad dispositions for standard squads (3 Fighters, 2 Veterans and 1 Hero) depending on the schematic used and the turn taken by the player. The disposition of Fighters may vary.



3 PLAYER BATTLES

Battles for three players can either be fought as confrontations between 3 Orders with each Order fighting for itself, or confrontations between one Order and an alliance of the other two. It is harder to plan a battle of this sort because its result depends on whether or not the players will cheat and are in cahoots with one

another. Any basic schematic with an altered squad disposition can be used for the battle. Players can also come up with their own battlefield layouts. Players can use any objects as landscape as long as they can be safely placed on top of the table or desk.

BATTLE 1: THE MYSTERIOUS ARTIFACT

A strange artifact has been found in the ruins of an ancient tower. It can confer great power upon anyone who captures and studies it. Mighty warriors from the Order of Grass were the first to reach the strange object.

The Order of Grass has captured the artifact and set up camp on advantageous terrain. If the fighters of the Order of Grass manage to hold on to the artifact for three turns in a row, they win the battle. The artifact has no other properties. Their opponents are the Orders of Fire and Dust, who are also trying to capture the artifact. Either of them can win if they manage to capture the artifact and hold on to it for two turns in a row. Players flip a coin to decide whether the Order of Fire or the Order of Dust will get the first move. Whoever plays for the Order of Grass moves last.



BATTLE 2: OBTAINING POWER



Oracles have foretold that a source of great power would manifest itself in a faraway desert and that it could be used by members of any of the Orders. Squads of fighters headed out into the desert. Each one of them set up an ambush and waited patiently. The instant the source appeared, the heated battle that will determine who gets to control the source of power began.

Use a cup or a glass to represent the source of power. To capture the source, the player has to deal it 2 points of damage during their turn. If a player deals 2 points of damage to the source and none of their opponents manage to do the same during their own turn (for instance, if they only deal 1 point of damage), this player captures the source and wins the battle. Players who deal no damage to the source over the course of their turn leave the game. You can only damage the source in a melee fight. Spells and projectiles deal no damage, and you cannot place missiles on the source.



4 PLAYER BATTLE

Battles for 4 players can be organized as double duels, three against one or each player for themselves. When planning this type of battles, players run into the same kind of issues as in case of three-player battles.

One of the basic battlefield schematics can be used here as well. Players can also come up with their own schematics, use auxiliary objects or devise special conditions for achieving victory and defeat.

STRONGHOLD OF THE ICE MAGE

The enemy scout was running away across the frosty white plains as fast as his feet would carry him. Fire patrolmen were already shooting fiery arrows in his direction, but the Eternal Night was quickly absorbing the feeble flames. The only hope was that the Metal warrior would simply freeze in these severe conditions. This way the other Orders would never learn of the discoveries made by the great Mage; they would never learn the deepest secrets of the Ice.

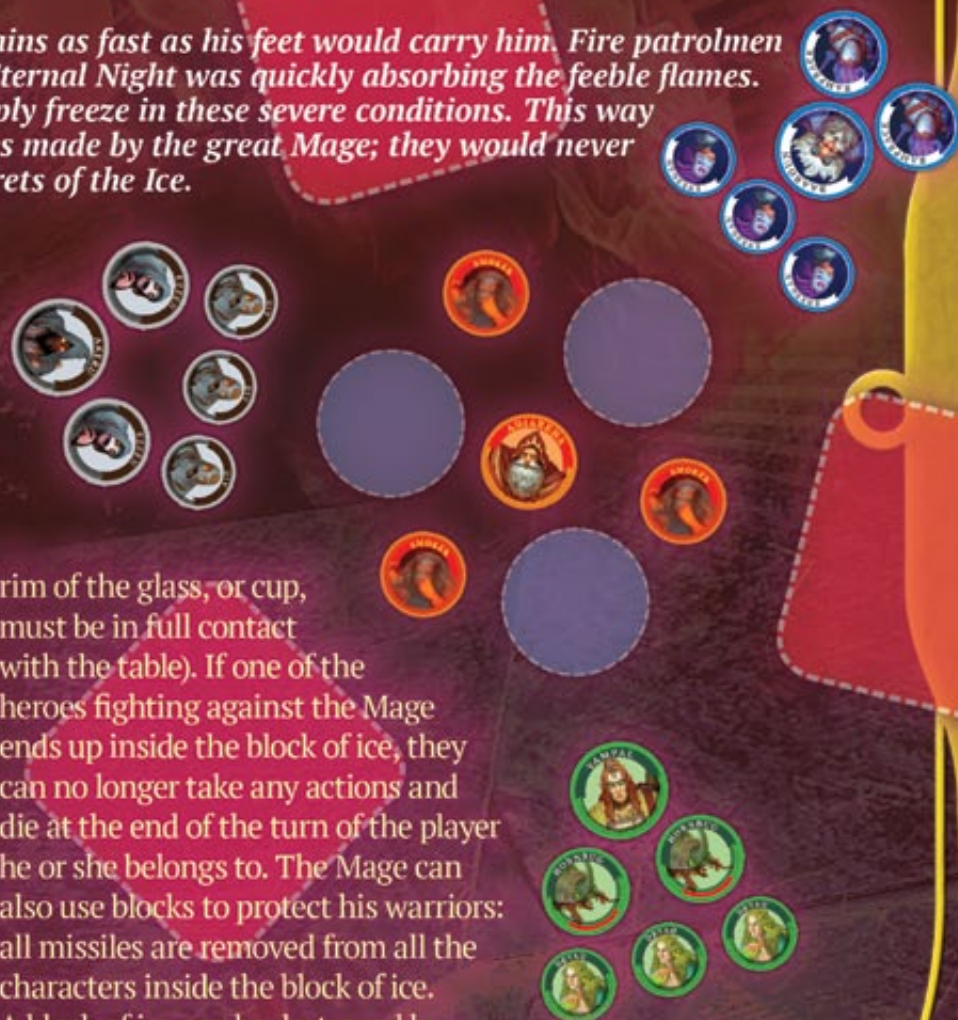
The Grey, Green and Blue Factions have negotiated a truce for just one day and one night, sending their battle units of 3 Fighters, 2 Veterans and 1 Hero (players pick the characters themselves) to fight the Ice Mage.

Those who play for the Orders of Grass, Dust and Metal draw lots to decide who moves first. Characters from different Orders deal damage to each other in the usual manner.

The player who plays for the Ice Mage takes the last turn. The Mage can be represented by a disk belonging to any hero from the Order of Fire. The properties of the selected Hero described on the card and in the rules are ignored. The Mage's objective is to wipe out all the enemy characters. He has 12 life points and is guarded by 3 Smokers.

When the Mage's turn is over and all his actions are spent, the Mage can place up to three blocks of ice on the field or move said blocks across the field. Blocks of ice are represented by transparent glasses that can be used for covering the opponent's disks. The blocks cannot be placed in such a way that their sides would touch a disk or another element already present on the battlefield (the

rim of the glass, or cup, must be in full contact with the table). If one of the heroes fighting against the Mage ends up inside the block of ice, they can no longer take any actions and die at the end of the turn of the player he or she belongs to. The Mage can also use blocks to protect his warriors: all missiles are removed from all the characters inside the block of ice. A block of ice can be destroyed by dealing it two points of damage. You cannot place missiles on it. A broken block is removed from the battlefield until the Mage puts it there again. Damage taken by the block previously is canceled out when the block is moved or placed on the field anew.



SKIRMISHES

SCRIPTS FOR SOLO GAMES

These series of single-player battles will reveal some of the less obvious tactical moves to you. If a military academy existed in the world of Desktopia, its cadets would have to solve these kind of problems. These scripts will make it easier for you to find your

bearings in larger battles. Don't forget that 70% of your victory in a game of Desktopia is determined by your ability to plan out your moves. Only 30% of your success depends on your ability to accurately hit the pieces. Solutions are provided on page 20.

SKIRMISH 1: THE POWER OF MAGNETISM

Intro: 2 Rampracks with Ticks placed on top of them are within Vailla's field of vision. He has 2 Magnets in his possession. Akeru with the last Tick in his reserve is placed right in front of Vailla.

Goal: The Blue Faction wins in a single turn.



SKIRMISH 2: DEFENSE. HEALING AND PROTECTION

Intro: a row of 4 Hornbugs, each with one point of damage, is placed between a Shawakh with 3 points of damage and the Rampracks. There is a Fountain of Life in the back, between several obstacles.

Goal: The Green Faction wins in a single turn.



SKIRMISH 3: THE USE OF COVER

Intro: 2 Ezzens stand in front of the Minusoid. A line of 2 Rampracks is positioned behind an obstacle.

Goal: The Blue Faction wins in a single turn with zero losses.



SKIRMISH 4: TACTICAL POSITIONING

Intro: 4 Hornbugs and a Shawakh surround Kharu. Akeru remains far away, behind an obstacle.

Goal: The Grey Faction wins in a single turn.



SKIRMISH 5: A RANGED FIGHT

Intro: Adjarkha stands next to a passage between two obstacles. He is facing an Energan. 3 more Energans and a Ramprack hide behind the corners on the left and right sides. A Fire Mine stands to the left of Adjarkha.

Goal: The Red Faction wins in a single turn.



SKIRMISH 6: USING CHARACTER TRAITS

Intro: 4 Smokers have chased a Shawakh into a trap with just a single shield and 1 life point left. However, he was joined by 3 veterans (from any Order), which allowed him to destroy the Smokers.

Goal: The Green Faction accepts the help of the Order of Dust or the Order of Grass and wins.



SKIRMISH 7: HERO TRAITS

Intro: Hornbug, Shawakh, Alv and Dryad are going to destroy an Energan. You have just one move to prevent this, and you cannot use Energan. 3 Heroes from any Order come to the rescue. You take the first turn.

Goal: The Blue Faction accepts the help of the Order of Fire or the Order of Dust and wins.



SKIRMISH TACTICS

SKIRMISH 1

Common mistake: targeting Akeru. He will definitely shoot a Tick back at you. You have to shoot a Magnet at Akeru. Then Akeru will hit the Rampracks under your control, knocking the Ticks away, and the Rampracks will attack.

SKIRMISH 2

Common mistake: attacking and healing the Hornbug, and then using the healed Hornbug for the next attack. In turn, the Rampracks kill Shawakh and wound the healed Hornbug, incapacitating the latter as a result. Shawakh needs to occupy the Fountain of Life and use two Shields of Thorns to protect the Hornbugs. Since the Hornbugs stand close to each other, a single Shield of Thorns can be used to cover them both. Rampracks cannot kill more than one Hornbug per turn. The Blue Faction can be wiped out by the very next turn.

SKIRMISH 3

Common mistake: using the Minusoid in attack thrice with the aid of Ramprack spells. The surviving Ezzen will destroy the Minusoid. The Minusoid needs to hit Ezzen once and then hide behind a corner. If the Minusoid is chased by the Ezzens, it can deal the Ezzens another blow and hide behind the corner again. If the Ezzens try to give chase again, the Rampracks finish them off. If the Ezzens stay in a defensive position, the Minusoid can knock two Rampracks towards the direct line of fire, and they can kill one of the Ezzens.

SKIRMISH 4

Common mistake: using Kharu to attack any two Hornbugs. Kharu will be hit twice by the survivors, and Shawakh will cover them with Thorn Shields. You need to use Kharu to knock Shawakh upwards and move away from the Hornbugs' line of attack. Akeru will place a Tick on Shawakh. The Grey hero will then receive a life point, and the Hornbugs will not be able to attack without exposing themselves.

SKIRMISH 5

Common mistake: using a melee attack or a Tornado to destroy the Energan. The Blue Faction gets an extra attack and manages to destroy Adjarkha at once or by the next turn. Adjarkha needs to deal 1 blow to the Ramprack with the aid of the Tornado. Then the Energans will no longer be able to act twice per every move and can in turn be destroyed by a Tornado. Adjarkha can replenish his supply of Tornadoes at the Fire Mine.

SKIRMISH 6

You have to choose Phantoms as fighters. Shawakh will attack from above and destroy the Smoker. Afterward, the Phantom will swap places with him and return Shawakh to a safe height. The alternative option of using three Dryads is less reliable, since Shawakh will be vulnerable during the opponent's turn.

SKIRMISH 7

You have to choose the following heroes (left to right): Adjarkha, Sholath and Akeru. First Sholath will deal 1 point of damage to the Hornbug and place a Flame disk upon it. Then Adjarkha will use the Tornado to destroy the Dryad. Akeru shoots a Tick and paralyzes Shawakh. At the end of the turn, Adjarkha moves the Flame from the Hornbug to the Alv.





Send your scripts to info@igrology.ru. The best ones will be included in the expansion packs for the basic version of Desktopia and published on the game's official web site: www.desktopia-game.com. Rewards and glory await the most ingenious authors!



PREPARE FOR BATTLE!



DESKTOPIA

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