

WARPARTY



STRATEGY GUIDE

By Larry Bogucki with contributions by Hal Von Hofe and Jonathan Martel
We encourage you to come up with your own strategies as well and share them at:
<http://boardgamegeek.com/boardgame/94255/warparty>

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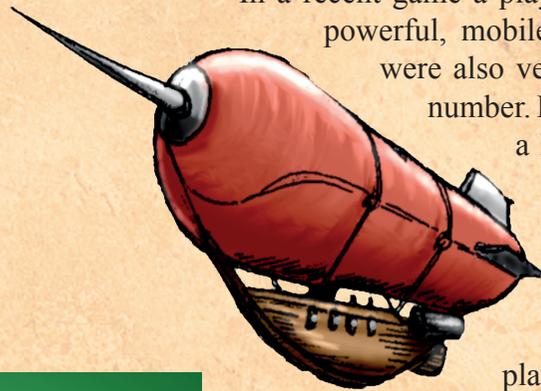
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1. GENERAL COMMENTS ON WARPARTY STRATEGY

Players often pursue definitive strategies in WARPARTY. It is so important to also watch what your opponent is doing and what strategy they are utilizing. Far too often, player's get so focused on the implementation of their own goals that they fail to recognize what their opponent is up to and when they do it is too late. It is ok and often recommended to abandon your strategy if your opponent is doing something that will counter it perfectly.

In a recent game a player recruited a force of highly powerful, mobile units. These units of course were also very expensive and were few in number. His opponent had slow marched a large army of more basic units to the player's homeland and his mobile units were forced to retreat to defend. The expensive, mobile units were too few in number and the player lost. If the player had responded to his enemy's strategy by creating numerous defensive units it would have been a much better counter and he would have had a greater chance of winning, but the player didn't want to change his strategy after he had pursued it for several turns. Sometimes you need to change your strategy mid-game.



2. EARLY GAME

During the first few turns players are often tempted to buy more units. This can be advisable depending on your strategy, but many strategies would call for a player to build city upgrades, get an early hero, buy a cavalry unit by turn 2, save money to spend in expansion cities on turn five, or something else all together.

Players start with nine or ten units so they do not typically need extra basic units for conquering territory. At the start of the game you may wish to focus troops in one of several ways. In almost every scenario you will want enough troops to go in each geographical





direction to conquer the available territories during the first four turns. Alternatively, you may wish to send extra basic infantry toward either of your opponents, focus a push towards the resource rich center, or use a balanced approach.

You will learn where the armies meet and the typical points of contention are, such as the area worth three crowns areas between the Dwarves and the Undead. During the early game you want to already have a long-term strategy in mind and begin its execution.

3. LONG-TERM STRATEGY

It is advisable to consider a basic long-term strategy right from the first turn of the game. This is especially true if you wish to pursue any of the Tier Three units. Tier Three units typically take a long time to make it into the game, so starting their progression immediately is advisable if that is part of your strategy.

In WARPARTY, there are many different long-term strategies that a player may pursue. Here is an example of some of them:

1. Slow March: Acquire a large number of basic units from your first expansion city and move them directly towards your enemy capital. There are nuances to this strategy as well, such as bypassing any of the enemy satellite cities, reinforcing your slow moving army later with faster units, trying to make sure that you have at least one siege unit in your large army, and making sure you have adequate defense for your own capital.

2. Pursuit of Tier Three units: Each army has their own nuances that coincide with the acquisition of their Tier Three unit. The strategies of not only how to acquire them, but how to utilize them, vary with each army. For example, using Scurgar the Goblin Shaman to summon the Troll Giant, while also acquiring Grimheart the Warlock and selecting the Teleport spell, will provide tremendous mobility for the Goblin's Tier Three unit. The strategies leading up to the acquisition of the Human Tier Three unit, Lord Ancon, are much different.

3. Cavalry Rush: Each army will have different strategies that work for rushing. There are many different ways to rush even within an army.

4. Pursuit of Quest: The Quest cards in Warparty are not meant to create huge game changing advantages. On the other hand, they may often provide incentives for players to try different strategies.

5. Economic Control: Utilizing a combination of city upgrades, multiple expansion cities, control of the center, and the Tax of the Magi spell are all ways to put a hurting on enemies from an economic perspective. Cutting off their money supply before they can acquire Tier Three units or expensive heroes can often be an advantage.

6. Heroes: Heroes can be used in many different ways: to explore dungeons, to form groups using a chariot, to use against enemy units, to execute ceremonies, rituals, and summoning, or even some combination of all. We will



discuss heroes in detail in their own section.

7. Army Specific Strategy: In addition to general long term strategies, armies have their own strategies. For example, the Dwarves' Summoning of the Brave strategy is something that only the Dwarves can do, but it can be used to create a forward city, relocate heroes, cannons, or even the airship on the other side of the game board.

4. CITY PLACEMENT

We will refer to all expansions as cities even though each army has their own specific name (Tomb, Stronghold, Fortress, and City). An often critically important decision in Warparty is where and when to build expansion cities. Another important decision is how many expansion cities should be built. There are even some strategies that involve not building any expansion cities.

1. When to build: Players should consider building at least one expansion city on turn three (if they plan on building any). If a player is moving first they might have the opportunity to build on turn four instead. The key to building the expansions early is to be able to place an army in that city before the game goes into inflation. This may not sound like a big deal, but it is. The most common build for the Humans, Dwarves, and Goblins are two cities, one on each border on turn three. The Undead have a little more flexibility due to the nature of where they can build (the plains areas like the Humans), but also because of some of their city upgrades and how they affect their game play.

As long as a player builds one city on turn three, they can stagger their second city (if a second city is part of their plan) for turn four or later. The most important thing is to have the ability to place in the city before inflation. This requires some planning, as it is important to remember that it takes two full turns to build the city. Mid to late game cities are typically placed closer to the enemy and typically do not bode well for that enemy.

2. Where to build: The Dwarves and Goblins are limited; there are two mountain territories



three spaces away from the Dwarven home, and two forest territories that are three spaces away from the Goblin homelands. Each of these occupy a natural border with their enemies. These are natural expansions for both armies. The most typical city build for the Dwarves and Goblins involve building a city in each natural expansion. This seals each border from immediate threat of invasion by enemy.

The second most popular build is to create a city in just one of those locations. By doing this the player is making a declaration against the enemy on that border. The lone expansion city makes the statement—I'm coming after YOU! (and ignoring playing defense, or even yielding territory to the other enemy).

The last option is to ignore expansion. This can be viable for a number of reasons. Cities are assets as well as liabilities. They cost money and must be protected. Putting that money into a player's army may be more important to that player's strategy.

The Humans and the Undead have much greater placement flexibility; they can choose to place their cities in an offensive or defensive position. If the

5. CITY UPGRADES

Humans place their northern city against the Undead along the border on turn three it is considered an offensive city placement. It becomes the shortest route to the Undead capital. On the other hand if the Humans place their northern city slightly more northwest, then it will not only protect the Human frontier from invasion from the Undead, but will also seal off the middle of the Human frontier. This would be a more defensive placement.

The Humans and Undead also have the option of mid-game city placement in the resource rich center of the board. This is an option to consider, but if you pursue this, make sure you will be able to defend it.

3. How many to build: Two is the most common number of expansions, except for the Undead, which go with one as often as two. Three expansions are popular for some Undead and Human player as a means to drive inflation early and put economic pressure on their enemies. A player's income is increased by four for each city! Many games have been played and won without a player making any expansion cities. Zero expansions are viable for any army, especially the Undead. If you go without expansions, make sure you do so with a purpose and a plan.

4. Undead Cities: The Undead have more types of multi-move units than any other army, so they can get out of their capital quicker and into action. The Undead also have city upgrades that allow them to teleport (move three areas) one or two units (depending on the upgrades) from their capital city. This can be used as a way to get units quicker to the frontlines in place of expansion cities (Tombs).

Every army has a variety of upgrades that they can build in their capital cities. Players should consider carefully which upgrades they might like to have and consider getting them as quickly as possible. Delaying upgrades doesn't typically make sense unless there is a specific reason for it. This is because upgrades provide an economic bonus and player's should utilize that bonus as quickly as possible if upgrades are part of their overall strategy.

Upgrades can be purchased for a variety of reasons. All the Tier Three units require upgrades and that often drives the decision, but other strategies also require upgrades. Below are just some examples of how upgrades can affect a player's overall strategy.

1. Dwarven Summoning of the Brave: (affectionately called Papoomio's Punt). Utilizing the Mage's Library and the Dwarven Wizard hero you can relocate two Dwarven units to an unoccupied mountain territory anywhere on the game board. This is a great way to beef up a hero force, create an expansion city, or put an immediate threat on an enemy capital.

2. Utilization of Cavalry units: All armies except for the Undead require a stables type upgrade as a prerequisite for multi-move cavalry type units. Getting this upgrade on turn one allows armies to purchase multi-move units on turn two and create some early pressure. This upgrade is also purchased often after turn one to provide





accessibility to cavalry units even later in the game.

3. Ring of Carnage: This very expensive Goblin upgrade is also very powerful. This is unrelated to the Goblin's pursuit of their Tier Three unit.

4. Enraged Ghoul Manglers: The Undead ritual, Appeasement of the Pit Lords allows for the Undead heavy infantry, Ghoul Manglers, to become even more devastating.

5. Resurrection: Heroes cannot be repurchased, but the level two priest spell Resurrection can bring them back to life. The spell has an upgrade pre-requisite for all armies.

6. Tax and Slow Level: Wizard and Priest heroes can benefit from upgrades by getting an automatic two dice worth of experience points (XP) for every turn they spend in their home city. This strategy is especially effective with a Wizard hero when selecting Tax of the Magi spell (twice) early in the game.

7. Human Market: This upgrade is recommended when the Humans emphasize the economy. It should be purchased first if it is part of their strategy to reap

the economic advantage as early as possible.

8. Human Armory: This upgrade is the pre-requisite for Human Pikemen. This upgrade is useful when the Humans plan on defending their capital from invasion and when the Humans are pursuing a Chariot strategy. Pikemen can be useful in other situations as well. It makes sense to purchase all of the Pikemen after this upgrade is purchased to spread the fixed cost of the upgrade over all the units.

9. Undead Dread Stone: This multi-purpose upgrade provides defense for Undead Tombs with a wave of fear that might affect attackers at the start of the battle. In addition it allows Undead units to teleport out of the Undead capital city three spaces, which reduces the necessity of expansion cities.

10. Undead Bones Rolls: The Undead Tower of Dark Ritual and Black Shrine each allow the Undead to make a roll at the end of every turn. Each time they roll a one they receive a free skeleton unit. Once the game goes into quadruple inflation this benefit becomes that much more powerful. If the Undead's strategy does not involve trying to end the game quickly, the Bones Roll benefit of these upgrades may be desirable.

6. TERRITORY CONTROL

Territory control has a direct impact on the relationship of economies in the game. The more territory a player controls the less their enemies have. In addition, territory control can also be related in some situations to how quickly a new attack can be launched. This is because territory control is related to city placement and cities are a point of troop disbursement.

The decisions players make on city placement will greatly influence how they are able to control territory. Cities act as a general perimeter for the player's sphere of territory control. Units can be placed to in the cities to defend against attackers, and they are not just defending the city where they are placed, but also one to two territories distant. The amount of focus players have on territory control will vary based on their strategy, the strategy of their allies, and the strategy of their enemies. The amount of pressure that is being applied by any player will influence the level

of territory control. For example, players may choose to go with just one expansion city. With this decision they are not making territory control a priority. They are willing to forfeit some strength and control on one border in order to focus on their other border.

Often times players will rush units at their enemies either early in the game or even much later on using highly mobile units to circumvent defenses and bring a strong attack on an enemy capital. In these situations territory control becomes less of a priority. In general, players should capture resource rich areas. Taking these territories away from enemies has a significant impact. Not only is the player increasing their income, but they are also decreasing their opponent's income.

If a player has a threatening force they might use that to distract the defenses of an enemy, while a number of their less significant more spread out units gobble up territory. Player should avoid sacrificing units for a temporary gain in territory unless there is a good reason. Far too often, I have seen players move a lone infantry unit to capture an enemy territory that was recaptured the following turn by a greater force, which also resulted in the loss of the single unit. In this situation the player lost the value of five (before inflation) for a gain of one.

7. LATE GAME

1. **Late Game Defense:** This is perhaps the single most important thing to remember from this strategy guide. It is a strategic game tip that eludes even our most veteran players, myself included. It is simple to understand, but difficult to discipline yourself enough to execute.

When the game is well into the mid-game and is approaching quadruple inflation it is critical to remember to think of your capital city defense. This is important especially when you opponent has a fast moving army in the game. An army comprised of heroes with a chariot force, heroes with group teleport, or heroes that are close to leveling up that could gain access to group teleport, Tier Three units, or other armies that could move in quickly to your capital can all be very dangerous at this stage of the game.

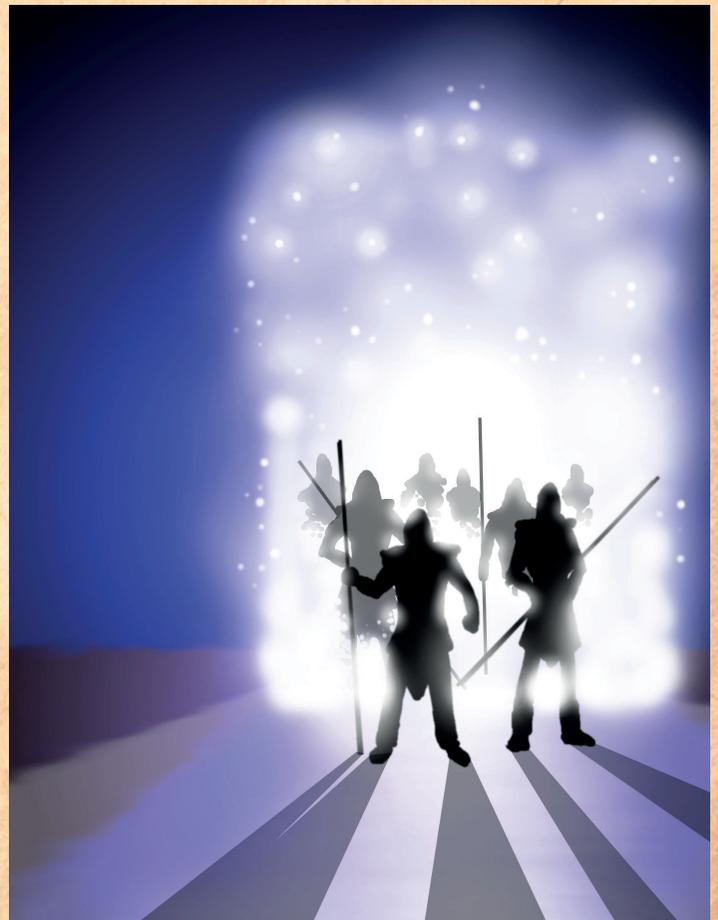
Once the game goes into quadruple inflation, it will be extremely difficult to defend your capital adequately. Even when your enemy has a fast moving force bearing

down on your ally, they may double back and be in your homeland in two or three turns. You may not have enough time to react with proper defenses.

Right before the game goes into inflation it might be worth putting at least a couple of units in your home city. If you have access to siege units, I frequently like to keep one for home defense.

Units like Ogres, Orcs, Ghoul Manglers, Bezerkers, Pikemen, combined with Archers, Musketeers and siege weapons all make for a good defense. Avoid using cavalry type units and heroes for defense unless you must.

The last warning about this, you usually won't realize that you needed the defense until it is too late. Veterans know this, but still typically fail here. On the other hand, you will have plenty of opportunities to take advantage of your opponents in this situation. If you have a fast moving army moving in on your enemy and they continue to place defense, think about switching directions and moving at their ally as soon as it hits quadruple inflation.





2. Heroes to Explore Dungeons: A popular use of heroes is to explore dungeons. Dungeons can be a little risky, but more often than not, by sacrificing a turn you can gain experience and a treasure card. The general rule when thinking about exploring a dungeon is the more heroes you have to explore it, the better. Use a warrior hero to defend the priest and wizards with lower defense.

The Eye of Explorer spell is useful if you plan on exploring dungeons. If you cannot get it before you explore a dungeon, you can buy your priest on the same turn and select the spell, thereby freeing all of your heroes from any rough terrain movement penalty.

Combining your heroes with your ally's heroes is even better. Remember, the more heroes the better. A group of heroes can dungeon hop. As they become more powerful, they become even more mobile with the wizard spell, Group Teleport.

Dungeons are much more than a fun distraction, they are extremely useful for leveling up your heroes. Conversely, a new player might not see the value in dungeons. Make no mistake, not every game will allow players to explore the dungeons, especially if the player is under siege quickly. On the other hand, in many games this opportunity will present itself and it is often an opportunity to consider.

3. Heroes at the Home City: Most armies have the opportunity to perform a hero-related ceremony or ritual. While they are engaging in this ceremony they usually gain additional free XP from the city upgrades. They will also receive five additional XP for completing a ceremony or ritual. This strategy keeps heroes safe as they level themselves up, and provides their army with the benefits of the ritual or ceremony. Unfortunately, this expends resources that might otherwise be employed at the frontlines, so the enemy will feel less initial pressure when this strategy is executed.

If you are utilizing a wizard hero, consider selecting Tax of the Magi (maybe even twice) and/or Guide Fate. For a priest hero Eye of the Explorer or Symbol of Fortitude make good choices. These spells can aid your army while your hero remains at home.

2. Late Game Offense: Before the turn marker nears 12, players should be aware of how many cities they have as compared to their enemies. At the conclusion of turn 12, if no side has won the game a Marginal Victory will be declared based on cities built and destroyed. With this in mind, players might be racing against the turn marker to have a Complete Victory by burning an enemy capital before turn 12. Keep the turn order in mind as it can tip you off what your enemies might do next, such as a desperate attack. It can also guide you as to how your strategy might need to evolve over the final few turns.

8. HEROES

Heroes are a big part of Warparty. They can be used to complete Quest cards, they can be used to explore dungeons, they can be used to acquire some of the Tier Three units, and most importantly they can be used to destroy enemy units. We will touch on how to use heroes for all of these purposes in this section.

1. Heroes for Questing: Quest cards are specific. There is not much to recommend in this section other than follow the directions of the specific card.

4. The Hero Chariot Force: The Humans and the Goblins have chariots. This unit can carry up to two basic infantry, archers, or heavy infantry (without multi-hits) in addition to an unlimited number of heroes. The strategy usually involves as many heroes as possible, including a wizard who has selected the Speed spell (essential to this strategy). The spell is cast upon the chariot each movement phase and the entire force is now able to move three spaces. The Humans could have all three of their heroes, all three of the Dwarf heroes, plus two Pikemen within the chariot. The whole force could move three spaces and create tremendous pressure on either enemy. The Goblins have the same opportunity. The chariot force can be used for dungeon hopping, pressure on either enemy, or both.

5. Heroes on Assault: The most basic way to use heroes is simply to attack enemy units. Heroes will gain experience this way. They are mobile enough that they can maneuver better than most units. You can combine any of aforementioned uses of heroes with the assault at some point. You should have a general plan in place when you decide to invest in heroes and choose your spells accordingly. For example, if you don't plan on visiting a dungeon at all, don't select the Eye of the Explorer spell, instead you might find the Fear spell more useful.

9A. GENERAL TACTICS

1. Target Selection: Target units with stronger attack values relative to their defense values. For example, if you have an option to attack a Human soldier or a Human Pikeman, go for the soldier first. Both units have the same attack value, but the Soldier defends at one less. If you are facing Bezerkers or Shreadmar, consider them high priority targets.

2. Target Selection: Use your siege units (which do two damage) to target units that have two or greater hits to kill, such as heroes, Ghoul Manglers, and Tier Three units.

3. Target Selection: If you have a choice to attack a Goblin or a Skeleton in the same battle, consider getting rid of the Goblin first. The Goblin may benefit from the Ring of Carnage and might be a slightly more dangerous opponent in future battles if he survives.

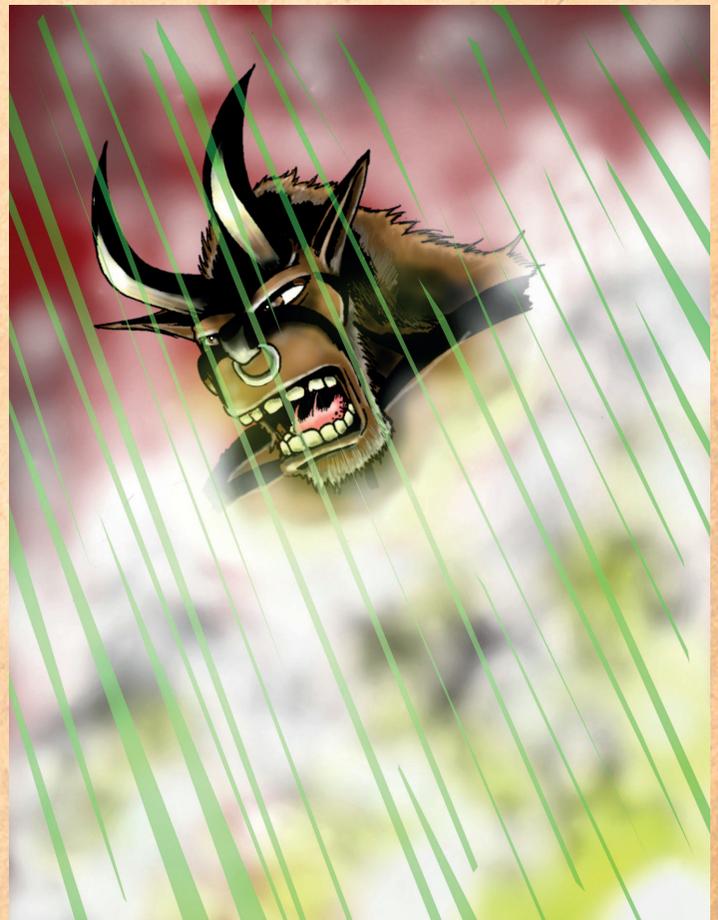
4. Target Selection: If you have a choice to eliminate a Dwarf Warrior or a Soldier, consider eliminating the

Dwarf first, unless it is the first round of combat and the Dwarf has the benefit of Hardened Steel. Along the same lines, if it is the first round of combat and you are fighting a combined Dwarf and Human army, be sure to try to target Humans during that first round of combat if possible (assuming Dwarves have Hardened Steel).

5. Target Selection: When you break into the second row always target siege units first before archer type units.

6. Expansion: It doesn't make sense to take a territory when you expose the unit or units to an unfavorable counter attack. Remember the territories are only worth one to three crowns for each turn you hold them. If you lose the unit(s) on the following turn you will lose the cost of the unit, which is at least five.

7. Blockers: Use single infantry units or other low cost units as blockers, when you are facing fast moving units, such as cavalry, a chariot force, or units that can move three spaces. It is a great way to give you an extra turn or two to reinforce your capital city before the final invasion. Blockers cannot help you against units that can teleport.



8. Upgrades: Timing an upgrade like Hardened Steel or Battle Fury (from the Ring of Carnage) to be in affect right before a large battle can tip the scale in your favor. Put your resources into troops first, and allow them to move into position and time the upgrade to take place the turn prior to the battle.

9. Nail in the Coffin: Building and completing a city within a territory or two from an enemy's capital city may force an enemy to surrender. It typically means that defeat is imminent, unless they can pull out a miracle.

10. Early Pressure: If you want to pressure your enemy early, consider a Stable type upgrade on turn one.

11. Early Pressure: A wizard with a Teleport spell can put early pressure on your enemies.

12. Battle Evaluation: Comparing armies (units grouped together): When you compare an enemy's army to one of your own look at not only the number of units, but also their strengths. Look at number of attacks, how powerful the attacks are, the defense strengths, and if any of the units take more than one hit to destroy. Take into consideration spells if you or your enemy has any heroes with spells. For example your Ogres may seem very strong, but if your opponent has a priest with a fear spell it can neutralize that Ogre very quickly. Take into consideration siege units and remember that they can also cut down multi-hit units quickly.

13. Battle Evaluation: When deciding whether to attack an enemy force, assess the strength of both armies (as noted above) and see if you will have an advantage. Generally you will want to initiate the attack if you have the superior force. Be mindful of potential counterattacks. For example, it isn't a good idea to attack where you are hitting with six basic units against his four basic units, but he has seven more units in an adjacent territory. You might win the first battle, but will most likely lose the counter attack on your enemy's turn.

14. General Tip: Don't feed your enemy experience points. Be mindful of where enemy heroes are on the XP track. If they are close to hitting a new level don't move that infantry unit to collect that extra space, when your enemy hero can pick him off and gain a new level. By the same token, when fighting a large battle with heroes consider the hero-leveling implications.

9B. TACTICS INVOLVING SPELL USAGE OR SPELL SELECTION

1. The Tax of the Magi spell is best used very early in the game. Once inflation hits, the spell is not as effective.

2. Remember you can pick spells more than once, so selecting the Fear spell twice can create a nice battle priest.

3. Add some additional punch to your hero force by utilizing a Speed spell and casting it on a heavy infantry unit such as an Ogre or Ghoul Mangler, or even a siege unit!

4. Humans and Goblins can load a chariot with all of their heroes and either Orcs or Pikemen. By utilizing the Wizard spell Speed they can create a highly mobile offense force. To make it even more potent their ally's Wizard can quickly join them by utilizing teleport.

5. Explore dungeons with as many heroes as possible. Here are several spells that are ideal for dungeons: Eye of the Explorer, Heal, and Flame arrow.



6. By selecting the Teleport and Flame Arrow spell you can create what we call a Battle Mage. This hero can work without other hero support by teleporting around the map picking off lone infantry units, grabbing resource rich areas, supporting other armies in battle, and even threatening an enemy's capital. This tactic can also be used to reinforce a cavalry rush or slow march.

7. Consider selecting the Mark of Passing spell if you plan to face tough units such as Tier two monsters, Enraged Ghoul Mangers, or Tier Three units.

8. Use the Fear spell on tough units like Ogres, Ghoul Manglers, and Knights.

9. If you are creating a Tier Three unit, consider the Symbol of Fortitude spell as a way to protect your new Tier Three unit from the double damage of siege weapons.

10. QUICK PLAY VARIANT STRATEGY AND TACTICS

These are just a few strategies for the Quick Play Variant.

Human Strategies:

Early Pressure - Consider building a Stables and a Knight before the game begins and capturing a resource rich territory on your first turn.

Quick Heroes – Get an armory, market, two archers, and a catapult roll before the game begins. Save four crowns. On the first turn your total collection should be thirty-nine plus the four crowns saved. Buy Father Stallack and Cedron near the Haunted Ruins and explore the ruins on turn two. Get Sharnella and the Chariot in near future.

Dwarf Strategies:

Quick & Strong Heroes – Pregame buy a Bezerker, an Archer, and a Gnome Workshop, make a roll for Hardened Steel, and save four crowns. On turn one collect 38, spend 42 on Tyvolus and Mallon. Enter a dungeon on turn two. Buy Papoomio on turn three, who can teleport to meet the other heroes in the near future.

Pony Rush – Pregame buy a pony stables and two pony riders. Take the three spot on the first turn. Consider going for Hardened Steel. Hardened Steel with Pony Riders makes them extremely hard to kill on the first round of combat.

Goblin Strategies:

Straight for Troll Giant - Start the game with Scurgar and the Shaman's Hut. Be sure to select Symbol of Fortitude as one of his spells. Roll for Troll Giant on the first turn, and be sure to get Grimheart with a Teleport and Flame Arrow spell in the future.

Early Pressure - Start the game with a Wolf's Den, Wolf Rider, and two Goblin Archers. Take a resource rich area on the first turn near the river. On turn two, buy Horgle and Ring of Carnage.

Undead Strategies:

Versatile Strength - Start the game with the Pit of Eternal Burning Flesh, Shade, and Ghoul Mangler. Place both the Ghoul Mangler and Shade towards the Dwarves. Be sure to take a nearby resource rich area on your first turn, and move the Mangler towards the value three territory. If you are moving first, take the three spot with the Shade and consider moving into the center on turn two inside the Dwarven central territory to another resource rich territory.



Bone Dragon & Mangler Combo – Start the game with the Pit of Eternal Burning Flesh, Black Shrine, a Ghoul Mangler, and one skeletal archer. Place the Ghoul Mangler in the home city. On turn one buy a Carnissa, Tower of Dark Ritual and a skeleton (to place at home). On turn two, complete the ritual, Appeasement of the Pit Lords, buy the Chamber of Unholy Sacrifice and be prepared to start summoning the Bone Dragon on turn three. Make sure to select Symbol of Fortitude with Carnissa to cast on the Bone Dragon later. If Carnissa does level up close to when the Bone Dragon is coming out, consider the Hardened Armor spell to make the Bone Dragon extremely nasty.



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