



NARNIA RISK JUNIOR

Enhanced Rules & Errata

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Enhanced Rules & Errata Index

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Gameboard
 3 set of army pieces (Aslan's side)
 25 territory cards
 12 character cards

34 Narnia cards
1 reminder card
14 turn order tokens
3 red attack dice and 2 black defense dice
1 card sheet containing 12 character tokens, 7 camp tokens, 4 scoring tokens, 14 turn order tokens and 1 turn order track
1 card sheet containing 53 boggle tokens and 28 minotaur tokens

INTRODUCTION

In Narnia, the White Witch has cast a bitter spell, making it always winter and never Christmas. However, Aslan is on the move. He and his scattered followers have joined forces against the witch and her minions.

In Narnia Risk Junior, the White Witch player tries to keep control of Narnia. The remaining players are on Aslan's side. Together, they fight to defeat the witch and break her enchantment over Narnia.

OBJECT OF THE GAME

To capture all the territories in Narnia for the side you are fighting on – Aslan's side or the White Witch's side – before 'The Lion, The Witch and The Wardrobe' Narnia card is drawn.

If neither side has captured all the territories in Narnia when this card is drawn, the player with the most crown points is crowned High King or Queen of Narnia.

Aslan's Side

Character Tokens: Aslan, Peter, Edmund, Susan, Lucy, Mr & Mrs Beaver, Mr Tumnus, Rumblebuffin

Army Figures: Centaur, Faun

White Witch's Side

Character Tokens: White Witch, Maugrim, Ginarrbrik, Otmin

Army Tokens: Boggle, Minotaur

GAMEBOARD LAYOUT

Before you start, get the game out of the box and make sure you know what everything is. Use the layout on pages 4&5 of the rule book, to help you set up the game.

Read the rules, all the way through before you start playing. Once you have read the rules, use the reminder cards and the quick-start rules on the back of the instruction booklet to help you play.

SET-UP

Choose your Armies & Characters

1. One player **must** play on the White Witch's side. This player places all the White Witch's army tokens, in front of them and takes the White Witch character card and token.

2. Everyone else, playing on Aslan's side, must place a set of red, blue or yellow army pieces in front of them. Armies not used are placed back into the box.

Note: In a 2-player game, the player on Aslan's side takes 2 sets of army pieces.

3. Place the matching colored scoring markers on the Narnia start space on the board. Scoring markers not used are placed back into the box.

4. Aslan's side players each choose a character from your side. Read about each character's special powers on their card to help you choose. Take the matching character token and character card and place them in front of you.

Note: Aslan, Mr. Tumnus and Rumblebuffin may not be chosen.

5. Place Aslan's token in his Pavilion.

6. Mr. Tumnus and Rumblebuffin have been turned to stone and may not be used until they have been revived by Lucy. Place their tokens in the Witch's Courtyard.

Note: In a 2-player game, the player on Aslan's side takes a character for each of his armies.

7. Place any character's token not selected in their place on the board as follows:

- Mr & Mrs Beaver in Aslan's Pavilion.
- Peter, Edmund, Susan and Lucy in the Wardrobe.
- Maugrim, Ginarrbrik and Otmin in the Witch's Courtyard.

8. Place any character's cards not selected next to the gameboard.

9. Place the turn order track and tokens near the gameboard.

10. Place the camp tokens in a pile near the gameboard.

11. Place the reminder card near the gameboard.

Take your Territory Cards & Set your Armies

Territory cards are dealt to decide which territories each player occupies at the start of the game. They also determine which territories will be attacked on each turn.

1. Shuffle the Territory cards.

2. Always deal 13 territory cards to the White Witch player.

3. Deal territory cards to the players on Aslan's side as follows:

- | | |
|------------------------|--------------------------------|
| 1 Aslan's side player | - 12 cards (6 per army color). |
| 2 Aslan's side players | - 6 cards per player. |
| 3 Aslan's side players | - 4 cards per player. |

4. Look at your territory cards. The White Witch player places 2 boggles on each of her 13 territories. The Players on Aslan's side place 2 fauns on each of their territories.

5. Each player chooses one of their territories to be their camp. Place one camp token and a centaur army piece (Aslan's side) or minotaur token (White Witch's side) into that territory.

6. Finally, collect up all the territory cards, shuffle them, and place them face down near the gameboard. This is the Territory card draw deck.

Arrange the Narnia Cards

Each Narnia card contains actions, events or special powers that can influence a player's chances of victory in battle or can give them extra armies or crown points. Cards may help or hinder the player who turns them over. Narnia cards must be played immediately, unless the card reads 'PLAY DURING ANY TURN'. These Narnia cards are placed face up in front of you until you want to use it during a later turn.

Always discard Narnia cards after they are used.

The Narnia card deck contains 3 special scoring cards.

Always Winter & Never Christmas

Father Christmas

The Lion, The Witch and The Wardrobe

Build your Narnia adventure using the Narnia card deck.

1. Remove the scoring cards from the deck.

2. Shuffle the remaining cards and deal them, face down, into 3 stacks of 8 cards and 1 stack of 7 cards.
3. Add "The Lion, The Witch and The Wardrobe" card to the first stack of 8. Reshuffle and place the whole stack down next to the territory card deck to start forming the Narnia draw deck.
4. Add the "Father Christmas" card to the next stack of 8. Reshuffle and place this stack face down on top of the Narnia draw deck.
5. Add the "Always Winter & Never Christmas" card to next stack of 8. Reshuffle and place face down on top of the Narnia draw deck.
6. Finally, place the stack of 7 cards face down on top of the pile. The Narnia draw deck is now complete.

Lay Out the Turn Order Tokens

There are 3 turn order tokens for each player fighting on Aslan's side (red, yellow and blue) and 5 turn order tokens for the White Witch's army.

Always use all 5 of the White Witch's turn order tokens.

In a 2 or 3-player game, remove the turn order tokens of the army color not being used.

In a 4-player game, remove one turn order token for each army color.

Place the correct number of turn order tokens face down and shuffle them around. Without looking, place them face down on the numbered turn order track next to the gameboard. **There should always be 11 turn order tokens in play.**

Note: The White Witch will have 5 turns, while the players on Aslan's side will have 6 turns in the sequence of 11 turns.

You are now ready to play Narnia Risk Junior!

PLAY THE GAME

Scoring Stages

Each adventure has 3 scoring stages, during which players have a number of turns.

A stage ends when a Narnia scoring card is drawn.

Always Winter & Never Christmas

Father Christmas

The Lion, The Witch and The Wardrobe

When a scoring card is drawn, pause the game to award crown points for various achievements, as described on the scoring cards.

Turn Order

Flip the first turn order token to see which player goes first. After a player's turn (when all 5 steps have been completed), flip the next token to see who will go next. You may find one player has a number of turns in a row.

When the last token is flipped, turn them all face down again, shuffle and return them to the turn order track. To determine the next player's turn, start flipping from the top as before.

Note: Each time you reshuffle the turn order tokens, also reshuffle all the territory cards, both used and cards still in the deck, to make a new territory card draw deck.

On Each Turn

Each turn is played in 5 steps:

Step 1: Draw a Narnia Card

Take the top card from the Narnia deck and read the instructions on it. The card tells you whether you must use it immediately or can keep it to use during any turn. The 'Play During any Turn' cards are placed face up in front of you until you want to use it during this turn or a later turn.

[Note: "Armies on the Move" Narnia card correction.](#)

['Play at the End of any Turn' should actually have read: 'Play During any Turn'.](#)

As soon as you have used a Narnia card place it face up next to the Narnia deck in a discard pile.

If you have more than one turn in a row, **do not** draw a Narnia card on subsequent turns. Skip straight to Step 2 on all but your first turn.

Step 2: Draw a Territory Card

Draw the top card from the territory deck.

If your enemy occupies the territory you have drawn, place your army pieces (and a character, if you wish) into that territory, ready to do battle.

If the territory is occupied by your army or by another friendly army (if you're on Aslan's side) you may place your army pieces and a character, if you wish, in any enemy territory of your choice.

You may not do battle against a friendly army.

Step 3: Place Your Armies

If you are on Aslans' side, take 3 fauns and 1 centaur. If you are on the White Witch's side, take 3 boggles and 1 minotaur. Place these armies in the battle territory.

You may also choose to bring one of your character tokens that is on its character card into the battle territory, if you have one available. Take the character token from its card and place it in the battle territory with your armies. If you have a character in battle, its special powers can be used during the battle.

- If your character is hit, it is returned to you and may be brought out again on a later turn.
- If it is not hit, your character stays in the last territory you are victorious in.

Step 4: Do Battle

Roll the dice to fight in the battle territory.

1. The player in the territory you are attacking rolls the black defense dice first.

- For each 5 or 6 rolled, one faun or boggle is hit (or he can choose to use the 6 to hit a centaur or minotaur).
- Remove armies he has hit as he has captured these armies and place them in front of him before you the attacker rolls your dice.
- If he rolls a double, he can also score a hit on a character in the battle territory as well. Return the character token to its character card.

2. Now it is your turn to attack. Roll the 3 red attack dice. Roll only 2 attack dice when attacking an enemy camp.

- For each 5 or 6 rolled, one faun or boggle is hit (or you can use the 6 to hit a centaur or minotaur).
- Remove the enemy armies you have hit as you have captured these armies and place them in front of you before the defender rolls again.
- If you roll a double, you can also score a hit on any enemy character in the battle territory. Return the character token to its character card.

Take turns defending and attacking until only one side is left in the territory.

See Examples on How to do Battle, in the Examples of Play.

Unlike adult Risk, the number of army pieces left in a territory does not affect how many dice are rolled. Attackers roll 3 dice throughout a standard battle, 2 dice when attacking a camp or after crossing water. Defenders always roll both defense dice in battle.

If the defender wins the battle, this ends the attacker's turn.

If the attacker wins, they can continue their turn by moving their armies into an enemy territory next to the one they are in and start a new battle. You may continue to attack enemy territories next to the one you are in, as long as you have enough armies. Your turn ends when you declare you are not going to attack another territory, or when you are defeated. Complete all battles before moving to step 5.

Note: When moving to attack into a new territory, at least 1 army piece must be left behind in the territory.

You may not move another player's army pieces, or use them to do battle, even if they are on your side.

Crossing Water

Some territories are bordered by rivers or the sea. In normal circumstances, you may only cross a river into an enemy territory next to the one you are in by using a bridge.

You may cross the sea from port to port by following the sea-lanes. If you cross the sea or a bridge to continue your attack, your attacking power is reduced to 2 dice.

See Example 2: Crossing Water to Continue your Attack, on page 14 of the rule book.

Note: The Frozen Lake is treated as a normal territory. It can be moved onto and your army does not cross water to move onto it.

Characters

Only one character per side may be in any one territory. If you already have a character in the territory, you may not move another character into this territory.

Each character's special powers are explained on its character card (for example, the White Witch can turn armies to stone statues). The special powers can only be used when the character token is in a territory on the board (usually the battle territory). [For additional explanations see the section 'Character Special Powers in Detail' at the end of these rules.](#)

When a character's token is on its character card, that character's special ability may not be used.

When your last army in a territory is defeated, any character you have in battle territory must be returned to its character card.

See Example 3: The White Witch Character in Battle, on page 14 in the rules book. [Actually Example 3 in the rules book was poorly written, please excuse the oversight, we reworked this example and included a number of additional examples in the Examples of Play Section of this piece.](#)

Step 5: Score Crown Points

Check to see if anyone has scored crown points, then flip the next turn order token to see who goes next.

Players score crown points for armies they have captured:

5 fauns (of the same army colour) or 5 boggles	= 1 crown point
3 centaurs or 3 minotaurs	= 1 crown point

At the end of a player's turn, check to see whether any player has captured the given number of armies of the same color (5 fauns or boggles, 3 centaurs or minotaurs). If so, swap them for crown points.

Move that player's scoring marker forward 1 space on the board for each crown point scored.

Return the armies to the player who owns them. That player may bring them onto the board again on a later turn.

Note: When you win an attack on an enemy player's camp and takes over that territory, score 2 crown points immediately. Move your scoring marker forward 2 spaces on the board. A camp remains in the territory.

See Example 4: Exchanging Captured Armies for Crown Points, on page 15 of the rule book.

**When you have completed all 5 steps, your turn is over.
Flip the next turn order to see who will play the next turn.**

SCORING CARDS and CROWN POINTS

There are three scoring cards in the Narnia deck: (see page 7 rule book)

Always Winter & Never Christmas

Father Christmas

The Lion, The Witch and The Wardrobe

When a player draws a scoring card from the Narnia deck, a player's turn is interrupted temporarily while crown points are award for various achievements as follows:

- Award each player 2 crown points per camp. A player may control more than one camp.
- Count how many territories each side controls. Add together all the territories controlled by the players on Aslan's side and compare this with the number controlled by the White Witch player. Award 5 crown points to EACH player in the side that controls the highest number of territories.

When a player draws the Always Winter & Never Christmas and the Father Christmas card, a scoring stage ends. ~~Please delete the line - After scoring, reshuffle the turn order tokens and territory cards. To insure a somewhat equal number of turns for each player, the turn order tokens and territory cards are not reshuffled at the end of a scoring stage. The line should read as follows:~~ After scoring, the player who drew the scoring card must discard it and he then continues his turn by drawing a new Narnia card.

When a player draws "The Lion, The Witch & The Wardrobe" from the deck, after scoring, the game ends.

WINNING THE GAME

If either side gains control of every territory on the Narnia board, that side has won.

If Aslan's side wins in this way, the player with the most crown points is crowned High King or Queen of Narnia. If the White Witch player wins, the White Witch remains Queen of Narnia.

If neither side gains control of all the territories, the adventure ends when a player draws "The Lion, The Witch and The Wardrobe" card from the Narnia deck. In this case, award crown points in the final scoring stage and then the player with the most crown points wins the game and is crowned High King or Queen of Narnia.

If 2 players have the same number of points, count the number of armies they have on the board. The player with the most army pieces on the board wins the game and is crowned High King or Queen of Narnia.

EXAMPLES OF PLAY

Example 1: How to do Battle

The White Witch player side draws the Telmar territory card and places 3 boggle armies and 1 minotaur there.

The red army player rolls the 2 black defense dice to start the battle. She rolls 3:5. The 5 hits 1 boggle army, which she places in front of her.

The White Witch player now rolls the 3 red attack dice. He rolls 5:4:3. The 5 hits 1 faun army, which he places in front of him. The red army player now has only one army piece left in the territory.

The red army player rolls both defense dice again, this time rolling 6:5. The 5 hits a boggle. The 6 hits either a boggle or a minotaur (the player who rolled chooses which). She takes 1 boggle and 1 minotaur out of the battle territory and places them in front of her.

Both sides are now down to 1 army piece each.

The White Witch player now rolls the 3 red attack dice again and he rolls 1:2:6, capturing the final red army piece with the 6. The White Witch player wins the battle. But because he has only 1 boggle army piece left in the territory, he cannot continue his attack on another territory. His turn is over.

Example 2: Crossing Water to Continue your Attack

The blue army player has just defeated the enemy armies in battle and has taken over Cair Paravel. He still has 3 fauns, 1 centaur and Peter in the territory and decides to continue his attack on the enemy territory of Galma. To reach it, he must use a sea-lane.

He leaves his centaur and Peter behind to protect Cair Paravel and moves his 3 faun army pieces into Galma.

The White Witch player rolls 1:4 with the black defense dice, scoring no hits.

Because the blue army player crossed water to reach the territory, he may only roll 2 red attack dice. He is lucky, and rolls 5:6 on his first roll. He immediately wins the battle, capturing both boggles (which he places in front of him).

(Additional Battle Example with no Visual): Crossing Water to Continue your Attack

The blue army player has just defeated the enemy armies in battle and has taken over Lamppost. He has 3 fauns and 2 centaur in the territory and decides to continue his attack on the enemy territory of Western Wild. To reach it, he must cross a river into the enemy territory by using a bridge.

He leaves 1 centaur behind to protect Lamppost and moves his 3 faun and 1 centaur army pieces into Western Wild.

The White Witch player has 2 boggles in the territory and rolls 2:2 with the black defense dice, scoring no hits.

Because the blue army player crossed water to reach the territory, he may only roll 2 red attack dice. He is lucky, and rolls 5:6 on his first roll. He immediately wins the battle, capturing both boggles (which he places in front of him).

He has 3 fauns and 1 centaur in the Western Wild territory and decides to continue his attack on the enemy territory of Shuttering Woods. To reach it, he must cross a river into an enemy territory by using a bridge.

He leaves 1 faun behind to protect Western Wild and moves his 2 fauns and 1 centaur army into Shuttering Woods.

The White Witch player has 2 minotaur pieces in the territory and rolls 2:6 with the black defense dice, scoring 1 hit. She chooses to use the 6 to hit the centaur (which she places in front of her).

Because the blue army player crossed water to reach the territory, he may only roll 2 red attack dice. He is lucky, and rolls 5:6 on his first roll. He uses the 6 to hit 1 minotaur, but the 5 does not hit the other minotaur.

The White Witch player now only has 1 minotaur piece in the territory and rolls 5:5 with the black defense dice, scoring 2 hits. She wins the battle, capturing the fauns (which she places in front of her).

The blue army player turn ends.

Example 3 (this example has been revised): The White Witch Character in Battle
The White Witch character has the power to turn armies into stone.

Telmar is occupied by 4 yellow army fauns, 1 centaur and Edmund. The White Witch player draws the Telmar territory card. He decides to move a character (The White Witch) into battle with his armies.

The yellow army player rolls 1:2 on the defense dice, scoring no hits.

The White Witch player then rolls 2:3:5. The 5 hits 1 faun, which he places in front of him. The 2 roll brings the White Witch's special power into effect: 2 armies are turned to stone (2 fauns) and are placed in the White Witch's Courtyard, on the board. (The White Witch may only turn centaurs after all fauns in the territory have been turned to stone.)

The yellow army player now rolls 5:5. He captures 1 boggle for each 5 rolled. By rolling a double, he also hits the enemy character. The White Witch character token is returned to its card and her special powers can no longer be used in this battle.

The White Witch player rolls 3:5:6, capturing the remaining faun and centaur. With no yellow armies left, Edmund cannot remain in the territory. His character token is returned to its card and the White Witch player has won the battle.

Example 4 (this example has been revised): Exchanging Captured Armies for Crown Points

The red army player is attacking Beruna. The White Witch player rolls 1:5 on the defense dice. The 5 hits 1 red faun, which the White Witch captures and place in front of him.

Because of hits earlier in the game, this takes the White Witch total of captured red fauns to 5. When the red army player's turn ends, the White Witch player must return all 5 fauns to the pile of red armies in front of the red player and then move his scoring token forward 1 space.

ADVANCED PLAY OPTIONS

Try adding these rules for a more advanced game play.

Draw Territory Cards

- **Revision:** Step 2

If the territory is occupied by your army or by another friendly army (if you're on Aslan's side) you may place your army pieces and a character, in any enemy territory of your choice, that is adjacent to a territory with your armies.

Narnia Cards

- Keep your Narnia cards secret from other players. If you keep any Narnia cards in front of you, turn them face down until you want to use them.

- **Additional:** When the " Always Winter & Never Christmas" Narnia card is drawn the player that controls the Witch's Castle territory scores 2 bonus points.

- **Additional:** When the "Father Christmas" Narnia card is drawn the player that controls the Father Christmas territory scores 2 bonus points. The Frozen Lake territory is treated as a river. Return any armies and characters in the territory back to the player. When the Frozen Lake is your Territory card draw, you may place your army pieces and a character, in any enemy territory of your choice, that is adjacent to a territory with your armies and do battle.

Cards

- **Revision:** Step 2

If the territory is occupied by your army or by another friendly army (Aslan's side) you may only place your army pieces and a character, in any enemy territory of your choice, that is adjacent to a territory with your armies (or friendly player's armies).

Armies

- On a turn, you may place one army piece in any camp you control instead of placing it in the battle territory with the rest of your armies.

Attacking Power

- When you attack in heavily wooded territories (Cair Parvel, Allies' Enclave, Lamppost, Father Christmas, Shuddering Wood or Dancing Dawn), your attacking power is reduced to 2 dice. The defender stills rolls 2 defense dice.

Character Cards Special Power

- **Additional:** The White Witch player can turn an enemy character, except for Aslan, to stone when the White Witch rolls double 2's. Place the character in her Courtyard and the character card is lost, place the character card with the other cards not being played.

- **Additional:** When Aslan is hit in battle, his token and card, are returned to his Pavilion, not back to the player.

- **Additional:** When Aslan is using his special power and rolls a 6, he may revive a character that has been turned to stone instead of reviving 3 army statues. Take the character token and card and return Aslan token and card to his Pavilion.

- **Additional:** Lucy may choose to restore three army units instead of a character. The restored units are given to the players to be used in battle on the players next turn.

QUICK START RULES

Set up the board, armies and card decks (see pages 4-8 rule book).

On each turn:

1. Draw a Narnia card.
2. Draw a territory card.
3. Place your Armies.
4. Do Battle.
5. Score crown points.
6. Play until one side controls Narnia or until someone draws The Lion, The Witch and The Wardrobe Narnia card.
7. Name the winner.

Remember:

- You may only roll 2 attack dice when you have crossed water to reach the territory, or when attacking an enemy camp.
- Win 2 crown points immediately when you take over an enemy camp.

- You can only have one of your sides characters in the battle territory.
- Always reshuffle the territory cards when you reshuffle the turn order tokens.

CHARACTER SPECIAL POWERS IN DETAIL

Aslan

Before a player starts to battle on his turn, when Aslan is in the battle territory, roll 1 die to breathe life into stone statues in the White Witches Courtyard.

If you roll 1 or 2, revive 1 statue.

If you roll 3 or 4, revive 2 statues.

If you roll 5 or 6, revive 3 statues.

Return the revived armies to the player who owns them.

The player with the Aslan character, then places the same number of their own pieces into the battle territory with Aslan.

[Aslan advance play optional rules:](#)

When Aslan is hit in battle, his token and card are returned to his Pavilion, not back to the player.

When Aslan is using his special power and rolls a 6, he may revive a character that has been turned to stone instead of reviving 3 army statues. Take the character token and card and return Aslan token and card to his Pavilion.

Lucy

When Lucy joins your army in battle, Lucy may at the end of a turn restore characters who have been turned to stone by the White Witch. Note: Lucy must still be in a Narnia territory at the end of the player's turn.

If you roll 1, 2 or 3 the magic has no effect.

If you roll 4, 5 or 6 one character is restored.

Place the character card and token in front of the player who owns Lucy.

When a player plays the "Horn of Help" Narnia card, and Lucy joins their forces and the player uses Lucy's special power and a character card is restored, place the character card and token in front of the player who was using Lucy.

[Lucy advance play optional rules:](#)

Lucy may choose to restore three army units instead of a character. The restored units are given to the players to be used in battle on the players next turn.

White Witch

When the White Witch joins your armies in battle, her enchanted wand turns 2 armies to stone each time you roll a 2. Place these armies in her Courtyard. She may only hit centaurs after all fauns in the territory have been turned to stone.

[White Witch advance play optional rules:](#)

The White Witch player can turn enemy character, except for Aslan, to stone when the White Witch rolls double 2's. Place the character in her Courtyard and the character card is lost, place the character card with the other cards not being played.

Mr. Tumnus

Before a player starts to battle on his turn, when Mr. Tumnus joins your army in battle, roll 1 die. If you roll 5 or 6, place 1 faun army with Mr. Tumnus in the battle territory.