

World of Winter by James Kyle

Using the standard six warriors provides a well-balanced game that is not too long and not too short. But sometimes, an all-out war is called for. For such occasions, follow this World of Winter variant.

- Each player begins with 100 points.
- Instead of using the normal warrior customization rules, spend 1 point per single sigil and 2 points per double or special sigil.
- A maximum of 8 points may be spent per warrior (doubles and/or specials in each corner), and a minimum of 1 (with 3 corners empty).
- Follow the normal setup, except that one player might have more warriors to place. If so, this player simply places his or her remaining warriors in any way desired after the other player runs out of warriors to place.
- Follow the normal F:WoW rules of play.

Heroic Winter by James Kyle

If you feel the one-hit-you're-out nature of F:WoW is too chesslike, try this heroic variant.

- On the backs of your warriors, copy the sigils shown on the front, but reduce the quality of each by a level. For example, a single Melee sigil would become a blank corner; a double Defense would become a single Defense. Special sigils become a single sigil of the same type. For example, a Vaulted Ranged would become a single Ranged.
- Play F:WoW as normal, except that when a warrior would be slain, flip it over instead (oriented as desired by controlling player). If the warrior has already been flipped and gets slain, remove it from the game.