

RULES OF THE GAME

The game is played in two portions;

- 1) BUILDING THE MAP; and then
- 2) CONDUCTING WAR

BUILDING THE MAP

The purpose of this portion of the game is to determine the scenarios which will be used during the course of the war (CONDUCTING WAR) by defining the map on which the war will be conducted. Each General, while taking his turn to set up the layout of the map, should attempt to give his army the best strategic advantage in order to both defend his own castle and attempt to capture the opposing General's castle.

STARTING THE GAME

At the start of the game, each General sits at an empty map board. For further details on the map, see the "Details" section below. Each General also begins with whatever amount in coins that they have been able to collect as well as:

Drawing one Terrain space randomly (this should be kept hidden from the opposing General); and

Drawing one Tile randomly from the Tile bag. This tile should be kept secret from the opposing General.

All Tiles held by the Generals may be kept face down until used; however, they must be left on the table in full sight. An opposing General will therefore know how many tiles his opponent is holding as well as the category of Tiles, but will not know the specific effect of each tile until one is played.

Note: Any time that a Tile is taken from the Tile bag, the General does NOT have to show what he drew. The specific effect of a tile may be kept hidden until it is played.

TAKING TURNS

Each General will take his turn in order, by taking the following steps:

STEP 1 (optional)

A General may ONCE ONLY invoke Deus Ex Machina

DEUS EX MACHINA (*The machination of the Gods*)

Once only during the game, a General may invoke Dues Ex Machina, as follows:

- 1) The General must pay a Tithing of **3,000** coin
- 2) The General then selects any ONE terrain on the map (except for the CENTER space or the CASTLE spaces) and removes it from the board along with all Tiles that have been played on the space. The terrain goes back into the draw pile and all Tiles are returned to the Tile Bag.

STEP 2

A General may perform any ONE of the following actions, at his discretion

- 1) Draw a terrain space and place it on any space of the map where no terrain has already been played;
- 2) Play a tile on any existing terrain space, within the maximum numbers allowed;

- 3) Draw a Tile from the Tile Bag at no cost;
- 4) Pass (take no action during STEP 2)

Only one action may be chosen during a single turn.

STEP 3

A General may randomly draw a Tile from the Tile bag by paying the marshal **300** coin. Alternatively, the General may pay a sum of **1500** coin in order to receive a specific tile (the marshal will find the requested tile in the bag).

A limited amount of each tile effect exists in the game. Once the supply of a specific effect is exhausted, no more can be purchased (obviously, none will be in the bag to be drawn either).

ENDING THE GAME

The END GAME phase begins as soon as the last terrain is placed on the map and that General finishes his current turn. This phase occurs in two parts:

PART 1

Taking turns, each General may choose to purchase one Tile from the Tile bag (either randomly or specifically chosen) at the respective price as above. A General may pass on his turn and then may again make a purchase on a subsequent turn. This Part continues until both Generals have passed in consecutive order (this ends this section, even if a General had intended to buy again at a later point). Once both Generals have passed consecutively, the game immediately advances to PART 2.

PART 2

Taking turns, each General may play any ONE Tile that they are holding. Playing a Tile must still conform with the maximum number allowed. A General may pass on his turn and then may again place a Tile on a subsequent turn. This Part continues until both Generals have passed in consecutive order (this ends this section, even if a General had intended to place again at a later point). Once both Generals have passed consecutively, the game immediately stops.

Any Tiles that each General is still holding should be recorded and kept; each General may have an opportunity to use their remaining tiles during the War. The map should now be complete and the Generals can begin preparing their armies for the WAR that is about to begin.

CONDUCTING WAR!

The second portion of the game is to conduct the war according to the layout that was created on the map board. The war is played in consecutive scenarios. Each scenario is determined by the space on the map that contains the ACTIVE SCENARIO marker. This marker begins the war placed in the CENTER space of the map. The CENTER space defines the first scenario of the war; and since no Tiles were allowed to be played on this space, the first scenario should be a fairly even "warm up" fight with no real advantages gained by how the map was created.

Each scenario is played according to how the map was built. Before each scenario, the marshal and the Generals will consult the map and verify all of the conditions. If the current scenario space has space remaining for a Tile, a General may play a Tile, with the first opportunity to do so given to the General

whose territory the scenario is occurring (e.g., the defending General). Each General may take one of four options:

- 1) Use a Tile that they are already holding (acquired during the Map Building portion of the game);
- 2) Draw a Tile randomly from the Tile bag by paying a cost of 500 coins;
- 3) Select a specific Tile (if it is still available) for 2,500 coins; or
- 4) Pass their turn and place no Tile (they may again place a Tile in a subsequent turn)

The Generals continue taking turns until either no more Tiles may be played on the space, or both Generals have passed in consecutive order.

The scenario is then run and the winning army is determined.

After the scenario is ended, the marshal and both Generals will again meet at the map. The winning General may then move the ACTIVE SCENARIO marker one space along any existing road. The resulting space is then used to determine the next scenario's conditions.

The War continues until one of two conditions occur:

- 1) A scenario is played in one of the CASTLE spaces and the army of the invading General wins the scenario thereby earning a victory for the successful General; or
- 2) The set number of scenarios have been played and time has run out. If this occurs, the winning General is determined by which Territory the ACTIVE SCENARIO marker is located, with the invading General being considered the winner. If the War ends with the ACTIVE SCENARIO marker sitting in the CENTER space, then the War is considered a draw.

TENTATIVE TIMING

The timing for each scenario will, of course, be evaluated and adjusted by the marshal based on how the fighters are feeling, etc. However, a rough generalization of the timing is intended for each scenario rounded to take about 45 minutes, as follows:

10 minutes

GENERALS MEET

At this time, the Generals will resolve the results of the previous scenario (if applicable) and by moving the ACTIVE SCENARIO marker, determine the next scenario.

The Generals will then have the opportunity to add any tiles (as per the rules) and to hold any other parlay in preparation of the upcoming scenario

5 minutes

SCENARIO SET-UP

The armies will move to the appropriate area of the battlefield and any necessary set-up will be completed at this time

30 minutes

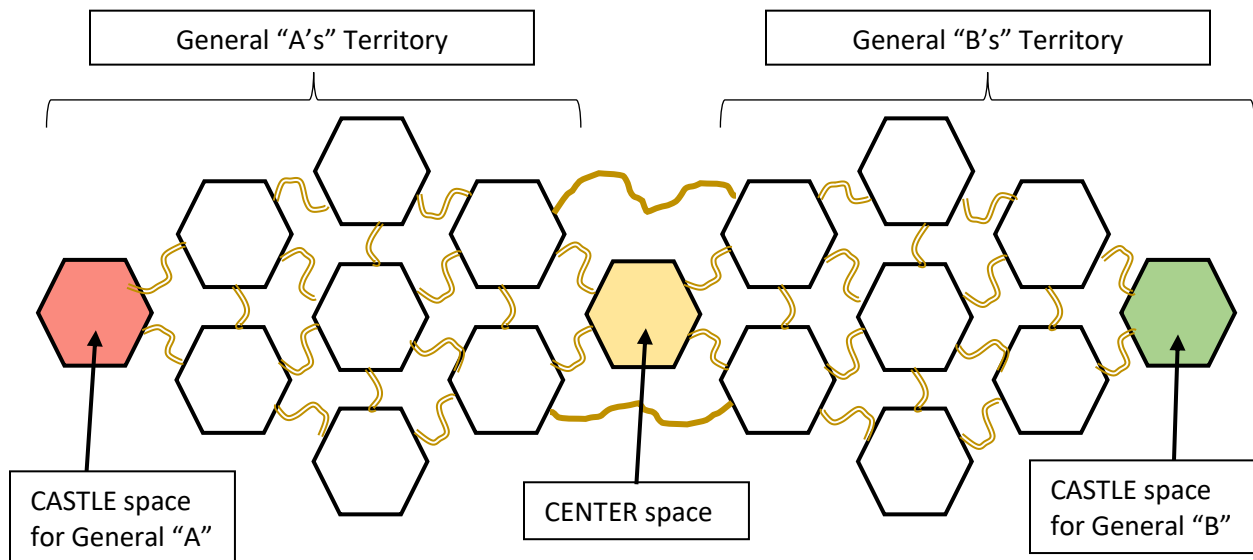
Fight!

Each fighting scenario will be timed to last 30 minutes. Each army will have this long to try and achieve the objective of the scenario. At the end of 30 minutes, a horn will sound and fighting will cease.

COVERING THE DETAILS OF THE MAP

THE MAP

The war is situated on an abstract map representing the region between the opposing sides. This map is comprised of a total of 17 spaces; each opposing army has their own home CASTLE space, and there is a CENTER space where the war begins. Finally, each side holds seven spaces situated between the CENTER space and the respective CASTLE space.



Between the spaces are a series of roads; 34 roads in total. A road must be followed to move from one space to another. If a road is destroyed, an army may no longer move between the two spaces that were connected by the road.

Spaces within a General's territory automatically belong to that General unless the opposing army occupies a space in the territory. The space then remains in control by the opposing army until the original General can later retake the space. This becomes important to determine some things, such as who holds the keep in a KEEP territory. The keep is always held by the controlling army.

The CENTER space is always an OPEN terrain; and both Generals' CASTLE spaces will always be CASTLE terrain. No additional CASTLE terrain spaces will exist on the map, instead a KEEP terrain will act the same as a CASTLE terrain (i.e., no other CASTLE terrains will be available to draw ... however, KEEP terrains may be drawn and work exactly the same as a CASTLE.

The spaces on the map other than the CENTER spaces and two CASTLE spaces will be determined by the two generals. A space will be defined as having a specific TERRAIN, The type of terrain determines the type of scenario that will be played on that space. The types of terrain and the corresponding scenario are as follows:

TERRAIN	SCENARIO	STANDARD OBJECTIVE
Castle <i>(one for each General)</i>	One edge of the battlefield will contain a castle wall with a single opening. The castle may only be entered through the opening.	Control the Castle
Open	The battlefield is an open field with no obstacles.	Last man standing (or side with most surviving fighters at the end of the scenario).
Wooded/Broken	The battlefield is filled with trees or undergrowth; or is comprised of broken grounds that may include arroyos, mounds, etc. (as the actual terrain allows)	Last man standing (or side with most surviving fighters at the end of the scenario).
River Crossing (Bridge)	The battlefield is separated by a river with a bridge crossing over it. Crossing the river must be done using the bridge.	Control the Bridge
Island (Boats)	The battlefield is separated by a river with an island at the center. Crossing the river may only be done with the use of a boat.	Control the Island
Village	The battlefield is filled with various structures and/or gateways throughout the center (as determined by the marshals based on materials available).	Control the most structures (or the most defined control points)
Keep	Exactly like a CASTLE terrain, but may be placed anywhere on the map	Control the Keep

THE TILES

The combat that occurs on each space may be affected with the placement of TILES upon the space. The tiles are categorized into four different effects.

EFFECT	TILE COLOR	MAXIMUM <i>(per space)</i>	DESCRIPTION
Objectives	Yellow	1	Modifies the Victory Objective for the scenario
Modifiers	Red	2	Imposes some specific modifier upon the scenario that must be observed by both sides
Specific Effects	White	1 per side	Grants some specific advantage to only one side or even a limited few combatants for the General playing the tile
Nullifications	Black	--	Can be played on ANY tile already played in order to cancel the effects of that tile

SPECIFIC RULES

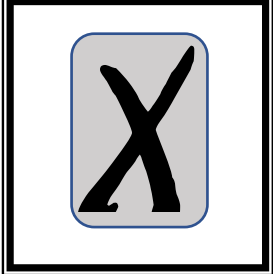
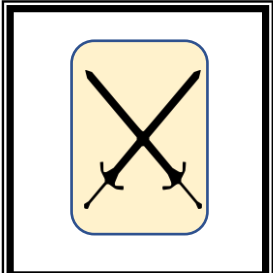

A space that contains NO objective tile will have the standard objective in place as the scenario objective. Any played OBJECTIVE tile will supersede the standard objective.

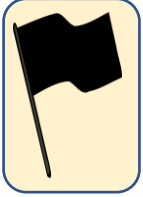
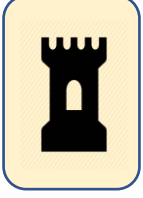
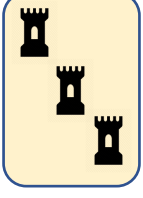
NO Tile may be played on the CENTER space.



A tile may not be played on a CASTLE space by the opposing General; only the home General may play a tile on their own CASTLE space.

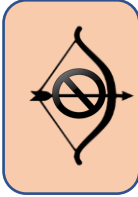




Only one tile of the same effect may be placed on any single space.





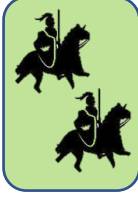
SPECIFIC TILE DESCRIPTIONS

NULLIFICATIONS	# available	
	12	<p>NULLIFY</p> <p>This tile must be played on ANY previously played tile; except for a previously played NULLIFY tile. Doing so causes a complete nullification of that tile's effects on the space; as if the tile had never been played.</p> <p>A tie that has been nullified does NOT count against the maximum number of tiles allowed on a space.</p> <p>A NULLIFY tile cannot be played on another NULLIFY tile.</p>
OBJECTIVES	# available	
	2	<p>DUEL</p> <p>The objective of the scenario becomes a Duel of Honor. Each General is allowed to pick their champion at the time of the battle.</p> <p>Each champion will then fight without any other help or support in a best two out of three fight. The winner of the bout wins the battle for their army.</p>
	4	<p>HEAD OF THE SNAKE</p> <p>Each General must choose one Captain at the time of the battle who will represent the leader and commander of their army (the General may choose themselves) and will wear a red armband to represent this designation. The arm band must be worn so that it is visible to everyone on the field of battle.</p> <p>The objective of the scenario becomes to slay the designated Captain. The first side to destroy the other side's Captain wins the battle.</p>

	<p>4</p>	<p>CAPTURE THE FLAG</p> <p>Each General must place a flag onto the field of battle (provided by the marshals). The flag must remain on the field at all times and remain upright, so as to be visible across the field. The flag may be carried or placed in a stationary position.</p> <p>The objective of the scenario becomes to capture the flag of the opposing army and to return it to the back line of their own army.</p>
	<p>4</p>	<p>HOLD A POINT *</p> <p>The marshal will place a flag in a centrally located place on the battlefield; the flag will be equally accessible to both sides (as best as possible).</p> <p>The objective of the scenario becomes to capture and hold that point for the longest duration.</p>
	<p>4</p>	<p>HOLD THE MOST POINTS *</p> <p>The marshal will place an odd number of flags (typically, 5 flags will be placed) in various locations on the battlefield; these points shall be scattered across the field and should represent equal accessibility to both sides (as best as possible); typically with one place in a very central location.</p> <p>The objective of the scenario becomes to capture and hold the majority of these points for the longest duration.</p>
<p><i>* Control is defined as only one army having fighters within 10 feet of the point. If an army controls the point and then the opposing army engages, the holding army retains control as long as at least one fighter remains within 10 feet of the point and is actively engaged in combat.</i></p> <p><i>Timing shall be determined by the marshal, whose decision on when an army is in control is binding.</i></p>		

MODIFIERS	# available	
	<p>5</p>	<p>RESURRECTION</p> <p>The scenario is played as a resurrection battle. All fighters who are killed must return to their own back line, at which point they can then re-enter the battle as they wish.</p>
	<p>5</p>	<p>NO PIKES</p> <p>The maximum weapon length now allowed is a 6 foot spear. Longer polearms may not be used during the scenario.</p>

	5	<p>NO ARCHERY Combat archery is not allowed during the scenario.</p>										
	5	<p>NO SHIELDS No shields may be taken onto the battlefield during the scenario.</p>										
	5	<p>RANKED LIVES All fighters are given a number of lives based on their rank, as follows:</p> <table data-bbox="646 877 1367 1054"> <tr> <td>Knights/Masters at Arms</td> <td>1 life</td> </tr> <tr> <td>Grant level fighting Award (Thegn)</td> <td>2 lives</td> </tr> <tr> <td>Stag's Blood</td> <td>3 lives</td> </tr> <tr> <td>Squire</td> <td>4 lives</td> </tr> <tr> <td>Undecorated fighter (no kingdom fighting awards)</td> <td>5 lives</td> </tr> </table>	Knights/Masters at Arms	1 life	Grant level fighting Award (Thegn)	2 lives	Stag's Blood	3 lives	Squire	4 lives	Undecorated fighter (no kingdom fighting awards)	5 lives
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	5	<p>POISONED WEAPONS All successful hits are counted as kill shots (i.e., no limb shots). If a limb is struck, the fighter being struck is instead immediately dead.</p>										
	5	<p>PEASANT REVOLT During the scenario, all fighter who have no Kingdom level fighting awards are able to resurrect. These fighters only are allowed for the duration of the scenario to be resurrected after being killed. A fighter who is killed must return to their own back line, at which point they can then re-enter the battle as they wish.</p>										

SPECIAL EFFECTS	# available	
	7	<p>ROAD WASHED OUT</p> <p>The General who plays this tile may have one road segment washed out on the map, thereby making it unusable. If a road has been washed out, neither army may move between the two spaces that are connected by the road.</p>
	7	<p>HEROIC PRESENCE</p> <p>Allows the General who plays this tile, <i>at the time of the battle</i>, to select three (3) of his fighters and designate them as “heroic fighters.” These fighters shall be designated by wearing a blue armband that is plainly visible at all times.</p> <p>Each of these heroic fighters are imbued with three lives for the duration of the scenario. Upon dying, the fighter should return to their own back line (as per resurrection rules) before re-engaging in the melee.</p>
	7	<p>HARDENED ARMOR</p> <p>Allows the General who plays this tile, <i>at the time of the battle</i>, to select three (3) of his fighters and designate them as wearing “hardened plate.” These fighters shall be designated by wearing a yellow armband that is plainly visible at all times.</p> <p>Each of these fighters becomes immune to the effect of arrow fire for the duration of the scenario.</p>
	7	<p>ASSASSINATION</p> <p>Allows the General who plays this tile, <i>at the time of the battle but BEFORE the scenario begins</i>, to select one (1) opposing fighter and have him immediately assassinated. The assassinated fighter is thereby removed from fighting in this scenario.</p>
	7	<p>REINFORCEMENTS</p> <p>Allows the General who plays this tile, <i>at the time of the battle</i>, to select three (3) of his fighters and designate them as representing “reinforcements.” These fighters shall be designated by wearing a white armband that is plainly visible at all times.</p> <p>Each of these fighters are allowed for the duration of the scenario to be resurrected after being killed. A fighter who is killed must return to their own back line, at which point they can then re-enter the battle as they wish.</p>