

# THE WAR OF THE RELICS

A TRIPLEA GAME BY HUMBABBA  
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V2.0

The old king was dead, and good riddance, said the nobility of the realm. For over two decades – a reign the older families, at least, considered no less than 19 years too long – King Swethnal had ruled with avarice and cruelty. Under his watch, the realm suffered incursions, rebellions, famines, and the systematic purge of many a once-powerful noble house.

This last year had been the worst. Like a crow come to feast on a battlefield corpse, a plague of horrific lethality ground the weary realm further down. The nobility was further thinned, and in many areas the peasants were in open revolt. Important offices for the defense of the realm went unfilled, and the druids had all they could do to safeguard from the plague's ruin those they could reach.

Finally, a sliver of good fortune as the plague struck Swethnal down. He died horribly, and – as his mother had been an early victim of his brutality – there was no one to mourn him. And no heirs to exult over the empty throne. Those spared by the plague had found themselves on the wrong side of the king's savage justice over the years and died unheralded in deep dungeons' gloom or on the headsman's block.

But now, who to rule and heal the broken realm? Five great houses have duly acknowledged claims, and factions are forming. The College of Druids has decreed that the realm's sacred relics must again be gathered, as they were of old, to cast their blessings upon the new king and his house. The claimant who brings the Ring of the Nibelungen, the Rod of Merlin, and the Sword of Damocles before one of the five high druids at a sacred grove shall be anointed.

The race is on – and if the realm's history is any guide, it will quickly become violent. Begun, this relic war has.

\* \* \*

## OBJECT

Each player manages one of two factions in the game – Blue or Red. Each faction grows over time as players recruit strength from among 15 noble houses, five druids, and other assets. Of the 15 lords available, five – Flynn, Johanesal, Lannassey, Stahl, and Wilfred – are considered great lords, each with a claim to the throne.

The relics – the Ring, Rod, and Sword – are distributed randomly during the first turn.

To win, a player must successfully gather all three relics to his faction and bring them, along with one of the great lords and a druid, to one of five sacred groves on the board.

\* \* \*

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**Players should disable chance notifications under Game > User Notifications. There are many.**

## THE MAP

The map is divided in half between the main playing area at the top, and 15 “houses” where lords in play and their assets are kept track of at the bottom.

When “the board” is referred to in this document, the top half is meant. This is a map of the realm, and where all the action takes place. Once lords are in play, they move about the board seeking the relics and fighting one another.

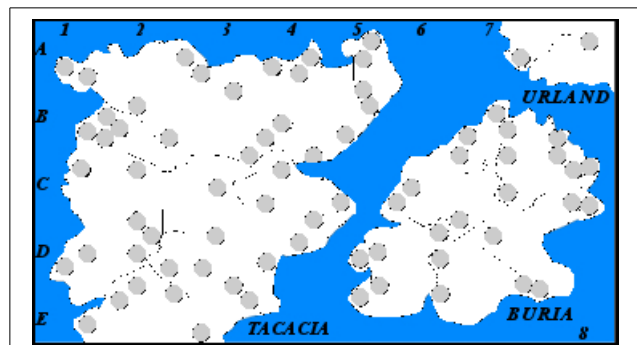
The board is divided into land zones and sea zones. Lords are generally free to move in land zones, but require ships to move across the sea. Land zones are never owned by either player, remaining friendly to both throughout the game.

## Regions

There are three regions separated by sea: Tacacia, Buria, and Urland.

**Tacacia** is the heart of the realm, the most civilized and populous area of a larger landmass that continues to the south. Most lords, titles, and offices originate in Tacacia.

The southern areas below Tacacia are out of the bounds of the game – its barbarous people are represented by frequent raids and companies of its deadly bowmen who occasionally hire themselves out to lords in the war.



The small map shows the regions and the map coordinates for sites – see page 22 for a full list.

**Buria** is a large island conquered by the Tacacian kings centuries ago. Though fully part of the realm and populated by many lords, it remains looked down upon by the more ancient lines whose seats are in Tacacia. The more snobbish lords have never got over the notion that something isn't quite right with any family who'd call Buria home.

**Urland** is another large island, only a portion of which has come under the king's jurisdiction. Home only to House Durn, it is a rugged, windswept land whose warlike natives raid as far south as northern Buria and Tacacia.

If Buria is considered somewhat a backwater by the nobility of Tacacia, Urland is a wilderness.

## Sites

Within many land zones are circular “sites” containing villages, towns, castles, and cities. Towns, castles, and cities are fortified and collectively referred to as “forts.” The sites are considered separate spaces from the surrounding land zones for movement.



**Villages** are neutral, initially. They are undefended and can be taken over by simply moving a lord into them.

Many villages are ports.



**Towns** all start neutral, but quickly take sides in the war as players bring lords into play. Lords can take control of towns through titles, offices, or conquest.

Unlike villages, towns are fortified and support *garrisons of strength 10*. This is more than most lords can conquer unaided.

The town icon is distinguishable from castles and cities in that towns have no high towers.

Some towns are ports.



**Castles** are the most numerous of the fortified sites in the game. Each lord starts with at least one castle, and others are granted by titles and offices lords can receive throughout the game.

Castles bear a *garrison strength of 20*, and make for excellent places to stay safe from powerful foes.

The castle icon has two tall towers.

Some castles are ports.



**Cities** are the least numerous sites. There are only three – Swinth in southern Tacacia, the ancient seat of the immensely powerful House Lannasey; Thunnerbarrow to its east, the traditional capital of the realm; and Torrenthall in Buria.

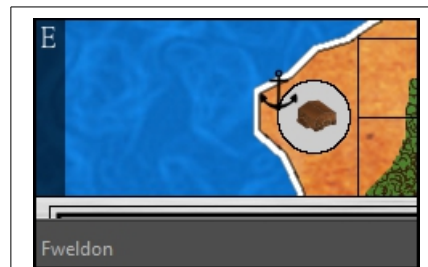
Cities bear a *garrison strength of 30*, making them the toughest nuts to crack in the game. The city icon has three tall towers.

### **Ports**

Many coastal villages, and a few castles and towns, have anchor



icons, to represent ports – when traveling by sea, lords may only embark from or disembark to ports, never land zones.



Site names appear in the info bar at the bottom of the screen when you mouse over a site.

### Site and land zone ownership

Most sites start neutral (gray). Players can gain control of sites through conquest, titles, and offices. Land zones, however, may never be controlled by one side or the other. They remain “friendly” to both factions throughout the game.

### Terrain

The board features three types of terrain: hills, forest, and rivers.

**Hills and forests** have no direct impact on combat or movement. Rather, the land zones which contain them are smaller than open land zones and irregularly shaped, which can slow movement across them.



**Rivers**, however, block movement. Lords may only traverse rivers at marked crossings, illustrated as a black bridge icon.

### Assets

There are several types of assets available to players, but only three of them – lords, ships, and relics – ever move on the board. The others reside in lords' houses on the lower half of the map, and contribute strength or other benefits to the lord in whose house they are.

To start with, only lords are available to players:



They are represented by shields in blue or red with lords' initials on them. The great lords from the five houses with claims to the throne are distinguished from the lesser by asterisks in the upper left of the shields.

Lords are unique; once placed by one player, they are unavailable to the other.

Some assets – titles for each of the great lords, lordships for the lesser lords – are placed automatically with their lords when they come into play.


Starting on the second turn, other assets become available and may be given to a player's lords. Most are unique, though there are two instances of each of the sworn troops and mercenaries, so it's possible to have two identical such assets in play at one time, even with the same lord.

**Sworn troops** add strength to the lord they're given to. They cannot be killed, but are lost when their lord dies – or if they're used as ransom for a captured lord.


|  |                    |   |
|--|--------------------|---|
|  | <i>Men-at-arms</i> | <i>Strength: 8</i><br><i>Loyalty: Sworn</i> |
|--|--------------------|---|

**Mercenaries** likewise add strength, but their loyalty is questionable. Each turn, each mercenary unit has a chance of going home.

While they cannot be killed, they are lost when the lord they're attached to dies or is taken captive.

|   |               |                           |
|---|---------------|---------------------------|
|  | <i>Burian</i> | <i>Strength: 2</i>        |
|   | <i>axemen</i> | <i>Loyalty: Mercenary</i> |

**Titles** add not only strength, but also castles, towns, or both to the faction of the lord who possesses them. Any forts granted by the title are listed on its image below its strength rating.


|   |                |                      |
|---|----------------|----------------------|
|  | <i>Earl of</i> | <i>Strength: 8</i>   |
|   | <i>Mrinton</i> | <i>Mrinton (C-4)</i> |

Titles cannot be lost or ransomed, staying in play till the lord they're given to dies.

The five great lords each enter play with a title. The lesser lords may be granted titles as play progresses.

Each lord may only possess one title. They are distinguished from other assets by the red seal-and-ribbon icon.


**Offices** add strength and, in some cases, towns, castles, or cities. One – the Admiral of the Ports – grants no forts, but comes with two ships.

|  |                  |                     |
|--|------------------|---------------------|
|  | <i>Warden of</i> | <i>Strength: 10</i> |
|  | <i>the East</i>  | <i>Valmoc (B-5)</i> |

Offices cannot be lost in combat or used as ransom, but last as long as the lord they're given to remains in play.

Each lord may possess only one office. *An office can only be given to a lord who already has a title.* Offices are distinguished by the scroll icon.

**Lesser lordships** are given automatically to the 10 lesser lords when they come into play. They confer some strength (usually less than a title) and a fort – in one case, two forts.

|   |                   |   |
|---|-------------------|---|
|  | <i>Lord of</i>    | <i>Strength: 4</i>                        |
|   | <i>Shoarstone</i> | <i>Shoarstone (D-3), Blackborne (B-4)</i> |

They cannot be lost in combat or used as ransom, and remain in play till their lord is killed.

Lesser lordships do not count as titles – a lesser lord can also be granted a title which adds cumulative strength. A lesser lordship *does not meet the prerequisite for an office*. Lesser lords must first receive titles before being granted offices.

They are distinguished by the castle icon.

### The royal summons

At the end of each player's turn, his lords may be subject to *royal summonses*. The chances of a summons are based on each lord's assets and enumerated on page 20.

Though there is no king, the College of Druids has established a regency council to manage the kingdom's affairs in the interim. This council grants the titles and offices lords can enjoy – and of course expects them to do their jobs.

When a peasant revolt, barbarian raid, or other event requires the holder of a title or office to respond, the royal summons is issued and the lord in question is immediately relocated to the affected site. If the site is held by the enemy faction at the time, the lord is forced into a fight.

There is no ignoring a royal summons – even if it comes at the most inconvenient time.

Summonses generally call lords to the site(s) granted by the title or office, though the offices tend to have wider areas of responsibility. Two especially – the Marshall of the Realm and the Admiral of the Ports – can be called almost anywhere.

Druids are also subject to royal summonses, to protect their home groves or observe important rites.

**Druids** are required to win the game. The great lord who gathers all three relics still needs a druid to anoint him at a sacred grove. There are five druids in the game, and five sacred groves marked on the map as villages with druidic symbols.



Most druids do not add strength to a lord, though two – Aillig and Bothain – also keep warriors and add strength, as noted on their images.

|  |                |  |
|--|----------------|--|
|  | <b>Bothain</b> | <b>Strength: 2</b><br><b>Home grove: Ashby (D-6)</b> |
|--|----------------|--|


Each druid calls one of the five sacred groves on the board home – and *may be called to his grove by a royal summons*.

Druids cannot be lost in combat, though they may be used as ransom. Otherwise, they stay with the lord they're given to until he dies. Lords may own multiple druids.

*A druid's home grove is irrelevant for meeting victory conditions.* The new king may be anointed in any of the five groves by any of the five druids, so long as all three relics and a great lord are there as well. It does not matter to which lord the druid belongs, so long as one lord with a druid is present.

*A lord with a druid in his house has a much lower chance of being killed by the plague.*

**Ships** are the only means (other than a royal summons) by which lords can move across the sea.

|   |                         |   |
|---|-------------------------|---|
|  | <b><i>The Eagle</i></b> | <b><i>Speed: 4. Capacity: 5. Home port:</i></b><br><b><i>Griggsport (D-4)</i></b> |
|---|-------------------------|---|

When a ship is placed with a lord, it also gets an icon on the board in the sea zone adjacent to its home port, and may be moved. They do not participate in combat. Lords and relics may board and disembark only at ports.

Once a ship is in your faction, *any lord on your side may use it.*

Ships have varying movement speeds and capacities. The number of lords aboard a ship may not exceed its capacity. Relics do not count toward ship capacity.

Ships are not lost in combat, but are only removed when the lord who owns them dies – or if they're used to pay a ransom.

Lords may own multiple ships.

Each ship's crew has a small chance each turn of mutinying, in which case the ship is removed from play.

*Acknowledgment: Many thanks to TripleA mapmaker Flanagan who, I'm given to understand, created the original unit icons for the Middle-earth map, which were appropriated for the many of the asset icons in this game.*



## GAMEPLAY

Each round consists of a set of phases for each player, first Blue, then Red.

1. Recruitment/placement
2. Combat movement
3. Battle
4. Prisoner disposition
5. Noncombat movement

After each player has completed his turn, his lords may be subject to one or more royal summonses, determined randomly for each lord with chances based on the assets in his house. See page 20.

## RECRUITMENT/PLACEMENT

At the start of the game, only lords are available for recruitment to your cause. Blue goes first and may purchase any he can afford.

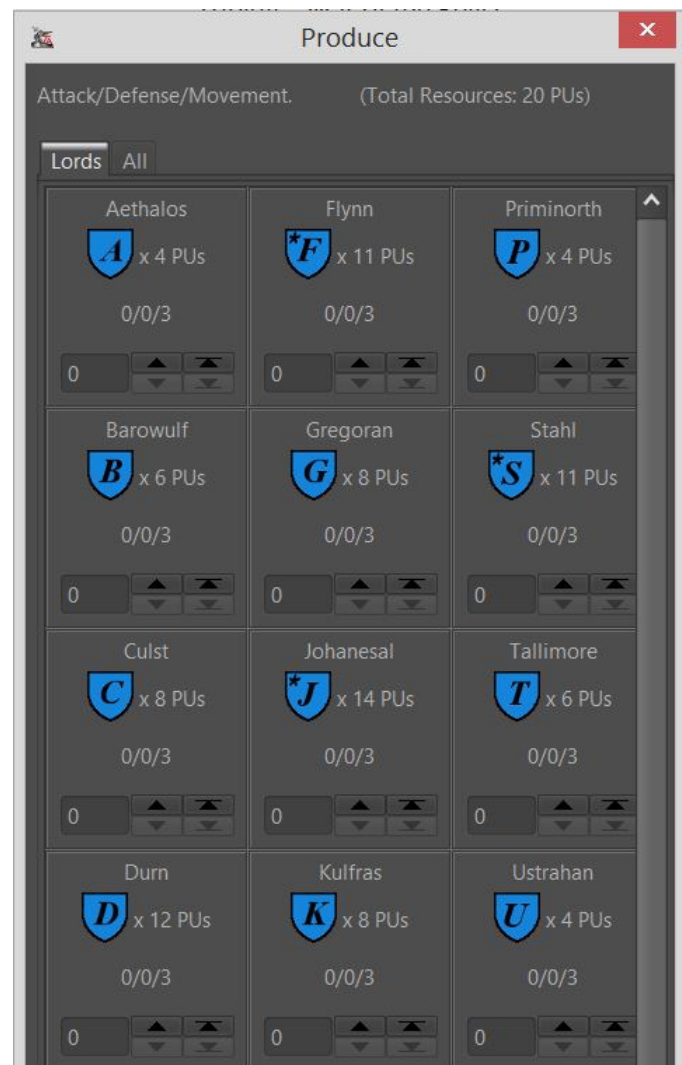
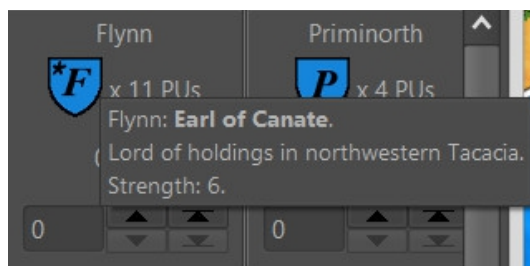
Their prices vary and are commensurate with lords' strengths.

Each lord is unique, so once placed by one player, he's no longer available to the other.

Each lord is represented by a shield in the faction's color with his initial on it. The great lords also have an asterisk to distinguish them from the 10 lesser lords.

### Tool tips

Mousing over a lord in the production window will reveal his characteristics:



**Buying and placing lords**

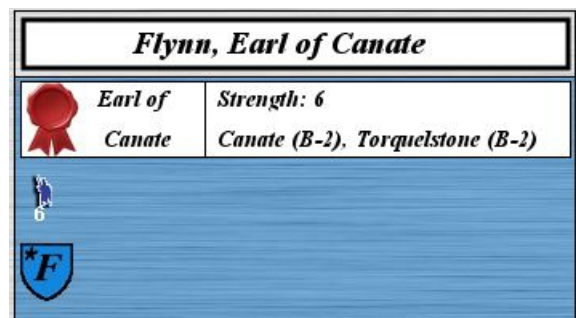
Each lord, and all other assets available later, costs a certain amount of PU points (we assume it's short for political oomph). Each player receives PUs each turn to spend, based on his current holdings. Players may recruit and place as many lords – or other assets – as he can afford each turn.

Each player starts with 20 PUs, and gets more for each village, town, castle and city he owns at the end of each turn, at these rates:

- Villages – 1 PU
- Castles – 2 PUs
- Towns – 3 PUs
- Cities – 5 PUs

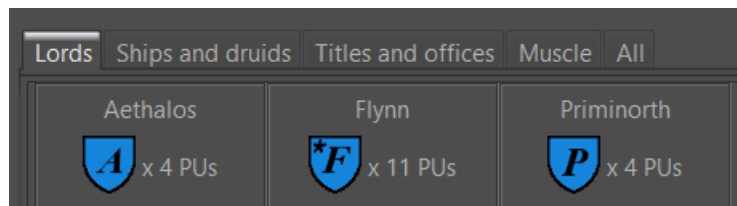
Each lord has a designated “house” spot on the bottom half of the screen. When prompted, click on a lord's house to place him. A lord may be only placed in his house (*they are in alphabetical order*).

Once he's there, his associated title or lordship will appear along with the number of soldiers thereby granted. Other assets given to that lord later will also be placed in his house, which may cause the number of soldiers to increase.



*No assets may be placed with a new lord the same turn he is placed.* All lords must be in play a full turn before being given other assets. For this reason, only lords are available the first turn.

Other assets become available on the second and third turns, and are browseable under tabs in the production window.

**House maximums**

Each lord may have a maximum of:

- One title
- One office
- Three other assets (lesser lordship, troops, ships, druids)

**COMBAT MOVEMENT**

From his house, a lord can be moved onto the board only to any area he controls – the town, the castle, or the land zone(s) in which they are located. *He may never move back to his house.*

Lords have three movement points – four if they start the phase in the same zone or site as the Rod of Merlin. They may use some or all of them on any turn during both combat movement and noncombat movement, up to a total of three (or four) per turn.

Only during combat movement can lords move into territories controlled by or containing units of the other faction, or into neutral sites. If a lord moves into enemy territory, he has to stop – battle will ensue.

In this illustration, Flynn could use his first movement phase to go from his house to the blue town or castle, or empty land zone around them. That would cost one of his three movement points. Then he could use the second and/or third to move into one of the neighboring neutral villages, in gray.



Later in the game, Flynn and his allies will want to use combat movement to take over other castles or engage armies in the field.

### **Soldiers**

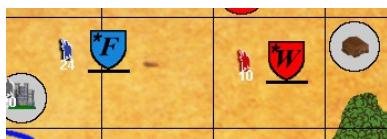
All combat strength in the game is represented by numbers of soldiers. After a lord finishes a move, soldiers are placed on the board to match his current strength as represented by the soldiers in his house.

Soldiers from multiple lords, and the garrisons of forts, add together, so that each army only has one group of soldiers with it, representing its total strength.

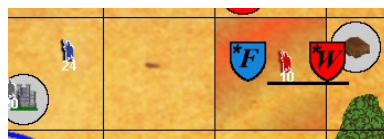
In this example, Flynn ends his move in his castle at Torquellstone. The six soldiers granted him by his title and displayed in his house sum with the castle's garrison of 20, for a total strength of 26.



Soldiers do not move. Instead, players move lords only – the soldiers will be removed from the board and redrawn at the new location after the move. This happens after movement and before battle.



(a)



(b)



(c)

In this example, Flynn's assets total 24 and he and his soldiers appear together (a). The player decides to take on Wilfred and moves Flynn two spaces to challenge him. The soldiers remain (b). After the move is done, however, and before battle, the soldiers are moved to the new location (c).

### **Surrounding sites**

Recall that sites exist within land zones. To exit a village, town, castle, or city, a lord must first move into the land zone surrounding it. Of course, if that land zone is occupied by the enemy, the lord can only move into it during combat movement, and then must fight. He may be safe in his castle, but he's surrounded and can't leave without a fight.

## BATTLE

Battle occurs whenever a lord or group of lords – *referred to as an **army*** – meet in the same space as an army belonging to the rival faction, or a town, castle, or city garrison belonging to the other faction or still neutral.

Battle is resolved in a single round, with each army's soldiers rolling one 10-sided die, getting a hit on a roll of 5 or lower. Each hit removes an enemy soldier.

If a side is reduced to 0 soldiers, that side loses and any surviving lords are captured by the winner. Captives are shown bound in chains of the capturing player's color.



Captured lords may be executed or ransomed as explained below.

If neither side is reduced to 0 soldiers, the battle is considered a stalemate.

Since totally eliminating the enemy in a single round is required for victory, *the smaller army cannot win a battle*. The best it can do is a stalemate.

## Death be not permanent

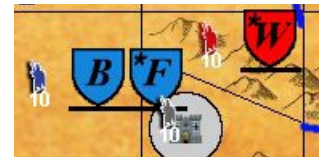
Soldiers “killed” in battle are not really killed. A lord's power derives from his titles and other assets, and as long as he holds them, his army remains at full strength.

Soldiers lost in a battle are therefor immediately replaced; medieval battles were often about position and formation, with actual battle casualties being a relatively small number. Usually, the killing (largely) stopped once the losing side's formation was broken and its forces fled.

A lord's strength is determined by the sum of his assets. Each lord starts with one asset and can be given others, such as sworn troops or mercenaries, as the game progresses. In each battle, each participating lord's total strength contributes to his side.

### Counting soldiers

Each lord on the board has the number of soldiers matching the sum of the strengths of the assets in his house.



When one or more lords are together, the soldiers are merged into one group.

In this example, the blue army has 10 soldiers, since Flynn has 6 and Barowulf 4. Wilfred has 10 on his own.

A neutral town also has a garrison of 10 soldiers.

## Stalemate

If neither side in a battle totally eliminates the other, the battle is a stalemate. No prisoners are taken, and lords remain on the board where they were. Each still has a chance of dying in the battle, however.

### **Battle deaths**

Each time a lord participates in a battle, whether attacking or defending, whether against a player or a neutral garrison, whether it's conclusive or a stalemate, he has a chance of dying.

For most lords, *the odds of dying in battle are 1 in 8*.

Lords listed as “cautious in battle” on their tool tips die 1 in 10 times. Lords listed as “bold in battle” die 1 in 6 times.

A lord killed in battle is immediately removed from play. His house is cleared of assets, and any towns, castles, or cities his title and office granted him are returned to neutral, unless currently controlled by the other player or occupied by an army.

### **The ambush**

Occasionally, it may become expedient to attack a much superior force in the knowledge of certain defeat. This gamble can bring about the chance battle death of your opponent's lords at the cost of one of yours.

So, when all else fails, the shot to trade a weak lord like Priminorth for a powerful one like Lannassey may be deemed worth it. The gamble only pays off, of course, if the enemy lord happens to die in the one-sided battle.

### **Fighting in forts**

Towns, castles, and cities – generically referred to as forts – are defended by garrisons. The garrison has an advantage in that it's very strong – even the smallest (towns, at strength 10) is more than any lord except Lannassey can handle alone.

When an army is in a fort, the garrison's soldiers are added to it.

### **Fighting neutral forts**

Combat between a player and a neutral fort works the same as described above, except of course the neutral *only* has the garrison strength.

A stalemate results in the fort remaining neutral and the player army remaining in the fort site, to fight again next turn unless the player moves.

If the player loses to a neutral fort, his lords are taken prisoner, but released later in the turn.

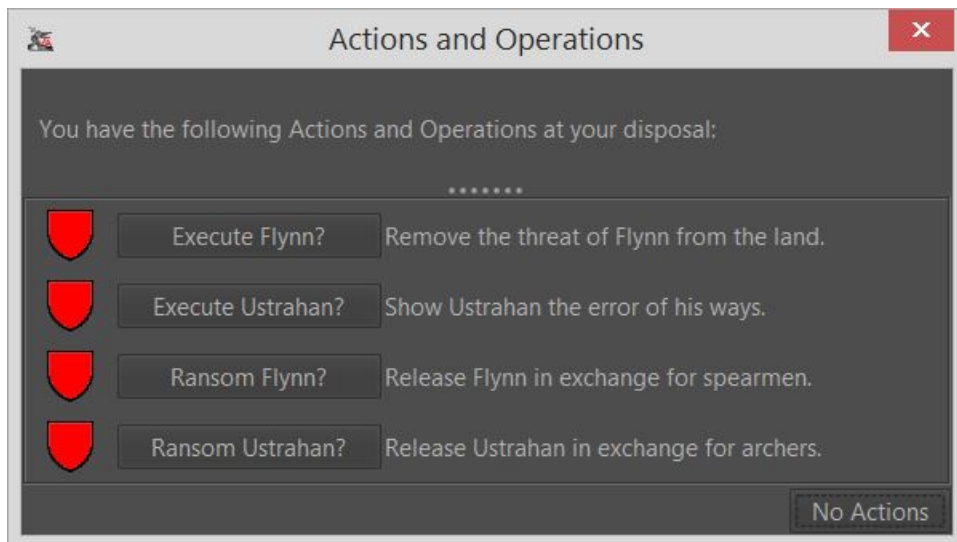
## PRISONER DISPOSITION

Immediately following a player's combat phase, he must decide what to do with any captives he has. (If one player takes captives during the *other* player's turn, meaning he won a defensive battle, they remain captives until a prisoner exchange is conducted or he decides what to do with them after combat on his next turn.)

For example, let's say the Red faction wins a battle and captures two Blue lords:



During the prisoner disposition phase, Red has options with his prisoners:



If he opts to **execute** one or both lords, they are immediately removed from play, their houses are cleared of assets, and any towns, castles, or cities Blue controlled due to titles or offices are returned to neutral (unless they are currently controlled by the opposition or occupied by an army).

**Ransom** comes in to play when the captured lord holds *sworn troops, ships, or druids (not mercenaries)*. One of those assets may be surrendered to the capturing player to grant the captive his freedom. Titles and offices are not eligible for ransom. The capturing player can choose the ransom from among his captive's assets.

If ransom is chosen, the ransomed item is immediately removed from the ransomed lord's house and placed in the other player's production queue. A special placement phase immediately after the prisoner disposition phase allows the ransoming player to place the ransom in one of his lords' houses.

The ransomed lord is immediately freed.

**Freed** lords are immediately returned to their houses to reenter play normally on their next movement phase.

Rarely, when lords of both sides are captured on the same player's turn, a **prisoner exchange** is also available. The player whose turn it is may control whether an exchange takes place.

If the capturing player takes no action with a captive lord, he is freed on the capturing player's turn.

If, through movement or combat death, a captive is left with no army guarding him, he is freed on the capturing player's turn.

### NONCOMBAT MOVEMENT

Any lords who have movement points left over – and who did not engage in combat – may move during this time, to any friendly space in range.

Lords still in their houses after noncombat movement will be *automatically deployed to their lands*.

### SHIPS AND MOVEMENT

A ship on the board is represented by blue or red icon with its initial on the sail. Each ship has a designated speed, either 4 or 6. That's the total number of moves it can make in the turn.



*Only up to half its total movement may be made during combat movement.* Any remaining moves can be taken during noncombat.

*When first placed, a ship's combat move is deemed to have been taken up to launch the ship.* It can only move during noncombat that first turn, and only half its total speed.

Ships do not partake in combat, nor do they prohibit one another from occupying the same sea zone.

Lords and relics can board ships from ports into adjacent sea zones. The port is deemed to connect directly to the sea zone – no movement through the land zone surrounding the port is necessary. So reinforcements to a port can arrive by sea, even if the surrounding land zone is held by the enemy. (Or escapes to sea, for that matter, can be made.)

No more lords may board a ship than its capacity, 3 or 5. Relics do not count against a ship's capacity.

Lords and relics may only disembark from a ship into an adjacent port. If the port is neutral or hostile, such disembarkation may only happen during combat move. The system treats such a move as a naval invasion, even if the target is an undefended village. However, “combat” is resolved instantly in the case of an undefended village – no dice are rolled and no risk of battle death is assumed.

A ship is tied to the lord who owns it. If he's killed, the ship is removed from play. If he's ransomed for the ship, it changes to the ransoming player's color.

Each ship has a 5% chance of mutinying each turn, which removes it from play.

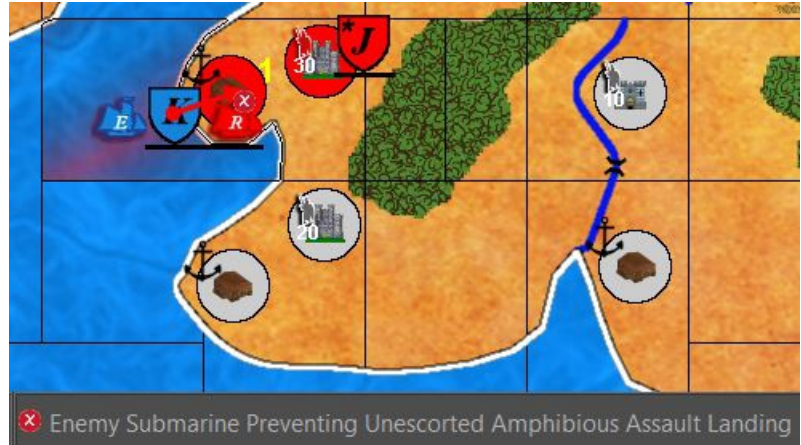


### **Blockades**

Ships do have one quasi-military role. An enemy ship in the sea zone adjacent to the target port prevents a naval invasion.

Here you see the Eagle carrying Kulfras into a naval invasion of Tun. Red's ship the Raven blockades the port, so Kulfras cannot land.

In other words less appropriate to the medieval-fantasy setting, “Enemy Submarine Preventing Unescorted Amphibious Assault Landing.”



### **Lords lost at sea**

Sea warfare is unknown in the realm. Ships are leaky, rat-infested death traps, only used for short jaunts to move armies into position. So lords may not stay aboard ships between turns – they must board, move, and disembark on the same turn.

Lords left on ships at the end of noncombat will be deemed lost at sea and removed from play.




### **THE RELICS & VICTORY CONDITIONS**

The three relics are placed in random neutral forts at the beginning of the game. One is always placed in Thunnerbarrow, one in Torrenthall, and the third in a random town.

To acquire a relic, a player must capture the fort where it resides, or gain the fort through grant of a title or office. In the latter case, relics may not move on the turn they're acquired.

Once a relic is in play, it acts as an independent unit, complete with movement and combat capability. We imagine that's because each relic has its fanatical corps of protectors with it wherever it goes. Like lords, the relics have soldiers which follow their movement. (Neutral relics do not have soldiers.)

Relics may be captured from one player to another in combat. Each also bears a special characteristic.

| Unit   | Move | Strength | Special   |
|--|------|----------|---|
| Ring of the Nibelungen  | 3    | 4        | The power of command. Generates an additional 7 PUs per turn for whichever side controls it.                        |
| Rod of Merlin           | 4    | 4        | Swiftiness in action. Confers an extra movement point on lords and relics which start their move in the same space. |
| Sword of Damocles       | 3    | 10       | Strength in battle. Adds 10 soldiers to the army it's with, which is more powerful than most lords.                 |



Once a player has all three relics in his faction, he must move them all to one of the five sacred groves on the board. He wins if he ends the his turn with all three relics, at least one great lord, and at least one lord with a druid in a sacred grove.

#### **Anointing lesser lords**

In the event none of the five great lords is in play, a lesser lord may be anointed so long as the other conditions are met. However, if one great lord remains in play *on either side*, this cannot happen.

#### **Relics and sea travel**

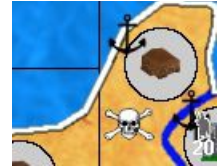
Relics travel by ship, like lords. And like lords, they may not be left aboard after noncombat. However, instead of being removed from play, a relic left at sea will be returned to a neutral state and be placed at the site at which it began on the first turn.

Such a relic may end up in a site controlled by a faction, and will be taken over by that faction after that faction's next combat phase.

## PLAGUE

The plague still ravages the land and will, the druids say, till the new king is anointed.

At the start of the game, five land zones and the sites in them, determined randomly, are infected. The plague spreads organically after each round, infecting new areas and leaving old ones. Infected land zones display the death's head. *Sites within the land zone are also deemed infected.*



Territories with ports are particularly vulnerable. The plague tends to spread along coasts and along, but not over, rivers. It tends to cross rivers at river crossings, just like the people and rats that carry it.

Sometimes the plague will jump the sea to a distant port.

Any lord who ends the noncombat movement phase in a plague-infected land zone or any of the sites in it has a chance of dying, greatly reduced for lords who have druids in their houses. A lord with no druid is killed 1 time in 4; the odds for a lord with a druid are 1 in 10.

Assuming he survives, a lord's druid will remove the plague from the territory he occupies at the end of the player's turn.

Should the plague be eradicated from the board, it has a chance of coming back each turn.

Since royal summonses happen last in the turn, *a lord is not immediately susceptible to the plague if he's called to an infected territory.* He has the chance on the following turn to move out. Plague-death checks are only made immediately after noncombat movement.

## **ASSET REMOVAL/REPLACEMENT**

There are a total of 82 assets in the game:

- 15 lords
- 5 druids
- 5 purchasable ships
- 2 office-granted ships
- 15 titles
- 10 lesser lordships
- 10 offices
- 10 sworn troops (2 each of 5 types)
- 10 mercenaries (2 each of 5 types)

Taking out the lords, and the 5 titles and 10 lesser lordships they get automatically, we are left with 52 assets available to players for purchase.

Assets, once placed with a lord, are nontransferable while that lord lives – unless they are used for ransom. When a lord dies, his assets are removed.

Assets removed from play may reenter the game. At the beginning of each player's turn following the turn on which they're lost, there's a chance – 1 in 10 for most assets – of becoming available for purchase again. Some more-powerful assets have a lesser chance. Mercenaries return to play 1 chance in 5.

### **Noble heirs**

Sometimes, after a lord has been killed, his heir will reenter play like other assets. The heir is identical in characteristics to his predecessor.

Most lords have a 1 in 10 chance of reentering the game in this way. Those noted in the tool tips to have large families (Gregoran and Kulfras) have a 1 in 6 chance. Those with small families (Durn and Lannassey) have a 1 in 14.

### **Mercenaries go home**

From time to time, different mercenary groups leave lords' service. This occurs before the player's recruitment phase, and players are notified via a pop-up message.

When a mercenary group is affected, only one instance is removed if both are in play; however, it is possible that both units are affected, in which case the player will see two pop-up messages.

Mercenaries have a 1 in 4 chance of going home on any turn after the one on which they're placed.

### **Mutiny**

When ships are in your faction, there's 5% chance each round each will mutiny. Mutiny removes the ship from play immediately.



This occurs just before recruitment on a player's turn. A pop-up message informs the player of the mutiny.

## SUMMONS TABLES


Each lordship, title, office, or druid a lord has in his house gives him a chance of a royal summons at the end of the turn. If he should receive more than one on a turn, only the last received applies.

Generally, the more powerful the asset, the greater the odds of a summons. Similarly, the more assets a lord possesses, the greater his overall chance of getting a summons.




Lordships and titles which confer a single fort have a 5% chance of generating a summons to that fort each turn. Those with two have a lesser chance for each fort, but the odds are cumulative to a nearly 7% chance overall. All one- and two-fort titles and lordships follow this pattern. For example:








| Asset   |   | Chance of summons to...        | Overall |
|---|---|--------------------------------|---------|
|  <i>Duke of Carrowrock</i> | <i>Strength: 8</i><br><i>Carrowrock (C-5)</i>                   | Carrowrock: 5%                 | 5%      |
|  <i>Lord of Shoarstone</i> | <i>Strength: 4</i><br><i>Shoarstone (D-3), Blackborne (B-4)</i> | Shoarstone: 4%; Blackborne: 3% | 6.88%   |

Lannassey is the only lord whose native title comes with three forts. As a result, he has the greatest overall chance of a summons:



| Asset   |  | Chance of summons to...                     | Overall |
|---|--|---|---------|
|  <i>Earl of Swinth</i> | <i>Strength: 20. Swinth (E-2), Forrestowe (E-3), Fallowstone (E-2)</i> | Swinth: 4%; Fallowstone: 3%; Forrestowe: 3% | 9.67%   |

Offices carry a higher chance of summons, which can send a lord to places not listed on the office image. The overall chances of summons are higher than with lordships and titles.

| Office  |  | Chance of summons to...   | Overall |
|---|--|---|---------|
|  <i>Admiral of the Ports</i>     | <i>Strength: 10</i><br><i>The Falcon (6/3), the Condor (4/5)</i> | Belport: 3%; Cranbay: 3%; Cottonport: 3%; Griggsport: 3%; Lizzel: 4%; Tun: 4%; Zork: 3% | 18.41%  |
|  <i>Constable of Th'Barrow</i>   | <i>Strength: 20</i><br><i>Thunnerbarrow (E-3)</i>                | Bertshill: 5%; Thunnerbarrow: 10%   | 14.5%   |
|  <i>Constable of Torrenthall</i> | <i>Strength: 20</i><br><i>Torrenthall (D-7)</i>                  | Torrenthall: 14%  | 14%     |

| Office   |  | Chance of summons to...   | Overall |
|--|--|---|---------|
|  <i>Marshall of the Realm</i> | <i>Strength: 20</i><br><i>Islkenrock (C-7), Plinia (B-2)</i> | Bertshill: 3%; Felmer: 3%; Ilskenrock: 4%; Moser: 3%; Plinia: 4%; Summerton: 3%; Zork: 3% | 18.41%  |
|  <i>Warden of Buria</i>       | <i>Strength: 10</i>  | Gurryton: 5%; Hallowhead: 5%  | 9.75%   |
|  <i>Warden of Urland</i>      | <i>Strength: 10</i>  | Zork: 7%  | 7%      |
|  <i>Warden of the East</i>    | <i>Strength: 10</i><br><i>Valmoc (B-5)</i>                   | Hallu: 5%; Valmoc: 5%   | 9.75%   |
|  <i>Warden of the North</i>   | <i>Strength: 10</i><br><i>Windstone (A-4)</i>                | Culne-by-Sea: 5%; Windstone: 5%   | 9.75%   |
|  <i>Warden of the South</i>   | <i>Strength: 10</i><br><i>Barleystowe (D-3)</i>              | Barleystowe: 5%; Perdal: 5%   | 9.75%   |
|  <i>Warden of the West</i>  | <i>Strength: 10</i><br><i>Casterock (B-2)</i>                | Casterock: 5%; Plud: 5%   | 9.75%   |

Lastly, druids with no strength rating (Cargill, Darach, and Myrddin) have a 5% chance of being summoned to their home groves. Those with soldiers (Aillig and Bothain) have a 7%. For example:

| Druid   |   | Strength rating | Overall |
|---|---|-----------------|---------|
|  <i>Aillig</i> | <i>Strength: 6</i><br><i>Home grove: Greenlot (D-2)</i> | 6               | 7%      |
|  <i>Darach</i> | <i>Home grove: Telly (B-4)</i>                          | N/A             | 5%      |

**MAP COORDINATES INDEX**

| Site         | Coordinates | Site          | Coordinates |
|--------------|-------------|---------------|-------------|
| Arthurstone  | B-7         | Hallu         | D-4         |
| Ashby        | D-6         | Ilksenrock    | C-7         |
| Barleystowe  | D-3         | Jonton        | A-5         |
| Bearbay      | D-1         | Kannelstowe   | E-7         |
| Bearsrock    | D-1         | Karkon        | D-6         |
| Belport      | C-8         | Kelnerpoint   | A-5         |
| Bertshill    | E-3         | Kirchin       | C-8         |
| Blackborne   | B-4         | Krunigston    | C-8         |
| Bol          | C-7         | Lizzel        | C-1         |
| Callascastle | C-3         | Maidenhorn    | E-6         |
| Canate       | B-2         | Meath         | A-1         |
| Carrowrock   | C-5         | Mercia        | A-3         |
| Casterock    | B-2         | Mrinton       | C-4         |
| Cesston      | D-2         | Nespic        | B-8         |
| Cliffon      | C-7         | Perdal        | E-2         |
| Coober       | B-3         | Plinia        | B-2         |
| Cottonport   | A-4         | Plud          | B-1         |
| Cralak       | C-2         | Ravenstone    | A-2         |
| Cranbay      | C-4         | Rockcliff     | C-6         |
| Culne-by-Sea | A-4         | Sallow        | D-7         |
| Canate       | B-2         | Shoarstone    | D-3         |
| Moser        | E-7         | Subblerock    | D-2         |
| Eastbale     | B-5         | Sullyport     | E-5         |
| Eastport     | B-5         | Summerton     | C-4         |
| Fairhope     | B-2         | Swinth        | E-2         |
| Fallowstone  | E-2         | Telly         | B-4         |
| Felmer       | D-2         | Tun           | D-5         |
| Fennelstone  | A-8         | Thunnerbarrow | E-3         |
| Fisherrock   | C-8         | Thweln        | C-3         |
| Forrestowe   | E-3         | Torquelstone  | B-2         |
| Fweldon      | E-1         | Torrenthall   | D-7         |
| Gilcrete     | A-1         | Tunnerborg    | D-4         |
| Gilmy        | B-7         | Valmoc        | B-5         |
| Greenlot     | D-2         | Walder        | C-8         |
| Griggspport  | D-4         | Westally      | D-5, 6ish   |
| Gunnerstowe  | C-7         | Windstone     | A-4         |
| Gurryton     | E-6         | Zork          | A-7         |
| Hallowhead   | B-7         |               |             |

The board has convenient, if not quite regular, coordinate labels on the sides. Use this handy index to find the site you're after.

The names of sites only appear in the info bar at the bottom of the screen when you mouse over them.

**Tool tips** in the production window will give the coordinates of the sites involved with the title, office, druid, or ship.