

Maces And Talons

The Game Consists of:

- 16 Hunters
- 2 King
- 2 Longship (Covering 2 Squares)
- 2 Kingships (Covering 1 Square)
- 2 Maces
- 1 Traitor
- 1 Accomplice
- 1 Dragon

Goal Of the game:

The player's goal is to hit the opponent's king's head with a mace.

Mechanics

Hunters:

-All Hunters only move along a row or a column like the rook in chess. So, an indefinite number of free non water squares can be crossed

-A hunter can only travel a water square if a ship is placed there.

-Each move has to end on a free square

-The first move is always carried out by the Vikings

-Zugzwang reigns, that means you are forced to carry out a move on each turn

The King

-The King moves only on square at a time in all 8 directions.

-The king can only travel water on the kingship.

Ships

-At the Beginning of the game, first the viking then the marauder, place their ships on choosen squares.

-A player may take a turn to move one of his ships to another location.

Capuring

-Opposing Hunters can be caputed by trapping or sandwiching one of the hunters with two own pieces.

-If a hunter moves inbetween two oppsing hunters this does not count as a caputer

Special Pieces

-A special Piece is obtained by trapping it with the King and a Hunter. After The Trap The Hunter leaves the Board.

- The Dragon:
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- The Traitor:
 - The Traitor Moves like a Hunter
 - When the Opponent tries to move on of their hunters, the player owining the Traitor AND accomplice can reveal both. By replacing that Hunter with the Traitor Piece. And a choosen other Hunter with the accomplice.
- The accomplice:
 - Works just like a Hunter
 - Can be revealed together with the Traitor

The Mace:

-The mace can be picked up by a hunter

-Is a hunter with a Mace captuerd the mace stays on this field and can be picked up by both sides.