

B a r o n y





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Terminology

Aggressor – A Serf who enters a triangle occupied by another Serf

Baron – A player

Barony – The triangular shaped attachments which are placed around the Kingdom.

Barricaded – Any serf who has occupied one of the three corner's of an enemy barony for 3 consecutive turns.

Bump – When two Serfs enter the same triangle and one Serf is moved out of that triangle by the other.

The Caste – The individual classes which make up the Kingdom's social structure.

Defender – A Serf who is in a triangle that another Serf attempts to occupy.

Fief – The 9 Serfs who take part in a game.

Fiefdom – All of the Serfs who serve a Baron.

Kill – When a Serf is bumped in a direction which forces the Serf from the Kingdom.

The Kingdom – All of the baronies which make up the playing surface.

Move – A Serfs movement rating.

Point - One of three corners of a barony.

Rank – A Serfs power in the Kingdom when dealing with other Serfs.

Serf – A character hired by a Baron to serve the Baron's Barony.

Special Maneuvers – An special ability which can be purchased by Serfs.

Treasury - A Baron's total gold stash.

Vocation – A Serfs occupation.

The Game

Barony is a board game based on the classic strategy game of chess. Each player begins with an allotted sum of gold to hire Serfs who will fight for the player. Each player uses these Serfs to try and conquer other Baronies, increase the players treasury, and secure more power in the Kingdom.

What is Needed

Nine playing-pieces per team (miniatures/markers/chips)

Triangle-shaped board attachments – Baronies

One hexagonal marker – Market

Two 6-sided dice

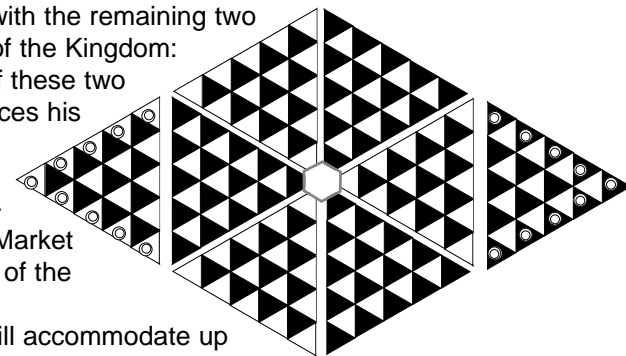
*All listed items are included and require some assembly.

Playing - Pieces

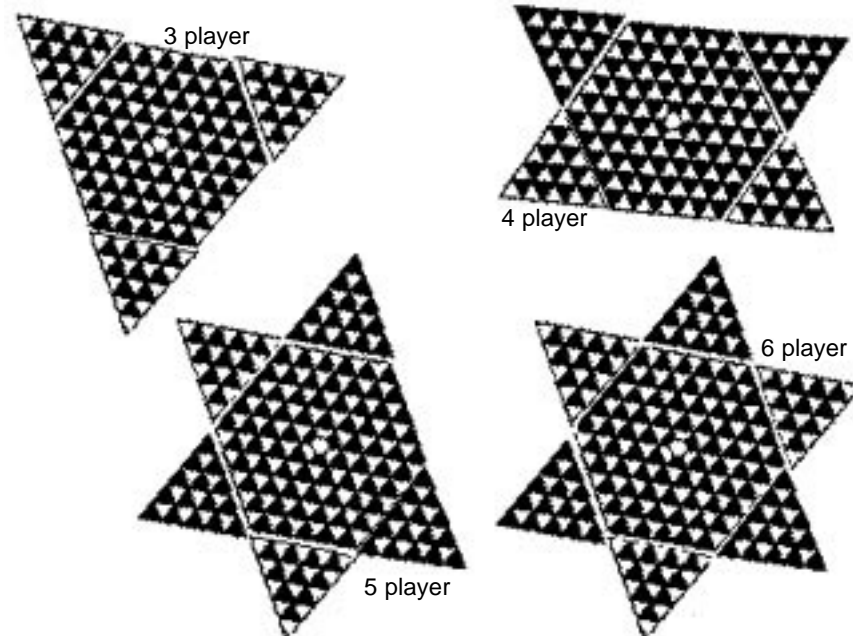
Throughout our testplaying we've discovered that miniatures work the best in representing playing pieces. We also found that if you colorize and/or number your teams and players play progresses much easier with regards to determining which pieces are which.

Game Setup

In Barony, the game board is made up of equilateral triangles which are, in turn, composed of triangles. In a classic two-player game of Barony each player controls one barony and his objective is to take over the barony of his opponent. The standard board setup places six baronies in a hexagon shape with the remaining two baronies at opposite ends of the Kingdom: each player chooses one of these two remaining baronies and places his game-pieces accordingly. (When arranging the baronies be sure that the triangles alternate colors.) The Market is placed at the very center of the Kingdom.



This board setup will accommodate up to six players if you add more baronies. To add a player simply place an additional barony along the outer edge of the six centralized baronies. We've found that it works best if each player has an opponent directly across the Kingdom from his barony.



Classic barony board variations for multiple players.

The Fiefdom

Each player begins the game with 15,000 gold which can be used to purchase Serfs who then become part of that player's Fiefdom. Each player must have at least 9 Serfs in his Fiefdom to compete in a game; however, each player cannot have more than 15 Serfs in his Fiefdom at any given time. You may drop a Serf from your Fiefdom at any time by simply removing the Serf from your Fiefdom Roster, or during a game you may sell a Serf to the Market.

The Fief

A Fief is a team of nine Serfs that serve a Baron during a game. Your Fief can be made up of any combination of Serfs who are in the service of your Fiefdom. You may substitute Serfs from your Fiefdom for those in your current Fief any time prior to a game. You cannot substitute Serfs or enter new Serfs into a game in progress except through the use of special maneuvers.

The Fiefdom Roster

At the back of this book are Fiefdom Rosters. Use these rosters to record information about the Serfs who are currently in your servitude. The Roster has spaces which allow you to keep track of statistics like Rank, Move and Kills. Other statistics like Confrontations, Bumps, and Money Earned are optional, however we've found that these statistics help to enhance tournament play.



The Serf

A Serf is a servant of your Barony. A team of 9 Serfs are used to compete in a game. This team of 9 Serfs is called a Fief. Each Serf must have both a Caste and a Vocation which you must pay for (see below). Each Serf also has its own set of statistics that you will want to keep track of on your Fiefdom Roster. The three main statistics a Serf has are Rank, Kills, and Move.

Rank is the power that your Serf has when he deals with other Serfs in the Kingdom. The higher the Rank of the Serf, the more likely the Serf will win a confrontation.

Kills are the total number of times that the Serf has removed another Serf from the playing area by a bump or assassination.

Move is the movement factor of the Serf. This is the # of triangles the Serf can move in one turn.

The Caste

Below are the different Castes which your Serfs may be. Each caste has a one time salary that must be paid in order to place the Serf under the service of your Barony.

Class	Salary	Rank (min/ max)	Move	Notes (Restriction & Bonuses)
Peasants	500	1 / 2	x1	• Can be any vocation • Retreat
Guildsman	1,000	1 / 3	x1	•Cannot be a Pointer •Make Weapon
Thief	1,500	1 / 3	x1	•Cannot be a Sider •Pick Pockets
Soldier	2,000	1 / 4	x1	•Cannot be a Jumper •Throw or Archery
Priest	3,500	2 / 5	x1	•Can only be a Sider •Bless
Wizard	8,000	1 / 6	x1	•Can only be a Pointer •Spellcasting
Knight	10,000	3 / 6	x2	•Cannot be a Jumper •Tactical Maneuver
Noble	12,000	2 / 7	x1	•Can only be a Pointer •Bless\$

\$A Noble begins each game with a number Blessings equal to its current Rank. This works just like the Priest special maneuver Bless except that the Blessing only works on the Noble and it is automatically active without the Noble having to spend a turn to activate it. Effectively a Noble must be killed a number times equal to its Rank or it must be assassinated to be removed from the game.

Caste Restrictions

You may never have more than 2 Nobles, 3 Knights, 3 Wizards, or 3 Priests in your Fief at the start of any game. These maximums can be exceeded during the course of play through the use of special maneuvers or other methods.

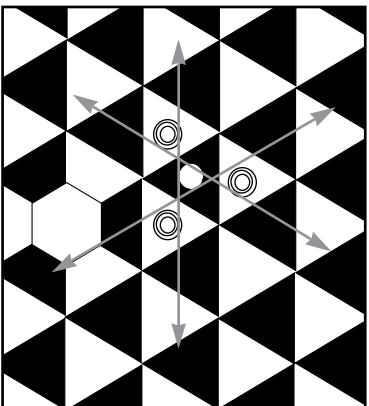
The Vocations

Each Serf that you hire can have only one vocation, and that vocation cannot change once it is decided upon (Some Serfs are restricted in which vocations they can pursue). It costs 500 gold to train a Serf in any of the following three vocations.

(Movement - The circle represents the piece in question, the circles with double lines denote the possible moves when the piece moves only one triangle. The lines indicate the general direction that any movement progresses and the direction a bumped piece will move. Bump - shows examples of where a Serf may be bumped. D - represents a defending Serf who has lost a confrontation)

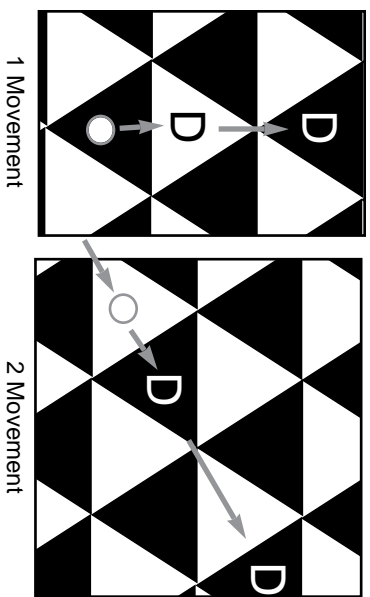
Vocation	Cost	Movement
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Siders	500	Any adjacent triangle who's side touches the Serfs current triangle.
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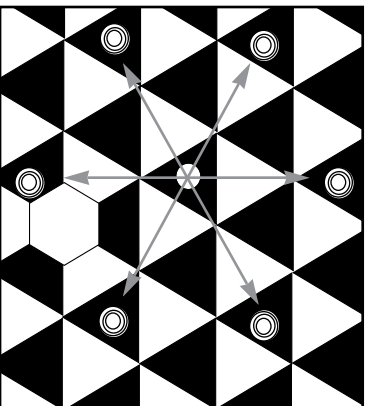
Movement

Bumping
Even though the sider only moves through sides, a Serf bumped by a sider can be bumped through a point.



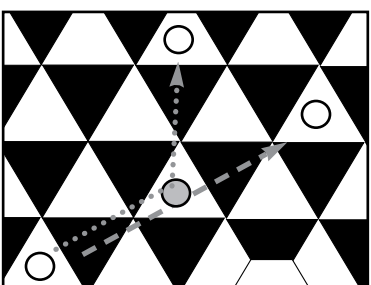
Jumpers	500	
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Through any point into any side of a triangle of the same color, or through a side into any point of a triangle of the same color.



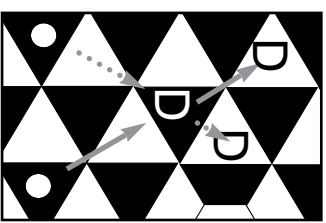
Movement

If a triangle between the starting and ending triangle is occupied by a Serf, no confrontation occurs; the Serf jumps over that triangle. If the Jumper wishes to change the direction of its movement, however, the triangle that the change occurs in is not jumped over and a confrontation will occur if the triangle is occupied by another Serf.



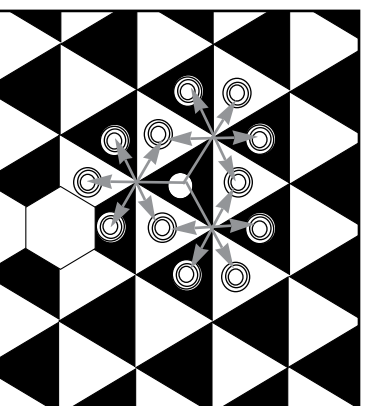
Confrontation occurs at ● Confrontation does not occur at ●

Bumping



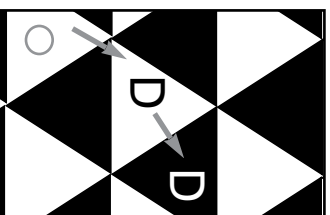
Pointers	500	
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Through a point into the point of any other triangle which has a point touching the Pointer's triangle.

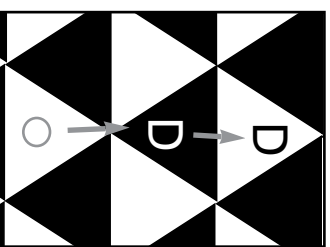
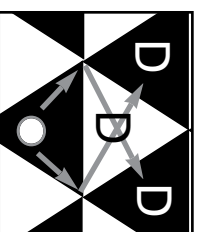


Movement

Bumping
Since the Pointer is in a constant state of direction change it will only bump a Defender 1 triangle at most.



When a pointer enters another triangle from this vantage point he has the choice of which direction to bump the defender.



Playing the Game

- 1) Each player must have a Fief composed of exactly 9 Serfs.
- 2) Roll a six-sided dice (d6) and the highest number goes first; Play progresses clockwise.
- 3) Each player takes turns activating any one of his Serfs once per turn, making sure that all restrictions are being abided by..
- 4) Play continues until one player wins.

The Turn

A turn can consist of any or all three of these events: Movement, Confrontation, and Special Maneuver. Special maneuvers and movement can occur in any order; Confrontations, normally happen after movement. If a confrontation occurs then the active Serf's movement for that turn is finished, unless the confrontation occurred because of the use of a special maneuver. Also, if a confrontation results in a bump which causes successive confrontations, the turn does not end until each successive confrontation is resolved.

A player's turn starts when he activates a Serf. Activating a Serf constitutes taking any sort of action with that Serf. From that point on only the active Serf may take any actions, and when that Serf is finished the player's turn ends. Any Serf can become the active Serf unless special circumstances deem otherwise, also the same Serf can be active for as many consecutive turns as the player wishes.

The Confrontation

Any time a Serf enters a triangle occupied by any other Serf (including one from the same fief), that Serf's movement is finished for the rest of the turn and a Confrontation occurs (any unused movement is forfeit unless the confrontation was caused by a special maneuver). The Serf that enters the triangle is called the Aggressor and the other Serf is called the Defender.

When a confrontation occurs both the Aggressor and the Defender roll $2d6 + \text{Rank} + \text{any Bonuses}^*$:

- 1) If the Aggressor's total is greater than the Defender's then
 - a) The Aggressor occupies the triangle
 - b) The Defender is bumped.
- 2) If the Defender's total is greater than the Aggressor's then
 - a) The Defender remains in the triangle
 - b) The Aggressor is bumped.
- 3) If the Aggressor and Defender's totals are equal then
 - a) The Defender remains in the triangle
 - b) The Aggressor is bumped.

Any player may voluntarily lose a confrontation without resorting to a roll of the dice. The player need only declare that he chooses to lose.

*Bonuses could be the result of using weapons, spells, special maneuvers and other such items.

Bumping

When a confrontation results in a Bump one of a two events will occur.

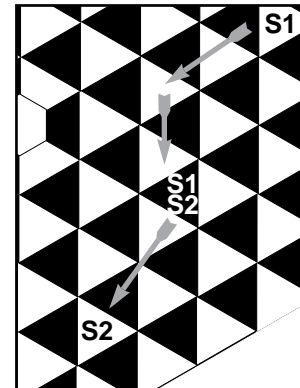
The Defender is bumped:

- 1) The Defender is moved in a straight line in the direction that the Aggressor was moving prior to the confrontation.
- 2) The Defender is bumped a number of triangles equal to the total number of triangles that the Aggressor travelled to get to the defender after its last change of direction.

The Aggressor is bumped:

- 1) The Aggressor is moved one triangle away from the Defender in a direction chosen by the Defender.

Whenever a Serf is bumped that Serf passes through each triangle it encounters regardless of what its normal movement restrictions are. In this example Sider2 is bumped by Sider1 after Sider1 has moved 7 triangles with a direction change after moving 4 triangles. As a result, Sider2 is bumped 3 triangles (number of triangles after any direction changes.) Note that Sider2 is not moved in accordance with the normal movement restrictions of a Sider.



Forced Confrontations

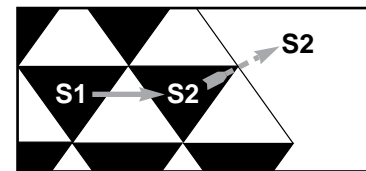
If a Serf is bumped in a direction which causes him to pass through a triangle occupied by another Serf then all movement is stopped and a new confrontation occurs with the bumped Serf as the Aggressor. This is called a 'FORCED' confrontation. Thus, a bump could cause numerous other confrontations and bumps all in the same turn. If a confrontation is forced then the Aggressor may not use any special maneuvers requiring that it be the Aggressor, because it did not voluntarily enter the confrontation.

Killing

If a Serf is bumped in a direction which forces it out of the Kingdom, then that Serf is removed from the game. This is called a 'KILL'. A Baron may not move his own Serf off of the board voluntarily, but he may bump it with one of his own Serfs and cause a kill.

In this example Sider1 moves 2 triangles and confronts Sider2. Sider1 wins the confrontation bumping Sider2 two triangles away. This forces Sider 2 out of the Kingdom and Sider 1 scores a kill.

During the course of the game if you lose more than seven Serfs you have three turns to bring your total number of Serfs up to at least three. If you cannot do this then you lose the game.

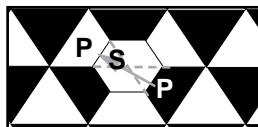


The Market

The Market is the small hexagon piece included with this game. Only one Serf may be in the Market at any given time and if another Serf attempts to enter the Market while it is occupied a confrontation occurs.

A Serf may only enter the Market voluntarily, thus it cannot be bumped into the Market. To enter the Market the Serf must first land on a space that directly touches the Market at which time the Serf may use its next move to enter. Exiting the Market requires your first movement to be onto one of the triangles that borders the Market.

For the sake of determining ranges and movement, the spaces which border the Market are considered triangles. A Serf wishing to pass over the Market and continue on with its normal movement does not confront a Serf who is in market nor does the market space count against its movement. In the illustration to the right a Pointer wishes to move past the Market into the space across from the Market (the two triangles points touch at the center of the Market). The Pointer moves through without confrontation because it chose not to enter the Market.



A Serf who is in the Market may perform various tasks. It may purchase and sell equipment, spells and special maneuvers, increase Rank and movement, or sell itself to the Market. When performing these tasks the Serf must meet any specified criteria and the Serf's Baron must be able to cover any monetary costs.

When selling items and spells back to the Market the Baron only receives half of the buying cost of the item. If a Serf opts to sell itself to the Market its Baron gains gold equal to the Serfs base cost x (current Rank - starting Rank) + the cost of any Special Maneuvers the Serf has. The Baron must then purchase a new Serf who takes the place of the sold Serf.

Trading Equipment

A Serf may trade any equipment or spells to any other Serf at anytime the two Serfs are at a range of 0. At that point any amount of items or spells may be traded by either Serf.

Purchasing a Serf

You may purchase a Serf for your Fiefdom at any time so long as you have the gold to do so and you do not have 15 or more Serfs in your Fiefdom. However, that serf may not enter a game unless it was purchased in the market.

Gaining Gold

There are several ways to gain gold during a game.

- 1) At the beginning of his turn a Baron receives 100 gold for each of his Serfs who occupies a corner of any other player's barony.
- 2) Having a Serf perform a special maneuver which results in gaining gold.
- 3) If a Serf kills a Serf from another Fief, the killer's Baron receives the killed Serf's Rank x 100 in gold.
- 4) A Baron receives 1000 gold per player for winning a game of Barony

Barricading

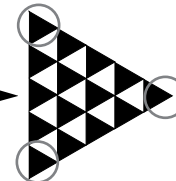
Any Serf who occupies one of the three points in your opponents barony for three consecutive turns becomes barricaded. This means that the Serf can no longer be moved or perform special maneuvers, and the Serf may no longer be bumped, killed or assassinated. A barricaded Serf remains barricaded for the remainder of the game.

During a multiple-player game a Serf can only barricade in its designated enemies Barony, no one else's. So, if your opponent is the guy across from you, your serf cannot barricade in the barony belonging to the opponent on the right.

Winning

There are two ways to win in Barony.

- 1) The first Baron to barricade all three points of his opponents Barony wins the game.
- 2) By reducing the number of your opponents Serfs below 3 for three consecutive turns.



Multiple - Players

If you are playing with 3 or more players then each player should be assigned exactly one opponent (normally the player who controls the Barony directly across the Kingdom.) The game ends if either A) a Baron barricades all three points of his enemies Barony or B) If all but 1 of the participating players has less than 3 Serfs under his control for 3 or more consecutive turns.

We found that it is often in a players best interest to form alliances early in the game to help get you on your feet and then do some backstabbing later in the game to take the win.

Gaining Rank

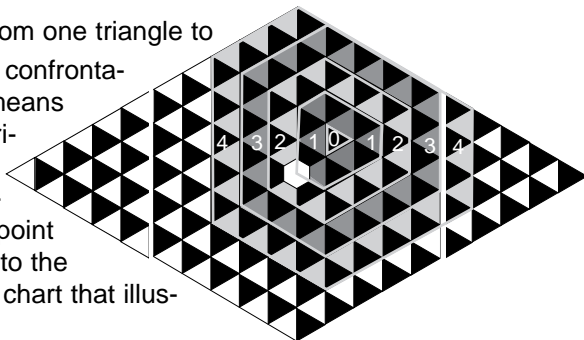
For every Current Rank x Next Rank kills that your Serf scores you may pay your Serf's current Rank x 1000 to increase its Rank by one. Thus, a Serf who has a Rank of 5 would require that it has accumulated 30 kills and pay a cost of 5,000 gold to increase its Rank to 6. Or a Serf with a Rank of 2 would require 6 total kills and 2,000 gold to increase its Rank to 3. Remember that the Serf must enter the Market to increase its Rank.

Gaining Movement

Each Serf begins with a base movement modifier based on its vocation. This modifier can be raised by buying more movement. It costs 10,000 gold x Current movement / Rank to increase the Serf's Movement by one factor. So, to raise a Rank 2 Serf's movement from x2 to x3 would cost 10,000 gold (20,000 / 2). The Serf must be in the Market to buy movement. (Regardless of rank, movement will never cost less than 10,000 gold.)

Range

Range is the distance from one triangle to another. The normal range for a confrontation to occur is 0. A range of 0 means that two Serfs are in the same triangle. Each increase in range covers the distance from any triangle to any triangle that has a point touching a triangle that belongs to the range below it. Shown here is a chart that illustrates how to calculate range.



Simple Game

If you wish to play a simple game of Barony and don't want the hassle of rules then use the team we've supplied below and disregard the use special maneuvers. Also, disallow rank and movement advancement and don't use the Market piece. This will provide you with a much simpler environment in which to play Barony.

Below is a pre-generated Fief that provides a well-rounded team that you can use to play a simple game of strategy, somewhat similar to chess.

- 1 Thief Pointer
- 1 Guildsman Sider
- 2 Soldier Siders
- 2 Peasant Pointers
- 3 Peasant Jumpers

Quick-Start Kit

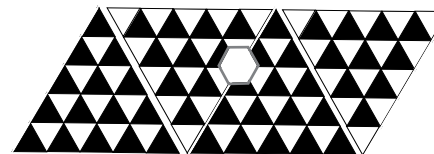
If you don't want to take the time to create a Fiefdom from scratch and you just want to jump into a game of Barony, use the Fief listed in the Simple Game and set your starting treasury to 1,500 gold. This team meets the starting quota of 15,000 gold and gives you a well rounded Fief.

Optional Board Setup

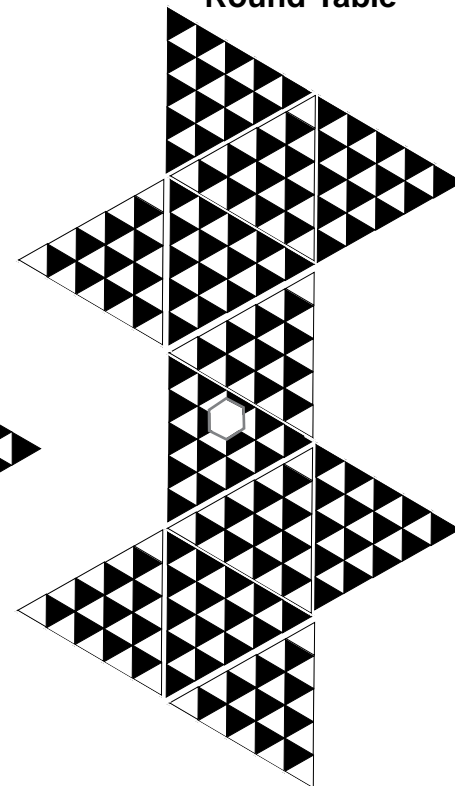
If you don't like the traditional board setup you can add more baronies to the game board. Additional baronies will allow you to create an endless number of scenarios and accommodate an infinite number of players.

You can arrange the board anyhow you see fit and start your Fief from any barony on the board. If you really wanted too, you could start your team at the center of the board; just be sure that your opponent knows which three points he needs to takeover in order to win. On the following page is some optional board setups and scenarios, feel free to expand on these or make your.

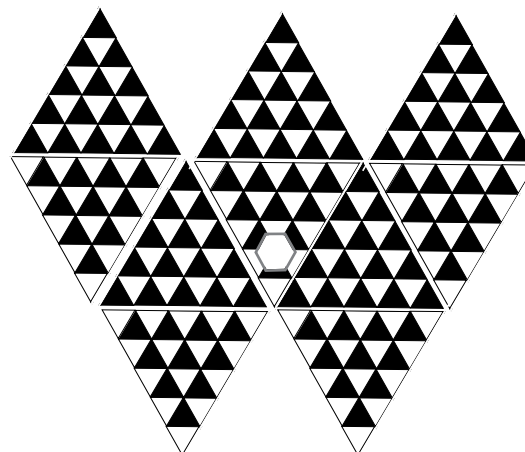
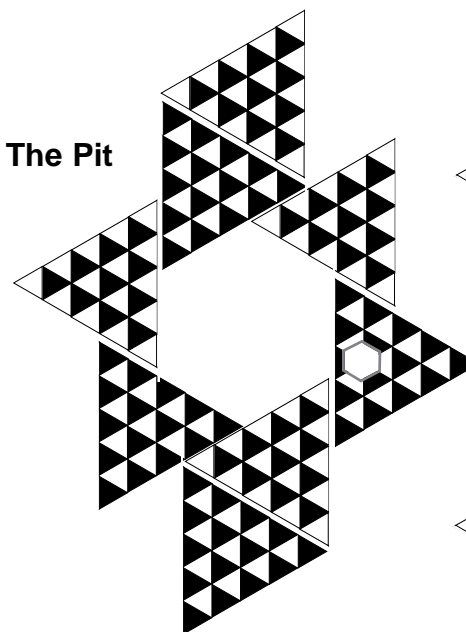
Joust



Knights of the Round Table



The Pit



King's Crown

Knights of the Round Table is a great 6 player team version of Barony. Two teams of 3 players choose one end of the Kingdom to defend. Each player occupies one of the baronies which protrudes from the center length of the Kingdom. The game ends when one team barricades their enemies barony which lies on the far end of the Kingdom.

Special Maneuvers

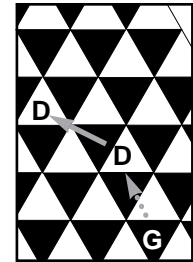
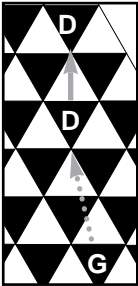

Serfs may purchase special maneuvers at the Market, but special maneuvers cannot be traded to other Serfs. Once a maneuver is purchased the Serf retains that maneuver permanently.

Name	Cost	Restrictions
Archery [§]	1,000	No Knights
Allows the Serf to confront any Serf who's movement takes it over the Archer's triangle (i.e. a Jumper). The two Serf's must make a confrontation roll with the Archer as the Aggressor and the Jumper as the Defender (the Jumper does not gain any weapon bonuses). If the Aggressor loses then the Defender continues with movement as normal. If the Defender loses then its movement is stopped and the Aggressor may bump the Defender up to a range of 1. This maneuver cannot be used while in the market.		

Assassinate	50,000	Thief/Noble
The Serf must be the Aggressor and declare its intent to assassinate and must be at a range of 0. The Serf must then win three successive confrontation rolls; All three rolls take place during the turn of the attempted assassination. On the first roll the Defender may not use weapon modifiers, but it may use them on the second and third rolls. If all three rolls are successful then the Defender is permanently killed and may no longer partake in <u>any</u> future Barony games; The Defender should be removed from its Barons roster. Also, any equipment the Defender had becomes the property of the assassin. If the assassin does not win all three rolls then he is bumped up to a Range equal to the Defenders Rank.		

Also, once an assassination has been declared any special maneuvers which would allow the Defender to remove itself from the space it occupies are null and void until after the assassination attempt has been resolved. (i.e. Retreat, Escort, etc.).

Bless	N/A	Priest Only
A Serf may bless himself or any other willing Serf. A blessing will prevent one kill or prevent permanent death in the result of an assassination. If a blessed Serf is killed it is placed back into play in a triangle of its home barony that is not occupied by another Serf (Killer's choice), and the killer doesn <u>not</u> score a kill or receive any gold. If a blessed Serf is assassinated the Serf is simply killed instead. Once a Serf has been saved by a blessing it must be re-blessed to be saved again. This move may be performed a number of times per game equal to the Rank of the Priest. The Priest must be at a range of 0 to bless a Serf other than himself.		

Build Catapult [§]	20,000	Guildsman Only
		This maneuver must announced first and then the Serf must remain in the same triangle for 5 successive turns. If the Guildsman leaves the triangle for any reason before the 5 turns are up then the catapult fails and he must start over. Once the 5 turns are up the Catapult is complete. If the Guildsman has the catapult he may only move 1 triangle per turn and the catapult remains with the Guildsman until it is destroyed. A Guildsman may destroy the catapult at any time just by announcing it, or if the Guildsman moves or is bumped more than 1 triangle. The catapult has a range equal to the Rank of the Guildsman and may be used once per turn.
		

When using the catapult the Guildsman and a target that is in range make a confrontation roll (no bonuses from weapons apply). If the Guildsman wins the confrontation then the Defender is bumped a number of triangles equal to its range from the catapult. Otherwise, nothing happens.

Call to Arms	30,000	Knight Only
A Knight may take a Serf from its Baron's fiefdom that has not taken part in the current game and bring it into the game. The Serf is plaed in any triangle of its home Barony that is not already occupied. This maneuver allows the Baron to have more than 9 Serfs on the game board at one time. This maneuver may be performed a number of time per game equal to the Rank of the Knight.		

Create Snare	2,000	Guildsman Only
This move must be announced first and then the Serf must remain in its triangle for 3 consecutive turns. If the Serf leaves the triangle for any reason before the three turns are up, the Guildsman must start over again. Once the three turns are up and the Serf must leave the triangle and a snare marker is placed in that triangle. The next Serf to enter the snare becomes trapped and cannot move from that triangle (unless it is bumped) for a number of turns equal to the Rank of the Guildsman who set the snare. The snare is removed after it has been used once.		

Duplicate Spell	20,000	Wizard Only
A Wizard may duplicate any spell he currently has at a cost equal to the spells normal cost divided by the Rank of the Wizard. Duplicated spells only receive 1/10 of their original price if they are sold at the market.		

Escort	15,000	Knight Only
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The escort must be within a range of 1 to perform this maneuver. If a Serf who serves the same Baron is the Defender in a confrontation with a Serf who serves a different Baron, then the escort may trade places with the Defender. Thus, the escort becomes the Defender in the confrontation. After the confrontation all Serfs remain in the triangles they end up in.

Make Weapon	1,000	Soldier/Guildsman
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The Serf must declare that it is making a weapon and then remain stationary for 3 turns. If the Serf leaves his triangle for any reason before the three turns are up, it must start over again.Upon completion the Serf has a weapon which allows itf to double its current Rank during the next confrontation only. The Serf cannot use any other weapons during the confrontation that this Weapon is used. This maneuver cannot be performed until the Serf has first left its Barony. Once it has left its Barony for the first time then it may use the move anytime, even in its own Barony.

Pick Pocket*§	1,000	Thief/Peasant
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The Serf must be the Aggressor to perform this maneuver and must be at a Range of 0. If the Aggressor wins a confrontation roll or the Defender wins by less than the Aggressors Rank then the Aggressor steals 100 x Rank in gold pieces (cannot steal more than the Defenders Baron has in his Treasury). The Defenders Baron must subtract this amount from his treasury. The Aggressors Baron adds the amount to his treasury. If the Aggressor won the confrontation then he returns to the triangle he occupied prior to this maneuver. If the Defender won by 1 more than the Aggressors Rank then the Defender bumps the Aggressor as per normal.

Recruitment	40,000	Noble only
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To perform this maneuver the Noble must successfully confront and bump a defending Serf who's Rank is equal to or less than that of the Noble. After this criteria has been met roll a 2d6 and if the number is equal to or greater than the bumped Serf's Rank that Serf comes under the control of the Noble's Baron until 1) the Serf is removed from the game, 2) the game ends or 3) the Serf is recruited by another Baron. This maneuver may be performed a number of times per game equal to the Noble's Rank.

*A recruited Serf may not be sold in the Market, however, any equipment may still be traded to other Serfs.

Resurrect	20,000	Priest only
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The Priest may use this maneuver to bring a Serf that was killed in this game back into play. Place the resurrected Serf into any triangle in its home Barony that is not occupied (You cannot bring back an assassinated Serf). This move may be performed a number of times equal to the Rank of the priest per game.

Retreat	1,000	No Knight
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The Serf must be the Defender and the Aggressor cannot be from the defenders Fief. Instead of making a confrontation roll the Serf chooses to lose. A bump occurs as normal with the contingency that the bump cannot directly result in a kill (i.e. the Aggressor could bump the Defender into another Serf who then kills the Serf, or the Serf could be bumped into a trap that causes the Serf to be killed; but, the Serf cannot be bumped of the board).

Set Trap	1,500	Thief Only
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The Serf must declare that it is setting a trap and then must remain in its triangle for 3 turns. If the Serf leaves the triangle before the three turns is up, it must start again. Once the three turns are up the thief must first leave the triangle at which time a marker is placed in the triangle to denote a trap. The next Serf to enter the trap is automatically bumped a number of triangle equal to the Rank of the Thief who set the trap in the direction that the Serf was moving when the trap was sprung. Remove the trap after it has been tripped.

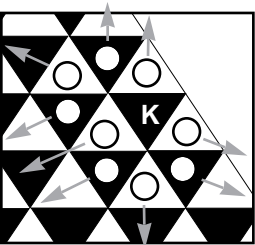
Steal*§	10,000	Thief Only
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This ability is the same as the Pick Pocket ability except that the thief must win the confrontation roll by the Defender's Rank or more. If this happens then the Thief may take any one weapon, armor or spell from the target. (Weapon bonuses do not apply during the confrontation roll).

Spellcasting§	N/A	Wizard Only
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This is the ability to cast spells and only Wizards can perform this maneuver. To cast a spell the Wizard needs to purchase a spell from the Market and then follow the rules governing the given spell. Once a spell has been cast it has been used and the Wizard must buy the spell again in order to cast.

Tactical Maneuver	N/A	Knight Only
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This maneuver allows a Serf to confront another Serf who is at a range of no greater than to 1. The tactician is considered the Aggressor and if he wins the Defender is bumped 1 triangle in a direction away from the Aggressors triangle (Aggressor's choice). If the Defender wins then neither the Aggressor or the Defender are bumped.

Throw	2,000	No Noble or Priest
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The Serf must be the Defender and must win a confrontation to use this maneuver. If this occurs the Defender may then opt to throw the Aggressor, bumping him up to a Range equal to 1/2 the number of triangles the attacker moved (after any direction changes) prior to the confrontation. The direction in which the throw occurs is up to the Defender, and the minimum Range is 1.

Taxation*§	1,500	Noble only
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The Noble must be the Aggressor and be of higher Rank than the Defender. After a successful confrontation, the Noble, instead of bumping the Defender and occupying the triangle, collects 200 x Rank in gold pieces from the defending Serfs Baron and then returns to the triangle that it occupied prior to confronting the Defender and its movement ends. If the defending Baron does not have at least 200 x Rank gold then he must subtract the remainder of his gold and the Taxor only gains that amount. If the Defender has no gold then a bump occurs as per normal encounter rules. If the Defender wins the confrontation then no gold is lost and the Aggressor is bumped as normal.

*** This maneuver does not constitute a Win for either involved party regardless of who wins the confrontation roll.**

§ Neither the Defender or the Aggressor may use weapon bonuses during the confrontation roll.

Weapons & Armor

Following is a list of weapons and armor that may be purchased at the Market along with their cost and effect.

WEAPONS	ITEM	COST	DESCRIPTION
	Dagger	1,000	+1 Rank
	Axe	4,000	+2 Rank
	Sword	8,000	+3 Rank
	Pike	12,000	+4 Rank

*Only one weapon may be used at a time during any confrontation. If a Serf uses the Make Weapon maneuver then no weapons may be used on the same confrontation that the maneuver affects.

ARMOR			
	Shield	10,000	-1 Triangle
	Leather	20,000	-2 Triangles
	Chain	40,000	-4 Triangles
	Plate	60,000	-6 Triangles

*Armor reduces the number of triangles that the Defender is bumped in the event that a confrontation is lost. The Defender can choose how many triangles less it is bumped up to the listed number. The number of triangles bumped can never be less than 1.

Spells

Following is a list of spells which can be purchased at the Market. Any Serf may purchase a spell, but only a Wizards may use them. Unless stated otherwise, the Wizard must win a confrontation roll against the target for the spell to take effect; the target may choose to lose if it wishes.

SPELL*	COST	TARGETS	RANGE
Armor	1,000	1	0

To cast this spell on another Serf requires that the caster be at a Range of 0. Upon casting, this spell will allow the user to reduce the number of tringles it is bumped by the Rank of the caster for the next confrontation that the Serf loses and is bumped.

Enchant Armor	8,000	1	0
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This spell allows the caster to temporarily increase the effectiveness of a Serf's armor. When cast the targets armor will prevent the wearer from being bumped up to the Caster's Rank in triangles plus granting whatever protection it normally has. This effect lasts for a number of Turns equal to the Caster's Rank.

For example, a Serf with Leather armor has Enchant Armor cast upon it by a Rank 4 Wizard. The effectiveness of the Armor is now -5 instead of the normal -1. Thus, the Defender can reduce the number of triangles it is bumped by up to 5 (minimum of 1).

Enchant Weapon	8,000	1	0
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This spell allows the caster to temporarily increase the effectiveness of a Serf's weapon for a number of turns equal to the caster's Rank. When cast one weapon of the targets will have it's effectiveness increased by the Caster's Rank in addition to its normal bonuses.

For example, a Serf with a dagger has Enchant Weapon casted upon it by a Rank 4 Wizard. Now the dagger is +5 instead of its normal +1.

Fireball	20,000	Up to Rank	Rank
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The caster may create a number of fireballs equal to his Rank. These fireballs be directed at any targets up to a Range equal to the Rank of the caster. The caster must make a confrontation roll for each target and if he wins the Defender is bumped a number of triangles equal to the Rank of the caster divided by the total number of fireballs the caster made. The Defender is bumped in the same direction the fireball was travelling from. (see Catapult)

For example, if a Rank 4 Wizard casts 2 Fireballs each fireball would have a range of 4 and a bump strength of 2. If a Defender lost the confrontation roll it would be bumped 2 triangles.

Lightning	15,000	Any in Path	Rank
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The caster may summon a single bolt of lightning which when cast will travel to a Range equal to the Casters Rank. For each triangle that the lightning travels through that is occupied by a Serf a confrontation occurs. The Caster is the Aggressor and if he wins the Defender is bumped a number of Triangles equal to the Caster's Rank - Total distance the lightning bolt has traveled thus far (minimum 1). If the Defender is bumped it travels in the same direction that the lightning is traveling. The lightning will continue on its present course until it reaches its maximum range regardless of whether the confrontation roll was won or lost. (A Serf may only be struck once by the same bolt of lightning).

For example, if a Rank 4 Wizard casts lightning at a Serf who is 2 triangles away. Another Serf is located on the same course at a Range of 4. The lightning passes through the first Serf's triangle and is successful; that Serf is bumped 2 triangles (Rank 4 - Range 2). Next the lightning continues its route and upon reaching its total Range of 4 it confronts the second Serf. The Aggressor wins and the defending Serf is bumped 1 Triangle (Rank 4 - Range 4 with a minimum of 1 triangle).

Magic Missile	10,000	1	Rank
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The Wizard may choose one target up to a Range equal to his Rank. Upon casting this spell the Wizard and the Defender make a confrontation roll. If the Wizard wins the Defender is bumped a number of triangles equal to the Wizards Rank in the direction that the Magic Missile was travelling.

Sleep	12,000	Any in Range	Rank
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Upon casting this spell the caster picks a number of targets equal to his Rank who are within a range up to his Rank. The Caster becomes the Aggressor and each target must make a confrontation roll. If the target loses he is affected by sleep and must remain in his current triangle for a number of turns equal to the Rank of the Caster. If an affected Defender is bumped from his triangle before the duration is up then the Defender is no longer affected by that instance of sleep and may move as normal. While under the influence of a sleep spell the Defender automatically loses any confrontation rolls.

Slow/Speed	6,000	1	1
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Slow - The target of this spell will have its movement reduced by the Rank of the caster for a number of turns equal to the Rank of the caster. Movement cannot be reduced to less than 1.

Speed - The target of this spell will have its movement increased by the Rank of the caster for a number of turns equal to the Rank of the caster.

Teleport	14,000	Self	0
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The caster may teleport himself in any direction up to a Range equal to his Rank. The triangle in which the caster appears cannot be occupied by another Serf.

***Weapon bonuses are not allowed for either the caster or victim in the confrontation roll.**

Fiefdom Roster

Name: Wins: Treasury:

Serf #	Rank: _____	Name: _____	Conf: _____
	Move: _____	Caste: _____	Bumps: _____
	\$ Earned: _____	Vocation: _____	Kills: _____
	Equipment: _____		
	Special Maneuvers: _____		

Serf #	Rank: _____	Name: _____	Conf: _____
	Move: _____	Caste: _____	Bumps: _____
	\$ Earned: _____	Vocation: _____	Kills: _____
	Equipment: _____		
	Special Maneuvers: _____		

Serf #	Rank: _____	Name: _____	Conf: _____
	Move: _____	Caste: _____	Bumps: _____
	\$ Earned: _____	Vocation: _____	Kills: _____
	Equipment: _____		
	Special Maneuvers: _____		

Serf #	Rank: _____	Name: _____	Conf: _____
	Move: _____	Caste: _____	Bumps: _____
	\$ Earned: _____	Vocation: _____	Kills: _____
	Equipment: _____		
	Special Maneuvers: _____		

Serf #	Rank: _____	Name: _____	Conf: _____
	Move: _____	Caste: _____	Bumps: _____
	\$ Earned: _____	Vocation: _____	Kills: _____
	Equipment: _____		
	Special Maneuvers: _____		

Fiefdom Roster

Name: Wins: Treasury:

Serf #	Rank: _____	Name: _____	Conf: _____
	Move: _____	Caste: _____	Bumps: _____
	\$ Earned: _____	Vocation: _____	Kills: _____
	Equipment: _____		
	Special Maneuvers: _____		

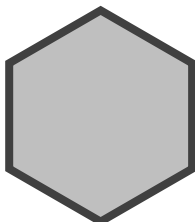
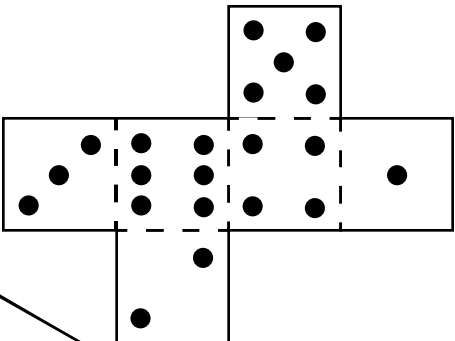
Serf #	Rank: _____	Name: _____	Conf: _____
	Move: _____	Caste: _____	Bumps: _____
	\$ Earned: _____	Vocation: _____	Kills: _____
	Equipment: _____		
	Special Maneuvers: _____		

Serf #	Rank: _____	Name: _____	Conf: _____
	Move: _____	Caste: _____	Bumps: _____
	\$ Earned: _____	Vocation: _____	Kills: _____
	Equipment: _____		
	Special Maneuvers: _____		

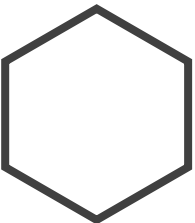
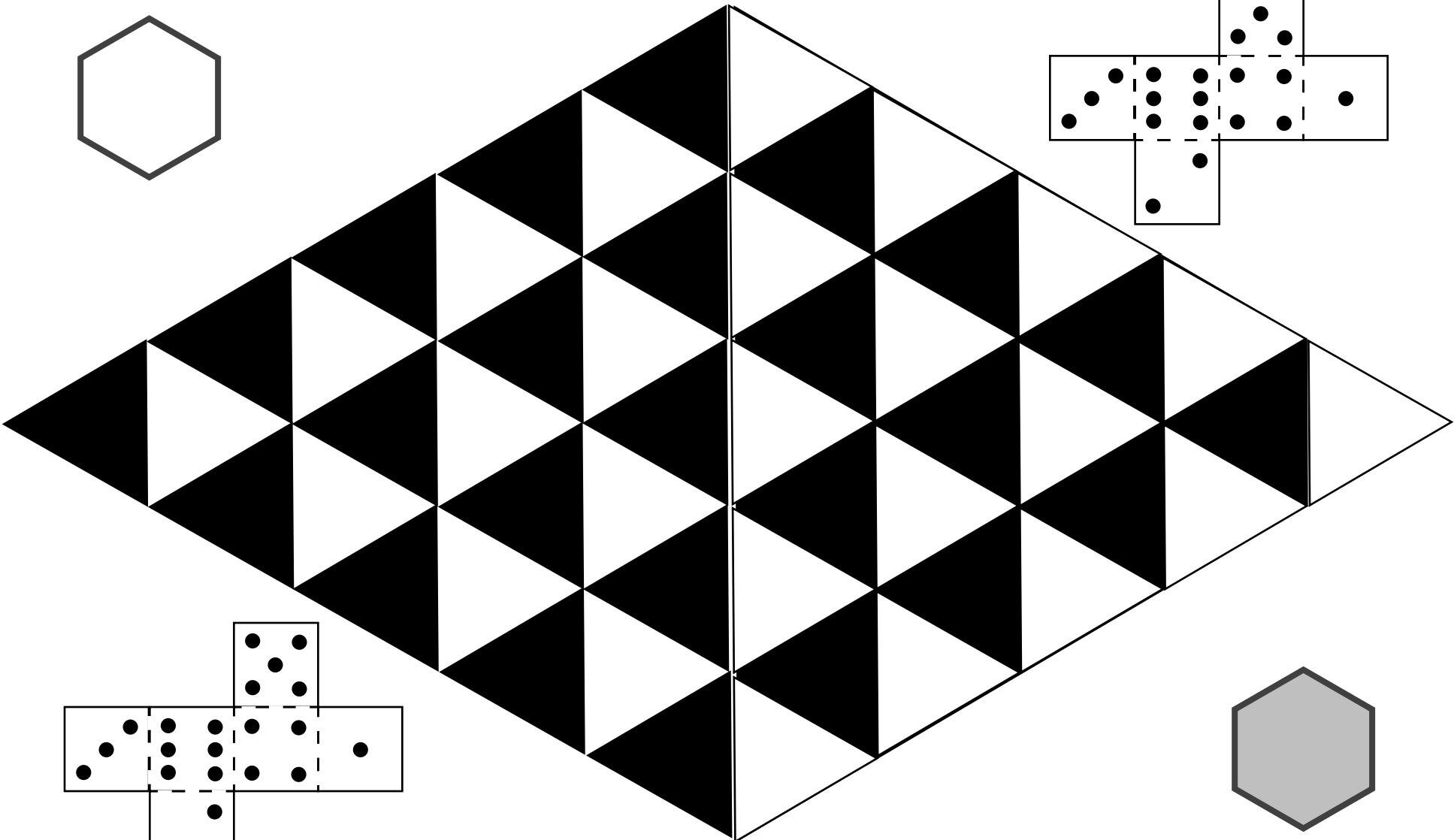
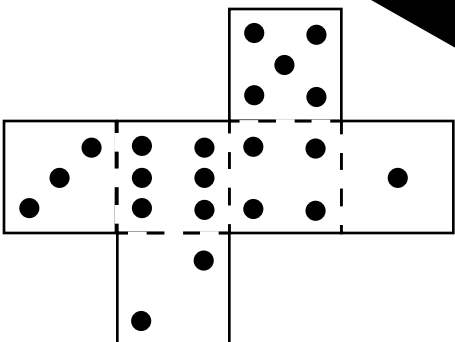
Serf #	Rank: _____	Name: _____	Conf: _____
	Move: _____	Caste: _____	Bumps: _____
	\$ Earned: _____	Vocation: _____	Kills: _____
	Equipment: _____		
	Special Maneuvers: _____		

Serf #	Rank: _____	Name: _____	Conf: _____
	Move: _____	Caste: _____	Bumps: _____
	\$ Earned: _____	Vocation: _____	Kills: _____
	Equipment: _____		
	Special Maneuvers: _____		

6	9	8	8	7	7	9	6	5	5	4	3	2	1
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6	9	8	8	7	7	9	6	5	5	4	3	2	1
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Turn Flow Chart

