

# Game of Realms



# DO NOT PRINT

# Game of Realms

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**\*Important\***

Due to the nature of this new system, it is not recommended to print this off. Changes and updates will happen regularly. Save paper and just use the digital version for now. This is a living document.

This is not the Medieval Chaos rulebook.

Special Thanks To

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Changes are coloured in purple

## The Game

The game itself is rather simple, over the course of a season the top ten realms compete to earn points. There will be many unique and different ways to earn points. The mission before Samhain all points will be tallied and the top two point holding realms will be announced. The leaders of the top two realms will decide if they will fight each other at darkest for first place, or if one realm will forfeit to the other. Only one realm will be declared the winner. The Kingdom games are for the most part completely in character (IC) There are two elements however that are not. All items pertaining to games are needed to make events run and allow people to have fun. They are therefore not to be tampered with or removed

(looted). The second is that some games have strange mechanics such as mass Revive, Heal, and Replenish which normally don't exist in the game. These are there to make the game more enjoyable or at least playable. It would be hard to find a healer who can bring back every fighter after every match. So, it is suggested you just let it slide and don't talk about on the field, just roll with it. We will endeavor to make it, so the games have IC reasons why things work but we can't accomplish this every time. If you have ideas how to make things more IC and more immersive, we as the staff would love to hear your ideas.

If a player or a Kingdom has broken the rules of the Kingdom games or in the view of staff have pushed the boundaries of the rules for the purpose of winning. Punishments may be given out which may include loss of all points for the day, loss of achievements and more severe punishments depending on the situation. The officials of the Games decisions will be final. If there is a conflict with the rules in this book and the official, the Officials judgement will be used.

## Claiming a Spot in the Games

The kingdom must meet the base requirements: 3 or more members of good attendance, a kingdom write up, a physical banner and then choose a location on the map. There are only ten spots in the games for the year. The kingdoms that placed in the top five spots from the previous year automatically earn a spot, so that leaves five spots open every year. If more than five wish to enter, a competition will take place. There are several privileges for being in the games. You are considered Royalty in the lands of Dagger Deep. Regardless of the games the three founding Kingdoms are always considered Royalty. Kingdoms in the games can also assign peasants in their kingdoms and level up their kingdom each month. Finally, at the end of the year Kingdoms in the games get to spend their points to buy purity seals, relics, artifacts and several other cool items.

If a Kingdom's total player attendance drops below an acceptable amount, usually less than ten a month, they will be removed from the games. If another kingdom wishes to join no challenge needs to be made and they will take the free spot. Any kingdom in last place can be challenged by any other kingdom that wishes to enter the games. To challenge the last place kingdom, the new kingdom must meet the requirements to be a kingdom. Upon making the challenge, the two kingdoms must determine with a game of realms staff member a day to meet, terms of the competition must be a mutual agreement before a competition can happen. After the duel the winner takes the last place spot retaining the points of the previous last place kingdom. **Kingdoms can only be challenged on a Kingdom day.**

## Character Allegiances

During the sign-in process players declare which player character (PC) they will be playing that day (even if they have an NPC shift) and which of the top ten kingdoms that character is allied with. Characters may only declare one kingdom allegiance per event. Any character not registered through the kingdom registry as noted below with one of the top ten kingdoms will be counted as an unaligned citizen of Dagger Deep and will be taxed as such. Any PC may declare themselves unaligned at any time.

## Kingdom Registry

The kingdom registry is a list of all Characters (PC's) who have allegiance with a specific kingdom or have decided to aid them in some manner. **A character may be registered to two kingdoms but will be taxed twice starting with the smaller kingdom, if a kingdom is similar in size, then it will be chosen randomly.** Of those players with PCs registered to a kingdom only those that have attended an event each month and have signed in as that pc and with that kingdom will be counted for achievements and new peasants that month. It is up to the leaders of each Kingdom to maintain their registry removing or adding PCs as necessary. Please put the same character name in the registry as that player would sign in as. If you sign in as Bob, the registry shouldn't be Lord Robert Gilliam III. The Registries are online, and the leaders of each kingdom are given access to edit their kingdoms registry page. Changes after 7 PM the Sunday after the last mission for the month will not be taken into account for determining achievements and other bonuses.

On the registry there is a column to the right of guild trees titled "Names of Non-Registered Characters that signed in under your kingdom this month". This column is edited by MC staff and shows all PCs that have signed in representing the kingdom without being on the registry. In order to benefit from these sign-ins in future months, they must be added to the registry.

At the top of the registry there is a place to set your tax for the month, the maximum you can place it at is 10%. Players registered with the kingdom will have their bank account taxed at the end of the month removing the percentage set by the kingdom. Also, beside each character's name there is the amount that they were taxed that month, with a total tax amount at the top.

## How Kingdom Points are Earned

Kingdom Points are earned in several different ways:

Weekly contests, loot found on the field, and army battles are the most common way kingdoms can compete to gain points.

Weekly Contests happen before the mission starts at each event; details below in Contests.

Kingdom Battle Events and Tournament events.

The winning competitors at tournaments earn points for their affiliated kingdom, with the champions earning the most points along with the titles.

Unaffiliated PCs may still compete under the banner of Dagger Deep, however Dagger Deep cannot gain points.

Some monthly achievements offer points or merits to the citizens of the kingdoms that earn them.

## Scoring and Ties

Points are tallied and added to the board by kingdom games staff at the end of each event. Unless, it is a special event in which case the points will be added the following week. Month end points are added on the first mission of the new month.

Points are added starting with the first-place team and moving down to determine placement. If there are two or more kingdoms tied the coexisting placements will remain thus you must beat a kingdom's score to take their place in the ranking.

## Contests

Characters are encouraged to participate in weekly contests to acquire points for their affiliated realm. Contests start at 3:45 and will have a rule brief and sign up at 3:30pm, unless otherwise noted. Usually, one contest will be held each week. Any player who misses the brief may be refused play in the competition.

Contests are generally divided into two types:

Individual Contests where each participating kingdom submits champions to compete against each other in a one-on-one or multiple person competition.

Team Contests where multiple contestants from each kingdom form a group and compete against opposing teams. In most cases these require a minimum of 3 participants from each kingdom

Depending on the number of parties involved, **Individual Contests** may be run as **Team Contests**, and vice versa. The method to determine the winner will be dependent on the game and number of participants. The specifics of each game will be made clear to everyone involved before the competition starts during the rule brief.

Unaffiliated or unaligned PCs may join a willing kingdom's team if they allow it. Unaligned PCs may also form an unaligned team under the banner of dagger deep, however only one such team may be in a given game. During individual matches unaligned players may also compete alone. The number of unaligned participants may be capped by judges based on the type of contest and the participation of the Kingdoms.

Team contests award 3 points to the winner, 2 in case of unaligned, and 1 point to all other participating kingdoms. In the event of a tie, each tied kingdom gets 1 point. Participation points will not be awarded to Unaligned players. In some cases, multiple teams may compete in one game, a kingdom may only benefit from one of these teams' performances.

Individual Contests award 3 points for first, 2 for second and 1 for third. Only the highest placing member of each kingdom will be counted. This means if your kingdom places first, second and third you will only receive points for first place. The second place points go to the next highest kingdom.

### Contest List

\*These are summaries of some of the games. This list is not complete and is subject to change. Judges have final say on all rules and outcomes of kingdom games. Rules for a given game will be gone over prior to play during the rules brief.

	Individual Contests	Summary
	Single Combat	Contestants meet within a designated

	(Individual)	area and agree what weapons, shields, abilities, etc. will be permitted. They engage in melee combat until a winner is determined by the criteria. Most common forms of criteria are First Blood, Hit-By-Location, or To-The-Death.
	Arena (Individual)	Contestants begin on the opposing sides of a 'pit' (a marked circle such as the gladiator pit or woodhenge); they cannot enter the 'pit' and are disqualified if they do so, but they can move around it. The goal is to disable their opponent(s) within a time limit, by either successfully striking them, either with a ranged or a melee weapon. No abilities, just skill. Usually until First Blood. Ranged/thrown/single small weapon. No shields permitted.
	Battle Bridge (Individual)	The two contestants stand on a wood plank. Each contestant must wield similar size daggers. The first fighter to land three hits while still standing on the board is the winner. Falling off the board is a loss. Giving up your footing for a killing blow is a loss. If both fall off, it's a redo. No shoving or grappling. Wrist grabs are okay. Bracers block hits. No spells or abilities. Armour points not in effect. 3 hits only. The Referee calls the end of the match.
	Flintlock Duel (Individual)	First both contestants will choose from three flintlocks, one of which will be dummy loaded. Contestants will then begin standing next to their opponent with their backs facing each other and their flintlock either sheathed or lowered. They then take 5 paces and then at signal, turn, draw/raise, and fire their flintlock. The first to line up a shot and fire before their opponent, wins the duel.
	Short Sprint (Individual)	Contestants sprint a measured distance of 100 strides in Orcs Field. Combat and abilities permitted. First



		to cross the distance wins.
	Cross-Country Race (Individual)	Contestants race around the black swamp 5 times. No combat, spells or abilities permitted. First to complete all 5 laps wins.
	Obstacle Course (Individual)	Contestants compete in 1km race, with 10 obstacles. Person with the fastest time wins
	Target Archery (Individual)	Contestants have a limited number of shots (10) against a series of static targets, each with a specific point value (usually the nearest being 1 point, midrange being 2, and the farthest being 3). The top scorer wins the contest.
	Target Siege (Individual)	Contestants have a limited number of shots (5) against a static target, whoever hits the target the most wins.
	Caber Toss/Bolder Throw (Individual)	Points awarded based on distance. Top point holder wins the contest.
	Bar Games (Individual)	Games like Lairs Dice, Skull and roses played during festivals/tournaments.
Pitch Game (Individual)	Games like Bocce, Croquet, Kubb, Horseshoes. Usually played during festivals/tournaments. Due to the nature of these games, non-coms will have priority when deciding participants	

Team Contests	Summary
<p style="text-align: center;">Ball Game (Team)</p>	<p>The standard objective of this team contest is to gain possession of the ball during each round and transport it to the opposing group's goal or around it and back to your own to earn points whilst simultaneously preventing them from doing the same, all within a time limit. Whenever a point is scored, a new round begins with the ball in the possession of those scored upon.</p> <p>The most common variant is played with a cabbage or a decapitated head as the ball upon a symmetrical playing field, usually without spells or abilities, although short melee weapons are used. It only takes a single successful strike to disable a player until the next round. Each team may designate one of their own to be a 'healer' that can revive disabled players but is unarmed and cannot handle the ball. If both teams end up disabled, a new round begins, and the ball is placed in the centre of the field.</p> <p>The team with the most points at the end of the match wins.</p>
<p style="text-align: center;">Keep-Away (Team)</p>	<p>A specific variant of Ball Game, which is played between two teams consisting of two armed contestants, within a limited area such as the gladiator pit. Usually spells and abilities are permitted. The goal is to maintain possession of the ball longest before the match ends. Three successful strikes disable a player; disabled contestants leave the playing field but re-enter it after 60 seconds.</p>
<p style="text-align: center;">Skirmish (Team)</p>	<p>Like Single Combat but features multiple active contestants, this contest generally takes place over a larger area, and the particulars are generally more open regarding weapons, shields, abilities, etc. The teams fight until one of them achieves the goal, generally defeating their opponent(s).</p>
<p style="text-align: center;">Conquest (Team)</p>	<p>Like Skirmish, but the goal is not strictly defeating the opposing team(s) in combat (though that usually helps). A time and location will be designated for conquest and announced to the realms participating in the contest; the team with the most characters within the designated location alive at the appointed time wins the contest.</p>

<p style="text-align: center;">Defender (Team)</p>	<p>One team is tasked with either maintaining their specific location or defending a stationary object/person from the opposing team(s) within a time limit. If they are successful, they gain a point; if not, the opposing team gains a point. In either case the role of attackers and defenders are then switched.</p>
<p style="text-align: center;">Hunt &amp; Seek (Team)</p>	<p>The GoR will announce to the participating realms that somewhere hidden within the lands of Dagger Deep is a particular object or person. The first to locate, retrieve, and return that object/person to the designated area/person, wins.</p>
<p style="text-align: center;">Seize the Standard (Team)</p>	<p>Usually played between two teams over a wide area, though multiple teams can compete; combat/abilities permitted. The goal is to capture a particular object of the opponents (usually a flag or banner, which must remain within plain sight and reach) and return it to one's own base or a designated scoring area (where a point is scored, and the flag returned). Played in a series of matches where each successful capture is worth a point (with the highest total being the winner of the contest).</p>
<p style="text-align: center;">Pillage the Palace (Team)</p>	<p>A Seize the Standard variant where the flags of each team are replaced by a number of sacks that are roughly the same size/weight. Each player may only take/carry a single one of these objects at a time. The team with the highest number of objects when the timer runs out, wins the contest.</p>
<p style="text-align: center;">Mage Arena (Team)</p>	<p>Similar circular layout to Arena, but instead of ranged weapons, the contestants must use magic to disable their opponents. The battle will involve two versus two. Players may not enter the ring and must fight around it.</p> <p>No weapons or shields are permitted. No ability, spell buffs, potions or racial; resistances or immunities are permitted.</p>
<p style="text-align: center;">Oddball</p>	<p>Much like Keep away much over a much larger area and more players</p>
<p style="text-align: center;">Master at Arms</p>	<p>Two teams will face off against each other. Each team will have a shield either up or down. The object is to have both shields up or down when it's time to score.</p>

<p style="text-align: center;">Agents &amp; Envoys (Team)</p>	<p>This contest is unique in that it is usually played during a festival or tournament.</p> <p>At the beginning of the event, each participating realm will designate one of their members as the envoy for the realm. They are then given a unique lootable item (usually a rolled-up document listing state secrets) that must remain in their possession; they will not willingly part with it, even to hide or entrust to an ally.</p> <p>Such documents are valuable, and realms must keep them from falling into the wrong hands, whilst simultaneously trying to acquire documents from opposing realms. Each realm must be cautious, for various agents, both free and bound, may attempt cunning or brutish tactics to wrest any documents from their possession. And if a realm does lose their document, they best attempt to get it back, or at least a worthy substitute...</p>
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## Titles & Tournaments

Titles and realm points are bestowed upon characters who complete great tasks such as placing in a tournament. Only the titles below, gained in the ways listed, will earn a kingdom point. Only the highest placing member of each kingdom scores points, but rankings are not skipped or altered when assigning points. Thus, if a kingdom places first, second and third it will only receive points for first place and no other kingdom will get points for second and third.

Event	Titles	Accomplishment
Imbolc Ball	Lord of Imbolc Lady of Imbolc	Best Dressed Male (3 points) Best Dressed Female (3 points)

<p>Cheeba's Day Tournament</p>	<p>Cheeba's Champion 1 Point for Providing a Judge for the tournament</p> <p>Agents and Envoys (3/2/1)</p>	<p>Ring Champion 1st place (6 points) 2nd place (4 points) 3rd place (2 points)</p> <p>Bar Game 1st place (3 points) 2nd place (2 points) 3rd place (1 point)</p>
<p>The Festival of Osis</p>	<p>Grand Champion of Osis 1<sup>st</sup> in a ring 1-point max per kingdom Festival of Fools (1 point for Participation)</p> <p>1 Point for Providing a Judge for the tournament Agents and Envoys (3/2/1)</p>	<p>Grand Champion 1st place (6 points) 2nd place (4 points) 3rd place (2 points)</p> <p>Bar Game 1st place (3 points) 2nd place (2 points) 3rd place (1 point)</p>
<p>Willumarius Day Tournament</p>	<p>Willumarius' Champion 1 Point for Providing a Judge for the tournament 1<sup>st</sup> in a ring 1-point max per kingdom Agents and Envoys (3/2/1)</p>	<p>Ring Champion 1st place (6 points) 2nd place (4 points) 3rd place (2 points)</p> <p>Bar Game 1st place (3 points) 2nd place (2 points) 3rd place (1 point)</p>
<p>Samhain Festival</p>	<p>Ale's Chosen (Drinking Contest) Master Sculptor of Samhain (Jack-o'-Lantern Contest) Zombie Survival/Undead Hunt</p>	<p><del>Contests</del> <del>1st place (3 points)</del> <del>2nd place (2 points)</del> <del>3rd place (1 point)</del></p>

## Unaligned/ Mercenary Participants

During Team events

Mercenary's or unaligned players may fill the ranks of the kingdoms that do not have enough players to field for that game. If a mercenary or unaligned player has made arrangements to play for a kingdom, they will participate with that kingdom's team.

Unaligned players may not form complete teams. The exception is the team representing Dagger Deep, which cannot gain points, but may compete for fun and glory.

During Solo events unaligned players may play for themselves, and may earn points. *The destination of these points must be decided within 10 minutes of the end of the game, and can only go to a kingdom currently on the ranking and has participated in the game played, unless the player declared their allegiance before playing. If the points are not given or "sold" to one of the participating kingdoms then they will be lost. During tournament days these points will last until the end of the next event that takes place after the tournament; this is to provide time for those who leave early.*

## Achievements

These are earned by winning small mini games where the realms compete on a broader scale for a small benefit in points or merits for their citizens. Only registered citizens who have signed in at least once that month will be counted for determining the applicable achievements. Achievements are chosen by kingdoms in order of ranking, from those each kingdom qualifies for. The first-place kingdom chooses their achievements first, any un-chosen go back into the pool and become available to the next kingdom that would qualify. Once all kingdoms have chosen, the achievements take effect. There are hidden, or secret Achievements not listed in this book. These are gained by completing certain tasks, roleplaying with certain NPCs or other actions.

For a PC to benefit from a kingdom achievement they must have been registered with the kingdom for at least one complete month. Some benefits are granted to all Pcs on the registry and some only benefit a set number of chosen Pcs. Limited achievements are tracked with a card issued at the beginning of the month. These achievements will have the word (Card) in the Achievement description later in this book.

Only 4 Achievements may be chosen by each kingdom per month., and only two achievements of each type (General, Apprentice Etc.). Negative Achievements do not count towards your kingdom's max achievements for the month. Additionally, the maximum discount any kingdom may benefit from per month on any one type of physrep is 20% and no more than 30% discounts overall.

If no choice has been given to staff prior to the 7pm cut-off time mentioned at the start of this book, the kingdom's monthly achievements will be chosen at random.

*Example 1: King Bob of Suburbia is in first place and meets the criteria for four achievements. United, Dutiful, Cunning and Brewer. Bob decides to choose United and Brewer. (The unchosen ones now become available to the 2<sup>nd</sup> kingdom who would meet the criteria.) Queen Jane of Jungle is in second and qualifies for 3, Devout, Resolute and now Cunning because it wasn't chosen by the first kingdom and the Jungle Kingdom is the second most qualified kingdom for the Cunning achievement. She chooses Devout and Resolute. Cunning now becomes available to the 3<sup>rd</sup> kingdom that would qualify for it. The third-place team Lord Jim of Donk qualifies for only one, Learned. He chooses to learn and this process*

*continues until every kingdom has chosen. A kingdom needs to have at least one person or requirement to qualify for any achievement.*

*Example 2: King Bob has only two thieves in his kingdom, but both have signed in at least once this month. Queen Jane has 10 thieves registered in her kingdom but only one showed up that month. For that month King Bob has more thieves than Queen Jane and he would get first choice of the Cunning Achievement.*

A complete list of available non-secret kingdom achievements is at the end of this book

## Tax

Kingdoms in the top 10 ranking must impose a monthly tax, up to a max of 10% and minimum of 0%, upon the bank accounts of their citizens. The declared ruler of dagger deep sets the tax of unaligned PCs between 5% and 10%. If a player's character is not registered with any kingdom, they fall under Dagger Deep automatically. Tax is deducted from the accounts of PCs on the registry at the end of each month, regardless of attendance. Tax is the only method kingdoms have to increase their general bank account; they cannot make deposits. Physreps cannot be deposited into this account either, unless decreed otherwise, all taxes are set at 5%. A kingdom needs a player's permission to add their PC to the registry. *A kingdom may also set their tax to 0% thus skipping the process of tax, however they will not be able to participate in the yearly kingdom auction if they have no money to spend in it. Dagger Deep is not applicable for 0%.*

## Kingdom Bank Account

A Kingdom's bank account is primarily used to determine the wealth of each realm. Currently it can be accessed by the leader or anyone else they decide to appoint to have access. No crown withdrawals will be permitted. Besides the status of richest kingdom, this account has several other important uses. Throughout the year there will be auctions, usually held at tournaments. Where Kingdoms can bid on points, enchantments, relics, boons, and many other valuable items. These items can only be bought at auction and only with money from a kingdom's account, no outside or personal funds. Also, certain NPCs will only accept money from this account. Fines issued by the court or the town guard can also be paid, with money from this account as well. After the last mission of the year all money in this account will be transferred to your kingdom character sheet as Kingdom Currency, **Platinum** (100 crowns equal 1 PLAT, *you cannot transfer platinum to crown*).

## Kingdom Loot

Kingdom loot is different from regular loot and is used solely for kingdom points, Kingdom character sheets and achievements. Kingdom loot will have a code or date on it and must be turned in before it expires, usually 2 weeks after it was dropped. *Kingdom loot can be turned in to Kippo at her shop or to one of the game of realms staff during pre or post mission.* When in play kingdom loot follows all standard loot rules from the Medieval Chaos player's handbook Kingdom loot scrolls can be found in loot chests, won at auctions or be bought at the shop. Kingdom scrolls may only be turned in for a given kingdom by a player with a PC currently on that kingdom's registry.

A list of Kingdom loot is below, this list is not exhaustive, novel kingdom loot not presented here may be found in play.

Golden Eggs: Worth one kingdom point each

Loot Scrolls: These will have different items written on them such as food, Military, or Stability. When turned in they give the materials or effect(s) stated to the kingdom they are turned in for. Scrolls may not be split; they give all or none of their effects when turned in. They are canvas scrolls with a blue border

Dragon Orb Shard: Collect ten of these to recruit a dragon to your kingdom army

Orbs: These magical orbs can be broken to give different effects during kingdom battles. (Single Use)

Red (Battle): Break to give a company +1 to a roll. Can only use one at a time and have to be used before the roll.

Blue(resurrection): Break to give an army an additional 1d4 on recovery. Must be used before the role is made and cannot gain more units then lost.

Green (Wisdom): Break to reduce training time of one company by one month.

Violet (Warp) Break to send any Army to any location on the map.

Orbs are single use.

GOR token: Turn in for a prize

Holy Order Scrolls: Collect ten of these to build a holy order

Blueprints: Find these and complete a set (4-6) to build more advanced buildings in your kingdom.

Buildings requiring blueprints are marked as such in their description.

### Examples of Kingdom Loot



### Airships

Once a kingdom turns into ten airship parts. An airship will be built in one month from one of the Airship yards in the game, kingdom's choice. Once built the ship flies to the kingdom who turns in the parts and is added to its army list. To repair a damaged airship, spend parts equal to the damage taken, repairs take one month plus one week for every part used. An airship repair yard halves repair time. If your airship is destroyed you must spend extra parts to reach 1 hp based on the type; find under special units.

### Dragons



Once you have gathered ten shards the orb becomes a dragon under the kingdom's control. The Dragon can carry up to 10 riders for roleplay purposes. If the dragon dies the orb explodes hurling shards across the land. Three shards remain in the kingdom's possession after losing the dragon.

### Holy Order

When a kingdom collects their tenth holy order scroll, they may turn them in to gain a Monastery where their order resides and a holy order company on their army sheet. Upon creation the kingdom chooses three company specialties for their holy order, two of which must be available to the kingdom through specialty features. Additionally, it gains the resilient specialty. Only two of the chosen specialties may be active at one time, active specialties can be swapped immediately before a battle but resilient may not be swapped out. A holy order can retrain one specialty at a cost of one Holy Order Scroll per tier of the new ability and three months downtime. Each month holy order companies recover 1 HP until they reach their max again even if at 0, this regaining of HP has no cost. The only way for the holy order to be destroyed completely is if their monastery is destroyed. Regardless of HP of the company, if the monastery is destroyed the holy order company is treated as destroyed and removed from the kingdom's army sheet.

## Kingdom Character sheet

This is the character sheet for your kingdom. From how big it is, to how many people live within it. There are several resources that each kingdom can produce. These goods can be traded, spent or stolen by your enemies. As the ruler of your kingdom, you must maintain a delicate balance between protecting your kingdom and keeping your kingdom going. Each month the ruler of the kingdom will assign jobs to their peasants. Each job has a certain effect on your kingdom. Everyone in your kingdom needs food, so assigning your peasants to be farmers is a very wise decision. Having a good stockpile of food is required for your people to survive winter. Stability is probably the most important stat on the Kingdom character sheet. A kingdom with a low stability will have more peasants refusing to work for you. So, assign security to keep your kingdom safe and running to keep your people happy. As the ruler you must pay close attention to your people and what you have in your stores otherwise your people may revolt or starve.

### Important Terms

**Peasants** – The physical number of people in your kingdom. Used to gather resources depending on where they are assigned.

**Domain** – The total space within a kingdom's borders, must be maintained or grown through assignment of Militia. Insufficient Militia assignment reduces borders.

**Stability**– the overall stability and content of the kingdom, representing safety, crime, the strength of the government, and the rule of law. Effects random events and the amount of the workforce available to a kingdom each month to assign. Updated by the Security rating each month, and affected by events such as military wins/losses and entertainment spending. Events may increase or decrease stability for the month, random events will be decided via a random chart every month affecting the kingdom; events are not guaranteed to occur every month. More will be added in the near future. Every kingdom starts with 80 stability and it can go to a max of 100 and a minimum of 0.

**Security** – Reduced by settlements, homeless population, and events. Increased by assignment of guards (with diminishing returns). Directly **affects Stability** each month.

**Food** – One citizen needs one food each month to survive. Measured in Bushels

**MP** (Military Points) – Is the currency you spend to train your army. Think of it as weapons and armor.

**PLAT** (Kingdom Currency, Platinum) – This is your kingdom's money, used to pay upkeep among other important things. 100 Platinum is equal to 100 Crowns

**Stone** – A building resource used to craft new buildings

**Wood** – A building resource used to craft new buildings

**Ore** – A building resource used to craft new buildings

**Trade Goods**- A building resource used to craft buildings; Trade Goods is a placeholder name for a resource unique to your kingdom. Trade Goods produced must be traded to other kingdoms before they can be used, this is separated into Imported Trade Goods and Exported Trade Goods.

**Entertainment** – For a high platinum cost allows for a one time increase in stability

**Population Center** – villages, hamlets, towns and cities. the places the peasants live.

**Kingdom Feature** – Buildings, features, and other constructions made in your kingdom. Cost Infrastructure and building materials to make. Have platinum upkeep costs.

## New Kingdoms

New Kingdoms are not given a Kingdom sheet until they have won a spot in the Kingdom Games. All new Kingdoms start off with 50000 peasants, 75000 foods (plus the correct amount of accrued food for winter, if started mid-season), 6000 MP, 100 PLAT and 80 stability. Starting kingdom size is 700 sq. miles. All new kingdoms may build their starting army with no training time during their first month. New kingdoms will also be granted population centers to house their population and a small selection of features. Every new kingdom starts with a capital city, two towns, X amount of hamlets, a warehouse, 3 tier 2 specialty buildings, 1 tier 3 building and may choose an industry tier 1 or agriculture tier 1 building

## Assigning peasants to jobs

The kingdom registry, which is located online, is the tool used to run a kingdom (Contact the Kingdom Officer for access). You will see a figure like the one below. You will notice several colored sections. The pink represents your current kingdom status. How much food you have, your current stability, and everything else that is of consequence. The red box is how many peasants you have left to assign for the month. As you assign them this number will decrease. Once it reaches zero you are done. The pink boxes next to yellow boxes are where you can allocate peasants. Each job generates different things and at different rates. If it states that you “earn 50%” this means the kingdom will earn 50% of how ever many peasants are assigned here. Example 100 peasants assigned to the Forges will create 50 (MP). The earned column which is in yellow will show you roughly how many resources will be generated by your peasants as they are currently assigned. This is there to help you make your decisions. Peasants must be reassigned each month.

Assignments must be made by 7Pm on the Sunday after the last mission of the month, late assignments will not be taken, in case of a kingdom not assigning their peasants the kingdom games staff will use a default peasant assignment. Note that you can only assign peasants during the regular MC season. April to October, so make sure to stock up for the winter when peasants do not produce, but still eat.

We will be adding an updated registry photo upon the new sheet completions! All registered kingdoms this year will be getting a new sheet sent to them when applicable

#### Explanations of the individual sections of the sheets are below

The forges (Army): Earn 50% Military Points (MP). The forges are where all the weapons and armor of your Kingdom are crafted. Fletchers, Smiths, Horse breeders and any other profession that aids in the building of an army.

Commerce's (Money): Earn 20% Platinum (PLAT). Commerce is where your people go to be artisans and crafters. Bankers' brokers would also be found here. Anything that involves the economy of your kingdom will be found here.

Farms (Food): Earn 5 times, food units are in bushels. This is more than just farms; it is any profession where food is involved. Farmers, Cheesemakers, Vineyards, bakers, herders and hunters just to name a few. Feel free to flavor this as you like. To allocate peasants to food production you must have population villages or hamlet population centers capable of housing each peasant assigned.

#### Entertainment: Pay platinum to increase kingdom stability

Taverns (Population): Gain 5% in new peasants per assigned. At a cost of 2% of peasants assigned here, paid in Platinum. (Booze is expensive). Placing peasants here can be seen in several ways. People go have a good time and then go home and make some babies. Another way to see it is your paying your bards to go off to far off lands and tell tales of your kingdom's greatness. This attracts more people to move to your kingdom. Finally, this is where the ales, ciders and wines of your kingdom are made. Its unique taste attracts new people to come and settle in your kingdom.

Theatre (Culture): Gain 50% culture points. There is a certain prestige knowing your kingdom is the most cultured in all the lands. Here is where your people get inspired to create great works of art. Paintings, Ceramics, plays, music, dance and anything that creates beauty is found here. Though art does fade and unless it is maintained the prestige of being the most cultured kingdom slowly fades with time, at the end of the month 50% of total culture points is lost

Mine: Receive 1 Metal for every 5 peasants

Forestry: Receive 1 Wood for every 5 peasants

Trade Goods: Receive 1 Trade Good for every 5 peasants

Quarry: Receive 1 Stone for every 5 peasants

Militia (Domain): expands or maintains domain, 1 guard is necessary per 2 square miles to maintain domain guards assigned over and above the required number increase domain with diminishing returns based on current domain size.

Guards (Security): Directly affects security with diminishing returns, Security value for the month will affect the stability value of the Kingdom

## Population centers

Population centers are where your population lives, there are 4 types:

Farming hamlet: the smallest population center, **necessary to assign peasants to food production**. You can assign 400 farmers for every farming hamlet.

Village: Larger than a hamlet, the largest population center that does not decrease the monthly security value of the kingdom

Town: Small urban center, gives some infrastructure with a low loss of security

City: Largest population center, gives a large amount of infrastructure at a significant cost to security. Cities must be upgraded from towns, they can not be made independently. Your capital city provides a bonus 5 infrastructure.

Population centre statistics and their costs are below. All population centers can house a set number of peasants, and require a domain to build on in square miles. Kingdoms who fail to house their entire population will suffer loss of stability depending on how much population is unhoused.

Population centre	Infrastructure provided	Population housed	Security Penalty	Domain area used	Resource Cost
Farming Hamlet	0	400	0	10	Wood: 40
Village	0	2000	0	40	Wood: 180 Stone: 120
Town	5	10000	-3	100	Wood: 1200 Stone: 1200 Metals: 2400 Trade Goods: 1200
City	20 <i>25 for capital</i>	30000	-10	200	Wood: 1500 Stone: 1500 Metals: 4500 Trade Goods: 6000

## Kingdom features

Kingdoms have diverse features; these may represent buildings, infrastructural improvements, wonders, or magic items/ constructions. Building features can be done at month end, you may build as many features as you can afford but they will not be added to the sheet until month end.

(Ex. Bob wants to build a Granary but also needs more population settlements. He decides the Granary will be his 1 building and builds 20 hamlets since he has the space, resources and it doesn't cost or improve infrastructure)

Each feature has three costs:

Infrastructure cost: the necessary infrastructure points a kingdom must assign to have the feature.

Upkeep: Platinum necessary to upkeep the feature monthly

Resources: This is paid in Wood, Metals, Trade Goods and/or Stone.

Features may have other costs as well; these special costs are explained in the entry for each individual feature.

The individual effects and costs of kingdom features are listed below. This list is not complete, some secret features may be discovered, unlocked, gained on the field play, or through kingdom events and world exploration.

Feature	Infrastructure cost	Upkeep	Blueprint required?	Resource Cost
Industry 1	14	100	N	Wood: 1500 Stone: 1500 Metals: 1500 Trade Goods: 1500
Industry tier 2 upgrade	17	150	N	Wood: 1000 Stone:1000 Metals: 1000 Trade Goods: 1000
Industry tier 3 upgrade	20	200	Y	Wood: 500 Stone: 500 Metals: 500 Trade Goods: 500
Granary	1	10	N	Wood: 100 Stone: 200 Metals: 100
Agriculture 1	20	150	N	Wood: 500 Stone: 4500
Agriculture 2	25	200	N	Wood: 500 Trade Goods: 1000

Agriculture 3	30	300	N	Wood: 500 Metals: 1500
Road Network	4	100	N	Wood: 200 Metals: 1500 MP: 5000
Harbor or Landing Stage	3	50	N	Wood: 400 Stone: 1200 Metals: 400
Shipyards or Wainwright	5	200	N	Wood: 200 Stone: 200 Metals: 1200 Trade Goods: 400
Ship/Wagons	0		N	Wood: 200 Stone: 200
Warehouse	1	0	N	Wood: 300 Stone: 100
Observatory1	3	100	N	Wood: 2400 Stone: 1200 Metals: 2400 MP: 7500
Observatory2	4	150	N	Stone: 800 Metals: 1200 Trade Goods: 1200 MP: 5000
Observatory3	5	175	N	Stone: 200 Metals: 1000 Trade Goods: 400 MP: 2500
Observatory4	6	300	Y	Stone: 120 Metals: 360 Trade Goods: 600 MP: 1500
Spy Network	1	100	N	Metals: 300 Trade Goods: 300 MP: 1500
Dragon roost	1	2000 (500 if hibernating)	10 Dragon Shards	
Airship Dock	1	100	10 Airship Parts	
Airship Repair Yard	3	200	N	Stone: 250 Metals: 250 Trade Goods: 500
Tier 2 army speciality building	1	50	N	Metals: 1400 Trade Goods: 600
Tier 3 army specialty	2	100	Y	Metals: 1200 Trade Goods: 2800

Monastery	1	600	10 Holy Order Scrolls	
Wonder	0		N	Trade Goods: 16,000 X 1+# of wonders

## Kingdom feature descriptions

### Industry 1, 2, and 3

Represents infrastructure, buildings and specialists to improve production of a given resource. Comes in three tiers. Each tier requires and replaces the previous tier. Industry features apply to only one resource per purchase, and a kingdom may only own one industry upgrade per resource. Industry features cannot be used for food production

Tier 1 increases resource yield by 40%

Tier 2 increases resource yield by 70%

Tier 3 increases resource yield by 100%, requires a blueprint

### Agriculture 1, 2, and 3

Represents the increase in food income production in various upgrade tiers, as in industry features each level replaces the previous and only one may be purchased per kingdom.

Tier 1: increases food income by 20%

Tier 2: increases food income by 35%

Tier 3: increases food income by 50%

### Granary

Can build multiple; each one halves food spoilage (multiplicatively) during the winter months

### Roads

Your armies may move anywhere within the area of your domain contiguous with your capital without movement cost.

### Harbor/Landing Stage

Gives capacity for 5 ships or caravans; Harbor must border a body of water.

### Shipyard/Wainwright

Shipyard allows building of ships; must border bodies of water. Wainwright allows building of caravans.

### Ships

Ships move at speed 5, and you need 1 ship per 600 troops to travel on the water. Ships are trireme style troop platforms that fight using the same mechanics, at GoR staff discretion; non-flight movement specialties would not apply to ships.

### Caravans

Each caravan allows 600 troops to travel at speed 2 on land. If transported by ship, each ship can carry two caravans.

### Warehouses

Increases total wood, stone, metals and trade goods storage by 10,000

### Observatory 1, 2, 3, and 4

These buildings alert you of incoming armies, the higher the tier the more information you can find  
Tier 1: Lets you know the presence of deployed armies within borders and in adjacent, uncontested terrain, and vague total numbers (a hundred, hundreds, a thousand, countless etc.) and direction of movement.

Tier 2: Reveals easily discernible unit types (bannerman, foot, undead, flesh crafted, homunculus, small, huge, archer, siege, defender, mounted, flying, dragon, airship)

Tier 3: Reveals size of units, to nearest 100, and identity of army

Tier 4: Reveals all specializations; can detect deployed armies in adjacent, contested terrain

### Spy Network

Can build multiple; each may ask or block 1 question/month about another kingdom

### Dragon Roost

Generated by using dragon orb; must maintain one for each dragon

### Airship Dock

Created by using airship parts to create an airship; must maintain one for each airship

### Airship Repair Yard

Halves repair time on airships

### Specialty Buildings

These buildings are used to train armies in specific specialties and house them; tier 1 specialties do not need buildings.

Tier 2 Army Specialty: Each makes a single chosen T2 ability available to any/all of your companies.

Tier 3 Army Specialty: Each makes a single chosen T3 ability available to 1 of your companies, and allows the training of a level 3 company.

### Holy Order

Given with Holy Order scrolls; the company is detailed in the special company's section

### Wonder

Adds Lore for one Kingdom feature; cost multiplied by 1+number of existing wonders in that kingdom. A page will be added to the official Medieval Chaos Lore Book about your wonder

## Monthly Turn order

These are the steps that staff and kingdom rulers will take each month. The **Blue items** are the steps that staff take and the ones **in red** are those taken by a kingdom's ruler. Each step is explained below. On the



kingdom registry if something is ~~struck through~~ it means staff has seen and addressed or used that information.

### Steps

New monthly kingdom effect starts

Check maximum storage capacities

Gain resources from last month's allocation

Determine Upkeeps and Lose Culture Points

Determine available peasants

**Assign peasants to jobs**

**Recruit/Dismiss army companies**

**Trade/Spend/Or build**

Pay Upkeep

Feed Population

Resolve Peasant deaths

Gain new peasants

Gain resources from allocation

Adjust Stability

Achievements are Applied

Kingdom Registry is Updated

**Send out army**

Random Attacks

### **Check Maximum storage**

Making sure the limit on your warehouses and population locations have not been reached in acquiring new peasants or resources.

### **Determine Upkeeps and Lose Culture Points**

The Total upkeep for the kingdom which must be paid in Platinum (PLAT) is determined by 5% of your total army value, kingdom features and special units when applicable. Also, during this step half of all culture points are lost. Plays and art can't stay popular for very long.

### **Determine available peasants**

The total available peasants that can be assigned each month is the total population minus your army size and 10% of your total population representing the sick, old, children etc. The maximum inactive percentage is 50 % and a minimum is 10 %. Example, A kingdom has 1000 population and an army of 200. So, 800 peasants minus 10% of your total population is 700. So, 700 is your available peasants to assign for the month.

### **The next Four steps in Red are the only ones that require rulers to make decisions on**

#### **Assign peasants to jobs**

Here is where you assign peasants to different areas of your kingdom to earn various resources. You cannot assign more than your available number of peasants, but you may leave peasants unassigned, but it is not recommended.

### Recruit/Dismiss your army

Here is where you get to build your kingdom's army. By recruiting peasants and spending Military points (MP) See Section below (Building armies). You may also dismiss soldiers who will return to peasants and become available for next month's assignment.

### Trade/Spend/Or build

This is where you can buy resources or trade with another kingdom. If you are short on food and weapons you can spend your PLAT to buy what you need. You may also use your kingdom account at the bank to buy (PLAT). You may trade with other kingdoms during this step, building strong alliances may prove to be beneficial. There is a section on your kingdom registry for all trades and spending, it is just below the section for assigning peasants. There is a section on the registry for building where you put buildings and the date when they were added into the building section PLAT Purchases. (These numbers may be edited with the new resources)

1	4 MP
1	50 Food
10	1 Morale
1	10 Culture

### Pay Upkeep for kingdom

You must pay the upkeep for the month. This is the wages for the army, resources to keep roads and infrastructure in good repair. Armies will leave if not paid and stability will be affected.

### Feed your Populations

You need to feed every peasant and soldier in your kingdom. After everyone is fed 1% of total stored food spoils and is discarded. Example, Let's say you have 2000 bushels of food in your stores and you have 1000 peasants, you will need 1000 bushels of food to feed them. So, you feed your population leaving you with 1000 bushels, 1% of the remaining food is removed from your stores which in this case would be 10. So, at the end of the month you would have 990 of food in your stores. If you are unable to feed your population your stability is reduced by the percent of the population that is unfed and half the unfed peasant starve to death. You must grow enough food for winter so make sure to stock up. There are 5 months in which you will need to feed your peasants and that you will not be able to grow food. So be careful.

### Resolve Peasant Deaths

Out of your inactive peasants who are considered imprisoned, sick, injured, elderly or too young. A certain percentage dies for whatever reason. Standard percentage a month is 1d4% but may increase when your stability drops too low. (TBD)

### Gain new peasants

The number of peasants gained each month is the total value of the levels of characters that attended that month times ten. So, if you had 4 people all high guild 1. That means you would get 120 people. 4 people at level 3 equals 12 then times that by 10, which is 120. Multiple sign-ins do not increase this amount, even if the same four people signed in 4 times each. The total would be the same.

### Gain resources from allocation

Receive all money (PLAT), weapons (MP), food, resources and square miles earned from assigning your peasants. These new totals are updated on your kingdom registry by Game of Realms staff.

### Adjust Stability

Stability is the happiness of your kingdom represented in a flat scale 0-100. The higher the number the more willing the peasants are to work for you. No matter how low it goes you will always have at least 50% of your peasants available to work, just as no matter how high your stability is you will always have 10% of your population unavailable. There are several ways for it to go up and down. If your stability is higher than 100 at the end of the month it's reduced to 100 likewise you can't go below zero. This step happens last and the affected stability changes how many peasants you will have access to for next month. The main way for your stability to go up is to assign peasants to security or pay a flat platinum amount to entertainment.

Every month you will automatically lose stability based on how many people are homeless across your domain. The more settlements you have the less chances you have at having homeless peasants who will begin to get upset and affect stability. Keep an eye on your domain size and max amount of homes while allocating for more peasants.

### Losses

1 for each company that retreats after taking losses

2 for each company defeated

20 if kingdom is occupied or taken by enemy

25 if there wasn't enough money for upkeep

Security value (if negative)

# The percentage of peasants that starved to death

Additionally, there are some achievements or NPCs that can increase/decrease a kingdom's stability

### Gain

1 for every 1000 PLAT spent on entertainment

5 for winning a battle on home turf

3 for winning a battle on foreign land

Security value (if positive)

Additionally, there are some loot or NPCs that can increase a kingdom's stability

### Achievements are Applied

Achievements are chosen after all the peasant allocations are complete. If an achievement is chosen that affects the character sheets, it will be applied retroactively to that month's allocations. Example King Bob of Suburbia earns 1000 Platinum for his June assignments. He then sees what achievement he qualifies for and decides to choose Dwarven Crafter (Double Plat earnings). He would then get 2000 Plat instead of the original 1000. The achievement does not apply for the next allocation.

### Kingdom Registry is Updated

During this step all information will be updated on your kingdom registry. The new totals going forward will be in the pink section. You may now start to assign your peasants for the next month.

### Send out Armies

Any time during the month you may choose to send out your armies to attack an enemy camp, city, army or even aid another kingdom. Be careful as not to send all troops, you might want to leave some troops behind to protect your kingdom. **Any army sent out must now travel, this can take time so check the grid and how far some things may be.** War games or friendly fights do not count as sending your army away.

### Random Attacks

Every week there is a chance that an NPC controlled kingdom or army may attack you. So, make sure you build up your defenses and keep some armies at home. You can only get attacked once a month by random attack.

### Revolts

If at any point during the year your population drops below 50 percent of its starting amount. Your peasants' revolt. During Revolt you are no longer allowed to assign peasants and lose 10 kingdom points. At this point the game will assign your peasants for the rest of the season as if your kingdom was not in the games. (See below)

### Non-Kingdom Game Kingdoms (Automatic)

They will not be able to assign any peasants. This is just a flat rate gained per month. Additionally, if a Player controlled kingdom that is in the Kingdom Games but does not wish to deal with assigning peasants may choose this option as well. Finally, if your kingdom goes into "revolt" the game will assume control of the kingdom and run it as above. This is referred to as automatic. **This does not provide resources (Wood, Stone, Metals & Trade Goods) as it is meant to keep a kingdom afloat for the peasants**

### Building Armies

This is where you send your peasants to get trained to become fighters. You raise an army to fight and defend kingdoms. There are NPC controlled kingdoms and armies waiting for the right time to strike. Likewise, you might be waiting for the right time to attack them. First you must assign peasants into the recruit section during your monthly assignment. The kingdom officer or admin will then message you inquiring what your intent with those peasants are.

### Steps to build an Army

Assign peasants

Choose Training and Spend required MP

Name Company

Choose Speciality if company qualifies

## Important Terms

Unit- each individual soldier in a company

Company- A collection of units assigned together that has a strength value, training level and possibly specialties. For rules purposes they will be referred to as companies, but you may call them legions or squads, your choice.

Total Army size- The total number of Units in all your companies. Which every month will require food

Total Army Value- The total point value of all your companies combined. This the value used to determine upkeep of your Kingdom

Training level- Each Company has a training level from 0 to 3. Represents how trained they are and how many points the company is worth.

Speciality- When a Company has reached a certain Training level, they gain one or more special abilities which can be used during a battle, [specialties are attached to kingdom features](#).

### Building a company

When peasants have been assigned to be recruited, they must be assigned into a Company. At this time, you must decide if they are going to be trained. If zero training is chosen which is when no MP was spent your Company is made up of Militia and is available right away. To train a company, you must pay MP per unit to bring them up to level 1. This takes one month of training, after which they become available for use. Next month if you wish to train that company again from level 1 to 2 [you must have the available specialty buildings and space](#); you then pay the difference in MP between the two levels (3) and your company trains for another month, after that they become level 2. If you wish to train to level three the same steps are followed as before. Prices for training are as follows

[Companies are built in increments of 200 soldiers. Each 200 soldiers result in 1 HP for the company during a battle.](#)

0 MP Militia (ready immediately)

1 MP Lvl 1 Professional Companies (Apprentice) +1 to dice rolls 1 specialty (1 month of training)

4 MP Lvl 2 Distinguished Companies (Full Guild) +2 to dice rolls 2 specialties (2 month of training)

9 MP Lvl 3 Outstanding Companies (High Guild) +3 to dice rolls 2 specialties plus resilient (3 month of training)

Militia (skill 0) are given minimal training and equipment, and it shows. They cannot have specialties and cannot be used to reinforce trained Companies. [Militia cannot be recruited. They are assigned as peasants to the border guard. In any defensive battle in your territory you may choose to field one company of Militia with up to 10% the assigned peasants, rounding up to the nearest 200 \(1 HP\).](#)

Professional Companies (skill 1, Apprentice) have established structure and discipline and are properly armed. They comprise mainly commoners reinforcing approximately 25% apprentices, 5% full guilds, and a few high guilds among the commanders.

Distinguished Companies (skill 2, Full Guild) present hardened soldiers with a greater complement of specialists and better arms and armour. They are composed mostly of apprentices, with up to 30% full guilds, and the majority of the command staff at the high guild level.

Outstanding Companies (skill 3, High Guild) have exceptional prowess and experience and are admirably equipped. This is a primarily full-guild force, with up to 10% of its strength at the high guild level. It may have specialists who are powerful even among the high guilds. Each level 3 company requires a tier 3 specialty feature which also provides access to one tier 3 trait, chosen when the feature is built. This allows a company with one trait up to tier 3 and one trait up to tier 2 chosen from traits for which you have the kingdom features.

Training a new company takes a month per level. After that time Companies become available for use. Only 8 companies can enter a battle at one time on one side. Currently there is no limit to the number of Companies a kingdom can have.

### Choosing Specialities

Specialties can be found at the end of the book. To change a company's speciality just request a change on the registry sheet. The company will become unavailable for one month per level. After that time that speciality is changed, and the company can be used in combat. If for any reason a speciality is removed from the game or changed, the ruler of a kingdom may choose another one for free and the change takes effect immediately. If a new speciality becomes available a ruler may change any one of its specialties to the new one with approval from staff.

Here is an example of the training area located on your kingdom registry. This is where you inform the Game of Realms staff where you want your newly recruited peasants to go or where you instruct your existing troops to be trained.

Training/Recruit									
Train/Recruit/Dismiss	Date	Company Name	Units	Current Level	New Level	MP Cost	Current Specialties	New/Change Specialties	Date Complete
500	July 1	Cavalry	400	0	1	500		mount	August 1
500	July 1	Un Holy Touch	400	2	3	2500	Undead Monk	Undead, Bushido	August 1
100	July 1	Four leaf Cannons	200	0	3	900		Siege, Lucky, Resilient	Oct 1

### Reinforcing

When companies take casualties, you may want to reinforce them or merge them. The **only** way is to join two **or more** companies of the same training level and **specialty** or train new units to the same level then add them to the company. If you join two companies together **their specialties must match**.

Companies are reinforced and merged in increments of 200 soldiers.

### Other Alterations to a Company

At any time, a Company can change its name or be split into smaller companies. You may split a

company into two or more smaller companies of the same level and specialties. This takes no time and can be done at any time. **No company may have less than 200 soldiers after this split.**

#### Total point value of Kingdom army

The total point value is used to determine how much upkeep your armies require. This amount is determined by how many units you have and at what level. A 5 percent upkeep of the total value of all your companies is added to your kingdom's upkeep for the month.

## Battles and Kingdom Combat

### Important terms

Army- One to eight companies during a battle.

Battle – Combat that will take place during permission at Dagger Deep between two kingdoms

Opposed Roll- When you are attacked during battle you make a opposed roll to defend your company

Unopposed Roll- Exactly like an opposed rolled but winning your defence roll doesn't deal damage as normal

Round–Is after every company has taken their turn.

Turn- When a company has moved, attacked, or passed.

Initiative- The order in which companies take their turn. Lowest HP acts first and continues in ascending order. **In case of a tie the defending**

Line of Sight- Using the move tape your companies' line of sight is anywhere the move tape can be placed without touching natural or artificial terrain. This excludes traps, rivers, trenches and lakes.

Artificial terrain-is any terrain place on the map or walls or buildings

Natural Terrain- Rivers, mountains and forests

Traps- Stop all movement

Shaken- -1 to all rolls. This occurs when a company fails their first resolve check.

Routed or Broken- Occurs when a company fails their second resolve check and must retreat if able on their turn.

Successful Attack: When the attacking company beats the defending companies roll.

There are several ways a kingdom can enter a battle. They can be attacked by an NPC army, go to war or have war games with other kingdoms. Once a kingdom has been informed of the impending battle, the kingdom(s) will pick their generals and the battle will happen on the next available Saturday under one of the towers by gatehouse during permission or before gatehouse opens. If at any point a kingdom would like some training in the rules, a mock or practice battle can be arranged to give generals practice.

### Army Movement and Travel Time

**Armies now will have to spend time getting to battle locations. By default, armies can only move 1 hexes**

per week. Refer to Arrakis Grid Map. Each week an army may move its movement. Certain companies may move faster such as mount, Aquatic or flying. But only those companies again increase speed. Air ships have a company carry capacity, though they can carry more during a battle they can only carry their max out of combat, a lot more supplies and support equipment must be carried. Resources travel as fast as the unit being used to transfer them.

Once an army enters a kingdom border the invaded kingdom is informed of the attack. Unless they have observatories in which they might be informed sooner. To take a capital your army must be in the square with the capital. You may take certain routes to avoid borders, but you must inform the game of realms staff your route.

For armies to move over water they require ships or the ability to fly. Ships and flying companies move 5 hexes per week. Carriages and mounted companies move 2 hexes per week. Special units have their speeds listed in the special units appendix at the end of the book.

There is a chance that an army may run into another army enroute to its destination. The generals of either army may decide to engage, only if both decide not to attack does combat not occur. After any battle or any point, you can change the course of your army or send them home. They still only move at their movement speed.

### Aiding another Kingdom

There is the option of sending your army to aid another kingdom in defense, attack or to liberate an occupied kingdom. If you send an army to aid another kingdom, the “enemy army” must split their army to face each kingdom separately. If there is a reward for the fight it must be split, however the generals decide. The “enemy” may choose what companies face what army.

### Notice of Army Size

Kingdoms must build observatories to gain information or to find out sooner of the attack; the higher tier of observatory will reveal more details

### Army Sizes (In units)

Horde 16,000  
Legion 12000-16000  
Huge 8,000-12000  
Standard 800-8000  
Small 400-8000

Battle Sequence

Army lists  
Placement



Battle begins  
Company Turns  
Battle Resolution

### **Army lists**

In this step each general will give the ref(admin) a list of what companies are going to be present in the battle.

### **Placement**

The first company to be placed is the one with the highest HP unless otherwise stated. If there is a tie the defending army may place first. If it needs to be resolved any other way a dice roll will occur. If more than one company has the same HP all must be placed. Unless otherwise stated companies can only be placed in the deployment area which is marked on their side of the board. When a company is placed the general must announce its training level, hit points and specialties. Once all companies have been placed the battle begins.

### **Battle Begins and Initiative**

The battle has finally begun. Generals now control their companies when it is their turn. Initiative is based on the Hit points of a company, lowest acting first. This is to represent that small companies have less people to move and therefore can act quicker. If there is a tie the defending army may act first. If more than one company has the same HP all may act in turn, the general's choice.

### **Company turns**

Companies have two actions each turn. Unless otherwise stated they must be used in order, move then attack. There is a third action to use a specialty ability which can be used only when its criteria are met.

### **Move**

You may move your Company any distance on the board in a straight line. A Movement Tape will be available to each general. To move a company simply place the Movement Tape on the center of the company marker. Then placing the Movement Tape down, it may move that path unless it hits another company, or any terrain marked on the board. If you stop at terrain, you must end your move. On that company's next move they may pass through the terrain. Keep in mind certain specialties allow some exceptions to this. You are permitted to skip your move. Your marker's front arrow must point in the direction of movement at the end of the move.

### **Attack**

If you are in range of an enemy company, (usually touching markers) you may attack them. To attack an enemy company, you roll 2d4 plus any bonuses. The defender who will be defined as the one being attacked also rolls 2d4 plus any bonuses. The amounts are compared, and the winner deals damage to the loser in the amount of the difference in rolls

Example attacker rolls 2d4 and gets 4. The defender rolls their dice and gets 7. Therefore, the attacker loses 3 hit points (7-4=3)

## Resolve Checks

In battle a company or army may be shaken or routed if they take enough damage and fail their resolve checks. If a company's hit points are below 50% after receiving damage, they must make one resolve check immediately. If the armies total hit points are below 50%, every company must make a resolve check at the start of each round.

A company makes a resolve check by rolling 2d4 plus their bonuses and the result must meet or exceed 6. If they pass, they can act as normal, if they fail, they become shaken and get minus one to all future rolls. If a shaken company fails another resolve check, they become routed and they must use their move to retreat to the closest edge they can make it too safely. In the rare chance that a routed company cannot make it to an edge, they are to move if able, as close to an edge as possible. They can no longer attack but they can defend themselves. A routed company is considered lost or retreated for the purpose of army resolve or victory conditions. A larger stability loss happens for routed companies than companies that just retreats.

## **Retreat**

If your Company moves off the board it is considered to be in full retreat and is removed from the battle. You may choose to retreat your companies on their move. A retreating company is counted as a "loss" for resolve checks, as well there is a stability loss. Companies that retreat get to roll 2d4 for casualty recovery instead of 1d4 if they were destroyed.

## Flanking

If the Marked Front of your company's marker lands on the Marked Back of an enemy company, you get +1 to attack but -1 to damage, to a minimum of 1.

## Healing

There are certain specialties that allow companies to restore HP. At no point may they restore hp above their starting amount.

## Battle Resolution

The battle ends when all companies on one side either are defeated, have retreated or the general surrenders.

## Casualties

After the battle, remaining hit points of each company determine how many units in each company survive. If a company had 6 hit points and lost 3, it loses 50% of its strength (units in a company). So, if it had 1000 units it goes down to 500. If the battle was a war game between two friendly kingdoms this step is skipped. All casualties were healed and returned to their companies, as both kingdoms were not fighting to kill or maim. *(They were using blunt weapons and complaining about rhino hiding)*

## Recover Casualties

When all casualties are totalled for each company even those who were totally wiped out or retreated. Each general roll 2d4x10% for each company. Each side regains the rolled percentage of the casualties. These regained units are returned to your kingdom as peasants. These are considered too injured to be

soldiers anymore or resign. No refund in MP is given. If you have the resilient specialty the regained units rejoin their respective companies instead of returning as peasants.

### Victory Options

If the battle was not a mock battle or a war game the winning kingdom may choose one victory option, as well they receive three kingdom points. A kingdom may only receive three kingdom points per month from battles.

If your army was victorious against an NPC army or NPC kingdom the general can then choose a reward. These rewards are presented upon winning the battle or in some cases the rewards will be posted in advance. The rewards range from relics, land, food, peasants and other items.

If the battle was between two PC Kingdom the general may choose one of the following options

- Claim the non-recovered units of one company as peasant slaves
- Claim the MP of a defeated company

Or if victorious general was attacking a kingdom may choose one of the following options

- Steal 10% platinum from kingdom
- Steal 10% food from kingdom
- Capture 5% of Domain (if adjacent to your kingdom)
- Occupy kingdom

You cannot attack again if you are already occupying that kingdom. Additionally, you cannot attack a kingdom more than once a month if you are victorious.

### Occupied Kingdom

An occupied kingdom can no longer assign peasants until they are liberated, and it will run in "automatic" (see above section). The occupier of the kingdom must choose what companies are going to remain to garrison the occupied kingdom. These companies are out of play until the occupation is over. Likewise, these companies will have to fend off any other armies that seek to liberate the kingdom.

The Occupied kingdom can use its remaining armies to try and liberate itself, but it must wait two weeks to be able rally its troops in secret. If it fails, the Kingdom must wait another two weeks. The Kingdom or army that is occupying the defeated kingdom can claim a reward if they can hold the occupied kingdom for a month. These resources are not taken from the stores of the occupied kingdom, but rather created by the peasant workforce of the occupation. They may choose 1 of the following, and the amounts earned are based on the number of units sent to occupy the kingdom.

### Rewards

5 times # units in food

10% of # units in Platinum

25% times # units in Peasants

5 times # units in culture

## Kingdom Borders and Influence

Kingdom Borders will now be tracked on the digital map. As kingdoms grow stronger so will their borders. The more people a kingdom has the more space it requires. If a large population is crammed into a small kingdom its stability will drop faster. At the end of the year, after points have been totalled, kingdoms will be able to spend their points to buy improvements for their kingdoms. These can range from armies, larger borders, more peasants etc.

## Darkest

The top two kingdom leaders select a “Darkest General” that will represent their kingdom on darkest, the two leaders will set the terms for the darkest. A general may be selected from another kingdom but must be registered to a kingdom. All characters are invited to the darkest and will be allowed to fight on either side, staff will not interfere or decide where people should fight. Peasants and non-coms are not permitted at Darkest. Staff will however decide how Darkest is held, rules and combat locations.

## The Grand Prize

The General of the victorious side, becomes the High King/Queen of Dagger Deep. The High Queen/King of Dagger Deep can set the tax rate for Dagger Deep, change laws, wage wars, and wear their weapons in the bar, all in the name of Dagger Deep. As well, due to the strength of this character's influence on the field it is advantageous for everyone to have them out as often as possible. Therefore, this character will be given PC priority. Meaning that the high king/queen can play their high king/queen character whenever they want. They do not have to NPC unless absolutely necessary or by choice. They also will get first chose what story arc their kingdom can PC or NPC and first choice when choosing relics. The other prize will be Fort Rowanoak, the winning Kingdom may add their banner and may allow or deny entry to the fort.

In summary the powers of the winning kingdom will be great. Though it should be stated that the powers are limited up until the fun and enjoyment of players ends. Medieval Chaos will step in if it finds the decisions of the winning kingdom are negatively impacting the game.

## Artifacts, Relics and Purity seals

Enhancement Bonus: Anything that grants a passive bonus, that is anything granting you a benefit that is out of your control. Such as a +1 HP or a bonus that triggers while dead or any resists. X times per day items that you can only control while alive do not count towards this. These bonuses do not stack with any other Enchantment bonuses such as ones granted from Relics, Artifacts, Banners or Purity seals. They can stack with potions and spell effects. Players normally can only benefit from one potion and one Relics, Artifacts, Banner, or Purity seal at a time, unless stated otherwise.

All relics, Artifacts, and Purity seals must be openly worn.

If for any reason Staff deem that a player or players, or faction is misusing any of the relics, banners, artifacts or seals gained through the kingdom games, the item or items may be removed with no refund. If an issue arises that an item is deemed broken or affects the game in a negative way, Staff reserves the right to change the item at any time. If so, there may be a refund in points, which then can be spent to buy another item or keep the changed one. **It is the responsibility of the leaders of each kingdom to**

inform their subjects about Enhancement bonuses and how their items work. Ignorance is not an excuse.

This does not include Relics bought with real money or Seals bought at the Shop with Physreps.

## Kingdom Point Purchases

At the end of the year all the points earned through the season may be spent on various items.

**Banner** (20 points) A kingdom may only purchase one banner

The designated Kingdom Bannerman can only be chosen once an event and they are the only ones who can benefit from the banner. While wielding the banner with at least one hand (Must be holding in the palm fingers closed) the wielder gains +3 HP, resist to push and fear and gains the rally ability 2/day. If at any point the Banner falls to the ground in the presence of the bannerman while alive, the Rally ability is lost for the day. Winner of Darkest receives the banner for free. The banner counts as a relic and does count as an Enhancement Bonus. (Banner must be at least 4 sq/feet)

**Kingdom Relics** (15 Points) A kingdom may only purchase their own kingdoms Relic

Kingdom Relics can only be used by a member of good standing in the Kingdom. They must have their Kingdom Symbol showing. All relics are created and provided by each kingdom. They must be distinct in their appearance. Any Artifacts that grant a resistance still must expend 1 Hp to ignore the specific effect. At the end of the Day the Relics magically returns to the Kingdom regardless if it was lost or stolen. All Relics last until the end of the year. Any Relics that Grant a passive bonus (Something at doesn't have a daily limit or a condition to use) is counted as an Enhancement Bonus and doesn't stack with other Enhancement Bonuses such as Purity Seals, artifacts, Banner or Relics Any Relic that has a "uses per a day" has some additional rules. These relics can only be used by one person. This person can change from event to event but once chosen for that event only they can use that item. This is so only one-person has to track the daily uses of that item. Relics can be looted as per the normal looting rules but count as spell books and weapons.

**Artifacts** May only Purchase two Artifacts per Kingdom (Prices Vary)

These artifacts are unique and can only be purchased once. If chosen, the next kingdom doesn't not get the option of buying it. Purchased Artifacts are only usable by registered members of the Kingdom (Must be registered on their kingdom registry). Any Artifact that has a "uses per a day" has some additional rules. These Artifacts can only be used by one person. This person can change from event to event but once chosen for that event only they can use that item. This is so only one person has to track the daily uses of that item. Artifacts can be looted as per the normal looting rules but count as spell books and weapons. Any Artifacts that grant a resistance still must expend 1 Hp to ignore the specific effect. At the end of the Day the Artifacts magically returns to the Kingdom regardless if it was lost or stolen. All Artifacts last until the end of the year at which point, they are returned to Medieval Chaos. Any lost or damaged Artifacts will need to be replaced by the Kingdom or user. Any Artifacts that Grant a passive bonus (Something at doesn't have a daily limit or a condition to use) is counted as an Enhancement Bonus and doesn't stack with other Enhancement Bonuses such as Purity Seals, artifacts Banner or Relics. Un chosen Artifacts may enter the game through loot, prizes for the games or other means. They become soul bound to the player who found or won it. It is soul bound until the end of the year in which it is returned to the game.

**Purity Seals** A kingdom may purchase any number of Purity seals

They can only be gifted to any registered members of a kingdom. They cannot be sold or traded. The purity seals must all be purchased before the beginning of the season, though they can be given out at the start of an arc. If you have a purity seal for an ability you already possess it becomes the improved version for the duration of the seal. Example you buy 12 low seals for 60 Kingdom points. Then decide to give 4 out at the beginning of each arc. The amount allocated for each arc must be decided at purchase, but who the seal goes to and what seal does can be decided when the seal is given out.

Purity Seal costs

5 KP Low abilities

10 KP Med Abilities and +1 HP or +2 Mana

15 KP for any one resistance

High and unique are only available at auctions

Specials are earned through various other means

### **Kingdom Character sheets**

Finally, points may be used to increase your strength or supplies of your kingdom. Points allocated to be spent here may be spent at any point during the year. The intent is so you have a backup in emergencies. Points do not carry over to the next year and must be spent. Points spent here get added to your kingdom character sheet. Which may be found on your kingdom registry.

1 KP 250 MP (Military points, used to buy soldiers)

1 KP 3000 Bushels of Food

1 KP 25 PLAT (Platinum, used to buy things on a kingdom scale)

1 KP 100 Peasants

1 15 square miles

Resources will be available next season for point purchases

## TLDR

This is a quick summary for those who don't like reading

### **Each month a ruler must do the following**

- Participate in the weekly games to earn points to win
- Update Registry by 7Pm on the Sunday after the last mission of the month.
- Assign peasants by 7Pm on the Sunday after the last mission of the month.
- Choose achievements: You will be given the choices by staff and will have a set time to decide
- Fight Battles if your attacked or if you want to attack someone else
- End of the year spend your points on sweet relics and artifacts
- Maybe win darkest and become king or queen of Dagger Deep

## FAQ's

How does attendance work with achievements?

For a PC to count towards achievements they must register with a kingdom. Then sign in under that kingdom and give that PC's name at the gatehouse at least once a month.

Can you register with more than one kingdom?

Yes, but you will get taxed for both and you would have to sign into each kingdom on two separate events to benefit each kingdom.

What if I am registered but don't sign in?

You will get taxed and won't be counted towards achievements.

What if I sign into a kingdom but I am not registered with them?

You won't get taxed and you won't benefit that kingdom towards class-based achievements. But you would be counted for some general achievements and attendance for that kingdom.

## Game Rules

It is our hope that these rules will remain the same throughout the year, but some rules may change the day of the event due to several reasons. Everyone will be informed to the best of our abilities.

### Individual Games

#### Single Combat

- 3 people from each kingdom can compete and 5 unaligned
- Two combats agree to three terms before entering the ring
  - Hit by location, To the Death, or First Blood
  - If abilities can be used
  - What weapons will be used
- If they cannot agree each will choose one and the Ref will choose the third
- After the bout all Combatants are revived, healed and replenished.
- It is best of three bouts
- No bout will be allowed longer than 1 minute. Time up is a loss for both.
- If the ref thinks you're wasting time they will call the match in favor of the other fighter
- Depending on turn out it will be single elimination Double elimination
- Highest standing member of a kingdom will be counted

#### Arena

- 5 members from each kingdom may participate
- Contestants begins on the opposing sides of the 'pit' (a marked circle such as the gladiator pit or woodhenge)
- Combatants cannot enter the 'pit'
- No spells
- Only bracers are permitted
- No Abilities
- No shields permitted.
- All participants gain thrown and Bows Proficiencies
- First hit wins
- Best of three rounds

- Depending on turn out it will be single elimination Double elimination
- Highest standing member of a kingdom will be counted

#### Battle Bridge

- Each kingdom may have three participants, unaligned may have 5
- The two contestants stand on a wood plank.
- Each contestant must wield similar size daggers. Within 2 inches. But if both participants agree these sizes can be different
- The first participant to land three hits while still standing on the board is the winner.
- Falling off the board is a loss.
- Giving up your footing for a killing blow is a loss.
- If both fall off, it's a redo.
- No shoving or grappling.
- Wrist grabs are okay.
- Bracers block hits.
- No spells or abilities and Armour points are not in effect. 3 hits only.
- Judge calls the end of the match and may call for a redo if they believe its required
- The system will be double elimination or single elimination depending on participation
- Only the Highest-ranking participant in a kingdom will be counted

#### Flintlock Duel

- All participants can use the "Training Flintlocks"
- Try to bring your own face protection.
- Each kingdom may have three participants, unaligned may have 5
- Both participants start back-to-back and walk 5 paces then turn and shoot.
- First person to hit their opponent wins
- If you miss you must remain still until the other person fires.
- Of both miss the match will be done over
- Best of three matches
- Winner advances
- The flintlocks do not have bullets in them, so no one will die
- The system will be double elimination or single elimination depending on participation
- Only the Highest-ranking participant in a kingdom will be counted

#### Short Sprint

- No teleport
- No mass effects
- No Summons
- Combat, spells and abilities are permitted during the race
- 2 people from each kingdom and unaligned will be permitted per race
- First to cross the line wins
- Any outside interference during the race or before will result in a do over and expulsion of interfering party
- There will be three races each for one point

#### Cross-Country Race

- 3 members from each kingdom will be permitted to race



- Run around the course 5 times
- Each lap announces your name and your lap number
- Don't veer from path or take short cuts
- First person to complete all five laps wins
- Highest standing member of a kingdom will place

#### Target Archery

- Each contestant gets 10 shots
- 3 members from each kingdom may participate more maybe allowed, its base on attendance
- There will be several targets each will be worth different points
- The participate with the most points wins, if there is a tie a shoot off will happen
- Highest standing member of a kingdom will be counted

#### Target Siege

- Each contestant gets 5 shots
- 3 members from each kingdom may participate more maybe allowed, its base on attendance
- There will be several targets each will be worth different points
- The participate with the most points wins, if there is a tie a shoot off will happen
- Highest standing member of a kingdom will be counted

#### Stone Throw

- Up to 6 members per kingdom may participate
- Up to 10 unaligned may compete (must be non-registered and signed in as unaligned)
- Each competitor may have three throws
- Kingdoms will take turns alternating throwers
- All throws must start and finish behind the line
- Three steps will be permitted
- Only the farthest throw of each Kingdom will be counted
- First receives 3 Second 2 Third 1

Additional points for accuracy may be awarded

#### Bar Games

##### *Skull and Roses*

- Decide who goes with a skull or rose coin flip they are considered the start player
- To start the round everyone plays one chip face down
- In turn, starting with the start player (first player) either play a chip face down on top of your previous one or make a bid ("I can uncover x chips without getting a skull.")
- If a chip is played the turn passes normally to the left. If a bid is made no one can play more chips this round.
- Once a bid is made each player in turn may either raise the bid ("I can uncover x+ without revealing a skull") or pass by pushing their chips to the center don't mix the chips.
- Once everyone else passes, the high bidder turns over all of his chips first then turns over the top chip of any stack he chooses until his bid is made or he uncovers a skull.

- If a player successfully turns over the number of cards equal to his bid, he wins a point (2 points wins the game).
- If he uncovers a skull in his pile of chips (Basically baiting others to bid higher) the round ends and he must then gather all his chips, then secretly choose one of his chips to discard out of the game.
- If he reveals a skull on another player's stack. He then must then gather all his chips, then the person who owned the stack with the revealed skull randomly chooses one of his chips to discard out of the game.

First to two points wins

#### *Liar's Dice*

- 4-5 players a table
- Each player gets 5 dice
- The winner of the last round or highest 2d6 roll starts the round
- Each player in turn makes a wager either in number of dice or number of pips (3 Fours or 4 Fives)
- The next player's wager can never go below the last wager both in number of dice and pips
- One's are wild and count as whatever the current dice is being wagered
- On your turn you can either raise the bid or call or say liar
- If liar was called everyone reveals their dice the last wager is counted. If the total amount counted is equal to or more than the wager, the person who called liar loses a dice.
- If the total is less than the wager the person who made the wager loses a dice.
- If someone says "Call" again everyone reveals and counts the dice if the count equals the wager exactly all players except the person who called loses a dice if it is not, the person who said "call" loses one of their dice.
- After dice have been counted everyone rerolls their dice in their cup and a new round begins starting with the person who won, the last round. Either by winning the wager or correctly calling our liar or call.
- Game ends when all but one player has dice

#### *Vultures Dice*

- The goal is to get over 10,000 points
- During your turn, you roll all 6 dice, if any dice gives you points, at least one of the scoring dice or dice must be put aside. Now you can either keep those points or choose to risk them to roll the remaining dice for more points. Future rolled dice cannot be added to what has already been scored.
- If you do not score points from the dice you rolled your turn is over. With no points earned.
- If all your dice score points you may tally those points and roll all 6 dice again.
- You need to accumulate 1000 points in one turn to get on the 'board', after that you may stop rolling at any point during your turn and keep the point
- You may add dice you already scored in the pool. (You have three five
- Once on the board, on your turn you may "vulche" (steal) the last person's remaining dice. If you score points on the roll, you earn an equal number of points as the last player plus what you just rolled. You may roll again as normal if there are still unused dice or all six dice scored.
- Scoring

- 1 is 100 points
- 5 is 50 points
- 3 of a kind is 100× that number (ex. 3 2's would be 200 points, 3 1's is 1000 points.) Any additional match doubles the points (ex. 4 3's is 600 points, 5 3's is 1200)
- 2 pairs or 1's or 5's is 500 points
- 3 pairs are 1500 points
- A straight (123456) is 2000 points
- 6 of a kind is an automatic win.

#### King of the Ring

- Each kingdom may have up to five combatants
- Only five unaligned may compete
- If a player dies or is deemed by the ref unable to fight (such as petrify) they are teleported out of the Ring
- If the ref decides a combatant is stalling or allowing time to pass without any action the ref may pause the time and change out the teams as needed
- Leaving the ring for any reason counts as a defeat
- Once you are out of the ring combatants receive the revive, heal and replenish effects
- Once a combatant has been eliminated the next combatant in line enters the ring
- Once defeated confirm with judges that your kill count is correct
- After the designated time has elapsed the person with the most kills win
- Only the highest placing person in a kingdom will score
- First gets 3 second 2 third 1

#### Team variant (Short version)

- As above but total combined kills for a kingdom
- First gets 3 points all others get 1

#### Team Games

##### Cabbage Blitz/Troll Ball

- Only 3-5 players on the pitch (Field) during play
- More players can be involved as people can cycle on and off between scores
- One medium weapon per person. no staves, pole-arms, bows, throws or shields will be permitted.
- Medics cannot wield weapons or carry the cabbage
- Each player has 3 hp
- Bracers still block
- Once you have been hit three times you drop to one knee and raise your weapon in the air
- There will be one medic on each team which can bring back players
- To bring back a fallen player the medic must run to the fallen team member, grab their weapon then run back to their side of the pitch and hand off the weapon to the fallen player (Who would be running back with them) or allow a new team member waiting on the side to cycle in.

- Medics may walk/run the outside of the pitch while waiting to recover a fallen team member. Though once they have grabbed the weapon they must stay within the pitch until they reach their side
- The cabbage cannot be thrown, and it can only be handed off
- To score the cabbage must be placed in the basket with full control not dropped or tossed
- Each match will be best of five points

It will be round robin, single elimination or double elimination based on how many kingdoms show up.

#### Keep Away

- No spells or abilities
- Each kingdom may have one team of two combatants
- Only one unaligned team may compete
- Each Round will have two teams face against each other
- By random draw two teams will start in the ring
- The ball will be placed in the middle the object of the game is to possess the ball for the longest over a specific amount of time
- Once a Combatant has received their third strike, they are teleported out of the ring
- If a combatant is deemed by the ref unable to fight or are not taking their hits, they are teleported out of the Ring
- If the ref decides a combatant is stalling or allowing time to pass without any action the ref may pause the time and change out the teams as needed
- Leaving or stepping out the ring for any reason counts as a defeat
- Once you are out of the ring combatants receive the revive, heal and replenish effects
- After 10 seconds you may re-enter the ring again
- The round ends when the designated time has elapsed. The team who kept possession of the ball the longest during the round, wins
- It will be single elimination, double elimination, or round robin depending on the teams

#### Skirmish

- No removing or hiding bodies from play
- Judges or referees are not to be harmed
- Teams will be minimum 2 and maximum is decided by the two teams competing up to a 10v10
- Each kingdom and unaligned may only have one team though may have reserves switching out after rounds
- Play Area will be designated
- Leaving play area is forbidden if forced to leave you are required to wait at the border
- Rounds last 5 minutes
- The round ends when time is up, with the most standing being the winners or if one team is completely defeated which is determined by the Judges
- After each round all participants receive revive, heal and replenish effects
- The contest will wither be single elimination, double elimination, or round robin depending on attendance

## Conquest

- No removing or hiding bodies from play
- No poisoning of bodies
- Participants may teleport to the respawn after 5 minutes of being dead
- Summons last five minutes after that participant may re-spawn
- The Re-spawn location will be located far from the scoring area. Where dead participants receive revive, heal, replenish and repair armor effects
- Max 10 participants per kingdom
- All Participants must sign up, only register participants may participate
- Judges or referees are not to be harmed
- The scoring area and end time will be given out at 4 pm
- At the designated end time the score area will be inspected, the judge will call a cease of combat. Whoever has the most alive participants (summons do not count) in the location wins
- Any kingdom which, willing receives aid from non-participants will forfeit
- All registered participants and only registered participants receive revive, heal, replenish and repair armor effects after the game ends
- Game starts 1 minutes after the horn (Or begin call is made)

## Variant rules

- A location and time will be posted at gatehouse
- Whoever has the most alive kingdom members in the location at the designated time wins

## Defender

- Teams will be minimum 3. Teams can be larger so long as both teams are the same size.
- Team will be pitted against one another, one will be attack and one defend
- The area to defend will be announced that day
- Teams with have 5 minutes to defend or take the area
- If all members of a team appear to be dead or unable to fight the match ends
- After a match ends all players receive revive, cure, heal, and replenish effects. All negative effects received during the match are dispelled and armour points are restored
- Teams then switch sides attacker and defender
- After each team has gone once, the team with the most wins will be declared the winner.
- Number of matches depends on number of teams

## Hunt and Seek

- No Globe of Teleport
- No Summons
- No Hiding of bodies
- In town laws are still in effect
- Maximum team size is 5
- Only teams may look for or hold object/person
- No Attacking or interfering with the ref
- A description of the object/person will be given at the start time
- First team to hand the object into the ref wins. If time expires all participating teams receive 1 point

## Seize the Standard

- No Teleport effects
- No summons
- No removing or hiding bodies from play
- No using invisibility or sanctuary effects while holding a standard
- Judges or referees are not to be harmed
- Teams will be minimum 3 maximum 5 this may vary depending on attendance
- Each base area (~15' diameter) will have one standard
- Standards must be in plain view and cannot be locked or tied to anything
- No negative effects except instant kills work in bases (even racial weaknesses)
- Negative effect received before entering the base continue as normal
- Negative effects can be used in base area to target people outside base area
- All bases will be evenly spaced out as best as possible and equal distance to the scoring area
- To score a point a team must deliver a standard uncontested (Not actively in combat) to the scoring area
- If A team recovers their Standard, they must return it to their base as quickly as possible
- Players must be 30` away of scoring area unless trying to score or while engaged in combat (no camping)
- Once a point is scored the horn will sound and all characters receive the revive effect and must head back to their base. The game resumes when the horn sounds again
- Your team can only score from a standard once. To score again you must seize a different standard and you may not score with your own standard
- If your forced to leave the play area you wait at the border until the effect ends
- If a player dies, they have three choices: wait until someone on their team revives them, or wait until the horn is sounded, or finally you may teleport to the closest respawn.
- Respawn areas are placed in between your neighbor's base and their neighbors base going in clockwise set up
- Once at the respawn you benefit from a resurrect
- Additional or extra team members can wait at them respawn point and may switch out with in coming dead players
- Teammates waiting at respawns can cycle out with players after a horn has been sounded but before the second horn to resume is blown
- If the horn sounds before you get to the respawn you must return to your base where you will receive the revive effect
- Each Fifteen minute there will be a five-minute water break. During these breaks all players receive the Heal and Replenish effects
- The game ends when one team captures all other standards once or when time elapses and the team with the most captured standards wins.
- To earn participation, point for your kingdom you must first partake in the game and second return standard, markers and any other items used in the games to the proper location (Help clean up)

## Pillage the Palace

- No summons
- No removing or hiding bodies from play
- Judges or referees are not to be harmed
- Teams will be minimum 3 maximum 5 this may vary depending on attendance
- Each base area (~15' diameter) and will have three sacks
- Sacks must be in plain view and cannot be locked or tied to anything
- Each player may only carry one sack at a time
- Players may not empty the sacks
- While carrying a sack you can't use any spells, abilities or enter combat
- You may only drop a sack in a base. If you pick up a sack you must carry it all the way to a base or until you die
- All bases will be evenly spaced out to each other
- If your forced to leave the play area you wait at the border until the effect ends
- If a player dies, they have three choices: wait until someone on their team revives them or you may teleport to the closest respawn.
- Player may voluntarily die to end effect but must teleport to the respawn
- Respawn areas are placed in between your neighbor's base and their neighbors base going in clockwise set up
- Once at the respawn you benefit from a resurrect
- Additional or extra team members can wait at their respawn point and may switch out with in coming dead players
- Water breaks are up to each player
- The game ends when time is up. The team with the most sacks in their base wins. All sacks outside a base will not be counted

## Mage Duel

- There is a circle ring around which you fight ~15' diameter
- All spells are delivered via spell packet
- You will only have 3 packets once thrown cannot be reused to cast any spells other than fireball (pink packets)
- You may have 3 fireballs which can be reused after being thrown (red or orange)
- Anyone, even non-casters, can cast fireballs.
- No exhaustion and mana for required for spells
- Caster must still be of appropriate level to cast the spell. Casting words or mental casting must still be used.
- No abilities, spell buffs, potions or racial; resistances or immunities are permitted before or during the round
- No abilities are permitted except strong mind and innate talent
- No weapons, shields or benefits granted by armor
- All areas of the body are valid, but head and groin shots will be penalised
- Each round consists of 2v2 unless required to be 1v1
- Each round each combatant chooses one resistance which they may use during the round
- Each round an additional resistance may be chosen, if there is a third-round, competitors may change one of their two. All choices must be given to ref

- Competitors may forgo the resistances for an additional hit
- The round ends after all combatants on one side have received 3(4) damage or are unable to cast
- After each round everyone is revived and healed
- It's the best of three rounds
- You will be wearing an IC charm which will be the "In Character" reason why magic works for this game
- The charms and magic pouches will be provided for you

#### Oddball

- No Sanctuary, teleport or invisibility effects while holding the ball
- Each kingdom team will consist of three to five combatants
- Only one non-aligned team will be permitted
- Judges are not to be harmed
- Kingdoms may have additional combatants in reserve that can cycle in at the respawn
- Leaving the designated area for any reason counts as a death
- If a combatant dies, they may teleport to the respawn or remain where they are
- Any combatant may voluntarily die to end an effect but then must teleport to the respawn
- Once a combatant arrives at the respawn, they count to ten then they receive the revive, heal and replenish effects
- When a kingdom gains possession of the ball they must yell "(Their Kingdom Name) has the ball" loud enough for the judges to hear.
- After the designated time elapses the kingdom with the most time in possession of the ball wins
- To gain participation points a kingdom must first partake in the game and aid in all clean up after the game.

#### Man-at-Arms

- No Spells and abilities
- Each kingdom may field one team
- Additional participants may wait in reserve and cycle in at respawn
- Each team will consist of at least 3 or more combatants. Each team must field the same amount per match
- The pitch or game area will be of a certain marked size
- Each side of the pitch will have a shield, one facing up and the other facing down
- The shield may not be moved from its general location other than being flipped
- Each team will be designated shields up or shields down
- The goal is to try and flip your opponent's shield to match yours and to protect yours from getting flipped
- During the match the judge or ref will score points based on the position of the shields either up or down
- Only the ref will know when the scoring times are, usually they will be broken up evenly throughout the match. The scores will also be kept secret until the end
- The shields may not be flipped while being contested (In combat with someone)
- It is first strike is death, Bracers block as normal



- Upon death combatants teleport to the respawn area which is located on the side near the middle of the pitch
- Upon arriving at the respawn you receive a revive and heal.
- At this point you may reenter the pitch or cycle in another member of your kingdom
- When the time runs out the team with the most points either shields up or shields down will win

### Agents and Envoys

This variant will be tried and if it enjoyed more than the other version this will take its place

#### General Rules

- All players are considered agents excluding mandatory non-coms and non-coms (wearing orange sashes)
- Town guard are neutral parties that enforce the laws of the games and arrest people and collect fines
- The normal process for town laws will be suspended excluding character death, hiding of bodies, interfering with the tournament or endangering non-combatants
- If a guard sees a law is broken, one or more people may be arrested. The accused can choose either to pay the fine, go in the stock for a short time or go to jail for a longer time. Resisting arrest will have punishment doubled.
- No ledgers may be stored in shops or other rented structures.
- After a set amount of time the ref will blow the horn once. The Envoys now have 5 minutes to turn in one ledger. If they do not have a ledger to hand in the team is eliminated.
- Only the Envoy can hand in scrolls
- After the five minutes has passed the horn will sound again and the games resume.
- The game ends after only one team remains. With three sharp blasts from the horn.

#### Envoy rules

- Each Envoy will start the game with one ledger
- Envoys will be identified well in advance, so everyone will know who they are.
- You cannot willingly leave the designated game area
- You must carry the ledger openly or visibly cannot leave or stash it anywhere
- You may not lock any ledgers
- May not enter invisibility
- You cannot be teleported, nor can you teleport
- If you do not have a ledger in your physical possession when the hand in horn blows you are eliminated. You cannot retrieve or be given a ledger after the horn has been sounded.

The envoy will have 5 minutes to turn in a ledger

#### Town guard Duties

- Remain neutral for the entire event
- Arrest anyone you see break the law. Minor breaches may just result in a verbal order to disband and walk away.
- Break up altercations

- The larger the group of people involved in crimes you should arrest more people (usually one from each side involved or the people who initiated the incident.)
  - If you are arrested you may choose to pay the fine, go in the stocks or to jail
  - Fines 5-10 crowns, stocks 5-10 minutes or 15-20 minutes in jail  
whoever has the ledger when you arrive may keep it. Even if they are the one who is getting arrested.
- Inform the head officials if any rules of the games have been broken

## Achievement List

Since this is a new system to Medieval Chaos, the granted boons of achievements may change month to month if they are found to be too problematic. They will be changed before the selection process.

\*If you are in the lowest 5 kingdoms the benefit is doubled

### General

Achievement Name	Requirements	Benefits
Wealthy	Largest kingdom bank account	Gain 2 kingdom points*
Productive	Most Phys reps returned or sold to the bank	Gain 2 kingdom points*
Dutiful	Most civic duties (raking leaves, cleaning, litter pick up, assisting Staff, etc.)	Gain 2 kingdom points*
Influential	Largest attendance of registered PCs	Gain 2 kingdom points*
Talented	Most individual contests won	Gain 1 kingdom points*
United	Most team contests won	Gain 1 kingdom points*
Tenacious	Most Bounties turned in	Gain 1 kingdom points*
Opportunistic	Most Treasure chests turned in	Gain 1 kingdom points*
Brewer	Most Potions Created	Gain 1 kingdom points*
Magical Essence	Most Purity Seals Crafted	Gain 2 kingdom points*

### Apprentice

Cunning	Most Thieves	Take 5% from the wealthiest kingdoms account*
Merciless	Most Killers	Take 1 point from the top Kingdom*
Resolute	Most Soldiers	10% discount on ingots
Courageous	Most Mercenaries	10% discount on scales
Devout	Most Divines	Citizens start each event, mission, and post mission under the bless and cure effects

Learned	Most Arcane	Adds 3 levels worth of spells into spell books or one scroll up to level 3. This can be combined with other achievements of its kind (card)
Watchful	Most Wild	10% discount on Hides
Disciplined	Most Mental	10% discounts on Cloth

#### Race

Dwarven Crafters	Most Full dwarfs	+25% to mines production this month
Pie Day	Most Small Folk	+10% to food production this month
Elven Artists	Most Full Elves	+25% culture points this month
Coven	Most Vampires	+25% Platinum production this month, -5 Stability
Pack	Most therians	+25% MP production this month, -5 Stability
Orc War Machine	Most Orc Kind	+25% to forestry this month
Giant workforce	Most Giants	+25% to quarry this month
Human Tenacity	Humans	5-point gain to stability
Menagerie	Most Advanced Races	+25% specialties this month
None for other races	At this time	

#### Full Guild

Multi-Talented	Most Bards	Receive Replenish and Repair armor Effects at the start and end of every mission
Mage Library	Most wizards	Adds 3 levels worth of spells into spell books or one scroll up to level 6. This can be combined with other achievements of its kind (Card)
Holy Order	Most Acolytes	Prevent all discounts for named kingdom
Covenant	Most priest	Gain once a mission Remove curse (Card)
Thieves Den	Most Sneaks	May ask three questions of any kingdom character sheet (Card)
Assassins Den	Most Assassins	Cancel the benefits of any achievement
Trade Fleet	Most swashbucklers	Sell physrep at %10 more
Ordo nil-Magicae	Most Wards	Adds 3 levels worth of spells into spell books or one scroll up to level 6. This can be combined with other achievements of its kind (Card)
Order of the Bough	Most Rangers	10% discount on scales
Potent Potables	Most Druids	Bestow 2 common potion per mission (Card)
Ruffian Camp	Most Ruffians	Kingdom may role on all pickpocket table once a week (card)
Knight academy	Most Squires	Protect a kingdom from thief, psions and assassins
Wild Tribe	Most Barbarians	10% discount on hides

Trained Army	Most Footman	10% discounts on ingots
Monastery	Most Monks	10% discount off Clothes
Mandala	Most Psions	May ask three questions of any kingdom (Card)

### Kingdom

Cultured	Most Culture points for the month	3 KP*
Richest Kingdom	Most <b>Platinum</b>	1 KP*
Strongest Army	Highest valued Army	A Unique Relic for the month

### Secret

Already in play	These achievements are earned by completing certain criteria. Some are good, and some are not so good
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## Company Specialties

Level One	
Archer	attack unopposed anywhere on the field with line of sight. -1 all combat rolls
Bannerman	All other allied companies within line of sight of this company gain +1 to resolve checks. Does not stack.
<b>Berserk</b>	After winning a combat roll you may take 1 damage to deal +1 to damage. May use 3 times per turn. Damage can't be prevented.
Druid	While moving may ignore one natural terrain
Favored Enemy	+1 to all dice rolls against chosen specialty. <b>Resilience can not be chosen</b>
Fearless	Pass all Resolve checks
Guerilla	May attack then move.
Killers	-2 on enemy casualties' rolls does not stack. Must survive Combat.
Medics	<b>+1 to your unit casualty rolls</b>
Reckless	+2 to damage while attacking an adjacent company. Double Damage taken
Resilient	When rolling for casualties the regained units rejoin their respective companies instead of returning as peasants.
Rogue	May skip initial deployment. On their turn they may deploy on any side of the map. They may move and attack. may not deploy in an enemy deployment area.

Scout	May redeploy after first deployment
Skittish	Upon receiving damage this company may make an immediate move.
Small	May pass through friendly companies
Undead	If they survive to the end of battle roll 1d4x10% of total loses after all casualty rolls. May only roll once for the entire army. Add results into companies at current level. -1 Rolls. Cannot role casualty. May not retire to peasants. This speciality cannot be removed
Level Two	
Blessed	+1 to all rolls against undead, Necromancer and flesh crafted
Cannibalize	Reducing an enemy company to zero restores 4 HP. Cannot go above starting max.
Carry	May move one adjacent friendly company with it while making its own move, must maintain contact. May not carry Huge.
Defender	May roll +2 to opposed rolls but deal no damage
Enchanted	Prevent up to 4 damage. Once per battle. Only to self.
Flanker	Negate the -1 to damage rolls while flanking
Flesh Crafted	Cannot take more than 3 damage from one roll. May not retire to peasants. This speciality cannot be removed
Forged	If reduced below zero hp. Roll 1d4 on a 3,4 Company remains with one hit point
Huge	May attack all adjacent enemy companies. Damage is dealt after all attacks are made.
Linked	May take the damage of any adjacent ally company
Lucky	Once per battle may make both sides reroll any roll. Only useable on self
Mage	-1 to all rolls to all adjacent enemy companies. -1 to all damage minimum 0. The -1 cannot stack with other mages.
Mobile	May change facing direction after moving
Monk	Can skip attack to heal 2 Hp
Mount	If not touching the enemy company may move twice. May not use a second move through a terrain feature. Company can move 2 hexes per week on the map.
Psionic	Once per Battle stop movement of a company within line of sight at any point along its move.
Quick	Is counted as four HP lower for initiative

Riflemen	Twice per battle may attack unopposed roll anywhere on field with line of sight. Counts as an attack.
Shielded	Cannot be flanked
Siege	attack unopposed to any two companies anywhere on the field. -2 all combat rolls. May not move and attack in the same turn. Always act last.
Taunt	Once per battle, force the acting company to move and attack this company if they are able. That enemy company get +1 to rolls this turn
Teleporters	<del>May use move to remove only this company from the board. On its next turn you may place it anywhere on the board facing any direction. Turn ends when it is placed.</del>
Trapper	May drop a Trap marker touching this company's base once per battle. Trap markers affect all movement. Trappers may move through their own markers.
Vanguard	May move through one enemy company. That company is moved to the closest movement tape edge. There facing does not change
Level Three	
Homunculus	If this unit deals damage to an adjacent enemy it deals 2 more damage. Does not stack. May not retire to peasants. This speciality cannot be removed
Blood Lust	This company gets +1 on next combat roll after destroying another company
Bushido	Before making a combat roll this company may choose to not deal damage, if this attack is successful the target company becomes shaken.
Feign Death	May roll 2d4 recovery even if company is destroyed
Flight	May ignore terrain and companies while moving. Does not include traps. Company can move 5 hexes per week on the map.
Holy	Once per battle may prevent a company from attacking this turn
Impact	Once per battle upon dealing damage to a company that company may not act during its next turn. While affected, the Company cannot deal damage on defending rolls.
Momentum	Upon being reduced to 0HP it is not removed until it has acted at one more time.
Necromancy	Whenever a company is destroyed it becomes a lvl 1 undead company with 2 HP under your

	command. It appears at the start of the next turn adjacent to this company. The company dies at the end of battle.
Sapper	May pass through Artificial Terrain and traps. If movement ends on trap or artificial terrain, they may remove trap or erase two token widths of feature
Skilled	On tied rolls deal one damage to enemy company
Terrifying	Force a resolve check on roll that deals damage
Unholy	Once per battle may attack a second time against adjacent company

## Special Companies

### **Dragon**

+3 to rolls

Strength: 10 hp

Point Value: 15000 (EXCEPTION: not counted for upkeep)

Additional Upkeep: 2000 Platinum (Attached to dragon roost building)

Move: 5

Company Transport: 0

#### **Specialties**

**Natural Healer:** Restores 2 HP a month

**Natural Armour:** -1 to all damage

**Breath Attack:** Once per battle, make one attack on all companies touching movement tape from base. Must use before moving.

**Flight:** May ignore terrain and companies while moving. Does not include traps

**Huge:** May attack all adjacent enemy companies. Damage is dealt after all attacks are made.

**Hibernate:** Dragon becomes unavailable for combat, but upkeep is quartered. Upon waking, the dragon is debuffed by -2 for 3 weeks, then by -1 for 3 weeks, then returns to full strength after a total of 6 weeks after waking.

### **Skiff Airship**

10 Airship Parts Required

4 Hp

+1 to rolls

Point Value: 5000

Additional Upkeep: 100 Platinum (as Airship Dock upkeep)

Move: 6

Company Transport: 0

### **Specialties**

**Cannons:** Make an attack unopposed anywhere on field with in line of sight.

**Flight:** May ignore terrain and companies while moving. Does not include traps

**Airborne:** -1 from all non-ranged attacks and non-flyers attacks. Does not block movement for other companies' movement.

**Artifice:** Airships are repaired using Airship Parts. They regain 1 HP per Airship Part Spent. If destroyed they require 2 airship parts to restore to 1 HP. Repairs take 1 month plus 1 week per Airship Part spent.

## **Corvette Airship**

20 Airship Parts or a Skiff and 10 Airship Parts

6 Hp

+1 to rolls

Point Value: 8000

Additional Upkeep: 100 Platinum (as Airship Dock upkeep)

Move: 5

Company Transport: 2000 troops

### **Specialties**

**Cannons:** Make an unopposed attack anywhere on field within line of sight.

**Flight:** May ignore terrain and companies while moving. Does not include traps

**Airborne:** -1 from all non-ranged attacks and non-flyers attacks. Does not block movement for other companies' movement.

**Broadside:** At the start of the Round, you can gain Siege specialty for the round; the penalty to rolls is reduced to -1.

**Load (2):** During your turn, but not in the middle of a move, you may load one adjacent allied company or unload it adjacent to the airship. Loaded companies are placed underneath this marker and are off the board and out of play. If Unit is destroyed, companies are placed on board adjacent to where the unit was destroyed. The airship may carry up to its load value in companies. The airship may begin the battle with companies loaded.

**Artifice:** Airships are repaired using Airship Parts. They regain 1 HP per Airship Part Spent. If destroyed they require 4 airship parts to restore to 1 HP. Repairs take 1 month plus 1 week per Airship Part spent.

## **Battleship Airship**

30 Airship Parts or a Corvette and 10 Airship Parts

7 Hp

+1 to attack rolls, +3 to defense rolls

Point Value: 12000

Additional Upkeep: 100 Platinum (as Airship Dock upkeep)

Move: 4



Company Transport: 8000 troops

### **Specialties**

**Heavy Cannons:** Make an attack unopposed against any two companies anywhere on the field. -2 to attack rolls. May not move after attack. Always act last. (This is included in the attack already)

**Flight:** May ignore terrain and companies while moving. Does not include traps

**Airborne:** -1 from all non-ranged attacks and non-flyers attacks. Does not block movement for other companies' movement.

**Load (4):** During your turn, but not in the middle of a move, you may load one adjacent allied company or unload it adjacent to the airship. Loaded companies are placed underneath this marker and are off the board and out of play. If Unit is destroyed, companies are placed on board adjacent to where the unit was destroyed. The airship may carry up to its load value in companies. The airship may begin the battle with companies loaded.

**Artifice:** Airships are repaired using Airship Parts. They regain 1 HP per Airship Part Spent. If destroyed they require 6 airship parts to restore to 1 HP. Repairs take 1 month plus 1 week per Airship Part spent.

## **Holy Order**

Requires 10 holy order scrolls to create.

+3 to rolls

Strength: 3 HP

Point Value: 8000 (Exception: Not counted for upkeep)

Additional Upkeep: 600 Platinum (as Monastery upkeep)

Upkeep: Attached to Holy Monastery Building

Move: default 1, with standard company rules regarding specialties and ships/caravans.

### **Specialties**

**Special Training:** Has three Specialties (one of which can ignore the need for a prerequisite building) and Resilient. May only use two specialties in an and is resilient. Each battle choice may happen before battle. May retrain 1 specialty (with the exception of resilient) by spending 1 holy order scroll, this makes the Holy order unavailable for 1 month.

**Self Sufficient:** Restores 1 HP a month even if Company is reduced to zero HP.

**Monastery:** So long as the Monastery stands the Holy order will return

## **?????? ?????**

?? Hp

+? to rolls

Strength: ????

Point Value: ?????

### **Specialties**

????????: ?????

?????: ????

?????? ??????: ????

?????: ???

?????: ??????????????

Quote: "So many teeth..."

This is a living document and will be updated monthly.