War Lord Tourney

Units:

- Footman - moves up to 2 spaces either vertically or horizontally, or may move 1 space diagonally. The footman may not combine diagonal moves with vertical/horizontal movement.
- Warlord - move the same as a Footman.
- Knight - moves up to 4 spaces in any direction. The Knight may not enter into (nor through) forests or rough terrain.
- Lady - moves the same as a Knight.

Movement:

Each player may move one unit per turn. (See optional rules). Movement into or out of the Castle must always be through the 'Castle Green'.

Capture:

The Warlord, Footman, and Knight may slay or capture an opposing player's unit. These three units are called fighters. Fighter units may never slay a Lady or a castle -- the later may only be captured. A Lady does not slay Fighters; she may only capture the Warlord or Knight. A Lady cannot capture the Footman or Castle.

Procedures:

- A Lady captures by moving onto any unit's square and gently tossing her rose at the unit. The Lady may 'capture' her own units.
- All Fighters perform 'combat'. Combat begins when two opposing units occupy the same square. Battle continues until a 'killing blow' delivered to the opposing unit.
    - To 'slay' a unit, the victor performs the 'coup-de-grace' -- another combat round in which the victor performs another blow. The defender does not (cannot) perform a parry.
    - To 'capture' a unit, the victor does not perform the 'coup-de-grace'.
- To capture the opposing Castle, a unit must move onto the 'Green'. Then on a subsequent following turn, move into the Castle square. In short, a unit must always stop on the opposing Castle 'Green' before proceeding into the opposing Castle. If the Castle is vacant (i.e.: undefended). The Castle is capture. If the Castle is occupied, begin immediate combat.

Prisoners:

All captured units are immediately placed in the victor's dungeons below the Castle. The prisoners remain there until freed.

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To free prisoners:

- A friendly unit moves onto the opposing Castle Green (occupied or not) and declares which unit should be liberated. The freed units is immediately placed in its own Castle, and may begin movement on the next player's turn.
- For each turn a friendly unit remains on the opposing Green, another friendly unit is freed.
- Freeing a unit is not considered a move. A player may move a unit onto the opposing Green and free a unit in the same turn.
- The Lady piece is the only unit that may free her Warlord from prison.

Stacking limitation and Battle examples:

Any number of units may occupy a Castle Dungeon.

Only one friendly unit may occupy a friendly Castle at any one time.

Up to 2 friendly units may occupy the same square, except in the forests in which the maximum occupancy is one.

When opposing units occupy the same square, a combat battle ensues. Examples:

- If 2 friendly units are attacked by one opposing Fighter unit, all unit conduct combat simultaneously (i.e.: 2 to 1)
- If 2 units -- a Lady and a Fighter -- attack/are attacked by a Lady, the Fighter unit surrenders to the opposing Lady. (Note: Footman never surrender to a Lady unit; only Warlords and Knights are chivalrous enough to follow a Lady's request.) Both Lady units capture each other (i.e.: honor among the noble class).
- If 2 units -- a Lady and a Fighter -- attack/are attacked by a Footman Fighter unit, battle ensues immediately. If the fighter with the Lady looses the combat, **both** he and the Lady are slain/captured.
- If a Lady attacks 2 Fighters, only one of the Fighters is captured and the opposing Lady is captured.

A Lady may 'capture' one of her own units. In this case, the captured friendly unit is sent back to the Castle immediately. The Castle must be unoccupied of any other friendly units. If a friendly unit occupies the Castle, that unit must move onto the Castle Green immediately before any other action --performing combat if necessary -- to make way for the returning friendly unit.

If the Warlord is slain, the following order of units -- Knight, Footman, and then Lady -- may replace him at the price of forfeiting own unit abilities. A unit may only exercise this option if it is not in prison. For example: The Knight is captured; the footman may choose to become Warlord.

If the Knight and footman are in prison and the Warlord is slain, the Lady may:

- Return immediately to the Castle
- Surrender.
- Promote herself to Warlord and the risk of loosing all her Lady abilities.
- Trade her life for the Warlord. The Warlord is again live, and the Lady will sacrifice her life for the exchange.

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Move Sequence:

1. Freed prisoner move to their Castle.
2. Movement.
3. Free new prisoner from opposing Dungeon.
4. Combat: a) capture defeated unit; b) slay defeated unit
5. Game Victory Condition are met.

To Win:

Either Capture opposing Castle or Slay/Capture both opposing Warlord and Lady.

Special Situations:

Circumstances may arise that more than one friendly unit may be available to leave the Castle at the same time -- release of freed prisoner and Friendly Lady capture of her own unit. The units exits the Castle in the order that they arrived -- first in / first out; NOT BOTH AT ONCE.

If two friendly units occupy an opposing Green, then two prisoners are freed.

Optional Rules:

1. Fighters retain all combat wounds throughout the game until: a) They return to their Castle or b) are in the same square as a Lady to administer to their injuries.
2. Each player moves more than one unit per turn.
3. 'Double kills' (when both Fighter strike a killing blow in the same combat turn) unit remain in the square until healed by a friendly Lady. The first fighter healed may slay/capture the other.
4. 'Double kills' units remain in the square until slain by a unit. A friendly Lady may heal the remaining fighter.
5. Wizard of the Woods -- a 3rd player who is able to raise the dead fighters and command them as his own.
6. Bishop of " " Castle -- a anti-wizard unit who ensures the dead rest in peace.
7. Sergeants: act as Footman is all regards but with a modified movement. Sergeants move 2 squares diagonally or 1 square vertically/horizontally.
8. More terrain features -- hills, mountains, rivers, bridges.
9. More players: either working individually or in teams.
10. Limitations or additions of weapons -- for example: bowmen who may attack at a distance but are automatically capture if in the same square as a fighter.
11. Strategic Game - each fighter represents an army.
12. Enchanted forest -- exist the forest in randomly generated directions.
13. Hardened Veterans units -- footman becomes a Knights after so many victorious battles.

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