

Saga

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COLLABORATORS

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REVISION HISTORY

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Chapter 1

Saga

1.1 Saga

```
          #*=====*#  
#|      S A G A      |#  
#|      Version 1.2a  |#  
#|    Fri 11 Oct 2002  |#  
#|                    |#  
#|   by James R. Jacobs |#  
#|   of Amigan Software |#  
#*=====*#
```

Overview

New Features

Usage

Differences

Other Information

Rulebook

1.2 Overview

This is a conversion of the 1981 TSR boardgame "Saga: Age of Heroes", for up to 6 players. Players can be controlled by human or Amiga.

In Saga: Age of Heroes, players defeat evil monsters, win fabulous treasures and rule great kingdoms in their quest to gain glory and be the one hero whose memory will live on forever in the songs and stories of the age.

Full SAS/C source code is included.

1.3 New Features

- . German catalog.
- . Bug fixes.

1.4 Usage

System Requirements

CLI Arguments

Controls

1.5 System Requirements

Hardware	Required	640x512x128 capability (AGA or graphics card) about 512K free RAM
	Recommended	Colour monitor Flixer fixer Mouse about 1Mb free RAM Keyboard with numeric keypad
Firmware	Required	Kickstart R3.0+
Software	Required	OS3.0+

The user's preferred screen mode, and initial hero controls, are stored in the `Saga.config` file.

If the `Saga.config` file does not exist, you will be asked to select your preferred screen mode. At least 640x512 in 128 colours is required. There is no advantage in selecting a larger or deeper screen than this.

1.6 CLI Arguments

Command Information

Saga

Format: Saga
 [[file=]<savedgame>]]

Template: FILE

Purpose: To run the Saga game.

Specification:

<savedgame>: the pathname of your saved game to load at startup. This is taken exactly as entered; a '.saga' extension is not automatically appended.

?: displays the command line argument format.

The order of the arguments is interchangeable.

Saga reads initial controls for the heroes from the Saga.config file. If this is not present, the defaults are BOWWOLF=HUMAN, BRUNHILD=NONE, EGIL=NONE, RAGNAR=AMIGA, SIEGFRIED=NONE and STARKAD=NONE.

1.7 Controls

Any combination of hero controls is acceptable, but at least one hero must exist. Note that although the game is supposedly for 2-6 heroes it is in fact quite possible to play with only one hero.

There is a 'Message delay' slider. If this is set to minimum, there will be no delay for the reading of information messages. If it is set to maximum, the game will wait for a keypress or mousebutton. Intermediate values instruct the game to wait the appropriate amount of time per message (about 0.7s, 1.4s and 2.1s respectively). Note that this does not affect the "Turn # of 20" prompts (because they provide a unique opportunity to restart and/or save the game), or any prompt which requires a user response.

You can load and play a previously saved game from the title screen (or CLI). You can save the current game, and/or restart the game, at the start of each turn. We suggest using an extension of ".saga" for saved game files.

The game is played with a combination of mouse and keyboard input. Counters and regions are selected with the mouse. Numeric amounts and multiple-choice questions require a response from the keyboard. It is best to play with one hand on the mouse and the other hand on the keyboard.

At all times the name of the counter or region under the pointer is displayed. You can get more detailed information about any counter or region by pressing Help whilst the pointer is over the thing you are interested in.

Movement: Counters to be moved are automatically selected for you, in turn. Click the left mousebutton in an adjacent region. If you make a mistake and wish to redo the counter's movements, press Backspace. When finished moving a counter, press the spacebar.

Combat: You can decide the order in which your attacks will be made. At each "Select attackers?" prompt, click the left mousebutton on the region from which you want to attack, or press the spacebar if you have finished all attacks for the turn. When you have selected an attacker, you will be prompted to "Select defender?". Click on the defending counter or region, or press the spacebar to return to the "Select attacker?" prompt. After the combat, you will be returned to the "Select attacker?" prompt to conduct other attacks.

Note that the middle mousebutton can be used instead of the spacebar, or you can click the left mousebutton in the message area at the bottom of the screen, or you can click the right mousebutton anywhere except the title bar.

1.8 Other Information

Contact Details

Development System

History

Other Software

1.9 Contact Details

Credits

The Amiga conversion of Saga was programmed by James Jacobs of Amigan Software. The German catalog was made by Thomas Veress.

The original boardgame was designed and published by TSR Hobbies, Inc.

Licence

Saga is freeware. It is available as a service to the Amiga community. There are no limits on usage, distribution or modification, except that you are not allowed to modify and/or distribute it for commercial purposes or port it away from the Amiga without consent. If you add new features to the game we would be very interested to see them.

You may distribute this unmodified software without the source code if you wish, eg. to save disk space on a compilation. However, modified versions must include source code.

Bugs

Amiga development and style guidelines have been adhered to, using the official Amiga Developer CD 2.1 as authoritative reference.

Please contact us immediately if any bugs are found. You can use our utility, Report+, to generate bug reports for Saga, though this is not required.

Submissions

Users are invited to contribute suggestions for the future of the game. In particular, new monster species, swords, treasures and regions may be

contributed by users.

Users who have played the original board game are requested to contact us to discuss their interpretations of the ambiguities in the rulebook.

Translators are also required for most European languages.

Future

Amigan Software have demonstrated their commitment to the Amiga for many years. We intend to continue further AmigaOS programming.

Source Code

SAS/C 6.58 source code is provided, with which you may do as you wish for non-commercial purposes.

Contact details

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1.10 Amiga Development System

Hardware Virtual A1200 (MC68020+FPU on 233MHz Pentium)
 1.2Gb 3.5" IDE hard disk (2Gb compressed)
 2Mb chip RAM
 8Mb fast RAM
 56Kbps Dynalink (Rockwell) modem
 ESS MF-1868 (SoundBlaster Pro-compatible) sound card
 AcerView 56L monitor running as 15Hz PAL (640*512)
 Battery-backed clock

Firmware Kickstart 3.1

Software WinUAE 0.8.8 R9 and 0.8.17 R3
 AmigaOS 3.9 with Boing Bag 1
 SAS/C 6.58 with SLink and SAS/C Editor and CodeProbe
 Amiga Developer CD 2.1 and 3.9 NDK
 BlowUp
 CheckGuide
 CodeWatcher 1.4
 CygnusEd Professional 4.2
 Deluxe Paint 5
 IFF 2 Source 1.0
 KingCon 1.3
 LhA 1.51
 MungWall

PatchWork
Report+ 5.61
Sashimi
VirusChecker][2.2 (BF 2.18)

Thanks to all those whose software was used to create Saga.

1.11 History

1.2a: Fri 11 Oct 2002.
1.2: Mon 1 Oct 2002.
1.1: Sun 15 Sep 2002.
1.02: Tue 6 Aug 2002.
1.01: Sun 4 Aug 2002.
1.0b: Thu 25 Jul 2002.
1.0a: Wed 24 Jul 2002.
1.0: Tue 23 Jul 2002.

1.12 Other Software

Report+ 5.62

Report+ is a freeware ReAction-based utility with ten functions:

1. It is an enhanced, reverse-engineered, 100% byte-compatible replacement for the official Commodore bug reporting tool (40.2).
2. It can generate/edit Aminet-style readmes.
3. It can administer the Amiga Certified Software Engineer test.
4. It can perform batch processing on icons.
5. It can access the official manufacturer and product ID registries.
6. It can view IFF FORMs and their component chunks.
7. It can convert between various end-of-line (EOL) formats, optionally also detabulating and/or unwrapping.
8. It can show directory byte usage for any path, optionally also fixing protection bits.
9. It can edit A3000/A4000-type battery-backed memory.
10. It can check your OS3.1/3.5/3.9 installation for missing or surplus files.

Worm Wars 7.21

Worm Wars is an arcade game for up to 4 players, who travel around a series of rectangular maze leaving a deadly trail behind them, fighting 16 types of creature and collecting 32 varied object types.

The integral field editor allows you to load, edit and save user fieldsets, for greater lasting attraction. There is support for playing MED and IFF 8SVX files as music and sound effects respectively.

It is enjoyable either for one player, or for competitive multiplayer games, and demo mode is available. Amiga or human control can be specified for any worm. Two keyboard players, four joystick players, and/or four

CD32 gamepad players are supported. It is system-friendly and style compliant.

It is also available for Windows 95/98/NT/2000/ME/XP.

1.13 Rulebook

These are the amended TSR rules.

Introduction

Game Components

Object of Play and Winning the Game

Glory and Luck

Set Up

Sequence of Play

Movement

Combat

Combat Results Table

Modifiers to Combat

Options After Combat

Jarls

Kingdoms and Taxes

Gods

Magic Treasures

Runes

1.14 Introduction

Danger lurks in the frozen wastes of the north. There are monsters in the green lands to the south. Everywhere there are foes to slay and kingdoms to conquer. This is the age of heroes, and the tales of your glory will live on long after your lifetime.

In SAGA: Age of Heroes, players defeat evil monsters, win fabulous treasures and rule great kingdoms in their quest to gain glory and be the one hero whose memory will live on forever in the songs and stories of the

age.

The early Middle Ages was a time of bold warriors, great deeds, and heroic sagas. Heroes had a philosophy centred around the accumulation of glory and a belief that the only thing of enduring value was to be remembered in the songs and epic tales of their people. Those who successfully performed fantastic deeds were remembered on earth and those who failed were forgotten.

Even the gods were thought to shape their values in this fashion. Valhalla was filled with brave warriors who had done many glorious things and proven their right to be accepted into the company of the mighty. Those who had failed to gain glory were left to wander in Hel - a much colder fate. The gaining of glory was important to a warrior in this life and the next.

SAGA minigame recreates a mythical time period occurring sometime after the fall of Rome - the age of heroes and Vikings! Each player takes a heroic figure and attempts to perform deeds that will generate enough glory to ensure that the hero's memory will live in the sagas composed after his or her death.

To gain glory, the heroes slay monsters, accumulate treasure hoards, recruit lesser heroes ("jarls", or earls) as their companions, and establish kingdoms. The hero who gains the most glory is the one whose fame will live on in the sagas, while the others are doomed to be forgotten by posterity. Each player must be decisive and alert to grasp chances and avoid having other heroes gain glory at his or her expense.

SAGA minigame is an invitation to relive the epic ancient days when men could be heroes and dragons walked the earth.

1.15 Game Components

Counters. Printed on all counters used in this game are two numbers, a name, and a type. For example: ←

```

+-----+
Combat Factor | 5   4 | Movement Factor
|             |
|             |
| SIEG. | Name
+-----+
```

The first number (reading left to right) is the combat factor of the counter. It is used when determining the outcome of a battle. The second number is the movement factor of the counter. It is the number of areas on the map through which the counter may move in one turn.

The name on the counter specifies who or what the counter represents. It serves to personalize the game and allows one to keep precise records of one's magical items and jarls.

The type of counter lets the play know what sort of beast, person, or

object the counter represents. There are counters for heroes, jarls, magic weapons, magic treasures, trolls, ghosts, drow, giants, witches, and dragons.

Map. The map is in several shades of colour. The colours distinguish the various areas from each other and from the sea.

Each area has a name and a taxation factor. For example:

Finmark (3)

This name is the name of that area, and the taxation factor indicates how rich the area will be as part of a kingdom. Taxation factors are more fully explained in the rules section on

Kingdoms and Taxes

1.16 Object of Play and Winning the Game

The objective of each SAGA player is to amass as much glory as possible by the end of the game. The hero with the most glory at the end of the 20th turn of play (whether alive or dead) is the winner, and will be remembered the longest in the sagas of the Norsemen. The others will be forgotten soon after their lifetimes. However, all heroes who gain 15 or more points of glory will be accepted into Valhalla to fight for Odin at Ragnarok - the ultimate goal of any Norse hero!

1.17 Glory and Luck

Glory is the reputation of the hero. It determines who wins the game.

Luck represents the good fortune of the hero. A hero gains luck as the result of success in combat. Luck may be used to alter combat results (see Luck in Combat) or to recruit jarls (see "Jarls" link Jarls).

The following things will affect glory and luck totals during the game:

Slaying Monsters. Each time a hero and/or the jarls of a hero slay a monster, the hero gets either a certain number of glory points or a certain number of luck points, according to the following table:

Monster	Glory	Luck
Dragon	6	5
Drow	3	2
Ghost	2	2
Giant	4	3
Troll	3	3
Witch	5	4

Slaying Other Heroes or Jarls. When a hero and his jarls (or either alone) slay another hero or jarl, the hero receives glory or luck equal to one-half the combat factor of the hero and/or jarl(s) slain

rounding down. For example, if Siegfried (5-4) slays Ivar (4-2), Siegfried has the option of taking 2 points of luck or 2 points of glory. He may not take 1 of each.

Wounding Monsters, Jarls, or Heroes. One-half of the luck or glory points (rounded down) that would be gained for slaying these counters are gained for wounding them. For example, if Siegfried only wounded Ivar, he would be able to gain only 1 point of luck or 1 point of glory. Someone wounding a dragon would be able to choose between 3 points of glory and 2 points of luck.

Fleeing Battle. Every time hero is forced to flee a battle (by combat result or magical spell), that hero loses 2 points of glory.

Recruiting Jarls. Each jarl recruited by the hero is worth (at the time of recruitment) one-half his combat factor (rounding down) in either luck or glory. For example, if the jarl Bjarki (3-3) is recruited by a hero, that hero may select from 1 point of luck or 1 point of glory. Each jarl that is slain while in the service of the hero removes from that hero either luck or glory equal to one-half the jarl's combat factor (player's choice - does not have to be what was gained when the jarl was recruited). At the end of the game, each jarl is worth, in glory, an additional one-half (rounding down) of his combat factor to the hero he is serving. Thus if Bjarki is one of Beowulf's jarls at the end of the game, he is worth 1 point of glory to Beowulf.

Note that a hero must always expend a point of luck to recruit a jarl.

Gaining Gold and Luck. At the end of the game, gold and luck are converted to glory points. Every 10 gold marks in the hero's hoard is worth 1 point of glory, and every 3 points of luck remaining to the hero are worth 1 point of glory.

1.18 Set Up

Divide the counters into four piles, keeping the heroes separate. The four piles, all face down, should be: monsters of all sorts, jarls, magic weapons, and magic treasures.

Each player picks a hero counter to represent him in the game. Each player then picks a magic sword at random from the face-down pile. Magic swords will not be given out again in the game and so all of the left-over magic swords are put aside until the next game.

A number of monster counters equal to the number of players in the game is picked at random from the face-down pile of monsters. For each monster roll two dice, and place that monster in the area indicated. Monsters are placed on the board face up.

A number of jarl counters equal to the number of players in the game is picked at random from the pile of jarls and placed face down in random countries in the same manner that the monsters were placed. More than one jarl and/or monster may be placed in the same area.

Heroes begin the game in a randomly determined area (found in the same

manner as monsters are placed). This area should be noted, as it is sometimes necessary to know a hero's home country.

Each player begins the game with three points of luck but no glory or wealth. All of these amounts will change as the game progresses, but none may ever go below zero.

1.19 Sequence of Play

1. Movement. All heroes and jarls move. The hero with the most glory and his or her jarls move first. In cases of ties the heroes roll dice to see who goes first, with the highest roll going first.
2. Combat and Jarls. Combat occurs in the same sequence as movement; jarls are recruited after combat.
3. Kingdoms and Taxes. Heroes and jarls collect taxes from the areas in the hero's kingdom (if any).
4. Place Monsters. A number of monsters equal to the number of heroes in play are randomly placed face up by rolling two dice and placing the monster in the area indicated. (This is done every turn until all counters are used. "Dead" monsters may not be reused.)
5. Place Jarls. A number of jarls equal to the number of heroes in play are randomly placed face down by rolling two dice and placing the jarl in the area indicated. (This is done every turn until all counters are used. "Dead" jarls may not be reused.)
6. Mark Turn. One turn is marked off. At the end of the 20th turn the game is over and players total their glory to determine who has won.

1.20 Movement

A counter may move as many areas as its movement factor. Each area is defined by colour or, in the case of sea areas, by dividing lines. Counters may move and remain in sea areas just as if they were on land. There is no difference between land movement and sea movement.

Movement is always voluntary, except for certain combat results. Counters do not have to move their full movement rate, and may thus choose to move any amount from zero to their total movement. All or none of a player's counters (hero and jarls) may move.

As long as a counter is moving it may ignore all other counters. Thus a counter representing a hero could pass through areas containing other heroes, monsters, and jarls without having to fight or otherwise interact with any of them. When a counter chooses to fight it ends its movement for the turn.

Counters may move from one area to any adjacent area, even if the second

area is adjacent only by a corner.

A counter's movement may be affected by magical treasure or the gods.

1.21 Combat

Combat may only be conducted between counters in the same area. ↔
 Combat is resolved using the following procedure.

1. Determine the attacker(s) and defender(s).
2. Roll for drow, witch, or ghost magic spells (if applicable).
3. Modify the die roll with luck.
4. Total all modifiers to combat (runes, gods, spells, magic items, and luck).
5. Roll one die and check the
 Combat Results Table
 to determine the
 outcome of the battle after adding all modifiers to the die roll.
6. Apply the combat result.
7. Check to see if a god noticed the battle.

A more complete explanation of each step is given below.

1. Determine the attacker and defender. Combat occurs in the same order as movement (descending order of glory points as totalled at the beginning of each turn). The person whose turn it is is automatically considered the attacker, while those being attacked are considered the defenders. The order of areas is at the discretion of the attacker.

Heroes must attack at least one monster (if there is a monster) in the area they are in during the combat portion of the turn. If there is more than one monster they may choose which one they wish to fight. They may attack more than one monster in an area.

Heroes may also attack other heroes and jarls, in which case the defending hero or jarl may call for aid to any other counters in the area which are controlled by the same player. The attack must then attack not only the first counter but all of the counters who have come to the aid of the first counter attacked as well.

Heroes may also attack areas, using the area's tax factor as a combat strength. This is detailed more fully under
 Kingdoms and Taxes

Heroes may attack any combination of the above. Any counter may be attacked any number of times by other counters, with the limitation that each counter may attack a given counter only once in a

combat turn.

- Roll for drow, witch, or ghost magic spells (if applicable). Drow, witch, and ghost monster counters have the use of magic spells. These spells take effect before the combat die roll and may modify the results of the combat. Ghosts will only use a spell if they roll a 1, 2, or 3, in which case they will cast the spell with that number. Drow (evil dark elves) will roll a die and cast the spell having the number that is rolled. Witches will roll two dice and cast two spells, one with each of the numbers rolled. If the same spell is indicated on each die, it will be cast twice (and the effect applied twice). The spells will be explained later in the

Modifiers to Combat
section.

- Modify the die roll with luck. Before the die is rolled, heroes who are involved in the battle (or who have jarls involved in the battle) may modify the die roll up or down one with each point of luck expended before the die is rolled.
- Total all modifiers to combat (runes, gods, magic items, spells and luck). Runes are learned the first time a hero slays a drow, witch or ghost. Each hero may learn only one run. The rune learned may have an effect upon combat. All runs are explained more fully under

Runes

.

Gods sometimes notice the struggles of men and intervene in them. A god's intervention will not change the result of a magic spell. The specifics of notice and intervention are covered more fully in the section of

Gods

. Usually intervention occurs in the form of additions or subtractions to or from the combat strength of one side or the other in battle.

Magic items may add to either side's combat strength on either attack or defence; this is explained more fully under Magic Items.

Spells and luck are as above.

- Roll one die and check the Combat Results Table to determine the outcome of the battle after adding all modifiers to the die roll. After all modifications to the combat strengths of both sides have been made, subtract the defender's strength from the attacker's and consult the

Combat Results Table

to determine the results according to a die roll and modifications due to luck.

- Apply the combat result.

ATTACKERS KILLED. Remove the counter(s) representing the attacker from the board. They will not return.

ATTACKERS WOUNDED. Attacking heroes are wounded. Attacking jarls are removed from the board and placed, upside down, in their pile, from

which they will reenter play normally. There is no further effect from being wounded, except that jarls that reenter play after being wounded are considered unrecruited jarls.

ATTACKERS FLEE. The defender may move the attacker's counter(s).

NO RESULT. The fight breaks off without definite decision. All counters remain in the area.

DEFENDERS FLEE. The attacker may move the defender's counter(s).

DEFENDERS WOUNDED. Defending heroes are wounded. Jarls and monsters on the defending side are removed from the board and placed in their respective piles. They will reenter play normally.

DEFENDERS KILLED. Remove the counter(s) representing the defender from the board. They will not return.

6. Check to see if a god noticed the battle. Each hero involved in a battle may roll one die to see if the battle was noticed by a god. If the player rolls a 1 (a 1 or 2 if the player's hero has the rune Amsir and was involved in the battle), the battle was noticed. Effects of the gods noticing a battle are covered more fully in the section titled

Gods

.

1.22 Combat Results Table

attackerstrength - defenderstrength + die roll

2-	attacker killed
3	attacker wounded
4	attacker flees
5	no result
6	defender flees
7	defender wounded
8+	defender killed

1.23 Modifiers to Combat

Spells. Spells are rolled for on the following table:

1. HAGALL - This spell brings down hail and reduces the combat factor of each counter in the area (including the caster) by one for the rest of the turn. It also prevents any of the counters from moving by sea next turn.
 2. IS - This spell covers the land with ice making it impossible for any hero to found, or continue to have a kingdom in the country. The players should note this fact for the future.
-

3. JARA - All in the area lose their next turn.
4. NIED - This spell works if the person it is cast against rolls a 1, 2, or 3 on a die. It makes the combat result an automatic "no result" and causes all in the area to lose one turn.
5. WYNN - This spell works if the person it is cast against rolls a 1, 2, or 3 on a die. It forces all of the heroes and jarls in the area to flee.
6. YR - This spell works if the person it is cast against rolls a 1, 2, or 3 on a die. It causes all counters in the area (except face down jarls or monster counters) to be wounded.

Luck in Combat. A hero may change any combat die roll which involves the hero or any of his or her jarls. This is done by expending 1 point of luck for every 1 that the hero wishes to change the number rolled. Luck must be allocated for this purpose before the die is rolled, and is lost even if the addition or subtraction made no difference.

When a player recruits a jarl, he must expend 1 point of luck to successfully convince the jarl to join him. If the point of luck is not expended, the jarl will suffer the actual combat result indicated by the attempt to recruit him (see Jarls).

Magic Swords. There are several magic swords in the game. Many heroes of the sagas got their start by obtaining a magic sword. The swords available for use in the game are:

BALMUNG - This sword adds +1 to the user's combat factor. In any fight where its user is attacking an enemy using magic armour it cancels out the benefit of the magic armour. Thus, the Mail Coat and the Magic Shirt (see

Magic Treasures
provide no protection against Balmung.

DRAGVENDILL - This sword adds +2 to the user's combat factor.

GRAM - This sword adds +2 to the user's combat factor.

HRUNTING - This sword adds +1 to the user's combat factor. It also means the other side must flee instead when the Combat Results Table indicates that the user's side must flee.

LOVI - This sword adds +1 to the user's combat factor. In any battle against a side including jarls, it adds an additional +2 to the combat factor.

TYRFING - This sword adds +2 to the user's combat factor.

If a hero with a sword is slain, or a jarl with a sword is wounded or slain, the sword will remain in that area until someone comes and picks it up (ends their movement in the area with the sword).

Other Modifiers. Magic Treasures, Runes, and the Gods may also

affect combat. These are explained later in their own sections.

1.24 Options After Combat

If a hero is wounded or killed as a result of combat, there are several options open to him.

If wounded, a hero may heal the wound by spending one turn at rest in the hero's starting country. Any hero who is wounded while having an unhealed wound dies. The rune ING allows heroes to heal themselves by remaining at rest one turn in any area.

If a hero has died, the player may:

1. Withdraw from play and total up glory, as if the game were over. The player then hopes that none of the other players will exceed this total in the remaining turns. The amount of glory that the hero ends the game with is the amount the hero had when he died.
2. Restart the hero. A restarted hero gets three points of luck, but gets none of the glory, jarls, or wealth of the old hero. (This is an option for the player to begin the game again.)
3. Transfer all the hero's luck to one of his or her jarls and play that jarl as a hero. That jarl counter is thereafter treated as a hero counter. This symbolizes the heroic tradition passing from the hero to one of his faithful followers. The player loses all accumulated glory but keeps luck, jarls, and kingdom.

1.25 Jarls

Heroes had friends and followers who aided them in the slaying of monsters, the doing of great deeds, and the ruling of their kingdoms. These men were called jarls (the Norse equivalent of 'earl' - pronounced yarl).

A jarl is recruited by a hero who beats him in combat and then expends a point of luck. Only jarls may be recruited this way, not monsters or other heroes. Only jarls that are face down may be recruited.

Jarls are recruited during the combat phase. To recruit a jarl a hero must first attack the jarl. All jarls are kept face down on the board until they are attacked. Once a jarl is turned face up, the hero must attack. To recruit the jarl the hero must obtain a "defender flees", "defender wounded", "defender killed" result in combat against the jarl and then expend one point of luck. The hero must be present in the combat, but may have the help of other jarls. Combat effects will affect the hero, but not the jarl unless the hero declines to expend a point of luck, in which case all effects will be [as] normal.

Jarls who are wounded and removed from the board are considered to be unrecruited, unwounded jarls when they are returned to play.

Jarls are used by heroes to collect taxes for them (see

Kingdoms and Taxes

. If a recruited jarl kills a monster, hero, or jarl by himself the luck or glory goes to his master. Recruited jarls may add countries to their hero's kingdom.

No hero may have more than 4 jarls recruited at any one time.

1.26 Kingdoms and Taxes

A hero may do other things besides fighting with monsters, jarls, and other heroes. One of the things he or she may do is start a kingdom. Many famous heroes (such as Beowulf) did so. To start a kingdom the hero moves himself and/or any controlled jarls into any country that has not had an IS (ice) spell cast upon it. The player must then successfully attack the country, using the areas tax factor as a combat factor. Note that a hero or jarl may want to, or have to, attack other counters in the area on the same turn that he attacks the country. A successful attack is an attack that yields a result of "defender flees", "defender wounded", or "defender killed". If the hero fails the attackers will suffer the adverse result indicated by the Combat Results Table. The roll represents the necessity of clearing out bandits, wild beasts, claimants to the throne, and so forth.

After the hero has set the country in order (the attack is carried out in the combat portion of the turn and counts as an attack), taxes may be collected from the country every turn the hero or one of his jarls spends in the country.

If a country is left for a turn without the hero or one of his jarls in it, the country is overrun by bandits, wild animals, and other evil creatures and men, and must be subdued again by a successful attack on the Combat Results Table.

The hero adds the taxes to his hoard immediately if the hero is in the area when they are paid. The hero also adds the taxes to his hoard if the hero's counter moves through the country after the taxes have been paid to his jarl. A jarl may leave an area and travel to the hero with the taxes he has collected.

If a jarl is killed after collecting taxes but before the hero has placed the taxes in his hoard, the killer gets the taxes. IF the killer is a jarl the taxes are not added to his hero's hoard until the hero and the jarl are in the same area at the same time. Taxes are transferred merely by placing the counters in the same area at some point during movement.

A hero with taxes who is slain yields no treasure to the slayer.

All taxes are collected in golden marks. The number of golden marks raised each turn is a number equal to the country's tax factor. Thus Frankland (8) yields eight gold marks a turn.

1.27 Gods

The gods may notice the actions of men. Any time a hero has fought a battle he or may check to see if the gods have noticed him. On a roll of 1 (1 or 2 if the player has the rune Amsir) the gods have noticed the battle. The following tables tell which god notices and what the god does. First roll one die to see which god has noticed:

1. Frey, god of fertility and life.
2. Loki, god of luck and of trouble.
3. Njord, god of wealth and of the sea.
4. Odin, god of battles and of death.
5. Thor, god of thunder.
6. Tyr, god of war and of the sword.

Now roll a second die and check the result with the appropriate god to determine the result:

FREY - this god's attention results in his sending magical maidens to heal the hero's wounds.

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| 1-4 | Frey will send a maiden to heal the next wound. This results in the next wound being healed without the hero spending any time resting. |
| 5-6 | Frey will send a maiden to heal the hero's next two wounds. These wounds are healed as the above. |

LOKI - this god's intervention immediately affects the hero's luck.

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| 1-3 | Loki steals a point of luck from the hero. |
| 4-6 | Loki grants the hero a point of luck for his daring. |

NJORD - this god's notice affects things other than combat. Roll immediately upon gaining Njord's attention.

- | | |
|-----|--|
| 1-2 | Next time the hero moves by sea Njord aids him and the entire sea counts as only 1 area for movement purposes. |
| 3-4 | Njord gives 1-6 marks to the hero as a gift. |
| 5 | Njord takes 1-6 marks from the hero's hoard as due tribute. |
| 6 | Njord prevents the hero from travelling by sea the next turn. |

ODIN - this god's notice affects the hero the next time he fights a battle. Roll then to see what Odin does.

- | | |
|---|--|
| 1 | Odin decides that the hero is ready for Valhalla and aids the hero's enemies by adding 3 to their combat strength. |
| 2 | Odin aids the hero's enemies by sending a wolf, adding 1 to their combat factor. |
| 3 | Odin's ravens are sent by him to observe the battle, but Odin does nothing. |
| 4 | Odin sends a wolf to aid the hero, adding 1 to his side's combat factor. |
| 5 | Odin aids the hero by adding 3 to his side's combat strength. |
| 6 | Odin intervenes personally, and adds 5 to the combat strength of the hero. The hero also gains 3 points of glory. |

THOR - this god's notice takes effect after the result of the hero's

next battle. Roll then to see what Thor does.

- 1-3 Thor decides that the hero deserves no reward.
- 4-5 Thor rewards the hero by speaking to him, thus giving 1 point of glory.
- 6 Thor honours the hero by eating with him, thus granting 2 points of glory.

TYR - this god's notice affects the hero's next battle. Roll then to see what Tyr does.

- 1 Tyr aids the hero's enemies by adding 1 to their combat strength.
- 2-3 Tyr decides that the fight is balanced fairly, and does not intervene.
- 4 Tyr aids the hero by adding 1 to his side's combat strength.
- 5 Tyr aids the hero by adding 2 to his side's combat strength.
- 6 Tyr aids the hero by adding 1 to the combat strength of each person on the hero's side.

1.28 Magic Treasures

Magic treasures are found with dragons. Each of the first four dragons to be placed on the board will have a magic treasure. The last two dragons have 20 marks of treasure instead of a magic treasure.

The four magic treasures are:

BROSUNG NECKLACE - This treasure is worth 20 marks. It may be traded for any item in a dragon's hoard. The wearer of the Brosung Necklace moves into the area adjacent to that of the dragon, and gives it to the dragon while taking what the dragon had. The wearer may then see what he had traded for. One cannot change one's mind when dealing with dragons, so there is no altering the exchange once it is made.

FREY FAXI - This treasure is a magic horse that can be ridden only 3 times. It doubles the rider's movement factor. After the third use remove the treasure from the board.

MAGIC SHIRT - This treasure is from Ireland. It adds 1 to the combat strength of the wearer when he is being attacked. The magic shirt also adds 1 to the movement factor of the person wearing it.

MAIL COAT - This treasure adds 2 to the combat strength of its wearer, but only when the wearer is defending.

One counter may have any number of magic treasures.

1.29 Runes

When a hero kills a dwarf, ghost, or witch for the first time he learns a magic rune. A rune is a poem or song that, when recited, produces some magical effect. Each hero may learn one, and only one, rune during the game. To find out which rune the hero has learned the player should roll on the table below. More than one hero may have the same rune, but no hero may have more than one rune.

1. AMSIR - This is the rune of the gods. A hero with this rune has twice the chance of having the gods notice him or her (the gods notice on a roll of 1 or 2 instead of just a roll of 1).
2. EON - This is the rune of time. A hero with this rune has a movement factor one greater than the factor printed on his counter.
3. GEOFU - This is the rune of gifts and property. The hero with this rune will have all the areas in his kingdom yield one additional mark over and above the tax factor each turn.
4. ING - This is the rune of healing and fertility. A hero who has this rune can heal his wounds by spending one turn anywhere at rest instead of having to return to his starting country.
5. OGAL - This is the rune of berserk fury. A hero who has this rune has a combat factor one greater than the factor printed on his counter.
6. SYGIL - This is the rune of the sun. It is useful against evil magic spells. Every time a spell is cast at the hero who has this rune, the hero rolls a die. If the hero rolls a 1, 2, or 3 the spell does not affect the hero (although it may affect those in the same area with him).

1.30 Differences

There are certain ambiguities and contradictions in the original printed rules. We have attempted to discern the intended rule in these cases, but whether such an interpretation would correspond with the official TSR interpretation, or various ad hoc interpretation made by players of the game, cannot be guaranteed.

Here is an exhaustive list of the differences between the original board game and this Amiga conversion. Most of the remaining differences are If you are concerned about these, please indicate which rules you would like to see changed. The differences are roughly sorted in order of descending importance.

Note that the

rulebook
, as presented here, is amended in
accordance with these differences. If you would like an electronic copy of
the original rulebook, this can be provided to you.

In the board game, heroes and jarls can trade ('lend') swords and treasures to each other.

In the board game, fleeing is handled differently.

In the board game, you can use as much luck as you wish to affect a combat. In this version, you can only use 9 points of luck at most per combat.

In the board game, the attacking and defending players decide simultaneously how many luck to expend.

In the board game, combat is handled one region at a time. In this version you can make your attacks in any order.

In this version, the combat results table extends infinitely in all directions; no distinction is made between the die roll and combat strength components of the result.

In the board game, you would know exactly what the combat result against an independent jarl was before being asked to recruit, so you would know the exact consequences of not recruiting the jarl (ie. whether the jarl would be killed, wounded or routed).

In the board game, a player's counters may be moved in any order.

In the board game, the Frey Faxi carries any number of riders.

In the board game, when two maidens are granted the second maiden requires the hero to worship Frey.

In the board game, if Njord aids your movement, this occurs the next time you move by sea. In this version, it always occurs on the next turn.
