BATTUE

Storm of the Horse Lords

Rulebook

RED JUGGERNAUT

Before the Storm

"The one who will lead us all will come," the old men and women chanted in unison. "The great spirit warrior will show us might undreamed of and make all others fall in line or fall in battle. The strength of our people in the hands of this Khan will forge an empire from the blood of those who oppose us. When the Khan of Khans sits upon the throne in the city of brass pillars a new golden horde will be born and all the tribes and all the clans of our people will ride as one." Their ritual at an end and their ordeal over, many of the elders seemed to shrink back into themselves, shoulders slumped, chests fell, and wrinkled eyes blinked as if waking from a dream.

The other horse lords in attendance sat in silence and allowed the words to take root in their minds. The storytellers repeated the chant to memorize it so it could be recounted accurately later at the fire pits. Soon everyone would know what the ritual revealed.

As many of the others stood and walked away, Yul did the same. He knew that word of the prophecy would travel quickly, as these things always did. Yul couldn't believe what he'd heard escape from the old witches' mouths; there had been no mention of the golden horde or this "Khan of Khans" before. How had this prophecy suddenly come about? Was one of the khans so powerful that he could bring all the others under his control? It certainly wasn't Baichu, his own khan, the old fool.

"Yul!" someone called from his left and he turned to see Osol as he huffed and puffed up the small hill to his side. "Yul, I came as soon as I heard news of the prophecy," Osol stepped closer and lowered his voice, "How will this affect your plans to declare the Blood Call on Baichu?"

"I don't think it has any bearing on it," he said calmly and quietly. "Baichu is a weakling, when I replace him as khan I'll be in place when this city of brass pillars is found."

"Khan?" Osol called in a low voice from outside the tent, "Khan, I have news." Yul pulled his covers off and felt the cool air pass over his skin. It was still dark, but he could see by the weak light given off by the embers near the center of the tent. He started to dress and made a noise he knew Osol would take for an invitation to enter. "Khan," Osol said as he stepped in, "I have news. Tengiz, one of our men lost five years ago to the Roma in your first raid into their lands has escaped from his captivity and returned. He says he's seen the city…the city with brass pillars."

"Would this man have reason to lie?" the khan asked.

"No, he was found wandering through the steps by our own men. He was weak from eating the foreigners' food and from lack of water, but there's no reason to think he's lying," Osol concluded, but the khan said nothing, so he continued, "He may have been sent to lead us into a trap, however. The Roma aren't above presenting us with a tempting prize, hoping to trap us when we come to attack."

"Hmm, yes," the khan turned and kicked some wood into the fire. "Unlikely, but send some men to check his story. What is this city?"

"Tarsos, Khan, a Zanatine city on the southern border of Uskyel. It's some distance from here, but I believe we're the closest of the clans. We may be able to move on it before the others even know of its part in the prophecy, if the man's claims bear out."

"Swift action would be best if it's part of the prophecy, but we need to make sure. There's no point in walking into a trap or attacking a penniless city that only has women to offer us. My men are loyal, but they require food and gold to keep them that way. I won't waste time rushing to this city until I know it's worth it," the khan finished.

"Yes, I'll send some men to confirm the story. I know we have a few men who speak Romari passably well," Osol bowed deferentially and stepped out of the tent backwards leaving his khan to plan.

Yul sat atop his horse, Minghan Arslan, and surveyed the wide valley below. Tarsos spread out like some kind of stone and wooden sore with ugly dark veins leading from it. Around the ridges surrounding the city he saw thousands of other horsemen. Behind him, his clan sat horsed and ready for battle.

"Khan?" Osol said as he rode up beside. "All of the clans are ready. As the khan who found the city, it's your right to declare a start to the hunt."

"Yes, I know. They all wait for me," Yul said with a smile. "Battue, the hunt, will start soon. The men are almost ready. The bloodlust is in their hearts, but I'm waiting to see it in their eyes. When I see it, I'll give the signal and we'll ride down, surround the city and bring it down…just as we do with all our prey. It will happen soon.

"Any moment now…any moment…NOW!" Yul yelled and raised his spear overhead, pointing toward the city. As one, the hordes all along the ridges thundered down on Tarsos.

The city burned and the sky was thick with smoke as Yul led a small group of his men through the streets. They'd encountered some resistance from the city's militia, but nothing that offered much sport. He'd already overseen taking a full quarter of the city. Yul was certain that he'd reach the palace and the throne before any of the others and once he was seated upon it, he'd unite the horsemen into the Golden Horde of prophecy.

Suddenly, from his right, he caught sight of movement; a horse bearing down on him; attacking! He twisted to get a better look and throw his shield in the way, but after hours of battle his reactions were too slow and pain exploded through his body as a spear pierced his side.

The next moment Yul was on the ground, on his back. Blood spilled from his mouth as he tried to call for his men. Over him, still horsed, he saw a woman, battle-scarred and bloodied. She hopped to the ground, grabbed her spear, and roughly pulled it from Yul's side.

"Khanom," a voice said and the women looked to where it had come from, "he's done. The palace is this way."

What is Battue?

Battue is a tactical board game in which two to four players control a horde of powerful warriors, each seeking to capture the most valuable and prestigious sections of the city. Players maneuver their hordes, capturing sections of the city and acquiring loot, each trying to prove their right to be the Horse Lords' Khan of Khans and rule the Golden Horde.

Contents

Rulebook
1 Game Board
52 City Tiles
60 Warrior tokens
60 Flag tokens
60 Loot cards
20 Event cards
2 dice

Object of the Game

The player with the most *victory point*s at the end of the game is the winner. You gain victory points by controlling city sections (represented by tiles) and gaining loot. The game ends when the **Palace**, **Templum Jupiter**, and **Universitas** city tiles are all controlled by players (but not necessarily the same player) or if all but one player has been eliminated (they have no Warrior tokens on the board). The Horse Lords live a nomadic life, so only the tiles you control and the cards in your war chest at the end of the game count.

Card Type

Card Title

Turn Order
(When can be played, See Loot cards, pg10)

Card Text

Victory Points

Event Card   **Loot Card**

City Tile Name

Defence Value

Loot Cards
(See **Winning the Battle**, pg10)

Warrior
(See **Winning the Battle**, pg10)

Victory Points

Event Card
(See **Event Cards**, pg10)

City Tiles

Game Setup

Pull out the Palace, Templum Jupiter, Templum Minerva, Universitas, and Schola *city tiles* and place them next to the board.

Mix up the remaining tiles face-down and leave them that way so no player knows what tile is in a given location once it is on the board. Note that the tiles should be placed inside the city walls, not on the gate, wall, or tower locations.

Randomly determine who the first player is. Play begins with the first player and passes to the left. Each player places one tile face-down on the board when it is their turn. Set up the board as follows:

  🔴 The first player places the Palace tile face-down in the center of the board in the space labeled **Palace**.

  🔴 Take the **Templum Jupiter**, **Templum Minerva**, **Universitas**, and **Schola** tiles, mix them up face-down and place them anywhere on the board.

  🔴 Take the remaining pieces and place them on the board. Start placing the larger tiles and work your way down to the smaller tiles. Tiles must fit in the location selected.

  🔴 You will end up with unused tiles. This is okay; just set them aside as they won't be used this time.

> *Hint: Remember, the goal of the game is to capture the city, not build it, so don't take too much time assembling it!*

Once all the city tiles are placed, the board is complete and you can start playing. During the game you'll flip the city tiles face-up, so leave them face-down for now.

Shuffle and place the Loot cards into a stack, called the Loot Pile, near the board so everyone can reach it.

Shuffle and place the Event cards into a stack, called the Event Deck, near the board so everyone can reach it.

Beginning with the first player, each player selects six *warrior* tokens of a single color to start their *horde*. Place all six pieces next to the board, adjacent to a single gate, wall, or tower along the board edge. You may choose to place your warriors next to any board edge however only one player is allowed to start on each edge. Each player's additional warriors are placed in *reserve*, next to that player. Those warriors may only enter play later through card effects or as reinforcements. Warriors that are defeated or removed from the board for any reason return to that player's reserve.

Playing Battue

Play begins with the first player, who takes his or her turn, then play passes to the left.

During your turn, you do the following phases in order:

- ● Start of Turn
  - ➤ Play Cards
  - ➤ Call Reinforcements
- ● Main Turn
  - ➤ Move Hordes
  - ➤ Resolve Battles
- ● End of Turn
  - ➤ Play Cards

Start of Turn

➤ Play Cards: At the Start of Turn you may play any Loot cards that has the (Start of Turn) icon (see **Loot Cards**, pg10).

➤ Call Reinforcements: You may call for reinforcements from your reserve. You may not move or attack with a horde in the same turn in which it has called for reinforcements. To call for reinforcements, roll the die: on 1-2, add one warrior to the horde; on 3-4, add two warriors to the horde; on 5-6, add three warriors to the horde.

- ● You may call for reinforcements with multiple hordes.
- ● The maximum size for any one horde is eight warriors.
- ● No matter what, you may not have more than 15 warriors on the board at one time.
- ● If you have no warriors on the board, you are out of the game.

Main Turn

➤ Move Hordes: During your *main turn*, you may move your warriors, one horde at a time, onto any city tile adjacent to the tile they currently occupy. Do not *reveal* any face down tiles until all of your hordes are where you want them.

- ● Hordes may be moved in any order, but each warrior may only be moved once during your turn.
- ● You may split your horde to go to different city tiles. Note: until you capture you first city tile (this also includes walls, gates, and towers) you may not split your horde.
- ● You may move warriors into a single city tile from multiple hordes, if you do, the resulting horde may not have more than eight warriors.
- ● You may move to an adjacent city tile that you control or is controlled by an opposing player.

➤ Resolve Battles

- ● Once your hordes are where you want them, select one city tile battle to resolve. You may resolve city tile battles in any order. You must completely resolve a city tile battle before moving to the next.

- ● If your horde is on a face down tile, pick up your horde, reveal the tile, and place your horde on the now face-up tile. If the revealed tile has an 👁 (Event card) icon, draw an Event card (see **Event Cards**, pg10) immediately and resolve the effect before continuing. Next, battle for *control* of that tile (see **Battles**, pg8).
- ● If your horde is on a face up tile that you do not control, battle for *control* of that tile (see **Battles**, pg8).

End of Turn

➤ Play Cards

- ● At the End of Turn, you may play any Loot cards that state that they may only be played at the end of turn (see **Loot Cards**, pg10) and finally, conduct any actions that state they must be done at the end of turn.

Battles

Battles are used to determine whether or not the *attacker* is successful in his or her bid to control a city tile. Battles are conducted differently depending on whether or not you are attacking a city tile on which no warriors are present, called *empty,* or a city tile with warriors present, called *occupied*.

Attacking Empty City Tiles

The attacker is the player whose turn it is and the *defender* is the player to the attacker's left if the tile is *uncontrolled*. If the tile is controlled, the controlling player is the defender.

> **Battle Steps for Empty Tiles**
> ➤ Play Cards
> ➤ Determine Attack Value
> ➤ Determine Defense Value
> ➤ Battle Resolution

➤ Play Cards:

● First, the attacker may play as many cards with 🗡 (Attacker) icon from his or her hand as desired. Cards must be played before dice are rolled unless a card states otherwise.

● Then, the defender may play as many cards with 🛡 (Defender) icon from his or her hand as desired. Cards must be played before dice are rolled unless a card states otherwise.

➤ Determine Attack Value: The attacker determines his or her *attack value* by adding the total number of warriors plus any card effects to the roll of one die.

➤ Determine Defense Value: The defender determines the *defense value* by adding the Defense value of the *city section* in the 🛡 (defense) icon plus any card effects to the roll of one die.

➤ Battle Resolution: Compare Attack Value to Defense Value.

● If the attack value is higher, the attacker wins the battle and takes control of that city tile (see **Winning the Battle**, pg10).

● If the attack value is equal to or lower than the defense value, the attacker loses. Remove one warrior from the attacker's horde and return it to the attacker's reserve. If this is the attacker's last warrior on that city tile, the attacker lost the fight and the battle for that city tile ends. If the attacker still has horde tokens on that city tile, he or she may continue the battle by repeating the above steps until there is a winner or the attacker ends the battle by retreating to an adjacent city tile that he or she controls.

Attacking Occupied City Tiles

The attacker is the player whose turn it is and the defender is the player who currently controls the occupied tile.

> **Battle Steps for Occupied Tiles**
> ➤ Play Cards
> ➤ Determine Attack Value
> ➤ Determine Defense Value
> ➤ Battle Resolution

➤ Play Cards:

● First, the attacker may play as many cards with 🗡 (Attacker) icon from his or her hand as desired. Cards must be played before dice are rolled unless a card states otherwise.

● Then, the defender may play as many cards with 🛡 (Defender) icon from his or her hand as desired. Cards must be played before dice are rolled unless a card states otherwise.

➤ Determine Attack Value: The attacker determines his or her *attack value* by adding the total number of warriors plus any card effects to the roll of one die.

➤ Determine Defense Value: The defender determines the defense value by adding the *Defense value* of the *city section* in the 🛡 (defense) icon plus any defending warriors, plus any card effects to the roll of one die.

➤ Battle Resolution: Compare Attack Value to Defense Value.

● If the attack value is higher, the attacker wins. Remove one warrior from the defender's horde and return it to the defender's reserve. If that was the defender's last warrior on that city tile, the attacker is now the controller of that city tile (see **Winning the Battle**, pg10). If there are still *enemy warriors* on that city tile, the attacker or defender may retreat by moving his or her entire horde to an adjacent city tile he or she controls (as long as the total number of warriors on a city tile remains eight or fewer). If warriors from both hordes remain on the *contested* city tile, the attacker may continue the battle by repeating the above steps.

● If the attack value is equal to or lower than the defense value, the attacker loses. Remove one warrior from the attacker's horde and return it to the attacker's reserve. If that was the attacker's last warrior on that city tile, the attacker lost the fight and the battle for that city tile ends and the defender maintains control of it. If there are still enemy warriors on that city tile, the attacker or defender may retreat by moving his or her entire horde to an adjacent city tile he or she controls (as long as the total number of warriors on a city tile remains eight or fewer). If warriors from both hordes remain on the contested city tile, the attacker continues the battle by repeating the above steps.

Winning the Battle

When you win control of a city tile place one of your flags on the city tile to indicate you control that section of the city. If you run out of flags, you must give up control of an unoccupied city tile and use that flag to mark control of the new tile. Only tiles you control at the end of the game count toward your victory point total.

Looting

If the city section was previously uncontrolled, you get to loot it; draw the number of Loot cards indicated on the city tile with the 🃏 icon. These cards may be played immediately if appropriate (see Loot Cards below). However, if the section already belonged to another player, the city section has already been looted and you don't get to draw any Loot cards.

Event Cards

When a city tile has the 👁 icon on it, immediately draw an Event card. Event cards must be resolved before continuing with a battle.

Follow all instructions on the card. When resolved, the card is placed in the discard pile. If the conditions of the card can not be met the card has no effect. Event cards that add Victory Points are put in that player's war chest. Event cards are never part of a player's hand of cards.

If a card calls for more warriors than a player currently has in reserve, any warriors over the number in that player's reserve are not gained.

During play, if the Event Deck is empty, there are no more events.

Loot Cards

Loot cards are gained for capturing sections of the city. When you take control of an uncontrolled city tile, Draw Loot cards equal to the number of 🃏 icon on it. Loot cards may only be played at certain times, as indicated on each card as "Start of Turn" with 🟢 icon, "Attacker" with 🔴 icon, "Defender" with 🔵 icon, or "End of Turn" with 🟤 icon. You may have a hand of up to six Loot cards at the end of your turn, if you have more than six cards in your hand, you must play or discard down to six cards before the end of your turn. After a Loot card has been played and its effect has been resolved, place it into the discard pile, unless it says otherwise or adds to your Victory Point total.

Loot cards that add Victory Points are put in front of the player and form a war chest. Cards in the war chest are no longer part of the player's hand of cards.

If a card calls for more warriors than a player currently has in reserve, any warriors over the number in that player's reserve are not gained.

During play, if the Loot Pile is empty, shuffle the discarded Loot cards to form a new Loot Pile.

Gaining Warriors

Some city tiles give you an additional warrior. When you take control of an uncontrolled city tile city tile that has the 🏃 icon on it, you add a warrior to that horde. (Remember, hordes must have 8 or fewer members.)

Ending and Winning the Game

The game ends at the end of a turn when the Palace, Templum Jupiter, and Universitas tiles are all controlled by players (but not necessarily the same player).

The winner of the game is the player with the highest Victory Point Total. Determine your total by combining the victory point value of all cards in your war chest plus the victory point value of all city tiles you control at the end of the game. Players who have been eliminated (they have no warriors on the board) still count their victory point total. In case of a tie, the player with the most victory points from city tiles wins.

The game also ends immediately if at any time there is only one player left in the game. If all other players have been eliminated, then the remaining player wins regardless of victory point total.

The winner is declared Khan of the Golden Horde!

Credits

Important Terms

Attack value – the total value of an attacking horde's size (each horde warrior has a value of 1) plus any card effects, plus the roll of one die.

Attacker – the player who initiates an attack on a city section. The attacker is always the person whose turn it is.

Battle(s) – the actions an attacker and defender make to determine success or failure in an attempt to gain control of a city tile.

City tile – a tile that contains one section of the city (this includes walls, gates, and towers).

Contested – a city tile that is controlled by one player and is being attacked by another player.

Control – a city tile owned or won through battle or card effect. A player marks a controlled city tile with a flag token.

Controller – the player whose flag token indicates ownership of the city tile.

Defender – the player who is defending the city section being attacked.

Defense value – the defense number of a city tile plus any additional defending warriors, plus card effects, plus the roll of one die.

Empty city tile – a city tile that has no warrior tokens on it.

Enemy Warrior(s) – a warrior or warriors controlled by another player.

Horde – a warrior or group of warriors. A horde may not contain more than eight (8) warriors.

Occupied city tile – a city tile that has at least one warrior token on it.

Reserve –warriors that have not yet been placed on the board. Any warriors removed from play return to the player's reserve.

Reveal – to turn face-up a face-down tile or card. Once a city tile is revealed, it stays face up for the rest of the game.

Uncontrolled – a city tile that is not owned by a player, there is no flag token on it.

Victory points – points earned during the game by controlling city tiles. Each city tile indicates how many victory points it's worth to the player that controls it. Loot cards can also grant victory points. The player with the most victory points at the end of the game is the winner.

War Chest – already played Loot and Event cards that give victory points; cards in the War Chest do not count against your Loot hand size limit.