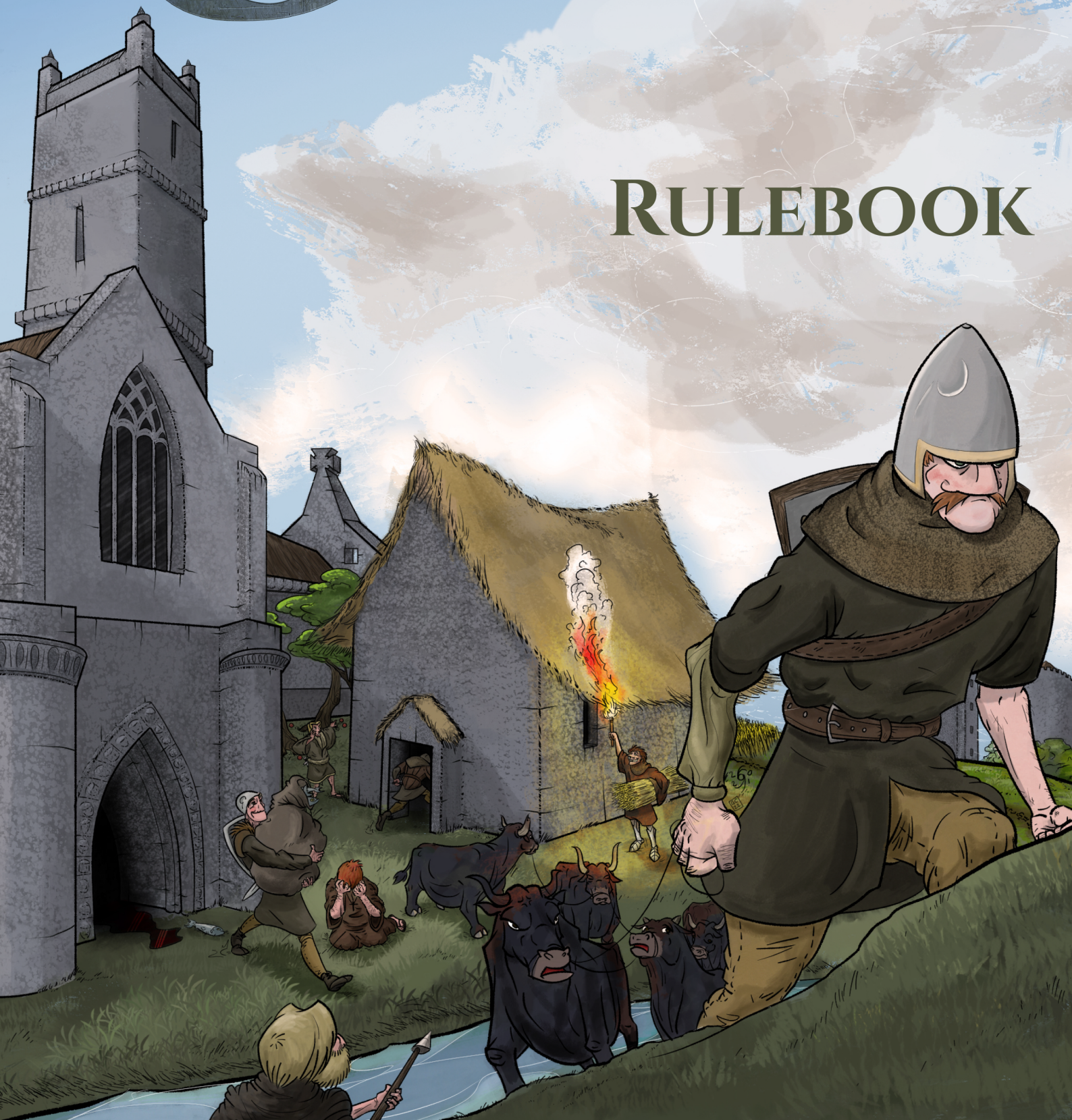# the triumphs of Turlough

Rulebook

THE TRIUMPHS OF TURLOUGH

RULEBOOK

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São Paulo
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SUMMARY

INTRODUCTION

In the thirteenth century, Ireland was a lordship of the English Crown. Part of the island was under the rule of English settlers, who lived by customs and institutions inspired by those of their country of origin. Another part comprised dozens of Gaelic kingdoms ruled by lineages whose existence dates back centuries.

Thomond, in Southwest Ireland, was one of these kingdoms. Its kings, the O'Brien, were generally supportive of the Crown's agenda, although, like all Irish rulers, their major concern was to maintain their own domains. They paid tributes to the king of England and acted as allies of English magnates in the island.

Irish lineages, however, were remarkably unstable. Their succession process often escalated to disputes or dynastic civil wars. In 1276, one such conflict erupted in Thomond, opposing two rival factions of the O'Brien: Clann Turlough and Clann Brian Roe. The devastation was so widespread that it prompted the local English lord, Robert of Muscegros, to give up his lands in Ireland.

To protect English interests in the region, the king Edward I conceded Muscegros' land to Thomas de Clare, one of his household knights. If de Clare managed to pacify the O'Brien, he would become lord of Thomond.

The *Triumphs of Turlough* is a strategy game set between 1276 and 1318, when de Clare and his descendants struggled to transform Thomond into an English lordship. It portraits the strategies taken by the Irish and the English to navigate the traps and opportunities opened up by the conflict.

I

The goal of the game is to end the war between Clann Turlough and Clann Brian Roe on behalf of one side of the conflict.

The game ends when one of the claimants is eliminated. This happens when a player exhausts their *febas* **points**.

A player is deemed the winner if:

A) They are playing with either Clann Turlough or Clann Brian Roe and

> **a.** eliminate the rival claimant;

> **b.** accumulate 5 *febas* points.

B) They are playing with allies of Clann Turlough or Clann Brian Roe and their respective claimant wins the game.

C) They are playing with de Clare and have a hostage from the surviving claimant.
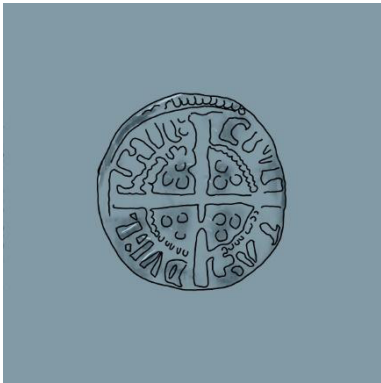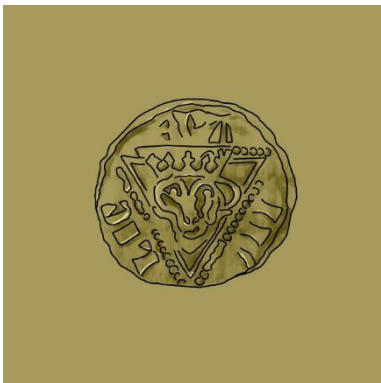
Hazard Cards		They represent events and phenomena that affected Ireland from 1276 to 1318. A hazard card is revealed at every maintenance phase. Its effects persist until the next card is revealed.
Provision Tokens		Grains, beverages and other supplies needed to cater for a moving army. Used to supply soldiers in campaigns.
Battle Tokens		A division of warriors at the king's or magnate's service. During the expedition and battle phases, they represent a player's hit points.

Cattle Tokens		Currency of Gaelic Ireland's economy. Used to pay tributes, recruit, and supply soldiers.
Febas Tokens		Measurement of an Irish king's political virtue. If a player loses all *febas* tokens, they are eliminated from the game.
Devastation Tokens		Settlements receive devastation tokens when they are plundered or subjected to coyne. If a settlement accumulates 10 devastation tokens, the token pile is flipped and becomes transforms a destruction token.

Destruction Tokens		Represent a settlement that was completely destroyed. Destroyed settlements take longer to lose their devastation status.
One pound token		English economy's currency in Ireland. Used to pay soldiers and provisions. Tokens come in four varieties: one, two, five and ten pounds
Two pounds token		
Five pounds token		

Ten pounds token		
Hostage figurine		Indicates who has the player's hostages. Players are compelled to obey those who have their hostages whether they are allied to them or not.
Army figurine		Represents the position of a player's army on the board. Used for moving around and attacking enemies.
Average die (d6)		

PRINT & PLAY INSTRUCTIONS

1) Cut the **upper** and **left** white margins of each board sheet;

2) Following the order in the image below, paste each sheet on the edge of the preceding sheet, so that it covers the space between the lines;
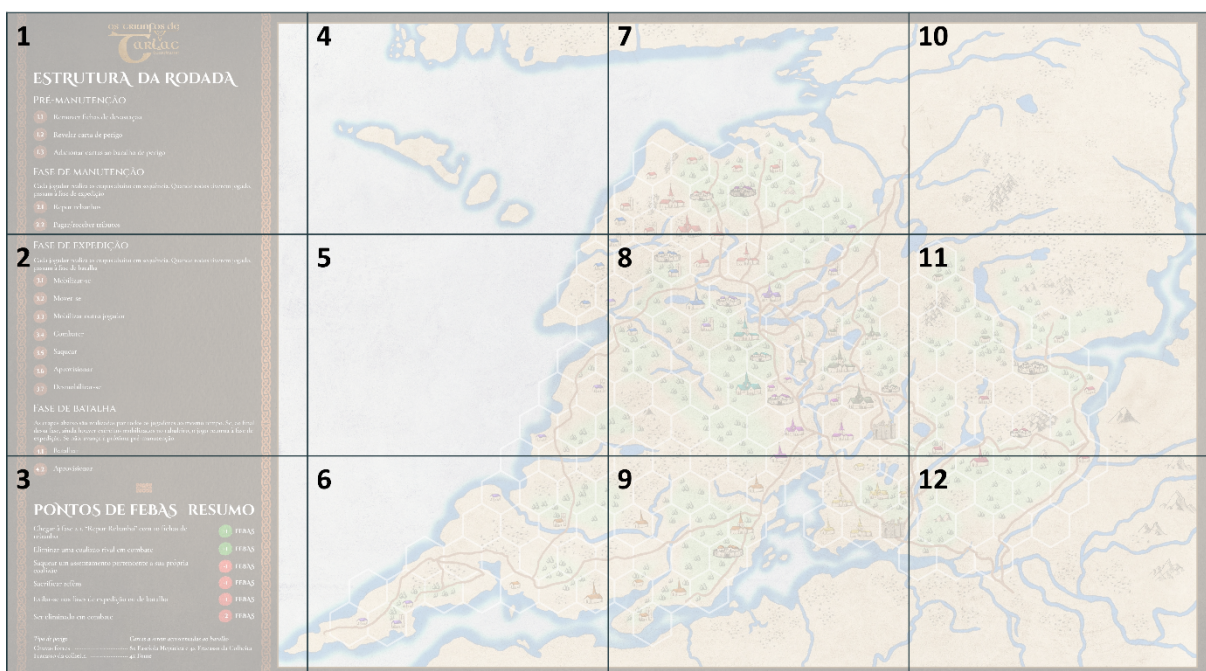
Recommended order for putting together the board pieces.

Edges to be covered (red arrows).

3) Cut each token with its reverse image. Then, fold it in the traced line so that both artworks are perfectly aligned. Cut then in the solid lines and paste both halves;

4) Print the army and hostage figurines so that they are 2cm tall.

IV

There are three basic settlement types in the game:

Longport		Residence or fortress belonging to an Irish king. Needed to mobilize armies. Players who are not exiled start the game on one of these tiles.
Castle		Fortress of the de Clare. They have the same role as *longport*, but must be attacked before they can be raided.
Monastery		Important church serving as a local economic hub. Can be raided by players or used as overnight accommodation.

Some settlements have special features depending on the chosen scenario:

Quin		This castle was built in 1280-81. It is not part of the game in the 1277 and 1278 scenarios.
Dubh Glen		Functions as the initial *longport* of Clann Brian Roe in the 1281, 1284 and 1317 scenarios. It functions as a monastery in other rounds and scenarios.
Kilmacduagh		Place where the exiled claimant mobilizes his armies if not in coalition with de Clare. (See "3.1. Mobilizing" below).
Feakle		Place where the de Clares mobilize in the beginning of the 1315 scenario.

V

Factions are the political units that players must lead during the game. Each controls settlements distinguished by a specific roof color:

The game map.

5.1 Claimants

	Clann Brian Roe
	Clann Turlough

Claimants are the O'Brien factions fighting for Thomond's supremacy. Depending on the initial scenario chosen, one of these factions can start the game exiled (see "Scenarios" below).

Claimants have the ability of mobilizing other players and taking hostages. If they are not exiled, they also receive tributes from vassal factions.

The non-exiled claimant starts the game in Clonroad (purple *longport*) If both claimants start the game on the board, Clann Turlough starts the game in Clonroad and Clann Brian Roe in Dubh Glen (dark purple *longport*).

5.2 Lesser kings

Other Gaelic factions in Thomond caught in the crossfire between Clann Turlough and Clann Brian Roe.

These kingdoms are subdivided into two groups:

5.2.1 Vassals

	Clann Cullen
	Cenél Fermaic
	Cenél Dungaile
	Corcovaskin

	Hy Blood

They owe tributes to the sitting king of Thomond (or, in case Thomond is split into two, to the leader of their part of the kingdom).

5.2.2 Independents
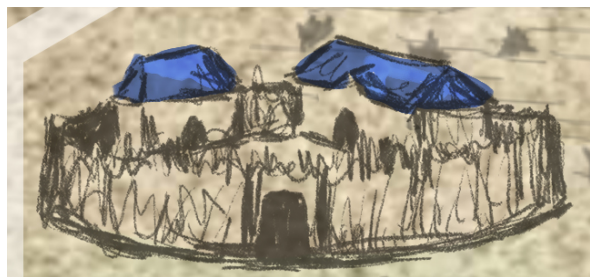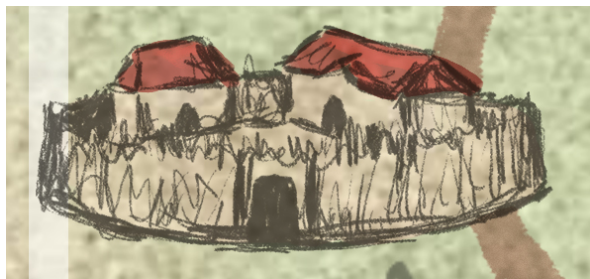
	Corcomroe
	Burren

They do not pay tributes.

	The Tanist

Mahon O'Brien and his descendants were a third faction of the O'Brien that, unlike Clann Turlough and Clann Brian Roe, have never sought power for themselves. Nevertheless, they were locally powerful and often supported one of the claimants.

In terms of gameplay, they combine characteristics of both vassals and claimants. They owe tributes to the king of Thomond, however, like him, the power of **mobilizing other factions** and **taking their hostages**.

	De Clare

The de Clares are the English family to which Thomond kings owed tributes and obedience.

In view of their cultural differences, they have different mechanics and victory conditions.

VI

In addition to the obligation of paying tributes, factions can develop two types of relationships:

Alliances: represent marriage bonds, sponsorships and lasting military alliances between a claimant and a lesser king.

Each faction's alliances are given by the chosen scenario and cannot be cancelled during the game. (See "Scenario" below).

The player who controls a lesser king and who has an alliance with a claimant must ensure that their ally is victorious in order to win the game.

Hostages: They represent *ad hoc* deals sealed with the surrender of hostages. As opposed to alliances, hostages can be "freed" if the player controlling them is exiled or eliminated during the combat phase.

Players must obey those who have taken their hostages, even if they are enemies of their allies.

Refusing to do so leads to hostages being killed, and such player will lose 1 *febas* point.

The set of factions tied to a claimant by means of alliances or hostages forms a coalition. They comprise the "sides" of war at every moment of the conflict and affect victory conditions.

Coalitions are fluid and vary according to the chosen initial scenario:

VII

Scenarios are the game's initial conditions. They represent Thomond's geopolitical landscape in seven different moments of history.

7.1 1276: The arrival of the de Clares

In 1276, king Edward I of England appointed Thomas de Clare as Lord of Thomond. With the help of his father-in-law, Maurice Fitz Maurice, de Clare set up a military expedition to inaugurate his Irish ally, Brian Roe O'Brien, as king of Thomond.

 Clann Turlough

 Clann Brian Roe

 Clann Cullen

V

 Hy Blood

 Thomas Clare

Scenario Features:

- **Hazard Deck:** 12x Heavy Rainfall, 5x Wars in Scotland, 2x Wars in France, 3x Wars in Wales, 3x Harvest Failure.

- **Maurice fitz Maurice:** de Clare counts with extra resources due to his alliance with the Fitz Maurice. He starts the game with £24 pounds.

- **Surprise Attack:** Turlough O'Brien was procuring hostages from his vassals when he received news of the invasion. During the first war phase, Clann Turlough mobilizes in Kildysert (orange *longport*) with only **1x battle token.** He starts with hostages from Corcovaskin.

- Clann Brian Roe starts the game exiled.

- De Clare mobilizes at the beginning of the first war phase.

7.2 1277: The return of Turlough

 Clann Turlough

 Clann Brian Roe

 Clann Cullen

V

 Thomas Clare

 Cenél Fermaic

 Hy Blood

Turlough was ousted by de Clare and Brian Roe, but the war for Thomond is just beginning. With the help from his English ally, Richard de Burgh, he gathers an army to take back his kingdom.

Scenario Features:

- **Hazard Deck:** 12x Heavy Rainfall, 5x Wars in Scotland, 2x Wars in France, 3x Wars in Wales, 3x Harvest Failure.

- **Richard de Burgh:** During the first was phase, Clann Turlough mobilizes in Kilmacduagh with 10 battle tokens and 10 supplies.

- Clann Turlough starts the game exiled.

- Clann Turlough starts with hostages from Corcovaskin and Corcomroe.

- Clann Brian Roe starts with hostages from Cenél Dunghaile.

- De Clare starts with hostages from Clann Brian Roe.

- Clann Turlough mobilizes at the beginning of the first war phase.

7.3 1281: The partition of Thomond

The endless war between Clann Turlough and Clann Brian Roe starts to extrapolate Thomond's borders. To prevent the instability from spreading to their lordships, the English barons of Ireland and the king of Desmond, Donal Roe, broker an agreement according to which Thomond is to be split among the claimant factions.

How long will this peace last?

 Clann Turlough

 Clann Cullen

 Corcovaskin

 Cenel Dungaile

 Cenel Fermaic

V

 Clann Brian Roe

 Burren

Scenario Features:

- **Hazard Cards:** 12x Heavy Rainfall, 5x Wars in Scotland, 2x Wars in France, 3x Wars in Wales, 3x Harvest Failure.

- Clann Turlough controls Clonroad (purple *longport*) and receives tributes from Clann Cullen, Hy Blood and Cenel Dungaile. Clann Brian Roe controls Dubh Glen and receives tributes from Cenél Fermaic, Corcovaskin and the Tanist.

- Clan Turlough mobilizes at the beginning of the first war phase.

7.4 1284: The absence of Thomas de Clare

In 1284, Thomas de Clare left Ireland to take care of his lands in England. Unsatisfied with the partition of Thomond, Turlough O'Brien seizes the opportunity to take the kingdom for himself.

This time, Clann Brian Roe will have to defend themselves without English aid.

 Clann Turlough

 Burren

V

 Clann Brian Roe

 Corcomroe

Scenario Features:

- **Hazard Cards:** 12x Heavy Rainfall, 5x Wars in Scotland, 2x Wars in France, 3x Wars in Wales, 3x Harvest Failure.

- Clann Turlough controls Clonroad (purple *longport*) and receives tributes from Clann Cullen, Hy Blood and Cenél Dunghaile. Clann Brian Roe controls Dubh Glen and receives tributes from Cenél Fermaic, Corcovaskin, and the Tanist.

- de Clare won't mobilize during the first war phase.

- Clann Turlough mobilizes at the beginning of the first war phase.

7.5 1315: The Scottish invasion

Edward Bruce, king Robert of Scotland's brother, invades Ireland, opening a second front in the war against the English. Richard de Clare is summoned at haste to help defending the Lordship.

Betting on a Scottish victory, however, Clann Brian Roe rises against their erstwhile English allies. Undermined by this treason, de Clare forms an unlikely alliance with Clann Turlough to restablish peace in Thomond.

 Clann Turlough

 Clann Brian Roe

 Clann Cullen

 Hy Blood

V

 Richard de Clare

 The Tanist

 Cenél Fermaic

 Cenél Dunghaile

Scenario Features:

- **Hazard Cards:** 5x Heavy Rainfall, 6x Liver Fluke Disease 5x Wars in Scotland, 5x Harvest Failure, 4x Famine.

- **Little Ice Age:** the game starts under the effects of a Harvest Failure.

- **The Bruce War:** Edward Bruce's invasion struck at the heart of the de Burgh lordship. The family does not have troops to spare for their Irish allies. During the first war phase, Clann Turlough mobilizes in Kilmacduagh with a single battle token.

- The tanist starts the game with hostages from Clann Cullen.

- Clann Turlough starts the game exiled.

- During the first war phase, de Clare mobilizes at Feakle.

- Clann Turlough mobilizes at the beginning of the first war phase.

7.6 1317: The battle of Lough Rask

The Scottish invasion spreads hunger and devastation throughout Ireland. Unable to feed his soldiers, Edward Bruce calls up his invasion of Thomond and retreats to his seat of power up north. Clann Brian Roe's rebellion is rooted out and the de Clare lordship is safe. For now.

Unable to trust in either of the O'Brien, Richard de Clare partitions Thomond once again. In 1317, however, he is summoned once more to Dublin to discuss Ireland's defense.

It won't be long until both lineages start mobilizing for war again.

 Clann Turlough

 Clann Brian Roe

 Clann Cullen

 Hy Blood

V

 Corcomroe

 Burren

 Cenél Fermaic

 Cenél Dunghaile

Scenario Features:

- **Hazard Cards:** 3x Heavy Rainfall, 2x Liver Fluke Disease 5x Wars in Scotland, 5x Harvest Failure, 10x Famine.

- **Little Ice Age:** the game starts under the effects of a Harvest Failure.

- Clann Turlough controls Clonroad (purple *longport*) and receives tributes from Clann Cullen, Hy Blood and Cenél Dunghaile.

Clann Brian Roe controls Dubh Glen and receives tributes from Cenél Fermaic, Corcovaskin and the Tanist.

- De Clare won't mobilize during the first war phase.

- Clann Brian Roe mobilizes at the start of the first war phase.

7.7 1318: The battle of Dysert O Dea

Since the arrival of the de Clare, the tanist Mahon O'Brien and his descendants have been an obstacle for Clann Turlough. With Clann Brian Roe temporarily neutralized, the king of Thomond has the perfect opportunity to put an end to their influence.

Richard de Clare, however, will not let his most powerful ally be defeated that easily.

 Clann Turlough

 Clann Cullen

V

 Richard de Clare

 The Tanist

 Corcomroe

 Cenél Fermaic

Scenario Features:

- **Hazard Cards:** 3x Heavy Rainfall, 2x Liver Fluke Disease 5x Wars in Scotland, 5x Harvest Failure, 10x Famine.

- **The Great Famine of 1315-22**: the game starts under the effects of a Famine.

- Clann Brian Roe starts the game exiled.

- Clann Turlough mobilizes at the beginning of the first war phase. The game can be played by 3 to 6 players. 5 is the ideal number.

VIII

In a **3 player setting,**

- one player controls Clann Turlough **and** all their allies;
- one player controls Clann Brian Rua **and** all their allies;
- one player controls de Clare.

In a **4 player setting,**

- one player controls Clann Turlough;
- one player controls Clann Turlough's allies;
- one player controls Clann Brian Rua **and** their allies;
- one player controls de Clare.

In a **5 player setting,**

- one player controls Clann Turlough;
- one player controls Clann Turlough's allies;
- one player controls Clann Brian Rua;
- one player controls Clann Brian Rua's allies;
- one player controls de Clare.

In a **6 or more player setting,**

- one player controls Clann Turlough;
- one player controls Clann Brian Rua;
- one player controls de Clare;
- the rest of the players divide the factions' allies between themselves.

Neutral factions at the beginning of a scenario may become an ally to one of the claimants if mobilized during wartime (See 3.3. "Mobilizing other factions" below). From this point on, they will be controlled by whoever controls a claimant's allies.

A lesser king bound by hostages to a player of the opposite coalition will **not** change hands.

IX

1) Players choose the scenario they wish to start in.

2) Each player chooses a faction. It is mandatory that Clann Turlough, Clann Brian Roe and the de Clares are picked by the players.

3) Players receive the following pieces depending on the faction they are controlling:

√ 1 army figurine with their faction color per faction controlled (all factions);

√ 3 *febas* tokens (only Irish factions);

√ 5 cattle tokens per faction controlled (only non-exiled Irish factions);

√ Extra pieces depending on the scenario chosen (including alliances and hostages).

4) One of the players builds the Hazard deck according to the scenario rules and then shuffles it.

*Note: Players controlling the allies of Clann Brian Roe and Clann Turlough keep independent cattle token stacks for each faction they control, but a **single** febas stack.*

Note 2: A neutral lesser king that is 'recruited' as ally enters the game with 5 cattle tokens. From this point onward, their cattle stack will be affected by hazard cards and replenished each turn (See 1. "Replenish Cattle Herd" below).

ROUND STRUCTURE - SUMMARY

10.1 Pre-maintenance

1. Remove devastation tokens;

2. Draw hazard card;

3. Add cards to hazard deck.

10.2 Maintenance phase

(Each player performs the steps below sequentially. After everyone has played, the war phase begins).

1. Replenish cattle herds;

2. Pay/receive tribute.

10.3 Expedition phase

(Each player performs the steps below sequentially. After everyone has played, the battle phase begins).

1. Mobilizing;

2. Moving;

3. Mobilizing other factions;

4. Entering combat;

5. Raiding;

6. Provisioning;

7. Demobilizing.

10.4 Battle phase

(The steps below are performed by all players at the same time. If, by the end of this phase, there are still mobilized armies on the board, the game returns to the expedition phase. If not, it advances to the next pre-maintenance phase).

1. Fighting;

2. Provisioning.

XI

STAGES OF THE GAME

11.1 Pre-maintenance

Pre-maintenance represents the kingdom's recovery after a war season, as well as from the incidence of economical or environmental Hazards.

It is comprised of three stages:

1. Removing Devastation Tokens

- Players remove two devastations tokens from each non-destroyed settlement on the board. They also flip back any destroyed settlements.

2. Drawing Hazard Cards

- One of the players buys a Hazard card. The effects of such card remain until the next pre-maintenance phase.

3. Adding to and Removing Cards from the Hazard Deck

- Certain Hazard types increase the probability of other calamities. In the game, this is represented by adding extra cards to the deck as the events take place.

If the card drawn by the claimant in the step above is one of the listed in the table below, they add the cards listed below to the deck. Then, they **remove** the extra cards added in the previous round and shuffle the deck.

Hazard Type	Cards to be added to the deck
Heavy Rainfall	8x Liver Fluke Disease and 4x Harvest Failure
Harvest Failure	4x Famine

11.2 Maintenance phase

The maintenance phase represents the preparation months before a war season.

This phase is played only once per round.

Turn Order Within the Round:

1) Clonroad Occupant

2) De Clare

3) Other factions: players who have not picked the factions above roll a dice to determine the round order. The player who obtains the highest result plays first. If two or more people tie, they roll the dice again until one of them obtains the highest result.

If the scenario in question starts with an exiled claimant, they won't play during this phase. Instead, they acts as a referee, making sure that other players properly play the stages and buy the correct number of tokens.

1. Replenish cattle herds

- Players who have at least one cattle token buy three cattle tokens.

- The maximum number of cattle tokens a player can have is 10. If a player has 10 cattle tokens during this phase, they won't buy a new token. Instead, they buy a febas token.

2. Paying/Receiving Tributes

- Thomond's kings and magnates were part of a hierarchy according to which some rulers owed others tribute:

Allied **vassals** and/or players who have given hostages to the king of Thomond owe tributes to him. During their maintenance, they provide a cattle token to the player controlling Clonroad.

Claimants who have given a hostage to de Clare owe tributes to him. During their maintenance, they provide a cattle token to the player controlling Bunratty.

De Clare owes no tributes to any Irish player. During their maintenance, they receive **£18** plus **£1** for each non-destroyed monastery in Bunratty. This value corresponds to the taxes from their tenants in Thomond and other manors in Ireland and England.

End of the Maintenance Phase:

- When all players have replenished their cattle and paid tributes, the game continues to the expedition phase.

11.3 Expedition phase

During the expedition phase, players can mobilize armies, plunder settlements, and attack their opponents. This phase represents the military campaigns in and of themselves.

Turn Order Within the Round:

- The expedition phase follows a different round order than the maintenance phase. This sequence is determined by **the order in which factions have mobilized their armies.**

- Factions who have not mobilized do not play until doing so.

1. Mobilizing

- To begin the expedition phase, a player must mobilize their army. This task consists of buying resources and recruiting soldiers to carry out military operations.

- **Battle Tokens** represent warrior divisions at the player's service. The more battles under their control, the greater their army's strength during combat. Each player can recruit up to 10 battles.

- **Provisions** represent food, water, and other supplies needed to keep an army mobilized. At the end of each round, an army consumes a number of provisions equal to its number of battle tokens. If a player does not have sufficient provisions at their disposal, their armies will be automatically demobilized.

- **Cattle Tokens** can be used in lieu of provisions.

Mobilization Rules

English and Irish factions have different mobilization rules:

- English buy battle and provision tokens in exchange for **pounds**. The base value of a provision token is £1; for an army token, it is £3.

- **Irish** can buy battle tokens in two different ways:

a) Coyne: In Irish, "quartering". Refers to the obligation of proving supplies and hospitality to the king's troops. If a player opts to pay their troops with *coyne*, they add a devastation token to the capital for each battle token they wish to purchase.

b) Tuarastal: in Irish, "wages". This was the payment given to mercenaries. If a player wishes to recruit their troops with *tuarastal*, they pay a cattle token for each battle token.

Irish kings can use both payment methods at the same time, paying for some tokens with devastation and for other with cattle. This can be useful to prevent a *longport's* devastation from dangerously increasing or to spare resources.

Note: the English cannot purchase cattle when mobilizing, but they can use cattle that they've acquired from other methods (e.g., plunder, tributes) as a provision source.

Note 2: Similarly, Irish cannot purchase provisions but can use supplies that they've acquired from different other methods (e.g., as bonus at the beginning of some scenarios).

Mobilization Conditions

Armies are expensive and take long to come into action. Players can only mobilize in one of the four situations below:

A) At the beginning of the phase

Some factions are entitled to mobilize at the beginning of an expedition phase.

During the **first** expedition phase, the faction that plays first is determined by the scenario (See "Scenarios" above).

During subsequent expedition phases:

- If the exiled claimant **has not given hostages** to the de Clare, they play first. This player always mobilizes in Kilmacduagh with 10 battles and 10 provisions.

- If the exiled claimant **has given hostages** to the de Clare, de Clare plays first.

B) When a Base is Attacked

A faction can mobilize in case another faction attacks their *longport*. In order to do so, they must win a disengagement dice roll against the attacker (see "Combat" below).

Players who mobilize as such start with their army figure at their capital with only **one battle token**. They cannot recruit new soldiers.

C) When being Mobilized by Another Player

Clann Turlough, Clann Brian Roe and the Tanist have the power of inviting other factions to mobilize. See "Mobilizing Other Players" below.

D) When Receiving News of the War

Any faction can mobilize if they receive news of the war. "News" takes one round to reach Thomond's boundaries. Thus, at the beginning of the second round any player which has not mobilized can still do so. This mobilization must be carried out following the turn order of the maintenance phase.

Once mobilized, players can perform up to five different actions in their turn with the following order:

1) Moving;

2) Mobilizing other players;

3) Fighting;

4) Raiding;

5) Provisioning.

Except for provisioning, **none of the actions above is mandatory**. Players can decide whether they wish to perform them according to the game's circumstances.

2. Moving

Marching allows players to move their army miniatures throughout the board. Each player can move up to **6 movement points** per turn.

Different hexes have distinct movement point costs:

	If two tiles are connected by a route, moving between them costs one movement point.
	If they are not connected, marching costs two movement points.
	If they are separated by a water course, it is not possible to move between them.
	Exceptions are river crossings, represented as routes passing through water courses.

Castles inflict attrition on moving parties belonging to a rival coalition. Armies that do not belong to the coalition of the castle owner lose 1 provision and 1 cattle tokens.
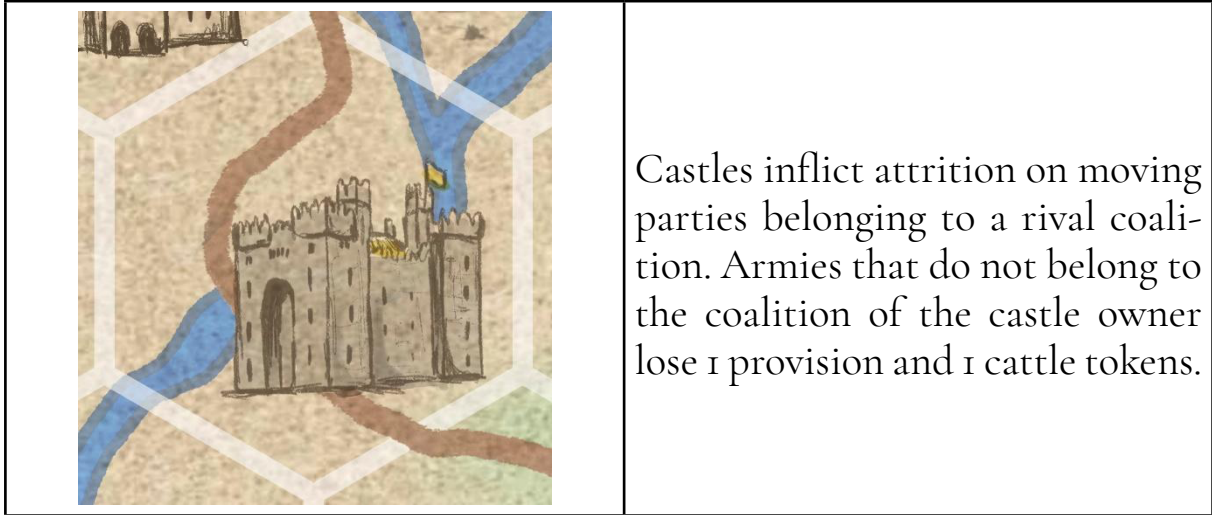
When a player's movement points are depleted, they cannot abandon the tile they are in until the end of the turn.

When entering combat, the player loses all their remaining movement points (see "Fighting" below).

3. Mobilizing Other Factions

Clann Turlough, Clann Brian Roe and the Tanist can mobilize other players during their turn.

3.1 Mobilizing a Lesser King

In order to mobilize a **lesser king**, the player controlling one of the factions above needs to move to said king's *longport* and declare the intention of mobilizing them.

Independent and non-aligned **vassal** kings will become allies when first approached with an invitation to mobilize.

Allies of an opposite coalition can also be approached with an invitation to mobilize. In this case, they will instead give a **hostage** to player who mobilized them.

Giving a hostage is an assurance that the faction in question will not mobilize in favor of their faction leader. However, the player controlling the allies of either claimant may decide to mobilize them anyway. If they do this, the hostages are killed and the ties among the players end. This action costs a *febas* point.

3.2 Mobilizing de Clare

A claimant with no existing bounds with the de Clares can attempt to mobilize them. In order to do so, they need to move to Bunratty castle (southernmost part of the map) and offer **hostages** to de Clare.

De Clare may accept or refuse mobilization without any consequences.

3.3 Mobilizing an Exiled Claimant

De Clare has the special power of mobilizing an exiled claimant. For such, he needs to move to Clonroad and declare his intention. The claimant joins the game with an army unit on that very hex.

4. Entering combat

Whenever an army enters a hex harboring an enemy army, they shall declare combat. In order to do so, they pick an enemy army on the target hex which they would like to fight with.

When declaring combat, the player waives all their remaining movement points.

Every combat has an attacker and defender coalition. An army is part of an attacking coalition if it enters a hex where there's an enemy army already and is part of the defending coalition if it occupies the tile first.

Player battles comprising each coalition are summed up when calculating attack rolls.

4.1 Attack Roll

To perform combat, a member of each coalition rolls a dice and add (or subtracts) any terrain modifier to it. The coalition with the highest number wins the attack roll.
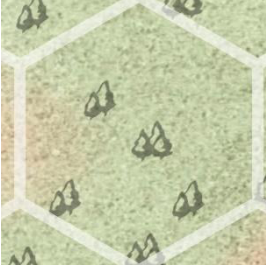
Losing an attack roll costs the player **1 battle**.
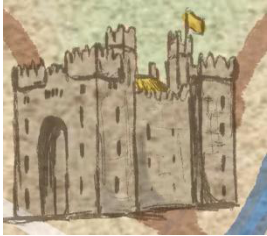
If the combat defeat leaves a player with 0 battles, their army is removed from combat and they **lose two *febas* points**. If a coalition eliminates a claimant this way, each of its members **wins a *febas* point.**

If all members of a coalition are eliminated in combat, they lose their cattle tokens. They are distributed among the winning coalition members.

4.2 Terrain Penalties

Certain terrain types modify attackers or defenders' rolls. These effects are **cumulative**: a house which has more than one terrain type will elicit more than one effect over combat.

	Terrain type	Attacker	Defender
	Woodland	–	+1

	Bog	-1	- 1
	River crossing	–	+1
	Castle	–	+1

4.3 Disengagement

If a player is attacked by an opponent but they wish not to fight, they can try escaping from combat. In order to do so, they need to perform a disengagement roll.

Disengagements perform exactly as combat rolls. The only difference is that both attackers and defenders **roll only one die**, regardless of their army size.

If the defender succeeds, they can move the army unit to any adjacent house to theirs which can harbor it. If they are defeated, they **lose 1 battle**. Successful disengagement rolls do not affect the attacker's armies.

Terrain penalties apply normally to this roll type.

4.4 End of Combat

The combat phase represents the first contact between armies, not necessarily a fight to the death.

If, by the end of that phase, the engaged armies still have battles left, they fight to the end in the battle stage (see "4.1 Fighting" below).

5. Raiding

Whenever a player enters a tile with a settlement, they can raid it. With this, they win **a cattle token**, but add **one devastation token to the settlement for each battle token** the player has.

Monasteries and *longphoirt* can be raided without repercussions. Castles, on the other raid, cannot be raided unless the attacker **makes a combat roll,** as if the castle was an enemy army (see 3.4. "Entering Combat", above). If the castle "wins", the attacker loses a battle token and is prevented from raiding. If the castles "lose", it suffers the effects of raiding as if it was a monastery or *longport.*

A settlement can only be raided by a player once per turn.

Destroyed settlements cannot be raided.

Raiding settlements belonging to one's own coalition **costs a *febas* point**.

11.4 Battle phase

The battle phase is a continuation of the expedition phase in which battle results are calculated.

It is comprised of two stages:

1. Fighting

If two or more armies have finished the expedition phase in combat (i.e., on the same house as an enemy coalition army), they perform combat rolls until one of the coalitions loses all battles.

If more than two armies are in combat, players of a same coalition decide who rolls the dice at each rolling.

Players eliminated in this stage **lose two *febas* points**. If a coalition eliminates a claimant this way, each of its members **wins one *febas* point**.

If, by the end of this stage, there are no mobilized armies remaining on the board, the match proceeds to the next round.

2. Provisioning

When armies have depleted their movement points and there are no more ongoing battles, players must provision their battles.

There are two ways to do this:

- **With provision/catle tokens**: each battle token "costs" one supply or cattle to be fed.

- **With *coyne***: armies which do not receive supplies will look for food and supplies on their own. This practice adds one devastation token to the settlement where the player is for each battle token they have.

Coyne can only be used in settlements belonging to the player's coalition. In case the player ends the turn on a house without settlements or on an enemy settlement, the only way of provisioning their armies is with provision/cattle tokens.

Coyne cannot be performed in settlements which were already destroyed. By the same logic, if provisioning an army by *coyne* threatens to increase a settlement's devastation above 10, it is increased only to 10, the settlement is destroyed (i.e., its devastation tokens are flipped) and the player **supplies only the battles fed up to that point.**

Example: Brian Roe has 5 battle tokens, but the monastery where he ended the turn already has 6 devastation tokens. He adds one devastation to the settlement for each one of his battles until reaching number four, resulting in the settlement completing 10 devastation tokens. He flips the tokens, destroying the monastery, and disposes of his remaining battles.

If a player has insufficient resources to supply they army, they lose one battle for each battle token they fail to feed.

Example 2: Turlough has 6 battle tokens, but only 4 cattle tokens. He supplies 4 of his battles and loses the other two.

If a player loses all their battles due to lack of supplies, his/her army is eliminated from the game and they lose **two *febas* points.**

End of the Battle Phase

If by the end of this phase there no more mobilized armies, the match proceeds to the following round's pre-maintenance phase.

If, conversely, there are still mobilized armies, the match returns to the **expedition phase.**

11.5 Exile

Luck is a fickle mistress. If a claimant deems they cannot win the war, they may run away to fight another day.

A claimant can exile himself at any moment of the expedition or battle phases. Doing so **costs one *febas* point.**

A player who chooses to do so starts the next round exiled.

DEFEAT CONDITIONS

A player is eliminated from the game if **their *febas* points reach zero.**

If a claimant is eliminated this way, the game ends and the rival coalition is deemed victorious.

The table below summarizes all conditions to win and lose *febas* points.

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Febas points

Condition	Win/Loss
Reach phase 2.1. "Replenish Cattle" with 10 cattle tokens	+ 1 *febas*
Eliminate a rival claimant in combat	+1 *febas*
Plunder a settlement belonging to one's own coalition	- 1 *febas*
Sacrificing a hostage	- 1 *febas*
Exile during expedition or battle phases	- 1 *febas*
Eliminated in combat	- 2 *febas*

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