

AmtRisk

Querna Tema Version

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1. Introduction

The AmtRisk Battlegame is played as a traditional Amtgard Battlegame with a few twists. A game map of the area representing the group and its outlying areas has been divided into territories. Each territory is controlled by either a player or the 'Opposition Force' (or OpForce) and each gives resources and power. The 'OpForce' is made up of the Mapkeeper and those assisting by playing the 'bad guys' for the game. The purpose of the game is for players to use guile, tactics, intrigue, and brute force to improve the landed holdings within the group.

2. Setup

After the game map has been divided into territories, the Monarch will assign sections of the map to titled nobles. Should a player receive a title during the course of play they may be granted a territory to control by the Monarch. The resources that the Territory produces will be determined as per the rules in Section 7. These regions will now belong to the players. After the initial setup is complete, the monarch will decide the control of lands.

All land-owning players may receive a number of 'starting resources' (see section 5.1 for resources) at the discretion of the Mapkeeper. The Mapkeeper is responsible for keeping records of lands held, weekly activities, and resources.

3. Play Sequence

Each week is considered as a new round, unless stated otherwise. The Mapkeeper determines the order of actions based on section 3.7 - Battle Plans. Attacks are compared for mutual attacks, then they are declared in the order they will be played. Depending on the time it takes to play them, any number may be played in any given week. **Any battles not played out at the time assigned are considered to have faltered, and thus nothing happens.** All battles are played using steps 1-5. Once all are played, or no more time is left, move to step 6-8. If, at the beginning of the week, one player controls all territories within the group, then this becomes the Final Round. Skip to step 9.

1. Assemble Teams

1. **Gather Allies:** Leaders of the attacking and defending teams assemble their allies. The leaders will stand in the open and all allies (people who for one reason or another have decided to fight with that person) will file in behind them. During this time no more than 5 minutes will be allowed for allies to determine whom they wish to fight for (much of this should have been handled prior to the start of the game). This is also the time for any Mercenaries to be hired. Once everything is complete the remaining players are then assigned a team (use whatever method is fair and will make for a good game)

2. **Surrender:** At this point one team or the other may offer surrender (see section 4.2 for more details).

3. Resources

1. **Assign Resources:** Team leaders, allies, and mercenaries may now turn in any Iron, Grain, and Timber for use in the upcoming battle. Grain and Iron must be assigned to a player (Monsters may not use Grain or Iron without approval from the Mapkeeper or Head Reeve) and timber can now be used to build siege engines or boats.

2. **Scrolls, Relics, and Artifacts:** All scrolls, relics, and artifacts created for the battle or left from a previous battle are announced to the Mapkeeper or to the head reeve for the game. Scrolls and Artifacts may be kept secret from other players, **relics may not.**

4. Fortify & Siege

1. **Territory:** The Defending Team now goes to the area representing the area in the park being attacked and determines a base (their Nirvana). The Attackers go to the region representing the attacking region and determine their base.

2. **Place Fortifications:** The defender now chooses a location to use as base. Then the defender may place 2 10ft sections of wall for each castle strength on the defending territory (using ribbon, rope, cones, or similar markers). The walls must be straight and there must always be an entrance that is 5ft wide or more. The Defender must also place a ribbon/cloth to represent any buildings located in that province.

3. **Bombardment:** All sides announce how many Siege Engines they are building to the Reeve. The Reeve will then determine from the following formula the net effect of Siege Engines. For each 2 that the Defender builds 1 of the attackers Siege Engines is destroyed. For each remaining Siege Engine the attacker may remove 1 10ft section of wall of their choice. Make note of how many walls are destroyed and lower the Castle Strength accordingly (round up for partial walls)

5. Attack

1. **Fighting the Battle:** The battlegame is fought using full-class battlegame mutual annihilation rules. If both sides agree, the game may be played as a flag battle. Rules for the flag battle must be agreed upon by both teams and the Mapkeeper or Head Reeve, otherwise play as mutual annihilation.

2. **Spoils of War:** When a person is shattered they must turn over one relic (if allowed), or item (artifact, scroll, etc) of the killers choosing. All players must carry these items on them if they wish to use them during a game. The only way to guarantee your items will not be taken is not to use them in the game. **NOTE:** Players must announce that they are shattered and lie down when it occurs.

3. **Retreat:** At anytime during a battlegame a team may announce a Retreat. The team must gather at the base and yell "Retreat!" 5 times to retreat. The retreating team must flee to the corner of the involved territory farthest from their base. Any retreating player will be shattered if they are killed after a Retreat is called (no matter how many lives they had remaining). If the team leader is shattered prior to announcing a Retreat, players may independently call for a Retreat by going to the base and following the same procedure. The retreating team is assumed to have lost the battle. The purpose of a Retreat is

to provide players an option to leave the battle without losing items from being shattered.

4. **Victory:** The Mapkeeper records the winner of any battles held during the week. The winner gets/keeps control of the territory. All resources committed to the battle are used up. Any remaining Castles/Buildings not destroyed are left in place regardless of who now owns the territory.

6. **End of Turn**

1. **Resources:** Resource counters are distributed to all the players based on what their lands produce. Captured lands produce no resource until the following turn. Attacked (but un-captured) lands produce resources as usual.

2. **Build and Fortify:** Landholders may spend resources to create buildings or improve castle strength. Any Buildings that are built are considered 'active' one turn after the construction time is complete.

7. **Battle Plans:** The Mapkeeper announces that battle plans are being accepted. The Mapkeeper will keep a rotation list of land owning players. Every week, the top player on the rotation list is put on the bottom, and the rest are advanced. Plans are then made for the next week, using the new rotation list. A player may attack another territory, or take no action. Unlanded players may enter the rotation list by declaring an attack on an unoccupied territory. They are put on the bottom slot after the rotation is done, and will then advance in rotation as a landed player. Once all battle plans are recorded by the Mapkeeper, an announcement is made of the battles for the next week.

8. **During the Week:** Players can negotiate, make under-the table deals, and whatever methods they wish to employ in order to bolster support for an upcoming attack or defense. Items, resources, and even land can be traded or used in negotiations. Players may elect to sell land and resources to each other and so on. **NOTE:** If land is sold, the Mapkeeper must be informed.

9. **Final Round:** The final round is played using steps 1-5, with the following exceptions. 2.1 – There is no surrender. 4.1 – The last remaining landed player selects a territory as his 'capitol' and this will be his territory. The opposing team may come from any land surrounding this capitol, but gain no benefits from this territory (including buildings and castles). 5.1 – This game must be played as Mutual Annihilation. 5.3 – There is no retreat allowed for either team. 5.4 – If the un-landed team wins, they claim the 'capitol' of the landed player and each surrounding territory, to be divided between the players as they see fit. The following week, play continues as normal. If the defender wins, the current game of AmtRisk resets. The winning player is allowed to keep all relics and items they have, and they receive the first choice of land with the new game. This step is meant to represent a final epic battle between the conquering landholder against all who he has defeated in the past. They have secured a camp and laid siege to his stronghold, and this battle determines the fate of the land.

4. **Attacks**

Each land-owning player gets one attack per turn. For the purposes of the OpForce, the Mapkeeper is considered a player and will be able to declare attacks. A landed attacker may only attack a territory adjacent to one of their own territories. Unlanded attackers

may attack any unoccupied territory near their capital. Once an attack is announced, the player cannot change their mind or back down.

1. **Mutual Attack:** Any turn that two players declare an attack on each other, it becomes a mutual attack. Siege engines and castles are not used; buildings are used. The victor wins both territories.
2. **Surrender:** If both leaders decide that it would not be a good idea to start a battle (outnumbered, overpowered, pointless), they may negotiate surrender. It is totally open to negotiation, but if either team wishes to fight, then the battle will take place.

5. Resources, Castles and Buildings

AmtRisk resources are accumulated by owning territories. Resources may be bought, sold, and traded by the players. They may also be used before a battlegame to give your team special abilities for the duration of the battlegame.

Castles and Buildings may be built in any territory you control, and give benefits to that territory. All Castles and Buildings will be noted on the game map.

1. **Resources:** The following are the effects of using resources for a battlegame.
 - **Grain:** For the duration of the battlegame, Grain reduces a players death count to 150. If an additional Grain is assigned to the player, the death count is reduced to 0 (they must simply touch their base to come alive). Each person on a team must be assigned 1 Grain before being assigned a second.
 - **Iron:** Iron can be used to give one player a Weaponsmith or Armorer for the battlegame. A player with a Weaponsmith gains the ability to do unlimited repairs on weapons and shields with a 50 count or by touching their base. A player with an Armorer may repair all of their armor once for each Armorer assigned to them by returning to their base for a 50 count.
 - **Stone:** Stone may be used to raise the Castle Strength in a single Territory. For every two spent, raise the Castle Strength by one.
 - **Timber:** Siege Engines and Ships may be built for 1 Timber each. Siege Engines are separate from 'in game' siege engines. Any Siege Engine built is lost at the end of the battle. Each Ship built can carry 2 people into battle. They are also lost at the end of the battle.
 - **Trade Route:** A Trade Route allows you to choose any resource you want each turn.
2. **Castles:** Any team defending a territory with at least 1 Castle Strength will receive the ability to place a Castle. The Castle will act as the defending teams Nirvana. The maximum Castle Strength is 20. The defender of the castle may fire arrows and cast spells through the walls, yet attackers may ONLY fire arrows and cast spells through a Castle Opening. On Field siege engines may fire projectiles through walls.

1. **Castle Type:** The current Castle Strength determines what 'type' the castle is, and how many buildings may be supported in that land. Each territory may hold 1 building for every 5 Castle Strength (round up).

- 1-5 – Earthen Ramparts (1 Building)
- 6-10 – Palisade (2 Buildings)
- 11-15 – Outpost Fort (3 Buildings)
- 16-20 – Keep (4 Buildings)

3. **Buildings:** A landholder may build buildings on their territories, provided they have the resources and the appropriate size castle in that territory. In order to destroy a building during play, it must be touched (hand on the prop) for a 300 count, which must be counted loud enough to be heard up to 50ft away. The player touching it may do nothing else (combat, magic, etc), otherwise the count must start over. At the end of the 300 count, the building is destroyed. Buildings remaining after a battle where the Castle Strength is lowered beneath what can support all the buildings may remain. Should they later be destroyed, the Castle Strength must first be rebuilt before the buildings may be rebuilt. The costs for each type of building are listed. Furthermore, no more than 1 of each type of building may be placed in any territory unless noted. You may use any buildings the turn after construction is complete.

Building List:

- **Lumber Mill** (1I, 4T – 1 Week) – Territory will produce +1 Timber each week. NOTE: May only be placed in a Territory that produces Timber.
- **Granary** (1S, 4T – 1 Week) – Territory will produce +1 Grain each week. NOTE: May only be placed in a Territory that produces Grain.
- **Quarry** (1I, 4T – 1 Week) – Territory will produce +1 Stone each week. NOTE: May only be placed in a Territory that produces Stone.
- **Mine** (1I, 4T – 1 Week) – Territory will produce +1 Iron each week. NOTE: May only be placed in a Territory that produces Iron.
- **Library** (5S, 5T – 2 Weeks) – A landholder who owns a library may create artifacts/scrolls by buying 3 spells (versus the normal 4) even if the battlegame takes place in a different province. This simply represents that the spell caster has access to a quiet place to work. The Library may only be used once per week and it need NOT be used by the Landholder. The Landholder may allow his Library to be used by anyone, however the Landholder and the person using the Library must both be present during the battle in which it is used. The Library may be used in battles that disallow the use of other buildings.
- **Tavern** (10T 5G – 1 Week) – Anyone attacking from or defending a territory with a Tavern is automatically given one grain.
- **Marketplace** (10T – 2 Weeks) – Allows you to trade one resource produced by the territory for another of your choosing. Two Marketplaces may be built in a single Territory (represents building a bigger market, treated as a single Building for destruction, but two buildings for the number supported in the Territory)

- **Temple** (10S 5T – 1 Week) – While defending the Temple may perform unlimited heals with a 50 count for the defending team. The player must be touching the building to receive the heal.
- **Moat** (7S 3T – 2 Weeks) – Anyone who comes within 10ft of the outside of a castle wall must walk on their knees, to represent being in the shallow water of the moat. Leg shots to anyone in the moat still count as hits.

6. Additional Class Abilities

During an AmtRisk battlegame, some classes gain special abilities beyond those printed in the rulebook.

1. **Artillery Fire (Archer):** If the Guildmaster of Archers and at least one other archer are on the field together on the same team, then together they function as a siege weapon during the ‘Fortify and Siege’ phase of play.
2. **2 Assassinations (Assassin):** Hired Assassins may attack anyone, including people on their own team. However, in order to kill people on their own team they must have a contract to do so. Once the assassin kills one of their own teammates the assassin becomes subject to attacks by their own team (and thus becomes a neutral player). The assassin is the only class able to change teams during the course of the battlegame, other than Anti-Paladin. For an assassin to kill a person on the same team a sealed contract must be given to the Mapkeeper or head reeve for the battlegame with the name of the assassin and the target. The sealed contract cannot be opened until after the battle and only if the assassin switches sides.
3. **Conduit Life (Monk):** Monks may transfer one life from any willing player to any other player on their side. The Monk cannot use this ability to ‘smash’ the willing player.
4. **Crusader (Paladin):** Paladins are considered to be the defenders of the realm, those loyal to the crown and those who uphold justice within the land. To this effect, a Paladin may elect to start the game with a palisade (CS - 6) on their starting territory to represent their noble status. They may also declare two attacks on adjacent territories (see 6.2 Campaign for more details), but both attacks must be declared against enemies of the Crown or ‘evil’ (commonly defined as certain monsters or Anti-Paladins, the Mapkeeper reserves the final say in who is ‘evil’).
5. **Dark Forces (Anti-Paladin):** Anti-Paladins are considered to be knights who have ‘fallen’, and thus have access to dark powers and resources. To this effect, an Anti-Paladin may elect to start the game with a Palisade (CS - 6) on their starting territory to represent what they have taken as their own. They may also change sides at any time in a battlegame (and thus may attack anyone at any time without cause), as they are truly loyal to no one.

6. **Forced March (Warrior):** When a warrior declares an attack, the Warrior may attack thru one territory into an adjacent territory. The player **must** play Warrior at the time of the attack to use this ability
7. **Kamikaze (Bushi/Samurai):** If the Bushi/Samurai declares no attacks, it costs double to attack him over water (double timber for ships), as the divine wind protects them. If no water is present, the territory is still treated as though it were separated by water (not doubled).
8. **Morale Song (Bard):** A Bard that sings an original composition during battle game gives each member of his team the ability to ignore the first melee hit in combat. The bard must sing loud enough for each of the members of his team to hear the song. Should the Bard stop singing, this ability goes away. The ability is non-magical.
9. **Musketeer (Duelist):** Duelists get the use of a single non-magical ‘magic bolt’ (as per the spell of the same name). This represents the musketeer’s pistol. This ability must be declared before the start of the game and the ball must be displayed at all times The ball does not require the use of the spell chant to use but otherwise it functions the same way as the spell.
10. **Pillage (Barbarian):** Those playing Barbarian during a successful attack on a territory may claim one resource from those stored in that territory for themselves. They do not need to be a landowner to claim the resource.
11. **Recon (Scout):** This ability allows the Scout to travel into the territory that is about to be attacked and get the answer to one of the following questions.
 - How many buildings are there in this territory?
 - What type of buildings are there in this territory?
 - What type of troops are in this territory?
 - *****
12. **Scrolls and Artifacts (Druid, Wizard, Healer):** Druids and Wizards may make scrolls and artifacts that hold magical power. Before the start of a battlegame they mark on their spell list what spells are being used to make these items (as well as what items are being made or added to). It requires 4 of a specific spell to provide 1 charge per scroll or artifact. You may buy more of a spell than you can normally use in a game. Spells used to make scrolls or artifacts are considered spent for that game. Scrolls are single charge items. Write down the name of the spell, incantation, name, class, and level of the caster. Feel free to add more detail to the scroll, such as runes, pictures, or a more detailed incantation and components. Artifacts are items that are intended to hold more than one charge of a spell. Wands, rings, bracelets, and even weapons may be used (the Mapkeeper has the final say on what may or may not be used). The process is the same as it is for the scrolls, except the necessary info must be carried for the item to work (spell, incantation, caster, class, and level). In addition tape, ribbon, or some other form of identification must be on the artifact for each charge. Any charged artifact counts as being ‘magical’. Only enchantments and non-offensive spells may be used for Scrolls and Artifacts (spells that require spell balls may be used). No class specific spells (lich, etc) may be used. Barbarians may only use Scrolls and Artifacts created by a Druid. Healer may create Heal Scroll from a single Heal spell (since its is unlimited in its use) however they may only create a single Heal scroll per week.

7. Additional Rules

1. **Absenteeism:** If a landholder is absent they will not receive resources. If involved in a declared attack or defense the landholder must find someone to lead the team. If they do not make such arrangements they are assumed to lose automatically. For the next two weeks they are considered to be out of play and neither gain resources or be the target of any attack declaration unless they return to play. On the fourth week, they are removed from play and their lands become un-occupied territory. If the player returns, they will resume play as normal. All resources, castles, and buildings remain. You must roll for random defenders. Exceptional circumstances can be given more time if they notify the Mapkeeper of their absence.
2. **Becoming landed or Un-Landed:** A territory taken during an attack by an unlanded player goes to the control of the Monarch. Any landed players control territory they capture. The Monarch may, at their discretion, offer “Stewardship” of lands held to any non-titled player. The position of “Steward” grants the right of a landed player for the purposes of this game. If someone loses all their territory they become un-landed and must turn over half of the resources they have to the victor. They may continue to play in future battles as an un-landed player. **NOTE:** Being un-landed does not mean a player has lost. Some people may elect to remain un-landed to avoid the politics and intrigue that are likely to occur. However, in order to ‘win’ they must own territory.
3. **Monarch Rules:**
 - Taxation:** The Monarch can call for a tax upon their Coronation and at Midreign. At that time, all landholders are to provide a 5-resource payment or one territory. Any landholder unable/unwilling to pay will be subject to immediate eviction of one of their territories (landholders choice). The Monarch may also refuse payment/eviction by landholders (in order to gain allies). Any castles/buildings in an evicted territory will remain.
 - Capitol:** The Capitol is a highly productive territory. Upon Coronation, the Monarch will immediately assume control of the Capitol and its previous owner will be automatically evicted.
 - Offensive Limitation:** A Monarch may not issue an attack on any landholder without provocation. Provocation is considered to be the announcement of an attack on any of the Monarch’s personal lands or the Capitol.
4. **Player Alliances:** Players may elect to form alliances between themselves. These may be company/household related, or solely for AmtRisk. These alliances grant no special benefits or rules for the players involved, beyond what rules the players wish to set for themselves.

5. **Un-occupied Territory:** Any land that is not controlled by a player is considered un-occupied. The Mapkeeper, using the following charts, will determine its defense and resources randomly. Once defenders and resources have been assigned and recorded on the map they remain until defeated (if defenders) or until the end of the game (resources/quest).

Defenders (d6)	
1	None
2-4	Peasants
5	Monsters
6	Special/Quest/Monster *

* Note – If no Quest/Special Scenario is available, treat as a Monster result but add +2 to the roll for the Q/M Ratio. Also add +2 for the first roll for Resources (optional).

Maximum Q/M Ratio (d6)	
1	1:1
2	2:1
3	3:1
4	5:1
5	Any (no quest)
6	Any

Resources (d6)	
1	Grain *
2	Iron *
3	Stone *
4	Timber *
5	Trade Route
6	Re-Roll two times

(Maximum 3 resources, no more than 1 of each)
* - If resource seems out of place, decide based on geography.

6. **Monster/ Peasant Held Territories:** When a land inhabited by Monsters or Peasants is attacked, the order of play is modified. Only one team (attacker) is gathered as per Section 3.1.1. The Monster/Peasant team appoints a captain once the attacker and allies have been decided from those left. The remaining players are then assigned a team based on section 3.1.1. All players on the Peasant team play a peasant (1st level warrior or archer) except the Captain, who may play a regular class. NOTE: Due to the class restrictions the peasant team should have superior numbers. Exceptions to these rules may be made to accommodate Monster/Peasant teams, should they need it. The sequence of events then continues with Section 3.2. Should the attacking team loose to the Monster/Peasant team, no attack may be declared against them the following week and one full turn must be given before another attack may be declared by that player.
7. **No Mans Land:** Territory on the map may be declared “No Mans Land”. This is land that, for whatever reason, is useable for play, but not suitable for landed territory (you can travel through it, but not put a nirvana in it). Any land bordering No Mans Land may attack any other territory bordering the same No Mans Land. The attacking force will have no access to castles or buildings during the attack, as they had to ‘march through’ the wasteland to attack. The attackers base may be in No Mans Land. This land is not the same as ‘out of bounds’ territory, which is considered to block any activity through it (land unsuitable or unsafe to use in any way).

8. **Random Weekly Events:** Each week, a player may choose to make a random roll to see if any noteworthy activities have gone on within their territories. This roll is optional. Each roll applies to a ‘cluster’ of territories. Territories that you control that are adjacent to one another are considered a cluster. Should you have individual territories separated by other territories, a separate roll is made for each cluster. These effects last for one round. If the effect does not apply to any territory within the cluster, it is considered to be a roll of “Nothing Happens”. The random event affects all territories within a cluster equally.

Random Weekly Events (d20)

- 1 – **Worker Revolt** – No resources produced
- 2 – **Nothing Happens**
- 3 – **Raiders** – ½ (round down) production of all resources
- 4 – **Strike!** – None of 1 random resource is produced *
- 5 – **Drought/Flood** - -1 Grain Produced
- 6 – **Cave Ins** - -1 Iron Produced
- 7 – **Rock Slides** - -1 Stone Produced
- 8 – **Forest Fire** - -1 Timber Produced
- 9 – **Nothing Happens**
- 10 – **Delays** – Buildings take 1 additional week, none may be built this turn
- 11 – **Plague** – Any declared attack on your lands is cancelled. If you attack, no resources/buildings may be used.
- 12 – **Nothing Happens**
- 13 – **New Grove** - +1 Timber Produced
- 14 – **Abandoned Quarry** - +1 Stone Produced
- 15 – **New Mine** - +1 Iron Produced
- 16 – **Good Harvest** - +1 Grain Produced
- 17 – **Double Time!** – 2X of one random resource is produced *
- 18 – **Inheritance** – 1 of each resource gained
- 19 – **Nothing Happens**
- 20 – **Misquote of Supply** – 2X all Resources produced

* Random Resource Roll (d4)

- 1 – Grain
- 2 – Iron
- 3 – Timber
- 4 – Stone