

# BATTLE OF THE DALE

## INTRODUCTION

*In a wealthy valley through which a warm, enchanted river flowed from Foggy Mountain, Queen Elyra's Council could no longer keep secret her mysterious disappearance. She, the last heir to the Crown of Chip, was gone and, as word of her departure grew more dire in each retelling of this new while spreading o'er the land, order in the realm crumbled.*

*The representatives of the Great Races in the Queen's Council, long assembled in peace by the force of her will, laid forth their claims to the crown in her absence – first with words, and then with deeds, calling their armies from afar in all directions to this land, each seeking to claim and restore the Crown of Chip.*

This game combines **Battle of the 4 Armies: Restoring the Crown of Chip** & it's expansion **The Battle is Joined** which were originally released by Victory Point Games.

## GAME EQUIPMENT

**The Game Map:** The 8.5" x 11" game map shows the area around Chip where the battle for the ancient crown takes place. This region is divided into 19 hexagon-shaped spaces with the Riverport of Chip in the center hex. There are four named spaces including Chip. All of the other features and terrain are provided for aesthetic purposes only and have no effect on gameplay.



**The Playing Pieces:** The game pieces, 30 in all, represent the player's armies. Each army consists of six like-colored pieces. The Human, Elf, Dwarf, and Goblin armies each consist of four Regular units, one Mounted unit, and one Heroic unit. The Falcon Army consist of five Regular units and one Heroic unit.

### Regular



### Mounted



### Heroic



## SET UP

Each of the two to five players takes one set of the colored units. These begin off the map in their owners Reserve. The map is placed where all can easily reach it.

## LOSING

A player loses and is out of the game when their forces are reduced to a single unit (either on the map or in their Reserve)

When a player is defeated, their units still in play are removed from the game and considered captured by no other player.

## WINNING

You win if you occupy three of the four names spaces on the board (i.e., Foggy Mountain, Hangman's Tree, Lookout Post, and the Riverport of Chip) AND the Falcon Army isn't playing / has been eliminated, OR by being the last player still in the game (i.e., everyone else has been defeated).

## SEQUENCE OF PLAY

The game is played in turns, with the senior player going first. Play proceeds clockwise (i.e., to your left).

On your turn, you must do one of the following:

- Place one of your units onto the map
- Move one of your units on the map
- Rally one Regular unit back from Capture (see 6.4)
- Withdraw Mounted unit from the map and replace it in your Reserve

After this mandatory action, check to see if any Captures were made.

Then see if the game has been won (5.0). If it has not, play passes to the next player.

## PLAYER ACTIONS

There are four different Actions that a player can do when it is his or her turn: Place, Move, Rally, or Withdraw, as explained below.

**NOTE:** The Falcon Army has its own placement and movement rules which are covered under **Falcon Army** later.

**Placement:** You may Place one of your units from your Reserve onto the map. It may be placed on any vacant Space adjacent to the map edge, OR adjacent to one of your units – or even a chain of your units – that is adjacent to the map edge.

**Exception:** newly placed units can never be placed in Chip (i.e., the center space).

**Example 1:** The Red Player decides to place another Regular unit on the map from his Reserve. The spaces occupied by opponent's units are prohibited, of course.

The ☺ spaces are legal, being vacant spaces either on the map edge adjacent to another red unit that is connected to a map edge space.



The numbered spaces work as follows:

The #1 and #3 spaces are legal but would result in the newly placed Red Regular unit being captured. On the #1 spaces, at least, the Red Player would also capture a Yellow Unit (with both being removed simultaneously, see Capture & Advance).

The #2 space is the Chip, which cannot be entered via Placement.

And the two #4 spaces are prohibited because they are not on or connected to a map edge by other friendly (Red in this case) units.

**Movement:** You may Move one of your units on the map to a vacant Space that is adjacent to its current space (i.e., the space where it is moving from) or, to an empty Space that is adjacent to an adjacent friendly unit – or even a chain of your units.

**Example 2:** The Red Player considers moving his Regular unit as shown with the white border.

Where could it be moved? The ☺ spaces are all legal, being vacant Spaces either adjacent to its starting space or adjacent to an adjacent friendly unit.



The numbered spaces work as follows:

The two #1 spaces are too far away. The distant Red Regular unit is not part of a “chain” of adjacent units and thus could not be used to help this unit’s move.

The #2 Space is allowed but will result in the moving Red unit being captured concurrently with the Yellow unit in the middle space along the left edge (see Capture & Advance).

**Rally:** You may Rally one of your captured Regular units and return it to your Reserve.

**Prerequisites**

At least two of your units must be captured AND you must have at least one opposing unit in your Captured Pile (see Capture & Advan).

**Procedure**

Take one of the opposing units in your Captured Pile and flip it like a coin. If it lands face-up (i.e., colored-side up), you may take one of your captured Regular units (Mounted units cannot be Rallied) from any opponent's Captured Pile and place it in your Reserve. If it lands face-down (i.e., white-side up), there is no effect and play passes to the next player.

**Withdraw:** You may Withdraw your Mounted unit, if it is on the map, and return it to your Reserve (regardless of its present location on the map or the proximity of opposing units to it).

This makes it once again available for Placement on a future turn!

**CAPTURE & ADVANCE**

After a player's Placement or Movement Action for that turn, a check is made to see if any piece or pieces are Captured (i.e., removed from the map and claimed by the capturing player, then placed in that player's "Captured Pile" off the map).

Capture occurs when one player has two units adjacent to an opponent's unit. Multiple Captures occur if a unit's Placement, Movement, or Advance creates more than one Capture situation. These are all resolved simultaneously (exception, see First Strike).

If two players have equal claim to a capture, the player whose piece is being captured chooses who captures the piece.

**Advance After Capture:** After capturing an opposing unit during your turn (only; not during an opponent's turn), the capturing player may immediately make a "free move" with one of his units causing that capture, placing it into the captured units' now-vacated space. This special free move is called Advanced After Capture.

**Multiple Captures:** After Advancing After Capture, check to see if another Capture (or Captures) occurred. If so, perform that Capture normally (and another Advance After Capture, if desired). This can be repeated.

**Mounted Units:** In addition to being allowed to withdraw from the map and being unable to Rally, Mounted units have the following special characteristics when resolving a capture:

**First Strike:** When checking for Captures, all in which the Mounted units are capturing are resolved first. Only after Captures involving Mounted units are resolved (including any Advance After Capture) is the map again checked to resolve all Captures involving only non-Mounted units.

**Retreat:** When a Mounted unit would be captured during an opponent's turn, it can instead Retreat to an adjacent, vacant space that is not adjacent to any opposing unit. If no such space is available to Retreat to, that Mounted unit is captured normally instead. You cannot Retreat your own Mounted unit during your turn!

**Example 3:** It is the Green Player's turn, who decides to move the unit in space #1 space to space #2. This move causes the capture of the Red unit in space #3.



Because it is his turn, the Green Player may exercise an Advance After Capture move. He chooses to Advance the Green unit in space #4 space to the now-vacated space #3. This Advance, in turn, results in the capture of the unit in space #5 and gives the Green Player another opportunity to Advance After Capture into Space #5!

**Example 4:** Here, the Green Player decides to Move his Regular unit from space #1 to space #2, causing the Capture of the yellow unit in space #3.

But it is a Mounted unit in Space #3, so it can Retreat instead of being removed when Captured.



Because it must Retreat to a vacant space that is not adjacent to an opposing unit, the Yellow Player has only one choice of spaces to Retreat to, as shown with a ☺. The 🚫 spaces are all adjacent to an enemy unit and thus cannot be Retreated into.

## FALCON ARMY

Falcon Army:

The Falcon Army is not a regular Army. It's composed of flying units and as such conforms to a slightly different set of rules. There are 4 key differences between the falcon army and the other 4 Armies.

1. Unique Placement Rule
2. Unique Movement Rule
3. Only one Victory Condition
4. No Mounted Units

### FALCON PLACEMENT

Newly placed Falcon units may be placed in any unoccupied space. This includes the center space, The Port of Chip.

### FALCON MOVEMENT

Once placed they behave similar to Regular Units of the other Armies except that they can not move along chains and they may move up to 2 spaces when they move. This allows them to jump units.

## HEROES

Each Army has a champion with a special ability or abilities to help them turn the tides and ensure their victory. With the exception of their Special Abilities the Hero Counters act exactly like Regular Units.

### SPECIAL ABILITIES

Each Hero has a special ability that gives the player using them a unique advantage.

#### Charge!

The Human Hero can charge ahead and move two spaces. They may not use this ability to move through an enemy unit or in combination with moving along a chain of friendly units.

#### Withdraw!

The Elf Hero has and grants the Retreat ability to any Elf Regular Unit they are adjacent with. In addition they are able to force an enemy unit to advance into the space they retreated from.

## OPTIONAL RULES

The following Optional Rules may be used if all of the players agree to them before play begins.

**Prisoner Exchange:** As an action, you may Exchange one of your captured Regular units (Mounted units cannot be Exchanged) with another player for one of their Regular units that you have captured. After being exchanged, both units are returned to respective owner's Reserve and play passes to the next player.

If an exchange is made, it consumes the player's Action for that turn.

If you try to make a prisoner exchange and no one agrees you **MUST** make another action instead.

In order to make a prisoner exchange, at least two of your units must be captured **AND** you must have at least one opposing unit belonging to the player you wish to Exchange Prisoners with in your Captured Pile.

## GAME CREDITS

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### FALCON WINNING

If the Falcon Army is still playing then Victory can only be achieved by being the last player still in the game (i.e., everyone else has been defeated).

### NO MOUNTED UNITS

The Falcon Army has no mounted Units and thus lacks the retreat special ability associated with them.

#### Berserk!

The Dwarf Hero is ferocious and independent fighter. He may be moved in addition to any other unit on the Dwarfs turn.

#### Horde!

When rallying, if the Goblin Hero is on the map the player may flip a captured unit twice. If either flip succeeds he may immediately place the Rallied unit adjacent to the Hero.

#### Awe!

The Falcon Hero cancels the Mounted retreat, withdraw, and first strike capability of any Mounted Unit they are adjacent with.

### MAX 5 UNITS

No player may have more than 5 Units on the board at the same time.

### ARMS RACE

You may not place more than 1 unit more than any other player currently has on the board.

### HERO OR MOUNTED

You may only have either a Hero or Mounted Unit on the board, not both.