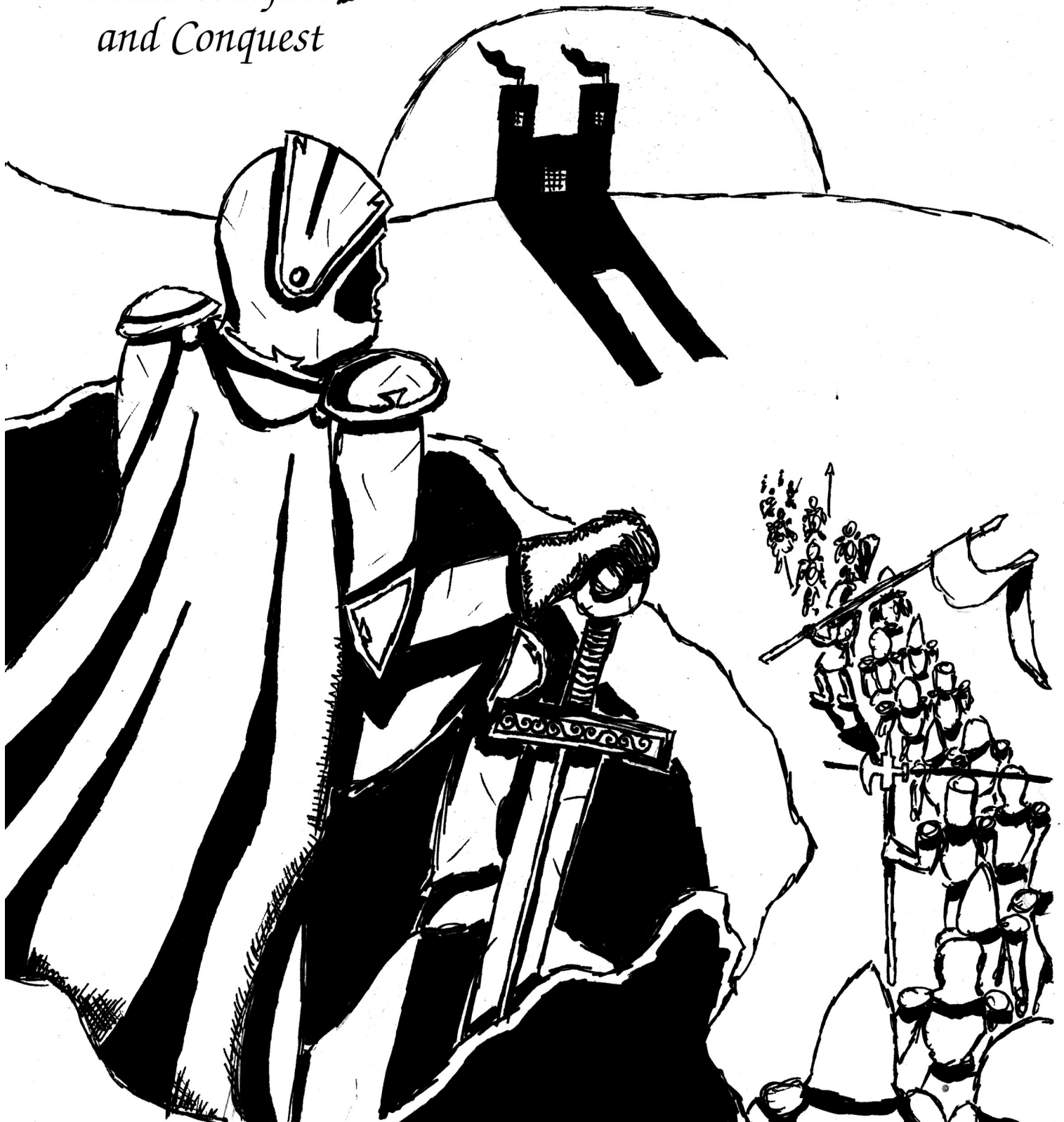# THE KING IS DEAD

A Game of Mass Warfare and Conquest

Welcome to The King is Dead, a strategy game for two or more players, in which each player represents a noble with a claim to the throne. The aim of the game is to defeat the other players, and win the throne!

Victory Conditions

The game is won when all the players decide it is: i.e. when one player has either destroyed the armies of everyone else, or all surviving players agree to surrender to one player.

The Board

One of the main aspects of this game is the board. The board is a map of the area the players are fighting over. You can use real maps if you would like (although you'll need to make some markings on it for territories, castles, and villages), or you can draw your own from scratch. You can get as creative as you like with this, so have fun!

The board is split into territories, also referred to as spaces. These represent areas of control, and can vary in size and shape, but should be roughly equal. A unit can move from one territory to another only if the two territories share a border. The size of the board, and therefore the number of territories should depend on the number of players, with at least 20 per player, although you can adjust this number however you like to change the style of the game.

Territories can be different types of terrain. These affect the movement of units in different ways. Smooth territories are easily manageable, and do not affect movement. Rough territories count as two territories for moving. Coastal territories subtract 1 from the strength of attacking units. Water territories are only navigable by ships, and land units may not move on them unless carried by ships. A land unit may only attack a ship on a coastal tile, and visa versa.

Territories may also have special features on them. The two most important ones are towns and castles. Towns are considered occupied by a player if they have the closest unit to the town within 3 spaces. A castle is only considered occupied if a player has a unit in it. A town gives a +5 bonus to the D value of the army in it, while castles multiply the D value by 2.

Units and Armies

The troops a player controls in this game are represented by units. You can use whatever you want to represent these, but printable versions are available on the website. All the units in a single territory belonging to the same player form an *army*. The stats of an army are the combined stats of the unit within it. If a rule refers to a unit, it individually affects the units in an army. If a rule refers to an army, it affects the whole army.

Units:

Infantry (Land)
The basic building blocks of an army: a mixture of heavy and light soldiers, supported by ranks of archers. Infantry are good at holding areas, and form effective battlelines, but aren't as powerful on the offensive.
M(2) A(2) D(3)
Special: may build a fort that gives +2 D in that territory instead of moving. Forts cannot be built on territories with a castle, and can be destroyed by a unit on them as a free action if they are occupying the fort.

Siege Group (Land)
A variety of specialist troops and war machines designed to breach enemy fortifications. Catapults, trebuchets, battering rams, and ladders: all designed to mitigate the advantages an enemy has when they're holed up behind walls and you're not.
M(1) A(1) D(1)
Special: enemy armies in castles and villages gain -2 D for each siege group in your attacking army.

Cavalry (Land)
Fast moving heavy hitters, with a mixture of lighter, skirmishing troops, and heavily armoured knights. Cavalry make effective scouts and are often the deciding factor in a battle, but aren't particularly reliable when they are called upon to defend an area, or are ambushed.
M(4) A(3) D(1)
Special: has M(1) when moving on rough terrain, this unit's D value is not multiplied by being in a castle. Cavalry also gain +3 A when flanking rather than the normal +1.

Carrier (Ship)
Large, bulky vessels that are weak in a fight, and sink easily, but are extremely useful as they are often the only way for an army to reach their targets.
M(3) A(1) D(1)
Special: may carry up to two land units on water tiles as described below.

Attacker (Ship)
Sleek, heavily armed vessels designed for ship-to-ship combat. Primarily used to defend carriers and destroy enemy ones before they can offload their cargo.
M(4) A(5) D(3)

Family Members

Each player starts the game with a number of family member units. While an army is in the same space as a family member, every unit in the army counts as having +1 A and D. Family member units themselves have no A or D value, and as such cannot fight. They can move up to four spaces, like cavalry, but can ignore any terrain features. If you lose all family members, you lose the game, since you no longer have any claimants to the throne.

Playing the Game

Each player starts the game with four units of their choice, 10 gold, and 3 family members. All units are placed in the start territory on the map. Players then roll off to decide the order of play. On a given player's turn, they first of all receive 1 gold for every castle and village they control. They then subtract 1 gold for every land unit they own, and 2 for every ship. If a player would have negative gold, they just drop to zero, but all their units' A and D is reduced by the amount they would be under zero by until the player's next turn.

The player may then recruit 1 new unit in each village of their choice for 1 gold each. These new units may not move in this turn. Units may also be disbanded at this point, gaining 1 gold per unit.

The player may then move units by a number of spaces on the map equal to their M value, taking into account terrain. Any number of units may occupy the same space on the map, and all of the units in the same space together constitute an army. An army's A and D value is the combined A and D values of all the units in it. A land unit may spend all its movement to embark on a carrier in an adjacent space. A carrier may transport up to three land units. It also costs all of a unit's movement to disembark from a carrier onto an adjacent space. Note that embarked units do not contribute their

A or D in a battle – only count the ships' values. If a carrier is destroyed, so are all the units inside it.

Once moves have been made, any battles must be fought. A battle is fought when units belonging to one player move into the same space as units belonging to another player, and at least one of the players wants to have a battle (so if neither player wants to fight, it is possible for units from multiple players to occupy the same space).

The player whose turn it is is designated the attacker, while the other player is designated the defender. To have a battle, both players roll a D6, and add the combat values of their army. The attacker uses the A value of their army for their combat value, while the defender uses their D value. The player with the highest final value (roll + combat value) wins the battle, and the loser loses a number of units equal to the difference between the final results. The losing player can pick for themselves which units they want to lose. If the battle is a draw, both players lose one unit.

After a battle, the losing player's army must withdraw to an adjacent space not occupied by the other player. If this is not possible, the army is destroyed. If a family member is left without any friendly units in a space occupied by an army, it is captured by that army, and can be controlled by them. A captured family member can be executed at any time, or released.

If two or more of your armies attack an enemy unit from different territories, an army of the defending player's choice is designated as the first attacker. This army fights as normal. Any other armies involved have flanked, and so all units gain +1 A. Otherwise, your armies fight as though they were all one big army.

Negotiating

A key part of this game is negotiating with other players. Gold can be exchanged at any time between players, and alliances can be made or broken. Family members may be exchanged as hostages- for this, family members may be moved outside of a player's turn. Note that if you lose all family members, you lose the game, so they are an effective form of insurance.