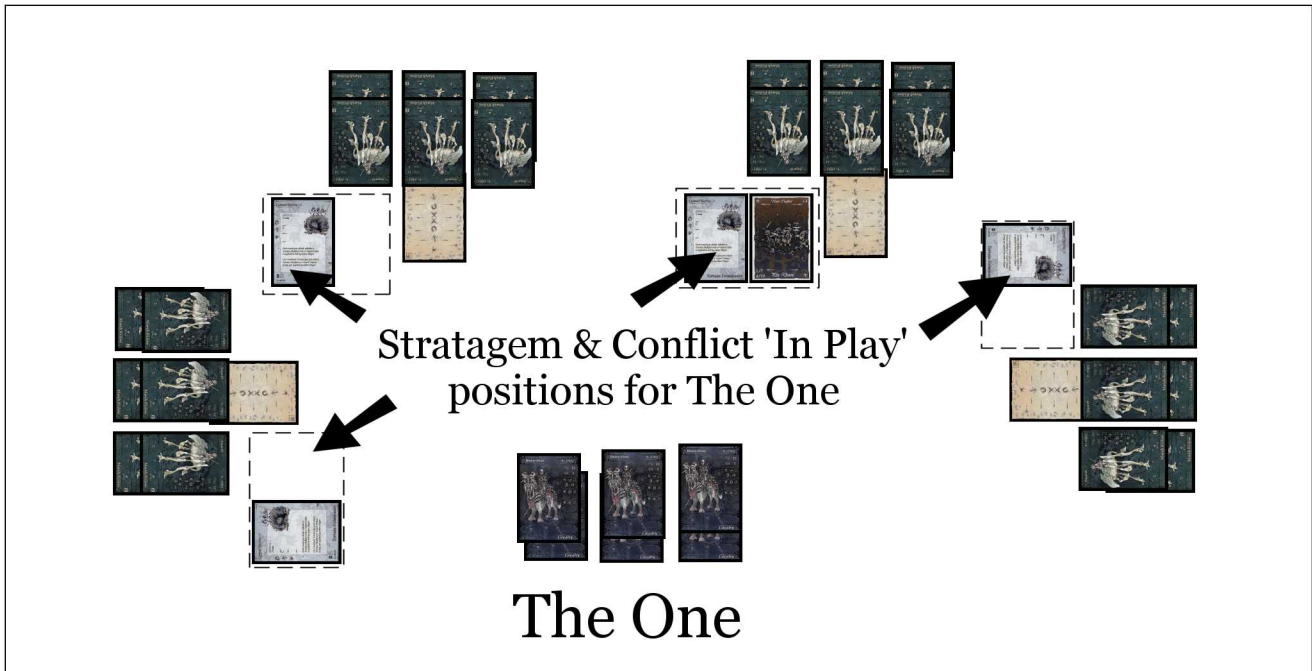


WAR FOR EDADH™ HONOUR? & GLORY



No. of players – 3+
Best with 3 or 4

Playing time – 30 min

Requirements – Players should be familiar with Unit vs. Unit play. This game requires an assortment of counters.

Army Cost – 40 for each player

Game Style – Many players versus one

If The One is defeated then the player with the most Glory is the winner of the game.

If The One is defeated and one or more of The Many are also beaten at the same time, then the winner is the player with the most Glory who hasn't been beaten.

Glory

Each of The Many is seeking to gain as much Glory as possible during the battle. Each of the Many is deemed to be a subordinate to the General of the army and is seeking to impress the General as much as possible with his deeds. By his actions in the game the player can gain Glory which will raise his standing with the General. If The One is defeated then the player with the most Glory wins the game as the General views that player as having been the most pivotal to achieving victory.

Glory is gained by –

- Causing Damage to The One
- Coming to the rescue of a player other than The One by giving that player troops

Overview

In Honour & Glory one player fights as one army and the remaining players fight as individual Units in the opposition army. Imagine a large battle where two armies composed of many individual Units fight. One of these armies and all its Units is controlled by one player known as 'The One' and the other players – known as 'The Many' – control 1 Unit each in the opposing army.

Goal – Win Conditions

If The One defeats any of The Many then The One wins the game.

- Stealing Glory by persuading the General that another player's Glory was only gained as a result of your actions

Setup

Each player, including The One, has 1 Unit in the game – or 1 Unit plus 1 Support Unit. Each player, including The One, has an Army Cost of 40. Although The One plays with only a single Unit, that single Unit actually represents an entire army of many Units – as many Units as players opposing The One.

The One should ideally sit at the head of the table or on the opposite side to The Many.

A deck of Terrain Cards is shuffled by The One. Another player cuts the deck and The One then deals off one Terrain Card for each of the other players, placing it in front of each player in turn. If a Secondary Terrain Card is dealt, The One deals another Terrain Card to that player. If this is another Secondary Terrain it is placed at the bottom of the Terrain deck and further cards are dealt until a non-Secondary Terrain is dealt.

Each player has 1 veto over the Terrain Card dealt to them. If a player vetos the card it is placed to one side and the deck of Terrain Cards is cut again and the next Terrain Card is used.

The players then place their Units onto the table simultaneously. At the same time, The Many place the right column of their Unit and The One places the left column of his Unit. Then, at the same time, all players place the centre column of their Units and finally, at the same time, all players place the last column of their Unit. Each of The Many players moves their Unit onto his Terrain Card so that it is at the Ballistic Combat Level.

Each of The Many takes a handful of counters of the same colour but a different colour from the other players.

The One takes as many MP Counters as the number of players opposing him and places these in a stack onto the 50 square of his Score Card. He places a Damage Counter on 0 on the score card. All other players set up their Scores Cards per the standard rules. Each of The Many also places one of their coloured counters onto the '0'

square of their Score Card alongside their Damage Counter. This coloured Counter is known as the Glory Counter.

Gameplay

The standard Unit vs. Unit rules are used in the game with each of The Many playing against The One. The game is played until one of the Win Conditions detailed earlier is met.

Resolving Rounds

Every round, each player selects a Mastery Card and when all players are ready they all place these onto the table simultaneously.

The One resolves the Mastery Card he played with each of the other players. So The One will reduce his MP Counter each round several times – as many times as there are opposing players. The One takes the topmost MP Counter from the stack on his Score Card and uses that Counter until it reaches 0. Then The One takes the next MP Counter in the stack and uses that until that reaches 0 and so on. If The One has all his MP Counters on 0 then he loses the game.

Each round, when The One absorbs MP he does so multiple times – as many times as opposing players. So if The One is facing 3 opponents he absorbs 3x the MP.

For the first round in a Duration The One must pick his Chosen Troop from the left Column of his Unit and The Many must pick their Chosen Troop from the right Column of their Units. For the second round all players must pick their Chosen Troop from the centre Column of their Units and for the third round The One must pick his Chosen Troop from the right Column of his Unit and The Many must pick their Chosen Troop from the left Column of their Units.

The One can pick any of the Troop Cards in a Column from *any Rank* to be his Chosen Troop.

Guarding and Damage is resolved for each of The Many against The One. So it is possible for The One to take Damage each round from each of The Many or for The One to cause damage to each of The Many or to take Damage from some of The Many whilst causing Damage to others of The Many.

If a player causes Damage to The One he increases his Glory Counter on his Score Card by the amount of Damage done.

Resolving the End of Duration

The End of Duration rules apply in full to The Many. However, if The One's Damage Counter is above his MP Counter he does *not* lose the game – The One can *not* be beaten this way.

The Discard Values of The One's Troop Cards are multiplied by the number of players opposing him. So if a Troop Card has a Discard Value of 10 and The One is playing against 3 opponents, then the Discard Value is actually $3 \times 10 = 30$. The One uses this amended Discard Value when determining if he has to Discard Troop Cards and also uses the amended Discard Values when reducing his Damage Counter after having Discarded a Troop Card.

Shaken

If The One is Shaken against one or more of The Many he places a Damage Counter opposite those players he is Shaken against.

Standard Cards

The Many use their Standard Cards as per normal. The One can use each of the Standard Cards in his Unit's Set once per opponent and must keep a note of which players he has used which Standard Card against – usually on a piece of paper.

Moving Columns in a Unit

For a player to win the Duration his opponent must have more cards in his Discard Pile than the player. If one of The Many wins a Duration against The One he can swap a column in his Unit with its neighbour column – e.g. he can move his left column to the middle and the middle column to the left.

If The One wins a Duration against one of The Many he can swap a column in that player's Unit with its neighbour column.

No player, including The One can swap the columns in The One's Unit.

Moving Combat Levels & Terrain Modifiers

The One's Unit is not positioned on a Terrain Card – only The Many have their Units on

Terrain Cards. When moving Combat Levels, only The Many move their Units. It is therefore possible for each of The Many players to be fighting The One at different Combat Levels.

Each of The Many players use the terrain modifiers of the Combat Level that their Unit is at on the Terrain Card that their respective Unit is on. The One uses those terrain modifiers as well when working out Guarding, Damage, etc. against that player.

Moving onto Secondary Terrain

If The One moves his Unit onto a Secondary Terrain Card he places a spare MP or Btl Counter onto his side of that Secondary Terrain to represent this.

Stratagem Cards

The Many select, use and play Stratagem Cards as per the standard rules. The One selects Stratagem Cards for each of The Many players. The One can select Stratagem Cards up to a combined Cost that is equal to or less than his Battle Master's Tactics ML *for each opponent*. The One places his selected Stratagem Cards, face down, opposite the player who he wants to play them against. He keeps these Stratagem Cards face down until he plays his 'tcts' Secondary Mastery Card in a round.

When The One plays his 'tcts' Secondary Mastery Card he may win against some of The Many but not against others. Those players he wins against, he turns over the Stratagem Cards he chose at the beginning of the round. Those players he doesn't win against, he removes the Stratagem Cards he chose at the beginning of the round and returns them to his pile of Stratagem Cards. He also flips his Battle Master when he plays his 'tcts' Secondary Card.

The One keeps a separate 'In Play' position for Stratagem Cards for each of The Many players.

Move Terrain Stratagem

If a player brings the Move Terrain Stratagem Card into play he can forego this Stratagem's effect and instead cut the deck of Terrain Cards and replace the Terrain Card his Unit is on with the next Terrain Card in the deck. The Unit on the Terrain Card doesn't change Combat Levels if this is done.

Conflict Cards

Unit Conflict Cards can be played normally with The One able to pick a different Unit Conflict Card for each of The Many he wins a Duration against. The One places his chosen Unit Conflict Card opposite the relevant player and has a separate 'In Play' position for each player.

The other types of Conflict Card aren't used in this game.

To The Rescue

This only applies to The Many.

If you have 2 or more Troop Cards in your Unit than another player, you can give that player 1 or more of your Troop Cards but can't give so many that the player ends up with more Troop Cards in his Unit than you*.

For each Troop Card you give another player you also give him one of your coloured counters and the player must place that counter on that Troop Card when it is in his Unit. The player must include the Troop Card plus counter in his Unit.

If another player picks as his Chosen Troop a Troop Card that has one of your coloured counters on it and if that round that player does Damage to The One, you increase your Glory Counter by the amount of Damage done, as well as that player increasing his Glory counter.

*If 2 or more players want to give one or more Troop Cards to the same player then the player who will receive the Troop Cards decides whose he will take. This receiving player can only pick one of the players and will then receive as many Troop Cards as that player wants to give.

Glory Theft

This only applies to The Many.

It is possible to steal some of another player's Glory. You persuade the General that the player only achieved his Glory as a result of your Unit's heroism or sacrifice, etc.

At the beginning of a Duration, *instead* of selecting Stratagem Cards you can place one of your coloured counters onto one other player's

Battle Master*. The round when you play your 'tcts' Secondary Mastery Card you must resolve the round *against the player whose Battle Master has your counter on as well as against The One*.

The round is resolved normally against The One, plus if you have played a Mastery Card that beats the Mastery Card of the player whose Battle Master has your counter on, then that player must reduce his Glory Counter by 5 and you increase your Glory Counter by 5. Note that if that player's Battle Master has a higher Tactics ML than your Battle Master then that player can Guard per the Guarding rules. If he does Guard then you *haven't* played a winning Mastery Card – see next.

If you don't play a winning Mastery Card against that player then you must decrease your Glory Counter by 5 as the General sees through your dishonourable tactics.

*If 2 or more players want to place their counter on the same player's Battle Master, then the player who will receive the counter decides whose will be placed. The receiving player must pick one. A player can only have one other players' counter on his Battle Master at any point in time. If a player doesn't have his counter selected he can still pick Stratagem Cards.

