

## MELEE: LORDS OF THE LAND

### THE STORY:

THE IDES HAVE COME ONCE AGAIN AND THE LORDS OF THE LAND HAVE BEEN SUMMONED TO THE NOBLE COUNCIL. AN IMPORTANT VOTE IS UP, AND THE LORD WHO CONTROLS THE MOST LAND BY THE END OF THE DAY WILL BE ABLE TO CONTROL THE VOTE.

EACH LORD IS SEEKING TO CONTROL 11 TERRITORIES OR LANDS, WHICH WILL GIVE MAJORITY CONTROL OVER THE VOTE AND THUS WIN THE GAME.

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### GETTING STARTED

PLAYERS ROLL THE DIE (D6) TO DETERMINE PLAY ORDER. HIGHEST ROLL GOES FIRST, AND THEN PLAYERS PROCEED TAKING TURNS IN CLOCKWISE ORDER.

EACH PLAYER CHOOSES A COLOR AND A PERSONA TO PLAY.

THE BOARD IS PUT TOGETHER SO THAT IT FORMS A SQUARE PATH AROUND THE LAND. THERE IS NO INCORRECT ORDER TO PLACE THE PIECES IN.

EACH PLAYER IS GIVEN ONE LETCHER PER 'L' VALUE ON HIS OR HER CARD.

EACH PLAYER IS ALSO GIVEN A FEW OF THEIR COLOR FLAGS TO USE.

THE ENCOUNTER CARDS ARE SHUFFLED AND PLACED ON THE BOARD.

ALL PLAYER PIECES START AT THE TOWN EXCHANGE.

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## THE CARDS AND PIECES

**CHARACTER CARDS** – THESE CARDS REPRESENT THE PLAYER. THEY POSSESS ONE ABILITY AND FOUR STATISTICS. THESE STATISTICS ARE:

W – WILLPOWER

L – LETCHER

O – OFFENSE

D – DEFENSE

CHARACTER ABILITIES ARE USED AS DESCRIBED ON THE TEXT.

**LETCHER TOKENS** – ROUND COINS

**MERCENARIES** – THE REVERSE OF LETCHER COINS, REPRESENTING MERCS.

**FLAGS** – USED TO CLAIM A TERRITORY.

**ENCOUNTERS** – THESE CARDS CONSIST OF INSTRUCT THE PLAYER, THEY ARE:

**PLAYER QUESTS** – SPECIAL GOALS FOR EACH PLAYER MAY HAVE ONLY ONE QUEST CARD AT A TIME. IF AN ADDITIONAL QUEST CARD IS DRAWN, THE PLAYER MUST CHOOSE AND DISCARD ONE OF THE QUESTS.

**TABLE QUESTS** – SPECIAL GOALS THAT, UNLIKE PLAYER QUESTS, PLAY ON THE TABLE SO ANY PLAYER MAY BENEFIT FROM THEM. ONLY ONE MAY BE IN PLAY AT ANY TIME LIKE PLAYER QUESTS.

**ENCOUNTERS** – CARDS THAT INITIATE COMBAT WITH THE PLAYER. THEY MAY KILL OR STOP A PLAYER.

**ITEMS** – PLAYERS MAY TAKE INTO HAND TO USE. SOME AUGMENT A STATISTIC. A PLAYER MAY ONLY HAVE ONE AUGMENTED STATISTIC OF EACH TYPE (W,L,O,D) IN PLAY AT A TIME. THEY MUST CHOOSE AND DISCARD OR TRADE ANY ITEMS THEY CANNOT USE.

**EVENTS** – CARDS THAT HAVE AN IMMEDIATE EFFECT ON THE GAME, MAY AFFECT MULTIPLE PLAYERS.

**DANISH SKULL AND PLAGUE SHIP** – THESE SPECIAL PIECES ARE USED BY EVENTS AS DIRECTED.

## THE GAME BOARD

THE GAME BOARD IS DIVIDED INTO TERRITORY SPACES AND SPECIAL LAND SPACES.

**TERRITORY LANDS** – THESE LANDS MAKE UP THE BULK OF THE SPACES. THEY ARE SHIELD SHAPED AND NAMED.

**TOURNAMENTS** – ANY PLAYER LANDING ON A TOURNAMENT SPACE MAY CHOOSE ANY OTHER PLAYER TO BRING TO THE TOURNAMENT AND DO BATTLE.

**TOWN EXCHANGE** – PLAYERS LANDING ON THIS SPACE RECEIVE LETCHER EQUAL TO THEIR 'L' VALUE

**DESMOTERION** – PLAYERS LANDING HERE (BUT NOT SENT BY A CARD) MAY PAY 2 LETCHER TO BAIL ANY CHARACTER OUT AND BACK INTO PLAY ON THIS SPACE.

PLAYERS SENT HERE MUST ROLL D6 AND PLACE THEIR PIECE ON THE WHEEL. EACH TURN THEY MOVE ONE SPACE CLOSER TO FREEDOM. THEY MAY ROLL D6 EACH TURN. ON AN EVEN THEY MOVE TWO SPACES CLOSER. ON A 6 THEY ARE FREED NEXT TURN.

**HALL OF BELLS** – PLAYERS LANDING ON THIS SPACE MUST PAY A LAND TAX OF ONE LETCHER PER TERRITORY THEY CLAIM.

**FILCH'S INN** – PLAYERS LANDING ON THIS SPACE MAY PAY ONE LETCHER TO PLACE A 1/1 MERCENARY ON ANY TERRITORY THEY OWN. EACH ADDITIONAL LETCHER PAID INCREASES THE POWER OF THE MERCENARIES. (3 LETCHER = 3/3, ETC)

**RESOURCE LANDS** – SOME TERRITORY LANDS HAVE A HORSE CART SYMBOL ON THEM. THESE ARE RESOURCE LANDS, WHICH ARE AFFECTED BY SOME OTHER CARDS.

**WATERFRONT LANDS** – SOME TERRITORY LANDS HAVE A WATER SYMBOL ON THEM. THESE ARE WATERFRONT LANDS AND ARE AFFECTED BY SOME OTHER CARDS

**THE DESMOTERION AND GRAVEYARD WHEELS** – THERE ARE TWO ZONES ON THE BOARD WITH WHEELS NUMBERED 1-6. PLAYERS WHO DIE OR ARE SENT TO THE DESMOTERION WILL MARK THEIR REMAINING TURNS OUT OF PLAY ON THE APPROPRIATE WHEEL.

## PLAYING A TURN

ONCE THE GAME BEGINS, THE PLAYERS TAKE TURNS ATTEMPTING TO TAKE AS MANY TERRITORIES AS POSSIBLE.

ALL PLAYERS START AT THE TOWN EXCHANGE.

THE PLAYER WHO GOES FIRST ROLLS THE DIE. THE RESULT IS THE NUMBER OF SPACES CLOCKWISE THAT THE PLAYER MOVES HIS PIECE.

PLAYERS ROLL AND MOVE UNTIL THEY ARE KILLED, STOPPED OR CHOOSE TO STOP.

### **MOVING AND SPACES**

AFTER LANDING ON HIS SPACE, THE PLAYER MUST DETERMINE WHAT TO DO.

IF HE LANDS ON A TERRITORY SPACE, HE MAY TRY TO CLAIM IT.

IF HE LANDS ON A TOURNAMENT SPACE, HE MAY PULL ONE TARGET PLAYER FROM THEIR SPACE TO THE TOURNAMENT AND DO COMBAT.

IF HE LANDS ON THE INN, EXCHANGE, DESMOTERION OR HALL HE WILL DO AS INSTRUCTED ABOVE.

THE PLAYER MAY CHOOSE NOT TO CLAIM A TERRITORY; IN THAT CASE HE IS SIMPLY STOPPED.

**CLAIMING A TERRITORY** – A PLAYER WHO CHOOSES TO CLAIM A TERRITORY SHE WILL NOW ROLL THE DIE. THE RESULT IS THE NUMBER OF ENCOUNTER CARDS SHE MUST FACE BEFORE SHE CAN PLACE HER FLAG.

EACH ENCOUNTER CARD IS FACED ONE AT A TIME. IF THE CARD DOES NOT KILL OR STOP THE PLAYER, SHE CONTINUES TO DRAW CARDS UNTIL THE DIE ROLL VALUE IS MET. IF ALL ENCOUNTERS FAIL TO KILL OR STOP THE PLAYER, SHE PLACES HER FLAG ON THE TERRITORY AND IS STOPPED.

IF ANOTHER PLAYER HAS CLAIMED A TERRITORY, A PLAYER MAY CHOOSE TO CHALLENGE FOR IT. THEY ROLL AS BEFORE, BUT MUST ALSO FACE ANY MERCENARIES AND/OR PLAYERS WHO ARE PRESENT ON THE SPACE AS WELL.

ENCOUNTERS > MERCENARIES > PLAYERS

## COMBAT

EACH CHARACTER HAS AN OFFENSE AND DEFENSE VALUE. WHEN IN COMBAT, COMPARE THE 'O' AND 'D' VALUES TO DETERMINE THE OUTCOME.

IF O>D THEN THAT PLAYER KILLS THE OPPONENT.

IF O=D THEN THE LOSING PLAYER MUST ROLL EVEN ON THE D6 OR THEY WILL DIE.

ONE OR BOTH PLAYERS COULD DIE IN A COMBAT.

SOME ITEMS WILL IMPROVE THE O OR D STATS.

## DEATH AND RETURN

WHEN EITHER A PLAYER OR AN ENCOUNTER KILLS A CHARACTER, IT IS NOT THE END FOR THEM. THE PLAYER MOVES HIS TOKEN TO THE GRAVEYARD WHEEL.

HE THEN ROLLS THE D6 AND SUBTRACTS HIS WILLPOWER VALUE TO DETERMINE THE NUMBER OF TURNS HE IS DEAD.

WHILE DEAD, EACH TURN THE CHARACTER MOVES ON THE DIAL ONE SPACE CLOSER TO RETURNING TO LIFE. EACH TURN HE MAY ROLL A D6, IF HE ROLLS EVENS HE WILL MOVE TWO SPACES CLOSER. IF HE ROLLS A 6, HE WILL RETURN NEXT TURN.

RETURNING - WHEN THE PLAYER RETURNS, IT NOT WHERE HE DIED, BUT ACCORDING TO THIS CHART.

1 – RETURN ANYWHERE ON THE BOARD, STOPPED.

2 – RETURN AT FILCH'S INN.

3 – RETURN AT THE DESMOTERION.

4 – RETURN AT THE HALL OF BELLS.

5 – RETURN AT THE TOWN EXCHANGE.

6 – RETURN ANYWHERE ON THE BOARD.

## WINNING THE GAME

THE FIRST PLAYER TO OBTAIN 11 POINTS WILL WIN THE GAME. EACH TERRITORY CLAIMED IS WORTH 1 POINT.

QUESTS, CHARACTER ABILITIES AND ENCOUNTER CARDS MAY ALSO AWARD POINTS AS PER TEXT.

IF THE GAME ENDS BEFORE 11 POINTS ARE COLLECTED, THE PLAYER CLOSEST TO 11 WINS.

## GAME TIMER

THE GAME IS OVER WHEN ALL OF THE ENCOUNTER CARDS IN THE DECK HAVE BEEN DRAWN. THIS CAN BE LENGTHENED BY SHUFFLING DISCARDED ENCOUNTERS AND GOING THROUGH THE DECK A SECOND TIME OR MORE. THE MORE TIMES YOU GO THROUGH, THE LONGER YOUR GAME WILL BE.

## DIPLOMACY

MUCH OF THE GAME IS THE LUCK OF THE DRAW OR THE COMBATIVE ARTS, HOWEVER THE LORDS OF THE LAND ARE VERY DIPLOMATIC WHEN THEY NEED TO BE.

PLAYERS ARE ENCOURAGED TO MAKE DEALS AND BARGAINS WITH EACH OTHER. A PLAYER MAY AGREE NOT TO ATTACK ANOTHER'S LANDS OR TO TARGET A MUTUAL ENEMY.

SOMETIMES PLAYERS LIKE TO TRADE ITEM CARDS WITH EACH OTHER.

MAYBE A BRIBE IN LETCHER COIN IS IN ORDER.

THE PLAYERS ARE NOT BOUND TO ANY AGREEMENTS MADE IN DIPLOMACY, UNLESS SPECIFICALLY MENTIONED ON AN ENCOUNTER CARD OR OTHER CARD. HOWEVER, IT IS WORTH NOTING THAT BETRAYAL WILL OFTEN RESULT IN MISTRUST AND COUNTERACTION.

## EXPANSIONS AND DECK BUILDING

FUTURE EXPANSION CARD SETS ARE COMING FOR LORDS OF THE LAND. THESE EXPANSIONS WILL ADD NEW RULES AND NEW ENCOUNTERS TO THE GAME AS WELL AS NEW CHARACTERS TO PLAY.

ONE OF THE SPECIAL FEATURES WILL BE THE ABILITY TO ADD AND REMOVE CARDS FROM THE ENCOUNTER DECK TO MAKE SPECIFIC CHALLENGES.

KEEP CHECKING YOUR LOCAL GAME STORE THAT CARRIES MELEE PRODUCTS FOR THESE AND MORE MELEE GOODIES, OR GO TO

[WWW.MELEEWORLD.ORG](http://WWW.MELEEWORLD.ORG)

FOR OUR FULL LINE AS THEY ARE RELEASED. ADDITIONALLY THERE IS AN FAQ AND ERRATA FOR ANY ISSUES AND QUESTIONS THAT YOU MAY HAVE. THANKS FOR PLAYING!