

ClanCath

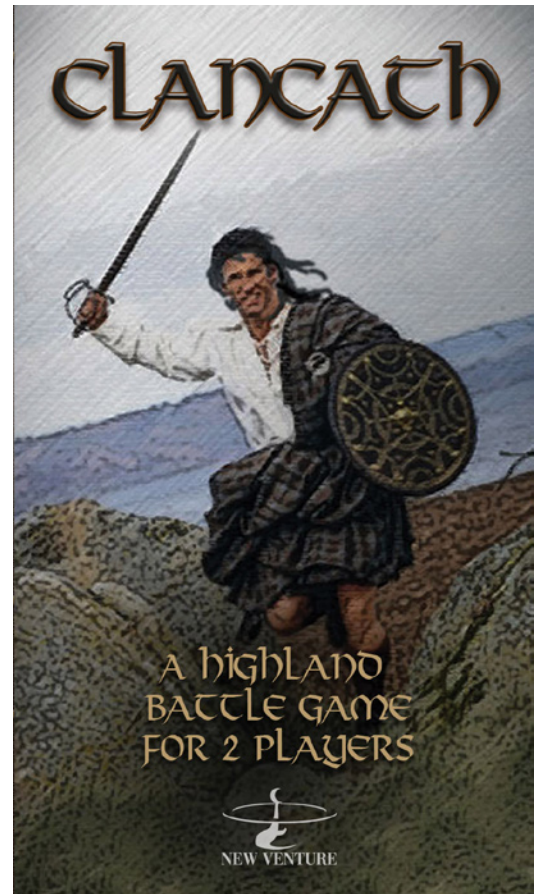
Battle in the Scottish Highlands!

Type: Abstract Strategy
Ages: 10+

Players: Two
Duration: 15 - 30 minutes

Synopsis:

This is a territorial war game on a board that describes the foreboding terrain of the Scottish Highlands. Each player represents a rival clan in ancient Scotland vying for control of the region. Their forces include fighters and chieftains - and the occasional "berserker." Store up movement points for a major assault, or strike fast with small forays into enemy territory.

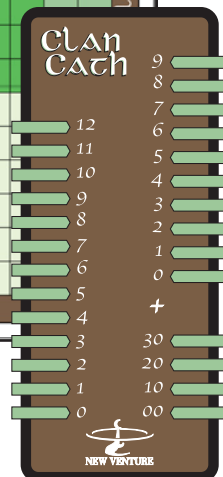
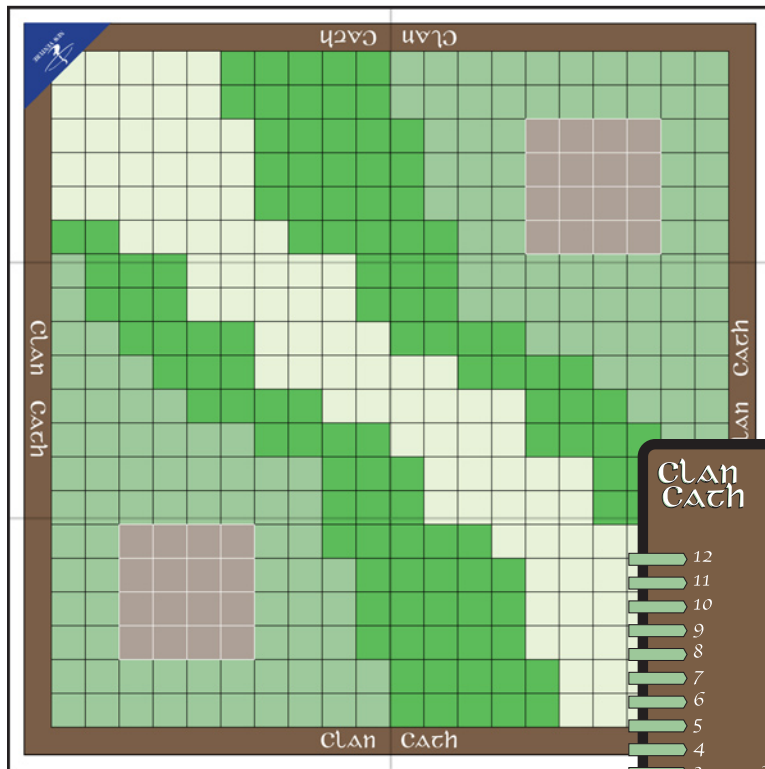


Equipment & Features:

Areas on the board are color-coded to represent terrain and the movement of the pieces is affected by where they are moving. (This board could easily be adapted to a 3-D molded board.)

There are 25 pieces per player of the following ranks and quantities:

- (1) Chieftain - value of 4
- (4) Heroes - value of 2
- (20) Clansmen - value of 1



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The Rules:

Object: Clan Cath (Gaelic for “family feud”) is a simulation of Celtic wars between clans (most familiar would be the Stewarts and Campbells in Scotland.) Wipe out your opponents in a bloody power struggle in the Celtic highlands.

Equipment: A specially designed board of 20x20 with shaded sections in two corners, which describes high ground, with a “valley” running across the other two corners. The darker the shade, the higher the ground.

Two 6-sided dice are included and two scoreboards (with markers) are used to keep track of action points per player. There are 25 pieces per player of the following ranks and quantities:

- (1) Chieftain - value of 4
- (4) Heroes - value of 2
- (20) Clansmen - value of 1

Set-up: The players may set up their pieces any way they wish, anywhere on the board except the valley (the lightest shade.) The scoreboard should be set up in front of the player and in view of the opponent.

Play: When all pieces have been placed, each player may, on his/her turn either: (a) roll dice to build up action points or (b) move a piece or pieces as desired. The scoreboards are used to tally the running total of points.

The first column of the scoreboard is where “automatic action points” are tallied. These points are based on the following conditions:

- If a player's Chieftain has not been captured, he/she may add 4 “automatic action points” to the automatic column on the tally.
- And for each Hero that survives, the player adds 2 MORE “automatic action points” to the automatic column of the tally.
- When the dice are rolled, markers in the other two numbered columns can be placed to keep track of the running total. These markers will be moved down when action points are used during subsequent turns. The maximum action points possible, including “automatic” points is 36.

Markers in the “automatic” column only move when one of the ranking pieces is captured. For example, if a Hero is lost, the “automatic” marker moves down 2 points.

Action points can be used as moves: Move as many pieces as desired one space rank and file (no diagonals) without changing level UPWARD (downward is OK.)

Action points can be used to change level: To move a piece UPWARD, into a space one level higher, will take two action points.

Action points can be used to capture: the “value” listed above is the amount of points it takes to capture the associated piece IN ADDITION TO moving into the space. Any given piece may only make one capture per move and when the capture is made, this ends that piece's turn.

A player may divide his/her available action points in any way between the pieces in his/her Clan. A single piece may use all the available action points if so desired.

If all action points on the tally are used up by a Hero, it takes on the status of “Berserker” and can capture as many times as possible during the turn. A Berserker MUST use all the available action points in this turn. The cost: The Berserker dies and is removed from the game at the end of the round.

The last player to have any piece or pieces on the board is the winner.