

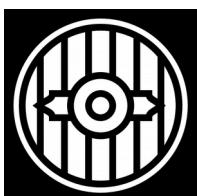
Intro/Overview

It is 832 C.E. The Irish Monastery of Armagh wakes to another dew covered morning. As the monks prepare themselves for the day, a tension fills the air. Walking past the chapel, an Armagh monk glances at the fineries within: religious relics of gold and silver, dedicated to the Lord's worship and now, for the first time, under threat. Soldiers walk the hall of Armagh, and patrol the villages around it. Villagers go about their business quickly, scurrying back to relative safety indoors.

The tension in the air snaps. A crier atop the monastery walls blows a horn, warning of incoming danger. Out across the river, dragon headed ships have touched aground, spilling out their cargo of warriors. The Vikings have come to Armagh.

Components

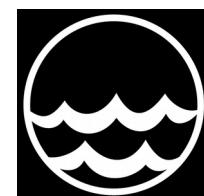
- 1 8x8 Board (Standard Chess Board)
- 1 Reinforcements Tracker
- 1 Treasure Token
- 3 Victory Point Tokens
- 2 Stun Counters
- 8 River Tiles
- 4 Double-Sided Village Pieces
- 6 Irish Troop Pieces
- 6 Double-Sided Viking Troop Pieces Including:
 - 1 Viking Leader Piece
 - 2 Berserker Pieces
 - 3 Viking Troop Pieces



Viking
Troop



Irish
Troop



River
Tile



Viking
Leader



Village
Token



Victory
Point



Viking
Berserker



Destroyed
Village



Treasure



Stun
Counter

Objective

In Siege of Armagh, 2 players face off against one another. One player takes control of the Irish forces attempting to stave off the Viking raid. The other player controls the Vikings, and attempts to loot and pillage the Monastery at Armagh and the surrounding villages.

The primary goal for both the Irish and the Vikings in Siege of Armagh is to earn 2 Victory Points. While both sides are looking to gain Victory points, they gain Victory Points in distinct ways.

The Vikings gain victory points in two ways:

- 1) If the Vikings loot all 5 Villages on the board, they gain a Victory Point.
- 2) If the Vikings capture the Treasure by moving all the way to the Irish side of the board (where the monastery is), they gain that Victory point so long as it is in their possession.

The Irish gain victory points in three ways:

- 1) The Irish begin play with the Treasure on their side, inside the Monastery. As long as the Treasure is in the Monastery, or in the possession of an Irish troop, this counts as a victory point.
- 2) If the Irish can eliminate 4 Viking troops of any kind, they gain a victory point.
- 3) If the Irish eliminate the Viking Leader, they gain a victory point.

Once either player has gained 2 Victory points, the game ends, and that player wins.

Setup

Siege of Armagh is played on a standard 8x8 chess board. Any 8x8 grid will do, however, so if you have a tile floor and some sharpies, you could make that work.



- 1) To set up the board, begin by placing all of the pieces around the board, with the Viking Tokens on one side, and the Irish Tokens on the other. The Viking player should shuffle her pieces so that she knows which pieces are the Berserkers and the Leader, and the Irish player does not.



- 2) Next, place the Treasure Token on the Irish side of the board.

- 3) Place the 8 blue River Tiles across the fourth row from the Viking side.



4) The Irish player *must* then move 3 River Tiles back one space towards his side of the board.



5) The Viking player *may* then remove a single River Tile from the board.



6) Next, the Villages must be placed. Villages must be placed between the third and fifth rows from the Irish side of the board. This zone is represented by the green tokens on the side of the board.



7) The Irish player places the first Village, then the Viking player, and so forth until all Villages are placed.



8) Finally, the Vikings places her Troops along her side of the board. Then, the Irish places his Troops along his side of the board. The Irish can hold back any number of Troops, and deploy those Troops at the Villages on the board during play for the cost of one Move.



Playing the Game

- 1) The Viking player begins play.
- 2) Each turn, the players can move up to 2 Troops. **A given Troop may only move once per turn.** Players must move at least one Troop.
- 3) **Pushing:** If a Troop moves into a square occupied by an opposing Troop, it must push that troop in the direction there it is moving.



- 4) After the Troop has been pushed, a Stun Icon is placed on that Troop until the end of the opponent's next turn. When a Troop is Stunned it may Move but not Push.



- 5) If a Troop is pushed into a square that it may not move into (off the board, into a river, into an un-looted Village if the Troop is Viking, or into an opposing Troop, the pushed Troop is eliminated.

6) When a Viking troop would be eliminated, flip it over. If the reverse side shows a Berserker or Raid Leader, that Troop instead remains where it is and has a Stun Counter placed on it.
7) When Irish Troops are destroyed, they are removed to the side, and placed on the Reinforcements tracker at the space equal to $1 +$ the number of remaining Villages. Each turn, move any pieces on the reinforcements tracker one space down. When a Troop reaches the end of the Tracker, that piece is placed in Reserve and can be played on a Village next turn for the cost of one Move.

8) If a player wishes to push an opponent's Troop into a square occupied by another opposing piece, then that player must push with two Troops at once.



9) This move places a Stun Counter on the front pushed Troop only. This counts as one Move.

