

11 Rings of Power

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INTRODUCTION

On a little island on another world, there is a struggle for power, take ownership of 6 Rings of Power to rule the island.

FEATURES

- **8** player Free For All, **FFA**, with 1 Capital & **5 random** high value territories
- **solo play** with the remaining nation's using **Fast AI** or Hard AI for more considered play
- Can **Use/not use** or **AI=Do Nothing**, all factions, to learn to play for faster game play.
- Random distribution of **40 Fate encounters**, over land & sea, these are very varied. Lurking **Wild-Things** in unpopulated areas
- **D8 dice**
- **Map size** 5000×5000px=**25Mpx**. **Unit size** 72×54px high, this is with 2-4K screens in mind
- It is a **small** map, with **165** land & sea locations
- Turn sequence; Politics, Combat Moves, Non-Combat Moves, Repairs, Purchases then Placements, Resources
- Land Battles last up to **7** rounds, Sea Battles **5** rounds, Air Battles **3** rounds; this can be changed in Game Options
- **AI friendly-ish**, no Objectives, no Technology phases, there is a Politics phase

RESOURCES

- **PU** 
- **Fame** 
- **Construct** 
- **Mana** 
- **Diplomacy** 
- **Rings held** 

POLITICS, LEADERS & DIPLOMACY

- Each **Leader** unit (has a Crown top left) is the Political seat of Government & is in the Capital of a Nation and produces **+1:Diplomacy** per turn.  
 - If lost another Leader can be bought for 1pu & 5 Fame and ready to be placed for succession.
 - Politics phase is at the beginning of a Faction turn and requires **0-2 Diplomacy** for a political action
 - Politics has 5 relationships
 WAR → NEUTRAL → FRIENDLY → ALLIED (note HOSTILE is skipped when suing for peace, goes from WAR to NEUTRAL)
 WAR ← HOSTILE ← NEUTRAL ← FRIENDLY ← ALLIED
 - HOSTILE is neutral relationship with skirmishes and tension on the border and is usually a prelude to WAR
 FRIENDLY relationship **do not** have 'Alliances Can Chain Together' & **do not** 'Gives Back Original Territories'. Can move through Friendly/Allied territory.
 ALLIED relationship **do** have 'Alliances Can Chain Together' & **do** 'Gives Back Original Territories'. Can move through Friendly/Allied territory.
 vanquished relationship is seen when a faction has lost all its land territories and has had all its units removed from play
- There are **8 factions**, split into 2 loose alliances
- Forces of Light are Neutral to each other **HighElf, WoodElf, Men & Dwarf** these are searching for The Grail of Glory & rings
 - Forces of Dark are Neutral to each other **Demon, Undead, Orc & Goblin**, these are searching for The Dark Crystal & rings

WAR HOSTILE FRIENDLY relationships last a minimum of 1 round

NEUTRAL relationships last a minimum of 2 rounds

ALLIED relationships last a minimum of 3 rounds

STACKING

- Stacking limit is enforced to help the AI give a better game.
- Most units stack up to **5s** per Sea Zone/Territory, except Skirmisher, Bow, Spear stack up to **10s**
- There are 3 different type of "Factory"; **Capital, City & Town**, limited to 1 per territory, these are well provisioned & give +1 land movement
- There are 2 different types of Defense "Factory"; **Fortress & Castle**, limited to 1 per territory, these are well provisioned & give +1 land movement
- Upkeep/maintenance, most units cost **-1 PU** to maintain per turn, except **Capital, City & Town, Fortress & Castle**



SEA ZONES

- Have ownership flag buoys and are worth **1-3pu**/turn to the owning faction
- All land territories can be blockaded if adjacent to a Sea Zone. There are no convoy centers/route/zones.
- Most sea units can Blockade an enemy Territory for **-1pu**
- Sea units can only Blockade up to the value of the PUs of adjacent enemy land territories



FACTIONS

Each faction has themed free reinforcements for 1-20 rounds, these units are what the faction is renowned for.

Faction	Nos	Themed Unit	PU+Resource each	PU cost
HighElf	2	Winged	8	16
WoodElf	3	Bow	5	15
Demon	1	Beast	1+15 mana	~16
Undead	3	Spear	6	18
Men	2	Cavalry	9	18
Dwarf	1	Castle	3+4 constuct	~12
	1	Siege	4+1 construct	
Orcs	2	Veteran	8	16
Goblin	4	Skirmisher	4	16

Each AI controlled factions also has **auto purchased** reinforcements, these are from round 10,15,20 & 25 rounds.

The AI rarely buys these and they are;

Veteran

Cavalry

Beast (except Demon, as their theme is Beast, every turn)

Galley

City

Fortress

Note: As these are auto purchased, with no TripleA test to see if the resource exists sometimes the units are bought for free or reduced price.

WINNING

WIN CONDITIONS: 6 of the 11 Rings of Power

As a single nation or part of an ALLIED alliance

Each faction has 1 ring of Power = x8

Dragon's Lair has = x1

Hidden Fate revealed as Lost/Missing = x2



IMPENDING WINNERS

When a single nation or part of an ALLIED alliance has 5 Rings of Power a notification will pop up saying

*Commander, **Orcs** and their allies are close to victory what shall we do?*

When this happens AI nations that are;

HOSTILE to the Impending Winners will declare WAR

NEUTRAL to the Impending Winners will declare HOSTILE

TRACKING 11 Rings of Power & 16 Major power items by faction owner color.

11 Rings of Power

Below: Top Left of map: Dial shows the current faction owner by background colour of 11 **Rings of Power**.

Below 8 Rings are owned by their faction.

3 are Grey, so not owned.

These are in clock position 5, 7, 12 o'clock

11 Rings of Power

Below: Resource tab: Ring column shows High-Elf own **9 Rings of Power**

To help track the number of Rings of Power a faction has the Resource tab is **misused** to show the current number of Rings held by a faction. The Rings of Power column shows **as a minus** number the Rings held by a faction.

Note: The Rings of Power column adds up to -11 Rings of Power, except at the beginning of the game, as the rings, **Lost & Missing** are not on the map, so it will add up to -9.

16 items of Power (Major)

Below: Top Right of map: Dial shows the current faction owner by background colour of 16 **Major** items of power

Below **Demons** own 1 Major power item, **Undead** own 1, and **WoodElf** owns 2, rest are not found/owned.



	History	Players	Resources	Territory		
none	0 (+0)	43 (+0)	43 (+0)	0 (+0)	0 (-1)	
HighElf	82 (+1)	274 (-)	416 (-)	505 (-)	25 (+)	0 (-9)
WoodElf	0 (-12)	131 (-)	206 (-)	40 (+)	20 (+)	0 (+)
Demon	0 (-12)	90 (+)	85 (+)	2 (+0)	37 (+)	0 (+)
Undead	36 (+)	7 (+5)	26 (+)	25 (+)	19 (+)	0 (+)
Men	0 (-4)	115 (-)	70 (+)	22 (+)	28 (+)	0 (+)
Dwarf	15 (+)	207 (-)	161 (-)	247 (-)	19 (+)	0 (-1)
Orc	70 (+)	15 (+)	41 (+)	60 (+)	18 (+)	0 (+)
Goblin	5 (+1)	53 (+)	96 (+)	0 (-3)	35 (+)	0 (+)
gaia	0 (+0)	0 (+0)	0 (+0)	0 (+0)	0 (+0)	0 (+)



TERRITORY EFFECTS: (see the status bar in game)

Mountain-Range: Blocked! except for Winged & Assassins

Mountains-Hills: all u's -1 Atk exc. skirmishers
move 2 u's: -1 move & no blitz

Pass: Cavalry & Winged -1 Atk -1 Def
move 2 u's: -1 move & no blitz

Wilderness: all u's -1 Atk exc. Skirmisher

Forest: all u's -1 Atk exc. Skirmisher

Plains: Cav. & winged +1 Atk +1 Def

Riverland: Winged +1 Atk +1 Def

Marsh: all u's -1 Atk; Cav. -2 Atk -1 Def
move 2 u's: -1 move & no blitz

Crossing: all: -1 Atk except Winged
move 2 u's: -1 move & no blitz

Rapids: Blocked! except for Winged & Assassins

coastal sea: no assassins

open sea: no galleys & winged u's

Amphibious Assaults Ground units (like Bow, Spear, Veteran, Beast, Cavalry) suffer -1 Atk (not Heroic units or Skirmishers)

Crossings (Canals)

Crossing Name	Sea Zones		Crossing Name	Sea Zones
Blood Stream Crossing	Blood Stream ↔ Kraken Sea		Black Pool Crossing	Salty Shallows ↔ Swan Lake
Silver Streams Crossing	Pearl Bay ↔ Swan Lake		Dead Lands Crossing	Cliffspring ↔ Skeleton Bay
Dusty Downs Crossing	Skeleton Bay ↔ Vicious Vortex		Molusc Bay Crossing	Doomed Deeps ↔ Molusc Bay

RESOURCES GAIN & LOSS

PU Gain/Loss per turn



- Each Land Territory generates **1-8pu**
- Each **Capital** generates **3pu** (holds food/well fed to land units +1 move)
- Each **City** generates **2pu** (holds food/well fed to land units +1 move)
- Each **Town** generates **1pu** (holds food/well fed to land units +1 move)
- Each Sea Zone generates **1-3pu** per turn, the owner of the PU has a national flag/buoy in the Sea Zone
- Each unit (except **Capital, City, Town, Fortress, Castle, Beast, some Fates**) consumes an Upkeep/Maintenance **-1pu**
- All land territories bordering Sea Zones can be blockaded. There are no convoy centers/route/zones.
 - Each Blockading enemy ship (like **Galley**) reduces PU by **-1pu**

Construct Gain/Loss per turn



- Each **Forest** (timber), **Mountains-Hills** (stone), **Pass** (any), **Great Dragons Lair 2:Construct**
- Each **Capital, City, Town, Fortress, Castle** auto repair costs **-2,-3:Construct**

Fame Gain/Loss per turn



- Each, **Leader, Hero, Assassin**, are assumed to be doing heroic deeds, each generates **1:Fame** (Note not Wizard)
- Owning **The Dark Crystal** by a Darkside faction & **The Grail of Glory** by a Lightside faction generate **1:Fame**
- When a Faction Attacks, not Defends, and kill enemy Total Unit Value (TUV), each whole 10TUV, generates **1:Fame**, up to 3:Fame/Combat
 - To purchase each, **Leader, Hero, Assassin** requires **1:PU** and **5,10,15:Fame**

Mana Gain/Loss per turn



- Each **Marsh, Mountains-Hills, Riverland, Wilderness** generates **1:Mana**, **Great Dragons Lair 2:Mana**
- Each **Wizard** generates **1-3:Mana**
- Owning **The Dark Crystal** for a Darkside faction or **The Grail of Glory** for a Lightside faction generate **1:Mana**
- **Mighty-Dragon-Bones** generates **2:Mana**
- Upkeep **Beast -2:Mana** to sustain/maintain and **Archangel & Monster -3:Mana**

Diplomacy Gain/Loss per turn



- The **Leader** (3 pointed Crown top left) generate **1:Diplomacy**
- Owning **The Dark Crystal** for a Darkside faction or **The Grail of Glory** for a Lightside faction generate **1:Diplomacy**
- Diplomacy is spent on changing political relationships in the Diplomacy phase **-0,-1,-2:Diplomacy**

AIR UNITS

- Targeted Atk/Def happen before 1st Strike
- Targeted Atk/Def where ∞ =every round & r=rounds

Icon	Air Units	Atk	Def	Mov e	Tar Atk	Tar Def	Stack	Notes
	Assassin	2	2	3	2x4 ∞ r	2x4 ∞ r	1	Assassinate: Targeted vs Heroic Two Atk/Def Hit @ 4, for 7 rounds (heroic units, are Leader, Hero, Magician, Assassin) Generates 1: Fame , Slippery: Suppress -1Atk/Def 3 enemy unit Can only target Heroic units, cannot attack other units
	Winged	3	3	4			5	Good vs Walled Defenses like Castle, Fortress, Town, City, Capital Can fly over, but cannot land in Mountain-Range (grey)
	Fate-Archangel	6	5	4			1	A unique unit, a righteous flying Archangel that will only join Lightside factions 3:Mana Upkeep/turn 3 Hit Points: Armored Suppress: -1 Atk/Def to 1 enemy unit
	Fate-Monster	6	5	4			1	A unique unit, a vicious flying Monster that will only join Darkside factions 3:Mana Upkeep/turn 3 Hit Points: Armored Suppress: -1 Atk/Def to 1 enemy unit
	Curse			2			1	Spell: Created by Magician L2 /turn Requires own units to work Curse: Suppress -1 Atk/Def to 3 enemy units Suicide unit
	Lightning			5	4x6 1r	4x6 1r	1	Spell: Created by Magician L3 /turn Lightning Spell: 1 st round, 6 Atk/Def against 4 enemy units Suicide unit

HEROIC LAND UNITS

- **Heroic** (All Leaders, Magician, Hero, Assassin) units do **not** suffer **-1Atk** Amphibious or terrain movement penalties
- Leaders generate **Diplomacy**, without Diplomacy your faction cannot 'do' politic actions.
- 1* There can only be one Leader and one Magician on the map per faction, eg. Leader-L2 & Leader-L3 are upgrades of Leader-L1
- Leaders & Magicians can **only upgrade** in a territory they already own.
- To aid the player **only Heroic** purchase options that are currently available are shown, they have a **dynamic** Purchase panel.

Icon	Land Units	Atk	Def	Mov e	Tar Atk	Tar Def	Hit Points	Trans port Cost	Stack	Notes
	Leader-L1	4	4	2	2 ∞r	2 ∞r	2	1	3*	Max 1*. Heroic. Generates 1:Diplomacy & 1:Fame Duel Targeted 4 Atk/Def vs Heroic Command: +1 Atk/Def to 4 units, Armor Suppress, -1 Atk/Def to 1 enemy
	Leader-L2	5	5	2	3 ∞r	3 ∞r	3	1	3*	Max 1*. Heroic. Generates 1:Diplomacy & 1:Fame Duel Targeted 5 Atk/Def vs Heroic Command: +1 Atk/Def to 5 units, Armor Suppress, -1 Atk/Def to 1 enemy
	Leader-L3	6	6	2	4 ∞r	4 ∞r	4	1	3*	Max 1*. Heroic. Generates 1:Diplomacy & 1:Fame Duel Targeted Targeted 4 Atk/Def vs Heroic Command: +1 Atk/Def to 6 units, Armor Suppress, -1 Atk/Def to 1 enemy
	Hero	3	3	2	2 ∞r	2 ∞r	2	1	3*	Max 1. Heroic. Generates 1:Fame Duel Targeted 3 Atk/Def vs Heroic Command: +1 Atk/Def to 3 units, Armor Suppress, -1 Atk/Def to 1 enemy
	Magician-L1	3	3	2	2 1r	2 1r	1	1	3*	Max 1*. Heroic. Generates 1:Mana Magic Targeted Targeted 2 Atk/Def vs non-Heroic Can Summon a Beast unit
	Magician-L2	4	4	2	4 1r	4 1r	2	1	3*	Max 1*. Heroic. Generates 2:Mana Magic Targeted 4 Atk/Def vs non-Heroic Can Summon a Beast unit and cast a Curse spell
	Magician-L3	5	5	3	6 1r	6 1r	3	1	3*	Max 1*. Heroic. Generates 3:Mana Magic Targeted 6 Atk/Def vs non-Heroic Can Summon a Beast unit and cast a Curse and a Lightning spell

LAND UNITS (non moving)

- **Town** can upgrade to **City**. A City cannot be upgraded to a Capital. Dont lose your Capital.
- A Castle cannot be upgraded to a Fortress. Do not lose your Fortress.
- Each **Capital, City, Town, Fortress, Castle** Hit Point is repaired automatically 1/turn.
- A **City-breach** auto repairs to a City for 3 Construct 
- A **Town-breach** auto repairs to a Town for 2 Construct 
- These defensive structures have **2x attacks & defence** per round with 1st Strike
- Note Placement of units from two of the Defences below is **not** combined, eg. production/place units for Town and Castle is only 3, not 6.

Icon	Land Units	PU /Turn	Can place Units/Turn	Atk	Def	Hit Points	Notes
	Flag (ownership)	0	2				Can place up to 2 units of Skirmishers &/or Siege
	Town	1	3	2x 3	2x 3	3	Well supplied, all units can move +1, so 2-3 territories Place in a 3pu+ Territory
	City	2	4	2x 3	2x 3	4	Well supplied, all units can move +1, so 2-3 territories Place in a 4pu+ Territory When you capture an enemy City it downgrades to a Town
	Capital	3	5	2x 4	2x 4	5	Well supplied, all units can move +1, so 2-3 territories When captured an enemy Capital is downgraded to a City (A lost Capital cannot be replaced) Can Summon/Place a Beast unit
	Castle	0	2	2x 4	2x 4	3	Good defensive structure. Defensive: Suppress, -1 Atk/Def to 10 enemy units Well supplied, all units can move +1, so 2-3 territories
	Fortress	0	3	2x 4	2x 4	4	Very good defensive structure. Defensive: Suppress, -1 Atk/Def to 15 enemy unit Well supplied, all units can move +1, so 2-3 territories When captured an enemy Fortress is downgraded to a Castle (A lost Fortress cannot be replaced)

LAND UNITS

- All units except Heroic & Skirmishers suffer -1 Atk Ship to Shore attacks

Icon	Land Units	Atk	Def	Move	Tar Atk	Tar Def	Trans port Cost	Stack	Notes
									-1Atk Amphibious for all units except Skirmishers
	Skirmisher	2	1	1			5	10	Can be placed anywhere owned Good at Ship to Shore, as do not suffer -1Atk
	Bow	2	2	1			5	10	IsFirstStrike:
	Spear	3	3	1			5	10	Spear Suppress: -1 Atk/Def to 1 enemy Cavalry unit
	Veteran	3	4	1			5	5	Armored Suppress: -1 Atk/Def to 1 enemy unit
	Beast	5	4	1			15	5	Can Blitz: if given extra movement 2 Hit Points, 2 Mana Upkeep/turn Can be summoned by Magicians, at Capital & Magicians-Tower
	Cavalry	4	3	2	6 1r	6 1r	15	5	Charge: Targeted Atk/Def, Hit 6, once, for 1 round, cancelled if territory has a Castle or Fortress Armored Suppress: -1 Atk/Def to 1 enemy unit
	Siege	1	1	1	0-2 1r	0-2 1r	15	5	Good vs Walled Defenses like Castle, Fortress, Town, City, Capital Siege: Fortress, Castle, Siege for 0,1,2 SBR Damage, once, for 1 round

SEA UNITS

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Icon	Sea Units	Atk	Def	Move	Transport Capacity	Blockade	Stack	Notes
	Cog	2	2	2	29	No	5	29TC: Carry 1-5 units and 1-4 Heroic/Fate units eg 5 Spear and 4 Fate Items or 1 Cavalry and 2 Spear and 4 Heroic units
	Galley	3	3	2	9	1	5	9TC Carry 1 unit and 1-4 Heroic/Fate units Cannot enter OpenSea

FATE & SPECIAL UNITS

- No stacking limits
- **C** = carried to move items, they need a unit to be with them to carry/move them and have a ship transport cost of 1, these can be carried on to ships but they need a unit to put them on.
- **x** move units cannot move.

Icon	VICTORY Units	Move	Transport Cost	Notes
	Ring of Power x10	C	1	RoP: Each Ring gives +1 Def to 3 allied units , Each Ring generates 3:PU 1:Fame & 1:Mana /turn 6 are required for Victory for each Faction Each of the eight Factions start with 1, 1 is a Fate item, called Ring-of-Power-Lost , 1 is a Fate item, called Ring-of-Power-Missing
	Ring of Power Dragon	C		RoP: As above. The Great Dragons Lair can also be reached by Winged . If a factions Winged win the fight, then they own the territory and the Ring of Power. This Ring although big can be moved.
Icon	MOVE 1 Fate Units	Move	Transport Cost	Notes
	Master Builder	1	1	Build a Castle for 4:Construct in a 2+ territory where there is none, in the prePurchase phase Move 1
	Master Wall Defender	1	1	Wall Defences: +2 Targeted Atk/Def to one; Castle, Fortress, Town, City & Capital Move 1
	Reliquary-of-Inspiration	1	1	Divine Inspiration: +1 Atk/Def to 5 allied units Move 1 by Zealot guards

Icon	MOVABLE Fate Units	Move	Transport Cost	Notes
	Cruel Codex	C	1	Cursed item Generates 1:Fame & Consumes -2:Mana per turn
	Dark Crystal	C	1	Generates 3:PU, 1:Fame, 1:Mana, 1:Diplomacy per turn, one of the best Fates Used by forces of Dark (Orc, Goblin, Demon, Undead) Destroyed by forces of Light (Men, Dwarf, HighElf, WoodElf)
	Dragon Hide Shield	C	1	Shield Suppress: -2 Atk/Def to 1 enemy unit
	Grail of Glory	C	1	Generates 3:PU, 1:Fame, 1:Mana, 1:Diplomacy per turn, one of the best Fates Used by forces of Light (Men, Dwarf, HighElf, WoodElf) Destroyed by forces of Dark (Orc, Goblin, Demon, Undead)
	Heroes Halberd	C	1	Gives +2 Atk/Def to one allied unit
	Leaders Laurel	C	1	Command: +1 Atk/Def to 3 allied units
	Staff of Mana	C	1	Generates 2:Mana per turn
	Stinging Stiletto	C	1	Gives a Targeted attack 2 Atk/Def vs Heroic units
	Vorpall-Blade	C	1	Gives +3 Atk/Def to one allied unit
	Wizards Wand	C	1	Magic: Targeted 2 Atk/Def vs one non heroic unit

Icon	STATIC Fate Units	Move	Transport Cost	Notes
	Ally Village	x	x	Spawns 1:Skirmisher for free per turn. One of the best Fates
	Loot Chest	x	x	One off loot of 20:PU
	Mighty-Dragon-Bones	x	x	Once the Mighty Dragon is killed, it leaves its dragon bones Generates 1:Fame & 2:Mana /turn
	Pestilence	x	x	Pestilence:-2:PU Suppress: -1 Atk & Def all allies & enemies, except Heroic units
	Prosperity	x	x	+1:PU for a total of 4:PU per turn One of the best Fates
	Magicians-Tower	x	x	Static Magician, generates 2:Mana /turn and can summon Beasts One of the best Fates
	Well of Wellness	x	x	+1 to all move 1 move units 1:Mana per turn
	Spirit Archangel	x	x	The location of the Archangel has been found, now Dwarf, HighElf, Men, WoodElf must take it to summon the righteous Archangel to fight for them
	Spirit Monster	x	x	The location of the Monster has been found, now Demon, Goblin, Orc, Undead must take it to summon the vicious Monster to fight for them

Icon	SEA ZONE Fate Units	Move	Transport Cost	Notes
	Air Elemental	x	x	Friendly Air Elemental gives +1 move to all ships Are not independent fighting units, it is fickle and will fight for anyone if captured
	Ghost Cog	2	x	Ghostly Cog looking for crew
	Sea Serpent	1	x	Sea Serpent 4-3-1 (4Atk, 3Def, 1Mov) Are loyal fighting units, and will fight for anyone who finds it 2 Hit Points
	Siren	x	x	Magic Siren song: Suppress -1 Atk & Def all Allies, except Heroic units Suppress -1 Atk & Def all enemies, except Heroic units
	Treasure Island	x	x	Generates +4:PU /turn
	Water Elemental	x	x	Fickle and will fight for anyone if captured Command gives +1 Atk & Def to 3 allied ships
	Wreckage	x	x	Flotsam & Jetsam +1pu per turn

GAME OPTIONS

In game

- For those players who don't like the maps colors, for a slight alternative in game. View> **Show Map Blends** (Tick)
- For those players that would like mini national flags against units. **View> Flag Display> Small**
- You should have **Game> User Notifications> Show End of Turn Reports** (Tick)
- You should have **Game> User Notifications> Show Triggered Notifications** (Tick) To aid in keeping track of what was found this turn.

ENGINE PREFERENCES (or in Game Game> Engine Settings)

These will effect **all** your maps

AI Tab (for faster game play)

AI Move Pause Duration set to **0 or 5**

AI Combat StepPause Duration, set to **0 or 5**

Click **Save** (Button)

UI Theme (for a lighter User Interface)

Set to **Metal** or **Nimbus** or similar

Click **Save** (Button)

DEVELOPMENTS, UPDATES & FEEDBACK

<https://forums.triplea-game.org/topic/4444/11-rings-of-power-official-thread>

PDF: This document as a PDF is here;

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