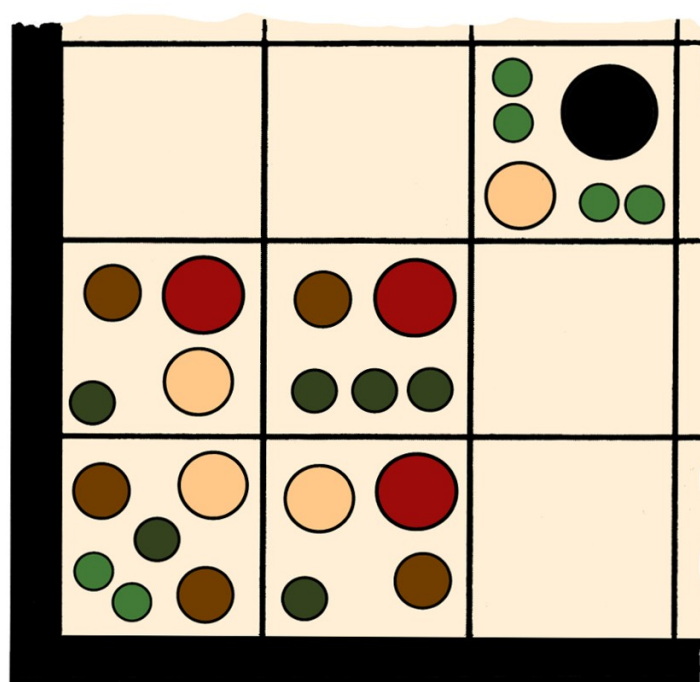
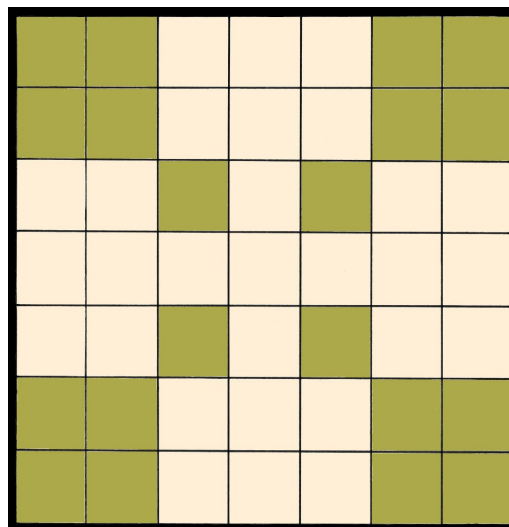


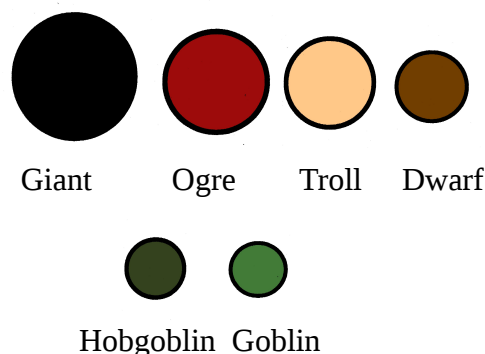
# Rules of Play

## Aim

The primary aim of the Battle of Ogre's Knee is to capture space on the board. This is achieved by building walls around territory within which each player has to build a monument and protect their men. Capturing your opponents' men will provide the gold required to buy your monument and to build your walls. The number of men you have surviving and the amount of gold you have left at the end of the game will not necessarily help you win. It is all about territory...



The four players each begin with 25 men: one Giant, three Ogres, four Trolls, five Dwarfs, six Hobgoblins and six Goblins, with a starting position in each corner. The walls, bag of gold and the monuments should all be off the board, but close by at the start.



## Movement

Type	Value	Number each	Orthogonal Movement	Diagonal Movement
Giant	6	1	1	1
Ogre	5	3	2	1
Troll	4	4	2	1
Dwarf	3	5	3	1
Hobgoblin	2	6	3	1
Goblin	1	6	3	3

In each turn players can move up to three of their men from any square on the board (see left), erect a monument or build up to two walls (see below).

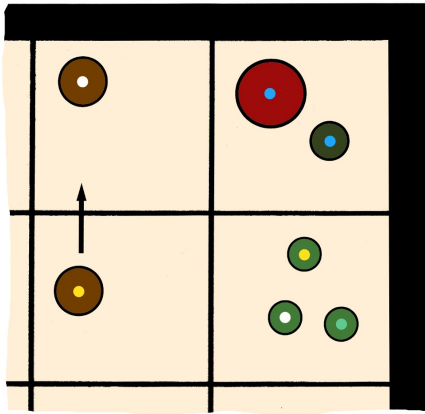
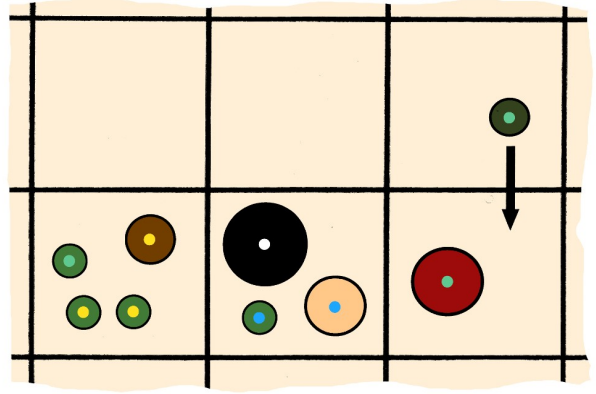
Men can occupy any square, even if another player's men are on it, so long as the value of the men occupying the square does not exceed 14.

An individual man can only make one move in a single turn.

Each player has a handy guide to movement and value

## Capture

Capture is custodial, meaning that men are captured on a square if the two orthogonally aligned adjacent squares have men of a combined value that is greater than those occupying the central square. In the example to the right a Hobgoblin moves onto a square with an Ogre making a total of 7. On the middle square is a Giant (6) a Troll (4) and a Goblin (1) making 11. On the other side are three Goblins (3) and a Dwarf (3), making 6, which added to the 7 on the other side, capture the central men. Captured men are removed from the board, and gold is allocated to the captors as described below.

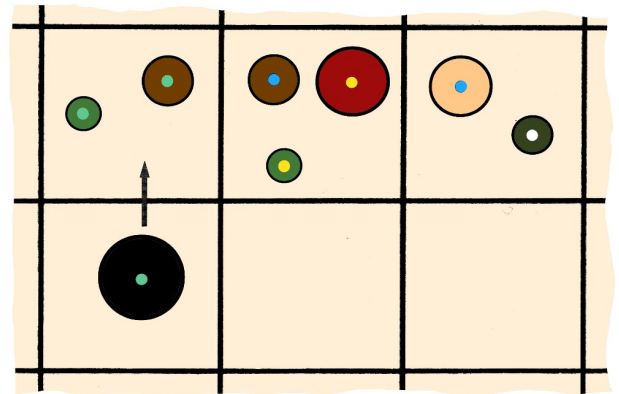


In corner positions such as the corners of the board, or a corner formed by two walls at right angles, or by a wall perpendicular to the edge of the board, capture may be achieved custodially, capturing those men on the corner square by men on the two available orthogonally adjacent squares, forming a right angle. To the left a Dwarf (3) moves onto a square with another, making 6. In the corner are an Ogre (5) and a Hobgoblin (2), making 7, while three Goblins (3) are adjacent, which - together with the Dwarfs make 9 - capturing those in the corner.

A man or men trapped on three sides by walls or a combination of walls and the edge of the board may be captured by men of higher value moving onto the square bordering the fourth side.

A man may move into a captured position without being taken. That is to say capture is active and can only be achieved by the move of a captor.

The captured men may be of more than one player, sharing a square. The capturing men may be of more than one player, on one or both of the captors squares. If, however, any men potentially captured and men in the capturing squares are of the same player then the value of the captor(s) of that player is not taken into account in the capture. If men are captured then this player receives no gold. The diagram right shows this with a Giant (6) moving on to a square with a Dwarf (3) and a Goblin (1).



On the right are a Troll (4) and a Hobgoblin (2). In the middle an Ogre (5), a Dwarf (3) and a Goblin (1) are easily captured by those on the two sides. However the Troll is of the same player (blue) as the Dwarf being captured, so cannot be used in capture, leaving only a Hobgoblin on that side. Capture is still possible but the blue player gets no gold.

A player may be able, by moving two or three men, to capture opponents' men on more than one square, possible with the player's men alone or with the help of other players' men already in place. This is allowable even if another player's man helping to capture is also captured in the same move.

Any player that takes part in capture is rewarded by gold, regardless of the value or number of men captured: 3 gold bars if it is a single player capturing; 2 bars each if 2 players are capturing; and 1 gold bar each if three players are taking part. However, a player's turn must be completed, i.e. all men moved, before any captured men are removed from the board and gold distributed. If men are captured on more than one square in a single turn then gold is apportioned per capture.

There are 50 gold bars. If players hoard gold and it runs out then the reward for capture should be taken from the player or players whose men are captured.

## **Erect a Monument!**

When players have captured sufficient men to have amassed 10 gold bars they can celebrate by buying and erecting a monument, the gold going back into the pot. Paying for and erecting a monument takes one turn, during which the player cannot move men. A monument has to be placed in an empty square orthogonally adjacent to at least one square occupied by that player's men. The monument does not have to be built as soon as a player has 10 gold bars, and monuments once placed cannot be moved. A square with a monument cannot be landed upon by any men. Where a player erects their monument may be a matter of convenience, desperation or high strategy! The monument represents, however, a point of immovable territorial claim which can help in pushing the boundaries of wall building. Too far out though and it can become isolated in another's territory as only with a wall built around it does it become part of the player's territory (see Wall Building and Endgame below).

## **Wall Building**

Once a player has erected their monument they can begin to build walls around their territory, enclosing, if they can, their monument and their remaining men. Wall sections cost 1 gold bar. Up to two wall sections may be built in a player's turn. No men may be moved during that turn.

- Walls can only be erected along the edge of a square solely occupied by the player's men. The square on the other side of the proposed wall must be empty; occupied by a monument belonging to any player; occupied by the player's men; or occupied by an opposing player's men so long as their value is equal to or less than that of the wall builder's men.
- A player cannot build a wall along the side of a square shared by more than one players' men, whatever their value.
- Walls can be moved (off the board or to somewhere else on the board) at the cost of 2 gold bars, but of the two squares on either side of the wall being moved, one must be solely occupied by men of the player wishing to remove the wall, and the other solely occupied by that player's men, or empty. The wall can be re-built within the same move or kept for future building. If rebuilding with one wall kept from a previous turn a player can buy, for one gold bar, one additional wall at the same time. A maximum of two walls can be used for rebuilding in any single turn. All wall building must follow the wall building rules above.
- A wall can be protected by a player placing a man in a square adjacent to the wall (though this man may be open to capture). Failure to protect wall sections might result in other player's breaking down a wall and invading their opponents space.
- A wall built along the edge of a monument cannot be moved once placed.
- Players can erect walls within another's territory or in open space to enclose stranded men (requiring a minimum of four walls, three on the board's edge or two in its corners) so long as the wall building rules above are followed. Stranding men in an opponent's territory is a strategy that can be used to gain territory for yourself.
- Placing a monument towards the middle of the board or close to a neighbour's potential territory may result in the monument being subsumed into another's territory when they begin building walls. If this happens the player can build walls around the monument and claim the square as their territory (following the wall building rules above).

- A single square with a monument surrounded by walls belongs to the monument owner, whichever player built the walls.
- Walls erected by one player usually also define the territory of another's. Once a wall is built it is common property and does not 'belong' to the player who built it. While a player can defend the wall, another player can equally defend it from the other side.

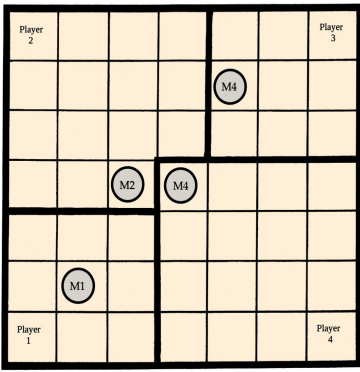
## Endgame

As the game progresses players aim to claim the largest territory possible by surrounding their men and monuments with walls. A game is won by the player with the greatest territory (number of squares), which may be in one block or several. While a player's monument will often be in that player's territory, the presence of a monument does not prove ownership of the territory - ownership is determined by dominance of men (in value) within each walled territory. A monument placed on a square by one player, which ends up within a territory dominated by another, belongs to the dominant player, unless it is completely surrounded by walls.

The game is over when the board is divided into territories that are dominated by the men they enclose and all players agree a truce. Deciding when to agree a truce is a strategic decision. For example, a player who has not completed their walls to surround their men and monument but has run out of gold bars might continue the battle to gain more gold. If a player has men stranded in another's territory that player might continue to attack other players' men within that territory to gain gold; attempt to surround the men with walls (this is not possible if these men are sharing a square with other players' men) to gain territory; or abandon them. A player who has completed territory building but has enemy men within may be at risk from them if they chose to battle on and thus ought, perhaps, to make an attempt to capture them, even if more gold for wall-building is not needed. Any player who has gold left may chose to continue to dismantle walls and hoard sections in the hope of rebuilding them later when opportunities arise to enlarge their territory.

As long as any player wishes to battle on then play must continue by all those included in the battle until a state of truce is agreed. However, if one or more players reach a stage where all their men and their monument are surrounded by walls, with their walls protected by men on the inside (as far as possible), and any stranded men (and/or their monument) surrounded as far as gold reserves allow they may pass, rather than take a turn.

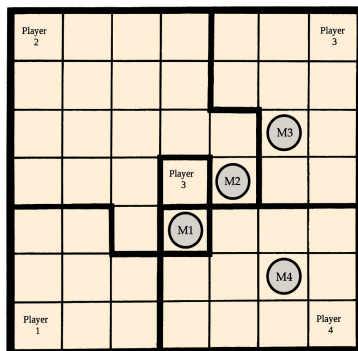
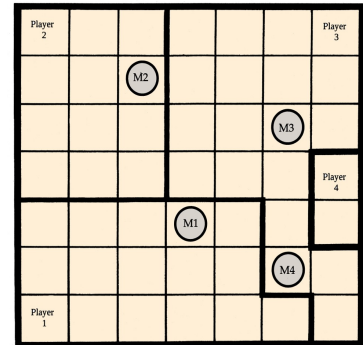
Once a truce has been agreed there may be four territories, or fewer if one player or more has been completely unsuccessful. There may be main territories of different sizes and a number of minor territories containing stranded men, isolated monuments, or the sad remnants of a player's army. The winner is the player who has the most territory, irrespective of the number of men left, other players' men within their territory, or gold amassed by the player. Three examples of the final position of games are given below with an explanation of how the game was played to arrive at these. If two or more players draw on territory held, then the value of their men within their territories, minus the value of any other players' men also there, can be calculated to decide the winner. If this is also equal then their gold can be counted and one with the most left is the winner.



Endgame 1: Players 2 and 4 both succeeded in pushing out their territories into that of players 1 and 3 both of whom tie for third place on territory alone. Player 4 wins by the successful strategic placing of the monument on the central square so player 2 is placed second.

All four players have been successful in building walls around a single territory each containing their men and their monuments

Endgame 2: Players 1, 2 and 3 have all managed to build a single wall around their territories enclosing their monuments and men. Players 1 and 3 have both expanded into the squares occupied by Player 4's men, Player 3 managing to enclose Player 4's monument. Player 4 has managed to secure the remains of his men within two walled squares. Player 3 wins and can include the square with the unwalled monument erected by Player 4.



Endgame 3: Player 1, close to the end of the game, lost a square adjacent to his monument to Player 2, placing the monument in danger. Player 1 managed to surround it with walls so, though the monument is not in his main territory it is his. Player 3 has surrounded, with walls, some stranded men in Player 2's territory, gaining an extra square, being equal with Player 4 in territory. Player 2 wins with 18 squares.

Lost a Goblin? – we are happy to replace any lost items from this game at a small cost - please email or phone us and we will be happy to help.

If you have played a game with a particularly interesting endgame position then why not email us a photo of it and we will publish it on our website: [www.ludosfabulosa.co.uk](http://www.ludosfabulosa.co.uk)

The Battle of Ogre's Knee: an abstract strategy board game

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