STAR TREK III

THE Sherwood SYNDROME

Rules of Play

WEST END GAMES

1. INTRODUCTION

(1.1) Orders

*** DISPATCH FROM STARFLEET ***
*** COMMAND — PRIORITY TWO ***

Several months ago, the Federation Developmental Aid Vessel Archon II was sent to Syngreal, epsilon Draconis III, to help the Syngrealans bring their culture from its current state (similar to 12th Century Europe) to the present day. Archon II carried an operating crew of eight, Captain Nadia X. Mbele commanding, and a Social Development Team of ten, with Dr. Hulac Goren in charge.

Archon II has not reported for ninety-two days. Enterprise is ordered to travel to Syngreal at once and determine the status of the ship and Federation personnel. As Enterprise commander, you have full Federation authority over the situation, within the limits of the Prime Directive and other general orders.

*** END MESSAGE ***

To learn more about the situation on Syngreal, read the short story on the front of the chart folder (page 5 of this booklet).

(1.2) The Object of the Game

The object of *The Sherwood Syndrome* is to stop Dr. Cole's unauthorized "social experiment" and restore things to normal on Syngreal — without a massive intervention that would disrupt even further the planet's society. To do this, you will have to recruit the locals against King Eyven, free the Archon crew, depose Eyven, and restore liberty to Syngreal.

2. WHAT THIS GAME CONTAINS

(2.1) List of Components

• one 11" x 17" full-color game-map
• one 12-page booklet, including rules, paragraphs, and charts
• 100 counters (part of the 400-counters provided with the game)
• certain items provided with *Star Trek III* are used by all the games: these include the 20-sided die, the counter tray with lock-on lid, and the game box

You will need a cup or other deep container to play the game (the box-top may be used if nothing else is handy.
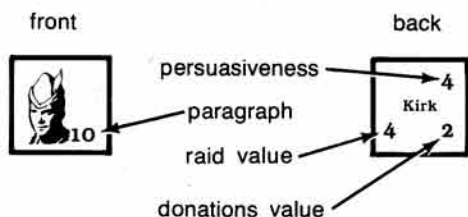
(2.2) The Map

The map is divided into several *spaces* by black boundaries. In addition, the roads serve a dual function. Each road is a space unto itself and serves as a boundary between other, larger spaces. Every town, castle, and ford on the map is a seperate space.
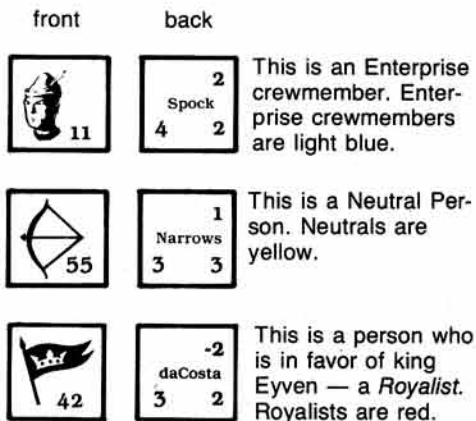
The game-map for *The Sherwood Syndrome* contains:

• A map of part of Syngreal, including the Royal Palace and surrounding areas.
• Several tracks including the Witchcraft Track, the Royal Morale Track, and the Rebel Warchest Track (see 4.2).
• The Royal Orders Display. The Royal Orders marker is placed on this track; when Royal Orders change, the marker is moved to a different box of the display.
• The Enterprise box. People aboard the Enterprise are placed here.
• One of the charts used in play. (Others are printed in the chart folder in the center of this rules book.)

(2.3) The Counters

Most counters in *The Sherwood Syndrome* are printed with these values:

The Sherwood Syndrome uses these counter types:

This is an Enterprise crewmember. Enterprise crewmembers are light blue.

This is a Neutral Person. Neutrals are yellow.

This is a person who is in favor of king Eyven — a *Royalist*. Royalists are red.

The Sherwood Syndrome

Design and Development: **Greg Costikyan**
Story and Contributing Design: **John M. Ford**
Development Assistance: **Doug Kaufman**
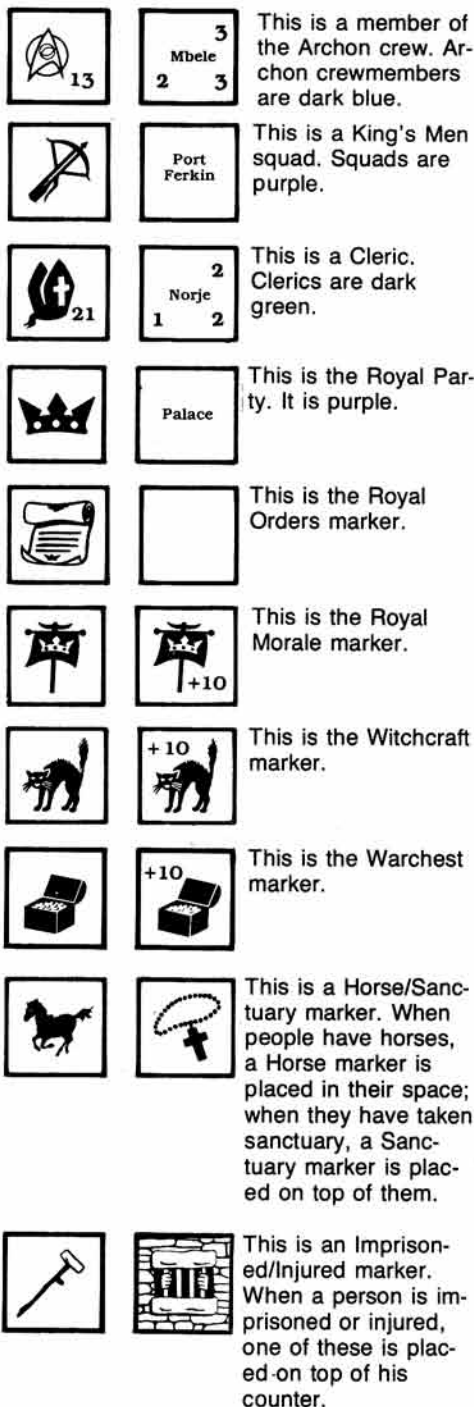Graphic Design: **Stephen Crane** and **Kevin Wilkins**
Map Art: **Kevin Wilkins**
Editing: **Jeffery L. Briggs**

This is a member of the Archon crew. Archon crewmembers are dark blue.

This is a King's Men squad. Squads are purple.

This is a Cleric. Clerics are dark green.

This is the Royal Party. It is purple.

This is the Royal Orders marker.

This is the Royal Morale marker.

This is the Witchcraft marker.

This is the Warchest marker.

This is a Horse/Sanctuary marker. When people have horses, a Horse marker is placed in their space; when they have taken sanctuary, a Sanctuary marker is placed on top of them.

This is an Imprisoned/Injured marker. When a person is imprisoned or injured, one of these is placed on top of his counter.

(2.4) The Die

The game uses the ten-sided die; treat all rolls of "0" as "10" for all purposes.

(2.5) This Booklet

This booklet consists of three 4-page sections. The center four pages contain charts and tables and a story especially written for the game. You may find it helpful to remove these four pages by gently lifting the staples, pulling upward on the page, and pressing the staples back down. (Do *not* use your fingernails to do this; you might puncture yourself.) This will make reference to charts easier during play.

The intermediate four pages are the *paragraphs* — special descriptions you read during play. **Do not read them before you play the game!** You aren't supposed to find out what they say until you play. (Reading them is cheating; cheating is not nice.)

The outside four pages are the rules.

3. SETTING UP THE GAME

• **Track Markers.** Place the Witchcraft marker in the "0" box of its track. Place the Rebel Warchest marker in the "4" box of its track, and the Royal Morale marker, *with the "+10" side* of the marker face-up, in the "0" box of its track (see 4.2).

• **The Prisoners.** Pick up the Neutral People and, without looking, drop eight into a cup. Put all Archon crewmembers in the cup. Mix well. Pull one counter from the cup and place an Imprisoned marker on it. Try not to look at the counter you draw. Place the counter, with the Imprisoned marker on top, in a town space. Repeat this process until each town and castle space contains an Imprisoned marker and another counter. Place an Imprisoned marker and *two* counters from the cup in the Royal Palace. (This should leave the cup empty.) **Note:** Although you are not allowed to see who is held prisoner, you *may* look at the color of the counters whenever you wish.

• **Neutral People.** Take the remaining neutrals and drop eight more in the cup, without looking. (Put the extras aside; these won't be used.) Choose any space on the map; without looking, draw a neutral counter from the cup and place it in the space you chose. Continue choosing spaces and placing neutrals until the cup is empty. **Note:** You may place only one neutral per space.

• **Royalists and Clerics.** Each cathedral, castle, and town has the name of a Royalist or Cleric printed next to it. Place each Cleric's and Royalist's counter in his space.

• **King's Men squads.** Place one King's Men squad in each town, and one in the Royal Palace.

• **The Royal Party.** Place the Royal Party counter in the Royal Palace.

• **Royal Orders.** Place the Royal Orders marker in the "Patrol" box of the Royal Orders Display.

• **Enterprise crew.** Take the Enterprise crewmembers, and place them in the Enterprise box.

4. HOW THINGS WORK

The rules that follow are based on assumptions about how things work. These assumptions should be obvious to most experienced gamers, who may want to skip this section; others may want to read it carefully.

(4.1) Rolling on Tables

All tables needed to play the game are printed on the game-map or in the chart section.

Often, the rules tell you to "roll on such-and-so table." When they do so, find the table the rules name.

The Raid, Horse Theft, Sanctuary, and Flight Tables

When you roll on one of these tables, roll a die. Find the section labelled "die-roll modifiers." Add to or subtract from the die-roll, as this section indicates. Find the modified roll on the left-hand side of the table; read across to the right-hand column; read across to the right-hand column. In this column you will find a three-digit number.

Find the paragraph which begins with the three-digit number from the table in the

THE
Sherwood
SYNDROME

10 Captain James T. Kirk: *Because of his military training and experience, Kirk's raid value may be added to the value of any other person in the same space when raiding (may be combined with Marocain or Pinter).*

11 Lt. Commander Spock: *Because of the logical force of his argument, you may add Spock's persuasiveness to the persuasiveness of any person in the same space when recruiting (may be combined with Tomas and Mbele).*

12 Dr. Leonard "Bones" McCoy: *If McCoy is in a space with an injured person, he may choose the "heal" action (even if not in a town or cathedral space). The injured person is healed on a roll of **7 or less**. McCoy may attempt to heal up to three in the same day; if he tries to heal two, both are healed on a roll of **4 or less**; if he tries to heal three, all are healed on **a roll of 1**. He may not try to heal more than three.*

McCoy may elect to use his medical kit when healing. When he does so, up to three injured people in his space are healed automatically. The Witchcraft index then goes up by one.

13 Lt. Commander Nadia X. Mbele: Born in the Nairobi slums, Mbele placed in the top tenth-percentile in the Sol-System Scholastics, giving her a scholarship to the best schools in the Federation. She trained as an anthropologist specializing in humanoid splinter cultures and, though offered higher command within Starfleet, has chosen to spend her life helping primitive cultures.

Because of her detailed knowledge of Syngreal's customs, add Mbele's pesuasiveness to that of any other person in the same space when recruiting (may be combined with Spock and Tomas).

14 Dr. Hulac S. Goren: Despite his relative youth, Goren has already made a name for himself in xenopathology.

Like McCoy, Goren is a healer; he may use the special rule (see paragraph 12).

20 Archbishop Tomas: The first prelate of Syngreal, the Archbishop is a troubled man — troubled by a sense of unworthiness, for he knows his own grievous sins make him unsuited for his post. Yet there is none who might better serve as prelate. He is troubled, too, by Eyven's usurpation against the ancient traditions of Syngreal, but uncertain whether to oppose him, since violence and the shedding of blood are antithetical to Tomas's religion.

As soon as Archbishop Tomas is recruited, Royal Morale index drops by two points. Whenever the Archbishop requests sanctuary, it is automatically granted; do not make a roll on the Sanctuary Table, simply place a Sanctuary marker in the space.

Because of the high regard in which the Archbishop is held by Syngreal's population, add Tomas's persuasiveness to that of any other person in the same space when recruiting (may be combined with Spock and Mbele).

21 Bishop Norje: An enthusiastic supporter of King Eyven, and his confessor, Norje covets the archbishopric and seeks to undermine Tomas. He is corpulent, and despite his vows, keeps a mistress.

Whenever Norje requests sanctuary, add three to the die-roll on the Sanctuary Table.

30 Mayor Fernan: Because of reputed stupidity and greed, Fernan, the Hereditary High Mayor of Randisfarne, was the only member of the Council of Mayors not to be arrested by Eyven. Fernan is furious that Eyven did him the insult of leaving him free.

You may free all prisoners at Randisfarne once during the game, at any time you wish.

31 Councillor Garcia: Councillor Garcia of the Boatmasters' Guild rules the wharfs of Port Ferkin with an iron hand; nothing passes unless tribute is paid. When the Mayor of Port Ferkin was arrested, Garcia, long the true ruler of the town, organized to prevent chaos. He cares nothing for politics, but basks in his new-found power.

You may free all prisoners at Port Ferkin once during the game, at any time you wish.

32 Mayor Jorge: Jorge, an old-time crony of Eyven's, was appointed Mayor of Winklesea upon the old mayor's arrest. Of late, he has begun to worry that, far from court life, he is losing the struggle for the King's favor.

You may free all prisoners at Winklesea once during the game, at any time you wish.

33 Guildsman Frankler: The political struggle between the powerful craft guilds of Trott and its aristocratic mayor, Jurgen, is legend in Syngreal. When Jurgen was arrested, Eyven made Frankler ruler of Trott, presuming that an enemy of the former mayor would be loyal to the new regime; but Frankler has replaced hatred of his old master with hatred of his new.

You may free all prisoners at Trott once during the game, at any time you wish.

34 The Honorable Padron: Farnosh Bridge is unique in Syngreal because of its elective mayoralty. Padron served the two terms permitted by law, and, for more than a decade, has controlled the city through puppet mayors.

Alarmed at the harshness of Eyven's rule, he has obeyed the King with alacrity to preserve his own neck.

You may free all prisoners at Farnosh Bridge once during the game, at any time you wish.

40 Sir Merot: Merot and Eyven were drinking companions in their youth; still, Merot is envious of Eyven's meteoric rise to power.

You may free all prisoners at Castle Dil once during the game, at any time you wish.

41 Henry, Lord Marocain: The Marocain line is the oldest and most famous of all of Syngreal's noble families. Henry has remained silent 'til now, but if any man be King of Syngreal, it is he and not that upstart Eyven.

You may free all prisoners at High Samwith once during the game, at any time you wish.

Because of his military training and experience, you may add Henry's raid value to the value of any other person in the same space when raiding (may be combined with Kirk and Pinter).

42 Marquis da Costa: The people about Costa Manor spit when they hear his name. Even before Eyven's usurpation, da Costa exacted heavy dues from his liegemen and wards, impoverishing the peasantry of several counties. If he has any complaint with Eyven, it is that Eyven demands taxes from him.

You may free all prisoners at Costa Manor once during the game, at any time you wish.

43 Sir Portez: Portez, once a man of war, has lived happily for years in Northguard, swilling wine, hunting, and holding county fairs. He has forsaken the turmoil of politics for the life of a country squire, and his subjects love him for it. Of late, his courtyard has been marred by the presence of royal troops drilling, and he is beginning to become aware that politics can no longer be ignored.

You may free all prisoners at Northguard once during the game, at any time you wish.

44 Baron de Roche: The former Baron was slain by footpads in the royal pay when Eyven took control. The current Baron, a depraved commoner of Eyven's aquaintance, was elevated to the barony. He is nothing without Eyven, and firmly tied to the royalist cause.

You may free all prisoners at Castle Roche once during the game, at any time you wish.

50 Jurgen of Trott: The deposed Mayor of Trott, Jurgen is a fanatical enemy of Eyven.

If Jurgen is part of a raid on Trott, add four to the die-roll in addition to all other modifications (he knows a secret passage).

51 Jaster Moran: Jaster is an accomplished horse thief.

If she is present in a space where you attempt to steal horses, add 3 to the die-roll on the Horse Theft Table.

52 Narek Ok: Narek Ok has poached in the greenwood for many years, and knows its trails and backwoods well.

When he is part of a party which flees to a forest space, add 4 (instead of 2) to the Flight Table die-roll.

53 Ferdie Onehand: Ferdie is a brigand, the terror of Syngreal's travellers. Though he has preyed on Syngreal's citizens, he is a patriot at heart and gladly lends his skills to the rebel cause.

Add Ferdie's donations value to that of any other person in the same space when requesting donations (may be combined with Jink and Captain Black).

54 Master Pinter: Pinter is a veteran of many campaigns, known throughout Syngreal as the foremost weapons master of the land. Many noblemen have paid Pinter well to tutor their sons in the arts of war.

When Pinter is part of a raid, you may add his raid value to the value of any other person in the same space (may be combined with Kirk and Marocain).

55 Sergeant Narrows: Narrows served as sergeant of the guard at Northguard. He retains the loyalty of the guardsmen there.

If Narrows is part of a group of people who raid Northguard, do not roll on the Raid Table. The prisoners there are automatically freed.

56 Professor Scrow: Scrow serves at Klamath University, an ancient and august seat of learning. He has devoted his life to the study of architecture, and is, in fact, the man who designed the royal palace.

If Scrow is part of a group who raids the royal palace, add 3 to the die-roll in addition to all other modifications (Scrow knows a secret passage).

57 Roger of Locksley: Roger is a tinker who has travelled all over Syngreal, selling common implements which everyone needs — pots, pans, nails, common tools, and religious icons. He has friends everywhere and is well known.

If Roger is part of a group which flees, add 2 to the die-roll on the Flight Table (because Roger can find people in the space who will help).

58 Maura of the Meadows: An accomplished minstrel, Maura's ballads are sung throughout Syngreal — sweetly by swains to their sweethearts, bellowed by taverners drinking, gaily at market fairs.

If Maura is in a space where you make a successful raid, the Royal Morale index goes down by one (she writes a ballad satirizing the royalists). A "successful" raid is one in which prisoners are freed and no more than one of your people is injured or captured. The Royal Morale index is affected each time she is present during a successful raid.

59 Big Tim: Big Tim's strength is as legendary as his stupidity; but he is also known for his honesty and stoutness of heart.

60 Friar Melon: Loved by the people of Syngreal as a holy man with the common touch, Friar Melon is highly knowledgeable about his religion and skilled in religious disputation. He has long decried the belief in witchcraft as rank superstition.

If Friar Melon is in a space from which people beam up or to which people beam down, he can persuade the locals that this is not witchcraft, and hence the Witchcraft index will not be affected. (He has effect only when people beam up or down; he does not prevent index increases from beaming supplies, the use of medical kits or phasers, etc.)

61 Iohannes the Mad: The inhabitants of Syngreal believe that mental illness is both holy and contagious. Few, however, desire sacred knowledge enough to want insanity. Thus, the mad are shunned. Poor Iohannes is particulary feared.

If Iohannes is in a space containing a King's Men squad, roll on the "Patrol" column of the King's Men Table for that squad during King's Men Actions, regardless of the current Royal Orders. (This is because the King's Men, fearing Iohannes, will not search too carefully for him despite orders.)

62 Jink: A master bowyer and fletcher, Jink has taken the Council Prize for archery three National Jousts running.

You may add Jink's donations value to that of any other person in the same space when requesting donations (may be combined with Ferdie and Captain Black).

63 Thomas Rupine: Thomas Rupine is short and overweight, but is the acknowledged leader of the riverboat pilots. He knows the sandbars and shoals of Syngreal's great river intimately, and the respect in which all river travelers hold him ensures free passage wherever he goes.

If Rupine begins his movement in a space adjacent to the river or sea, he, along with other people you control in the same space, may move to any other space adjacent to the river or sea.

64 Dalara Nightshade: Dalara Nightshade is the madam of Klamath Town's largest house of prostitution, and as such knows embarassing facts about virtually everyone of importance in Syngreal.

If Dalara is present in the space when you attempt to recruit a royalist, do not subtract the Royal Morale index from the die-roll.

65 The May Queen: Though the established church has nominal allegiance of all of Syngreal's inhabitants, older, more ancient traditions persist. By ancient rite, each vernal equinox a May Queen is chosen by the crones of Klamath Town from among that city's youthful virgins. Her touch is believed to heal, and her blessing to ensure the fertility of the soil. She travels the land of Syngreal to spread luck far and wide. Should she join the rebellion, she will sway the opinions of many folk.

When the May Queen is successfully recruited, the Royal Morale index is reduced by two.

66 Lady Marocain: Lady Marocain is one of the few noblewomen active in Syngreal's politics, and exerts what others feel is an undue influence on her husband. She is widely known for her sympathy for the plight of the peasantry.

If you recruit Lady Marocain, Henry, Lord Marocain also comes under your control immediately. Also, the Royal Morale index drops by one.

67 T'chelk: An Andorian trader who crash-landed on Syngreal several years ago, T'chelk set himself up in a cave in the mountains as a wizard. Aided by his alien appearance, he inspires awe and fear in the local inhabitants, who trade food and luxuries for the use of his awesome "magic."

When you recruit T'chelk, the Witchcraft index goes up by one (since you are consorting with a wizard), but the Royal Morale index goes down by one (since T'chelk's powers are widely feared, and his accession to the rebel cause disheartens the King's men).

68 Rector Mayhew: Mayhew is Rector of Klamath University, the cultural and intellectual center of Syngrealan civilization; he is widely respected for his erudition and wisdom. His pronouncements are closely studied by the people of Syngreal.

When you recruit Mayhew, immediately reduce the Royal Morale index by two points.

69 Captain Black: Travellers on Syngreal's highways speak of Black in whispers; he descends unexpectedly, riding his great black stallion, to relieve travellers of their possessions. Although a thief, he is known for his courtliness and gentility toward the ladies.

Add Black's donations value to that of any other person in the same space when requesting donations (may be combined with Jink and Ferdie Onehand).

70 Brother Gerald: A fanatic on the subject of witchcraft, Brother Gerald is, nonetheless, ruthlessly logical, and can be shown that the Federation's devices are that and nothing more. He travels about Syngreal, preaching the "true" religion to the people of the land. They flock to hear his sermons.

Gerald may preach on any turn. Preaching is an action; no one you control in his space may take any other action (except moving) on a turn in which he preaches. When he preaches, reduce the Witchcraft or the Royal Morale index by one (you choose which). Then, immediately move the nearest King's Men squad not already in Gerald's space to his space, ignoring the normal rules for movement (if several are equally close, choose which to move).

71 General Tuskus: Now retired to his farm near Northguard, Tuskus led the armies of the Syngreal Confederation in the last great war with the southern continent. He is a national hero, respected by military men everywhere.

If Tuskus is present in a space where you attempt to recruit a King's Men squad, do not subtract the Royal Morale index from the die-roll.

72 Lang of Dilair: Lang owns a thousand acres near Castle Dil where he breeds and raises the finest horseflesh in Syngreal.

When you recruit Lang, place a horse counter in the space where he is located. Anyone with Lang is always considered to have a horse, although he loses the use of the horse when he leaves Lang's space.

99 Our attempt to free our comrades was doomed. Before we entered the prison, the King's curs penetrated our disguise and attacked. They overwhelmed us with numbers, stripped us of our weapons and our Federation friends of their strange devices, and paraded us before the people as traitors and villains.

Everyone you have in the space is captured. The Royal Morale index increases by one.

The Sherwood Syndrome
by John M. Ford

Syngreal is a pleasant world seen from orbit, heavily forested, with signs of productive agriculture. Magnified optical scans show a limited but well-built road system, small and bustling market towns, and a few stone castles.

Archon II is in a badly decayed orbit. It does not answer calls on any frequency. It looks dead. Sensor readings show no life within. Engineer Scott locks tractors on the ship, and tows it to a safe orbit. Kirk leads a boarding party to the ship.

On the floor of the transporter room is a large dark stain that tricorders identify as dried human blood.

The ship seems to have been deserted for a long time. The crew's personal property is still in their cabins. The boarding party makes its way to the bridge, and Kirk plays the tapes of the Captain's log. The last entry is labeled three months ago. Captain Mbele appears on the screen, looking grim.

"Captain's Log, supplemental. The unusual behavior of Dr. Stuart Cole of the SDTeam has now exceeded the tolerable limits of human eccentricity. He shows signs of megalomania and power-madness. It is my belief, shared by Dr. Goren, that Dr. Cole is disturbed and should be removed from field duty at once.

"I am concerned that force may be necessary.

"Dr. Goren is now attempting to reason with Dr. Cole, hoping to persuade him to leave the planet without destroying the SD Team's work. Should she fail, I am standing by with Ship's security contingent.

"Dr. Cole has attracted a certain following on Syngreal, apparently through promises of wealth and power; these natives may come to his defense. There are many more of them than there are of us, even with our superior weapons. I hope a confrontation will not be necessary.

"End entry."

Kirk's communicator chimes. "Captain," Spock says from Enterprise, "we have begun picking up a life reading besides your own on the ship. Something was apparently shielding it until now. You are not alone."

"Phasers ready, set to stun," Kirk whispers. The door to the Bridge opens, and a man in Starfleet uniform staggers out. He has a matted beard and an exhausted look. "Someone's come, thank God... Dr. Nathan Tsu, Social Development Team, Archon II. Very glad to see you, whoever you are."

Before Dr. Tsu can speak again, the communicator sounds. Lt. Uhura says "We have a transmission coming from the planet, Captain. I can relay it to Archon's screen for you."

"Don't let them see me," Dr. Tsu says. "They think I'm dead — if they find out I got away, Cole might kill someone."

"Put the message on screen, Lieutenant... audio only from this end."

The screen shows a man seated on a carved wooden throne. He wears purple robes, extravagant gold jewelry, and a gem-studded crown. Behind him is a tall man in a black robe hung with silver ornaments.

"Greetings, Federation vessel," says the crowned man. "I am King Eyven the First of Syngreal. I welcome you to our world, and invite you to visit us in person. We will give you transporter coordinates."

The man in black whispers in King Eyven's ear. "In fact, we invite your entire crew to visit us for recreation."

"Don't do it," Dr. Tsu whispers. "It's a trap."

Suspicious, Kirk demands, "Can you put us in contact with the Federation personnel from Archon II?"

The black-robed man whispers again. "Unfortunately, no," says the King. "They are doing field work, away from the Palace. I am certain they will return soon to meet you, however."

"He's lying," Dr. Tsu says.

"Do you have proof of that?" Kirk asks.

"The proof's right there in front of you. The man in black, Eyven's Advisor General... That's Dr. Stuart Cole."

Kirk cordially consents to consider King Eyven's offer, breaks the connection, and the entire party beams back to Enterprise.

"Cole was our political specialist," Tsu explains. "Dr. Goren is industrial development, I'm transportation... Anyway, Syngreal hadn't had a king for years. They did once, and a council of landholders, like the English barons, but over time the baronies turned into towns, and the barons into elected mayors. Eventually the Mayors' Council replaced all the functions of the King, and the last King just retired.

"Stu Cole figured out a way to reverse the process. There are always problems in any society, no matter how well it runs, and there are always people who think that all the problems could be fixed if only the government, or the police, or the army had more power. Cole worked on that... got some people to start demanding to have a king over them, as the Bible puts it. He found a man to be king — Eyven — and surrounded him with an army of bullies and thugs."

"You did not notice this happening?" Spock says.

Tsu is quiet a moment, then says "No. We didn't. We were scattered all over the place; Cassandra studying farming, me building bridges, and so forth. And there was something else, though we didn't realize it was Cole's doing until too late: he was playing on local superstitions about sorcery, and in a lot of areas our equipment was considered 'black magic.' We quit carrying phasers, communicators, tricorders — we thought we were being polite to the natives. Actually Cole was making sure we couldn't communicate with each other — or fight back when the time came.

"It came three months ago. Dr. Goren had finally agreed to let Captain Mbele remove Cole from the planet, but she wanted one last chance to talk to him. He threw her into a cell, and had the rest of the SD Team rounded up.

The Captain beamed down with an armed party, but there were too many of Eyven's troopers for them, and they were captured too. That night, at an emergency meeting of the Mayors' Council, Eyven proclaimed himself King by Right of Arms and had the Council arrested." Dr. Tsu pauses. "It was even legal, it turns out. There were some ancient laws that Cole found, still on the books."

"How did you get away?" Kirk says, still suspicious.

"I was warned by one of the construction crews that Eyven's men were coming for me. They faked an accident at one of the bridges — I was supposed to have been crushed by a stone, and my body lost downriver. That's why I didn't want Cole to know I was still alive; he'd have killed my friends. Archon's such a small ship, we have automatic return transporters; I used my communicator to go back to the ship. Cole was up to search a couple of times — I hid out in the radiation lockers, they're sensor-proof."

Spock says quietly "There is, then, opposition to the rule of King Eyven and Dr. Cole."

"There's a lot of opposition. It just isn't very well organized — and Stu Cole organized things very well indeed. Eyven controls the castles and the roads; the towns he doesn't control politically, he's taken hostages from. He'll kill them if the towns get out of line."

"And Dr. Cole controls King Eyven," Spock observes.

"That's right, and Eyven knows it... but Eyven's not stupid, and he knows Cole can replace him with another puppet king if he doesn't play by Cole's rules. Besides, it's Cole, the Advisor General, who tells Eyven how to keep the rebels disorganized."

"Who are these rebels?" Kirk asks with growing interest.

"Since the popular leaders are in Eyven's dungeons, they are mostly small groups who were outside the law already: poachers and bandits. You might say it's like Robin Hood against the Sheriff and King John."

"You might at that," says Kirk. "Mr. Spock, observations?"

"Obviously, Captain, Dr. Cole has seriously violated Starfleet directives and must be stopped. Equally obvious, since he has so carefully made King Eyvan's seizure of power look like a native phenomenon, we dare not simply intervene with large numbers of armed men: the natives themselves must conduct the revolution against him."

"But we could give the rebels some assistance in organizing themselves," Kirk declares.

"Yes, Captain. Since this is what Dr. Cole has done against them, it would seem a logical response."

"Do any patterns suggest themselves, Spock?"

Spock raises an eyebrow. "If you mean, do I know the story of Robin Hood, Captain... affirmative."

Sherwood SYNDROME Charts and Tables

Recruiting Table

name	die-roll 0 or less	1-3	4-6	7-9	10-12	13-15	16 or more
King's Men squads	all C	2C,F	1I	N	R	R	R,M −
Captain Black	2I,F	F	F	N	R	R	R,G
Marquis da Costa	all C	all C	2C,F	F	N	N	R
Baron de Roche	all C	all C	2C,F	2I,F	F	N	R
Mayor Fernan	N	N	R	R	R	R	R
Gldsmn. Frankler	N	G	R	R	R	R	R,GD
Counc. Garcia	2C,2I	1I,F	1I	N	R	R	R,GD
Brother Gerald	F,W +	W +	W +	N	N	N	R,W −
Iohannes the Mad	F	F	N	N	N	R	R
Jink	N	N	R	R	R	R	R
Mayor Jorge	2C,F	N	N	R	R	R	R
Jurgen of Trott	W +	R	R	R	R	R	R
Lang of Dilair	N	N	N	N	N	R	R
Lady Marocain	all C	G	GD	R	R	R,GD	R,GD
Lord Marocain	all C	N	N	R	R,GD	R,GD	R,M −
Maura	F,W +	F	N	R	R	R	R,M −
Rector Mayhew	F	N	N	N	R	R	R,W −
The May Queen	all C	F	N	N	N	R	R
Friar Melon	W +	W +	N	R	R	R,M −	R,M −
Sir Merot	all C	F	1I	N	R	R	R
Jaster Moran	W +,1I	1I	N	N	R	R	R
Sgt. Narrows	all C	F	N	R	R	R	R
Dalara Nightshade	all C	all C	N	N	GD	R	R,GD
Bishop Norje	2C,F	F,W	2I,F	N	N	N	R
Narek Ok	W +	1I	N	1I,R	R	R	R
Ferdie Onehand	2I	N	N	G	R	R	R
Hon. Padron	all C	all C	1C,F	N	N	N	R
Master Pinter	2C,F	2I,F	F	R	R	R	R,M −
Sir Portez	F	F	N	GD	R	R	R,GD
Roger of Locksley	W +	W +	W +	R	R	R	R,W −
Thomas Rupine	all C	1I	N	N	R	R	R,GD
Prof. Scrow	W +	N	N	N	N	R,W −	R,W −
T'chelk	N	N	R	R	R	R	R
Big Tim	N	N	N	N	R	R	R
Archbishop Tomas	W +	W +	N	N	R	R	R,W −
General Tuskus	all C	2I,F	1I	N	N	R	R,M −

Die-Roll Modifiers:

+ the persuasiveness of any one person in the space (Spock, Mbele, and Tomas may add their values to one other person's)

+ number of gold pieces spent

− 1 for every three Witchcraft points, rounding down (e.g., if the Witchcraft index is 2, subtract nothing; if it is 3, 4, or 5 subtract 1; etc.)

− the Royal Morale index, but **only** when recruiting a Royalist or King's Men squad

Donations Table

space type	die-roll 0 or less	1-2	3-4	5-7	8-9	10-11	12 +
Bridge/Ford	M +,all C	all C	2C,F	N*	GD,1I	GD	GD
Castle	all C	all C	2C,2I	F	N	GD*	GD,M –
Cathedral	F	F	N	N	G	G	G half
Fields	all C	2C,F	F	N	G	G	G half
Forest	all C	1C,2I	N	N	G	G half	GD*
Road	all C	2C,F	2I	G*	GD,2I	GD,1I	GD
Royal Palace	M +,all C	all C	all C	2C,F	GD,F	GD,M –	GD,M – *
Town	all C	2I,F	N	N	G half	GD*	GD,M –

Die-Roll Modifiers

+ the donations value of any one person you control in the space (Ferdie Onehand, Captain Black, and Jink's values may be added to one other person's).

– 3 if a King's Men squad is in the space

Results for Recruiting and Donations Tables:

N = nothing much happens

all = all of your people in the space are affected

1 = one of your people (your choice) in the space is affected

2 = 2 of your people in the space are affected

C = captured; place captured people in the nearest town or castle with an Imprisoned marker on them

I = injured; place an Injured marker on the injured person

R = recruited; you now control the person

+ = the affected index (Witchcraft or Royal Morale increases by one point)

– = the affected index drops by one point

W = the Witchcraft index is affected

M = the Royal Morale index is affected

F = your people must flee (see Flight Table)

G = small haul; the Rebel Warchest increases by two gold pieces

G half = roll one die; halve the number rolled, rounding down; increase the Rebel Warchest by this number

GD = roll one die and increase the Rebel Warchest by this number

* = roll again; on a roll of 1-2, place a Horse marker in the space; 3-4, reduce the Witchcraft index by one; 5-6, you gain control of one neutral or Cleric of your choice anywhere on the map; 7-8, if there is a King's Men squad in your space, remove it from play; 9-10, you may move each of the King's Men squads two spaces in any direction

Raid Table

Die-Roll	Paragraph
-1 or less	99
0	100
1	101
2	102
3	103
4	104
5	105
6	106
7	107
8	108
9	109
10	110
11	111
12	112
13	113
14	114
15	115
16	116
17+	117

Die-Roll Modifiers

+ the raid value of any one person in the space (Kirk, Lord Marocain, and Master Pinter may add their values to one other person's)

+5 if at least one Federation crewman is present and you decide to use phasers (but increase the Witchcraft index by one if you do)

−1 if in a castle space

−3 if in the Royal Palace

−3 if a King's Men squad is in the space

Horse Theft Table

die-roll	paragraph
1	200
2-3	201
4-6	202
7-9	203
10	204

Die-Roll Modifiers:

−3 if King's Men squad is present

+3 if Jaster Moran is present

Sanctuary Table

die-roll	paragraph
0 or less	300
1-2	301
3-5	302
6-8	303
9+	304

Die-Roll Modifiers:

automatic if requester is Tomas

+ requester's persuasiveness

− Witchcraft index

−3 if requester is an Enterprise or Archon crewmember

+3 if requester is Norje

Flight Table

die-roll	paragraph
0 or less	400
1-2	401
3-4	402
5-6	403
7-8	404
9+	405

Die-Roll Modifiers:

before rolling, move the fleeing people from the current space to any adjacent space.

+2 if Roger is present

+2 if they flee to a forest space

+3 if all fleeing people have horses

+4 if they flee to a forest space and Narek Ok is present

−4 if the space to or from which they fled contains a King's Men squad

−6 if both spaces contain King's Men squads

Fealty Table

die-roll	result
0 or less	Open Rebellion
1-4	Defy
5-8	Delay
9+	Swear Fealty

Die-Roll Modifiers:

+ Royal Morale index

−1 per neutral, Royalist or Cleric you control in the space (not counting prisoners, injured people or ones in sanctuary)

Results:

Open Rebellion = you win the game if all the Archon crewmembers have been rescued (otherwise treat as Defy).

Defy = The Royal Party may not move next turn; the Royal Morale index drops by 1.

Delay = The Royal Party may not move next turn. However, if you have people in the space one of them (you choose which) is imprisoned.

Swear Fealty = The town has sworn fealty; remove its mayor if you have not already recruited him. The Royal Party may move next turn.

100 We are betrayed! Before entering this place to free our compatriots, we stopped at a nearby tavern to quench our thirst. There the innkeeper recognized us, and secretly summoned the watch. We were taken.

In the dungeons, we were brutally beaten; one of us, weaker than the rest, revealed the location of another of the rebel band, and now he is captured too.

Everyone in the space where you are raiding is captured. Half (round down — you choose which) are injured from the beatings. One other person not in the space is also captured — you may choose any person you control.

101 Disaster! Our intelligence has proved fallacious; the prison wherein our fellows are held was watched by wary guards. They disarmed and captured us in short order and now we are reunited with our friends — but in captivity.

Everyone in the raiding group is captured.

102 Our plans are thwarted. We had hoped to slip into the prison after dark, and free our friends. Alas, no sooner had we climbed the prison wall than we were discovered, and attacked. In the melee, half our men were injured, and we fled.

Half of your people (round down — you choose which) are injured. Your people must flee (see 8.8).

103 Through some mischance the King's curs who guard our friends learned of our plans, and set an ambush for us. Dressed as merchants, we entered the building wherein the prisoners were held, but immediately were beset. Our leader ordered us to flee and stayed behind to cover our retreat; we do not know what has befallen him.

The person in the space with the highest raid value (you choose which if two or more are tied) is captured. The others must flee (see rule 8.8).

104 Our assault was to be quick and decisive; we were to burst into the guard chamber and disarm those within before they could give alarm. To our dismay, the chamber guards had invited several fellows over for a game of dice, and there were too many. "Mayday!" they cried, and the whole guard of the house came running. We were forced to flee, our task undone.

Your people must flee (see rule 8.8).

105 Swiftly we attacked, and fought our way toward the dungeon. Arrows flew like locusts, swords clashed and muscles strained; alas, we were not swift enough. As we fought, new guardsmen streamed into the room, and the cry was heard throughout the garrison. Slowly, the tide turned against us; we were forced away. Seeing our task was hopeless, we fled; withal, two of our number were captured, but the rest escaped.

Two of your people in the space are captured; you choose which. The others suffer no ill effects.

106 We sent one of our party to scout the prison, and set ourselves to dicing in the tavern while we waited. But soon he returned, bleeding, and cried, "They have found us out! Our plans are foiled!" We were forced to leave before the guard could trace him.

Move all of your people from the space to an adjacent space. One member of the group is injured (you choose which).

107 Approaching the place, we met a train of people carrying their belongings. They told us that the plague had broken out. Disheartened, we abandoned our plans, at least for the nonce.

If McCoy or Goren is present, go to 150. Otherwise, the raid has no effect.

108 We visited the prison and stayed in the nearby cottage of a supporter. While we explored the area and plotted our attack, an entire squad of the King's Men encamped nearby. Judging the attack too risky, we decided to delay for another day.

Move the nearest King's Men squad which is not already in the space to where your people are located (simply pick it up and move it — ignore the normal rules for movement). If two or more squads are equally close, you may choose which to move.

109 We dug through the dungeon's wall at night, and freed the prisoner in one cell. As he thanked us, guards discovered the breech and raised a cry. Lest we be captured, we departed — leaving the others still imprisoned.

One imprisoned person in the space (choose one without looking) is freed; the others (if any) remain imprisoned.

110 Many of us are wounded, but the prisoners are freed! Our attack on the prison, intended to be swift, was met with sturdy resistance by the King's lackeys. Though hard-pressed, we drove them through the halls, until none stood against us.

The prisoners are freed. Half of the people in the space whom you control (not including the freed prisoners) are wounded (round down — you choose which).

111 We swiftly overwhelmed resistance at the guardhouse, but several of the King's men fled and called for aid. We struck the chains from our compatriots and fled, as the whole garrison of the place assembled for pursuit.

The prisoners are freed. Your people in the space (including the newly-freed prisoners) must flee (see rule 8.8).

112 We waited until the midnight hour, the calmest time of night, when, we hoped, the guards would surrender themselves — against their orders — to Morpheus's gentle arms. Then, stealthily, we entered, securing each guard in due season. Not all had derelicted their duty; a few stood and fought, yet no alarm went out. Our companions are again at liberty, but two of us were wounded in the fray.

Two of your people (you choose which) are injured. The prisoners are freed.

113 To our surprise, our plan went off without a hitch. We struck at night, disarming and silencing the guards as swiftly as we might. At last we came to the dungeon, wherein the prisoners were held in dank, unpleasant cells. We freed them and left the place, before an alarm could be raised.

The prisoners are freed.

114 The king's curs grow more stupid by the hour! A mounted party came to visit the place wherein our friends were held. They left with the prison guards and took them to a drinking-place, leaving the prison almost unattended. Their "thoughtfulness" made our task an easy one; especially since they left their horses for our use.

The prisoners are freed. Place a Horse marker in the space.

115 Our luck was in. A lackey of Eyven's — one who was a friend to the guards — had come to call. He brought with him the gold he had gained in the usurper's pay, and bought wine and women for his friends. They were little able to resist, and our goal was easily fulfilled; moreover, we took Eyven's gold, vowing to put it to use against him.

The prisoners are freed. Roll a die; add the number rolled to the rebel warchest.

116 Clever planning and bold execution enabled us to free the prisoners without a hitch — and without bloodshed, on either side. Impressed by our restraint in sparing the lives of the prison-guards, one of Syngreal's most famous men has put himself at the rebellion's disposal.

The prisoners are freed. In addition, any one neutral or cleric of your choice comes under your control.

117 Cat-like, we bore upon the prison-house. Stealthily we dispatched its guardians, and put our friends at liberty, without alarum. The deed, I have heard, has much down-cast King Eyven.

The prisoners are freed. Reduce the Royal Morale by one point.

150 McCoy (and/or Goren) insisted that the people of this place needed our aid. Though we tried to dissuade him, he insisted upon entering and using his arcane skills to heal them. We accompanied him, and continued our plans to rescue our friends. Meanwhile, he broke the plague to the joy of the folk, but was arrested for witchcraft.

*Because McCoy/Goren cures the plague, the Royal Morale index drops by one and the Witchcraft index increases by one. To determine the outcome of the raid, roll again on the Raid Table; if 108 is rolled again, the raid fails but your people suffer no other effect. McCoy (and/or Goren), even though in the space where the raid takes place, will not suffer any ill or beneficial effect from it. **After** the raid is over McCoy (and/or Goren) is captured.*

200 We found a stable wherein a dozen horses were arrayed, and a fat merchant kept court, sitting on a three-legged stool smoking a long clay pipe. One of us drew a dagger, and motioned the merchant to silence: "We are men of Free Syngreal, an you love your country, say nought." But the merchant sprang up in fear, and cried "Hola! To arms! I am robbed!" One of us made to spit the merchant, but 'tis not our policy to slay the innocent, and he was stayed. Ne'er a bridle nor saddle could we find, and resolved to flee bareback; but soon the stable was surrounded by guardsmen. We drew our swords and made to fight, but without saddle we slipped and slid about our horses' backs, and soon were dismounted and clubbed senseless. When we awoke, 'twas in a dankly cell.

All your people in the space are imprisoned (see 7.1).

201 A trader of horses came to town, and corralled his stock-in-trade on the common. That night, we went there with thoughts of a fast night ride. But, as we approached the corral, a voice came from darkness: "Ahoy! What business have you here!" The trader, hearing of disturbances in the county, had hired several guards to keep his stock. We thought it best to depart.

No effect; no horses gained.

202 We went to the tavern, and downed many a sound Syngreal ale. While so busied, one of us slipped out to the tavern's stable, and saddled several horses. Then he returned and whispered "All is ready" — and we departed. Outside, we scurried silently into the stable, mounted, and rode at speed. At the town gate, a guardsman, startled by our passage, loosed an arrow; which, through misfortune, pierced a member of our band through the shoulder.

Place a Horse counter in the space; one person (your choice) is injured.

203 We stopped to buy a pastry from a merchant in the square; we talked with him for some time, and learned that the town guard pastures its horses on the village common. That night, we crept to the common and found a single unwary guard, who was quickly silenced with a quarterstaff. Thus we found ourselves ahorse, and the guardsmen horseless, which can only benefit our cause.

Place a Horse counter in the space.

204 We found a blacksmith's stable. One of us drew his dagger, and motioned the smith to silence: "We are men of Free Syngreal, an you love your country, say nought." "Aye, need these horses then to fight the usurper Eyven?" "Yes," we replied, "our need is great." "Take 'em, then, and with my blessing; and remember good Jules a'Barak when Eyven falls!" a'Barak helped us further by producing quantities of meat and mead; we feasted, then rode from town.

Place a Horse counter in the space; you need not spend a gold piece to supply this stack this day.

300 "Unholy filth! Consorters with demons and witches! What temerity brings you to seek sanctuary in this sacred hall? Children of the faith! Run to the guardsmen, and seek their aid! These servants of Satan must burn for their unspeakable sins!"

Sanctuary refused. All of your people in the space are imprisoned.

301 "Brigands! Withcraft! I call for succor! Yarely, now; arouse the guard! You, rebel filth, you'll find no sanctuary here!"

Sanctuary refused. Your people in the space must flee (see 8.8).

302 "As our faith charges, I pity you in your plight. Natheless, you rebel against your rightful sovereign, and disturbing rumors of witchcraft and strange rites have reached mine ears. Nay, I cannot offer the safety of this holy place; I urge you, go to the guard, and surrender yourselves. If, as you say, your cause is just, surely you can only expect justice from the law."

Sanctuary refused.

303 "Yes, very well; Holy Mother Church extends you sanctuary against the usurper's men. Know that this is a place of peace; there shall be no bloodshed here, and you, who live by the sword, must leave within three days."

Place a Sanctuary marker in the space. All your people must leave sanctuary by the end of the third day from the current one.

304 "God bless you, my sons! Of course you will find succor here! All who strive against the usurper must know that God is with them!"

Place a Sanctuary marker in the space.

400 We fled, and made for the greensward as fast we might; but we were hindered by our exertion and our wounds. King's men, ahorse, soon caught up; we made a fight of it, but were overcome.

All your people in the space are captured.

401 We ran for freedom, but before we'd gotten far, one fell and cradled his knee. The King's men rapidly approached; we swore to make a stand. "Ahoy," I cried to the fleetest among us; "run like the wind, and bring word

to our fellows!" And he did. We, surrounded, were ignominiously captured.

One person in the space remains free; the others are all imprisoned.

402 We ran, our wounded with their arms draped over the shoulders of those who were still hale; but our progress was slow, and the King's men drew nigh. "You must leave us," gasped one. "We are done for; do not sacrifice yourselves for us." At first we argued, but there seemed no other course; and sadly, we departed, vowing in our hearts that our compatriots should not languish long in the tyrant's dungeon.

All injured people in the space, if any, are imprisoned; the others are not.

403 We fled, but one of us was sore wounded. He pressed his arm to stanch the flow, but to little avail. Ashen-faced, he fell; though we made to carry him, he would have none of it, and struggled against us, saying "Go on! Go on! A bit of rest in the stockade is all I need." The horses of the King's men were breathing down our necks, and we could only comply.

One injured person, if any are present, is imprisoned (your choice); the others are not.

404 Our horses' hooves thundered across the land, but the King's men stayed hot behind. Gradually, we opened the gap, using close knowledge of the land and its lie. We rode for several hours, and at last escaped; but we rode our horses so hard that it will take some time for them to recover.

If the fleeing people have horses, remove the Horse counter. Whether or not they do, they escape.

405 Ahoy and away! We ran like fabled Pegasus, and made clean our escape. That night, we and our fellows made loud rejoicing in the greensward.

The escape is successful.

Paragraph section of this booklet. Read the paragraph, and follow its directions.

Example: You roll on the Sanctuary Table. You have a character with a persuasiveness of "2" in the space, and the Witchcraft index is 3; the requester is not an Enterprise or Archon crewman. You roll a 4; 4+2-3 = 3, so 3 is the modified roll. The corresponding entry on the table is 302. You read paragraph 302; it tells you sanctuary is refused.

The Fealty Table

The Fealty Table is used in the same way, except that you do not refer to a paragraph. Instead, the table result is a word or phrase; you find this word or phrase underneath the Fealty Table itself, under "Results", and do what the result description tells you to do.

King's Men Table

Roll the die, cross index the result with the Royal orders along the top to get a result. Refer to the results below the table and apply them immediately.

Recruiting and Donations Table

When rolling on one of these tables, roll a die and modify as the table's die-roll modifiers indicate, just as you would for any other table. Find the modified roll along the *top* of the table.

Then, find the name of the person you are attempting to recruit or the type of space in which you are requesting donations along the left-hand side of the table. Cross-reference this row with the column in which the modified die-roll is found to find a code consisting of letters, numbers, and/or other symbols.

Look at the "results" section underneath the table; find the code from the table in this section. It will tell you what the code means; follow its instructions.

Example: You are trying to recruit Bishop Norje. The total die-roll modifier is +3. You roll a 2; the modified roll is 5.

You find "5" along the top of the table. To be precise, you look down the column which says "4-6", since 5 is between 4 and 6. You find "Bishop Norje" along the left-hand side of the table, and read along that row. At the intersection is the code "2I,F". The results section says that "2I" means two of your people are injured, and "F" means they must flee. You have Kirk, Jink, and Uhura in the space. You decide to place Injured markers on Jink and Uhura, leaving Kirk uninjured. You then refer to the Flight Table to resolve their flight.

(4.2) Tracks

Three markers are placed on the tracks. The position of a marker indicates the value it records — for example, if the Royal Morale marker occupies the 8 box of its track, the Royal Morale index is 8.

Each marker is printed with " +10" on the back side. If the value increases above 10, flip the marker over to this side; the value represented is now equal to the number of the box the marker occupies, plus 10. **Example:** The warchest marker is on its " +10" side and in the "3" box; the rebels have 13 gold pieces.

The tracks cannot be used to record values more than 19 or less than 0. Consequently, the Royal Morale, Witchcraft, and Rebel Warchest indices may never be greater than 19 or less than 0.

5. GAME SEQUENCE

The Sherwood Syndrome is played in *turns.* Each turn, follow this sequence of events:

(5.1) Rebel Actions: Each of your people may take an action (see 8).

(5.2) Rebel Expenses: You must spend gold pieces to supply your stacks (see 11).

(5.3) King's Men Actions: You must determine what each King's Men squad does (see 12).

(5.4) Royal Party Movement & Fealty: The Royal Party may move; if it ends its move in a town, roll on the Fealty Table (see 13).

6. WINNING THE GAME

To win, you must free the Archon prisoners and stir up a rebellion against King Eyven. If all Archon and Enterprise Crewmembers are free (i.e., not imprisoned), *and* at least one town is in open rebellion (see Fealty Table), *and* the Witchcraft index is less than ten, you win.

You must win before King Eyven receives the fealty of all the towns of Syngreal (see 13). At the moment the last town (Klamath Town) swears fealty, you lose. Also, if the Witchcraft index ever reaches ten, you have lost.

7. PEOPLE

There are five kinds of people in the game: *Enterprise crewmembers, Archon crewmembers, Neutrals, Royalists,* and *Clerics.* There is a sixth kind of "person," the King's Men squads. They are actually groups of people, of course, but follow most (but not all) of the rules for people.

At the beginning of the game, you control only the Enterprise crewmembers. All Archon crewmembers and some neutrals are imprisoned in the castles, towns, and the Royal Palace. You gain control of any person you free from prison.

Other people begin in various locations. All of them stay in the spaces in which they begin until you recruit them. **Exception:** The King's Men squads move around the map. (See 12.)

Many people's counters are printed with a two-digit paragraph number (see 2.3). After you gain control of such a person, find the paragraph which begins with this number. It will tell you about a special ability of that person, which may be used in the game thereafter. (**Note:** Three Enterprise crewmembers, Kirk, Spock, and McCoy have such numbers; you might want to read their sections now, since you control them already.)

8. ACTIONS

During Rebel Actions, your people may *move, recruit, raid, "request" donations, aid the poor, heal wounds, request sanctuary,* or *steal* or *buy horses.*

You may take one action (only) in each space where you have people. In other words, even if a space contains two people, they may undertake only one action. All people in a space take the action together.

There is one **exception:** people may move out of or into a space, even if other people in the same space take a different action. People who move cannot take any other action.

No one is *required* to take any action.

Injured people may *request sanctuary, heal their wounds* or *move.* They may not use their values to affect the outcome of any other action. If you have other, uninjured people in the space, you can take some other action there, but your injured people cannot affect its outcome (though they can be captured if things go wrong).

(8.1) Recruiting

If you have people in a space containing a Neutral or Royalist, you may try to recruit him for the rebellion.

You cannot recruit imprisoned people, or people you already control (obviously!).

You *can* recruit a King's Men squad, but not the Royal Party.

When you attempt to recruit someone, choose *one* of your people in the space to make the recruiting attempt. (You cannot choose an injured person.)

Next, decide how many gold pieces you wish to spend on the recruiting attempt. Deduct the number you spend from the Warchest. You do not have to spend any gold pieces; you can spend as many as you like, as long as the Warchest is not reduced *below* zero.

Roll on the Recruiting Table to find out how your attempt comes out (see 4.1). The persuasiveness (see 2.3) of the person you chose to make the attempt and the number of gold pieces you spend will modify the die-roll (see the table).

(8.2) Requesting Donations

You may *"request"* donations (rob the rich to finance the rebellion against the usurper Eyven, for example) in any space where you have people.

When you do so, choose one person in the space to request donations. (You may not choose an injured person.)

When requesting donations, roll on the Donation Table (see 4.1). The donations value (see 2.3) of the person you chose modifies the die-roll (see the table).

(8.3) Aiding the Poor

You may aid the poor in any space where you have people. When you aid the poor in a space, decide how many gold pieces you will spend. Reduce the Witchcraft index by one for every 5 gold pieces you spend.

You may not aid the poor if the Witchcraft index ever reaches 10. Once it reaches 10, *you lose.*

(8.4) Raiding

You may raid any castle, town, or the Royal Palace if you have people there. The purpose of a raid is to free prisoners (it's kind of silly to make a raid if there are no prisoners there).

When you raid, choose one person in the space to lead it. (You may not choose an injured person.)

When you raid, roll on the Raid Table (see 4.1). The raid value (see 2.3) of the person you chose to make the raid modifies the die-roll (see the table).

(8.5) Buying and Stealing Horses

You may buy or steal horses only in a town.

If you wish to buy horses, simply pay one gold piece from the Warchest for each person

you have in the town and place a Horse counter in the space.

If everyone you control in a space has a horse, place a single Horse counter in the space. If only some do, stack the counters of the ones who do together, and place a Horse counter on top of the stack. The people not stacked with the horse do not have horses. You may swap horses between people who have them and people who don't by moving people from the horse stack to the no-horse stack, as long as the number of people who have horses doesn't increase and the people are in the same space.

If you prefer to steal horses, roll on the Horse Theft Table (see 4.1).

(8.6) Healing Wounds

If an injured person is in a town or cathedral, he may attempt to heal. Roll a die; on a roll of 7 or less, he is healed and the "Injured" marker is removed. No more than one person per space may be healed in this way. (However, see paragraph 12, McCoy's special paragraph.)

(8.7) Requesting Sanctuary

Any person you control in a town or cathedral space may seek *church sanctuary*. If he is successful, all your people in the space enter sanctuary.

When someone seeks sanctuary, roll on the Sanctuary Table (see 4.1).

If the paragraph you read says that sanctuary is granted, place a Sanctuary marker in the space (see 2.3). A person remains in sanctuary until he moves or takes some other action. **Exception:** People in sanctuary may heal without breaking sanctuary.

One person in sanctuary may leave sanctuary while others remain in it.

People in sanctuary cannot be captured by King's Men squads.

People can also enter sanctuary while fleeing (see below).

(8.8) Fleeing

Sometimes the result from a table will tell you that your people must flee. When this happens in a cathedral or town space, they may immediately seek sanctuary; if it is granted, they do not have to flee.

If they do have to flee, move all your people from the space to an adjacent space. Then, roll on the Flight Table.

9. MOVEMENT

Beaming up and down are forms of movement; someone who beams up or down cannot move or take any other action on the same turn.

(9.1) Beaming Down

The Enterprise crew begins the game in the Enterprise box. During Rebel Actions, any or all people on the Enterprise may beam down to Syngreal. Simply place anyone you wish to beam down in any space on the Syngreal map; you may beam different people down to different spaces.

Any time people beam down, the Witchcraft index goes up by one. If people beam down to different spaces on the same turn, the index goes up by *one per space*. If more than one crewmember beams down to the *same* space, the index goes up only one.

(9.2) Beaming Up

During Rebel Actions, any Enterprise crewmember may beam up to the Enterprise; take his counter off the map, and place it in the Enterprise box.

When a crewmember beams up, any other people you control *in the same space* may beam up with him.

No one may beam up and beam down during the same turn.

Imprisoned people may never beam up.

Whenever people beam up, increase the Witchcraft index by one.

(9.3) Movement

During Rebel Actions, you may move any or all of your people.

You move a person by picking up his counter and moving him from the space he occupies through adjacent spaces.

Each person may move up to **two spaces**, and no farther.

Any person with a **Horse counter** may move up to **three spaces**. However, if a person with a horse enters a forest space, he must immediately stop moving.

Any person who begins with a Horse counter may decide to free his horses before he moves; if he does so, simply remove the Horse counter from the map.

If people stacked with a Horse counter split up and move in different directions, you may have to place extra Horse counters to indicate that everyone from the old stack still has a horse.

No one may enter a water space. Rivers may only be crossed through ford or bridge spaces.

10. PARAGRAPHS

When you read a paragraph, read the portion in italics carefully. This portion may contain special rules or changes from the standard rules.

Any part of a paragraph which is in italics *supersedes* normal game rules.

11. REBEL EXPENSES

During Rebel Expenses, you must pay one gold piece from the Warchest for each space occupied by your people. (Thus, you can limit expenses by putting all your people in one space — but then, you can only take one action each turn.)

You do not pay for prisoners, even ones you control. You *do* pay for people in sanctuary.

If you have people in more spaces than you have gold pieces, you may either *beam down supplies from the Enterprise,* or let some of your people starve.

If you beam supplies from the Enterprise, the Witchcraft index goes up by one and the Warchest goes up by four. You may immediately spend the four gold pieces to pay for your stacks. You can beam supplies from the Enterprise more than once in a turn if you need more than four gold pieces.

If you let your people starve, one person (of your choice) in that space becomes neutral; you no longer control him. You could regain control by recruiting him again. Enterprise and Archon crewmen never become neutral. If only Enterprise and Archon crewmen occupy the space, one of them becomes injured (your choice, of course).

12. KING'S MEN ACTIONS

(12.1) Royal Orders

At the beginning of the game, the Royal Orders marker is placed in the "Patrol" box of the Royal Orders Display.

The first time that a raid occurs, move the marker to the "Search" box.

If the Royal Morale ever drops below 5, move it to the "Seize" box.

(12.2) King's Men Actions

During King's Men Action, you must determine what each of the King's Men squads on the Syngreal map does.

Any squad which is farther than three spaces from the closest person you control does nothing. Only squads within three spaces of someone you control are eligible to do anything.

Roll on the King's Men Table for each squad within three spaces of one of your people.

(12.3) Moving The King's Men

A squad can move **two spaces** each turn. The table result determines whether it will move, and, if so, toward what destination.

If two possible destinations exist, choose which one the squad moves toward. For example, in an "MN" result the squad moves toward the nearest space where you have people; if two spaces are equally close, you choose which one the squad moves to.

A squad always moves by the shortest and most direct route possible; again, if two equally short routes exist, you choose which one the squad takes.

When deciding on a squad's destination, ignore prisoners and people in sanctuary. (A squad moves because it learns of rebel activity in a space; prisoners and people in sanctuary don't bother it.)

13. THE ROYAL PARTY

The Royal Party begins in the palace. On the first turn, during Royal Party Movement & Fealty, move it to the adjacent town (Farnosh Bridge). Each turn thereafter, move it one space along the road in a counterclockwise direction, as indicated by the red arrows printed on the map. That is, on the second turn, assuming Farnosh Bridge swore fealty, the party will move to the bridge space, then to the adjacent road space, then to Randisfarne, and so on.

When the Royal Party enters a town, immediately roll on the Fealty Table (see 4.1). If the result is "swear fealty", all is well. On any other result, the Party is not able to move during the next turn, but will stay in the town. (You will roll again for the town at the end of the next turn, and continue doing so until you win or the town swears fealty.) Only after the town swears fealty will the Royal Party continue moving.

If all six towns swear fealty, *you lose.*

If the Witchcraft index ever reaches ten, *you also lose.*

14. STARTING THE GAME

You're now ready to begin. Follow the set-up instructions (section 3); read the story provided with the game (on the inside of the chart folder); and begin to play!