

# Ye Gods!

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Rules edited for play on the Vassal engine

## Object

To reign as supreme deity in the Ancient European world by gathering worshipers, conquering provinces and destroying or converting the worshipers of other Gods.

## Game Components

- **Board:** A map of the Ancient European world divided into 15 color coded groups, called provinces.
- **Priests:** 10 game pieces each of 4 different border colors:  
Red – Jupiter, Green – Lugh, Brown – Odin, Orange – Yahweh.
- **Saints:** 5 game pieces each of 4 different border colors, as above
- **Heretics:** 5 black border game pieces
- **Worshippers:** 400 game pieces that are to be used by all players
- **Tabula Cultor:** 4 “Worshiper Slates”. Each God’s unused Priests and Saints are held on this board. Also contains 15 squares labeled with the names of provinces. Worshiper game pieces are played by dragging them from the worshiper stack on the main board into the appropriate squares on the Tabula Cultor. There are also spaces for Donatives and God cards.
- **Region Population Map:** A convenient reference for use during Holy Wars
- **God Cards:** 90 cards
- **Donatives:** 60 donatives
- **Dice:** A Combat (2d6) button and a Misc. (1d6) button.

## Number of Players: 2–4

**If 2 Player:** Both Gods take turns playing a 3<sup>rd</sup> (shared) faction.

**If 3 Player:** Can either be played with only 3 Gods or they all take turns playing a 4<sup>th</sup>.

**Playing a shared faction:** Use the “Unknown God” tab on the toolbar for shared faction play. Gods decide which unused faction the Unknown God will represent and set up its pieces and worshippers as in normal play. The shared faction always plays last in the round after all other Gods have played their turn. The God that moves last in regular play moves the shared faction first. The shared faction is then played by Gods in reverse order of normal play.

**Ex:** If three Gods are playing, in the first round the third God to move in regular play is the first to play the shared faction. In the second round, the second God to move plays the shared faction. In the third round, the first God to move plays the shared faction. The cycle then repeats.

## Setup

- 1- Players choose which God they will play by whichever means they all agree upon.
- 2- All Gods except Jehovah start the game owning 2 provinces. Jehovah starts with only 1. Jupiter starts with Italia and Graecia. Odin starts with Germania and Scandinavia. Lugh

starts with Gallia and Gallia Aquitania. Yahweh starts with only Judaea. Each God starts the game with one (1) worshipper in each province owned.

3- Gods place one (1) of their priests on any of their starting provinces.

4- Each God rolls 1d6. High roller goes first. Next highest plays second and so on.

## Sequence of play (Play in order)

1- **Draw a card** - Each God starts their turn by drawing one card from the God Card deck and either plays the card or puts it in their hand. The God must immediately play any God card when required to (see Card descriptions below). All others may be played at any time during that God's turn before step 6. Unused cards can be retained and used in subsequent rounds. A God can not play a card during another God's turn.

2- **Purchase Priest/God Cards** - Use Donatives to ordain Priests or purchase God cards. Both cost 5 Donatives each.

3- **Movement** - Movement of worshipers, priests and saints, if desired. All types can move from one region to an adjacent Region once per turn. They are not required to move.

4- **Holy War** - A God may attempt to fight as many Holy Wars as circumstances allow.

5- **Add Worshipers** - Worshipers are added to the God's Tabula Cultor due to the effects of Priests and Saints.

6- **Turn Over** - The God announces their turn is over and play continues to the next God, who follows steps 1-6.

**End of Round Housekeeping** - At the end of the round (i.e. once all Gods have played through steps 1-6 above and before the God who played first starts their next turn), some housekeeping steps occur which apply to all Gods:

a. Any loss of worshipers due to Heretics is taken.

b. Worshipers are counted for each province to determine who owns which and donatives are distributed accordingly.

This ends the round. If any God fulfills either of the winning requirements at this point, they win the game. Otherwise, play continues with the first God repeating steps 1-6.

If a God ends a round with zero worshipers, they have passed into myth and are out of the game.

**Winning:** There are two ways to win: 1- Own 10 provinces at the end of any round.

2- Be the only God in possession of a province at the end of any round.

## Rules and Particulars:

- **Gods:** Players are called Gods for game purposes. They choose to be one of four Gods: Jupiter, Odin, Lugus or Jehovah. This can be decided any way the Gods choose.

- **Turns and rounds:** Play is conducted in turns and rounds. A turn is a single God's movement, etc. within a round. Once each God has played a successive turn and the end of round housekeeping has been taken care of, the round is completed and a new round begins.

- **Movement:** Worshipers, Priests and Saints can move from one province to another. They all move in the same basic way and may move to any province adjacent to the one they began the turn in (in other words, 1 space). See rules concerning each for other restrictions on movement. Certain water crossings can be made and are marked on the board. There are

4 water crossings. For movement purposes, Sicily is considered a part of the Province of Italia.

**- Provinces:** There are 15 administrative “provinces” in Ye Gods. Provinces, for game purposes, are color-coded groupings of historical provinces. The approximate demarcations for many historical provinces are shown, but are there purely for historical flavor. Aside from the very start of play, the ownership of provinces is determined at the end of each round. Therefore, provinces do not change hands during any player’s turn, but only at the end of a round, regardless of Holy Wars, etc.

a. A God may have worshippers in any province, even those owned by other Gods.

b. Since all four Gods can have worshipers in any province at the same time, a province is considered “owned” by the God with the most worshipers in the province.

c. If two or more Gods happen to have a tie for the most worshippers in a province, the province is not owned by anyone until the numbers of worshipers are unequal. It then goes to the God with the most worshipers in the province.

d. If there are no worshipers in a province (even if it had been previously owned by a God), it is not owned by anybody until a God moves or creates worshipers in the province.

**- Desert:** Yellow areas on the board are uninhabitable desert. The only game piece that can move into a desert space is the Saint. If a God moves a Saint into a desert space which then spends the following 5 full turns in that space, the Saint receives a Vision and many are inspired! The God receives 20 worshippers to distribute to any province(s) they own during the Add Worshiper phase of that turn. Only one Vision per God per game!

**- Donatives:** Each God receives 1 Donative for each province they own per turn. This is received at the end of each round, after all Gods have played their turn and ownership of Provinces has been determined. Donatives do not have to be spent immediately and can be accrued over multiple rounds. For a cost of 5 donatives, a God can either ordain one Priest or purchase one God card. If he has enough donatives, a God may purchase multiple Priests or God Cards on his turn. Spent donatives go immediately back into the Donative deck.

**- Worshipers:** Each God starts the game with 1 worshiper in each province owned.

a. The starting total of worshipers in a province is noted before any worshipers are moved during the movement phase of a God’s turn. During that turn, a God may move up to, but not more than, one half of the starting total of their worshipers in any province to any adjacent province. If more than 1 worshiper is moved, they do not have to move to the same province. If a God has only 1 worshiper in a province, they can not move that worshiper.

b. A God may move worshipers from as many provinces as they are able to during their turn.

c. A God can not move worshipers into a province owned by another God except by winning a Holy War.

d. However, worshipers of one God can be created by priests in a province owned by another God.

e. As is the case in the real world, there are a finite number of worshipers available for the Gods to compete over. In other words, once the worshiper pieces run out, maximum population density has been achieved. If worshipers are killed by an Act of God, Holy War or Heretics, they go back into the pool and are up for grabs again.

f. Once created, a worshiper game piece is drawn from the Worshiper Stack and placed in the appropriate province square on the God’s Tabula Cultor.

- **Priests:** Each God starts the game with 1 active Priest which begins play in any province owned by the God. These starting Priests are placed on the map during Setup, before gameplay begins. Note that there are a limited number of Priests available to each God, so they can not purchase any more if all of them are already in play.

- a. New Priests can be ordained at a cost of 5 donatives each and are placed in any province owned by the God as soon as they are ordained.
- b. Each God may have a maximum of 1 Priest for every province owned, although a God may have more than one priest in a single province.
- c. At the end of each God's turn, each Priest of that God on the board adds 1 worshiper for that God in the province the Priest spends the entire turn in, even if the province is owned by another God (i.e. the God adds a worshiper game piece to that province box on his Tabula Cultor). If a Priest moves during a turn, he creates no worshipers that turn. Priests may be moved immediately upon being ordained, but do not count towards worshipers on that turn if they do.
- d. Priests of one God can move into a province owned by another God.
- e. Once ordained, priests are retained even if a province is lost. This is the only way a God may have more priests than provinces. If, at that point, a priest dies due to an Act of God or martyrdom, the God may only ordain another priest if he owns the proper number of provinces.

- **Saints:** Saints are only gained through God Cards. They can not be purchased with donatives. Saints are the same as Priests as regards movement, but add 2 worshipers per round for that God in any province the Saint spends the entire round in. This includes the first turn the Saint spends on the board as long as he doesn't move from his starting province. A God can have no more than 4 Saints on the board at any one time. If a God has 4 Saints already in play and draws another Saint card, it is discarded with no effect.

\*Saints can also have a Vision, See **Desert** entry above

- **Holy War:** A God can attack any other God through their worshipers. Only worshipers of the attacking God and the God who owns the defending province participate. The worshipers of other Gods do not take part even if they are present in the province. Priests and Saints do not participate, nor do Heretics count in any way during a Holy War. Each Holy War must be resolved as soon as it is instigated and before any further moves are made by the attacking God. A God does not have to own the Province they are attacking from.

- a. Two conditions must be met to hold a Holy War:
  - 1-The province an attack comes from must contain at least 2 worshippers of the attacking God.
  - 2-The attacking God must already have at least one worshiper in the defending province.
- b. Attacks can be made only from one single province at a time on an adjacent province. Attacks from multiple provinces must be resolved separately.
- c. All worshipers of the attacking God's in the defending province participate in the Holy War. -This means that if a God conducts multiple Holy Wars on a single province in a single turn, they can end up with additional worshipers in the defending province (thus increasing their chances) from battle to battle in the same turn.-
- d. A God may conduct as many Holy Wars per turn as they can, including multiple attacks on a single province. However, a God can only launch one attack from each province per turn and each worshiper can only fight in one battle per turn.
- e. Winning a battle does not necessarily mean winning a province as that depends on the number of each God's worshipers in the province at the end of the round.
- f. A Holy War does not have to be held to win a province from another God, but is the only way a God can move worshipers into a province owned by another God.

# Holy Wars are resolved as follows:

(Open up the Region Populations map for quick reference)

- 1- The attacker adds up all of their worshipers in the province the attack is coming from plus all, if any, of his worshipers in the defending province.
- 2- The defender counts only their worshipers in the province being attacked.
- 3- The difference between the two totals is added to the die roll of the God with the most worshipers involved in the battle. This is the **numerical superiority bonus**.
- 4- Each God then rolls 2d6 (the numerical superiority bonus (**NSB**) is added here). High roller wins.  
**Exception:** a natural roll of 2 always loses and a natural roll of 12 always wins, regardless of NSB. If both Gods roll a natural 2 or a 12, a tie results.
- 5- Any tie results in the attacker losing (1d6 + NSB) of the worshipers involved in the attack. If they have worshipers in both provinces, these losses can be taken in any combination from either province at the attacker's discretion. The defender loses no worshipers in a tie. The NSB is added regardless of who actually had the bonus.
- 6- If the die rolls (including any numerical superiority bonus) are not equal, the difference between the two rolls + NSB is the number of casualties the loser takes. However, a God may only lose up to the number of worshipers directly involved in the Holy War. If the losing God is the attacker, they decide which worshipers are lost from either province in any combination.
- 7- The winner suffers no losses.
- 8- If the attack is successful, the attacker immediately moves  $\frac{1}{2}$  of their worshipers (round down) from the attacking province into the province being attacked.
- 9- If the defender wins, all worshipers of both Gods remain where they are, aside from any losses the attacker suffers.
- 10- The normal rules determining ownership of a province then apply. This means that a province doesn't officially change hands until the end of the round and the original owner is still considered the defender for any subsequent attacks from any God.

## God Cards:

**Note: Some God Cards must be played immediately upon being drawn (see descriptions below). Otherwise, they may be held and used during any turn of the God that draws them.**

- **Act of God:** A God may use as many Act Of God cards as they possess during their turn. These are basically natural disasters which are used against worshipers, priests, heretics or saints. They will kill (remove from play) any 1 priest, saint or heretic - or any 3 worshipers of a single God (or up to 3, if fewer than 3) in any one province.
- **Conversion:** A God may use as many conversion cards as they possess during their turn. A conversion card will convert worshipers of another God (up to the number printed on the card) to the religion of the God playing the card. Conversions can only occur in a province the God playing the card has a Priest or Saint in. Worshiper pieces are simply exchanged by the Gods when converting.
- **Temple:** A temple is built to the God. Adds the number of worshipers listed to any one (1) province the God owns. Only one Temple card may be used by any one God in a single province per round. Temples can be used in separate provinces in the same round.
- **Saint:** Must be played immediately. If a Saint card is drawn, that God gets to place a Saint in any province they own. The rule for Saints above is then followed.

- **Martyr:** Martyr cards must be played immediately, even if that means the God drawing the card has to use it on one of their own Priests or Saints. When a Martyr card is drawn, the God that draws the card chooses a Priest or Saint of any God (even their own) and Martyrs it (removes it from play). The God whose Priest is martyred automatically adds 2 worshipers in the province the Priest was martyred in. If a Saint is martyred, the Saint's God automatically adds 4 worshipers in the province the Saint was martyred in. If the card can not be played (no Gods have a Priest or Saint), it has no effect and is placed in the discard pile.

- **Heretic:** Must be played immediately. When a Heretic card is drawn, the God that drew it immediately places a Heretic game piece on any owned province (regardless of who owns it). The Heretic will subtract 2 worshipers per turn from the God with the most worshipers in the province at the end of each round. If two or more Gods have a tie for the most worshipers in the province, they each lose 2 worshipers. A province can change hands because of this. Heretics do not move once placed on the board. Heretics can only be killed (removed from play) by an Act of God card.

- **Donative:** Must be played immediately. The God drawing a donative card automatically receives the number of donatives printed on the card.

- **Pillage:** Must be played immediately. When a God draws a pillage card, their lands have been pillaged and they lose the number of donatives listed on the card. If they have fewer donatives than what is listed on the card, all are lost. If they have no donatives, there is no effect and the card is placed in the discard pile.

- **Miracle:** Must be played immediately. A miracle is witnessed. Adds the number of worshipers listed to any one province the God that drew the card owns.

- **Schism:** Must be played immediately. There is only one schism card in the deck. The God drawing the schism card automatically loses half of all their worshipers in all provinces (round down). This includes provinces that the God does not own, but merely has worshipers in.

- **Impiety:** Must be played immediately. Impious acts by high priests that remove worshipers and a priest from play. It removes the number of worshipers listed on the card from the province in which the God who drew the card has the most worshipers. It also removes any one (1) priest owned by the God from any province. The worshipers and priest do not have to be in the same province. If the God has fewer worshipers in the province than the card says to remove, all worshipers are removed.