

Fae Contests

A Fae contest immediately occurs whenever you move one of your Fae pieces into a square containing a Fae piece controlled by the opposing player.

Resolving a Fae contest:

- Both players add up the total number of Fae they have in the square whose colour is the same as the colour of that square. The player with the lower total loses the Fae Contest, otherwise proceed to '2' below.
- Both players add up the total number of Fae they have in the square whose colour is the same as the colour of the Season Stone currently associated with the square's environment. The player with the lower total loses the Fae Contest, otherwise proceed to '3' below.
- If neither player has a lower total for either '1' or '2' above then the Fae Contest is a draw and there is no further effect.

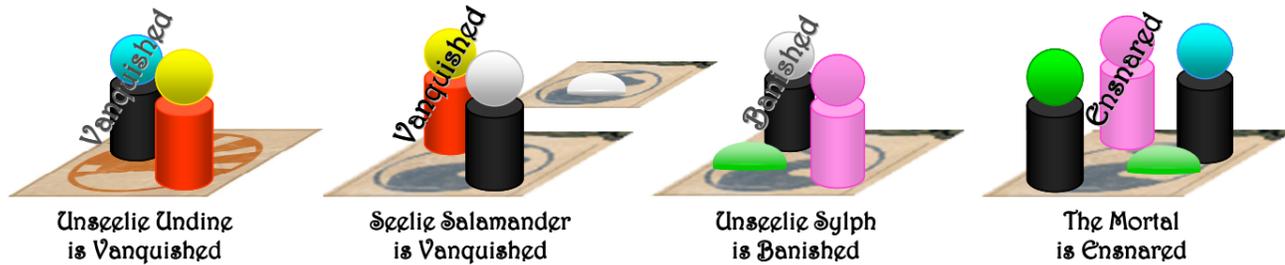
The player losing the Fae Contest has all their Fae pieces that are in the square where the Fae Contest took place immediately Vanquished and removed from the board.

If the Seelie player were to move their Salamander Fae piece at E3 into the square containing the Unseelie Undine at E6 then they would win the resulting Fae Contest, as the Salamander matches the square's environment colour (both are yellow) but the Undine does not. The Unseelie Undine would be Vanquished and removed from the board for the time being.
If instead the Seelie Salamander were to move to C1 then they would lose the resulting Fae contest with the Unseelie Sylph in this square, as the Sylph matches the colour of the Spring Season Stone (white/grey) currently associated with the environment (River) of this square, whilst the Salamander does not match the colour of either the square or Season Stone associated with the square.

Banishment

A Fae piece is immediately Banished from the board, never to return, if at any time they are in the same square as the Mortal (whether they are ending their movement in that square; just attempting to pass through that square, or the Mortal has moved into the square where they are) and the colour of the Fae piece is not the same as either:

- The colour of the square they are in.
- The colour of the Season Stone on the square they are in.



Winning

There are two ways to win the Wylde Hunt:

1. Ensnaring the Mortal

At the end of Phase 2, **after both players have moved all their eligible Fae pieces**, you have won if you are the only player to have Fae pieces in the same square as the Mortal such that the colour of both the square and Season Stone in that square are each matched by the colour of at least one of your Fae pieces in that square. You are then said to have 'Ensnared' the Mortal.

Since the Mortal is currently on a yellow (Plains) square (B4) containing the yellow (Summer) Season Stone, only a yellow (Salamander) Fae piece needs to be present on this square to Ensnare the Mortal – unfortunately the Seelie Salamander on E3 is not able to legitimately move to B4 this round.

In the next round the Mortal will be on a blue (River) square containing the green (Autumn) Season Stone. To Ensnare the Mortal on this square will require the presence of a blue (Undine) Fae piece and green (Gnome) Fae piece – this means that only the Unseelie player has the potential to Ensnare the Mortal next round since only they have these two types of Fae on the board.

2. Dominating the board

If at the end of Phase 1 / start of Phase 2 you are the only player to have any Fae pieces currently placed on the board (all opposing Fae having been Banished or currently Vanquished and removed from the board) then you have won the game.

Wylde Hunt was produced by Woteva Games© for the Frothers Unite! independent gaming site, in conjunction with their annual, 2007, miniature sculpting competition. If you have any questions or suggestions, are interested in optional rules, or just want to discuss tactics, then please visit the Frothers Unite forums (www.frothersunite.com).

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Wylde Hunt

Wylde Hunt is a 2 player strategy game, where to win you must either be the first player to Ensnare the Mortal with your Fae, or be the only player with Fae left on the board.

Helpful examples are presented in these boxes and refer to the board image example of play inside this rulebook

The Mortal

The Mortal is an independent piece that moves from square to square around the board as the Wylde Hunt progresses. Ensnare the Mortal with your Fae to win the Wylde Hunt.



The Mortal

The Fae

The Fae are your Faery minions sent out to do your bidding (shown right). You play the game with 3 Fae pieces to control, each being associated with a different environment and season (indicated by their upper colour – white, yellow, green or blue).



The Fae consist of two opposed sides, the Seelie and Unseelie (indicated by their lower colour – red or black) You will control Fae from one of these sides.

The Board

There are 64 squares on the board, each with a different icon of 1 of 4 colours representing 1 of 4 different environments (shown left).

All squares of each different environment type may also be associated with a Season, depending on the location of the Season Stones (see below).

The Season Stones

The 4 seasons are each represented by a different Stone, each one a different colour (see image right – Season Stones in season order).

Each Season Stone will always be placed on a separate board square. All board squares of the same environment type are associated with the season of a Season Stone sitting on **any** board square of that environment type.

Season Stones			
Spring	Summer	Autumn	Winter

The Winter Stone is on a Forest square, so all Forest squares on the board are currently associated with Winter.

When two different Season Stones sit on two board squares of the same environment type, only the Season Stone in the square occupied by the Mortal, or the square that will soonest be occupied by the Mortal, is considered.

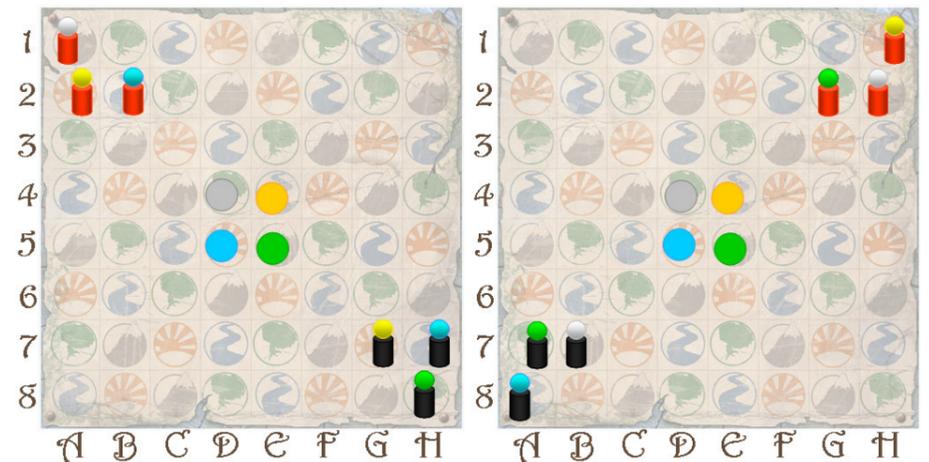
Both the Autumn and Spring Stones are in River environment squares. Since the Mortal is in the square with the Summer Stone it will move to the square containing the Autumn Stone before reaching the square with the Spring Stone. As such, all River squares are currently considered as being associated with Autumn.

Once the Autumn Stone is moved, all River squares will then become associated with the Spring Stone.

As the game progresses so the Season Stones are moved from one square to another, determining the movement path of the Mortal. Controlling the Mortal's destiny with the Season Stones is a strategically important part of the Wylde Hunt.

Set-Up

- One player must choose to be Seelie and the other is then Unseelie.
- The Seelie player may choose to set the board up in one of 2 ways, as shown left – each Fae and Season Stone placed on a different location square.
- The Unseelie player must then place the Mortal in any 1 of the 4 central squares – any square containing a Season Stone.
- You are now ready to start the Wylde Hunt – for the first round, proceed directly to Phase 2 – Fae Movement (go straight to Phase 2 on the next page), with the Seelie player having the choice of moving one of their eligible Fae first or second.



START OF ROUND

Each round consists of 2 Phases of play, detailed as follows.

PHASE 1. – Controlling the Mortal's Destiny

Perform these actions at the start of each new round (except the first round).

Count the number of squares between the Mortal and each Fae piece. Consider the shortest possible route, moving either horizontally, vertically or diagonally. You should also consider routes moving from squares at the edge of one side of the board to an appropriate square on the edge of the opposite side of the board.

The closest Fae piece to the Mortal on B5 was the Unseelie Fae on H8 which was only 2 squares away (moving board edge to opposite board edge). The Unseelie player, in this instance, therefore has the closest Fae piece to the Mortal and so does not control the Mortal's destiny this round.

If you **do not** control the closest Fae piece to the Mortal (least number of squares between the Fae and the Mortal), then you control the Mortal's destiny this round.

If there is a draw, the player that **did not** control the Mortal's destiny last round gets to control it for this round.

The controller of the Mortal's destiny then performs the following actions:

1. Move the Season Stone

The Season order is Spring (White Stone), Summer (Yellow Stone), Autumn (Green Stone), Winter (Blue Stone), Spring (White Stone), etc.

NB: Tracing the four centre board squares in a clockwise direction will serve as a reminder of the order of the Season colours.

Take the Season Stone currently in the Mortal's square and place it in any free square that is directly adjacent (not diagonally) to the square containing the Season Stone of the preceding season. You may not place it:

- ⊗ In a square already containing a Season Stone.
- ⊗ Back on the same square it was picked up from.

If the preceding Season Stone is in a square on the edge of the board then you may place it in a square on the opposite side of the board.

The Spring stone that was in B5 had to be moved to a square next to the one containing the Winter stone (A3) – either B3, A2 or H3. The Seelie player chooses to move the Spring Stone to H3.

2. Move the Mortal

Move the Mortal into the adjacent square containing the Season Stone of the next season.

The Mortal is moved from B5 to B4, (from the square they were in that contained the Spring Stone to the square containing the Summer Stone).

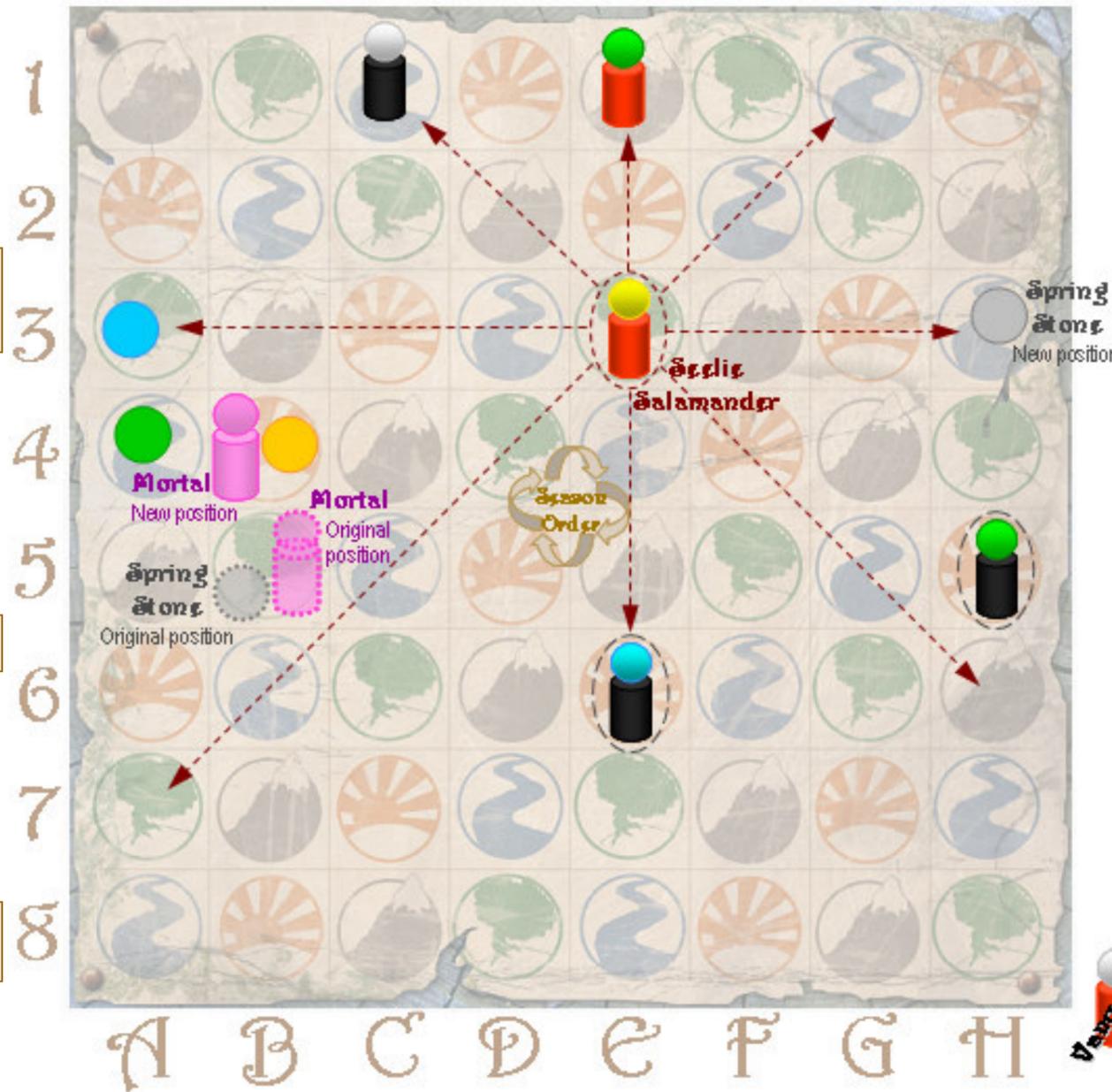
3. Return Vanquished Fae

Any Vanquished Fae are placed back on the board if their colour matches the colour of the Season Stone in the square the Mortal is now in (ie. has just been moved to). Returning Fae are placed in the corner square of the board which matches their own environment/season colour.

The Seelie Sylph (white) is currently Vanquished. This Fae matches the white/grey (Spring) Season Stone, so will only return to the board once the Mortal reaches the H3 square containing this Stone. This Fae also matches the white/grey (Mountain) environment squares so will be placed in the A1 Mountain corner square, when it is returned to the board in 3 rounds time.



After you have completed these actions, if neither player has won (see 'Winning: Dominating the Board') then proceed to 'Phase 2 – Fae Movement'.



PHASE 2 – Fae Movement

If you **did not** control the Mortal's destiny this round then you may choose whether to take the first or second turn this Phase.

The Unseelie player may choose whether to take the first turn by selecting one of their eligible Fae, or force the Seelie player to select one of their own eligible Fae to take the first turn.

Players then alternately take turns to select and move one of their eligible Fae.

- ⊗ Each time you select one of your eligible Fae it is considered as a 'turn'.
- ⊗ Each eligible Fae may only be selected and moved once per Fae Movement Phase.
- ⊗ If you have more eligible Fae to select than your opponent for this Phase, then all extra Fae are selected and moved consecutively at the end of the Phase, once your opponent has no eligible Fae left to move.



Turn Taking and Fae Movement Examples:

If the Unseelie player decides that the Seelie player must take the first turn to select one of their eligible Fae pieces, then the Seelie player must select their only eligible Fae at E3. The Seelie player may choose whether to actually move this Fae piece or not, since it matches the colour of the Season Stone in the Mortal's square (see 'Fae Eligible to be Moved'), but if they do not move it then they cannot use another turn to select & move it later in the Phase.

The Unseelie player must then select & move both of their eligible Fae pieces (at E6 & H5), in any order, in consecutive turns. Each piece must be moved at least 1 square as both are in a square with the same environment type as the square the Mortal is in (see 'Fae Eligible to be Moved').

Alternatively, the Unseelie player could decide to take the first turn to select & move one of their eligible Fae pieces. The Seelie player would then get an opportunity to move their eligible Fae piece on the second turn of the round; the Phase finally finishing with the Unseelie player moving their remaining eligible Fae piece on the third turn of the round.

Fae eligible to be Moved

- ⊗ All of your Fae that are on a square whose colour is the same as the square the Mortal is on **must** be selected and moved at least 1 square at some point during the Phase.

The Unseelie player must take turns to select and move their Fae pieces on E6 and H5 during the coming Fae Movement Phase.

- ⊗ Any of your Fae whose colour is the same as the colour of the Season Stone currently in the Mortal's square must be selected at some point during the Phase, but they **do not** have to be moved.
- ⊗ Once you have selected one of your eligible Fae on one of your turns during the Phase it may not be selected again during the same Phase, whether you moved it or not.

The Seelie player must use a turn to select their Fae piece on E3. They may move this piece if they wish to, but do not have to since its colour (green) matches the colour of the green Autumn Season Stone on the square the Mortal is on (B4). Although they do not actually have to move this Fae piece, they must select it for potential movement as one of their turns this Phase.

Moving Your Fae

- ⊗ After you have moved one of your Fae pieces, that movement cannot be altered once you are no longer touching the piece.
- ⊗ On each of your turns you may select and move one and only one of your eligible Fae pieces, but may always decide which of your remaining eligible Fae pieces to select.

The Seelie player has only 1 eligible Fae piece to select (E3). The Unseelie player has 2 eligible Fae pieces that must be selected and moved (E6 and H5) but they may decide which one to move for their first turn and which for their second turn.

- ⊗ When moving one of your eligible Fae you may move it in a straight line in any direction, horizontally, vertically or diagonally, through any number of squares and may stop moving it on any square, with the following exceptions:

- ⊗ If you move a Fae piece into a square containing a Fae controlled by the other player it must immediately stop its movement for this turn and an immediate Fae Contest must take place.

The Seelie Fae piece on E3 may move through any of the squares indicated by the arrows. If it is moved into the squares containing Unseelie Fey at C1 or E6 then its movement would immediately end for that turn and a Fae Contest would immediately take place.

- ⊗ Your eligible Fae may attempt to move into and/or through the square containing the Mortal, but may be Banished by doing so (see 'Banishment').

Once both players have no eligible Fae pieces left to move, if neither player has won (see 'Winning: Ensnaring the Mortal') then start a new round by going to 'Phase 1 – Controlling the Mortal's Destiny'.

