Mercenary Warbands

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On the world of Terrin there was once four great nations: Kislan, masters of the way the sword and spear; Driekan, wandering warriors and expert archers; Farvelan, a people who had an affinity for beasts; and Evalin, whose mastery of the arcane arts was supreme. But one day something happened, and the four great nations collapsed. The world was hurled into war, with every noble who wanted an empire of their own seeking to destroy all around them and claim their lands as their own. Kingdoms rose and fell every day, borders shifting so much that maps became almost useless, chaos reigned. From these many wars came the deserters, who with no home left became mercenaries. The wars went on so long that in time there were more mercenaries than armies, and what few nations were left had no military, and so mercenary groups now both protect and wage war in place of the armies of the once nations. This is the time known as the age of warbands.

Each player takes the place of a leader of one of the warbands, recruits warriors, and battles with the other players, gaining cash for the next battle. The game play is in the form of turns, where each player may move and attack using each one of his mercenaries. At the end of each match players will have the opportunity to hire new mercenaries and purchase new weapons or items.

When the game begins the player(s) are given an option of how many players will play, from 2-4. after the number of players is chosen each player gets to hire their starting warbands, select which mercenary you want and press the hire button, then select which mercenary you want to equip and select the item want, them press the purchase button. Once all the players have chosen their forces and the map has been chosen the battle begins. Select a unit of your color and them click on him again, a menu will open asking what action you want to take; move, attack or use items (if you have any), select the action you want to take and click on the place you want to move to or target an enemy. After you have done this with your entire force click the end turn button and your foes will have the chance to do the same. On each map there are different kinds of terrain, such as forests or walls, these can affect how you perform in battle if you are standing on them or cannot be passed at all. There are also a number of piles of gold, stand a unit on a pile of gold for a turn to collect cash, which you will use after this match ends, the match will only end after all the cash on the map has been collected. After 4 matches each player will be given a lot of extra cash, this is the final battle, if you can defeat your opponents entire force then you have won the game, your warband has defeated its foes and your patron nation’s position of power is assured, for now.