

# **SEARCH FOR THE CAULDRON**

*A Game of Mysteries and Spells set in Britain in 495 A.D.*

## **1. The Plot**

As you may remember Lancelot, the King of Siluria, had attempted a Coup d'Etat against Arthur the actual ruler of Britain. The coup failed and Lancelot cowardly escaped with his body guard to his sly ally Cerdic, the ruler of the southern Saxon territories. He would continue plotting against Arthur and with the help of Cerdic start another attempt. But for this purpose it was essential to have the possession of The Cauldron, which would give the necessary powers to be the righteous ruler of Britain.

The Cauldron, one of Britain's 13 treasures, and surely the most important one, had been secured by Arthur and Derfel during a raid on a villa on the southern coast. Lancelot's two druids were killed and Guinevere, supposedly a captive, was freed. The Cauldron was taken away to a safe place at Car Sws in Powys country, while Arthur and Derfel crushed the traitorous rebellion of Lancelot. However, what no one expected had to happen, the Cauldron was stolen from its hiding place. The sinister King Diwmach of Lleyrn, in whose territory the Cauldron had been secured by Merlin, Nimue, Derfel and Ceinwyn, had sworn to take revenge and so carried away the vital ingredient of British power. The Cauldron was hidden in a safe place in the mountainous area of Lleyrn, guarded by the watchful eyes of a gruesome lot of warriors. They knew that someone will arrive soon to reclaim the Cauldron.

Indeed the story of this theft spread rapidly and expeditionary forces were put together to start the search in the fierce kingdom of Lleyrn from which not many would return. In Dumnonia Arthur, Merlin and Derfel gathered the remaining forces and were joined by the brave Prince Galahad. In addition the ally Gwent provided a troop, led by Prince Meurig and General Agricola followed by Bishop Samsun "The Mouse Lord"

At the same time Lancelot and the Saxon ruler Cerdic mounted a strong troop, made up of Lancelot's body guard and Cerdic's best men, including his two most reliable druids and two fighting Berserks. Just before the expedition started the troop was joined by a powerful druid, who had just returned from Egypt, where he had learned the magical powers of Isis and Osiris. He presented himself to Lancelot as Tanabur's brother, with a great thirst for revenge on Derfel, as he had killed Tanabur at the battle of Lugg Vale.

Both expeditions set out at almost the same time and would reach Lleyrn territories from different paths. However, it would only be a question of time when the forces would clash in an attempt to discover the Cauldron. All the movements being watched secretly by Diwmach, who was waiting for the right moment to strike.

## 2. The Game / Secret Moves

This is a game of initial secret movement as it is not known from where the opposing forces will arrive. The playing area is split into 18 squares of 20cm x 20cm, all of them being given a coordinate (e.g. A1..A2..etc.). As both armies consist of two national forces (i.e. Dummonia and Gwent / Siluria and Saxon) each player will pick two entry points and can then decide from which point to start with which troop. Secret movement will take place by the use of markers, which are placed in the matchbox with the appropriate playing field coordinate.

As soon as troops clash they will become visible on the table for the rest of the game, or in case the Cauldron is discovered, or a Ghost Fence is encountered. Finding the Cauldron is the target of the Game and with its use to destroy the enemy force (This will give you one point in the overall points table). Finally if the escape with the Cauldron from Lleyn is successful the second point for a Long Game victory is awarded.

## 3. The Use of Magic

As in the Dark Ages, magical power was attributed to druids, this will be reflected in the Game as follows. Druids may cast spells to immobilise an enemy, to place a Ghost Fence or to eliminate an opposing one, to break to spell securing the Cauldron. For this purpose the druids in the game are attributed Spell points (not equivalent to fighting points), according to their magical skills. The Spell points are as follows:

Merlin	6 points
Tanabur's brother	4 points
Diwrnach's druid	3 points
Saxon druids	2 points each
Bishop Samsun	1 point (considered as prayer point)

In order to cast a spell or in the case of Bishop Samsun to say a prayer a *12dice* is thrown and the number added to the Spell points. In order to be successful the following points have to be achieved for certain spells:

To immobilise an enemy for one move	10 points
To break an enemy Ghost Fence	11 points
To break the spell cast on the Cauldron	13 points

A spell against an enemy to immobilise him for a move may be countered by spell from the enemy druid. Should the total Spell points be higher or equal the spell was useless.

## 4. Personality Figures

To destroy the enemy force or to rout them it is necessary to eliminate all the personality figures. These personalities and their fighting points are as follows. It is worth noting that Personality Figures may be attacked or fired at from anyone, but for Merlin and Tanabur's brother who may only be attacked by enemy Personality Figures (due to the respect and fear of their magical powers).

<i>Dumnonia</i>	
Prince Arthur	+2 points
Derfel	+2 points
Merlin	+2 points
Galahad	+2 points

<i>Gwent</i>	
Prince Meurig	+1 point
General Agricola	+1 point
Bishop Samsun	+1 point

<i>Siluria</i>	
Lancelot	+1 point
Tanabur's brother	+2 points

<i>Saxons</i>	
Cerdic	+2 points
Druids	+2 points each
Beserks	+1 point each

<i>Lleyn</i>	
King Diwrnach	+2 points
Diwrnach's Druid	+2 points

These points are basic fighting points, to which additional points for long weapons or being mounted have to added.

### 5. Finding the Cauldron

There are six possible locations where the Cauldron could be hidden, but only one is right. These six locations are known to the players who have the reach them as quickly as possible. Once the Cauldron has been discovered, it will be declared and the Cauldron is mounted on the table. Only when the spell on the Cauldron has been broken, can the Cauldron be carried away. The army in possession of the Cauldron will immediately obtain an additional fighting and spell point for the time the Cauldron is retained.

### 6. The End of the Game

The first part of the game ends, when one of the two sides has lost all it Personality Figures (7 per side). Then comes the moment for which Diwrnach has been waiting. The player who lost part one will take over the role of Diwrnach, who will approach the remaining force by secret movement (Diwrnach may start anywhere on the playing field, but in the coordinate with the Cauldron. The player with the Cauldron, now picks the coordinate from which he has to leave the playing field. If he is successful in carrying away the Cauldron, a second Long Game point is awarded.