

BATTALIA

THE COLLECTION

MOODIES - RULES (BETA)

THESE RULES ARE A WORK IN PROGRESS AND WILL BE UPDATED. PLEASE DO NOT PRINT THEM AND DO NOT TRANSLATE THEM YET!



"If you're small and wayward, it doesn't mean that you are useless, right...? Ok, it's not always easy for the master, because we're a bit erratic too and we always want to be fed, fed, fed... otherwise unhappy and this means, bad support for the master and short list of possible wishes.... But if we're happy and in a good mood - master will be satisfied too, this means - long list of wishes for happy master... And last but not least - we are very jealous and just need to be "THE ONE AND ONLY" for the master!"

APPEARANCE

WHERE: The Moody is placed in the space where the hero who hired it is located.

WHEN: When the player decides to pay the hiring cost. You need as usual a **combination** of cards (one lord + two supply cards) to hire the small mercenary pet - Moody. Moodies are very jealous, so only one pet is allowed per player.

MOVEMENT

Moodies move always attached to the hero who hired them, without spending additional cards for Moody's movement.

EFFECT

Moodies have 3 general states of mood - **happy**, **coy** & **miserable**.

HAPPY: when Moody was fed (one supply card per turn) AND sits on its native terrain (always consider the native terrain of its current master) - both conditions need to be fulfilled. **CONSEQUENCE:** When happy, moody is able to manipulate some artefacts in a similar way like the divine powers of the Sun Oracle - they call them "wishes for the master". Thus 2 more artefacts gain double power this turn (besides the illuminated one), but only for moody's master - those additional 2 will be the "neighbors" on the left and on the right of the illuminated by the sun artefact on the oracle wheel.

COY: when Moody was fed (one supply card per turn) OR sits on its native terrain (always consider the native terrain of its current master) - only one of two conditions need to be fulfilled. **CONSEQUENCE:** When coy, the moody is still able to use its powers and "fulfill wishes for the master", but it is a way more erratic. The player throws a D6 die and according to the die roll starts to count beginning with the oracle vane next to the illuminated one clockwise. Besides the illuminated one, there are 6 vanes/6 artefact symbols on the outer wheel, so the D6 die in the role of the moody will decide which artefact will gain in addition double power only for its master.

MISERABLE: when moody wasn't fed (one supply card per turn) AND doesn't sit on its native terrain (always consider the native terrain of its current master) - none of two conditions is fulfilled. **CONSEQUENCE:** When miserable, moody unknowingly spreads bad aura and blocks the divine magic of the Oracle, which doubles the illuminated by the sun ray artefact. In many cases this is not a big problem, but sometimes could be really essential for the master, so pay attention to keep your mercenary pet always in a good mood.

TIPS & TRICKS

- This figure has NO impact on the movement or effects of any other NPCs (besides CDWs) when played simultaneously.

Playable with: 2, 3, 4, 5 or 6 players on a standard or extended map.

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