

DEICIDE

By Jason Morningstar

It's the end of the world and the Gods are making a last stand. Arrayed against them are their proudest achievements – the best and brightest of their former worshippers, who have each rallied enormous armies in the service of deicide. Mankind has never been stronger, and the Gods have never been weaker.

The Gods are surrounded, trapped, penned in like wild animals. Their power wanes in proportion to their abandonment. But they are still Gods, and the outcome is far from certain. *Far* from certain.

In this game, players assume the roles of both God and Hero, in opposition to one another.

The Gods can work together, assist each other, and pool their resources. So can the Heroes. The two sides can parley and make deals, betray their own companions, and establish a new order entirely unlike the old. Perhaps all the Gods must die, save one. Perhaps the world will be remade with only a pair of obedient servants in a garden.

MEN FIGHTING GODS

Heroes can injure a God through direct violence, through conversion, or through apathy. The celestial redoubts of the Gods can be assaulted by armies. The forces loyal to the Gods can be swayed to abandon their masters, either in the service of another God or in the service of no God at all. Gods unworshipped are no longer Gods. Simple apathy will undo them over time.

GODS FIGHTING MEN

Gods can injure Heroes through direct violence (directing their own loyal forces and furious nature) and through conversion (evangelism of their own and the creation of miracles.) The troops arrayed against Gods by Heroes are fragile in body. They can be destroyed by something as simple as foul weather. Where floods and tornadoes fail, armies of zealots rarely do. Where zealots fail, horrific monsters do not. These same troops can often be swayed to the righteous side through evangelism or, failing that, miracles to instill and bolster their faith.

COMPONENTS

To play Deicide, you'll need:

- ...two to four friends
- ...one twenty-sided die
- ...twenty number chits
- ...the Deicide board
- ...army, Hero, God and zealot counters
- ...point tokens
- ...six goal cards

THE BOARD

The board consists of 32 spaces – 20 hexagons and 12 pentagons. The pentagons represent celestial redoubts, and the hexagons represent the physical world. At the start of play, each player has a Hero, a God, and 20 points to spend on armies and/or zealots, or hold in reserve.

THE GOAL CARDS

Every player gets a goal card, with one of six goals on it. Achieving this will impact overall victory. The goals are:

Gods on Top: Destroy all the Heroes, including your own.

Heroes on Top: Destroy all the Gods, including your own.

Unity of Purpose: Ensure that only your God and Hero remain alive.

Burning Heaven: Destroy seven or more celestial redoubts.

Preserving Heaven: Preserve seven or more celestial redoubts from destruction.

The Champion: Best every other player (God or Hero, take your pick in each case) in single combat.

THE NUMBER CHITS

Place a number chit on each mortal space. They are numbered from one to twenty. At the beginning of each turn, a player removes a chit, starting with number twenty and working down to number one. Any mortal units – including Heroes - occupying a space with a number chit when it is removed are destroyed.

The numbers on chits remaining on the board count as *successes* when Gods attack.

These same numbers count as *failures* when mortals attack. Thus, as the game progresses, the power of the Gods will steadily weaken.

TURN SEQUENCE

A turn consists of two phases – the immortal phase and the mortal phase. During the immortal phase, each player collects revenue, moves his God and zealots, and takes an action. This is followed by the mortal phase. During the mortal phase, each player moves his Hero and armies, and takes an action.

COLLECT REVENUE

At the beginning of each turn, at the start of the immortal phase, each player gains tokens equal to the number occupied by his units. Each is worth one, and any unit – Hero, God, zealot, or army – qualifies. Thus, there are a possible 32 points to be earned on each turn, but individual totals will be some fraction of this.

MOVE

At the start of the appropriate phase every unit on the board can move. Armies, zealots and monsters can move one, to any adjacent space. Heroes can move one or two. Gods can only move from one celestial redoubt to another, but they can move up to three spaces to reach them. Movement does not restrict other actions – zealots could be moved into position and then attack an adjacent Hero, for example.

Celestial Redoubts

Zealots and monsters can freely move into and out of celestial redoubts, as can Gods. Heroes and armies must assault them. If they succeed in eliminating all forces holding a celestial redoubt, it is destroyed. From that point on, it is considered part of the physical world and completely inaccessible to Gods. The space is still used for revenue scoring.

ACTION

Each Hero (in the mortal phase) and each God (in the immortal phase) can take a single action, from the list below.

THINGS A HERO CAN DO

Parley with another Hero or God

Raise an army...

...from scratch

...by converting zealots

Attack a Hero...

...by assaulting the Hero with armies

...by challenging the Hero to single combat

Attack a God...

...by assaulting the God with armies

...by challenging the God to single combat

THINGS A GOD CAN DO

Parley with another Hero or God

Create a monster

Raise zealots by converting an army...

...by evangelism

...by a miracle

Attack a Hero...

- ...by assaulting the Hero with zealots
- ...by assaulting the Hero with nature
- ...by assaulting the Hero with monsters
- ...by challenging the Hero to single combat

Attack a God...

- ...by assaulting the God with zealots
- ...by challenging the God to single combat

PARLEY

A player electing to parley may choose which God or Hero he wishes to have a private conversation with. The two players are free to make any kind of arrangement they like. This is the only circumstance in which secret communication is allowed.

CREATE A MONSTER

A monster has a powerful effect in battle – it demonstrates the power and majesty of its God, and converts opponents, rather than killing them. A monster costs ten points to create. Other than the God, a monster should be the last unit destroyed in an attack

RAISE TROOPS

Raising Armies

A Hero may elect to raise armies. The Hero choosing this option for his turn receives one free army, and may purchase additional armies for one point each. A new army can be placed in any mortal-controlled space on the board.

Converting Zealots

A Hero may elect to convert zealots. The hero targets a God and initiates a bid of one point. The God's player may counter with a bid of two, and the two players continue to escalate until one declines to bid further. If the God declines, the Hero converts one of the God's zealots, chosen by the God player and placed in any mortal-controlled space on the board of the Hero player's choice.

Evangelizing Armies

A God may elect to evangelize. This is identical to converting zealots (see above), but obviously in reverse.

Miracles

A God may elect to perform a miracle in order to more effectively evangelize. A miracle costs five points and automatically converts a Hero's army of the God's choice (not the Hero's choice). The God also places the newly-minted zealots wherever desired.

ATTACK

Attacking with Armies or Zealots

Any player may elect to attack another player's Hero or God in an adjacent space. When attacking a Hero, any armies occupying the same space as the Hero can assist in the defense by dying for their Hero. When attacking a God, any zealots occupying the same space as the God can similarly assist.

The attacker rolls a twenty-sided die for each unit (including Hero or God) attacking. If the number is represented by a chit remaining on the board, that is a success for immortals (God or zealot) and a failure for mortals (Hero or army). If the number no longer appears on the board, the reverse is true – it is a failure for God and zealot and a success for Hero and Army. Each success removes a unit, and if no alternative units remain, the Hero or God must be destroyed. This is a good reason to surround your Hero and God with large numbers of troops.

Attacking with Nature

A God can attack mortals (a Hero or armies) with nature – gouts of lava, tornadoes, floods, pestilence, and so forth. This is represented by attack rolls, which are purchased individually at a cost of one point each with no upper limit. The rolls may be spent to attack disparate units, or to hammer away at a single unit.

Attacking with Monsters

Horrible monsters are capable of enforcing a God's will. Monsters are functionally identical to zealots, with one exception: any army they successfully attack is converted, rather than destroyed.

Challenging an Opponent to Single Combat

Any player may elect to challenge another player's God or Hero to single combat. If the challenged player refuses, the forfeit penalty is two points.

The two players establish stakes, up to and including the destruction of the loser. The *challenged* player suggests a stake. If the challenger rejects it, a counter-proposal must be offered. If the challenged rejects the counter-proposal, both players forfeit two points and the challenge is nullified.

Some Sample Stakes

The loss or conversion of a single army or zealot of the winner's choice

The permanent abandonment of a celestial redoubt or other space

An agreement to assist in attacking a third player's forces

The destruction of the losing Hero or God

Both players each then spend points to gain die rolls on a one for one basis, with no upper limit. The player with the most successful rolls wins the contest.

ENDING THE GAME

The game ends when all the Gods or all the Heroes have been killed, or at the end of turn twenty.

Scoring

Each remaining point: +1

Each remaining army, monster, or zealot: +1

Hero survived: +5

God survived: +5

Achieved goal: +10

Gods on Top

Destroy all the Heroes, including your own.

Heroes on Top

Destroy all the Gods, including your own.

Unity of Purpose

Ensure that only your God and Hero remain
alive.

Burning Heaven

Destroy seven or more celestial redoubts.

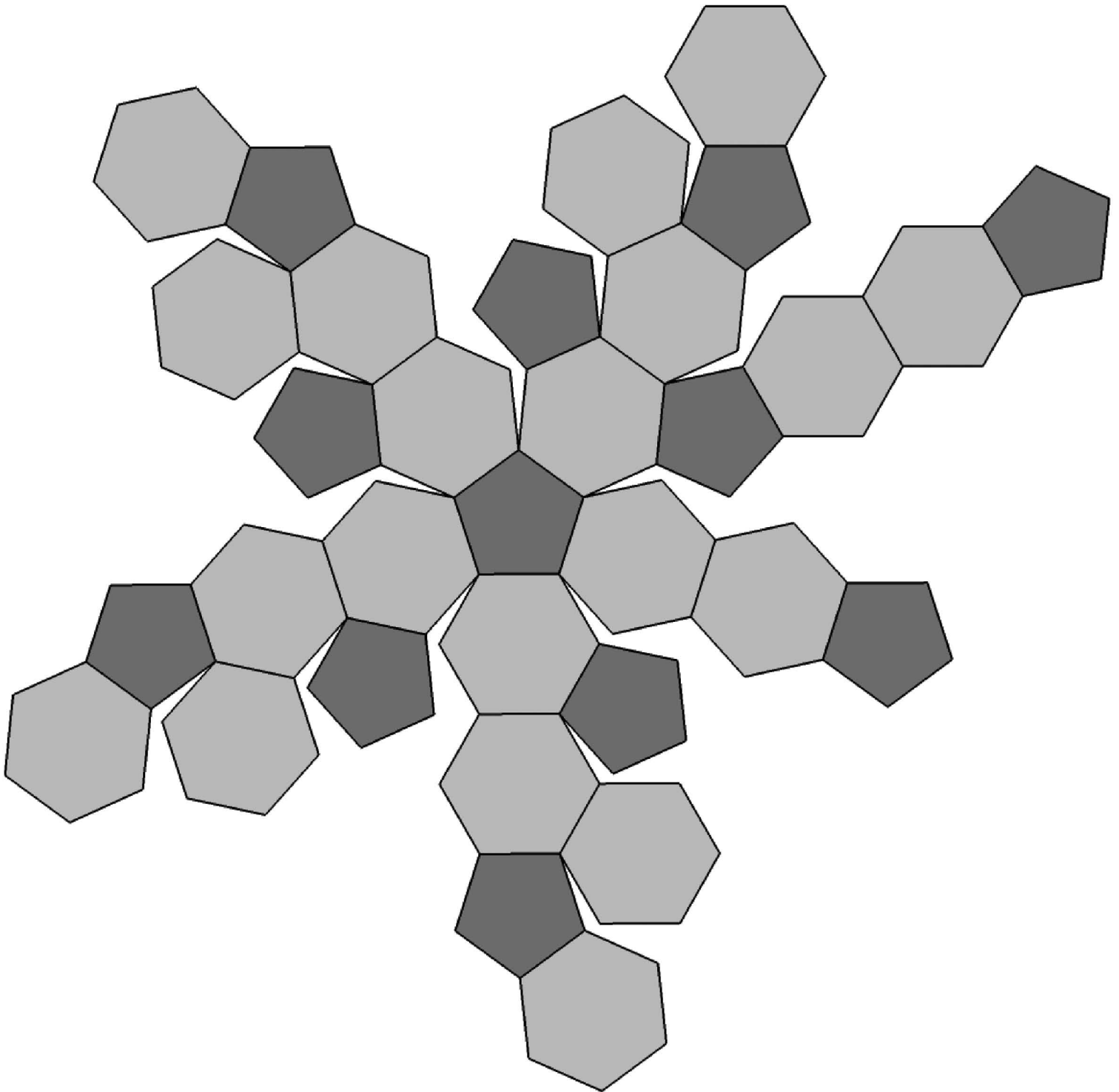
Preserving Heaven

Preserve seven or more celestial redoubts
from destruction.

The Champion

Best every other player (God or Hero, take
your pick in each case) in single combat.

DEICIDE



TURN SEQUENCE

IMMORTAL PHASE (GODS): MOVE (UP TO 3, CELESTIAL REDOUBTS ONLY), THEN ACTION

MORTAL PHASE (HEROES, ARMIES, ZEALOTS): MOVE (HEROES 2, OTHERS 1), THEN HEROES ACTION

ACTIONS

GOD ACTIONS: PARLEY, EVANGELIZE ARMY, MIRACLE, ATTACK WITH NATURE, ATTACK WITH ZEALOTS, ATTACK WITH MONSTERS, CHALLENGE TO SINGLE COMBAT

HERO ACTIONS: PARLEY, RAISE ARMY, CONVERT ZEALOTS, ATTACK WITH ARMIES, CHALLENGE TO SINGLE COMBAT

