

Maori:

Cannibals at War

Living Rules of Play

Version 0,8

Attention, this version is still unfinished. It will be subject to changes especially graphics and still may contain mistakes. Any negative conclusions about the final version are therefore inappropriate. Constructive improvement proposals are welcome. (Not on layout because this is still to follow).

The time: about 1450 AD.

The place: the Polynesian island chain of Aotearoa, now known as New Zealand. The clan chiefs have always struggled for control of your island, since it was first discovered (totally uninhabited) several generations ago. But now, population pressures have added new impetus to these clashes, and the traditional divisions of North Island are ready to collapse into the chaos of war. Will you succeed in becoming New Zealand's sole chieftain? Or will you and your warriors be on the menu of your opponent's victory celebration?

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1. INTRODUCTION

Maori is an historic simulation game for one to four players, depicting clan warfare typical in New Zealand before European colonization. Players build war canoes and train warriors to create a force to strike at their adversaries, while protecting their home village. The player himself is represented on the board as the Head Chieftain unit- if this unit is killed, the game is lost.

Each turn of the game represents about two weeks of real time. Each hexagon on the game board (hereafter referred to as "hexes") spans about 12 statute miles of New Zealand.





2. COMPONENTS

Each copy of *Maori* should contain a map, a sheet of counters, and the rules; a 6-sided die is also needed for play.

2.1 Playing Pieces

See the appendix for a description of the playing pieces' graphics.

Units:



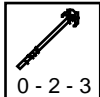

			
0 - 3	1	2	3
Population	Militia	Slings	Slings
Warriors			
units			



Elite Troops Scout Royal Guard
 (front) (back)

All of the preceding except Population units are Combat Units. The number on each Unit represents its combat value.

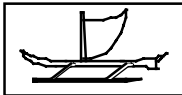
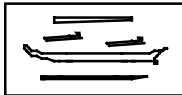


Leaders:

			
1 - 3 - 4	1 - 0 - 0	0 - 2 - 3	0 - 1 - 2

Paramount Tohunga Clan Elder -
 shaken (Shaman) (front)
 Chief (back)

The first number is the Leader's combat value; the second is his leadership rating; the third is his movement allowance. The leadership rating indicates the number of Units which the Leader may take with him as he moves.

Movable Markers:

	
War canoe (Waka Toa)	Part-built Canoe
	
Big Log	Hunted Moa/Seal

Immovable Markers:

		
Village (Kainga)	Home Village	Part-built Village



Level 1 Pa Seal



Level 2 Pa Seal



Moa

2.2 The Map

The map is divided into eighteen areas, each of which consists of four or more hexes. The areas' names indicate tribal (iwi) or regional names at the time of first European contact.

3. SET UP

Before play begins, place a Moa marker on each hex on the map with a Moa symbol in it (three on North Island, four on South Island). Also, place all of each player's Clan Elders in an opaque container, like a coffee mug.

3.1 Home Areas

The first step of the game is to determine each player's Home Area. Roll on the Random Area Selection Table (on the Game Map); the result is the first player's Home Area. Then roll for the other players. If the selected area is adjacent to another player's Home Area, then roll again. Players may use common sense to re-roll on the Table until a Home Area is selected which is not too close to the other players'. A Home Area can be placed on South Island only in four-player games.

Each player controls only his Home Area at the start of a game; a randomly selected control marker of the appropriate color is placed on the map alongside the name of each Home Area. Randomly selected Neutral markers are placed alongside the names of the remaining Areas. Each player's remaining Control markers should be set aside, Neutral side up.

3.2 Home Villages

Once each player has been allocated a Home Area, he places his Home Village in a specific hex within that Area. Home Villages (like all Villages) must always be set up in a Clear

Land or Coastal hex with a River running through it. Next he places his Head Chieftain, his Shaman, and one Warrior in his Home Village. Finally he sets up two Population units, anywhere in his Home Area.

4. TURN SEQUENCE

Each game turn consists of the following steps, played in this sequence:

1. Initiative & Random Events Step. (see section 5.)
3. First Player Turn:
 - A. Construction and Training Step (see section 6.)
 - B. Area Control Step (see section 7.)
 - C. Movement Step (see sections 8 and 9.)
 - D. Combat Step (see section 10.)
4. Additional Player Turns: Repeat steps A, B, C and D for each player in the game.
5. Advance the Game Turn Marker. (see section 11.)



5. INITIATIVE & RANDOM EVENTS

The order in which players move will vary from turn to turn. In the Initiative & Random Events Phase of each game-turn (*i.e.*, at the start of each game-turn), each player rolls a die. High-roller gains the initiative for that turn, and places the "Initiative" marker in front of him. (In the event of a tie, those tied roll again until a winner emerges). The player with the initiative chooses which player moves first that turn, and whether play proceeds clockwise or counter-clockwise. It is his responsibility to keep track of whose player-turn it is, and when the game-turn is completed.

From game-turn 2 onwards, of course, one player *begins* the turn with the initiative marker in front of him (from the previous turn). *This* player must subtract 2 from his initiative determination die roll. The initiative marker then passes to whichever player is high-roller. If the player who already has the initiative marker in his possession *again* wins possession (despite having subtracted 2 from his die-roll), he flips the initiative marker over to its "x2" side. When rolling the next turn, he must subtract 4 from his initiative die-roll.

The "-2" or "-4" die-roll modifier is applied only once per game-turn. In the event of a tie, it is *not* applied when the players roll again.

After determining the player turn order, the player with the initiative rolls on the Random Events Table. Each event is identified by a two-digit number; the first digit is the first number rolled on one die, the second digit is the second number rolled on a die. Read the indicated event on the Random Events Table. A third die is then rolled.

Example: The player with the initiative first rolls a 4, and then a 6. Event number 46 is consulted, which indicates excessive rain for this turn. A third die is then rolled to see how bad the rain will be.

Events directed to occur immediately are resolved in this Step, before any other action takes place. All references to the "rolling" player indicates the player rolling the dice; that is, the player with the initiative this turn. Consult the *Random Area Selection Table* when an event occurs in a "randomly selected area". "Adjacent areas" include all areas sharing a land boundary, regardless of who controls the area. When a Village, Clan Elder, Big Log, Moa or other counter is to be randomly selected, simply assign a number to each eligible counter, and roll one die until a result is obtained.

6. CONSTRUCTION & TRAINING

6.1 General

Villages and War canoes may be constructed and Combat Units trained throughout the course of the game. Consult the *Build Chart* to determine the resources needed, the appropriate locations and the steps required to create the desired item. In most cases, one item is exchanged for another, using the facilities and talents inherent to a Village. (Exceptions to this pattern are the gathering of Big Logs, Moa, and Seals; and the construction of Villages themselves.)

Such exchange occurs, during the Construction and Training Step. Any item that meets all the requirements listed on the *Build Chart* at the *start* of the Construction and Training phase may be exchanged for the desired item. A Village can facilitate only *one* construction or training (not both) per turn (exceptions: see 6.4 Moa and Seals and 6.5 Cannibalism). Each Forest hex can supply only one Big Log per player-turn; each Moa and Seal hex can supply (at most) one Hunted Moa marker in a turn (see 6.4 Moa and Seals).

Note that there is no requirement to announce in advance what will be built. Players may change their minds, or even stack the resources to build more than one item on a Village, and decide what is built in the following Construction and Training Step. Once an item is built, however, it can not be undone. (Exceptions: all Combat Units may be converted to Population units at any time; and see Villages below.) The counter mix is not intended to be a limiting factor; players may make extra counters as required (except each player may build only *one* Royal Guard unit and *five* Scouts).

6.2 Villages

A player's Home Village is established during game set up. If a player's Home Village is captured by the enemy, he must designate another Village as his new Home Village. If a player loses all of his Villages to the enemy, the next Village he constructs must be his new Home Village. A player may not voluntarily designate a Village his new Home Village.

Each Village must be supported by an agricultural area around it; therefore, each Area can contain only *one* Village. A Village may only be built on a Clear Land hex with a River running through it (or with a Lake in it), in an area that the player controls (see 7. Area Control). A "Coastal Village" is simply a Village on a Coastal hex. Villages have one Population unit inherent within them (see the *Build Chart*). A Village may be exchanged for a Part-built Village and a Population unit during any Construction and Training Step in which it is not involved in any builds.

If Units *attacked* in a Village hex are forced to retreat, that Village is captured by the enemy. Replace it with a Part-built Village and a Population unit that retreats out of the hex with any defending Combat Units. A Part-built Village that is attacked is itself unaffected; nor does it yield an extra Population unit to any retreating defenders. A Village is not captured if Units defeated in another hex retreat *through* it. An undefended Village must be attacked to be captured; in this case, the Village's owner defends with no modifier to his die roll (see 10. Combat).

6.3 Pa (Fortified Villages)

Pa (Maori fortified places) are immovable markers players may construct. A Level 1 Pa is mainly earthworks. Level 2 adds a wooden palisade, thus adding the Big Log need (see the *Build Chart*). Note that the Village can do no other construction or training while fortifying.

Pa add to the combat strength of any Units defending in their hex. Level 1 Pa add 1 combat point, while Level 2 Pa add 2 combat points. Pa do not exert a Zone of Influence (see 8.5) by themselves. Enemy Units may move through their hex just like unfortified Villages. If the enemy Units choose to attack, the Village defends with the value of its Pa. (See 10.1, Combat.)

After resolving the attack, the attacker may suffer losses. If a level 1 Pa was attacked, the *defender* chooses any *one* Unit and rolls a die. On an even roll, there is no effect; on an

odd roll, the Unit is reduced one step, as if it had Panicked. At a level 2 Pa, the *defender* chooses *two* attacking Units (if there is only one attacking Unit, roll twice on it). This occurs regardless of whether the attacker won or not, before the loser's retreat is begun.

If an enemy attack succeeds, then the Village in the hex is replaced by a Part-built Village and a Population unit (as usual). Next, replace Level 2 Pa with a Level 1 Pa; Level 1 Pa remain in place, unaffected. (This also occurs if a fortified Village is completely removed by a Random Event or a player's defeat.) Level 1 Pa add their combat strength to *any* defenders in the hex while their Village remains Part-built. They may not be improved to Level 2 until after their Village has been re-built.

6.4 Moa and Seals

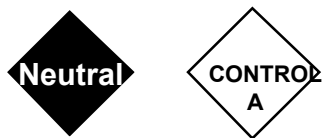
If a Population or Combat Unit begins its Construction and Training Phase in a hex with a Moa or a Seal counter, flip the counter to its Hunted side. If any Hunted Moa/Seal counters begin a Construction and Training Step on a Village, one must be removed (eaten). The additional protein source allows *two* builds to take place on this Village this turn. This may involve two different builds (e.g., Militia to Warrior and Big Log to Part-built Canoe) or one counter going two steps (e.g., Big Log to War Canoe).

Moa reproduction occurs at the start of the Initiative Step in every even-numbered game turn. On North Island, if one of the hexes with a Moa symbol is empty, place a Moa counter on it. In every other situation on North Island (three, one, or no counters) do not place a new Moa counter. On South Island, if one or two of the hexes with a Moa symbol are empty, place one Moa counter; randomly select which hex if two are available. Once the Moa have been reduced to one counter, there is no longer sufficient density for them to be reproductively viable. When the last marker is hunted, they are extinct.

Seal reproduction occurs at the start of the first Initiative Step in each new Season (every 6 turns). If any of the hexes with a Seal symbol is empty, then place one Seal counter. Shift all Seal counters as necessary so that the southern-most Seal symbols are occupied by a Seal counter. The seal population in New Zealand responded to hunting pressure by the Maori, by shifting their calving beaches further and further south.

6.5 Cannibalism

If any captured Population units (see 10.2 Combat Procedure) begin a Construction and Training Step on a Village, one must be removed (eaten). The additional protein source and increase to the clan's fighting spirit allows *two* builds to take place on this Village this turn, in the same manner as Moa (see above). All Hunted Moa/Seal in a Village must be eaten before any captured Population units can be eaten in the same Village.



7. AREA CONTROL

Most Areas are neutral at the start of the game; each player controls only his Home Area at this time. A player can take control of a neutral area by moving his Paramount Chief and at least one Combat Unit into the area. If these conditions are met at the start of his Area Control Step, and no enemy Combat Units are in the area, the player takes control of the neutral area. Flip the Neutral marker over, read the letter under the word "Control", and apply the corresponding result from the *Neutral Area Special Events Table*. Replace the Control marker with one of the player's Control markers, if necessary. In the same Step, place 3 of the player's Population units anywhere in the area (unless otherwise directed by Special Events). Also place one Clan Elder unit in the area- if the player rolls an even number on one die roll. (Pick a Clan

Elder from your coffee mug: see 12.1 Clan Elders.)

A player takes control of an area *from an enemy player* if, at the start of his Area Control Step, he is the only player with Combat Units in the area *and* there is no (fully built) Village in the area. Place the enemy control marker with his other off map markers, neutral-side-up. Put one of the player's markers in its place. No Clan Elder or Population units are received if taking control of an area from another player.

Area control is important in tallying victory conditions. Also, a Village may only be built in a controlled area.

8. LAND MOVEMENT

8.1 General

Leaders, Population, and Scouts are the only playing pieces in the game capable of independent movement. Paramount Chiefs and Clan Elders are capable of moving other Units. Their leadership rating indicates how many Units they are capable of moving with them.

8.2 Leaders

The Paramount Chief can move himself, and up to 3 Units stacked with him, up to 4 movement points per turn. A Clan Elder can move himself and from 1 to 3 Units (depending upon his leadership rating), from 2 to 4 movement points per turn (depending upon his movement allowance). Tohunga can only be moved by the Head Chieftain. Clear Land costs one movement point to enter; Forests cost two points. Movement is not allowed across Mountain hex sides. (See the *Terrain Effects Chart*.) A player may move all, some, or none of his Leaders in his turn, to the limit of their movement allowance. Movement points may not be transferred from one Leader to another nor accumulated from turn to turn. The Paramount Chief may move any number of Clan Elders and the Tohunga in addition to 3 Units stacked with him; these Clan Elders, however, may not move on their own in the same turn, nor may they make use of their

leadership rating (*i.e.*, they cannot, if being moved by the Paramount Chief, also move Units themselves).

Scouts are the only Combat Units that can move by themselves (up to 3 movement points). All other Combat Units must be moved by a Leader.

A player must complete *all* movement with one Leader before beginning movement with another. A Unit may only be moved by *one* leader in a turn. Leaders may pick up and drop off Units in any hex as they pass through, as long as the above rules are always complied with.

8.3 Stacking

There is *no* limit to the number of Units and Movable Markers that may be stacked in one hex. There *is* a limit to the number of Units that may attack or defend in a hex (see 10. Combat).

Players may *not* examine the counters within an enemy player's stack. Paramount Chiefs must be placed at the top of their stack; Clan Elders must be placed at the top if their Paramount Chief is not in the stack. Villages are placed at the top of their stack if there are no Leaders in the hex; place any Pa on top of the Village.

8.4 Population Movement

Population units may move 3 movement points on land (on their own) or they may be moved by Leaders (but never both in one turn). They may carry one Big Log, Part-built Canoe *or* Hunted Moa/Seal marker with them as they move, freely dropping them off or picking them up. Each of these markers may only be moved by one Population unit in a turn. A Combat unit can only carry one Hunted Moa/Seal marker. Completed War canoes can not be carried; they may only move at sea by being paddled (see 9. Sea Movement).

Enemy Population units captured in combat (see 10.2) must always be accompanied by a friendly Combat or Population unit, or be in a Village. Each Unit may take one captured

Population unit with it as it moves. (The captured unit does not count against leadership rating limits.) If a previously captured Population unit is un-accompanied at any point in any player's turn, then it immediately returns to the original player's control. He immediately moves it up to four movement points- even if it is not currently his turn.

8.5 Land Zones of Influence

The six hexes next to a Combat Unit are known as a Zone of Influence (hereafter referred to as a "ZI"). When a Leader enters a hex in an enemy ZI, it must stop and move no further that turn, unless it moves directly into the hex containing the enemy Unit (providing, of course, that it has enough movement points remaining to get there). Note that any Unit moving into a hex with enemy Combat Units must attack those Units (see 10. Combat).

Enemy Combat Units will usually be hidden in a stack. When a player's Units first move adjacent to an enemy stack, the enemy player must declare if a ZI exists, and show one Combat Unit. If the enemy player does not show a Combat Unit (or chooses not to) then the moving Units may continue by. (The enemy player may not declare a ZI in that stack for the remainder of the player-turn.)

Population units moving alone may not move into an enemy ZI (unless a friendly Combat Unit is in the hex). Leaders, Population units, and all Markers (including Villages and Pa) do *not* have a ZI unless they are stacked with Combat Units. Enemy Units may freely move past them or even through the hex they occupy, if they are not stacked with Combat Units. Alternately, enemy Units may stop in their hex and attack them. Land ZI's do not extend into hexes a Leader would not normally be able to move into (All-Sea hexes or across Mountain or All-Sea hex sides).

9. SEA MOVEMENT

9.1 General

A War canoe can carry one or two Units plus any number of Leaders, plus up to two Hunted Moa/Seal markers. In order to move, a War canoe must either contain a Leader or a Scout. Also, there must be at least one Combat Unit in each War canoe (paddling!) for it to move. The Leaders' movement allowance governs War canoe movement. When moving by War canoe, All-Sea and Coastal hexes cost one-third (1/3) of a movement point to enter. A War canoe may not end its turn at sea: you *must* reserve enough movement points to reach a coastal hex.

The Paramount Chief can command up to 3 War canoes; Clan Elders can command a number equal to their leadership rating. Scouts can only move one War canoe. It costs 1/3 of a movement point to embark a fleet (including Units moving with the Leader and any Units already in the hex with the War canoes). If all of the counters moving by sea begin the Movement Step in the same coastal hex, then there is no cost to embark. Note that Leaders can command up to twice as many Units in canoes as they can when they are on land. Canoes manned by one Unit may embark another friendly Unit already on a coastal hex for an additional 1/3 movement point. Canoes manned by two Units may disembark one Unit on a coastal hex for no additional cost. The Leader commanding a sea expedition may disembark in a coastal hex, along with all Units in the canoes, at no cost. He may continue moving (if movement points remain) with as many Units as he can command on land. Any additional Units, and the War canoes, remain beached in that hex.

9.2 Sea Zones of Influence

War canoes manned with at least one Combat Unit and the Paramount Chief or a Clan Elder, based in a coastal hex, exert a ZI at sea similar to a land ZI. Enemy canoes entering a sea or coastal hex adjacent to them (if they wish to continue moving) must then move into their hex and attack them.

If a canoe manned as above is based in a coastal hex containing a friendly Village, they exert a *two*-hex ZI at sea. Enemy canoes entering a hex two hexes from such canoes, if they wish to continue moving, must move adjacent to the hex, and then directly into the hex to attack them. (Assuming, of course, enough movement points are available.)

9.3 Canoe Portage

Sea movement with War canoes is possible at the canoe portage in Ngati Whatua area. It costs 2 movement points for War Canoes to move along the portage path from one hex to the other. Portaging is not allowed if either portage hex is in an enemy land or sea Zone of Influence. It is not necessary for the moving player to control Ngati Whatua area.

10. COMBAT

10.1 General

When a player moves into a hex containing enemy Combat Units, he must attack those Units during his Combat Step. Only two Units from each side may attack or defend (owner's choice); up to three may take part if at least one Unit is a Slinger, or a Royal Guard flipped to its 3-point missile weapons side. The owner of a Royal Guard decides at the instant of combat whether to use its 5-point foot soldier side or its 3-point missile weapons side. Any number of Leaders may be involved. All Units and Leaders in a hex suffer the results of combat.

10.2 Procedure

The attacker totals the combat values of the Units and Leaders involved. The defender does the same, also adding 1 if the combat is in a Forest hex, and the strength of any Pa in the hex. The player with the larger number subtracts the smaller number, and arrives at his Combat Modifier. This is added to his die roll.

Each player rolls one six-sided die, with one player adding his Combat Modifier to his roll.

The player rolling the higher number (as modified) wins the combat. If it is a tie, the defender is the winner. The loser removes his Shaman, if present (see 12.2). The loser must retreat from the combat hex. If the winner's modified roll is 0, 1, 2 or 3 greater than the loser's, then the loser must retreat one hex. If the difference is 4 or more, divide this number by 2 and drop fractions. The result is the number of hexes the loser must retreat.

Example: A force of two Elite Troops, one Slinger & a Paramount Chief (4+4+2+1=11) attacks a Forest hex containing two Warriors, a Militia unit, and a zero-strength Clan Elder (only two Combat Units can be counted, 3+3=6, +1 bonus in a Forest hex, =7). The attacker adds a Combat Modifier of 4 to his die roll (11-7=4). He rolls a 4 (+4=8), the defender rolls a 3. All three defenders must retreat two hexes (8-3=5, 5÷2=2, drop fraction).

If the attack occurred in a hex containing a Pa, then the attacker may suffer losses in the attack. See 6.3 Fortified Villages (Pa) for how to determine these losses.

The loser then determines how many units Panic. Each retreating Unit and Clan Elder rolls one die as it enters each hex that it must retreat to. If the die roll is even, the Unit does not Panic. If the die roll is odd, the Unit Panics. If a Royal Guard Panics, it is immediately converted to a Warrior. If Elite Troops, Warriors, or Slingers Panic, they are immediately converted to Militia. If a Militia Panics, it is converted to a Population unit. If a Population unit Panics, it is captured by enemy units involved in the attack, providing they are in an adjacent hex when the Panic occurs. Move the captured Population unit back to the enemy Units. The capturing player must immediately decide if he will substitute one of his own Population units, or keep the captured enemy Population unit (see 6.5 Cannibalism). If the Units accompanying previously captured Population units loose in combat, then the captured Population units are immediately captured by the winning player.

When a Clan Elder Panics, flip his counter over to its shaken side. He must now use these reduced values. If a shaken Clan Elder Panics, he is captured by an adjacent opponent (follow the capture rule in 12.1 Clan Elders).

Any shaken Clan Elder that begins his Construction and Training Step in a friendly Village is flipped back to his full-strength side. This is not considered a build; the Village can also build normally.

Paramount Chiefs never Panic. Additionally, if a Clan Elder is retreating in the same stack as his Paramount Chief, he will only Panic on a roll of 1 or 3 (not 5).

The winner of a combat may pursue retreating enemy Units, if they retreat more than one hex. He may advance into each vacated hex as the loser retreats, even if the advance would violate normal Zone of Influence rules. The winner must announce his decision whether or not to advance, before the loser rolls for possible Panic of Units retreating from that hex.

Example: Two Warriors, one Militia and a Clan Elder must retreat two hexes. On the first hex retreated to, the battle loser first rolls a 1; the Militia is converted to a Population unit. Then he rolls a 2 and a 3; one Warrior is converted to a Militia. He then rolls a 5; flip the Clan Elder over to its shaken side. The loser retreats another hex. The winner chooses to advance into the vacated hex. The loser rolls a 4 on the Warrior, a 6 on the Militia and a 2 on the Clan Elder, but a 3 on the Population unit. The Population unit Panics, and is moved back to and captured by the adjacent enemy Units. (If the enemy Units had chosen not to advance, the Population unit would have suffered no ill effects from Panicking.) The winner decides to substitute one of his own Population units for the captured one; it will act in all regards as a "native" Population unit.

If a retreating Leader finds himself alone (*i.e.*, unaccompanied even by a Population unit), next to pursuing enemy Units, he is captured by those Units. Move the captured Leader back into the attackers' hex. See 12.1 Clan

Elders and 12.3 Paramount Chiefs for how to handle their capture.

10.3 Retreat Path

Retreating Units must follow the most direct path, measured in movement points, back toward their Home Village. If more than one route is of equal distance then the *winner* of the combat determines which way the units will retreat. Retreating units may not cross hex sides they are not normally able to move across, nor may they enter hexes occupied by enemy Combat Units. Retreating units may ignore all enemy ZI's. If Units retreat through a hex containing friendly Units and/or Leaders, they join in the retreat and are susceptible to Panics. Markers, including Villages and Pa, remain unaffected by Units retreating, and advancing, through them (unless the combat started in a Village hex; see 6.2 Villages). War canoes never join Units retreating or advancing after land combat.

If Units and Leaders forced to retreat have no Home Village or no legal hex to retreat to, they are all captured by the winning Units in the attack. Convert all captured Combat Units to Population units- the capturing player must immediately decide if he will substitute one of his own Population units, or keep, each enemy Population unit (see 6.5 Cannibalism).

If a player whose Home Village is on North Island loses in combat on South Island, his Units and Leaders may retreat to any friendly Village on South Island. If a player whose Home Village is on South Island loses in combat on North Island, his Units may retreat to any friendly Village on North Island. If Units and Leaders have no friendly Village on the island they have lost in combat on, then they have no legal hex to retreat to. They are all captured by the winning Units as above.

Retreating Units and Leaders stop when they enter their Home Village (or Village), even if the combat result indicated additional hexes to retreat. If the combat took place in their Home Village, the losing player must immediately designate a new Home Village

(see 6.2 Villages) and retreat towards it. If he controls no other Villages, the Units and Leaders have no hex to retreat to, and they are captured as described above.

11. GAME LENGTH

11.1 General

The game ends the moment there is only one player's Paramount Chief on New Zealand, even if some areas are neutral. The game may end before this, when called for by a Random Event, or when it becomes obvious that the resources left on New Zealand will not support further warfare. This requires the agreement of all remaining players. Alternatively, players may agree to a limit before the game begins. This limit can be a specific number of seasons or a length of real time.



11.2 Game Turn Marker

After the completion of a game turn, advance the Game Turn marker one space on the *Seasonal Game Turn Track* (on the Game Map). After six turns, return the Game Turn marker to the first space, and advance the Season marker one space. (Four seasons represents a year of game time.) Players should place defeated Tohunga counters two spaces ahead of the Turn marker to indicate when this unit will return to play (see 12.2 Tohunga).

12. LEADERS

12.1 Clan Elders

These pieces represent the leadership inherent to each area. When they choose to join you in your quest to control New Zealand, a counter is placed in the area. If they are against you, your show of force is enough to commandeer the area's resources.

At the start of the game, each player should place all his Clan Elders in an opaque container, like a coffee mug. When Clan

Elders are subsequently called for, the owning player picks them at random.

When a Clan Elder is captured in combat, his counter is placed back in the coffee mug. The capturing player then rolls one die; on a roll of 1, the Clan Elder remains removed from play (he was either killed in combat or, more likely, he simply got disheartened and went home). On every other die roll, the Clan Elder joins the capturing player's side. Replace him with a randomly drawn Clan Elder of the capturing side.

12.2 Tohunga

Each player begins the game with one Tohunga (otherwise known as a shaman). The Polynesians believed that these men were able to direct the *mana*, or sacred power, of the clan's war god against their enemies. This gave a psychological boost to the warriors, represented by the Tohunga's combat value.

If the Tohunga's efforts failed, however, he was obviously a fraud. Therefore, any time a Tohunga is involved on the losing side of a battle, immediately remove his counter from play. It would take about a month for a new Tohunga to establish his authenticity with the iwi (tribe). Replace the Tohunga counter on his Home Village in the Construction and Training Step two turns after it is eliminated in battle. This represents a new Tohunga having risen to power in the clan.

The North Cape, in Aupouri area on North Island, was considered the religious center of the islands; all departed souls passed over this point on their way to eternity (Te Rerenga Wairua, the "pathway of the spirits"). The Tohunga of the Aupouri clan is considered the head Shaman for New Zealand. Any player who takes control of Aupouri (or begins the game with it as his Home Area) immediately flips over his usual 1-0-0 Tohunga to its 2-0-0 side. If control of Aupouri is taken by another player, the previous owner retains his 2-0-0 Tohunga until it is lost in combat. In this case, there are two claimants to the head Tohunga title (one in "exile"). If the 2-0-0 Tohunga is lost in

combat, it is replaced by another 2-0-0 Tohunga only if the player has control of Aupouri two turns later, when the Tohunga reappears on his Home Village.

12.3 Paramount Chiefs

You are represented on the board by the Paramount Chief. The power of this unit is tremendous: leadership of an unequalled number of Combat Units, a combat bonus, and the critical political ability to convert neutral areas. The Tohunga will follow no one else!

When a player's Paramount Chief is captured in combat, he suffers a Total Defeat. If two or three players remain in the game, then roll one die for each Unit, Clan Elder, and Village on the map owned by the defeated player. On an odd roll, it is removed from the map. On an even roll, the piece is replaced by one of the capturing player's pieces. All Movable Markers remain in place. The capturing player takes control of any areas in which he gains control of a Village. Any other area Control markers remain in place. They do not help the defeated player, but other players take control of these areas as if they were controlled by an enemy player (see 7. Area Control).

13. VICTORY DETERMINATION

Your objective in the game is to take full control of the islands of New Zealand. If more than one player controls territory at the end of the game (or if some areas remain neutral), then the number of areas a player controls determines his level of victory (or defeat):

15-19 Areas controlled: Total Victory.
12-14 Areas: Substantive Victory.
8-11 Areas: Marginal Victory.
5-7 Areas: Marginal Defeat.
1-4 Areas: Substantive Defeat.
0 Areas controlled: Total Defeat.

A player whose Paramount Chief is captured suffers a Total Defeat. The winning player is the player with the highest level of victory (or, the lowest level of defeat). Ties can be

broken: simply compare the precise number of Areas controlled.

14. ADVANCED RULES

The following rules add an extra degree of realism (and complexity) to this simulation. It is recommended that the basic game be played at least once before any Advanced Rules are added. Individual rules may be added as the players wish.



14.1 Forest Depletion

Immediately after a player extracts a Big Log from a Forest hex during his Construction and Training Step, he must roll one die. If he rolls a 1, then roll again. If this second roll is even, then there is no effect. If it is odd, then that Forest hex is permanently depleted. Place a Stump Marker in the hex; the Big Log that the player has just harvested is the last tree suitable for construction in this part of the island's forest. No more Big Logs can be extracted from this hex for the remainder of the game.

A depleted Forest hex does not lose its other attributes. It still costs two movement points to enter such a hex, and Combat Units defending in the hex still add one to their combat value.

14.2 Variable Movement

A range of outcomes are possible each time Units engage in combat. Many gamers believe the same should be true of movement.

With this rule, each Movement Step is divided into two parts. In the first part, a player moves all of his independently moving Population units up to (the usual) 3 movement points. He also moves all of his Scouts, all Clan Elders, and his Paramount Chief up to 2 movement points. Note that all of the usual restrictions to movement apply,

including completing the movement of one piece before beginning another's.

In the second part of the Movement Step, the player rolls one die on the *Variable Movement Table* (on the Game Map) for each Scout and Leader that moved 2 movement points in the first part of this Movement Step. (Any Leader which did not move, or moved only 1 movement point, does not roll on the *Table*.) The result is the number of additional movement points available to this Leader for this turn. Complete the movement of one Scout or Leader before rolling on the *Variable Movement Table* for the next.

On a result of "-1", the Leader (and all Units moving with him) must move *back* one hex, to the hex he had moved from. If the Leader had been moving in a War canoe(s), move it (them) back one full movement point (usually three hexes).

If a Scout or Leader wishes to enter a Forest hex on his second movement point in the first part of the Movement Step, then place his stack half-way into the hex. This indicates that only one additional movement point is required to complete the movement into the Forest hex. If the player does not attain at least one movement point on the *Variable Movement Table*, then place the stack back on the hex adjacent to the Forest.

14.3 Forced March

With this rule, Leaders may attempt to inspire their troops to perform exceptional feats of marching (or paddling) stamina. This attempt will meet varying degrees of success. Sometimes it won't work at all; and sometimes the attempt will be so disruptive, it will reduce the effectiveness of the fighting force.

After all regular Movement is complete, each Leader may attempt a Forced March. (Scouts can not attempt a Forced March.) Roll one die on the "Forced March" column on the *Variable Movement Table*. The Leader and the Units moving with him now move up to this number of movement points.

After a stack completes its Forced March, and even if the result on the *Variable Movement*

Table was zero, roll one die. If the result is even, then there is no effect. If the result is odd, then each Unit (but not Clan Elders) in the stack must roll once each for Panic. Apply the results as described under Combat (10.2).

14.4 Whare Purakau

The Maori had a tradition of establishing a "house of learning warfare" or whare purakau. When this rule is in effect, players have one wahare purakau which they may build on any hex containing one of their Villages. During the Construction and Training Step, remove one Warrior from the hex and place the player's whare purakau (this is the Village's build for the turn).

If a player has a whare purakau (anywhere on the map) and his opponent does not, then that player wins tie combat rolls, even when he is attacking. The whare purakau also defends with a combat value of 2 in the hex it occupies. Once they are built, they may not be moved nor removed by the player.

If combat is lost in a hex containing a player's whare purakau, then it is removed and a Warrior is put in its place. This Warrior retreats from the hex and rolls for panics, as in normal combat resolution.

14.5 Dummy Units

With this rule, each player has 3 Dummy Units available for his use. Dummy Units can be placed under a Village during a player's Construction and Training Step. They may only move under a leader, and they count against that leader's leadership rating and against War canoe capacity. They are not considered Combat Units, and thus can not paddle canoes.

Dummy Units may be removed by the owning player at any time. They must be removed when revealed in combat.

15. SOLITAIRE RULES

The following rules generate and control the activities of hostile units. All normal rules apply, with these exceptions. Taking control

of a neutral area is no longer automatic. Instead, roll on the following table:

- 1: Area is hostile, armed, and developed: place 1 Elite Troops, 1 Warriors and 1 Village in the area.
- 2: Area is friendly: place 3 Population units in the area, as in the regular rules.
- 3: Area is hostile and armed: place 2 Warriors and 1 hostile Population unit in the area.
- 4: Area is very friendly: place 3 Population units and a Clan Elder in the area, as in the regular rules.
- 5: Area is hostile but unarmed: place 3 hostile Population units in the area.
- 6: Area is very friendly (same as 4 above).

When six or fewer areas in New Zealand remain neutral, you must subtract 2 from your die-roll. Treat a "zero" the same as a "2". Treat a "negative 1" the same as a "1", except add a Slingers to the hostile forces listed.

Hostile Combat Units are placed together in a randomly selected clear hex in the area. Hostile Population units are placed separately, each in any randomly selected hex in the area, including Forest hexes. Hostile Villages are placed in any hex they could have been built on, randomly selected when more than one hex in the area is eligible.

Your Paramount Chief and his escort may move directly out of a hostile area in the immediately following Movement Step (even if hostile Combat Units were placed in the same hex they occupy) to avoid activating the area. Inactive hostile units will not move from where they were placed. Inactive hostile Combat Units do have a ZI. If any of your Combat Units *move into* an inactive hostile area, it becomes activated.

Activated hostile Population units still remain in the hex where they were placed. Activated Combat Units take part in a Movement Step and a Combat Step immediately following each of your turns. In their Movement Step, all activated Combat

Units will move 3 movement points toward your Home Village. They use all 3 points whenever possible, taking the shortest route as measured in movement points (randomly select equal routes). They ignore your Population units and other Villages unless they end their movement there (and then they attack them). If they enter a ZI (or begin their turn in one) they will move in to attack those Combat Units. Hostile Combat Units always Pursue your retreating units as far as possible. If they reach your Home Village, they will attack it and any units in it. If they are successful, they will continue towards your newly designated Home Village. If you have no other Villages, you suffer a Total Defeat.

If hostile Units are defeated in combat, all hostile Population units and Combat Units inside their Home area surrender; replace Combat Units with Population units. If hostile Combat Units are defeated in combat outside their Home area, they will retreat toward their Village or, if no Village was placed (or if you have destroyed it) toward the hex they were originally placed in.

The Solitaire Game ends after the completion of 4 seasons. Determine the total number of areas you control at that time; see the regular Victory Determination table to find out how well you did.

APPENDIX

Counter graphics

The graphics on the counters for Combat Units and Leader Units depict the following Polynesian items:

Militia: "lei o mano", a wood dagger studded with sharks' teeth.

Slingers: leather sling with specially shaped throwing stones.

Warriors: thrusting spear studded with sharks' teeth over a wicker shield.

Elite Troops: war club (the favorite weapon of the elite) over a spiked blow-fish helmet on twisted coconut-husk body armor.

Royal Guard: war helmet covered with colorful bird feathers on the front; throwing spear and sling on the back.

Paramount Chief: crossed war club and flywisk (symbol of authority).

Clan Elder: staff of authority.

Tohunga: war-god mask made of colorful bird feathers.

Player's Notes

When playing *Maori*, it is important to keep each Step rigidly separate from the others. I even subdivide the Steps: collect all your Big Logs before you check each Village (or future Village) in a sequential, rational order. In the Movement Step, I move all my (independently moving) Population units before moving Leaders and Scouts. Again, check each Village to make sure that it will have something useful to offer you in the next Production and Training Step. (But if you forget, and there is nothing on a Village at this Step, you can always build a Level 1 Pa there.) All of this can get confusing if you don't keep things sequential, especially when the initiative roll lets you move twice in a row.

Capt. Cook, upon realizing how prosperous the area from Ngati Awa to Whanau Apanui was, named it the Bay of Plenty. The name stuck. Players will gravitate towards this area, since the close proximity of small areas allows for a dense Village placement. This creates efficiencies and "synergy", which boosts production. It also creates a tempting target.

Always try to build a few War canoes early in the game. This requires some advanced planning; other things always seem to have a higher priority for the resources. You'll be surprised how handy they can be- and your opponent will be even more surprised when you sail right around his frontier defenses and attack his Home Village. To defend against such a move, you must have a War canoe manned in a Coastal Village near your frontier.

A very effective seaborne raiding force consists of a Clan Elder, two War canoes, and three Combat Units, including a Slinger. Quietly gather these units on a Village, and then unleash them on your unsuspecting victim. Prime targets are Coastal Villages in his rear area, often lightly defended and out of range of his major forces. Don't pursue retreating troops- your Clan Elder often can not command all three units in land movement to return to the canoes. Their objective is to disrupt your enemy's production.

If you don't have a spare Clan Elder to build the raiding party, then use two Scouts for the job. They don't have as much combat strength, but they only need one War canoe to get behind your enemy.

Try to keep two (or more) separate, sizable forces on the board. Disaster can happen suddenly, and without the reserve of an additional force, one disaster will be fatal. It's better to have two forces with a strength of 6 each than one force of 12. Slingers are gold-train at least two. Their stacking exemption is the tactical key to victory.

Avoid having a large force stationed close behind a small force or an undefended Village. If an enemy attacks the small force, he is likely to make it retreat 3 or 4 hexes. Since your enemy has some control over the path of that retreat, you can be sure he'll do his best to have your large force retreat, too! Don't put yourself in the position of *hoping* your Population units panic (and therefore join the enemy) before they reach your large force and trigger *their* retreat.

Always keep your Tohunga with your Paramount Chief. It may seem tempting to have that extra combat point stationed with some troops on your flank, but you have to come back to get him with your Paramount Chief if things don't work out as planned. And they seldom do! Your Paramount Chief will end up in places far from where you had planned him to be just two turns earlier. Try to have him end each turn in a neutral area, especially early in the game. Your Paramount Chief is the key to the game.

Even if you get totally discombobulated at the periphery, keep your attention focused on him. If you are able to maximize this piece's potential each turn, you are likely to win the game.

Designer's Notes

Those of you who are familiar with my previously published game, *Tahiti*, will note its similarities to *Maori*. The changes between this game and its predecessor fall into two groups: additions to the *Tahiti* game system, and situations specific to the situation on New Zealand.

The changes from the *Tahiti* system owe a great deal to the one useful review of the game that I have seen, in *Zone of Control* number 4. Those who read the issue will be quite familiar with the Neutral Area Special Events found in *Maori*- they were lifted whole cloth from the article I wrote, accompanying the review.

John Kisner's criticism, "*Tahiti*... cries out for omens and curses and hurricanes" will find my direct response in the Random Events Table. My design developer and I switched hats for this table; Jerry wrote all of the Random Events, and I developed them. Astute readers will note the different writing styles. And John was right- it was great fun coming up with these events. My favorite is event 62, while Jerry's is the infamous number 32. The most bizarre event is, no doubt, number 66-6. Players may wish to treat this as event 11 if they roll it. We just felt that something apocalyptic should happen if the Sign of the Beast comes up on the dice.

The unpredictable nature of Clan Elder generation, criticized in two different reviews of *Tahiti*, has been addressed in a less direct manner. In *Maori* they can now Panic, allowing an unlucky player with few Clan Elders a much better chance of capturing some from his opponents- if he makes this a high priority. Also, the nasty Random Events effecting Clan Elders hit randomly selected Clan Elders, so the more a player has, the more likely he will suffer from the event. A

player unlucky enough to have no Clan Elders can look in gleeful expectation to when events 32 or 36 come up. Also, the new Scout units allow some movement of combat units without leaders.

Other changes to the Tahiti system were mostly housekeeping items. Most obviously, the Area Control step was split out from Construction and Training to make the flow of the game clearer. The core system of *Maori*-Initiative, Construction and Training, Land and Sea Movement, and Combat- remains unchanged from *Tahiti*.

Situations specific to the situation on New Zealand centered on the fact that the Maori took their warfare far more seriously than the Tahitians ever did. This is reflected in several rules. Royal Guard units are available as highly-trained, extra-elite warriors. Villages can be fortified against attack (and, historically, very often were). A subtle indication of the Maori's military acumen can be seen in the game scale: the Maoris are covering three times as much ground as the Tahitians do in movement. (The scale indicated in *Tahiti* is a typo; that map is actually drawn at 4 miles per hex.) Sea Combat has disappeared from the optional rules, because the Maori usually saw war canoes as a means to an end: getting at their enemies to engage in land combat. Players may add Sea Combat to *Maori* if they wish, but don't add coral reefs- there are none in New Zealand.

The map for *Maori* covers only North Island and one small part of South Island. This is because, as is true to this day, over 90% of Maoris lived in this part of New Zealand. There was another small enclave of Maoris on the southern end of South Island, but they were quite isolated from the rest of their people, and did not take part in the warfare endemic to the areas to the north. The most compelling evidence of this assertion is that hundreds of *Pa* have been found all over North Island and the northern tip of South Island, but none have been found south of this.

Many playtesters suggested that there should be a way to fortify villages in *Tahiti*. I

refused to add these, even to the optional rules, because they simply do not exist on that island. On New Zealand, however, they were an integral part of warfare. They were built to give additional power to the defender, of course; but also to make the attacker pay a price. Most included an escape route, so long sieges were not anticipated.

The Moa in *Maori* represent several mid-sized species of flightless birds that were indigenous to New Zealand (*Pachyornis septentrionalis* and *Emeus huttoni*). Unlike ostriches and emus, they had no vestigial wings at all, which is why their graphic in this game seems a bit odd. The Maori found these birds so tasty that they were driven to extinction by about 1500 a.d. There were also other species of Moa in New Zealand. *Dinornis maximus* could grow up to thirteen feet tall (!), while *Megalapteryx didinus* was the size of a chicken. It took the introduction of fire arms in the nineteenth century before these species of moa were also hunted to extinction.

When Capt. James Cook first explored New Zealand for Europeans, he had traveling with him a native Tahitian. The scientists aboard Cook's expedition were amazed to hear this man easily conversing with the natives. The linguistic and cultural similarities proved that, at some point, these people had journeyed the 2,400 miles between New Zealand and Tahiti. However, one Maori cultural peculiarity shocked and disgusted both the Tahitian traveler and his European hosts: the natives often ate their victims captured in warfare. Cannibalism was an important ritualistic aspect of combat in New Zealand; it had to make an appearance in *Maori*.

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A Note on Pronunciation

Polynesian languages are based on a limited number of sounds, with only seven consonants (h, k, l, m, n, p, and w). Every vowel is pronounced, as follows:

a- pronounced ah as in father

e- pronounced ay as in pay

i- pronounced ee as in bee

o- pronounced oh as in toe

u- pronounced oo as in boot

Words are grouped in syllables, none of which are accented. English speakers have problems with this concept, and thus have changed the Polynesian word Hawaii from "ha-why-ee" to "ha-WHY-ee." Keep your stereotype of how native Hawaiians speak in mind when pronouncing place names in this game. Thus, Taranaki is not "tar-ANA-key," but rather "ta-ra-na-key." Kahungunu is "ka-hun-gu-nu." Try it; it's fun.

Game Credits

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