

Blood Tides Rising

Set-up Details - updated

Set-ups may be of one of the following types:

Setup type	No. of characters					Location details		Guild
	E	D	C	B	A	Population	Soldiers	
Overlord	0	0	1	3	2	1800 medium or 1200 very large (Parthian)	150 medium or 100 very large (Parthian) All Overlord soldiers are training level 2 Guards	2 x strength 8
Mercenary	0	1	1	1	1	150 medium Or 100 large (Troll)	300 medium Or 200 large (Troll) All Mercenary soldiers are training level 8 Knights	1 x strength 12
Adventure Party	0	1	1	3	0	-	-	1 x strength 6
Hero	1	1	0	0	0	-	-	1 x strength 9

All starting characters to get 3 actions, priest mages available to **all** starting characters

Be aware that at game start Merchant cities tax ALL guilds inside.

In order to prevent Mercenary positions pooling their starting troops into a factional armies of 2400 troops, half will be given the status “Bodyguard of <name>” and the other half will be given the status “Soldier of <name>” (or something similar if the Main character’s name is over 8 letters long)

Seafarer setups wall type moves down one type (from superior to improved) and force gains:

- 1 x 391 Great Longship
- 1 x 394 Small Merchant
- 1 x 395 Merchant
- 100 x 415 Ship Units

Factional setup restrictions

1) The Kingdom Eternal

Main character Bondsman follower of Rognard

All characters must worship Rognard.

All setups must be Overlords or Mercenaries.

Must setup inside the Kingdom's boundaries as defined in the module document.

The position must start the game with more priest of Rognard ranks than arcanist ranks (individual characters may risk heresy if so desired).

Note - If the setup wishes to avoid issues with the Inquisition it must keep the position and each character having more priest of Rognard ranks than arcanist ranks.

2) The Merchant Princes

Be a Freeman/Dwarf – No religion permitted!! All characters are non-believers.

Must have 20+ points of Merchant across the position, guilds must go in a nearby Merchant city.

If Main is Freeman: May setup as an Overlord and then may request to setup near any module location with Freeman, Elf or Dwarf race population. Will get a nomad camp, seafarer is a permitted setup option.

Or may setup as Hero or AP and then may request to setup anywhere on the map but not within a module location, nor at the site of a module city whose location is unknown.

If Main is Dwarven: Hero or AP only and may request to setup anywhere on the map but not within a module location, nor at the site of a module city whose location is unknown.

Note – the faction members may drop Merchant skills after setup – but in doing so would miss out on a plethora of adventures

3) The Viking Lords

Main character must be Viking – the entire position must either a) all worship Tyr or b) all worship Thor

If they worship Tyr – setup must be Mercenary, must be seafaring, must setup on the coast of the Viking island.

If they worship Thor – setup must be Hero and setup on the Viking island.

4) The Masters of Light/Darkness

Main character may be of any race, but must be an arcanist.

The entire position must either a) all worship Keyshan or b) all worship Arbanne

Setup types are restricted to Hero or AP.

May request to set up anywhere (including in either the Fortress of Light or the Fortress of Darkness) except at the site of any (other) module city whose location is unknown.

5) The Children of the Mad God

Any Race, Hero or AP, entire position must worship Mad-God

Main character must be a priest of level 15 or more – these can setup anywhere but restricted by the race of the main character. They must be placed within 20 provinces of a module location with the same or possible secondary race. Or be in Neofrome, or Sastinich.

Must have minimum of 16 Priest ranks across the position.

6) *The Saurians*

Saurian main:

Entire position must either a) all worship GARM or b) all worship N'DM,

If they worship GARM – setup must be on the island of Rek'Ur'Rah.

And must setup as either Hero, or seafaring Mercenary.

If they worship N'DM – setup must be AP or Overlord, not seafaring, either on the island of Rek'Ur'Rah or within 10 of Varas Quar (which includes the area near Varas Tong).

New Orc main:

Main character, and all New Orc secondaries must worship N'DM.

Native Orc secondaries must either a) all worship Keyshan or b) all worship Arbanne

Setup must be either Mercenary (seafarer optional) or Overlord (seafarer optional) in one of two regions (either setup type) within 10 of Sil'Tran, or (Overlords only) within 20 of Varas Tong.

7) *The Parthians*

Parthian main – Entire position must worship Ssslith, setup must be Overlord, must setup north of Y= 18, and west of X=120 but east of the Blood sea. .

Troll main – Entire position must worship Ssslith, setup may be Hero, AP or Mercenary, must setup north of Y= 18, and west of X=120 but east of the Blood sea.