






STICKS & STONES

ADVANCED SOLITAIRE

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The world of primitive man, as it is accurately portrayed in STICKS AND STONES, was one of basic solutions. The four two-player scenarios provided with the game trace the early growth of societal conflict, from simple village raids in search of food and dependents to large scale tribal warfare over territorial acquisition. The most common form of conflict in most early societies, however, occurred between man and the animal life that shared his environment. The games solitaire scenario successfully depicts this conflict in the form of a mastodon hunt.

Man was not the only predator in his environment however. While he was out stalking game, he had to be alert for other beasts that may have been stalking him. These rules expand the original solitaire scenario by adding predators as well as additional prey animals to the environment, and by broadening the game's hunting aspect to include the search for game as well as its taking. Most of these rules are additions, although a few minor changes to the original rules are recommended for use with this variant.

D  10-6-8	E  6-4-6
R  18-6-6	S  20-10-6
	W  8-6-6

NEW COUNTERS

Predators: Predators compete directly with man for the supply of food in the environment. In the course of this process, both man and predator animal may become prey for each other. While some predators may offer relatively easy prey to a fair sized band of hunters, they also have relatively low victory point values and therefore they are not as efficient a kill as a prey animal.

Three different predator animals are used in this variant.

1) Smilodon - The sabre toothed tiger, Smilodon, is the largest and, with one rare exception, the deadliest predator animal in the game. Its strength, speed, ferocity and cunning give it an attack strength of 20. With its deadly 9 inch fangs and powerful rending claws, it is held in awe by both man and beast. Its defense strength is 10.

2) Diatryma - The diatryma was a 10 foot tall, flightless, carnivorous bird. Its talons and beak make it a threat to smaller animals - and to man. As indicated on the counter, its attack strength (AS) is 10 and its defense strength (DS) is 6. It is faster than other predators and thus has a movement allowance (MA) of 8.

3) Dire Wolf - With an AS of 8 and a DS of 6, the wolf poses a minor threat to small groups of hunters; but the real threat from this predator is not the solitary wolf but the wolfpack, which has a minimum AS of 32 and DS of 24 (see wolfpacks). Wolfpacks threaten all life and should be studiously avoided.

Prey Animals: Three prey animals are used in this scenario. One of these, the

mastodon, is supplied with the original game. The other two, the wooly rhinoceros and the Irish elk, are described below. Prey animals spend most of their time grazing and are generally passive unless attacked. They are larger than predators, and supply most of the food, hides, and bone material used by the hunters. Two of these animals, the mastodon and the rhinoceros, are so large that single attacks cannot kill them. They must be repeatedly injured and bled to weakness before a fatal attack can be made. The characteristics of the two new prey animals are as follows.

1) Wooly Rhinoceros - Like the mastodon, the thick hided rhinoceros must be attacked repeatedly to achieve a kill. It is somewhat smaller, however, and only 8 d-w or d-k results are needed to kill it (4 to wound it). Though not as large, it is more agile and aggressive than the mastodon and just as deadly when attacking. Like the mastodon, it has an AS of 18 and a DS of 6.

2) Irish Elk - The easiest but least valuable prey is the Irish elk. It has an AS of 6 and a DS of 4. Its outrageously oversized antlers slow it down in forest hexes, where it must take care to travel be relatively wide paths.

FORCES

The hunters have 15 PPTS and 40 WPTS. No restrictions on PPT to WPT conversion or unit types. Six dependents and one unprotected village are also used. Ammunition limits are doubled, as in the Genesis of Warfare scenario.

SET-UP

The unprotected village is placed in the lower left corner of the board, in hex number 2127, 2128, and 2228. All six dependents are placed in the village. All hunters also start from the village.

Animals are assigned to hexes by rolling two dice and consulting the table below. Match the number rolled on the dice in

the left column with the hex number in the right column with the hex number in the right column. This is done once for each of the six animal types.

Dice	Hex
2	2018
3	1619
4	1612
5	0814
6	1113
7	1313
8	1010
9	0810
10	1615
11	1318
12	0706

GAME SEQUENCE

The hunters move first. The three predator animals move second, and the three prey animals move last. Within each group, animals move in order of their attack strength, strongest first. The mastodon moves before the rhinoceros.

VICTORY CONDITIONS

The game continues until a total of at least 56 victory points (gross) has been accumulated. To gain points for killing prey animals, they must be killed and returned to the village. Likewise, victory points are gained for killing and returning predators. However, half of each predators victory point value is gained merely by killing the animal. The other half is gained when the body is moved to the village. This rule reflects the psychological and competitive benefits attached to killing fierce predators. The victory point value of each animal is as follows:

Mastodon	30
Rhinoceros	20
Elk	6
Smilodon	8
Diatryma	6
Wolf	4

For each hunter or dependent killed, 2 points are deducted from the total victory points. For each hunter or dependent wounded, 1 point is deducted.

Successful Hunt: 45 + victory points earned
Moderate Success: 40 - 44 victory points earned
Barely Success: 35 - 39 victory points earned
Failure: Less than 35 victory points earned

If all dependents are killed, the game is automatically lost. Dependents may not leave the board.

GRAZING

All prey animals follow the same grazing rules that are given in the rulebook for mastodons with two exceptions; one, when an animal leaves the board through grazing, a substitute is randomly re-assigned to a hex on the next turn (see Animal Replacement) and; two, if at any time after making at least one grazing move, no hunters or predators are within their own MA of the prey animal (taking terrain into account), the prey animal is removed and re-assigned to a different hex. This is not the same as Animal Replacement in that the original animal is re-assigned whereas in Animal Replacement a new animal is chosen randomly. The purpose of this rule is to make prey animals somewhat elusive, and thus add more hunting flavor to the game.

HUNTING

The normal behavior for unmolested prey animals is grazing. For predators, it is hunting. Any predator not engaged in pursuit or combat will move 3 hexes in a direction by the die. After moving these 3 hexes, any potential prey (see Potential Prey) within the predators remaining MA or adjacent to the predator will be attacked. For example: a smilodon moves through one rough hex and two clear hexes. This costs 4 MA. Since the smilodons MA is 6, any potential prey within 2 hexes will be attacked. If it had moved through 3 rough hexes, it would have spent all 6 MA and only potential prey in adjacent hexes could be attacked.

If potential prey is within 3 hexes of a predator at the beginning of its turn, it will attack directly and not bother to make a hunting move. If more than one potential prey is available, predators will attack the one with the weakest DS. If two have the same DS, a die is used to determine which one is attacked.

After making a kill, predators do not make a hunting move on their next turn. Instead they remain stationary and devour their victim(s). However, they perceive humans as a threat to their hard earned meal and will attack any hunters within 3 hexes of their kill, provided that they meet the requirements of potential prey.

STACKING

With the exception of wolfpacks, animal counters do not stack in this scenario. Moves that lead to stacked animal counters (attacks, fleeing, or stampedes), always result in combat.

INTERRUPTED MOVES

If an animal cannot complete its hunting or grazing move because a hex is occupied, a die is rolled again to determine the direction of its remaining MA.

An animal that is fleeing or has been stampeded will charge straight into occupied hexes and attack its occupants.

A wounded animal being pursued by predators or hunters cannot flee off the board. Instead, the die is rolled again to select a different direction for the remainder of its MA.

POTENTIAL PREY

Because of their considerable size or strength, certain animals or groups do not make feasible victims for predators. Smaller animals or groups which predators have a reasonable chance of killing are known as Potential Prey (PP). The PP for each individual predator animal is any prey animal or group of hunters which has an adjusted DS low enough to give the predator 2 - 1 combat odds advantage if it

attacks. Mastodons and rhinoceros are an exception to this rule. They cannot be killed through single attacks, but must be harried and killed through multiple wounds. Consequently, predators will not attack these large beasts unless they are already wounded to half strength, in addition to offering 2 - 1 odds advantage. Other predators can be considered to be PP if they are wounded, and if no other prey is available on that turn.

Wolfpacks will attack anything that they have 2 - 1 odds over except for unwounded predators.

Hexes containing existing conflicts (e.g. 2 hunters attacking an elk) can be considered PP and attacked if the predator has 2 - 1 odds over all parties in the conflict. However, if it does attack, it attacks only one party (either the hunters or the elk). The other party may flee or continue attacking on the next turn. Wolfpacks will attack all parties to the conflict.

PREDATOR ATTACKS

Once a predator has initiated an attack, it will continue to attack as long as it can maintain 1 - 1 odds for its attacks. If combat odds drop below 1 - 1, a die is rolled to determine whether it will flee or continue to fight (use the same procedure as specified in the rulebook for mastodons). Likewise, if an animal or group of hunters attack a predator and the predator has less than 1 - 1 odds, a die must be rolled to determine its reaction. With 1 - 1 odds or better, the predator will always counter-attack. If an animal or hunters engaged in combat with a predator attempt to flee the combat while the predator still has 1 - 1 odds, the predator, when its turn comes to move, will pursue its prey using its full MA if necessary.

ANIMAL REPLACEMENT

Animals may leave the board while hunting, grazing, or fleeing, or they may be killed in combat. At the start of each

round of moves for predators, and at the start of each round of moves for prey animals, if less than 3 living members of the respective group whose turn it is are on the board, additional units of that group are randomly chosen and assigned to hexes. This is done using one die. For example: the hunters have moved and it is now the predators turn. Only two living predators are on the board. A die is rolled. If a 1 or 2 is rolled, a wolf is selected; a 3 or 4 chooses a diatryma; 5 or 6 chooses a smilodon. Two dice are then rolled to assign it to a hex (using the table included under SET-UP). After the other two predators have moved, it is the prey animals turn. Only one prey animal remains on the board. A die is rolled twice to select two new animals. A 1 or 2 selects an elk; a 3 or 4 chooses a rhinoceros; and a 5 or 6 selects a mastodon. The two new counters are assigned to hexes, the existing prey animal is moved, and it is the hunters turn to move again.

Note that after prey animals are assigned to a hex, they do not graze until the next round of moves. Predators do not hunt until the next round, but if PP is within 3 hexes of their assigned hex, they will attack immediately - i.e. on the same round that they are assigned to the board.

If the hex an animal is assigned to is occupied, the dice is rolled again to choose a different hex.

WOLFPACKS

Whenever two wolves come within 3 hexes of each other, a wolfpack is formed. If one of the wolves was pursuing prey, attacking prey, or is then in a position to attack prey, the pack forms on that wolf's hex. If neither or both wolves are involved with prey, a die roll determines which hex the pack forms on. If one of the wolves has not yet moved, the pack will then move (or attack).

To form a wolfpack, stack both counters on the chosen hex. Add 2 more counters to the stack to reflect the total strength of the wolfpack (32 AS, 24 DS). If any additional wolves should come within 3 hexes of the pack, they join the pack and increase its strength by their own AS and DS.

From the time the wolfpack is created, it is never removed from the board until it is destroyed. If the die indicates a direction that will result in the pack moving off the board, it is rolled again and a different direction is chosen.

Wolfpacks count as one predator for determining animal replacement.

PREY ANIMALS RESPONSE TO ATTACK

All prey animals respond to attack in the manner outlined in the rulebook for mastodons.

ANIMAL DEATHS

To kill the rhinoceros, the same procedure is used that is specified in the rulebook mastodon, i.e., multiple attacks are needed. However, while the mastodon is killed after 12 successful attacks and injured after 6, the rhinoceros is killed after only 8 successful attacks and injured after 4. All other animals have thinner hides and are small enough to succumb to single attacks. For all animals except the mastodon and the rhinoceros, the CRT is used to resolve combat in the same way in which it is used for combat between humans.

The direction of all retreat results against hunters is determined using a die.

Attacks made against mastodons or rhinoceros at odds of 5 - 1 or greater automatically count as two D-K results against that animal.

PITS

As anyone who has played the solitary scenario knows, killing a mastodon in open combat can be very costly. One method often used by primitive man to kill such large beasts was to dig a pit, drive the animal into it, and then harry it to its death.

Pits may be dug for this scenario in one of two ways:

- 1) At a cost of 10 WPTS, one hex can be turned into a pit before the game starts.
- 2) After the game starts, a pit can be dug by having 3 hunters remain in one hex for 4 gameturns. During this time, the AS and DS of these hunters is halved, and remains halved until any combat initiated with them during the 4 turns is resolved. Hunters may leave the pit and return to finish it at a later time. Any turn in which the hunters are involved in combat does not count towards construction of the pit.

To mark the location of the pit, place a goods counter on the hex in which it is located (goods are not used in this scenario).

Animals that fall into the pit have their DS halved and can only attack hunters that are in the pit with them.

Pits cannot be dug on the 11 hexes to which animals are assigned, or on any of the hexes immediately adjacent to them.

Predators will not enter the pit hexes unless they are fleeing.

Once a pit is constructed, hunters can wait for game to fall into it, or they can attempt to stampede their prey into the pit.

STAMPEDES

Prey animal can be stampeded by hunters. To do this, hunters approach the animal and stop on the adjacent hex. If the player wishes to stampede, he rolls one die and the animal will flee in one of the three directions farthest away from the hunters. For example; if the hunters moved to the hex directly north of the animal (direction 5 on the map indicator), the animal would only flee in directions 1, 2, or 3. The direction is chosen using a die, with a 1 or 2 indicating one direction, a 3 or 4 another, and so on. To stampede a mastodon, 3 hunters must occupy the hex; to stampede a rhinoceros, 2 hunters are needed; for the elk, only 1 is required.

Hunters stampede animals by frightening them with torches.

Therefore, prior to stampedeing an animal, a fire must be built and those hunters involved in the stampede must have been in a hex adjacent to the fire.

DEAD COUNTERS

In order to gain victory points, the bodies of the slain prey must be returned to the village. To do this hunters must move with the dead counters to the village at their MA -1. It requires 3 hunters to return the mastodon, 2 to return the rhinoceros, and 1 to return any other counter. Dependents may also return dead counters. Two dependents are needed to replace each hunter that is required for any given animal.

Obviously, this rule is not meant to simulate 3 hunters carrying the entire body of a dead mastodon. Tusks, hide, and haunches of meat would be stripped from the body at the site of the kill and removed to the village.

Dead animal counters may be left on the board and returned to the village at a later time if one hunter is left to guard the counter. If it is abandoned for more than one turn, it is considered lost to scavengers, removed, and no victory points are gained for returning the kill. Counters representing dead hunters or dependents are removed immediately.

CONCEALED PREDATORS - OPTIONAL RULE

The purpose of this rule is to simulate the stealth and cunning that characterizes most predators. All predator counters are placed face down on the table and mixed or shuffled enough so that the player does not know what each one represents. During initial set-up, 3 predators are randomly selected from the pile and placed face down on the board in their assigned hexes. These counters remain face down and move as though they have a MA of 6 until they are attacked or move within range of any PP for the smilodon (the strongest predator counter). At that time the counter is

turned face up and play continues normally. Whenever predators are replaced, they are chosen randomly from the pile rather than with the die, and are placed face down on the board.

TERRAIN EFFECTS

Predator animals are affected by stream and rough terrain hexes just as hunters are for both movement and combat. Woods hexes have no effect at all on predators. Predators will not enter swamp hexes unless they are fleeing.

Swamp hexes effect predators in the same way as they do hunters.

Terrain effects for the rhinoceros are the same as those given in the rulebook for the mastodon. The elk is also affected the same way except that in wood hexes, it suffers the same combat penalties as hunters, and its MA is halved.