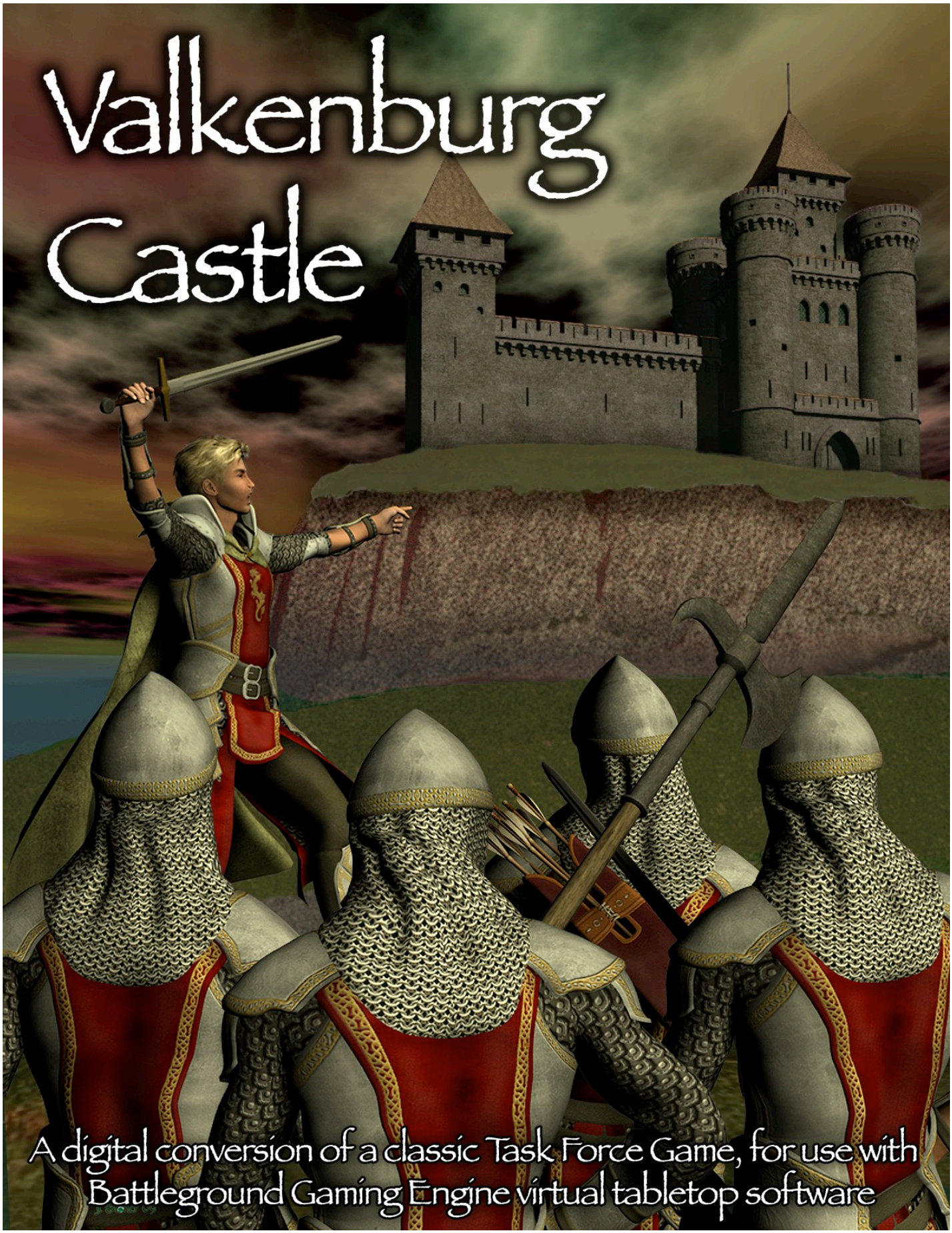

Valkenburg Castle
A digital conversion of a classic Task Force Game, for use with Battleground Gaming Engine virtual tabletop software

I Am Here To Claim What Is Mine!

Forty-three years had passed since Lord Keven Van Valkenburg had been murdered and his family driven into exile. During that time a succession of evil Overlords, Sorcerers and Dragons had occupied Valkenburg Castle. These tyrants terrorized and plundered the surrounding countryside. The peasants had little choice but to tolerate these abuses, while silently praying for the return of the gentler rule of the Van Valkenburgs. Then, on a bright spring day in 575 A.H., Lord Hobart Van Valkenburg, Keven's grandson, returned and staked his claim.

VALKENBURG CASTLE is a fantasy game of adventure and combat in the depths of an ancient dungeon. Players may use heroic leaders, fighting men, clever burglars, staunch dwarves and mysterious magic users to explore, and eventually to capture the castle from evil orcs, trolls, ogres, sorcerers, banshees and drogs. Players may use swords, bows, enchanted weapons, and (for those with a more modern interest) machine guns and hand grenades to fight their way into – and out of – Valkenburg Castle.

One, two, or more players explore the depths of Valkenburg Castle in this exciting game of fantasy adventure.

VALKENBURC CASTLE
- 5 Scenarios and a Campaign game
- Complexity Level: Fairly easy
- Designer: Stephen V. Cole

Table of Contents

(1.0) BACKGROUND 1
(2.0) INTRODUCTION 2
ABOUT THE DIGITAL CONVERSION 2
GAME MAP 3
TERRAIN IDENTIFICATION CHART 4
TOKENS 4
SQUADS 5
INDIVIDUALS 5
MONSTERS 6
GAME SCALE 6
NOTES 6
(3.0) SEQUENCE OF PLAY 7
SEQUENCE OF PLAY – OUTLINE 7
SEQUENCE OF PLAY – EXPLANATION 7
(4.0) MOVEMENT 8
HIDDEN DOORS (Optional) 9
SMASHING DOORS 9
CHOPPING DOORS DOWN 10
SPECIAL NOTES ON DOORS 10
STAIRS AND LADDERS 10
ENTERING THE DUNGEON 11
ENCUMBRANCE 11
HIDDEN MOVEMENT 12
THE PIT 12
(5.0) COMBAT 13
DEFINITION OF BEING ADJACENT 13
FRONTAL ASPECT 13
NARROW 13
WIDE 14
OPEN 14
WOUNDS 15
NUMBER OF HITS REQUIRED TO KILL AN INDIVIDUAL TABLE 15
MELEE COMBAT 16
SQUAD ATTACK PROCEDURE 16
SQUAD ATTACKING CHART 16
INDIVIDUAL ATTACK PROCEDURE 16
INDIVIDUAL ATTACKING CHART 17
ADJUSTMENTS 17
INDIVIDUAL CLASS 17
LEADERS 17
ENCHANTED WEAPONS 17
STAIRS 17
CHARGING 17
SHIELD WALL 18
ARMOR 18
VERTICAL ASSAULT 18
FIRING MISSILE WEAPONS 19
INDIVIDUALS IN A SQUAD ATTACK 19
MULTI-SQUARE COMBAT 19
MISSILE COMBAT 20
PROCEDURE 20
FIELDS OF FIRE 20
DOORWAYS 21
RANGE 21
ELEVATION 21
STAIRS 21
LADDERS 21

REACTION FIRE (optional rule) 22
PROCEDURE 22
PANIC 22
REACTION CHARGE (Optional Rule) 23
PROCEDURE 23
(6.0) MAGIC AND MAGIC USERS 25
SPELL TABLE 25
ESP 25
FIREBALL 25
SMOKESCREEN 26
PYROTECHNICS 26
BEAST CONTROL 26
UNLOCK DOOR 26
FIND HIDDEN DOOR 27
COMBAT 27
SELF DEFENSE 27
(7.0) TREASURE 28
GENERAL RULES 28
SEARCH PROCEDURE 28
RANDOM TREASURE 29
SEARCH CHART 29
TREASURE DETERMINATION CHART 30
TRAP CHART 31
SPECIAL TREASURE CHART 31
PLACED TREASURE 31
TRANSPORTING TREASURE 32
(8.0) SPECIAL RULES 32
MONSTERS 32
SLEEP GAS 33
BURGLARS 33
PROCEDURE 33
LOCKPICKING CHART 33
CLIMBING EQUIPMENT 34
EXPLOSIVES 34
PROCEDURE 34
THE DRAGON AND HIS LAIR 36
SURRENDER 36
(9.0) SCENARIOS 37
EVIL PLAYER SET UP 37
RANDOM DUNGEON (SOLITAIRE GAME) 38
ADVENTURE GROUPS 39
HOW TO CONDUCT AN ADVENTURE. 39
SCENARIO TYPES 40
HOW TO WIN THE GAME 40
THE CAMPAIGN GAME 41
CAMPAIGN WEEK SEQUENCE 42
CREDIT (Optional Rule) 43
A NOTE ON SCENARIOS 44
(10.0) MODERN WEAPONS 44
(11.0) DESIGNER'S NOTES 46
(12.0) PLAYER'S NOTES 47
(13.0) CREDITS 48

APPENDIX
(4.451) SMASHING OPEN DOORS TABLE 49
(5.151) NUMBER OF WOUNDS REQUIRED TO KILL AN INDIVIDUAL 49
(5.2481) VERTICAL ASSAULT TABLE 49
(5.221) SQUAD ATTACKING CRT 50
(5.231) INDIVIDUAL ATTACKING CRT 51
(5.331) MISSILE WEAPONS TABLE 52
(10.31) MODERN WEAPONS TABLE 53

(1.0) BACKGROUND

In the 532nd year of the Age of Heroes, the powerful Sorcerer Draxnahr tricked Lord Keven Van Valkenburg into fighting a duel. Lord Keven never had a chance - Draxnahr killed him in the first seconds of the duel with a fireball. That the weapon was proscribed did not hinder the evil Sorcerer from seizing control of Valkenburg Castle and the lands around it. Lord Keven's family escaped into a bitter exile hundreds of leagues away.

Draxnahr himself fell to trickery three years later, and the castle (along with the lands, and the peasants, around it) changed hands several times over the next half century, though somehow always remaining in evil hands. During some periods it was not even formally occupied by its "owner", but garrisoned only with a handful of untrustworthy Orcs. The peasants began to look on the castle not as their protection and place of refuge, but as the home of whatever evil Lord or Sorcerer was tormenting them at the moment. All of them knew, however, that one day the Van Valkenburgs would return, throw out the evil ones, and regain control of the lands, castle, and of course, the peasants themselves.

That return, however, was long in coming. Keven's son Albert was a sickly child (some said it was from exposure and deprivation in the first days of the exile), who did not grow noticeably stronger as he reached manhood. Those who knew him felt it was a shame, for Albert was a good man whose body had betrayed him. In the words of his sister, Gwenyn: "He never had his chance."

Albert (even though he was technically "Lord Albert"), being from an impoverished and deposed family, was unable to secure marriage within a noble family, and married a commoner; Anne McFerrish. Anne was a strong and proud woman, and bore a strong son; Hobart. Though Albert was too sickly to see to the training personally, Anne made sure that her son had the best of training, and against Albert's wishes encouraged the boy when he was eighteen to enlist in the Army of King Edward. Hobart found a world that he could enjoy. Being noble (if only nominally) Hobart was soon offered the command of a small detachment. Through his personal fearlessness (and his robust frame) Hobart gained the confidence of his men and was successful in several small operations. Gaining a larger command, his powers of leadership reached their peak (along with his physical strength) in his 25th year. Hobart returned to his father's bedside in the spring of that year, responding to his mother's urgent message. He arrived only in time to bid his father the last farewell.

Leaving his mother's house, he confronted a small army. Men of his old battalion stood with the handful of family retainers that had waited out the years, and with his uncle Rogier. Some were there because of their personal loyalty to him, and one, the Dwarf Thorvold, was there because of friendship. Hobart silently counted their numbers: seven score and seven. He decided it would be enough.

"Saddle the horses," Hobart, now Lord Hobart, called to his men. "I am going home!"

(2.0) INTRODUCTION

VALKENBURG CASTLE is a game of fantasy combat, as players explore and fight for the possession of an old castle. As is mentioned in the background, the castle has been occupied by "evil" forces for several decades.

(2.1) Before proceeding further, launch BGE and load the Game File called "All Components.bge". This will show you every component of the game, so that you can familiarize yourself with the map and all the tokens and game charts while your are reading the rules and learning to play the game. It is not necessary to completely understand these items at this time. You will probably never use the "All Components" Game File to play an actual game; just think of it as the digital equivalent of opening a real-world game box and checking out all the game components.

(2.2) One player will represent the forces of "Good". He will use the "Good" tokens (which have a blue or a green background) and will be referred to as the "Good" Player. (It should, perhaps, be noted that this designation does not necessarily bear any relationship to that player's skill with this or any other game.) The other player will use the "Evil" playing pieces (which have a light grey or dark grey background) and represent the forces of "Evil". He will be referred to as the "Evil" Player.

(2.3) ABOUT THE DIGITAL CONVERSION

UPDATED RULEBOOK: This rulebook is based on the original printed game's rulebook, but a number of changes have been made to account for the digital conversion. For examples, all references to cardboard counters or playing pieces have been changed to "token". Any typos, errors, or omissions in the original printed rulebook have been corrected. One important change in this new version is that there is no longer a Magic Segment in the Sequence of Play, since it was deemed unnecessary.

SOFTWARE: BGE v1.0 or later is required to play this digital conversion. This rulebook assumes working familiarity with the BGE software's commands and features.

UPDATED GAME COMPONENTS: The original printed game had serviceable game components, but I doubt anyone would argue that they were attractive. The map and all the playing pieces have been updated to use detailed, full color images in order to make the game much more visually appealing.

NEW CONTENT: In the original printed game, players had to write down on scratch paper where certain things were (for example, the location of things like breached walls and hidden doors). This is no longer necessary. New tokens have been added that were not in the original game, and this should help reduce the amount of bookkeeping required to play the game. A blast template was added to make it easier to calculate casualties on units near an explosion.

GAME CHARTS & TABLES: These can be easily referenced using a variety of methods. You can use the "Library" feature in BGE to reference a chart, or the

"Visual Aid" feature to pull up a chart that both players can see. Or you can use BGE's "Portrait" feature to show a particular chart when a unit is selected or when you position the cursor over a "trigger" graphic. For most of the dice macros in this conversion, you can also click on the "Reference" button in BGE's Dice Roll Results screen to see the chart or table being referenced by the dice macro.

EXPANDING THE GAME: Players should feel free to create their own tokens to represent units, Monsters or items of their own creation. Blank tokens have been provided with the gamebox download to make it easy to create matching tokens in a graphics program.

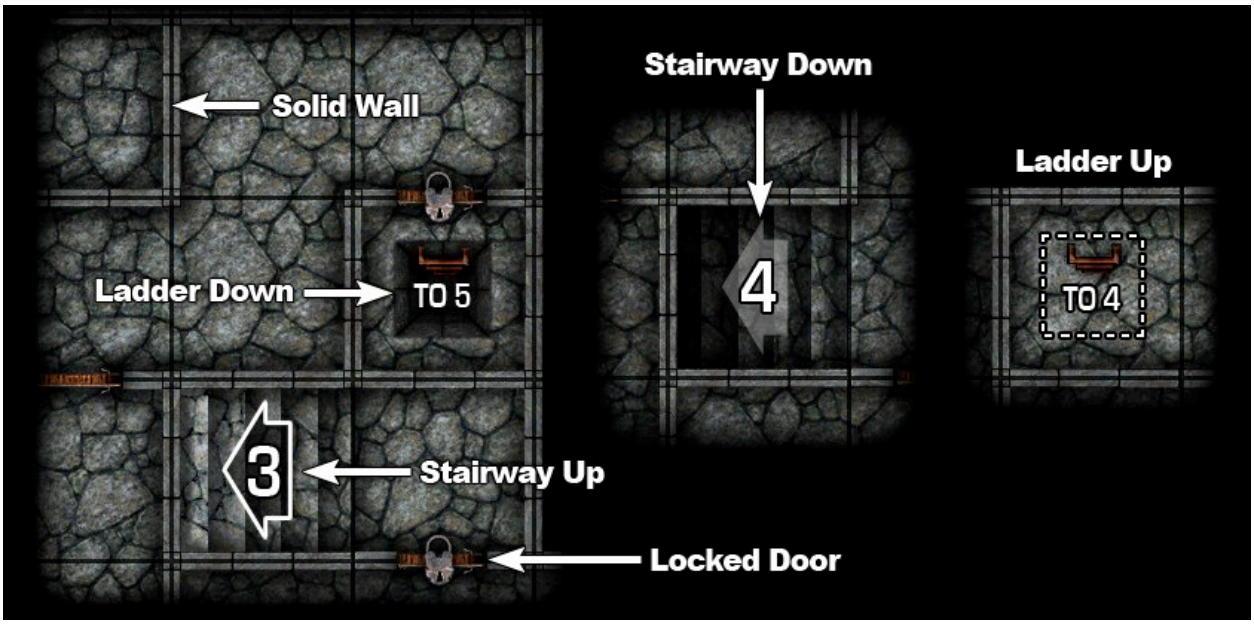
SOFTWARE SETUP: You should disable all the dice except for the d6. Purists may wish to enable the d6 dice with pips. If you use BGE for other games, we recommend that you keep a separate BGE installation on your hard drive just for Valkenburg Castle, so that you don't need to continually customize your BGE installation to support other game systems. If you do so, rename the executable to something like "BGE – Valkenburg Castle", so as not to share Preferences files with your other BGE installation.

IN SUMMARY: Playing Valkenburg Castle should now be a much more enjoyable experience, and gameplay should be faster and more streamlined. Setting up a game takes just a few mouse clicks, and there is no clean up. Perhaps most importantly, the re-release of this game (which was out of print for decades) and being able to play online with anyone in the world should make it much easier to find an opponent.

(2.4) GAME MAP

The map represents an interior "floor plan" of the lower levels of the castle, where the action of the game takes place. (It is not necessary to clear the upper levels of evil forces, as they prefer the lower and darker areas.) The map is divided into five areas, each of which represents one "level" of the dungeon from the 1st (just below the surface) to the 5th (the deepest). The customizable grid overlay in BGE will mark the map off in squares, which regulate the position and movement of the tokens (but some players may prefer to hide the grid overlay and use the snap-to-grid feature, instead). A grid coordinate system is printed on each level. Squares are known by their coordinates and levels. (For example, square C-12 on the first level is a stairway to the Second Level.) Players will quickly realize that this game is played in three dimensions. Tokens (representing groups of armed Men and Orcs) will be in constant movement on the playing map, and a wise player will always keep an eye on his possible retreat routes as well as alternate routes to his destination.

(2.41) TERRAIN IDENTIFICATION CHART



The grid overlay is used to divide larger rooms and corridors into "squares", to regularize the position and movement of units.

(2.5) TOKENS

The tokens represent various groups, individuals and equipment used in the game. A complete list of tokens is as follows:

(Items in italics are new to the digital version, and were not included in the original printed game.)

3 Good Magic Users tokens
3 Good Leaders tokens
9 Good squad (groups of several men) tokens
2 Burglar tokens
1 Dwarf token
3 Evil Magic User tokens
3 Evil Leader tokens
9 Evil squad (groups of several Orcs, Goblins, etc.) tokens
10 Monster tokens *(plus 10 Monster tokens with a green background, to use when a Monster is under the influence of a Beast Control spell)*
3 "Modern" Combat squad tokens (see (10.0) for their use)
"Dummy" token (used to confuse the "Good" Player)
Unknown Evil Unit token (used to confuse the "Good" Player)
Unknown Monster token (used to confuse the "Good" Player and the "Evil" Player)
Door tokens (in open/closed, locked, unpickable lock, hacked down, and blown up states)

Climbing Equipment token (this replaces the generic "Special Equipment" counter in the original game)
Explosives token (this replaces the generic "Special Equipment" counter in the original game)
Modern Explosives token
Smokescreen token
Grenade token
Treasure token
Chest tokens (in Closed, Locked, and Open versions)
Lady token (see (9.1))
Prisoners token (see (8.7) and (9.1))
Room Searched marker
Hidden Door token
Wall Breach token (used to mark walls that have been destroyed by explosives)
2 Shieldwall tokens (one for the "Good" player and one for the "Evil" player)
6 Scroll tokens (optional interface elements that provide easy reference to game charts & tables)
Turn Sequence Indicator
*Blast Template (*this was added to make it easier to calculate casualties on units near an explosion)
Ranging Dot token (used to measure range to a target from the center of a doorway)

Tokens representing living beings (of various types) are called "units" and are divided (functionally) into two groups: squads (including Good, Evil, and Modern) and individuals (including Leaders, Dwarves, Magic Users, Burglars and Monsters). Squads represent groups of Men or Orcs. The function of each type is briefly described below.

(2.51) SQUADS

Squads are represented by tokens bearing two figures. Good squads consist of Men, Evil squads of Orcs. The exact number of Men/Orcs in a given squad is recorded on BGE's Turn Sequencer and adjusted periodically due to attrition or to squads joining or dividing. (NOTE: Hereafter the designation "Men" will be used to refer to the individual beings in the squads, even though some of them are Orcs, not Men.)

Squads have a primary function of fighting, and a secondary function of transporting various items (usually treasure).

(2.52) INDIVIDUALS

Various tokens in the game are used to represent important individuals. Each such token represents one man (or whatever). All individuals have a primary function (which is why they are shown individually) as listed below. As a secondary function, individuals can participate in combat.

LEADERS have a primary function of leading and inspiring their men. Note that Leader tokens include a +1 or +2 designation. This is their "modifier", used in combat and morale.

MAGIC USERS have a primary function of performing magic (6.0).

BURGLARS have a primary function of opening locks on doors and treasure chests.

The DWARF has a primary function of using Explosives (8.5) but is very effective in combat.

(2.53) MONSTERS

These are considered as individuals for all functions of the rules. Generally, Monsters will either be in the control of the Evil Player, or they will be distributed randomly in the dungeon, to be discovered as the game progresses.

(2.6) GAME SCALE

Each square on the map represents an area approximately 10' x 10' in real space. Each turn represents an indeterminate period of time, perhaps a few minutes in length.

(2.7) NOTES

The entire dungeon is presumed to be dimly lit. The various units operating on the map will be able to see each other at the farthest distance allowed by the construction and layout of the walls.