

“The Raven’s Cry”



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Barony of Raven’s Cove Newsletter



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FROM YOUR SENESCHAL

GREETING TO ALL THE RAVENS!

I HOPE EVERYONE IS DOING WELL. WE HAVE SEVERAL EVENTS COMING UP, THE FIRST BEING CROWN TOURNEY, AND THEN FORWARD INTO THE HOLIDAY SEASON. I HOPE EVERYONE REMAINS IN GOOD HEALTH AND IS STAYING SAFE. PLEASE BE MINDFUL OF THE CODVID SAFE POLICIES FOR ATTENDING EVENTS. THEY ARE ON THE KINGDOM WEBSITE. IF ANYONE HAS ANY QUESTIONS ABOUT THESE POLICIES, PLEASE REACH OUT TO ME. WHILE THESE RULES ARE IN EFFECT FOR THE KINGDOM, THEY WILL BE FOLLOWED IN RAVEN'S COVE.

THERE WILL BE A BARONIAL MEETING HELD NOVEMBER 20TH AT 3:00 PM. I HIGHLY ENCOURAGE ALL RAVEN'S TO COME PLEASE. IT IS AT THESE MEETINGS THAT WE ARE ABLE TO DECIDE OUR DIRECTION GOING FORWARD, PLAN SOCIALS AND PRACTICES AND A&S NIGHTS. THE TIME FOR THIS IS EARLY AFTERNOON SO THAT ANYONE THAT WANTS TO STICK AROUND AFTER TO SOCIALIZE OR PICK A FIGHT (PROVIDED THERE ARE MARSHALS ATTENDING) CAN DO SO. I HOPE TO SEE EVERYONE THERE.

IN SERVICE

LADY FREYDIS RODMARSDOTTIR

RAVEN'S COVE SENESCHAL

FROM YOUR KNIGHT MARSHAL

TO THE POPULACE OF RAVENS COVE

SINCE THE LAST MISSIVE, I AM GLAD TO SAY THAT WE HAVE HAD SEVERAL RAPIER PRACTICES. EVERY THURSDAY WE HAVE PRACTICE AND WE TRY TO HAVE IT IN EVERY CORNER OF OUR BARONY.

AS LONG AS THE WEATHER GODS ARE COOPERATING. WE DO WELCOME HEAVY FIGHTERS AS LONG AS THERE IS A MARSHALL THAT WILL BE THERE. ARCHERY PRACTICE HAS NOT BEEN DONE YET DUE TO PERSONAL REASONS OF THE MARSHALLS.

I STRONGLY URGE THE POPULACE TO OBTAIN THE MARSHAL IN THEIR CHOICE OF ACTIVITY. THE MORE MARSHALS WE HAVE THE MORE PRACTICE WE CAN HAVE.

AT THIS POINT WE HAVE

1 HEAVY MARSHAL

2 RAPIER MARSHAL

1 YOUTH RAPIER MARSHAL

2 ARCHERY MARSHAL 1 HAS PERSONAL ISSUES AND IS TAKING A BREAK TILL FURTHER NOTICE

1 COMBAT ARCHERY MARSHAL

I KNOW IT'S HARD BECAUSE OF THE PLAGUE, BUT TAKE THE CLASSES REQUIRED AND LET US KNOW YOUR INTENTIONS. WE MAY OR MAY NOT BE ABLE TO HELP

YOURS IN SERVICE

LORD JUAN

NINE MEN'S MORRIS

NINE MEN'S MORRIS IS ONE OF THE WORLD'S OLDEST BOARD GAMES: MORRIS-BOARDS IN VARIOUS FORMS HAVE BEEN FOUND IN ANCIENT EGYPT, TROY, IN A BRONZE AGE IRISH BURIAL, IN THE GOKSTAD VIKING SHIP BURIAL, AND IN A VARIETY OF SOURCES THROUGHOUT MEDIEVAL AND RENAISSANCE EUROPE. IT WAS WIDELY PLAYED AS A TAVERN GAME, AND IS STILL POPULAR IN ENGLAND AND GERMANY.

TWO PLAYERS START WITH NINE COUNTERS APIECE, OFF THE BOARD. THE GAME IS PLAYED ON THE TWENTY-FOUR "POINTS" OF THE BOARD: THAT IS, THE CORNERS OF EACH OF THE THREE SQUARES AND THE INTERSECTIONS OF SQUARES AND LINES.

AFTER CHOOSING WHICH OF THE TWO PLAYERS WILL BEGIN, THE TWO PLAYERS TAKE TURNS PLACING THEIR COUNTERS ON THE BOARD. COUNTERS MAY BE PLACED ON ANY EMPTY POINT (I.E. INTERSECTION OF LINES) ON THE BOARD. AFTER ALL EIGHTEEN PIECES ARE ON THE BOARD, THE GAME ENTERS ITS "MOVEMENT" PHASE: PLAYERS TAKE TURNS MOVING ONE PIECE PER TURN TO AN ADJACENT EMPTY POINT, ALWAYS MOVING ALONG THE LINES.

IN PLACING AND MOVING THEIR COUNTERS, THE PLAYERS TRY TO CREATE "MILLS" OF THREE COUNTERS IN A ROW ALONG THE DRAWN LINES, VERY MUCH AS IN THE SIMPLER GAME KNOWN AS "TIC-TAC-TOE" IN MODERN AMERICA, AND AS "NAUGHTS AND CROSSES" IN GREAT BRITAIN. EVERY TIME ONE PLAYER MAKES A "MILL", HE/SHE REMOVES HIS CHOICE OF ONE OF THE OTHER PLAYER'S COUNTERS. THERE IS ONE LIMITATION TO THE CHOICE, HOWEVER: A PLAYER MAY REMOVE A COUNTER FROM A "MILL" IF AND ONLY IF THERE ARE NO "FREE-STANDING" (NOT PART OF A MILL) COUNTERS TO TAKE. A COUNTER ONCE REMOVED FROM THE BOARD REMAINS OUT OF PLAY FOR THE REMAINDER OF THE GAME.

A GOOD TRICK: A MILL MAY BE "OPENED" BY MOVING ONE OF THE THREE PIECES OFF THE LINE, THEN "CLOSED" ON THAT PLAYER'S NEXT TURN BY RETURNING THAT COUNTER, TO COMPLETE THE MILL AGAIN. THE RETURN OF THIS COUNTER CREATES A MILL, SO ONE OF THE OTHER PLAYER'S COUNTERS IS REMOVED FROM THE BOARD. A STILL BETTER CONFIGURATION IS TO ARRANGE TWO MILLS SO THAT A SINGLE COUNTER BREAKS ONE MILL AND MAKES ANOTHER AS IT MOVES BACK AND FORTH BETWEEN THEM.

TO WIN:

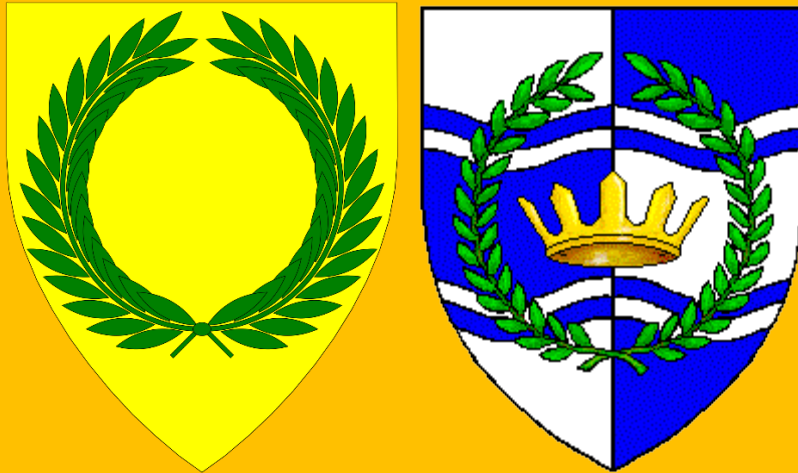
EITHER PLAYER WINS BY REDUCING THE OTHER PLAYER'S COUNTERS TO TWO; OR BY BLOCKING THE OTHER PLAYER FROM MAKING ANY MOVES ON HIS/HER TURN.

A VARIANT:

TO GIVE A NEARLY-BEATEN PLAYER A CHANCE, SOME PLAYERS ALLOW THE LAST THREE OF A PLAYER'S COUNTERS (I.E. WHEN THAT PLAYER HAS BEEN "POUNDED" DOWN TO ONLY THREE PIECES) TO MOVE "WILD", TO ANY EMPTY SPACE, WHETHER OR NOT IT IS ADJACENT. THIS PROLONGS THE GAME SOMEWHAT, AND CAN PRODUCE A SURPRISE "UPSET"!

A GAME BOARD MAY BE MADE OF WOOD, LEATHER, EMBROIDERED ONTO A PIECE OF CLOTH, OR CARVED INTO A TABLE, CHEST-LID, OR BENCH. COUNTERS SHOULD BE DIFFERENTIATED BY COLOR AND/OR SHAPE, AND CAN BE BUTTONS, BEADS, PEBBLES, SEASHELLS, COINS, OR LUMPS OF GLASS.

SIMON DE SPALDYNG



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