


## QUICK GUIDE



### Game Setup



- 1 Game Board
- 2 Armies
- 3 Independent Army
- 4 Hero Cards
- 5 Mission Cards
- 6 Chronicle Cards
- 7 Currency Tokens
- 8 Dice
- 9 Hour Glass
- 10 Manual

### Winning

**Players Win** by controlling 5 forts  for 1 round

**Players Control** a Sea or Land Territory by maintaining at least one unit in that territory. The exception is a player's home territory which the player can control without any units present there.

### Types of Units


-  An Infantry Unit has a strength of +1
-  A Cavalry Unit has a strength of +2

### How to Play

This is a turn-based game where each player completes his turn before the next player starts theirs. A player's turn is divided into 2 phases:

- I. Planning Phase
- II. Action Phase

The turn starts with the Planning Phase: During this phase, players have 1 minute to:

- I. Recruit units (see recruitment guide)
- II. Earn 1 Currency for each  currency resource you control
- III. Purchase a Hero Card
- IV. Move a unit which ends the planning phase.

Failure to move a unit in time will enable other players to bribe your units (see bribery guide). Once the planning phase is done, the action phase begins.

**Action Phase:** Each unit can take 1 action per turn. They can either:

- Move into an adjacent empty territory or an adjacent territory you control
- Attack an adjacent territory controlled by another player
- Attack an adjacent territory controlled by an independent army

**Recruitment:** Forts allow players to recruit units at the beginning of the round as per the below provided players don't exceed their food supply unit quota. Recruits are placed in the forts that recruited them.



Great Fort: Recruit 2 infantry or 1 cavalry unit



Fort: Recruit 1 infantry unit

**Food Supply Unit Quota:** The total # of units a player can have depends on # of food supply resources they control. Eliminate excess units immediately if you exceed your quota at anytime

| Supply | 0                                                                                   | 1                                                                                    | 2                                                                                     | 3                                                                                     | 4                                                                                     | 5                                                                                     | 6                                                                                     | 7                                                                                     |
|--------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|        |  |  |  |  |  |  |  |  |
| Units  | 4                                                                                   | 6                                                                                    | 8                                                                                     | 10                                                                                    | 12                                                                                    | 14                                                                                    | 16                                                                                    | 18                                                                                    |



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### ◆ Battles ◆

Battles between players play out in the following order:

- I. A player declares he is attacking another player's territory from an adjacent territory
- II. The attacker and defender play hero cards if they wish to reinforce their armies
- III. Both players roll one dice


The army with the higher cumulative strength at the end of the battle wins. Battle strength is determined by adding a player's:

- I. Army Strength (Strength of their units in battle)
- II. Defensive Bonus (applies to the defender only)
- III. Hero cards played during battle (if any)
- IV. Number they rolled



### ◆ Battle Outcome ◆

If the attacker wins:

- I. Attacker earns (+1)  currency
- II. Defender loses units equivalent to the margin of loss (ex: losing by 2 = losing a cavalry or 2 infantry units)
- III. The surviving defending units retreat into adjacent territories controlled by the player or unoccupied. If this is not possible, all defending units are eliminated.
- IV. Victorious units move into the new territory. Players can leave 1 unit behind if they choose to
- V. Victorious units earn an extra action. Thus, Units can attack or move again from the conquered territory. A unit can perform 1 extra action per round unless specified by a hero or chronicle card.

If the defender wins:

- I. Attacker maintains his territory but loses units whose strength is equivalent to the margin of loss. Example, losing by 1 = losing 1 infantry unit
- II. Attacking units defeated can no longer act this turn

If the battle ends with a draw, nothing changes except the attacking units can no longer take any action this turn.

**Bribery Quick Guide:** Players who exceed their 1-minute time limit during the planning phase can lose a territory and its army to another player if the other player carries out a successful bribe. The bribe amount needed is equal to the total strength of the bribed army. Furthermore, the bribe needs to be declared before the late player moves any of his units.

**Defensive Bonus Quick Guide:** defenders always earn a defensive bonus as per the below

Defenders of any territory get +1 strength bonus



Defenders of large forts get +2 strength bonus



Defenders of their home territories get +4 strength bonus

