

# Conquest of Zabor

*Emperor Noriël stood bended over his battle plans. The small tent he had put up the night before was now damp and had a certain funk to it. Too many people gathered in too little space. Gathered around him were his bravest soldiers – the toughest knights and veterans north of Boronice. Outside on the cliffs his red banners swayed gently in the sea breeze. To the south a thousand ships waited for his final command. One thought in his mind – his goal - curved its way through the minds of all the soldiers under his command – Zabor! This island kingdom had been under his father’s rule, but had been conquered by the Easterners 156 years ago. None of his mother’s valiant brothers had been able to reconquer it, but now he had the opportunity, now the Easterners were weak, The Westerners were knee deep in a conflict with the Pheran Caliphate - now he had a thousand ships and countless eager soldiers. He turned around facing the men and women around him. “Friends. The time has come! it is time to gather our resources one final time. It is time to retake Zabor!”*

## Rules

Conquest of Zabor is a board game of conquest and strategy set in a fantasy world, where no two games play the same.

*Note that on the cards of the game keywords and terms start with a Capital letter. In this text they are marked with the color blue.*

# Players 3-5

Time: Short game: 2 hours (2 ages ), Medium game: 4 hours (3 ages) and Long game: 6 hours (all 4 ages).

Age: 12+



## Object of the Game

The object of the game is to gain the most **Victory Points (VP)**. Each player controls an empire with a unique set of **Empire traits**, which both give you an advantage in the game and define a set of **VP-conditions**. These will require your empire to achieve certain goals to acquire. Throughout the game, a set of randomly drawn **VP cards** will be revealed to give all the players a possibility to gain even more **VP**. To achieve these **VPs** you will have to fulfill the requirements on the **VP cards**. **VPs** are claimed at the end of each turn.

At the end of the game, the player with the most victory points, will have built an empire by conquering and civilizing the world around the island of Zabor and is declared the winner of the game.

## Setup

1: Each player is dealt one of the five **Position Cards** randomly. Each Position Card grants you the role as one of the 5 Masters of the Council of Empires. These are: **Master of the Council**,

Master of Events, Master of Arms, Master of Coercion and Master of Crafts.



The Master of the Council and the Master of Events must be used in each game, randomize which of the other cards are dealt at the beginning of the game.

In games with less than 5 players, the cards not dealt at the beginning of the game are still available to players taking the Council Seat Action.

2: Each player is dealt 5 Empire Trait Cards.



Then each player simultaneously picks one of these cards and keeps it, sending the rest of the cards clockwise round the table.

Then each player chooses one of the 4 Cards given and continues this process until 4 cards are chosen by each player. The last card in each players hand is discarded and shuffled back into the Empire trait deck, which is then put aside for eventual later use.

3: The Master of Events then selects one color and chooses one of the five matching symbols on the Map as the starting area of his or her empire. Then each other player clockwise around the table does the same. Note that it is a good idea to wait choosing seats until after this step of setup, due to the location of your starting area on the map.

4: Each player then puts his or her initial playing pieces (Units and Civilize Upgrades) on the board and put the rest aside for later use. The players must place the Units and Civilize Upgrades of their corresponding color on their starting area. Unless otherwise stated these playing pieces are

1 City, 1 Road, 1 Sorcerer Unit, 1 Cavalry Unit, 1 Infantry Unit and 1 Auxiliary Unit. In addition if the starting Area is a Coastal Area you receive a Fleet Unit to be put in any adjacent Sea Area. Otherwise you receive an extra Cavalry Unit to place in your starting Area. In addition each player receives 4 Gold and marks that on their Empire Chart. Each player also receives 2 Envoy pieces (or 3 if it is a 3 player game).

5: Each player starting with the Master of Events going clockwise around the table puts a Barbarian Keep and 1 Barbarian Infantry Unit on an empty Area of his or her choice.

6: Place 2 randomly drawn VP cards corresponding to each age (I, II, III and IV) on the VP Chart. There are 5 cards belonging to each age, but only 2 are used each game. Place the drawn cards face down on the corresponding spaces on the VP chart without looking at them. Each of these cards is turned face up one at a time at the beginning of each Turn during the rest of the game. When the final card is turned face up, the game ends at the end of that Turn. (A longer game could have 3 cards placed per age or even 4 for a marathon length game).

7: The Event Deck, Destiny Card Deck, Sorcery Card Deck, Dynasty Card Deck, Artifact Card Deck, Monster Card Deck, the remaining Empire Trait Cards and the Trade Bonus Card Deck are all placed somewhere accessible to all players on the table.

8: Each player places his or her Empire traits and Position Card (and any Dynasty or Artifact Cards) on the Empire Chart corresponding to the Unit color chosen. The Master of Events turns the first unturned VP card over and read it out loud to the other players. All players can now claim the VPs on this card if they fulfill the requirements.

## The Game Phases

1: **Place Action Cards:** The Master of the Council places the 8 Action Cards face up and in the order he or she wishes on the Action Card Track.

**2: Income Phase:** Each player receives income and resolves all effects corresponding to any cards he or she might control in that Phase. A **Rural Area** yields 1 **Gold**, a **Keep** yields 2 **Gold**, a **City** yields 4 **Gold** and a **Metropol** yields 8 **Gold**.

**3: Event Phase:** The **Master of Events** draws 3 cards from the **Event Deck** and chooses 1 of them to play. The card is then resolved and the Units described in red at the bottom of the card are placed on the map in **Barbarian Areas** as the **Master of Events** pleases.

**4: Place Envoys Phase:** Each player, starting with the **Master of the Council** places an **Envoy** on 1 of the 16 spaces of the **Action Card Track** going clockwise round the table. A space cannot contain more than 1 envoy unless otherwise stated on a **Card**. This proceeds until all **Envoys** have been placed on the track.

**5: Action Phase:** From left to right each action card's primary and secondary (in that order) action is resolved by the player whose **Envoy** occupies that space on the track.

**6: Warfare Phase:** The **Master of the Council** may move any number of his or her Units to 1 **Land Area** of his or her choice. This is done following the normal **Movement** rules. Then clockwise round the table each other player may do the same. Resolve any **Battle** immediately.

**7: Trade Phase:** Each player round the table, starting with the **Master of the Council** and then going clockwise, may acquire 2 **Trade Bonus Cards**, if they are **Adjacent** to another Empire they did not resolve **Battle** with; were attacked by or attacked this **Turn** so far. An Empire may decline doing a **Trade**, thus abstaining and keeping another Empire from benefitting from a possible trade.

**8: Heal Phase:** All Units with multiple **Wounds** (except **Monsters!**) on the Map are restored to their maximum wounds.

**9: VP Phase:** Each player starting with the **Master of the Council** and then going clockwise round

the table claims any to them face up unclaimed **VP Card** or own **Empire Trait VP** condition in play. Place one of your colored markers on the **VP-Card** or your **Empire Trait Card**.

**10: End Phase:** The turn ends and a new one begins unless the last **VP card** has been turned face up in which case the game ends instead. The **Master of Events** reveals the next VP card and reads it out loud to the other players. The VP conditions on this Card are now available to all players.

## Movement

Each Unit in the game has a **Move** score. A **Unit** may move a number of **Areas** equal to or less than its **Move** score. **Land Units** cannot enter **Sea Areas** and **Naval Units** cannot enter **Land Areas**. If a moving Unit enters an **Area** with a **Unit** of another color, the move immediately ends and a **Battle** ensues.

**Water Walking Units** can enter **Sea Areas** but may not end their **Movement** there.

**Pathfinder Units** may move through a number of hostile **Rural Areas** equal to their **Pathfinder** rating. They cannot move through **Civilized Areas**.

**Flying Units** may move through a number of hostile **Areas** equal to their **Flight** rating and may enter but not end their movement on **Sea areas**.

All **Rural Land Areas** not inhabited by other empires are considered hostile **Areas** and contains 1 native **Barbarian Infantry Unit**, which is spawned as soon as you move a **Unit** there.

## Gold

No players can give nor receive **Gold** from another player unless stated on a **Card** in the **Game**.

During the **Income Phase** you gain **Gold** for each of your **Areas** as described in the **Income Phase** as well as **Gold** from **Empire Traits**, **Dynasties** and **Artifacts**.

You cannot have less than 0 **Gold**.

## Monsters

Monsters are Units and moves and fight as such, but they cannot Heal during the Heal Units phase.

If a Card Summons a Monster Unit already on the Map, the latest player of the card acquires it.

Note that some Monsters have Flight, Pathfinder, Water Walking, Naval or other special abilities.

## Control of Areas

You Control an Area as long as you have Land Units on it or it contains at least 1 of your Keeps, Cities or Metropols.

You lose control of a Rural Area if you have no units in it.

You do not need to have a Unit in a Civilized Area in order to control it.

You lose control of a Civilized Area if at any time an opponent has Units in it and you have not.

When you Conquer an Area, you automatically Degrade it by one step.

## Who goes first?

It is always the Master of the Council who goes first, unless otherwise stated on a card. Then play proceeds clockwise round the table.

## Dice

Conquest of Zabor uses six sided dice, hereafter referred to as dice. Successes are scored on 5 or 6 on the dice all other results are void.

## Battle

A Battle occurs as soon as Units of 2 or more colors occupy the same Area.

A Battle:

1: Roll any First Strike Dice. Each success rolled causes 1 wound to the enemy Units, if such a

Wound would Kill a Unit, that Unit cannot fight back (Unless it also has the First Strike Special Ability).

2: Remove First Strike casualties. Defender decides which Unit to suffer Wounds with one exception: Multiple Wound Units that have already taken a Wound are wounded first.

3: Roll a number of Dice equal to the total sum of the Strength of the Units on each side of the Battle. (Add any Superiority bonuses during the first round of the Battle). Each success rolled causes 1 hit and 1 hit causes 1 Wound.

4: Remove casualties. Each player decides which Units of his or her side to suffer Wounds with one exception: Multiple Wound Units that have already taken a Wound, must be wounded first.

5: Repeat step 3-5 until all Units of one side are Killed.

6: When all Units of one side are killed, the Battle ends!

Any remaining Civilize Upgrades are converted to the color of the victor. (Not Roads!)

Note! You can NEVER withdraw from a Battle!! War is serious business in Zabor.

When you Conquer a Land Area through Battle you automatically Degrade a Civilized Area one step; a Metropol becomes a City, a City becomes a Keep and a Keep is removed.

*Battle example:*

*Gregor and Mark are battling it out over some provinces in the northern part of the southern continent.*

*Gregor wants to invade Lunn from Akran with 3 Infantry Units, 2 Auxiliary Units and 2 Cavalry Units. Gregor's Cavalry has Superiority 2 and First Strike, since Gregor's Empire has the Paladins Empire Trait.*

*To defend Lunn Mark has 1 Keep, 3 Auxiliary Units and 2 Cavalry Units.*



This gives Gregor 2 *First Strike Dice* since you accumulate *First Strike* dice per *Type* of *Unit* having this ability. Since Gregor has only one, this gives him 2. He rolls his 2 dice scoring a 4 and a 6, scoring 1 *Hit*. Since Mark has a *Keep* he gains the *Absorb 1* ability and thus he absorbs 1 *Hit* from Gregor's *First Strike Dice*.

After this Gregor rolls a total of 20 *Dice* (*Cavalry* 6 (each initially 4 + 2 for *Superiority* 2) x 2 = 12, *Infantry* 2 x 3 = 6, *Auxiliary Supports* with 2 dice = 2 = 20 in total)

He scores 6 hits.

Mark rolls 10 *Dice* (*Cavalry* 4 x 2, *Auxiliary supports* with only 2 dice since there are only two other *Unit* types to *Support* = 8+2 = 10)

Mark scores 4 hits.

Mark removes 3 *Auxiliaries* and one *Cavalry Unit* takes 2 *Wounds*. The last *Cavalry Unit* takes 1 *Wound* and *Survives*.

Gregor removes 2 *Auxiliary Units* and 2 *Infantry Units* and has still 1 *Infantry* and 2 *Cavalry Units* left.

Since Mark still has 1 *Unit* left, the *Battle* continues.

## Action Cards explained

**Acquisition:** The *Primary Action* lets you draw 3 cards from either the *Dynasty* or *Artifact* decks and pick one card from each draw. You can either draw once from each pile or twice from the same.



The *Secondary Action* lets you draw 3 cards from one of the decks of your choice and keep one card.

These cards are placed on your *Empire Chart*. You can never have more than 3 of each of *Dynasty* or *Artifact* cards.

**Build Army:** The *Primary Build Army Action* lets you spend any amount of *Gold* to buy *Land Units*. *Sorcerer Units* cost 12, *Cavalry Units* 8, *Infantry Units* 4 and *Auxiliary Units* 2.



The *Secondary Action* lets you either get *Land Units* for free up to a cost of 8 *Gold* in total or lets you spend any amount of *Gold* on *Infantry Units*.

All units bought this way, must be placed in *Civilized Areas*. See *Acquire* below.

You cannot have more *Units* of a given type than your *Unit Capacity* allows you.

**Campaign:** The *Primary Campaign Action* lets you move your *Land Units* up to their *Move* score. If they are placed in an *Area* you do not control they immediately end their move and you must resolve any *Battles* as soon all your troops have been moved.



The *Secondary Campaign Action* lets you move your *Land Units* from one single *Land Area* to as many *Land Areas* as you see fit. Otherwise it follows all normal rules for moving as above in the *Primary Campaign Action*.

**Civilize:** The *Primary Civilize Action* let you spend all the *Gold* you like on *Civilization Upgrades* in your *Land Areas*. *Roads* cost 2 *Gold*, *Keeps* cost 4 *Gold*, *Upgrading* to a *City* from a *Keep* cost 8 *Gold* and *Upgrading* from a *City* to a *Metropol* cost 16 *Gold*.



The *Secondary Civilize Action* lets you *Upgrade* 1 *Rural Area* you *Control* by placing a free *Keep* in that *Area* or buy up to 4 *Keeps* to be placed in *Rural Areas* you *Control*.

**Council Seat:** The *Primary Action* lets you take control of any 1 *Position Card* in play, even *Master of the Council*.



You gain the benefits from the [Position Card](#) immediately.

The [Secondary Action](#) lets you take control of any [Position Card](#) but the [Master of the Council](#).

**Diplomacy:** The [Primary Diplomacy Action](#) lets you take control of any [Adjacent Barbarian Area](#) or an [Adjacent Empire's Rural Area](#). This may add extra benefits to your [Empire's Army](#) and [Civilized Area](#) size.



The [Secondary Diplomacy Action](#) lets you take control of a [Barbarian Rural Area](#).

Note that if you take control of another Empire's [Area](#), that Empire may move all but 1 [Unit](#) out of that Area before you claim it. You convert all remaining [Units](#) to [Units](#) of your color.

**Maritime:** The [Primary Maritime Action](#) lets you first spend [Gold](#) on [Fleet Units](#) and then move your [Fleet](#) and other [Naval Units](#) (if any) up to their move score or into [enemy Sea Areas](#). Then you gain [Gold](#) equal to twice your number of controlled [Sea Areas](#).



The [Secondary Maritime Action](#) lets you build [Fleet Units](#) like the [Primary Maritime Phase](#) above, as well as move your [Fleet](#) and resolve [Naval Battles](#), but you only gain 4 [Gold](#) afterwards.

**Rituals:** The [Primary Rituals Action](#) lets you draw 2 [Cards](#) from either the [Destiny Card Deck](#) or the [Sorcery Card Deck](#) or 1 [Card](#) from each. You may choose to draw 0 and still gain [Cards](#) from any bonuses your [Empire Traits](#), [Artifact Cards](#) or [Dynasty Cards](#) might give you.



The [Secondary Rituals Action](#) lets you draw 1 [Card](#) from either of the above mentioned decks and you may still choose to draw 0 as above.

## Glossary

### Special Abilities

**Absorb (x):** For each [type](#) of either [Unit](#) or [Civilize Upgrade](#) having this ability you may ignore 1 [Wound](#) per level taken from the opposing [Units](#) in a [Battle](#).

**First Strike (x):** For each [type](#) of [Unit](#) you control with this ability, you may roll a number of [First Strike Dice](#) during the [First Strike](#) step of the [Battle](#) equal to your combined levels.

**Flight (x):** [Units](#) with this ability may ignore movement restrictions in 1 [Area](#) per level of this ability during their movement.

**Linked Movement:** [Roads](#) and [Fleet Units](#) lets [Land Units](#) move along them at a cost of 0 [Move](#). Moving onto or off an [Area](#) containing a [Fleet](#) or [Road](#) cost 1 move. You can move a [Land Unit](#) from a [Land Area](#) with a [Road](#) to an [Sea Area](#) with a [Fleet Unit](#) or vice versa for 0 [Move](#). You cannot end your move on a [Sea Area](#) with a [Land Unit](#).

**Naval:** A [Unit](#) with this [Special Ability](#) can only move in [Sea Areas](#) and is placed in a [Sea Area](#) next to a [Coastal Area](#) when acquired.

**Pathfinder (x):** A [Land Unit](#) with this [Special Ability](#) may ignore up to its level of enemy controlled [Rural Areas](#) when moving.

**Pursuit (x):** A [Unit](#) with this [Special Ability](#) may after a [Battle](#) it survived together with all other [Units](#) with this [Special Ability](#) also surviving said [Battle](#) move to an [Adjacent Area](#) and conduct yet another [Battle](#) a number of times equal to the level of this ability.

**Speed (x):** A [Unit](#) with this ability may add its level to its [Move](#) score.

**Superiority (x):** Each [Unit](#) with this [Special Ability](#) receives 1 additional [Die](#) during the first round of combat per level of this ability.

**Water Walking (x):** Each **Land Unit** with this ability may pass over a number of **Sea Areas** equal to the level of this ability. It must end its move on a **Land Area**.

**Warp:** After you win a **Battle** place any surviving **Units** with this ability that participated in this **Battle** in any **Civilized Area** you control.

## Keywords

**Acquire:** You can Acquire a **Unit**, **Position Card**, **Artifact Card**, **Dynasty Card** and a **Civilize Upgrade**. An Acquired **Unit** is always placed in a **Civilized Area** or in the case of a **Naval Unit** in a **Sea Area** next to a controlled **Civilized Area**. A **Position**, **Dynasty** or **Artifact Card** is always placed on your **Empire Chart** in one of the marked areas of the chart. You cannot have more than 3 of each of **Artifacts** and **Dynasties**. If you Acquire more than 3 of one type you must discard down to your limit. Acquired **Civilize Upgrades** are placed in **Land Areas** you control. **Keeps** and **Roads** may be placed in **Rural Areas**, **Cities** and **Metropolises** must be placed in corresponding **Civilized Areas** (remove the former **Keep** or **City Upgrade**). (**Metropolises** where there is a **City** and **Cities** where there is a **Keep**).

**Action:** An action can be either **Taken** or **Executed**. A Taken action is an action you take when it is your **Envoy** on the **Action track** that is up for its turn, in the order of the Action Track sequence. Executed Actions are performed whenever an action is triggered by either an **Envoy** or by the rule of a card in the game (**Empire Trait**, **Sorcery**, **Destiny** or **Trade Bonus Cards**).

**Adjacency:** You are considered adjacent to all **Areas** and adjacent to the controlling empires of all **Areas** that shares a border with any **Area** you Control.

**Area:** An **Area** is either a **Land Area** or a **Sea Area**. You control a **Sea Area** by placing a **Fleet Unit** or other **Naval Unit** (The Kraken or the Water Elemental) you control in that **Area**. A **Land Area** is **Controlled** by either placing a **Land Unit** or a

**Keep**, **City** or **Metropol** in that **Area**. Should you leave a **Rural Area** it is no longer under your control. Note that a **Land Area** always spawns a native **Barbarian Infantry Unit** as you enter it if no Empire has claimed it.

**Artifact Card:** An Artifact Card symbolizes an ancient relic or item in your Empire's possession, that somehow gives your Empire an advantage. You cannot have more than 3 Artifacts in your possession at any time. If you **Acquire** more than the limit you must discard either the newly drawn or one already in your possession until you reach your limit of 3.



**Card:** A Card can give you an advantage in the game. You can never have more than 3 of any type of card with the exception of the **Empire Trait Cards**.

**City:** A City represents a large settlement with spires, towers and substantial control of a Land Area. A City yields 4 **Gold** during the **Income Phase** and has the **Absorb (2) Special Ability**. It costs 8 Gold to Upgrade from a **Keep**. A City is a **Civilization Upgrade** and can be **Acquired** by spending **Gold** in the **Civilize Action**. You start the game with a City unless a card says something else.



**Civilized Area:** A Civilized Area holds either a **Keep**, **City** or **Metropol**.

**Coastal Area:** A Coastal Area is a **Land Area** that borders a **Sea Area**.



**Conquer:** You may conquer an **Area** and thereby gain control of it. This can be done by moving **Units** to that **Area** and fight the Empire or **Barbarian Units** there or by executing a **Diplomacy Action**.

**Control:** If you Control an **Area** it is considered part of your Empire. You need a **Keep**, **City**, **Metropol**, or a **Unit** to control a **Land Area**.

When you leave a **Land Area** and have no **Upgrades** or **Units** left, you lose control of it.

A **Sea Area** is **Controlled** by you if you have a **Naval Unit** in it.

**Cost:** The Cost of a **Unit** or **Civilize Upgrade** is paid in **Gold** from your **Gold Track** on your **Empire Chart**. If you are out of **Gold** you cannot buy these items. You may never have less than 0 **Gold**.

**Degrade:** When you **Conquer** a **Land Area** through **Battle** you automatically **Degrade** a **Civilized Area** one step; a **Metropol** becomes a **City**, a **City** becomes a **Keep** and a **Keep** is removed. You do not **Degrade** an **Area** when using the **Diplomacy Action**!

**Destiny Card:** A Destiny Card is drawn from the Destiny Card deck. You may at the end of any action not have more than 3 Destiny Cards in your hand. Discard down to your limit immediately if you should gain any surplus Cards out of your turn. During your **Rituals Action** you may play any amount of Destiny Cards in your hand.



**Dynasty Card:** A Dynasty Card is drawn from the Dynasty Card deck using an **Acquisition Action**. You may at the end of any action not have more than 3 Dynasty Cards on your Empire Chart. Discard down to your limit immediately if you should gain any surplus Cards out of your turn.

**Envoy:** Your Envoy **Units** are not considered normal Units.



They are placed on the **Action Card Track** during the **Place Envoys Phase** and **Action Phase**. A 4 or 5 player game gives you control of 2 initial Envoys. A 3 player Game gives you control of 3 Envoys. When an Action is taken on the **Action Card Track** you must remove your Envoy to show that you has finished your action.

**Event Card:** An Event Card is played by the **Master of Events** in the **Event Phase**. He or she first draws 3 Cards and then



chooses 1 of these to play. The Card displays both an event that must be resolved and a number of **Barbarian Units** or **Upgrades** that must be placed on the Map in unoccupied or occupied **Barbarian Sea Areas** or **Barbarian Land Areas** (**Land** or **Sea** depending on the **Card** description).

**Face Up/Down:** A VP Card can either be Face Up or Face Down. As long it is Face Down (the text is hidden by its backside and is facing the game board) a Card is considered Face Down. A Face Up Card has its text revealed and shows the text on the front side.

**Gold:** Gold is the measure of your Empire's wealth and should not be taken literally – rather 1 Gold represents a hoard of Gold Coins or similar valuables like gems or rare metals. You can never have less than 0 Gold. You start the Game with 4 Gold in addition to any **Empire Trait** or similar benefits.

**Hit:** For each success you have on a die roll related to **Battle** or a **Sorcery Card** played you score one hit. Each Hit causes one **Wound**.

**Keep:** A keep represents a small fortification or castle that your Empire uses to claim a **Land Area**. It has the **Absorb** (1) special ability and yields 2 **Gold** during the Income Phase. It costs 4 **Gold**.

**Kill:** A Unit is killed when it takes **hits** equal to or more than its **Wounds**.



**Map:** The map of Zabor and the two continents (Northern and Southern) is the playing area on which you may place your **Units** and **Civilize Upgrades**. It is divided into 66 **Land Areas** and 22 **Sea Areas**. Some of these are marked with colored symbols marking possible starting locations for the players' Empires.



**Metropol:** A Metropol is considered a heavily populated area of supreme civilized standards. A Metropol might easily be considered a Capitol of a part of an Empire. A Metropol has the **Absorb (3) Special Ability**. It yields 8 **Gold** during the **Income Phase** and requires a **City** in order to spend the 16 **Gold** to let you upgrade to it.

**Move:** To move a **Unit** you may spend its Movement score. It can be any number above 0. Each time you cross a border between 2 Areas you spend 1 Movement Point. Movement Restrictions apply if you encounter hostile (not your own) **Units** in an **Area** you enter. You must immediately end your move and resolve any **Battle** in that Area.

**Phase:** The Game consists of 10 individual Phases. (See above)

**Position Card:** Each Player is dealt 1 random Position Card at the start of the game. If you play less than 5 players randomly draw among the **Master of Crafts, Coercion and Arms** to remove cards until cards corresponding to the number of players remains. These cards can still be **Acquired** by the **Council Seat Actions**.



**Road:** A Road confers the **Linked Movement Special Ability** to a **Land Area**. A Road doesn't disappear when an **Area** is Conquered.

**Rural Area:** An **Area** with only **Units** and/or **Roads** is considered Rural.

**Sea Area:** An **Area** that is colored blue on the map and is either named Sea, Strait or Bay is considered a Sea Area.



**Sorcery Card:** A Sorcery Card is drawn from the Sorcery Card deck. You may at the end of any action not have more than



3 Sorcery Cards in your hand. Discard down to your limit immediately if you should gain any surplus **Cards** out of your turn. During your **Rituals Action** you may play any amount of Sorcery Cards in your hand.

**Strength:** A **Unit** has a Strength score measuring its average effectiveness in **Battle** or a **Sorcery Attack Spell** has a certain impact on an **Area**. Each level of this ability lets you roll 1 six sided die, scoring successful **hits** on 5 and 6.

**Summon:** Some Cards let you Summon a Monster. Summoning follows the same rules as **Acquiring** a **Unit**.

**Trade Bonus Card:** Trade Bonus Cards are drawn and spent immediately and gives you a little extra income or possibilities, should you choose to trade with **Adjacent** Empires.



**Turn:** The game lasts a predefined number of Turns – often 8. Each turn consists of 10 Phases.

**Unit:** Units are military or tactical troops you can use to conquer Areas. A Unit has a,



Strength Score, Movement Score, Cost, Wound Score and maybe a Special Ability. Most Units can be bought or Acquired during the Build Army Action (or Maritime Action for Fleet Units), but often they may be Acquired through different means.

Units are as follows:

**Auxiliary:** Strength: 0, Move: 2, Wounds: 1, Support 1, Cost 2 Gold

**Infantry:** Strength: 2, Move: 2, Wounds: 1, -, Cost 4 Gold

**Fleet:** Strength: 2, Move: 2, Wounds: 1, Naval, Cost 6 Gold.

**Cavalry:** Strength: 4, Move: 3, Wounds: 2, Pursuit 1, Cost 8 Gold

**Sorcerer:** Strength: 6, Move: 2, Wounds: 3, Warp, Cost 12 Gold.

**Unit Capacity:** You can only ever control a given number of Units. The Unit Capacity is as follows:  
Auxiliary = 4 + Civilized Areas

Infantry = 4 + Land Areas

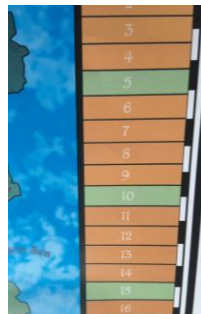
Cavalry = 4 + ½ Civilized Areas

Sorcerer = 4 + ½ Civilized Areas

Fleet = 4 + ½ Land Areas

Always round up!

**VP (Victory Point):** After the last Turn ends, the player with the most VP wins. On a tie the following rules apply when deciding the winner: Most Metropols, then most Gold, then most Cities, then Keeps then Unit Strength.



**VP Card:** A VP card is a card turned over each Turn  
10



with a set of conditions to be met, in order to claim the Victory Points on it. This happens in the VP-Phase of the game.

**Wounds:** It takes 1 Wound to Kill an Auxiliary, Fleet or Infantry Unit. It takes 2 Wounds to Kill a Cavalry and it takes 3 Wounds to Kill a Sorcerer. Monsters may have more Wounds, but they do not Heal in the Heal Units Phase. A wounded Unit is always the next in line to take a Hit in a Battle.