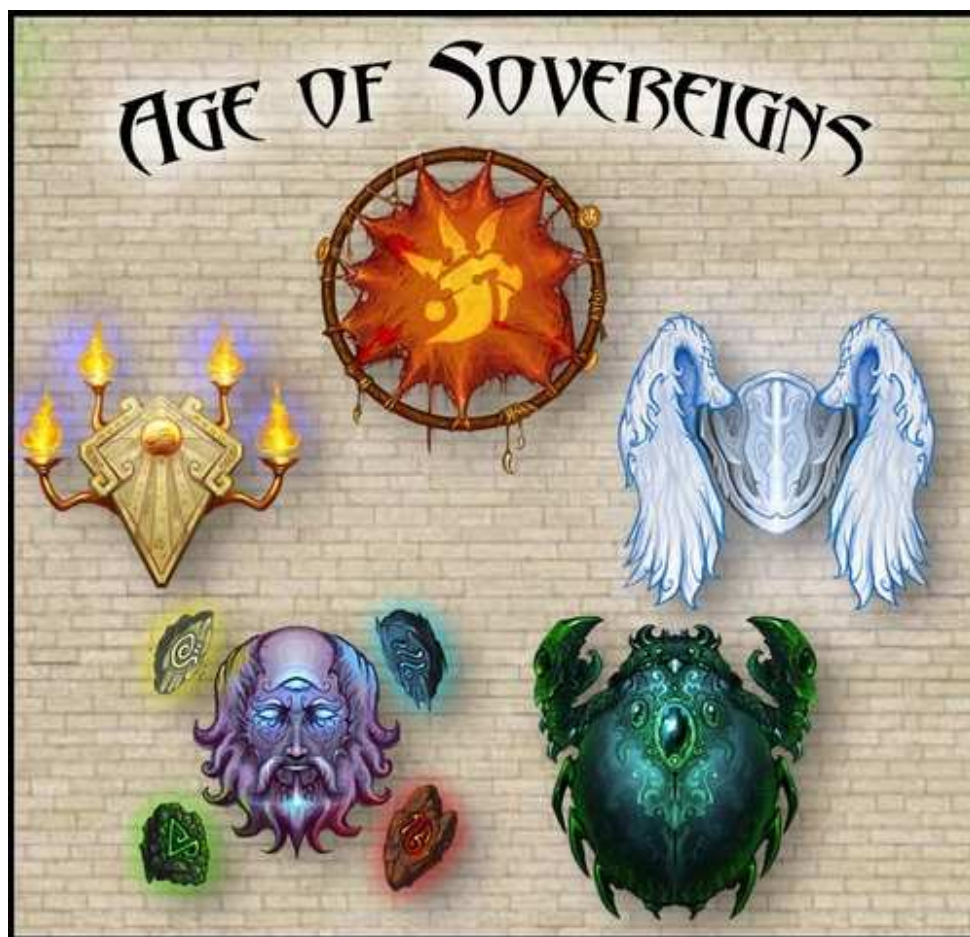


“Age of Sovereigns” Rulebook (version 1.3.)

Annual Ukrainian Boardgaming Festival Nominee 2011: The Best Game Art



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Game support on our website forum: www.ef-games.kiev.ua/efg-forum

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1. GAME COMPONENTS (For Two Players):

A) PnP files include:

1.1) 3 sovereign cards for each player;

1.2) 5 destiny cards;

1.3) 40 combat cards;

1.4) 8 kingdom bonus cards;

1.5) 14 End of Times cards;

1.6) 2 sets of 10 order tokens for each kingdom;



1.7) 2 sets of 33 building tokens for each kingdom;

1.8) 2 sets of 15 army unit tokens for each kingdom;



1.9) 2 sets of 2 (Barbarians) and 3 (Paladins) special army unit tokens for each kingdom;



1.10) 5 rebellion tokens;



1.11) other tokens:

6 revolutionary tokens,



9 plague tokens,



1 glory token,



2 Great Conqueror tokens;



6 defend token.



1.12) 1 playfield for two players.

B) Components NOT Provided (May be Taken From Other Games):

Tokens to represent gold talents. Besides, it is preferable to substitute the tokens of common and special army units by the miniatures from other games (we use Risk: Godstorm).

2. GAME SETUP.

**Combat cards'
back**



**Combat cards'
back**



**End of Times
cards' back**



**Destiny cards'
back**



2.1) Choose the kingdom you want to play and take the relevant building tokens. Each kingdom has three sovereigns with special abilities (see Paragraph 9). Choose one of them.

2.2) Choose the territories of your kingdom. Each kingdom consists of four territories of the same colour (blue or red). Central orange territory is neutral and belongs to no kingdom until conquered (its strength is 0).

2.3) Set up two decks: Combat Deck and Deck of Ages. The former includes all combat cards. Shuffle them and place face down. The latter deck consists of three parts – Kingdom Bonus deck, End of Times deck, and Destiny deck.

The Deck of Ages setup is as follows:

A) All cards from the Destiny deck are used in the game (5 cards). Shuffle them and place face down in the bottom of the Deck of Ages.

B) Next, from the End of Times deck randomly select the number of cards equal to the number of players multiplied by two, plus two (so, for instance, in a 2-player game it makes six cards). Shuffle these selected cards and place them face down on top of the Destiny deck. Return the rest of the cards to the box, they will not be needed in the game. The players may not look which cards were selected and which were returned. In a 2-player game “The Tempest” card is not used.

C) Next, from the Kingdom Bonus deck select only bonuses of those kingdoms which participate in the game (so, in a 2-player game all eight bonus cards are used). Shuffle these selected cards and place them face down on top of the End of Times deck. The players know which cards will be used in the game, but they must not know their order in the deck.

Thus, cards from the Kingdom Bonus deck will be played first, then come cards from the End of Times deck. Cards from the Destiny deck are used only for scoring.

2.4) Each player receives 4 army units (1 army unit = 1 warrior miniature) and 3 gold talents. The first player is determined with a dice roll, then the game continues clockwise. The first player places his/her army units first, then the rest of the players place them in turns, also clockwise. Army units must be placed in your own territories, no more than 3 units per territory. Each player also receives a Capital token (Master’s Castle for Paladins and Hall of Chiefs for Barbarians). Capital tokens are placed in one of the territories of your kingdom.

3. GAMEPLAY.

The game consists of ages. The age is divided into four phases: fines payment / gold spending phase, kingdom bonus and gold acquisition phase, order phase, and combat and regrouping phase.

Players go through phases in turns. One turn is:

- Fines payment / gold spending phase + kingdom bonus and gold acquisition phase + the 1st order of the order phase.
- Each order of the order phase, starting with the 2nd order.
- Combat and regrouping phase.

Formally, the age looks as follows (assuming the player has four territories):

Turn 1: Fines payment / gold spending phase + kingdom bonus and gold acquisition phase + the 1st order of the order phase.

Turn 2: the 2nd order of the order phase.

Turn 3: the 3rd order of the order phase.

Turn 4: the 4th order of the order phase.

Turn 5: combat and regrouping phase (optionally).

[Example of the first age and further comments are available at the end of this rulebook.](#)

A) Fines payment / gold spending phase

It is important to remember that once you have fines (if any) your turn is not ended, but you then proceed for the kingdom bonus and gold acquisition phase

There are two types of fines: for army units and for territories. Your army units do not require any maintenance keeping as long as you have six units or less. If you have from 7 to 9 army units you must pay 1 talent for **ALL** your units (NOT for **every** unit), 2 talents for 10-12 units, and 3 talents if you have 13 units or more. If you cannot pay, you must dismiss the corresponding number of army units. Fines are also paid for the number of army units in the same territory. Normally, you may have up to three army units in one territory. Thus, if the territory already contains three army units you may not apply mobilization order and may not move new units to this territory in the regrouping phase. However, sometimes situations occur, when you have more than three units in one territory (either via bonuses or by reasons beyond your control). In this case, you must pay 1 talent for **every** unit exceeding three allowed units in the territory. If you do not have required gold, you must dismiss the corresponding number of army units. However, in both cases (the total number of units and the number of units in one territory), even if you have enough gold, you may choose not to pay the fines and dismiss the corresponding number of army units instead.

Fines for territories are paid for the number of territories with no orders given at the end of the age. In order to end the age it suffices to give orders in four territories. If the kingdom has more than four territories and you end the age by giving orders in only four

of them, you must pay 1 talent for each territory with no orders given. If gold is not paid for such a territory, a rebellion breaks out in this particular territory (rebellion token is placed on the map).

Once you have paid the fines, you may spend your gold on some bonuses. The basic version of the game offers bonuses for building the Library and the Altar. Each Library allows you to buy 1 and only 1 combat card for 1 talent. The Altar allows you to donate all your gold (but no less than 3 talents) to gain 1 permanent victory point till the end of the game. It is up to you to choose in what sequence to use the Library and the Altar.

B) Kingdom bonus and gold acquisition phase

During this phase you draw the top card from the deck of Ages (See paragraph 5). If you have a Bank, you also receive gold (see paragraph 12).

It is important to remember that once you have taken all actions related to this phase, your turn is not finished, but you then proceed for the order phase.

C) Order phase

This phase lasts until you give orders in all your territories (if you have four territories or less), or at least in four territories (if you have five territories or more).

You give an order in any territory you own. The orders are resolved immediately after they are given. It is important to remember that orders are given in a specific territory.

There are seven types of orders:

a) *Mobilization Order*: mobilize 1 army unit for one 1 talent in the territory where the order is given;

b) *Construction Order*: construct the first (1 talent), second (2 talents) or third (3 talents) level building in the territory where the order is given;

c) *Demolition Order*: demolish a building (your own or belonging to other players);

d) *Tax Collection Order*: receive 1 talent;

e) *Combat Planning Order*: draw 1 combat card.

f) *Regrouping Order*: move 1 army unit to your own adjacent territory for free, every other unit will cost 1 talent to move;

g) *Negotiation Order*: allows you to discard rebellion tokens.

The current player may choose to give any **one** of these orders (after the order is given and resolved an order token is placed in the corresponding territory). Then the turn ends, the rest of the players give their orders in sequence, and after that it is the current player's turn again. The second order is then given (any order may be given, irrespective of the previous order of the player). The rest of the players give their orders in sequence again, and so on.

Your order phase ends when four of your territories have at least one order token placed. If you have four or less territories, the phase ends in any case. If you have five or more territories, then you may choose either to end the phase after the order tokens were

placed in four territories, or to continue so that you could give orders to the rest of your territories with no order tokens. You may then yourself choose when to end the order phase.

When you give your final order in this phase, your turn ends and the phase proceeds with the next player. The player who has completed the order phase removes all order tokens from his/her territories.

D) Combat and regrouping phase

After the order phase comes the combat and regrouping phase, but only if you choose it. That is, if you decide not to attack and move your army, then your turn includes only the fines payment / gold spending phase + kingdom bonus and gold acquisition phase + the 1st order of the order phase.

If you decide to attack, then the combat and regrouping phase takes the whole turn. Initially, you may perform 1 attack in this phase. To increase this limit, you need to build Military Academies, each of which grants you one additional attack. You may attack only one adjacent enemy territory. You may not simultaneously attack one enemy territory from several of your territories. If you have the possibility to attack more than once, then there is no limit (within the maximum number of attacks per phase) to the number of attacks you may perform from **one** territory to the adjacent enemies territories.

You may not move army units from one territory to another, until you announce that you have completed all battles in this age, or until your attack limit is reached. Immediately after all attacks are completed you may choose to move your army units. Each army unit may be moved to the adjacent territory and no farther. One unit may be moved for free, every other unit will cost 1 talent to move. If you wish to move more than one unit but have no gold, you will have to wait for more favourable times.

4. ENDING THE GAME

Every age each player draws one card from the deck of Ages. When any player draws the last card from the End of Times deck (this deck is the second part of the deck of Ages), the game continues until the order phase of the player's age is completed (this phase has special rules discussed below). The game then ends and scoring begins.

5. DISTRIBUTION OF CARDS FROM THE DECK OF AGES DURING THE KINGDOM BONUS AND GOLD ACQUISITION PHASE



When you draw a kingdom bonus card, you give it to the player who plays the corresponding kingdom. For example, if the Barbarian player draws a card that belongs to the Paladin (the card shown to the left), he/she must give it to the Paladin. In this case it is the player who draws the card (in our case it is the Barbarian) who receives the amount of gold specified in the left corner of the card (one coin stands for one talent). Kingdom bonus card remains exposed for all players to see, and is discarded after use.

It is important to remember that **once per game** you may get not only your card from the player who draws it, but all gold indicated on it as well. That is, when the other player draws your card, you may also get gold, but it is allowed only once during the game. In this case (when you use the once per game right to receive gold together with the card) the player who draws the card may him/herself get the gold from the card (as would happen normally if you did not use the OPG) only if your treasury limit does not allow you to get all the gold from the card yourself (normally treasury limit is 7 talents). The player who draws the card keeps the gold you cannot take.

Example: The Paladin player has 5 talents, and the Barbarian player has 1 talent and draws a kingdom bonus card belonging to the Paladin. Three talents are indicated on the card. Normally, the Barbarian player would get all the gold from the card and give the card to the Paladin. However, the Paladin player decides to use the OPG right to get both, card and gold. He/she will not take all the gold, but only two talents, because his/her treasury limit does not allow more. The Barbarian player keeps one remaining talent.

6. MORE ON ORDERS

A) *Mobilization Order* allows you to mobilize 1 army unit for 1 talent. You may mobilize only 1 army unit for 1 order. Common army unit has 1 strength and 1 endurance. This holds true for any kingdom. In addition, you may mobilize special army units of your kingdom for 1 talent, but only in the territory with the capital (1 special army unit for 1 order). If the territory with the capital is conquered, you may not mobilize special army units of your kingdom. If the capital is destroyed, you may not mobilize special army units until the capital is built anew.

As it was mentioned above, normally one territory may simultaneously contain no more than 3 army units. Maximum number of all army units in all territories must not exceed 15.

B) *Construction Order*. Up to 3 buildings may be constructed in each territory. One order allows you to construct one building. It is impossible to construct a second-level building in any territory if there are no first-level buildings in play in it, or to construct a third-level building if there are no second-level buildings. Each first-level building may be built three times, second-level – twice, and third-level building – only once. It is impossible to construct two similar buildings in the same territory, but possible to construct more than one building of the first or second levels.

If you have conquered the enemy territory with buildings, they do not bring you their bonuses. That is, you may use bonuses only from the buildings you constructed yourself. Buildings in the territories you lost do not provide their bonuses until the respective territories are claimed back.

C) *Demolition Order* may be given both in your own and conquered enemy territories to destroy 1 building. Demolition price in the conquered territories is 1 talent less than the construction price of the building demolished. Destruction of the enemy capital costs 3 talents. Your own buildings are destroyed for free (demolition may be necessary if you want to move your building from one territory to another). After the demolition order is given, the order token is placed in the respective territory. Demolition order is an independent order, that is, it takes the whole turn like all other orders.

D) *Tax Collection Order* brings you 1 talent. Each player has a treasury which allows to store no more than 7 talents. Thus, if you have seven talents, you may not get more gold in any way, including the tax collection order. Treasury limit may be increased with the construction of a Treasure House (see paragraph 12 on its features).

E) *Combat Planning Order* allows you to draw 1 combat card. Its content is only displayed to other players when the card is used in battle. Initially, you may have a maximum of 2 combat cards in hand. This limit is increased by the construction of Libraries (see paragraph 12 on their features). If you have the maximum number of combat cards and choose to give the combat planning order, you must first discard 1 card from your hand and only then draw a new card.

F) *Regrouping Order* allows you to move army units from one territory to another. When the order is given in the territory, you may move 1 army unit to any adjacent area for free, every other unit will cost 1 talent to move. The order may only be given in your own territories, and only your own territories may be involved in regrouping.

SECOND ORDER: THIS IS IMPORTANT!

Normally, you may give one order in each territory during the order phase of any age. However, you may give the second order in the territory which already contains one order token (this takes a separate turn of the order phase), but only if there still are territories in which you did not give orders in that age. The rebellion breaks out in one of such territories (without the orders given). If there are more than one ‘order-free’ territory, the rebellion breaks out in the territory with the lowest number of army units in it. If there are

more than one territory with the lowest number of army units, the place of the rebellion is determined by the player to your right and a rebellion token is placed in the territory. If the territory contains a rebellion token, it cannot be considered free. The third order is impossible in the same territory. The number of second orders is limited by the number of territories with no order tokens and no rebellion tokens.

In the territory with the rebellion the buildings do not bring their bonuses. Although the army units in such a territory remain valid, and it is possible to play a combat card for defence, the total strength of such a territory during combat is reduced by 1.

While one or more rebellions are active in your kingdom, you may not complete the order phase. You must first achieve peace with (G) *Negotiation Order*. This order takes a turn. After this order is given, the rebellion token is removed from the territory and the order token is placed.

7. MORE ON COMBAT

The overall structure of any combat is as follows:

1. Declare attack.
2. Activate bonuses, resolved before combat cards are selected.
3. Place combat cards without revealing them.
4. Activate bonuses, resolved before combat cards are revealed.
5. Reveal combat cards.
6. Activate bonuses, resolved after combat cards are revealed.
7. Count the total strength of army units and score the battle.

ALL army units of one territory (attacking army) always attack ALL army units of another territory (defending army). Territories must be adjacent.

The strength of the army in battle is determined by the number of army units in that army, and by the strength of the combat card played in this battle. Combat cards may be played from your hand, or directly from the top of the deck, if you do not want to play a card from your hand or if you have no cards in your hand.

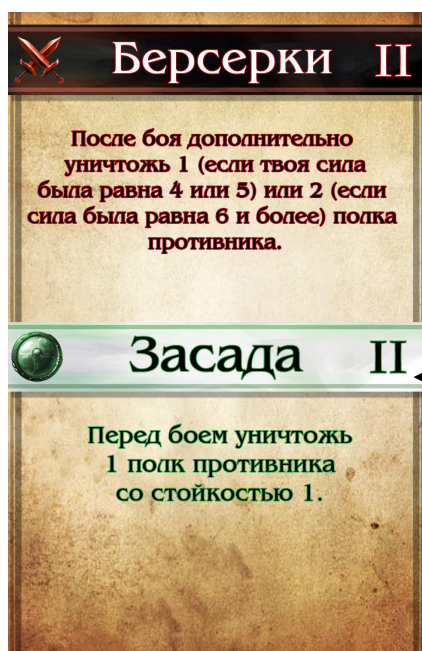
The army with higher total strength wins. The defeated army loses the number of army units equal to the difference between the armies' strength. If, for example, the winning army has the strength of 4, and the defeated army – the strength of 2, the latter loses its two army units. The winner chooses which particular army units are destroyed.

If the strength of the army is equal to or higher than 6, then the army destroys 1 additional unit (on condition that its endurance is 1).

In addition to strength, each combat card has special properties that provide various bonuses. Depending on the property, cards are divided into two types: mixed and universal. Mixed cards have two properties – attacking and defending. The first property is

triggered when the army attacks, the second – when the army defends. Universal cards have the property which affects both attack and defense, or some other universal bonuses.

Mixed cards may have different strength for attacking and defending properties. You do not choose among them, but use the strength which corresponds to the current combat situation: when defending – the strength for defending property, when attacking – the strength for attacking property. Properties provide additional bonuses over the strength of the army units and the strength of the card itself. These bonuses may add more strength or provide other benefits.



If the strength of a universal card is marked in red, then in order to apply this strength you must NOT apply the property of the card.

IMPORTANT! If a combat card is played not from hand, but from the deck, the strength of the card is reduced by 1. This does not concern the strength provided by the bonus.

A mixed combat card is shown to the left. The property indicated under two crossed swords is used during attack, and the one under the shield – during defense. The strength of the card is determined in the same way.

In addition to army units and combat cards there is another way to strengthen your army. It is the possibility to add a card from your hand to the combat card played. In this case the card's special properties are not applied, and it adds only 1 bonus strength, no matter what strength is indicated on the card. Only combat cards IN HAND may be applied for strengthening.

When the strength of the army units, the strength of combat cards and the activated bonuses are added, the army with the highest overall strength wins. If the defeated territory still has the army units which were not destroyed, the survivors must retreat to the adjacent friendly territory. These army units must be moved to the territory with the lowest number of units in it. *In this case the limit of the units in the same territory may be exceeded.*

You may retreat to your own adjacent territory without fines only if you do not exceed the limit of army units per one territory. If you are able to NOT exceed the limit, you must use the opportunity, i.e. to retreat so that each territory contains no more than 3 army units. If you cannot do this and will anyway exceed the limit in one of your territories, then immediately after the retreat you must pay 1 talent for each army unit exceeding the 3 units allowed in the territory. If you do not want to pay for all or part of your army units, or you lack gold to pay, then you must dismiss the corresponding number of army units.

When the defeated army units have nowhere to retreat (i.e., there is no friendly territory adjacent), they must fight their way through the enemy territories. You must move the remaining units to the enemy territory bordering on your territories, or closest to it. In this case the usual combat does not happen. Instead, being the retreating player, draw a card from the top of the combat deck and look at the lower strength value indicated on it. Then remove the corresponding number of army units (you yourself determine which units to remove). The remaining army units move to the neighboring territory. If this is your own territory, the retreat is over. If this is the enemy territory, the procedure is repeated.

If the attacking player wins, he/she may move his/her army units to the conquered territory for free. The number of units to move is determined by the player.

If the players scored equally in battle, then there is no winner – nobody loses their armies, and the defender retains his/her territory (however, if the strength of each side is equal to or higher than 6, each player loses 1 army unit). If the defender was stronger, the attacking player loses the corresponding number of army units.

In addition to differences in the total strength of the armies, the losses are determined by the endurance of army units. Normally, one army unit has the endurance of 1, so only 1 exceeding strength is needed to destroy it. Some army units have the endurance of 2 and more, so 2, 3 or more exceeding strength is needed to destroy them. Even if the attacker has only 1 exceeding strength in battle, and all defending units have the endurance of 2 and / or more, the defending army must retreat, but in this case the units are not destroyed.

If the strength of one or both sides is equal to or greater than 6, then this side(s) gets 1 additional exceeding point (or point of superiority) which may be used for the destruction of army units with greater endurance, or for the destruction of additional common units. Despite the losses on both sides, the army with the highest total strength wins, if it has at least one army unit left.

NOTE: a) If after a successful attack the winner does not move any of his/her army units to the conquered territory, then at the beginning of the next age (before the first order is given) the rebellion breaks out in that territory; this rule applies only to the territories which do not belong to the attacking player initially; b) all combat cards played are discarded; c) if the card's special properties conflict with the rules, follow the properties; d) the card's special properties refer to the defending territory, unless the text of the card says otherwise; e) the defending player is the second to place his/her combat cards, but the first to resolve their properties.

THE LAST WAR! The order phase, as well as the combat and regrouping phase of the last age (i.e., the age which begins when you draw the last card from the End of Times deck) are resolved in a special way – they are combined. The player who started the last age, as well as all other players, has the possibility to give *attack orders* (thus, the order phase and the combat and regrouping phase are no longer separated). The number of attack orders the player may give now is equal to 1 plus the number of the player's

Military Academies. The attack order is given in any of the player's own territories which borders on at least one enemy territory. If the player chooses to attack, then the order must be given immediately after the usual order was given in this territory. That is, the player him/herself decides to attack after the usual order or not to attack. Any attack order allows a single attack. This attack is resolved according to the usual rules. After the order phase ends, the attack phase does not occur. If the player who draws the last card from the End of Times deck (let's call him/her the final player) completes the order phase, the game ends.

The situation may occur when the **non-final** player finishes his/her age by completing the order phase, and there are no more cards in the End of Times deck. In this case the non-final player starts a new age, on condition that the **final** player may still take turns within his/her last order phase. In this case special rules concerning the last war (i.e., combat and regrouping are no more considered a separate phase, but the attacks are activated by separate orders).

8. GAME OBJECTIVE

The objective of the game is to score the maximum number of victory points.

Points are earned in six spheres: lands, army, wealth, constructions, glory and feat of arms. The total number of points gained is the final measure of the sovereign's greatness. Lands bring victory points immediately, other spheres first bring **scoring points**, and then **victory points** based on them.

a) *Lands*. Each territory you own at the end of the game brings 1 victory point. The player who has conquered the enemy capital receives 1 additional victory point, which is taken into account regardless of whether the player controls this territory at the end of the game or not (when you conquer the territory, take the token of the Great Conqueror). Each enemy capital brings no more than 1 point. That is, re-conquering does not provide additional points.

b) *Army*. Each army unit brings 1 scoring point. You also get 1 scoring point for each protective building (the Watchtower, the Wall and the Fortress). The player with the highest number of scoring points gets N victory points, where N equals the number of players. The players with the next numbers of scoring points receive N-1 points, N-2 and so on.

c) *Wealth*. Each talent brings 1 scoring point. Each Treasure House brings 2 additional scoring points, regardless of whether it contains gold or not. The player with the highest number of scoring points gets N victory points, where N equals the number of players. The players with the next numbers of scoring points receive N-1 points, N-2 and so on.

g) *Constructions*. Scoring points are received based on the maximum level of buildings constructed in a territory. For example, if a territory contains first and second-

level buildings, you receive 2 scoring points (in accordance with the maximum-level building, which is level two). It is not necessary that you own the territory with the buildings constructed at the end of the game. That is, if the territory contains buildings constructed by different players, all players get the scoring points for it (of course, if the buildings were not destroyed). For example, if the territory contains first and second-level Paladin buildings, and third-level Barbarian building, the Paladin gets 2 scoring points, and the Barbarian gets 3. Scoring points received for different territories are summed up. The player with the highest number of scoring points gets N victory points, where N equals the number of players. The players with the next numbers of scoring points receive N-1 points, N-2 and so on.

d) *Glory*. Scoring points are received for the Statues (1 scoring point each) and the Palace (3 scoring points), if they were not destroyed. Victory points (NOT scoring points) may be also obtained for the Altar (see paragraph 12). In addition, you may get 1 scoring point for the Tournament (a card from the End of times deck). If you have your capital destroyed and were unable to rebuild it till the end of the game, you lose 3 scoring points. The player with the highest number of scoring points gets N victory points, where N equals the number of players. The players with the next numbers of scoring points receive N-1 points, N-2 and so on.

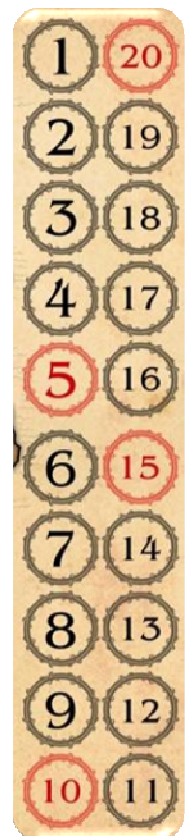
e) *Feat of Arms*. Each player gets 2 scoring points for each attack and 1 for each defense. The player who wins the battle receives 1 additional scoring point. Thus, the attacker may get 3 or 2 scoring points, and the defender – 2 or 1. All scoring points are summed up and marked on the feat of arms track with an order token (or you may use miniatures to indicate your sovereigns).

If you conquer an empty enemy territory, that is, the territory with no army units, you get 2 scoring points. If you lose such a territory, you do not receive any scoring points.

Feat of arms scoring points are marked on the special track an order token (or you may use miniatures to indicate your sovereigns). Each time you attempt attack or defense which brings scoring points, you must move the token the corresponding number of steps. →

The player with the highest number of scoring points gets N victory points, where N equals the number of players. The players with the next numbers of scoring points receive N-1 points, N-2 and so on.

If the players have an equal number of scoring points in a definite sphere, they receive an equal number of victory points. For example, two players have 7 army units each, and the rest have 5, 3 and 2 units. In this case the first two players receive 5 victory points, and the third, the fourth and the fifth players – four, three and two victory points respectively.



Once the **victory points** are received for all spheres, they are summed up. The player who got the most points wins! If several players scored equally, the player with the highest glory wins. If that still does not determine the winner, the player with the highest number of territories wins. If the number of territories is also equal, the player with the highest amount of gold wins. If even gold is equal, the game ends with a tie.

9. PENALTIES APPLIED IN SCORING

Scoring points received for feat of arms are used not only for victory points, but they also indicate the favor of destiny towards the sovereigns. The more attacks and defenses the sovereign attempts in the game (and thus scores in the feat of arms sphere), the more favorable his/her destiny is. Scoring points received for feat of arms determine how many cards from the Destiny deck must be drawn by the player. All cards of this deck are penalties, that is, they reduce either the player's score in one of the spheres (army, wealth, constructions, glory), or the final amount of victory points. The player with the lowest score in feat of arms is the first to draw cards from the Destiny deck, the player with the next score is the second to draw, and so on. The number of cards to draw is indicated in the following chart:

Number of players	Place the player holds according to the score in feat of arms				
	1	2	3	4	5
2	0	1			
3	0	1	2		
4	0	1	1	2	
5	0	0	1	1	2

10. PALADINS AND BARBARIANS: SOVEREIGNS' FEATURES AND THEIR SUCCESSION

A) *Paladin* sovereigns:

Strategist always has 1 additional combat card. This card is placed separately, and after using it you may draw another card in its place, but may do it only once per age. The card is drawn during the kingdom bonus and gold acquisition phase. This card may exceed the hand limit.

Logistician does not pay gold for army units moved in the regrouping phase, and each army unit may be moved to two territories instead of one, and each army unit may be moved to two territories instead of one.

Tactician may once per age cancel the special properties of an enemy combat card before it is revealed.

B) *Barbarian* sovereigns:

Marauder gets gold for every battle won. The amount of talents he/she gets is equal to the number of destroyed enemy army units. This feature is also valid when "The Last

Frontier" kingdom bonus is applied. The Marauder also receives 1 additional talent if the attacked territory contains at least one building (regardless of whether the battle is won or not).

Lord of the Horde may have any number of army units if their total amount does not exceed 15. The fine for the total number of army units is not paid.

Conqueror may neutralize the properties of protective buildings (the Watchtower, the Wall and the Fortress). 1 talent must be spent to neutralize a second-level building, and 2 talents to neutralize a third-level one. If the property of a protective building is neutralized, but the territory was not conquered, then, when the next attack is attempted in this territory (but only in the current combat phase of the Conqueror), the building will not provide its bonus. Besides, when the Conqueror has five or more territories, and begins his/her combat phase after the orders were given in four territories, he/she does not pay the fine for the territories with no orders given.

SOVEREIGNS AND THEIR SUCCESSORS! Before their first turn each player chooses the first sovereign ruler and places an order token on 1 on the feat of arms track (or you may use miniatures to indicate your sovereigns).

The life of a sovereign is limited to 10 points on the feat of arms track. After the current sovereign's death the successor is chosen at the beginning of the new age, that is, before the fines payment / gold spending phase.

It is sometimes possible that the sovereign proceeds for the combat and regrouping phase not exceeding his/her 10 points, but they are exceeded at war. In this case, any bonuses associated with the sovereign are valid until the end of the combat and regrouping phase. In addition, in this case, the beginning of the next sovereign's reign on the feat of arms track is the point where the current sovereign stopped his/her rule. For example, if the current sovereign stopped on the point of 13 (though normally the sovereign would be limited by 10 points), the next sovereign would rule from points 13 to 22.

Each Statue built during the reign of the current sovereign increases his/her points on the track by 5. For example, if during the first order phase the player builds at least one Statue, then reign of the current sovereign will be increased from 10 to 15 points on the feat of arms track.

After the last sovereign is deceased, the player plays without sovereigns and receives no corresponding bonuses.

11. PALADINS AND BARBARIANS: COMMON BUILDING FEATURES

The following buildings may be constructed by players of any kingdom.

First-level buildings (cost – 1 talent)



Residential Districts: tax collection order in the territory with Residential Districts brings 2 talents.



Treasure House: each Treasure House increases treasury limit by 3 talents. Any gold exceeding 7 talents is placed in the territories with Treasure Houses and is used last, i.e. after all available gold was spent. If a territory with a Treasure House is conquered, the enemy gets the gold there, but it must remain in the Treasure House. When scoring, each Treasure House brings you 2 scoring points for wealth.



3. *Storehouse:* when you move your army units (both during the combat and regrouping phase, or by the regrouping order) **from** the territory with a Storehouse, the number of units moved for free is increased by 1. Each Storehouse also increases by 1 the total number of fine-free units.



Statue – when scoring, brings 1 scoring point for glory. Increases the reign of your sovereign by 5 points in the feat of arms track.



Brickyard: allows you to construct 1 additional 2nd –level building in this territory (the one with the Brickyard). In addition, immediately after the Brickyard was built you may construct 1 additional building for +1 talent above its usual cost (this will be considered neither 2nd, nor double order).

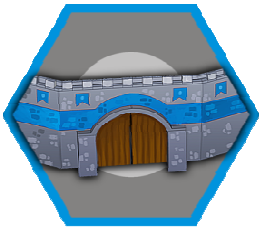
Second-level buildings (cost – 2 talents)



Watchtower: when the territory with the Watchtower is attacked, the attacker must play his/her combat card openly, combat cards drawn blindly from the deck may not be played in this territory. The Watchtower costs **1 talent**.



Military Academy: each Military Academy allows you to attempt 1 additional attack during combat and regrouping phase.



Wall: any territory with a Wall gets 1 additional strength when defending. If you do not attack after the order phase and start the next age, place a defense token in any territory with a Wall to mark this 1 additional defending strength. The token is discarded right before the beginning of the combat and regrouping phase. You may never place more than 1 defense token in 1 territory.



Library: each Library increases the hand limit of combat cards by 1. Immediately after the Library was built you receive 1 combat card for free. During the kingdom bonus and gold acquisition phase you may also buy 1 combat card for 1 talent for each Library you built.



Market Square: once per age when giving an order in any territory with a Market Square you may receive 1 talent.

Здания третьего уровня



Fortress: in order to conquer the territory with a Fortress you must destroy all its defenders. If you do not attack after the order phase and start the next age, place a defense token on any territory with a Fortress to mark this 1 additional defending strength. The token is discarded right before the beginning of the combat phase. You may never place more than 1 defense token in 1 territory.



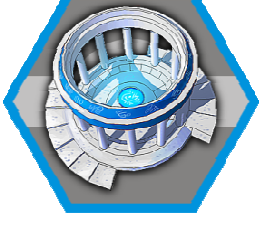
Bank: during the kingdom bonus and gold acquisition phase you receive 1 additional talent for each Treasure House you own. This gold must be placed in your Treasure Houses (1 talent into each house).



Armoury: allows you to strengthen your army units while attacking. Each attack allows you to strengthen your units by 1. The total number of strengthening per one combat and regrouping phase is equal to the number of Storehouses the attacker owns. The strengthening is activated when attack is declared.



Palace: when scoring, brings 3 scoring points for glory.



Altar: once per age when you destroy all enemy army units in combat (but no less than 3) receive 1 **victory** point (NOT **scoring** point) for feat of arms. At the end of an age you may also pay all your gold (but no less than 3 talents) to receive 1 **victory** point (NOT **scoring** point) for glory.

12. PALADINS AND BARBARIANS: SPECIAL BUILDING FEATURES

Each kingdom has 3 special buildings. They are described below.

Paladin buildings



Master's Castle (3rd level): Paladin's capital, allows you to train cavalry (1 strength, 1 endurance). Once per age any number of cavalry units (but every 1 unit once per age) may be moved to the adjacent territory for reinforcement of the army currently in battle (before combat cards are revealed). Cavalry is moved to the defending territory if you are defending, and to the attacked territory if you are attacking. If Paladin army is defeated, this cavalry unit may be chosen by the enemy to be destroyed. If it was not destroyed after the battle, it moves back to the territory it came from. You may have 3 cavalry units maximum. Master's Castle costs 3 talents.



Temple (2nd level): if you give an order in the territory with a Temple, you must roll a die to determine your immediate bonus: at 1-3 gain 1 talent, at 4-5 mobilize 1 army unit in any of your territories, at 6 you may immediately give a double order in any of your territories without an order.

Double order allows you to give two orders in one territory in the same turn and no rebellion breaks out.

The Temple costs 2 talents.



Bedehouse (1st level): neutralizes the first rebellion caused by the player's actions. Costs 1 talent.

Barbarian buildings



Hall of Chiefs (3rd level): Barbarian capital, allows you to train trolls (2 strength, 1 endurance). You may have 2 troll units maximum. Costs 3 talents.



Training Camp (2nd level): during the kingdom bonus and gold acquisition phase you may gain 1 common army unit for free in the territory with the Training Camp (optional). This army unit may be the 4th in the territory (fine for it will be paid next turn, if the territory has no Warrior Marquees). The Camp costs 2 talents.



Warrior Marquees (1st level): the limit of allowed army units in the territory increases to 4. Cost 1 talent.

13. PALADINS AND BARBARIANS: KINGDOM BONUS FEATURES

A) *Paladin bonuses*

Great Commander: draw 2 cards from the top of the combat deck. These cards may exceed hand limit and are placed separately. The bonus is used at any point during your turn.

Resurrection: you may resurrect all **your** army units destroyed in 1 combat and regrouping phase (your phase or enemy's phase). The bonus is used immediately after the end of your or enemy's combat and regrouping phase.

Rapid Development: during your order phase you may give double orders (no more than 4) in your territories without orders (only in those territories!). The bonus is used at any point during your order phase.

No Time For Waiting: you have 2 additional turns. The bonus is used during your turn, after an order is given.

B) *Barbarian bonuses*

Legendary Mentor: get 3 common army units for free and place them in your territories. The bonus is used at any point during your turn.

Combat Rapture: during combat, roll a die and add the result to your army's strength. Bonus strength may not be less than 3, i.e. even if you roll 1 or 2, you will get 3 bonus strength anyway. The bonus is used after combat cards are revealed.

Invincible Hordes: during the current age the number of army units in each of your territories increases from 3 to 4. That is, in this age you may mobilize the 4th unit and pay no fine for it in the next age. In addition, immediately after using this bonus you may mobilize 1 army unit for 1 talent each in 1 or more of your territories. Such mobilization is not considered an order. The bonus is used at any point during your turn.

The Last Frontier: each territory with 3 or more army units allows you to conquer 1 enemy territory, if it has at least 2 units less than you. All enemy units are destroyed. For each conquered territory you receive 3 (if the enemy loses his/her units) or 2 (if the conquered territory is "empty") scoring points for feat of arms. The bonus is used at any point during your turn. It is a bonus attack, so it may exceed attack limit.

14. CLARIFICATION OF SOME EVENT CARDS AND TERRITORY FEATURES

Neutralizing: during either your attack or your defense, the Neutralizing card is resolved first.

Revolution: revolution breaks out in each player's territories with the lowest number of army units (concerns the territories players own from the very beginning). If there are 2 or more territories with the lowest number of units, the enemy to the right of the player chooses the territory for revolution. Roll a die to determine the number of revolutionaries (at 1-2 activate 1 revolutionary, at 3-4 - 2 revolutionaries, at 5-6 - 3 revolutionaries), and place the corresponding number of revolutionary tokens in the territory. Revolutionaries have the strength and endurance of a common army unit. If the territory contains your army units, the battle happens according to the rules, but the properties on the combat cards are not resolved. The revolutionaries draw the top card from the combat deck, in this case the card retains its full strength. If revolutionaries win, they occupy the territory (the number of revolutionary tokens remains the same). During every attempt to win back this territory, the revolutionaries draw the top card from the combat deck and play it with its full strength. In order to win the territory back, you must destroy all revolutionaries. Any cards played against the revolutionaries "blindly" from the deck retain their full strength.

Plague: if you draw this card, choose your own territory where the epidemic starts. This territory must contain at least 1 army unit. 1 army unit dies as a result of the plague (in case of more than 1 unit in the territory, the deceased army is chosen by the player). Then choose the next territory where the plague is spread, this territory must be adjacent to the one where the plague just started (it may be your or your enemy's territory). If this territory belongs to a different player, he/she will now choose where to spread the pestilence. So all players, whose territories are affected, have their choice. A corresponding token is placed in contaminated territories. The plague has the following restrictions: a) it may spread only in territories with army units; b) it may not spread in the territory with the plague token already placed in it. When the plague may not spread anymore (only "empty" territories or territories with the tokens are left), the pestilence stops. The player who drew the plague card continues his/her turn.

Central (orange) territory: if you own this territory at the beginning of your age, you receive 1 bonus talent and 1 scoring point for feat of arms during the kingdom bonus and gold acquisition phase.

Good luck, have fun!!!

15. EXAMPLE OF AN FIRST EPOCH

1. Setup.

Before the game starts, players get 4 army units (round tokens with swords) and 3 talents (gold coins). A d6 is rolled to determine the first player. The Barbarian gets to take his turn first. He places his capital in the central bordering territory (an aggressive, but risky choice) and places his army units. The Paladin places her capital at the rear and also places her army units. Then the players must choose their sovereigns and put their tokens / minis on the feat of arms track, but this part is omitted in this tutorial, as it is focused on the main aspects of gameplay. Now the game begins.



2. Turn 1.

Comments: First the Barbarian draws the top card from the deck of Ages. This is the Paladin card "No time for waiting", it shows 4 coins of gold. The Barbarian gets 4 talents and gives the card to the Paladin. Then the Barbarian gives his first order. This order mobilizes a troll unit in the territory with The Hall of Chiefs (Barbarian capital). The Barbarian spends 1 talent to do this. Now it is the Paladin's turn. She draws the next card from the deck of Ages. It is the Barbarian card "Invincible hordes", it shows 3 coins of gold. The Paladin gets 3 talents and gives the card to the Barbarian. Then the Paladin gives her order to mobilize 1 army unit for 1 talent in the rightmost territory.

It is important to remember that the cards from the deck of Ages are always drawn openly.



3. Turn 2.

Comments: The Barbarian gives his second order in the leftmost territory. This is another mobilization order and the Barbarian mobilizes his common army unit for 1 talent. Then the Paladin gives her tax collection order in the leftmost territory and receives 1 gold.



4. Turn 3.

Comments: The Barbarian gives his third order in the central inner territory. This is a combat planning order, so he draws a combat card. This is the "Bribe" card, which allows the Barbarian to bribe enemy army before the battle. Then the Paladin gives her third order. This is a construction order in the central inner territory. The Paladin builds the first-level "Treasure House" for 1 talent.

It is important to remember that combat cards are drawn secretly.



5. Turn 4.

Comments: The Barbarian gives his last order in this age. This is a construction order in the rightmost territory and he builds the first-level "Warrior Marquees" for 1 talent. Now the limit of army units in this territory increases by 1 (4 units now). Then the Paladin gives her order to mobilize 1 army unit for 1 talent in the central outer territory. This was also her last order in this age.



6. Declare attack.

Comments: The Barbarian proceeds with the combat and regrouping phase. If he wishes, he may skip it, but then he'll defile the ashes of his forefathers! He attacks the Paladin adjacent territory from his leftmost territory. All army units of the attacking and defending territories take part in the battle. The Barbarian plays his combat card (he may also play the top card from the deck instead). The Paladin has no card, so she has to draw the top card from the deck. The strength of this card is reduced by 1. The Paladin got the "Neutralizing" card. The card of the defender is resolved first (though the "Neutralizing" card is always resolved first anyway), then the attacker's card is resolved. Thus, the Barbarian cannot bribe the Paladin's army. The strength of the Barbarian army is 3 (the total strength of his army units) + 2 (the strength of the combat card), and the strength of the Paladin army is 2 (the total strength of her army units) + 0 (the strength of the combat card with reduction). 3-point difference allows the Barbarian to destroy up to 3 common army units. Since there are only 2, the whole Paladin army perishes valiantly.



7. Results of the attack.

Comments: The territory is conquered. The Barbarian moves his sovereign token / mini from 1 to 4 on the feat of arms track, and the Paladin moves hers from 1 to 2. After the victory the Barbarian moves 1 of his army units to the conquered territory. Since he had only 1 attack, he may perform regrouping, but he sees no need to. Now the Paladin proceeds with her combat and regrouping phase. What would you do in her place? Would you claim your own lands back, or would you occupy the rich central territory, which brings 1 talent and 1 victory point for feat of arms at the beginning of an age? Or would you start the new age?

