

Starting the Game

Map Preparation:

Select following map tiles:

2 Player: 1 Swamp, 2 Lumber, 2 Wheat, 1 Ore, 1 Honey, 1 Fur.

3 Player: 1 Swamp, 3 Lumber, 2 Wheat, 2 Ore, 1 Honey, 1 Fur.

4 Player: 1 Swamp, 3 Lumber, 3 Wheat, 2 Ore, 2 Honey, 2 Fur.

Shuffle the map tiles and place them face down as shown, then flip them over forming a random map. Place the "Claim to the Throne" and the "Action" boards next to the map.

Game Set Up:

1. Place one Unrest troop into each Land.
2. Place one Good into each Land as indicated by the icon of that Land.
3. Shuffle the Prince cards and deal one to each player. Return unused Prince cards to the box.
4. Each player chooses a Household mat and takes all the Troops, Buildings and Influence tokens of their color.
5. Shuffle the deck of Deed cards and deal 1 more than the number of players face up next to the Action board.
6. Shuffle the deck of Scheme cards then split it in two equal decks and place them face down next to the Action board.
7. Shuffle the Intrigue cards and place them above the Action Board. (*module*)
8. Shuffle Agenda cards and deal 1 card face down to each player. Player's Agendas should be kept secret from others.
9. Shuffle Epic Structure cards and deal 1 less than the number of players face up above the map. Place 1 Structure piece onto each of these cards. (*module*)
10. Each player randomly receives 2 Special Ability tiles and places them as well as their value "5" and their second value "2" Influence tiles on the indicated spaces of their Household mat.
11. Lastly, players place 4 of their Claim tokens over each tile on their Household mat.

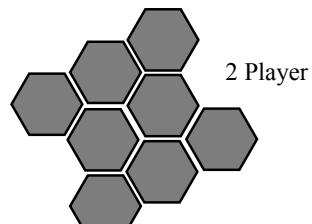
Winning the Game

Final Scoring:

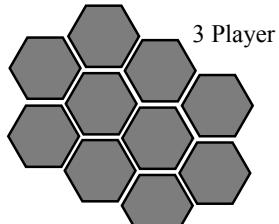
1. Add all the points corresponding to the player's Claim token positions on the Claim board. Points are shown on the left side of the board. If a player fulfilled more than 4 Deeds during the game, they receive 1 VP for each Deed in excess of 4.
2. Award points for Agenda cards. Points are shown on the bottom left corner of each card. Second number is the amount of points player gets in case of a tie in a 3-4 player Game.
3. If there are Epic Structures on the board, a player that rules in the Land with an Epic Structure receives 1 VP per Structure.

Highest total points is the winner, in case of a tie win goes to the player with the most ruled Lands. If there is still a tie, win goes to the player with the most remaining Gold. If theres still a tie, players share victory.

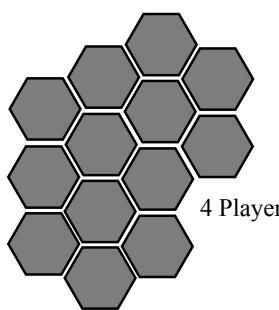
Map Patterns



2 Player

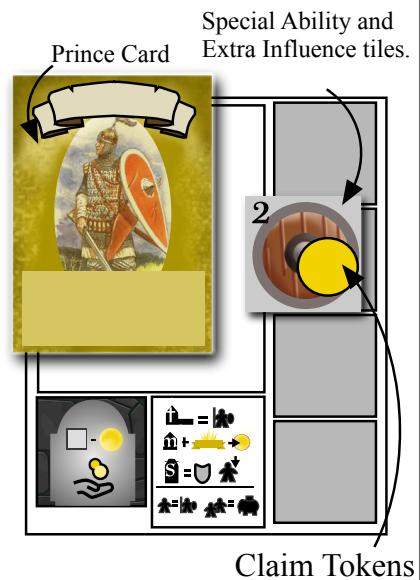


3 Player



4 Player

Household Mat



Claim Tokens

Round Phases

Preparation Phase:

1. Flip a new Intrigue card face up and resolve its effect.
2. Replenish all the Goods that were collected last turn.

Planning Phase:

1. In turn order each player must select an action column and put 1 Influence Tile on one open action window OR on the Income space of their household mat.
 - * Always place your Influence on the top most open window of a row.
 - * After placing a tile you may place up to 5 Gold on it to increase its value that many points. This is called a bribe
 - * Only one Influence tile per player per action row is allowed in 3-4 player game. Two Influence tiles per player per row are allowed in a 2 player game.
2. After all tiles have been placed and their hierarchy established, remove all the Gold used for bribes from the tiles to the supply.

Action Phase:

1. In turn order each player must take their lowest value Influence tile and takes the action shown under it. If a player has two tiles of equal value, they choose which to resolve first. Players are allowed to take a partial action or no action at all.
2. In addition to the shown action, player may play a Scheme card from their hand and take that action as well.

Claim Phase:

1. In turn order each player may fulfill a single Deed card from their hand by meeting its requirements.
2. In turn order adjust each player's Claim status on the score board and check for end game conditions. Players' Claim only adjusts upward and can not be reduced. If the end game conditions are met, announce the last turn of the game.
3. Each player collects a number of Gold coins corresponding to their Claim tokens positions on the Claim board.
4. If this was the last turn of the game, proceed to the final scoring to determine the winner.

Ruling a Land: Ruling Lands is very important because determines costs of many actions as well as scores points. Rule of any given Land may change several times during the same turn.

To determine a ruler of a Land, add all of the Troops and Heavy Troops belonging to each player in that Land.

Remember to factor in any bonuses stemming from players' Buildings, Special Ability tiles or Prince powers. A player with the highest Troop total is the ruler of that Land. Any other players who have Troops in that Land are considered to be "contesting" it and their costs for actions in that Land are usually higher.

Planning Phase

Placing Influence Tiles: The number on the Influence tile serves a dual purpose. In the Planning Phase it signifies the tile's "value" for the purpose of determining placement. In the Action Phase this number signifies the tile's "initiative".



Place any one of your tiles on the top most open space in a column of your choice, face up.



When the tile is placed, you may place up to 5 Gold on that tile. This is called a bribe. Each Gold increases the tile's value by 1. So a "2" Influence tile with 2 Gold placed on it counts as a value 4 tile.



If the tile's value is higher than that of the other tiles in that column, place it above the lower value tiles, sliding them down. Any tiles whose value is higher than yours, stay where they are.



A player may pass before placing all their tiles. If so, they may no longer place tiles during that Planning Phase.



After the last Influence tile was placed or all the players have passed, remove the bribes from the tiles to the supply. This means that although the bribes increase the tile's "value" in the Planning Phase, they do not alter its "initiative" in the Action Phase.

Note that Intrigue cards will often override and change these basic tile placement rules.

Action Phase

Starting with the 1st player and going clockwise, each player takes turns retrieving one influence tile from the Action board or their Household mat and performing actions.

*Always retrieve the lowest available initiative tile (from 1 to 5). If a player has tiles with equal initiative, they can choose which one to retrieve first.

*After retrieving a tile, player may perform the action as indicated by the space occupied by that tile. Player is allowed to perform a partial action or no action at all.

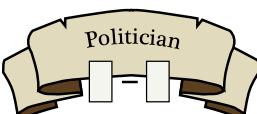
* Player may also play a single Scheme card from their hand to add another action to their turn. A Scheme card can not be played when a player uses "Draw a Scheme" action or chooses to Rally.

*Instead of performing an action after retrieving a tile player may Rally.

Rally: May be performed during the Action Phase if a player has less than 3 models on the board (ex: 2 Troops or 1 Troop and a Prince). Player then must remove all their remaining models from the board and remove all their remaining Influence tokens from the Action board and discard all their unplayed Scheme and Deed cards. Player then must place a total of 3 regular Troops and their Prince into any Land(s) on the board. Abdicating player's buildings, completed Deeds and Claim tokens are not affected.

After the last Influence tile was retrieved, the Action Phase ends.

Available Actions



Draw a number of cards indicated from either deck, pick one and return the rest to the top of that deck in any order you choose.

Scheme Cards: Players can hold up to 5 Scheme cards on their hand at the same time. If a player has a maximum allowed number of Schemes they may not take a new one until they play one during the Action phase. Player may play a single Scheme on their turn after they pick up one of their Influence tiles, **unless** their action was drawing a Scheme card. The action on the Scheme card has to be resolved either before or after the action indicated under the retrieved Influence tile. If the Scheme card action matches the Action under the Influence tile , active player may combine them together.

Ex: Player retrieves an Influence tile from the and receives one build point from it. He then plays a Scheme which gives him another build point and he now may use 2 build points during his action to place a building in a contested Land.



Pick a single available Deed card. If you claimed the first position on that row, take the 1st player token as well.

Deed Cards: Players can hold up to 3 Deeds in their hand at the same time. If a player has a maximum allowed number of Deeds they may not take a new one until they play a Deed during the Claim phase.

Deeds are played in the Claim Phase right before the Claim board adjustment. Only one Deed may be played per player per Claim Phase.

Some Deeds require a player to pay Gold and/or resources while others require a certain condition to be met. After a Deed is fulfilled, place it face up in front of its owner.



Each arrow equals one movement point (MP). It costs 1 MP to move 1 Troop, Heavy Troop or your Prince to an adjacent Land.

Active player may split the movement however they wish among their models. Movement can be made to or through the Lands ruled by other players without any penalty.

A prince may move through Lands which do not contain friendly Troops, however they may not end their move in a Land without friendly Troops, even if special rules qualify that prince itself as a Troop. If all the Troops accompanying your prince are destroyed or if you move all your Troops out of the Land and leave your prince alone, you must immediately remove him off the board.



Build in a ruled Land



Build in a contested Land



You may spend build points to place buildings into the Lands in which you have at least 1 of your Troops. It's cheaper to build in the Land in which you rule. Each Land can only have 1 of each type of building regardless of who built it.



Stronghold grants ability to deploy new Troops/Heavy Troops in a Land even if its owner has no other Troops there. Also grants -6 modifier to an attack die roll against its owner's Troops or buildings.



Church counts as Troop for its owner when deciding who rules that particular Land.



When a player successfully collects a Good from a Land containing their Market, they receive 1 Gold from the supply immediately.



Collect in a ruled Land



Collect in a contested Land



You may spend collection points to gather tribute Goods from the Lands in which you have at least 1 of your Troops. It's cheaper to collect from the Land in which you rule. If you have a Market in the same Land where you successfully collected a Good, you receive 1 Gold as well.

Goods: Each Land except for Swamp produces one particular kind of Good per turn. Goods are used to move up on the Claim board and satisfy conditions on the Deed cards. In addition, players can sell any number of their Goods for 1 Gold each at any time during their turn in the Planning or Action phases (not in Claim Phase).



Attack in a contested or a ruled Land



For each attack point you may kill 1 of the opponent's Troops or 1 of the Unrest troops from any Land in which you have at least 1 Troop. If you have a Heavy Troop you may destroy 1 of the opponent's buildings instead. If the opponent has multiple Troops or buildings in the land where you are attacking, they get to choose which Troop/building to remove.

Each time you decide to kill an opponent's Troop or destroy their building, roll a D10 and apply penalties. If your result is 3 or more you succeed without losses. If your result is 2 or less, your attack is still successful but you suffer 1 Troop casualty in that Land as well.

Combat Penalties: Opponent has more Troops present: -2 . Opponent has a Stronghold: -6. It's possible to suffer both penalties at once.

Unrest Troops: Unrest represents bandits, rebels and foreign raiders that plague the divided lands of Rus. When checking to see who rules a particular Land, Unrest troops in that land count against each other player's forces. Unrest can be removed by using attack points against them. When destroying an Unrest, no die needs to be rolled.



Place a Troop in contested or ruled Land



Place a Heavy Troop in contested or ruled Land



For each muster point you may place one of your Troops into any Land in which you have at least 1 Troop OR one of your Strongholds. You may spend 2 muster points to place a Heavy Troop instead. Heavy Troops are capable of destroying buildings but otherwise are same as regular Troops. When you are placing new Troops and your prince is not on the board, you may place him with any of your newly deployed Troops for free.



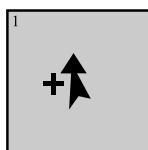
Each player has a spot on their Household mat where they can place an Influence tile during the Planning Phase. When this tile is retrieved by the owner they immediately gain the amount of Gold equal to that tile's value minus 1.

Ex: Player placed a value 3 Influence tile on their gold collection space. When it's time to pick that tile up they will collect 2 Gold (3-1).

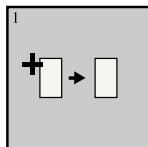
Special Abilities

Special Abilities activate when the Claim tokens covering them are transferred to the Claim board. Their powers become available starting with the next round. SA tiles only benefit their owners.

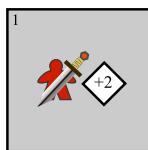
1st tier Abilities



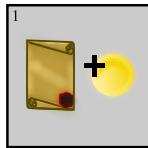
Once per turn, when you get Movement Points, receive 1 extra MP.



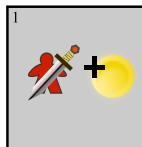
Once per turn, when you draft Scheme cards, look at 1 extra card before choosing.



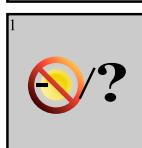
Once per turn when you perform an attack, receive a +2 bonus to your die roll.



Whenever you draft a Deed card, collect 1 Gold immediately.

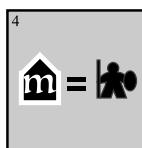


Once per turn, when you perform an attack, collect 1 Gold immediately.

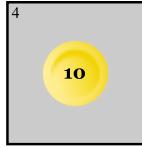


Once per Action Phase you do not have to pay Gold to take an action that would normally cost you Gold.

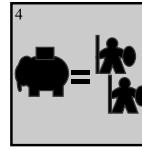
4th tier Abilities



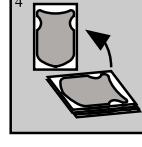
All your Markets count as extra Troops when calculating who rules a particular Land.



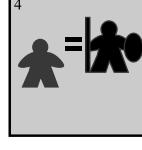
Collect 10 Gold from the bank immediately.



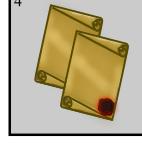
When deciding who rules each Land, your Heavy Troops count as two Troops.



You may draft cards by looking through the entire discard pile instead of the draw piles.



Once per turn when you muster Troops, receive 1 extra regular Troop in the Land with your prince.



You may play 2 Deeds in the Claim Phase instead of 1.

Epic Structures: Epic Structures are not placed using build points. Rather they require certain conditions to be met to be placed which are described on their card. When the conditions are met, placing Epic Structure is mandatory. Once they are on the board they can not be moved or destroyed. It is possible to have more than 1 Epic Structure in the same Land. Ruling a Land with an Epic Structure at the end of the game, gives that player 1 Claim Point per Structure.



Claim to the Throne Board

There are 4 categories in which it is possible to score Claim Points (CP). Each category has 4 levels. When you score a NEW category, always transfer your Claim token from the Household mat to the Claim board starting with the top-most token available. Tiles freed up by removing a token become active. Any new Influence tiles that become activated go into their owner's hand and are available for use during the next Planning Phase. Special Ability tiles' powers become available as of next round and should be left on the Household Mat, visible to other players.

If you are scoring a category where you already have a Claim token, simply move that token up to the new level. Moving up when you meet a requirement is mandatory. There's no limit to how many players can share the same level of a particular category. Levels are never lost, even if players no longer satisfy the requirement, their Claim tokens remain where they are.

Players may receive extra Gold if they have a correct number of their tokens in a particular row as indicated on the left side of the Claim board. Likewise, players will trigger the last turn when they have a correct number of their Claim tokens in the indicated rows of the board.

Claim Board Icons



If a player has 2 or more Claim tokens in this row at the end of the Claim phase they will collect 1 Gold.

At the end of the game each Claim token in this row is worth 1 Claim Point.



If a player has 1 or more Claim tokens in this row at the end of the Claim phase they will trigger the last turn.

At the end of the game each Claim token in this row is worth 4 Claim Point.

Scheme Card Examples



This Scheme card gives a person who played it one attack point and 1 Gold. This attack may be made before, after or during that player's main action.



This Scheme card gives a person who played it an ability to draft 1 Deed card. This action may be made before, after or during that player's main action.



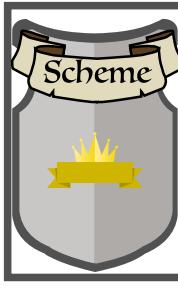
This Scheme card is played in response to another player playing a Scheme to cancel its effect.



This Scheme card gives a person who played it an ability to deploy a Heavy Troop. This action may be made before, after or during that player's main action.



This Scheme card gives a person who played it 1 muster point but they have to pay 1 Gold first. This muster point may be spent before, after or during that player's main action.



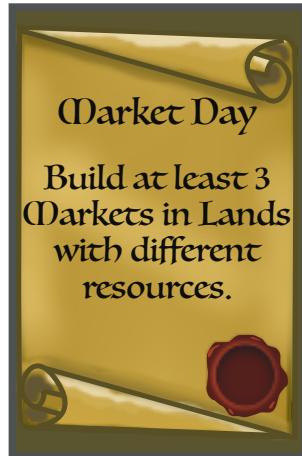
This Scheme card gives a person who played it 1 tribute collection point. This collection point may be spent before, after or during that player's main action.



Agenda card showing a condition which is if met at the end of the game, will give a player 2 points or 1 points if they tie in a 3-4 player game.



Influence card and its effect. If the effect can be used by multiple players, resolve in turn order starting with 1st player and going clockwise.



Great Deed card example. At the beginning of the Claim Phase each player in turn order may play one Deed if they are able to satisfy its specific condition.