# Setup

Place desert hex in the centre of the board. Place cities so that there are two hex spaces between them and an edge of the desert hex. Randomly determine first player. Each player designates a basic resource as his racial city resource.

# Action Phase

Each player has 4 action counters available per turn by default. Each action is taken by first declaring which action the player wishes to take then resolving the action as appropriate. If an action cannot be resolved you may not declare you are taking it. The active hex is considered the hex where an action counter is placed in order to resolve the action. You may not place an action counter in a hex containing one of your action counters~~. The first player to pass takes the first player marker~~. Once a player has passed he may not take any further actions that round. When all players have passed the round proceeds to Empire phase.

## Movement

Any time an action allows for movement to be resolved, you may check to see if any of your available units on the board have sufficient movement to reach the active hex, calculating for movement cost of intervening hexes and the active hex (Available units are considered units in a hex without one of your action counters). You may move any number of such units to the active hex. If you and at least one other player have martial units in a hex you may initiate combat before resolving actions.

## Action Types

Utility Actions

1. Scout

Standard Actions

1. Explore
2. Influence
3. Establish Caravan Route
4. Establish Shipping Lanes
5. ~~Investigate~~
6. ~~Hunt~~
7. Build Refinery
8. City Production

~~Specialist Actions~~

*~~Specialist actions may be resolved immediately after resolving any standard or utility action if you have completed the appropriate building in your city. You must designate one of your Burgher units in the active hex as the specialist performing the action.~~*

1. ~~Assassinate (Requires Guild of Shadows)~~
2. ~~Diplomacy (Requires Embassy)~~
3. ~~Entertain (Requires House of Pleasures)~~

## Scout

Place an action counter in a hex. Resolve moment.

## Explore

Target a hex where you have ~~Units or~~ an Influence token with at least one empty hex space adjacent. Select from the Local or Exotic hex pile and draw two tiles. Place one of the tiles in a legal space adjacent to target hex and shuffle the second tile into the pile. ~~Place your action counter on the newly placed hex (it becomes the active hex). Resolve movement.~~ You may claim a basic resource corresponding to the tile ~~or place one of your Influence tokens on the hex.~~

## Influence

If the active hex is free of your influence token and action counter, place an action counter in the hex. Resolve movement and combat (if any). If the hex is free of influence tokens you may place your own or, if the hex contains another player’s influence token you may remove it.

## Establish Caravan Route

Target a city belonging to another player with whom you share a border (sharing a border means you have influenced hexes adjacent). Place an action counter in the city hex. You may give that player up to 2 commodities corresponding to his trading matrix. Receive gold for the value of the commodities given. ~~The receiving player must discard a number of commodities equal to the number he was given (given commodities are in his hand). He then adjusts his trading matrix so he no longer needs any of the commodities he was given.~~

## Establish Shipping Lanes

Target and place an action counter in a coastal region containing your influence token. You may give one commodity to any player with the appropriate trading matrix. Receive gold for the value of the given commodity. ~~The receiving player must discard commodities equal to the amount given.~~

## ~~Investigate~~

~~Target a non-city, non-coastal hex without a refinery. Place an action counter there and resolve movement. Draw a card from the Ruins deck corresponding to the location of the hex (Local, Exotic, or Desert). If you have a unit in the active hex, you may choose to pay costs and roll d12 and apply results. Otherwise shuffle the card into the deck. Each unit present in the active hex adds +1 to your die roll. Influencing the hex adds +2 to your roll.~~

## ~~Hunt~~

~~Target a non-city, non-coastal hex without a refinery. Place an action counter there and resolve movement. Draw a card from the Dragonkin deck corresponding to the location of the hex (Local, Exotic or Desert). You may choose to take initial wounds or shuffle the card into the deck. If you have at least one unit in the active hex after choosing to take initial wounds, roll d12 and apply results for hunting. Influence tokens in the active and adjacent hexes each increase your roll by 1.~~

## Build Refinery

Target a hex which can produce a type of good and contains at least one of your peasants. Place an action counter there and resolve movement and combat (if any). If you have a refinery in your reserves you may pay its build costs to place it in the active hex.

## City Production

Place an action counter in your city. You may pay appropriate costs and build up to two buildings and/or two units in any order, placing units on the city tile and buildings in your active play area.

## ~~Assassinate~~

~~Target a unit in the active hex belonging to another player. Roll d12 and apply results from the following table. Add +1 if you have an influence token in the active hex.~~

~~1-2: Return your specialist to your reserves. The target unit’s owner may take a random action card from your hand.~~

~~3-6: No result.~~

~~7-10: Return target unit to its owner’s reserves.~~

~~11-12: Return target unit to its owner’s reserves. Return an additional target unit to its owner’s reserve. If there are no such targets available draw an action card.~~

### ~~Sabotage~~

~~If another player performs a specialist action in a hex where you control a Burgher (and possess Guild of Shadows) you may designate a Burgher as a specialist, target the performing specialist and roll a d12 immediately before the initial action is resolved.~~

~~1-2: Return your specialist to your reserves. The target unit’s owner may take a random action card from your hand.~~

~~3-7: No result.~~

~~8-11: The initial action fails to resolve.~~

~~12: Remove the target specialist and the initial action fails to resolve. Draw an action card.~~

## ~~Diplomacy~~

~~Roll d12 and apply results from the following table.~~

~~1: Return your specialist to your reserves. If you have an influence token in the active or an adjacent hex, remove it.~~

~~2-5: No result.~~

~~6-9: Place an influence token in an adjacent hex without an influence token.~~

~~10-12: Replace another player’s influence token in an adjacent hex with one of your own. If there are no tokens of other players in adjacent hexes, place up to two of your influence tokens in each of up to two adjacent hexes.~~

## ~~Entertain~~

~~For each unit you do not control in the active hex apply results from the appropriate table. If you did not move your Specialist this turn earn 1 less gold per unit/piece.~~

~~Peasant (gain 2 gold, peasant gains resource), Burgher (1 gold), Warrior (2 gold), Unique (3 gold, owner gains action card).~~

# Empire Phase

After all players have passed the round proceeds to the Empire Phase. The Empire Phase proceeds through the following steps in order, simultaneously for all players.

## Empire Phase Steps

1. Transplant Village
2. Harvest
3. Refined Goods Production
4. Taxation
5. ~~Power Advancement~~
6. Reset

## Transplant

You may move your peasants once to any hex containing one of your influence tokens.

## Transplant Village

For each peasant ~~in a hex without one of your refineries~~ generate a resource corresponding to the current hex’s terrain type and appropriate harvest buildings.

In addition you may gain a resource from your racial city supply list.

## Refined Goods Production

For each basic refinery you may produce one basic good corresponding to terrain of your refineries’ hex. For each advanced refinery you may produce one advanced good corresponding to the terrain of your refineries’ hex. ~~Produce an additional good for each peasant in a hex with your refineries.~~

## Taxation

Gain one gold for each influence token you have on the map.

## ~~Power Advancement~~

~~Expend gold, artifacts, Dragongems and/or components to advance in mercantilism, technology, magic or alchemy respectively, placing tokens to signify acquisition. Gain an action card for every 3 units in your reserves and 1 for each unused action counter.~~

## Reset

Remove all action counters from the map. The next round begins.

# ~~Movement Costs~~

~~Each terrain type has a movement cost. A unit must expend movement points to move into or through a given hex based on the terrain in that hex. A unit cannot move to an active hex if it does not have enough movement points to move through any intervening hexes as well as into the active hex. Reduce movement costs by 1 if the hex contains your influence token. Movement costs for terrain are as follows.~~

~~Fields: 1~~

~~Hills: 1~~

~~Rocky Badlands: 2~~

~~Forests: 2~~

~~Mountains: 3~~

~~Desert: 3~~

~~Coastal: 1~~

# Units and Pieces

*All unit and piece abilities assume that they are present in the active hex unless otherwise stated.*

## Pieces

## Peasants

Peasants are tokens used in various steps of gathering resources. They can only move via the Transplant Village step of the Empire Phase. Peasants generate resources during the Harvest step of the Empire Phase and are needed to be present to build refineries.

## Refineries

Each player has a number of refinery pieces based on players in game, which can be placed in a hex to obtain goods from that hex. Refineries may not be removed once placed so players must decide where to place their refineries carefully.

## Units

*~~All units have base movement 2.~~*

## Burghers

Burghers are the basic unit of the game. They can perform all standard actions.

## ~~Specialists~~

~~Specialists are Burgher units designated as a specialist in order to resolve specialist actions. Specialists are only considered as such for the duration of a given specialist action.~~

## Warriors

Warriors are military units used to dominate particular regions of the board. Warriors have the following traits.

***Martial Unit*:** Warriors are Martial units and succeed on combat rolls of 5+

***~~Blockade:~~*** ~~Other players may not move through a hex containing one of your influence tokens and a minimum of one Warrior. Furthermore, other players may not resolve standard actions in a hex containing one or more of your Warriors.~~

**~~Extortion:~~** ~~During Harvest, for each peasant token belonging to another player in a hex containing one or more of your warriors, receive a duplicate of the resource each peasant harvests. If a hex containing one of your Warriors contains a refinery belonging to another player, receive a duplicate of~~~~the good which that refinery produces.~~

## Unique Units

Unique units will have abilities keyed to their owning race. The default unique unit has the following traits.

***Martial Unit:*** Unique units are Martial units and Succeed on combat rolls of 3+

***~~Skilled:~~*** ~~Unique units add an additional +2 to investigate and hunt rolls when present in the active hex.~~

# Buildings

All buildings have a build cost and may have a prerequisite. When you take the city production action you may build up to two buildings for which you have the resources and prerequisites. These may be built in any order, allowing you to potentially qualify for prerequisites.

# ~~Upgrades~~

~~All upgrades may be selected only once. You may gain upgrades during the Power Advancement phase.~~

## ~~Mercantilism~~

~~Gold may be expended to increase your ability to engage in commerce.~~

## ~~Technology~~

~~Artifacts may be reverse engineered to select an available upgrade on the technology chart. Each upgrade requires the appropriate number of artifacts. You must have all prerequisites in order to develop a new technology.~~

## ~~Alchemy~~

~~Dragonkin components provide access to alchemical creations. Use required components to receive any upgrade for which your components match.~~

## ~~Magic~~

~~Dragongems are powerful foci to unlock powers hidden within. Expend Dragongems to select an available magic upgrade.~~

# Refined Goods

All refined goods have a one-time use. They can be used in the circumstance listed in the Goods usage chart.

# Cities

Cities are a player’s central location for production and development. Other player’s Martial units may not move into or through a city.

# Hex Details

|  |  |  |  |
| --- | --- | --- | --- |
| **Terrain** | **Movement Cost** | **Basic Resource Yield** | **Advanced Resource Yield** |
| Fields | 1 | Wheat | Fruit |
| Hills | 1 | Wild Game | Livestock |
| Forest | 2 | Wood | Spidersilk |
| Rocky Badlands | 2 | Stone | Dragonbone |
| Mountains | 3 | Ore | Uncut Gems |
| Desert | 2 | N/A | N/A |
| Coastal | 1 | N/A | N/A |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Terrain Type** | **Basic Resource** | **Advanced Resource** | **Basic Good** | **Advanced Good** |
| **Forest** | Wood | Spidersilk | Lumber | Fabric |
| **Mountain** | Ore | Uncut Gems | Weapons | Jewelry |
| **Field** | Wheat | Fruit | Bread | Liquor |
| **Rocky Badlands** | Stone | Dragonbone | Marble | Armor |
| **Hill** | Wild Game | Livestock | Furs | Exotic Pets |

# Dice Rolls

For any of the actions that utilize a d12, all rolls of 1 apply the lowest result on the appropriate table and all rolls of 12 apply the highest. This is true regardless of modifiers, unless otherwise specified.

# ~~Reaction Cards~~

~~Reaction cards are played in response to particular actions. Only 1 Reaction can be played per trigger. The hand limit for Reaction cards is 5.~~

# ~~Victory~~

~~Once any player reaches the final Mercantile upgrade the game is finished and that player is the winner. Ties are broken by Turn order with the player possessing the first player marker having priority.~~

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