

09/08/2023-01/08/2025 (2ND ANNIVERSARY REVISION 14 – FABLES)  
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# Items required to play

## Board

- Catan HEXES
- Seafarers' expansion HEXES (Preferably 2 sets)
- Catan Hex Numbers
- Catan Seafarers' expansion HARBORS

## Dice

- 2 sets of Catan Dice (2 red D6, 2 yellow D6)
- 3 Red D6 2 Blue D6 (distinct from the catan dice)
- 3 Red D8 2 Blue D8
- 3 Red D10 2 Blue D10
- 3 Red D12 2 Blue D12

## Pieces

- Catan Pieces (Cities, Villages, Roads, Shipyards [Boats])
- Catan Bandit
- Catan Seafarers' Pirate
- Monopoly Houses
- 5 Types of Risk Troops (Worker, Warrior, Knight, Cannon, Dragon)

## Resources & Money

- Monopoly Money (Can be replaced with coins)
- Catan Resource cards. Wheat and sheep are the same resource in this game called FOOD (I would recommend for simplicity only using one of the cards)
- If you really want you can put a stinky smelly monopoly piece on your capital but this contributes nothing to the game
- Catan Seafarers tokens (called ERA SCORE in this game)

## Cards

- RANSACKIT Development Cards
- RANSACKIT Information cards (All 4 are also in this rulebook)

# Introduction

Enter the exhilarating world of **RANSACKIT**, where every dice roll and carefully plotted move draws you into a realm of strategy, ambition, and ever-changing alliances. Traverse a dynamic landscape where resources are limited, power is unstable, and trust is a rare commodity.

In **RANSACKIT**, your ultimate goal is to guide your empire to a Golden Age by collecting *Era Tokens* in your settlements. These tokens signify your civilization's growth and cultural influence, earned through strategic expansion and the development of your settlements. As your Era Score rises, so does your chance at glory. But beware—your opponents will stop at nothing to derail your progress and seize victory for themselves. Only the sharpest and most relentless player can lead their empire to triumph and cement their legacy in the annals of history.

In this rulebook, important names, phrases and rules are highlighted in **BOLD**

## Setup

First choose how you want to play **RANSACKIT**. In the game you can add **FABLES** to spice up the rules (see the section called **FABLES** for more information). However, for beginners **FABLES** are NOT recommended as they add more complexity to an already complex game. If you're a beginner, you will have much more fun playing the base game a couple of times and then mixing it up adding **FABLES** later when the game starts to feel stale.

## **How To Assemble the Board**

Place **BANDIT** on any desert, place **PIRATE** on any **WATER HEX** without a **HARBOR**. Here are two good starting maps.

### **Continent: Raska**



## **Continent: Naskir**



## **Continent: Karnac**

Coming Soon...

## **Continent: Tarnik**

Coming Soon...

## **Setup Players**

Each player chooses a colour

In the **BASE GAME**, **PLAYERS** start with **2 COINS**, **2 WOOD**, **2 FOOD**, **2 BRICK**, **1 DEVELOPMENT CARD**, for games played with added **FABLES** (extra rules to spice up the game NOT recommended for beginners) refer to section called **FABLES**

## **Setup the Vault**

The Monopoly bank is now the called the **VAULT**. It stores all currently unused **RESOURCE CARDS**, **ERA TOKENS** and **COINS**

# How to play

## Start

Players roll **RESOURCE DICE** to decide who goes first (highest wins) then go clockwise

## Founding Turn (Turn 0)

On a player's first turn, PLAYERS must found a village settlement, to decide where to place this settlement PLAYERS toll both sets of **RESOURCE DICE** to find a suitable starting HEX.

Using the two sums of the resource dice look at the unoccupied HEXES with a resource number corresponding to either set of dice. If a set of dice shows a 7 or does not correspond to any unoccupied set of **HEXES** or is a duplicate total to the other pair, re-roll the dice.

The PLAYER can choose any **HEX** with either respective number to place a settlement on (**UNLIKE CATAN CITIES ARE PLACED IN THE CENTRE OF HEXES**). You have now founded your first settlement give it a name if you want.

## Game Turns (Turn 1,2,3,.....)

### *Summary*

Each player's turn in **RANSACKIT** unfolds through 3 distinct **PHASES**, offering a blend of strategy, resource management, and tactical decision-making.

These three phases form a complete turn, ensuring that each player has the opportunity to manage resources, execute actions, and fortify their position before passing the gameplay to the next rival.

<b>RESOURCE PHASE</b>	At the start of their turn, the player rolls dice to determine which resources they collect, such as <b>FOOD</b> , <b>WOOD</b> , <b>BRICK</b> , or <b>ORE</b> , based on the <b>HEXES</b> they control. They also gather taxes from their population, bolstering their economy for the decisions ahead.
<b>ACTION PHASE</b>	Next, the player takes charge of their forces and developments. Units can move to explore or engage in combat, and resources can be spent to construct <b>CITIES</b> , <b>VILLAGES</b> , <b>HOUSES</b> , <b>ROADS</b> , <b>SHIPIARDS</b> , or <b>WALLS</b> . Every action during this phase shapes the player's strategy and impacts the balance of power on the board.
<b>FORTIFY PHASE</b>	Finally, the player recruits fresh troops to strengthen their armies and hires builders to expand their construction efforts. This phase is the player's chance to prepare for both future attacks and potential threats from opponents.

## Resource Dice

A player rolls both sets of the **RESOURCE DICE** (red and yellow) and adds up the two totals.

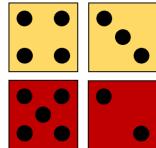
For ALL players if their **CITY/SETTLEMENT** contains a **HEX** with either **RESOURCE NUMBER** they get **RESOURCES** for that hex (1 per **HEX** for a **VILLAGE**, 2 per **HEX** for a **CITY**). NOTE: for golden fields the amount is doubled. 2 COINS for a **SETTLEMENT** and 4 COINS for a **CITY**. If both sets of dice show the same number players with **HEXES** of that number collect double.

OR if a **WORKER UNIT** is on an **UNOWNED HEX** with either specific **RESOURCE NUMBER** (not owned by a **CITY/SETTLEMENT**) that player gets **1 RESOURCE** (NOTE having a **WORKER** on a **CITY/SETTLEMENT OWNED HEX** does not mean you get more **RESOURCES**)

A **CITY/SETTLEMENT'S CONNECTED HEXES** are the following:

- The **HEX** that the **CITY/SETTLEMENT** piece is placed one
- all **ADJACENT HEXES** connected by **ROADS**

*If the player rolls a 7*



That player can do ONE of the following:

- move the **BANDIT** to any DIFFERENT (cannot be the same) **LAND HEX**. The **BANDIT** deactivates that **HEX** from producing **RESOURCES**. That player also collects **1 RESOURCE** produced from that **HEX**.
- move the **PIRATE** to any DIFFERENT (cannot be the same) **HEX**. The **PIRATE** must be moved onto a **WATER HEX** with a **HARBOR**. Placing the **PIRATE** on a **HARBOR** disables that **HARBOR** (no **TRADES** can be done from it). The player also receives **1 RESOURCE** that the **HARBOR** could have produced (If it is a **ORE HARBOR** collect **1 ORE**. If it's a **? HARBOR** take any **RESOURCE** you want)

If the player rolls double sevens, he must move both the **BANDIT** and the **PIRATE**

## What HEXES?

HEX NAME	Image	Can UNITS Move Here	What Can Be BUILT here	Resources Given in VILLAGE or WORKER UNIT	Resources Given in CITY
DESERT		Yes &BANDIT	HOUSES ROADS VILLAGE CITY	None	None
FIELD/PASTURE		Yes &BANDIT	HOUSES ROADS VILLAGE CITY	None	None
OCEAN		Yes, By Boat &PIRATE	SHipyards	None	None
OCEAN BORDER		Yes, By Boat &PIRATE	SHipyards	None	None
FARM		Yes &BANDIT	HOUSES ROADS VILLAGE CITY	1 FOOD 	2 FOOD  TODO: SPICE
MOUNTAINS		Yes &BANDIT	HOUSES ROADS VILLAGE CITY	1 ORE 	2 ORE  TODO: GUNPOWDER
CLAY MINES (HILL)		Yes &BANDIT	HOUSES ROADS VILLAGE CITY	1 BRICK 	2 BRICK  TODO: MARBLE
FOREST		Yes &BANDIT	HOUSES ROADS VILLAGE CITY	1 WOOD 	2 WOOD  TODO: PAPER
GOLDEN FIELDS (Only in 3M)		Yes &BANDIT	HOUSES ROADS VILLAGE CITY	2 COINS	4 COINS
VOLCANO (Only in F&F)		No	Nothing	None	None

RIVER FLOODPLAINS (Only in F&F)		No	Nothing	None	None
WHIRLPOOL (Only in F&F)		No	Nothing	None	None

## Taxes

The **PLAYER** whose turn it is collect their **TAXES**. **TAX INCOME** is calculated as follows

**INCOME = POPULATION / 2 (ROUNDED UP) COINS**

### Tip

To keep track of your own **POPULATION** it might be helpful to use the provided **POPULATION BOARDS**.



## **Unit Move Phase**

The player can then move/use units. Each unit gets 1 move per turn.

### **Unit Density**

At most there can be 2 UNITS per HEX, a player is never allowed to buy new units or move units such that this limit is exceeded.

### **Soldier (Warrior/Knight/Cannon) Moves**



<b>DISBAND UNIT</b>	Take <b>UNIT</b> off the <b>BOARD</b> , you do not gain any resources back for this.
<b>MOVE 1 HEX</b>	<p>Move <b>1 HEX</b>, and <b>ATTACK</b> if the hex you move to is occupied with enemy troops</p> <p><b>UNITS</b> cannot move on <b>OCEAN HEXES</b>. without a boat built at a <b>HARBOR</b></p> <p>Note: moving across via one of your <b>ROADS</b> does not count as a turn and can be done “for free” (this unit can perform another action after moving across on a road)</p> <p><b>If there are enemy troops on the hex</b> If there are enemy troops on the <b>HEX</b> an <b>ATTACK</b> begins (See below “How Attacking Works”)</p> <p><b>If this move puts you on a settlement/city centre</b> If there are enemy troops <b>ATTACK</b> them first. NOTE: DO NOT put the city/settlement dice in with this battle, this happens in a separate action After/if and only if the enemy is entirely wiped out can you “attack” the <b>CITY/VILLAGE CENTRE</b> to do this treat the centre as a troop (<b>COMBAT STRENGTH 2</b> for a <b>VILLAGE</b>, <b>COMBAT STRENGTH 4</b> for a <b>CITY CENTRE</b>)</p>
<b>MOVE INTO A HARBOR</b>	<p>Allows the <b>UNIT(s)</b> to move on water</p> <p>moving on water (and <b>ATTACKING</b> with one exception) works the same as moving on land, however movement is double to 2 squares per turn this applies to number of attacks etc.</p> <p>The exception for attacking is if 2 dice match instead of the defender winning, both troops sink.</p> <p>Units can rejoin the land anywhere (not just at <b>HARBORS</b>)</p>

## Worker (Builder) Moves

<b>DISBAND UNIT</b>	Take <b>UNIT</b> off the <b>BOARD</b> , you do not gain any resources back for this.
<b>MOVE 1 HEX</b>	cannot move onto an <b>ENEMY OCCUPIED HEX</b> troops cannot move on <b>OCEAN HEXES</b> without a <b>BOAT</b> built at a <b>HARBOR</b> Note: moving across via one of your <b>ROADS</b> does not count as a turn and can be done “for free” (this unit can perform another action after moving across on a road)
<b>MOVE INTO A HARBOR</b>	Allows the <b>UNIT(s)</b> to move on water moving on water (and <b>ATTACKING</b> with one exception) works the same as moving on land, however movement is double to 2 squares per turn this applies to number of attacks etc. The exception for attacking is if 2 dice match instead of the defender winning, both troops sink. Units can rejoin the land anywhere (not just at <b>HARBORS</b> )
<b>BUILD 1 ROAD</b>	<b>1 ROAD (for 1 BRICK)</b> roads must connect <b>CITIES/SETTLEMENTS</b> to <b>HEXES</b> not already <b>OWNED</b> by another <b>CITY/SETTLEMENT</b> and not occupied by <b>ENEMY UNITS</b> roads can only connect directly adjacent <b>HEXES</b> to <b>CITIES AND SETTLEMENTS</b> (You can have a connected <b>HEX</b> of distance 2 from the city <b>HEX</b> ) <b>WORKERS CANNOT BUILD ON A HEX WITH THE BANDIT</b> (They can still move though). Note if the bandit is on <b>HEX A</b> and a player wants to build a road from A to B he cannot build it on A but could still build the road on <b>HEX B</b>
<b>BUILD 1 VILLAGE</b>	build <b>1 VILLAGE (for 2 FOOD, 2 BRICK)</b> <b>WORKERS CANNOT BUILD ON A HEX WITH THE BANDIT</b> (They can still move though).
<b>UPGRADE 1 VILLAGE TO A CITY</b>	upgrade <b>1 SETTLEMENT</b> to a <b>CITY (for 2 FOOD, 2 BRICK)</b> <b>WORKERS CANNOT BUILD ON A HEX WITH THE BANDIT</b> (They can still move though).
<b>BUILD 1 HOUSE</b>	build <b>1 HOUSE</b> on a <b>CITY/SETTLEMENT OWNED HEX</b> adjacent to the main city <b>HEX</b> ( <b>for 1 FOOD, 1 WOOD</b> ). THIS MEANS YOU CAN'T BUILD HOUSES ON THE CITY/SETTLEMENT <b>HEX ITSELF</b> BUT ON SURROUNDING HEXES OWNED BY THAT CITY (connected by a road) You can have up to 2 houses per <b>HEX</b> (If need be 2 houses can be represented by a hotel (unlike in monopoly hotel = 2 houses not 5)) <b>WORKERS CANNOT BUILD ON A HEX WITH THE BANDIT</b> (They can still move though).
<b>BUILD A SHIPYARD</b>	build a <b>SHIPLYARD. FOR 3 WOOD 1 FOOD</b> This must be done in a <b>HARBOR</b> where the <b>CONNECTED HEX</b> is owned by one of your <b>CITY/SETTLEMENTS</b> . <b>WORKERS CANNOT BUILD ON A HEX WITH THE BANDIT</b> (They can still move though).



# BUILDING COSTS

## ROAD



(Connect to  
VILLAGE/CITY HEX)

## VILLAGE



2 Strength  
(1 ERA TOKEN)  
+1 Pop

## CITY



4 Strength  
(VILLAGE Upgrade)  
 $1(+1)=2$  Pop

## HOUSE



(Build on OWNED HEX)  
[MAX 2 per HEX]

+1 Pop

## SHIPYARD



Build on PORT  
[MAX 2 per PORT]  
+1 Pop

Buildings must be build using a WORKER UNIT

Building counts as a movement for that unit

Buildings CANNOT be built if the WORKER is on the same HEX  
as the BANDIT

## How Attacking Works

Each **UNIT/BUILDING** has a **COMBAT STRENGTH**. This is between 0 and 6 (6 Being the highest). This determines which dice type is rolled for that unit when **ATTACKING/DEFENDING**. A **PLAYER** can use their **UNITS** to attack the enemy **UNITS** of a neighbouring **HEX**. Players may **ATTACK** with up to 3 **UNITS** that have not moved, these **UNITS** may be from different **HEXES**.

### WHICH DICE?

DICE USED	
<b>STRENGTH 1 (D4)</b>	△
WARRIOR ***	
<b>STRENGTH 2 (D6)</b>	□
*** VILLAGE	
<b>STRENGTH 3 (D8)</b>	◇
KNIGHT ***	
<b>STRENGTH 4 (D10)</b>	◆
*** CITY	
<b>STRENGTH 5 (D12)</b>	○
CANNON ***	
<b>STRENGTH 6 (D20)</b>	
DRAGON, LEVIATHAN ***	
ATTACKERS, ATTACK with <=3 UNITS from neighbouring HEXED against <=2 HEX defenders. A HEX must be unoccupied before ATTACKING a VILLAGE/CITY Strength 0 always rolls a 0 (not 1)	

## HOW TO ROLL

There are **ATTACKERS** and **DEFENDERS**. Each get dice representing their **UNITS**. Each dice respresents a specific class of **UNIT**.

In the **ATTACK**, the current owners of the **HEX** use the **DEFENDING DICE (blue)** and the **ATTACKERS** use the **ATTACKING DICE (red)**. Like in Risk, all dice are rolled and then each coloured is sorted highest to lowest. ATTACKING and DEFENDING dice are then pairwise compared, highest vs highest, second highest against second highest.

The highest dice in each pair wins. **DEFNDERS** win in a **DRAW** on **LAND HEXES**, but in **WATER HEXES** a draw results in both **UNITS** “sinking”. If there are dice left unmatched (e.g. in a 1 vs. 3 situation there are 2 unmatched dice) you ignore those dice.

The **UNITS** represented by “losing” dice are taken off the board. The **UNITS** to remove are the troops which correspond to the dice type.

## **Fortify Phase**

After moving troops players can buy new troops either

### **SOLDIER UNITS**

- **1 WARRIOR for 2 COINS**
- **1 KNIGHT FOR 3 COINS, 1 ORE**
- **1 CANNON FOR 4 COINS, 2 ORE**

### **WORKER UNITS**

- **1 WORKER for 1 COINS**

NOTE: a player can never buy more units so that their total units is more than their **HOUSING**. (+ ANY DEVELOPMENT CARD bonus)

 <b>TROOP COSTS</b>	
<b>WORKER</b>	<b>0 Strength (Can Build) 1 Pop</b>
	
<b>WARRIOR</b>	<b>1 Strength 1 Pop</b>
	
<b>KNIGHT</b>	<b>3 Strength 1 Pop</b>
	
<b>CANNON</b>	<b>5 Strength (Built in CITY only) 1 Pop</b>
	
<b>MUST BE PLACED IN A VILLAGE/CITY CENTER MAX 2 UNITS PER HEX</b>	

## **Mythical Beasts**

In RANSACKIT, there are two mythical beasts, both obtained through **DEVELOPMENT CARDS**, the two are the **DRAGON** and **LEVIATHAN**, both beasts roll a D20 in **COMBAT STRENGTH**.

### **THE DRAGON UNIT**

The **DRAGON** is a unit that starts off as a **DRAGON EGG**, the **DRAGON EGG** is obtained from a **DEVELOPMENT CARD** where it is placed in a **VILLAGE/CITY CENTER**.

The **EGG** remains dormant until it hatches releasing a **DRAGON UNIT** controlled by the player who owns the city. The **EGG** hatches when the **VILLAGE/CITY** is under attack AND there are no troops on the **HEX** defending it.

The **DRAGON** is not a human (obviously) and does not count towards **POPULATION CAPS**.

The **DRAGON** has a movement of 2 and can fly over water (it does NOT need to enter a **WATER HEX** from a **HARBOR**)

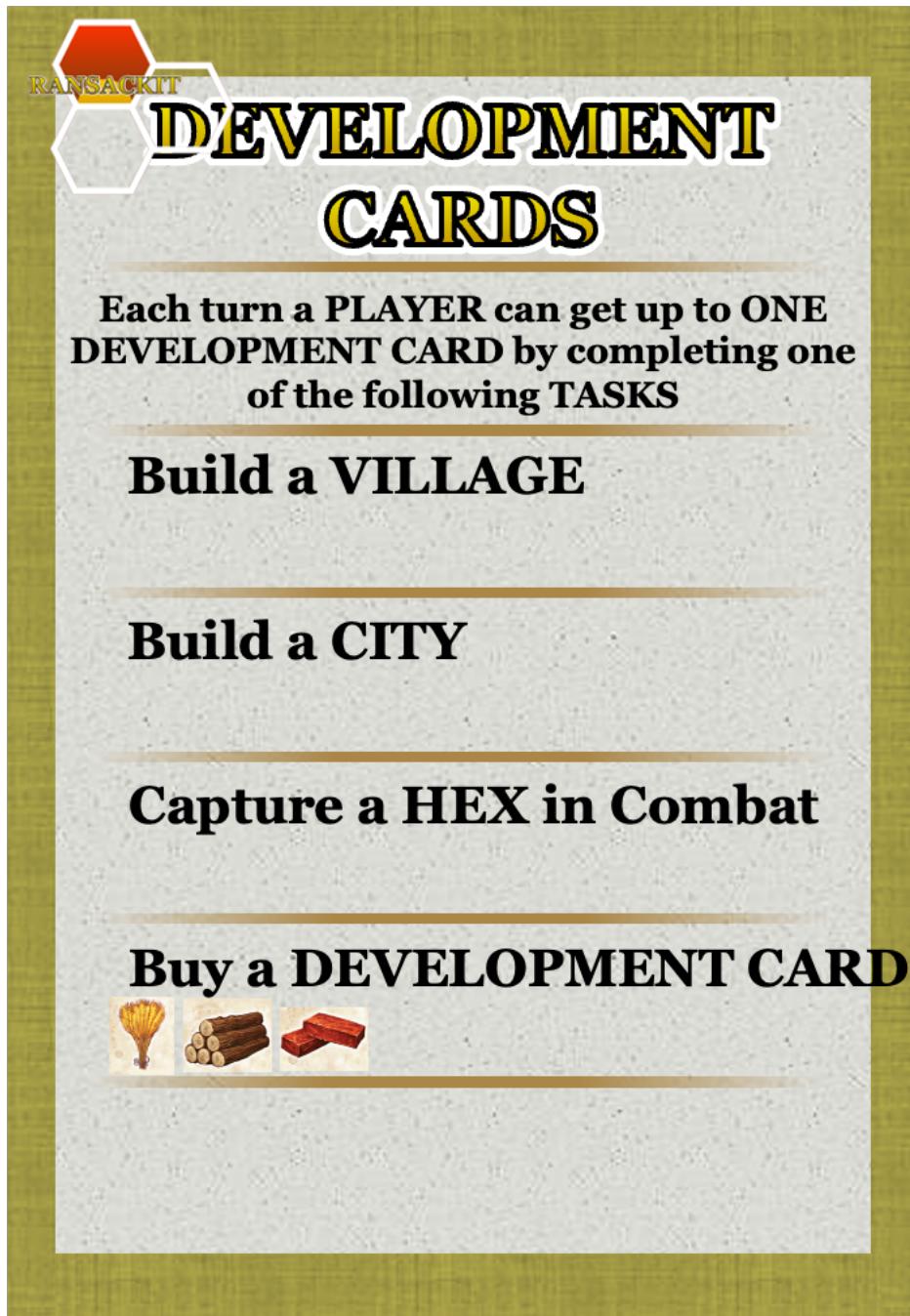
### **THE LEVIATHAN UNIT**

The **LEVIATHAN** is a unit that can be summoned from a **DEVELOPMENT CARD** for a **SINGLE** attack in the ocean at a specific **HEX** after that it returns to the ocean.

## Development Cards

**DEVELOPMENT CARDS** are awarded for various actions during a **PLAYER'S TURN**. A player can only get one development card per turn awarded at the end of their turn and cannot be played on the same turn (except for **CARDS** that must be played IMMEDIATELY). These include:

- Building a **VILLAGE/CITY** with your **WORKER** (using a **DEVELOPMENT CARD** to build does not result in more **DEVELOPMENT CARDS**)
- Winning your first **HEX** in combat that turn
- Capturing a **VILLAGE/CITY**



There are 3 Types of **DEVELOPMENT CARD**.

## Action Cards (Yellow)

**ACTION CARDS** can be used at any point during that **PLAYER'S TURN**. They CANNOT be used on the turn they were purchased. Keep action cards HIDDEN.

## Passive Cards (Blue)

**PASSIVE CARDS** are permanent and take immediate effect on purchasing. You should display your passive cards face up so everyone can see it.

## Progress Cards (Green)

**PROGRESS CARDS** MUST be used on the turn they were purchased or, depending on the card, IMMEDIATELY after some action (such as capturing a **VILLAGE/CITY**). Unlike **ACTION CARDS**, all **PROGRESS CARDS** contribute to **ERA TOKENS** in **VILLAGES/CITIES**

### ACTION CARDS

DEVELOPMENT CARD ARMS RACE	DEVELOPMENT CARD SPIES	DEVELOPMENT CARD LAW ENFORCEMENT	DEVELOPMENT CARD YEAR OF PLENTY	DEVELOPMENT CARD HOLY WAR	DEVELOPMENT CARD DRAGON EGG	DEVELOPMENT CARD LEVIAHAN
Keep this card. Swap one UNIT (including a WORKER) for a CANON unit Discard after use.	Keep this card. Steal up to 2 RESOURCES (including MONEY) from any PLAYER Discard after use.	Keep this card. Move BOTH the BANDIT and PIRATE. And collect the appropriate RESOURCES Discard after use.	Keep this card. Take 3 of any RESOURCE from the VAULT Discard after use.	Keep this card. Recruit a KNIGHT for free (If within POPULATION limits) Discard after use.	Use this card <b>IMMEDIATELY</b> If your empire does NOT have a dragon egg, Place a dragon egg in any of your cities, otherwise collect 3 COINS Discard after use.	Keep this card. Summon the LEVIAHAN for ONE use in the ocean to attack a HEX Discard after use.
DEVELOPMENT CARD ROMAN ROADS	DEVELOPMENT CARD PRODUCTION SABOTAGE	DEVELOPMENT CARD TRADE DEAL	DEVELOPMENT CARD POPULATION EXPLOSION	DEVELOPMENT CARD CHANGE OF EXPORTS	RANSACKIT	
Keep this card. Instantly build 2 ROADS (no WORKER required) Discard after use.	Keep this card. Swap two pairs of HEX RESOURCE NUMBERS Discard after use.	Keep this card. Instantly build a SHIPYARD on any owned PORT (no WORKER required) Discard after use.	Keep this card. Instantly build 2 HOUSES on any owned HEX (no WORKER required) Discard after use.	Keep this card. Play this card to swap two PORT trades Discard after use.		

### POLICY CARDS

DEVELOPMENT CARD STARTING MOBILITY	DEVELOPMENT CARD TITHING	DEVELOPMENT CARD CONSCRIPTION	DEVELOPMENT CARD CORRUPTION	DEVELOPMENT CARD CELESTIAL NAVIGATION	DEVELOPMENT CARD TOURISM	DEVELOPMENT CARD GREAT PROPHET
Keep this card <b>FOREVER</b> . LAND UNITS just bought gain 1 MOVEMENT IMMEDIATELY THIS CARD DOES NOT STACK	Keep this card <b>FOREVER</b> . +1 COIN each time you collect tax THIS CARD STACKS	Keep this card <b>FOREVER</b> . Allows you to boost your total UNITS by 2 (Does NOT boost POPULATION or TAXES) THIS CARD STACKS	Keep this card <b>FOREVER</b> . You're moving with the BANDIT and the PIRATE. Every time either are moved, collect the same RESOURCE as the PLAYER moving it (if you're moving either collect DOUBLE) THIS CARD STACKS	Keep this card <b>FOREVER</b> . OCEAN HEX movement of UNITS is increased from 2 to 3 THIS CARD DOES NOT STACK	Keep this card <b>FOREVER</b> . +1 ERA score each time you use a GREEN development card THIS CARD STACKS	Use this card <b>IMMEDIATELY</b> . On using this card gain +1 ERA TOKENS for every surrounding DESERT HEX and +1 ERA TOKENS for every TITHING DEVELOPMENT CARD owned to a VILLAGE/CITY

### PROGRESS CARDS

DEVELOPMENT CARD GREAT WONDER	DEVELOPMENT CARD GREAT GENERAL	DEVELOPMENT CARD GREAT GOVERNOR	DEVELOPMENT CARD GREAT MERCHANT	DEVELOPMENT CARD GREAT EXPLORER	DEVELOPMENT CARD GREAT ADMIRAL	DEVELOPMENT CARD GREAT EMPIRE
Use this card <b>IMMEDIATELY</b> . Build a wonder in a VILLAGE/CITY of your choice +2 ERA TOKENS in that VILLAGE/CITY	Keep this card. Use IMMEDIATELY on capture. Use this card on capturing a VILLAGE/CITY instantly gain +5 ERA TOKENS in the VILLAGE/CITY captured	Use this card <b>IMMEDIATELY</b> . On using this card gain +1 ERA TOKENS for each house in this VILLAGE/CITY's borders	Use this card <b>IMMEDIATELY</b> . On using this card gain +2 ERA TOKENS for every owned SHIPYARD building in a VILLAGE/CITY	Use this card <b>IMMEDIATELY</b> . On using this card gain +2 ERA TOKENS for every owned ROAD building in a VILLAGE/CITY	Use this card <b>IMMEDIATELY</b> . On using this card gain +1 ERA TOKENS for every surrounding OCEAN HEX to a VILLAGE/CITY	Use this card <b>IMMEDIATELY</b> . On using this card gain +1 ERA TOKENS on EVERY VILLAGE/CITY you own

## What are Era Tokens

**ERA TOKENS** are awarded to a player's **VILLAGES/CITIES** and are placed on the **VILLAGE/CITY** centre HEX they belong to. If a **PLAYER** captures a **VILLAGE/CITY** they also now own those **ERA TOKENS** in that city.



Each **VILLAGE/CITY/METROPOLIS** has a maximum amount of **ERA TOKENS**. A development card can still be played on a **VILLAGE/CITY** where the total number of **TOKENS** would exceed this maximum, but any **ERA TOKENS** over the limit are discarded (effectively wasting them).

Settlement Type	Max ERA TOKENS
VILLAGE	5
CITY	10
METROPOLIS	15

**ERA TOKENS** contribute to progressing towards a **GOLDEN AGE**. A player instantly wins if the combined sum of era tokens in all the cities they own reaches or exceeds 25. If this happens that player reaches a golden age and wins the game.

**ERA SCORE TOKENS** are NOT **RESOURCES** and cannot be traded/obtained from **HARBORS** or Stolen from **PLAYERS** with **DEVELOPMENT CARDS**.

# Trading

there are 2 types of **TRADING** in the game... **PLAYER-TO-PLAYER TRADING**... or **PLAYER TO HARBOR TRADING** (trading with the **BANK**)

## Player Trading

**PLAYER TO PLAYER TRADING** can be initiated at any time during a players turn and can exchange any number of **RESOURCES** and **MONEY**. Trading can also have basically any other deal they want, within the other rules of the game. **UNITS**, **SETTLEMENTS/CITIES** cannot be exchanged although peace deals/joint wars etc. are allowed.

## Harbor Trading

**PLAYER TO HARBOR** trading can happen during a player turns if a **PLAYER** owns the **HEX** connected to the **HARBOR** or if that **HEX** has a **WORKER** on it.

The player may exchange **COINS** for resources **N:1** means **N COINS** for **1 RESOURCE**, for example **3:1** means **3 COINS** for **1 RESOURCE**. (NOTE: due to the **TRADE-IN RULE** described below you can also effectively **TRADE RESOURCES** for **RESOURCES** as well at the ratio mentioned). The rate at which a player can trade with a **HARBOR** depends on how many shipyards the player had built at that **HARBOR**

Number of SHIPYARDS	Specific Trades	Choose one of 2 Trades	Choose anything Trades
0	3:1	5:1	7:1
1	2:1	4:1	6:1
2	1:1	3:1	5:1

Below are some examples of the HARBORS



## Trade-In Rule

at any point in a players **TURN**, they can trade in any number of **RESOURCES** to the **VAULT**. **1 RESOURCE = 1 COINS**

## Ruins

Ruins (represented by BROWN Catan buildings) are abandoned villages and towns that can exist on some maps which can be taken over by PLAYERS. Ruins are good ways to restrict certain areas from being spawn zones.

## Game Ending and Objective

### **When is a player out?**

A player is wiped out when he owns no **CITIES/SETTLEMENTS** at any instantaneous moment (it does not matter if they could build one next turn). They take their **UNITS** off the **BOARD**.

All **RESOURCES**, **COINS**, **DEVELOPMENT CARDS** and **ERA SCORE** that belonged to the **PLAYER** who is out are given to the **PLAYER** who captured their last city.

This **PLAYER** can then either spectate, be dealt back in (see “Deal In” Rule), or join another player to form a team if you are that kind of weird friendship group that does not like making people feel like losers. Even better still they can get up and leave and do something better with their life.

### *The “I do not care about this stupid game anymore” rule*

If a player really hates this game, they are welcome to “rage quit” at the expense of public humiliation.

Years of cultural brainwashing have led that players empire to believe it is a worthy sacrifice to die with your leader. That players emperor kills themselves and everyone else in their empire follows the excellent example. Take all their owned pieces off the board. They will have no legacy.

### *The “Deal In” rule*

If a new **PLAYER** wants to join the game, they can be dealt in. To do this run a founding turn for them. You can give them extra resources as you see fit.

## **How the Game Ends? (Objective of the Game)**

The game concludes in one of three ways:

### **Domination Victory**

Achieved when only one **PLAYER** remains in the game, having eliminated all rivals.

### **Golden Age Victory**

A **PLAYER** wins by reaching 25 Era Tokens across all the **VILLAGES** and **CITIES** they control, triggering a Golden Age and securing their triumph.

### **Boredom “Victory”?**

If all players unanimously agree to end the game due to boredom or time constraints, the winner can be determined using the following scoring formula:

$$\text{Score} = 10 * \text{ERA\_SCORE} + \text{POPULATION}$$

The player with the highest score claims the “victory.” But honestly, it’s your time—you decide how to handle it!

# Scenarios

This section contains a list of worked scenarios to help you understand the rules of the game; there are **NO NEW RULES IN THIS SECTION** only examples to help you understand the rules. This section also only covers the **BASE GAME** so some outcomes may be different when playing with **FABLES**

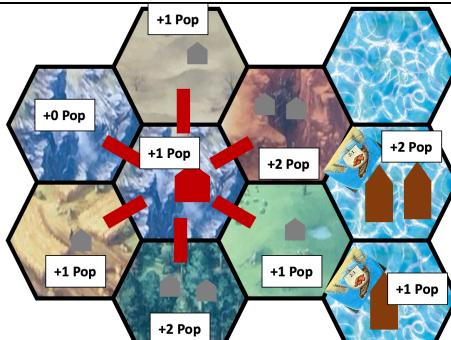
## Tax & Population

### Tip

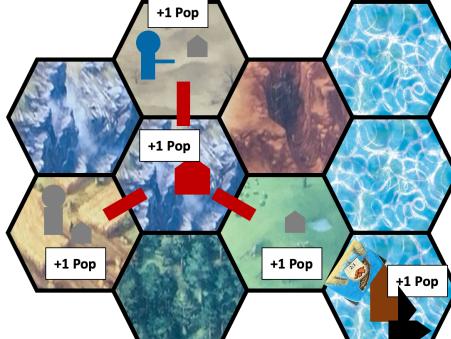
To keep track of your own **POPULATION** it might be helpful to use the provided **POPULATION BOARDS**.



**TAX** is awarded at the **START** of each players turn, unlike **RESCOURCES** which are given to **ALL PLAYERS**, **TAX** is only awarded to the **PLAYER** whose turn it is. Tax=Ceil(Population/2). In this example the player would be awarded 11/2=5.5=6 COINS

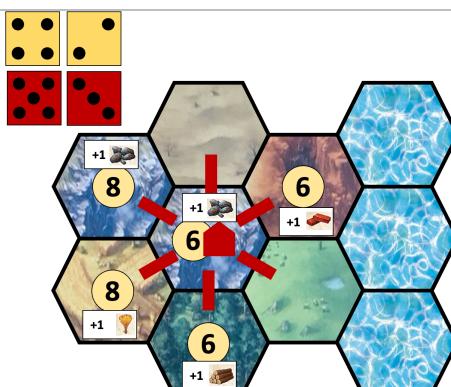


The **BANDIT**, **PIRATE** and **ENEMY UNITS** make no difference to what counts towards **POPULATION** or **TAX**

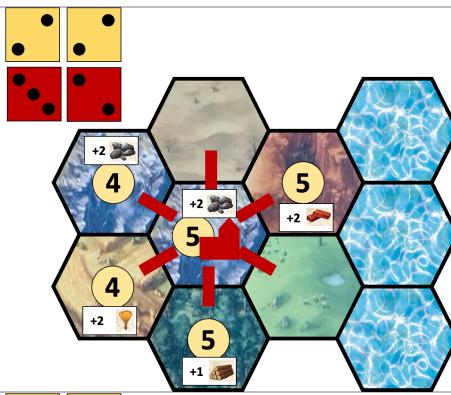


## Resources

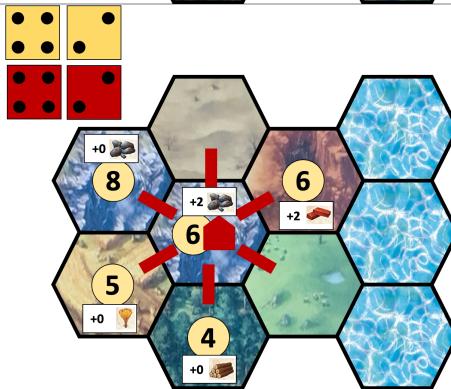
When either die rolled equals the number on the hex you get that resource, deserts and fields give no resources.



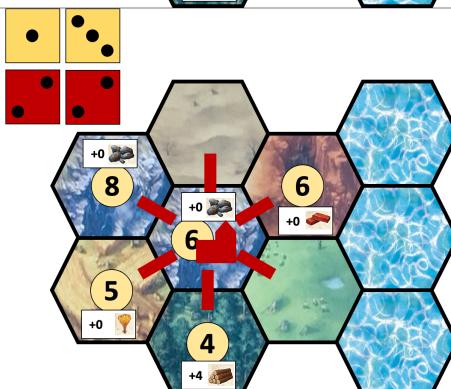
Cities double the number of resources given.



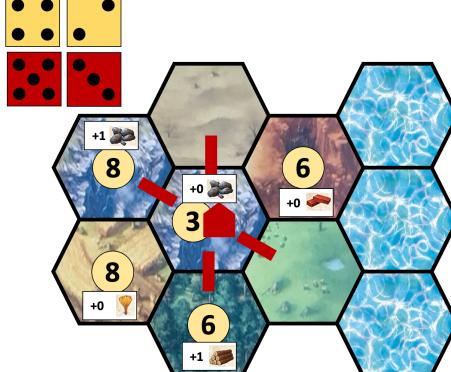
If both dice rolled show the same number, you get double that number.



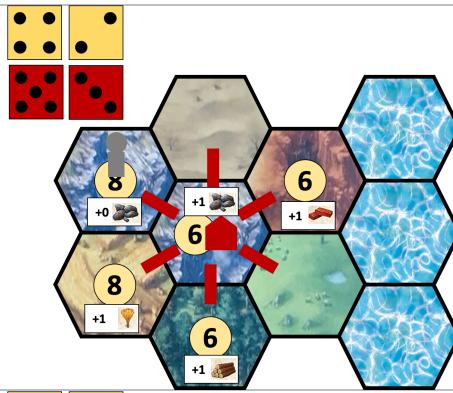
This is true for cities as well



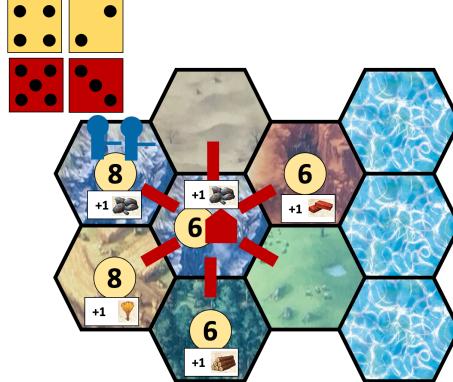
You only get resources for connected tiles (or tiles with a WORKER on them)



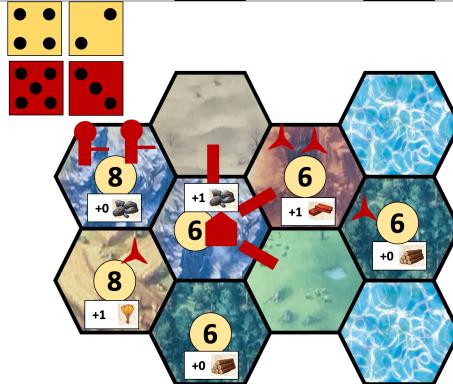
The **BANDIT** blocks you from getting resources on that specific **HEX**



Enemy **UNITS** occupying your **HEXES** have no effect of resources

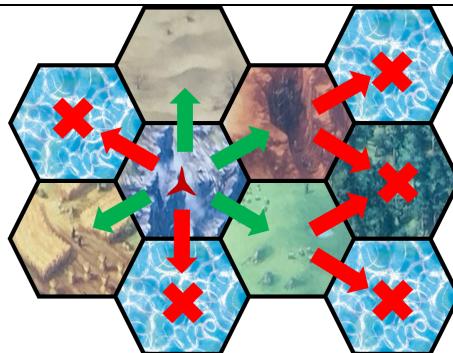


Friendly **WORKER UNITS** can also work **HEXES** without being connected to a **VILLAGE/CITY** other **UNITS** do **NOT** work tiles in the same way



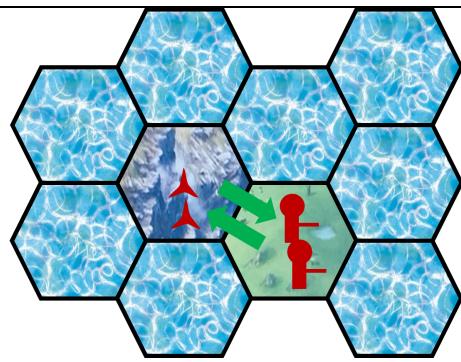
## Combat

Any **UNIT** on **LAND** can move 1 **HEX** on each turn, as long as this **HEX** is NOT a **WATER HEX**.

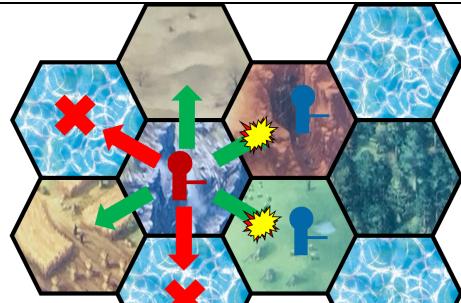


<p><b>UNITS</b> moving on <b>ROADS</b> owned by the <b>SAME PLAYER</b> do NOT count towards movement (<b>MOVEMENT BONUS</b>). <b>HARBORS</b> owned by the same <b>PLAYER</b> allow <b>UNITS</b> to enter the <b>OCEAN</b></p>	
<p><b>ROADS</b> owned by other <b>PLAYERS</b> do NOT grant the same <b>MOVEMENT BONUS</b> (even in alliances)</p>	
<p>Likewise, <b>HARBORS</b> owned by other <b>PLAYERS</b> do NOT grant the ability to enter <b>WATER</b> (even in alliances)</p>	
<p>When in <b>WATER</b>, <b>UNITS</b> may move 2 <b>HEXES</b>, they can re-enter <b>LAND</b> anywhere (not just HARBORS)</p>	
<p><b>UNITS</b> can NOT move onto a <b>HEX</b> that is already occupied by the maximum number (2) of <b>UNITS</b></p>	

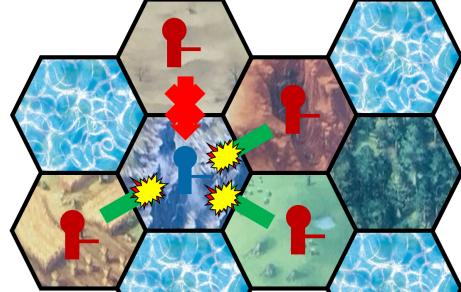
Despite the last example, a **SWAP** is allowed. Although it might seem counterintuitive, **SWAPPING** two pairs of **UNITS** is permitted. Some **PLAYERS** may assume it's not allowed because, if the movements were done step-by-step, one **HEX** would temporarily hold more than two units—violating the **UNIT LIMIT**. However, **SWAPS** are allowed under the assumption that all **UNITS** move simultaneously, so this brief overlap doesn't occur in practice.



When a **UNIT** moves onto a **HEX** with **ENEMY** troops **COMBAT** starts IMMEDIATELY. After an **ATTACK**, **UNITS** can either STAY where they were OR move to the **HEX** they **ATTACKED**



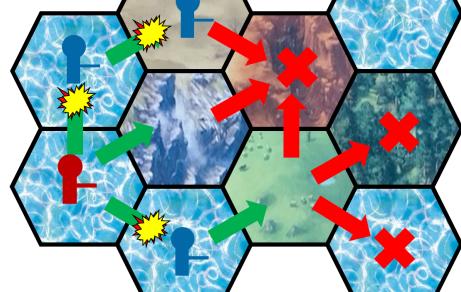
At most 3 **UNITS**, not necessarily from the same **HEX** (and in the case of 3, definitely not) can **ATTACK** a **HEX** at once. After the **ATTACK**, still only 2 **UNITS** can occupy the **HEX**. Therefore, not all **UNITS** can move into the space if all 3 survived. Note that after this **ATTACK** is finished more **UNITS** can then **ATTACK** the **HEX** if there are remaining **DEFENDING UNITS**

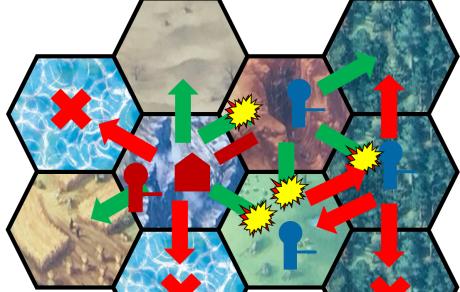
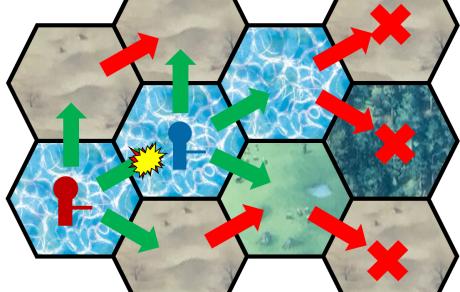
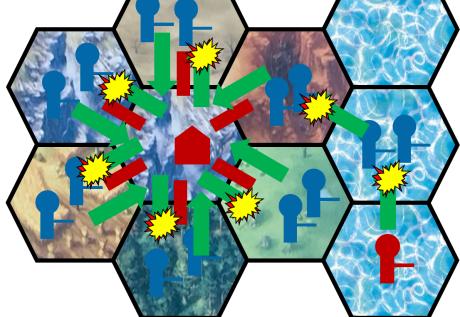


**WORKERS** cannot **ATTACK** other **UNITS** (but those **UNITS** can **ATTACK** **WORKERS**)



**UNITS** in the **WATER** can **ATTACK** up to 2 times (unless a **MOVEMENT BONUS** is given).



<p><b>ROADS</b> allow for multiple <b>ATTACKS</b> to happen in one <b>TURN</b></p>	
<p><b>ORDER MATTERS!</b> To reach the far ocean <b>HEX</b> in this scenario, you <b>MUST</b> attack the <b>UNIT</b> in the middle <b>OCEAN HEX</b></p>	
<p><b>QUESTION:</b> what is the <b>MAXIMUM</b> number of <b>UNITS</b> a single <b>UNIT</b> could <b>KILL</b> in one <b>TURN</b>? (Ignoring <b>DEVELOPMENT CARDS</b> giving <b>MOVEMENT BONUSES</b>)</p> <p><b>ANSWER:</b> If the <b>UNIT</b> starts in <b>WATER</b> the following sequence can happen killing up to 14 <b>UNITS</b>. Note that simulations show that if the <b>UNITS</b> are of the same <b>CLASS</b> you're <b>LITERALLY</b> more likely to be struck by lightning than have this happen</p>	

## Proverbs

- He who risks nothing gains nothing, and he who risks all loses all
- The skilful soldier does not raise a second levy, neither are his supply-wagons loaded more than twice.
- There is no instance of a nation benefitting from prolonged warfare.
- The wise warrior avoids the battle
- He will win who knows when to fight and when not to fight.
- If the enemy leaves a door open, you must rush in.

# Fables

Fables are modifications to the base rules of the game that add new ways to play. It is recommended that you first play **RANSACKIT** without any rule modifications. As these rules often add more complexity to the game and change strategies significantly.

You can play **RANSACKIT** with as many or as few fables as you wish.

## **Fog of War (FoW) [Easy 😊]**

Fog of war is a modification to how the board is set out at the beginning of the game. Instead of constructing of full board setup something similar to the following arrangement



When a **UNIT** reaches a **HEX** with empty adjacent **HEXES**, draw from the top of a pile of **HEXES** and place it. After **EACH HEX** is drawn, draw a **NUMBER TOKEN** at random from a bag and place it on the **HEX**. Repeat this in a clockwise rotation.

Every time an **OCEAN HEX** is drawn from the bag if it connects to **LAND** add a **HARBOR** tile at random facing the **HEX** the tile was discovered from, if this **HEX** is not a **LAND HEX** go around clockwise until the first **LAND HEX** is found.

If you want to add ruins, roll a set of 2 dice, if you roll snake eyes place a ruin on one discovered **HEX**

## **Blood Money (BM) [Expert 😡]**

The rule for tax is now changed.

$$\text{INCOME} = (\text{POPULATION} - \text{UNITS} + 2) / 2 \text{ (Rounded Up)}$$

## **Nomads (N) [Expert 😡]**

Start the game the same as normal but do not place a **VILLAGE**, instead just place a **WARRIOR** and a **WORKER**. Starting materials are 4 **FOOD**, 4 **WOOD**, 4 **BRICK**, 4 **COINS** (increased from the base game).

## **Non-Renewables (NR) [Expert]**

Every time a resource is collected (taking **CITIES** (+2) as just ONE collection and ignoring **BANDITS**) via a **DICE** roll change the **NUMBER TOKEN** to be a different **NUMBER TOKEN** which is 1 dot rarer than the current. For example, 6 and 8 would become 5 and 9 which become 4 and 10, then 3 and 11 onto 2 and 12. At 2 and 12 the system stops.

## **Mages, Monks & Mercenaries (3M) [Hard]**

Adds mages to the game. TODO

## **Diplomatic Deadlock (DD) [Hard]**

Adds a world council to the games

## Fires and Floods (FF) [Hard]

This fable adds various natural disasters to the game. Which can damage various units

### What is DAMAGE

DAMAGE is a new game mechanic applied to HEXES during any NATRUAL DISASTER. DAMAGE affects both units and buildings. And works as follows.

1. If a HEX suffers DAMAGE and has either 1 or 2 UNIT on it, 1 UNIT (the least expensive one) is removed.
2. If a HEX suffers DAMAGE and that HEX has HOUSES, or SHIPYARDS on it, 1 BUILDING (the least expensive one) is removed.
3. If a HEX suffers DAMAGE and that HEX is a VILLAGE/CITY centre, apply (only if possible) DAMAGE to a connected HEX (with a road) which has at least 1 building on it (the least expensive one) [Refer to step 2]. If this is NOT possible, apply (again, only if possible) DAMAGE to a connected HEX (with a road) which has at least 1 UNIT (the least expensive one) [Refer to step 1].

In the case of tiebreakers when choosing what to DAMAGE, it is up to the play who owns the HEX to decide.

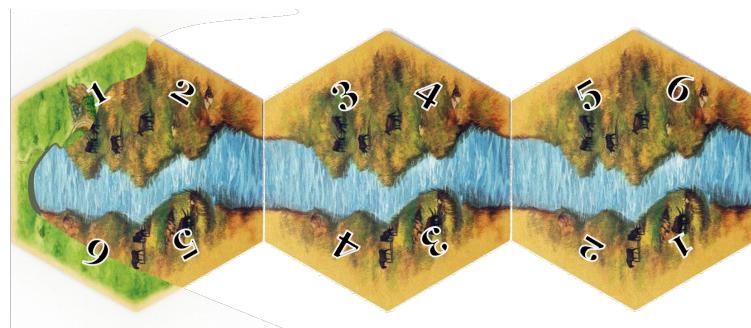
### Volcanoes (Damage Everything)

Volcanoes are HEXES that do not give any RESOURCES, they also CANNOT be built on, ROADS cannot connect to, UNITS cannot move onto. When a 7 is rolled the two numbers on each individual dice correspond to the numbers on this HEX. Then the adjacent HEXES corresponding to those numbers suffer DAMAGE.



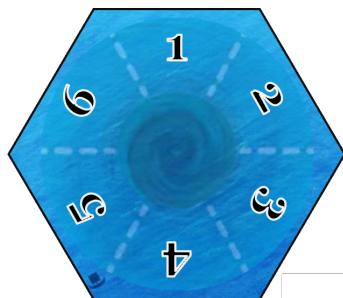
### Floodplains (Damage LAND only)

Floodplain rivers are 3 joined MULTI-HEXES that do not give any RESOURCES, they also CANNOT be built on, ROADS cannot connect to, UNITS cannot move onto. When a 7 is rolled the two numbers on each individual dice correspond to the numbers on this HEX. Then the adjacent LAND HEXES corresponding to those numbers suffer DAMAGE. OCEAN HEXES do NOT suffer DAMAGE. Note that if you play this FABLE with FOG OF WAR (FoW), these HEXES should be placed in the middle of the map at the START of the game.



## ***Whirlpool (Damage OCEANS only)***

Whirlpools are **HEXES** that do not give any **RESCOURCES**, they also CANNOT be built on, **ROADS** cannot connect to, **UNITS** cannot move onto. When a 7 is rolled the two numbers on each individual dice correspond to the numbers on this **HEX**. Then the adjacent **OCEAN HEXES** corresponding to those numbers suffer **DAMAGE**. **LAND HEXES** do NOT suffer **DAMAGE**.



# Acknowledgements

I'm deeply grateful to the many people who helped shape this game through their time, feedback, and support. From thoughtful suggestions and constructive criticism to shared moments of joy, laughter, and even the awkward sessions where nothing quite clicked — your involvement meant everything. You kept playing even when the game felt slow or unpolished, driven (at least some of you!) by the belief that it could eventually become something truly enjoyable.

I would like to thank Will Howell from the very conversations of “we could combine Risk and Catan into one game” to the more subtle long-term changes. I’d also like to thank James Fairhead, Ben Wright, Alex McBride, Louis Hayes and Catriona Adams for continuing to playtest the game.

This game also wouldn’t exist without the inspiration from Risk, Catan, Dungeons and Dragons, Monopoly and Sid Myer’s Civilisation Series. The name “**RANSACKIT**” is actually a combined anagram of the two most influential games in this list, Risk and Catan.

Thank you all of you.

If you ever get your hands on these rules and decide to play the game for yourself don’t feel constrained by the rules here, this rulebook is a guide for a helpful set of rules that lead to competing strategies in equilibrium but I only got here through experimentation, if you have an idea for a rule, try it. I want people to be able to tell their own stories with this game.

Have fun,

*Jacob A.*