

Traders of the League

A GAME OF MARITIME COMMERCE IN THE MEDIEVAL ERA.



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Traders of the League

In the 15th century the Baltic and Northern Seas were dominated by the Hanseatic League.

In this game you take on the role as the captain of a Hansa vessel. Your task is to deliver goods to fulfill business contracts. While doing this you can earn yourself a reputation as a skillful sailor as well. When the game is over the sum of contracts and sailor achievements determines the winner.

Components

- Game board depicting northern Europe
- 5 Ships
- 70 Goods cubes of 7 colors
- 63 Contract tiles
- 12 Empty city tiles
- 8 Achievement scoring tiles

Gameboard and pieces

The game board depicts Northern Europe from the west coast of England to the Baltic coast of Russia. It is further divided into two kinds of hexes: city and sea hexes.



City hex showing the name of the city, cargo cubes produced in the city (green and yellow), the city's coat of arms and placeholders for business contracts.



Sea hex.



Business contract with a value ranging from 1 to 5 points, showing which cubes are needed to claim the contract (red, yellow) and region of origin (E).



Cargo cubes in seven different colors.



Ships in five different colors. Each player controls one ship.



City tile. Every city tile is worth 2 points.



Achievement tile. Worth the number of points depicted on it.

Setup

Place the game board on a table.



Shuffle the contract tiles face down.

Place three random contracts per city matching the letter on the contract with one on the board.

West: London, Newcastle, Bergen, Hamburg, Brügge

Central: Tonsberg, Falsterbo, Lübeck, Stettin

East: Danzig, Visby, Stockholm, Åbo, Riga, Reval

Each player selects a ship and places it on the Lübeck hex.

Designate a starting player. The players load goods onto their ships as follows:

Player 1:	No cube
Player 2:	1 yellow cube
Player 3:	1 black cube
Player 4:	1 green cube
Player 5:	1 blue cube

Playing the game

The players take turns going clockwise around the table.

On your turn you take one or two of the following actions (in any order):

- Load cargo according to city supply
- Unload cargo to fulfill one or two contracts
- Move your ship up to three hexes

You may not take the same action twice in the same turn.

You may freely move your ship through hexes with other ships.

Loading cargo



When your ship is in a city hex: Add one or two cubes to your ship. The colored cubes in the hex indicates what goods are available and at what quantity.

At any time, you may drop a cargo cube to make room for other cubes. This does not count as an action.

Example: Reval shows two grey cubes. This means that in one action you can load up to two grey cubes. Stettin has one yellow and one green. Here you may load one or both of these cubes. If you need more than one of each you can stay and take a second loading action on your following turn.

Unloading cargo



When your ship is in a city hex you can claim one or two of the business contracts available there. To claim a contract, you must deliver the combination of goods depicted on the contract tile.

If a contract requires a type of goods that is supplied in the same city, this part of the contract is ignored.

Example: Herbert arrives in Reval with a ship loaded with yellow, red and black. In Reval there are three contracts available: yellow/black, red/grey and red/black. He can fulfill the red/grey by delivering only the red cube since Reval supplies grey. In the same action he may also fulfill the yellow/black contract.



If you claim the last contract in a city, take a city tile.

Claiming achievements



At the end of your turn you may claim an achievement tile if you have fulfilled its requirements. You may never claim two achievements in the same turn.

Only one player can claim each achievement.

Game end

When a certain number of cities are empty each player gets to take one final turn with the player who triggered this taking the last turn.

Number of cities to be emptied:

2 players	5
3 players	6
4 players	7
5 players	8

Cities can be emptied after end-game is triggered, earning the player 2 VPs.

Each player totals the points on their contracts, achievements and city tiles. The player with the highest score is the winner. In case of a tie, the player with the most contracts win. If the game is still tied, the players settle this by a game of the medieval "Rövkrok".

Strategy tips

Watch out for contracts with colors that is already produced in a city. These contracts only require one cargo cube and is hence easier to claim.

Pay attention to the achievement bonuses as they can earn you many victory points. If an opponent is getting close to claiming one that you have set your eyes on, be sure to align your strategy so that you'll capture it first.

Plan a few steps ahead. Even if you're striving for a big contract, you can probably pick up some smaller ones along the same route, with some deliberate planning.

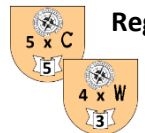
The Achievements



Diversifier A: Contracts of each color.

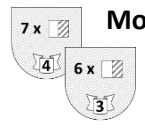
Does not need to be 7 different contracts.

Diversifier B: Contracts with 2 red, 2 yellow, 2 grey colors, need not be 6 different contracts.



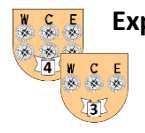
Regional trader A: 5 Central contracts

Regional trader B: 4 Western contracts



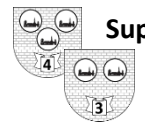
Monopolist A: 7 contracts of one color

Monopolist B: 6 contracts of one color



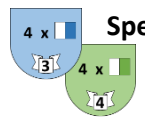
Explorer A: 2 contracts from each region West, Central and East

Explorer B: 1 contract from each region West, Central and East



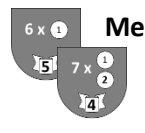
Supplier A: 3 empty city tiles

Supplier B: 2 empty city tiles



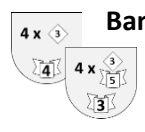
Specialist A: 4 blue contracts

Specialist B: 4 green contracts



Merchant A: 6 contracts worth 1 VP

Merchant B: 7 contracts worth 1 or 2 VPs



Banker A: 4 contracts worth 3 VP

Banker B: 4 contracts worth 3 or 5 VPs

Example of play

It's a few turns into a three-player game between Adam (Black), Bianca (Yellow) and Cesar (Blue). The players have already managed to claim a couple of contracts. Further, Adam has already claimed one empty city tile. None of the four achievement tiles have been claimed.

Turn five

Adam heads south to claim the remaining contracts in Danzig. As his second action he unloads Grey & Green and Grey & Yellow cubes to claim the 2 contracts, thereby also emptying the city which renders him an empty city tile worth 2 VPs. He has now fulfilled two achievements: one for emptying 2 cities (as he emptied Falsterbo earlier) and the other for having 4 Green contracts (having 3 from previous turns), but he can only claim one each turn. He decides to claim the one for emptying cities.

Bianca heads north to Bergen as her first action. She delivers a Red cube to claim the Red/Green contract (as Green is supplied by the same city) and Red & Yellow cubes for the other contract. As she empties the city, she also takes an empty city tile worth 2 VPs.

Cesar loads a Green and a Brown cube in Hamburg as his first action. He spends his second action moving to Newcastle.



Turn six

Adam loads black and brown in Danzig and moves to Lübeck. Next turn he will be able to claim the Brown/Black contract.

Bianca loads two green cubes in Bergen and moves three hexes south.

Cesar unloads his 3 cubes to claim the Green/Yellow and Brown/Black contracts. As a second action he loads Black and Red.



The game in pictures



Setup for two players



Delivery to Stockholm



The components required