Traders of the League

Traders of the League
A game of maritime commerce in the Medieval era
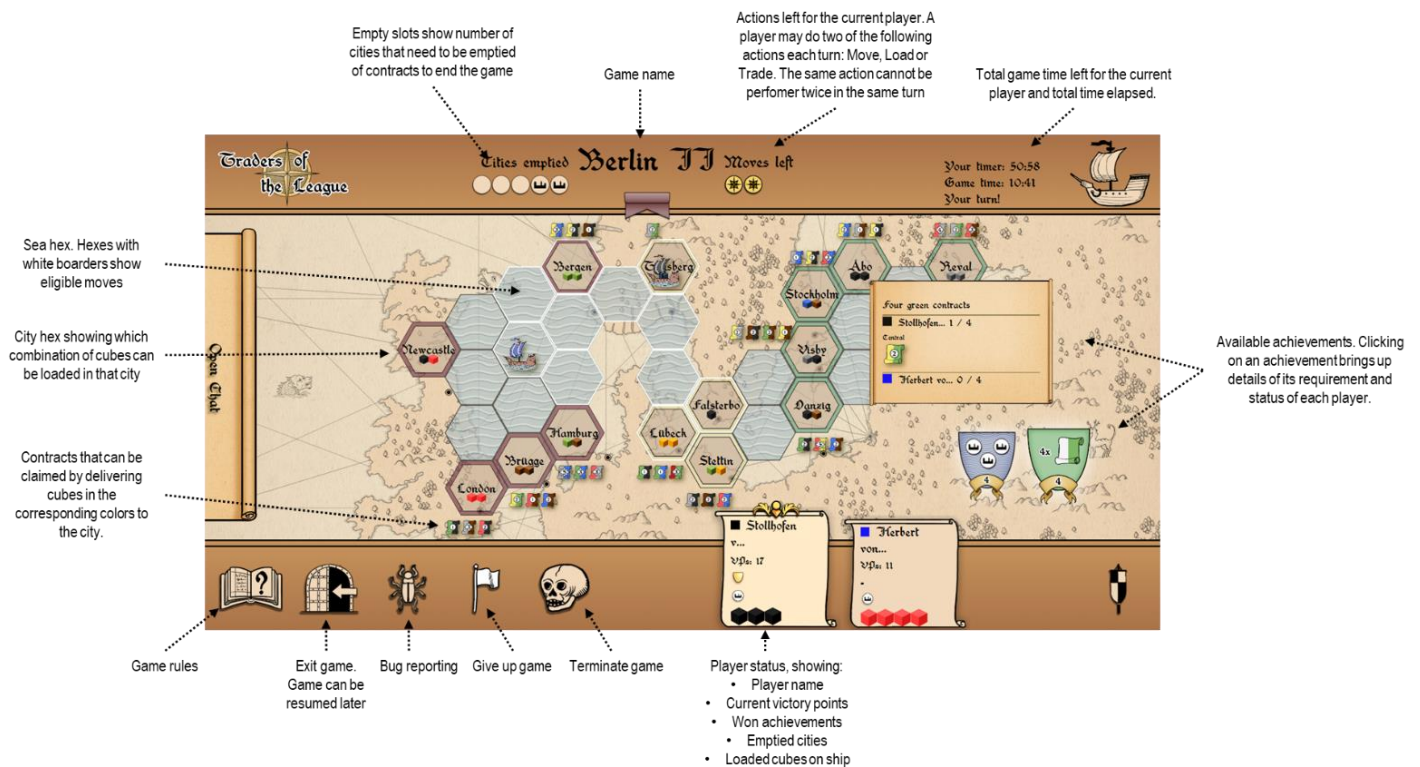
Traders of the League

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

In this game you are a Hansa captain seeking to build your reputation. You earn victory points (VP) by fulfilling contracts, claiming city keys, and winning achievements. At game end the total reputation from contracts keys and achievements determines the winner!

Game interface

Empty slots show number of cities that need to be emptied of contracts to end the game

Game name

Actions left for the current player. A player may do two of the following actions each turn: Move, Load or Trade. The same action cannot be performer twice in the same turn

Total game time left for the current player and total time elapsed.

Sea hex. Hexes with white boarders show eligible moves

City hex showing which combination of cubes can be loaded in that city

Contracts that can be claimed by delivering cubes in the corresponding colors to the city.

Available achievements. Clicking on an achievement brings up details of its requirement and status of each player.

Game rules

Exit game. Game can be resumed later

Bug reporting

Give up game

Terminate game

Player status, showing:
- Player name
- Current victory points
- Won achievements
- Emptied cities
- Loaded cubes on ship

When entering a city hex, the city screen pops up that allows you to load cubes and/or trade cubes for eligible contracts. You may execute both a load and a trade action on this screen.

You can exit the screen without performing any action.

You can open the pop-up screen by clicking on the city hex your ship is situated in.

Gameboard items

The game board depicts northern Europe from the west coast of England to the Baltic coast of Russia. It is divided into city and sea hexes.

City hex. Shows the name of the city, cargo cubes produced in the city (green and green). May be traversed or occupied by any number of ships.

Sea hex. May be traversed or occupied by any number of ships.

Contract with a value ranging from 1 to 7 VPs, showing which cubes are needed to claim the contract (yellow, blue). If the contract is located at a city with a cube in the same color, that color is not needed to claim the contract.

Cargo cubes in seven different colors.

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

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

Setup

Player order is determined in random order. The players initially receive 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 taking 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.

When loading, you may drop a cargo cube to make room for other cubes. Dropping cubes 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, you are awarded 2 VP for emptying the city.

Move ship

On your turn you can move your ship up to three hexes. Other ships do not hinder movement and a hex can contain any number of ships.

Hexes highlighted with white borders show eligible moves.

Claiming achievements

At the end of your turn you're awarded an achievement if you have fulfilled its requirements. Only one achievement can be awarded in a single turn, so in case two were fulfilled you need to choose one of them. The other achievement will be awarded the next turn, unless another player manages to take it before then.

Game end

When a certain number of cities are empty each player gets to take one final turn, except for the player who triggered the game end.

Number of cities to be emptied in Normal game mode:

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.

The VPs are totaled for each player's contracts, achievements and emptied cities. The player with the highest score is the winner.

The Achievements

An achievement is awarded to the first player who meets its requirements. There are different types of achievements as listed below.

Diversifier: Contracts of different colors, as shown on the achievement. A single contract may count towards the requirement of two different colors.

Explorer: A number of contracts from each of the three regions on the board.
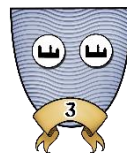
- Western region city hexes have brown borders
- Central region city hexes have yellow borders
- Eastern region city hexes have green borders.

Regional trader: A number of contracts from one of the three regions on the board.

Monopolist: A number of contracts of any one color.

Supplier: A number of emptied cities equal to what is depicted on the achievement.

Specialist: A number of contracts of one color.

Merchant: A number of contracts of specific VP values.

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 one, 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.