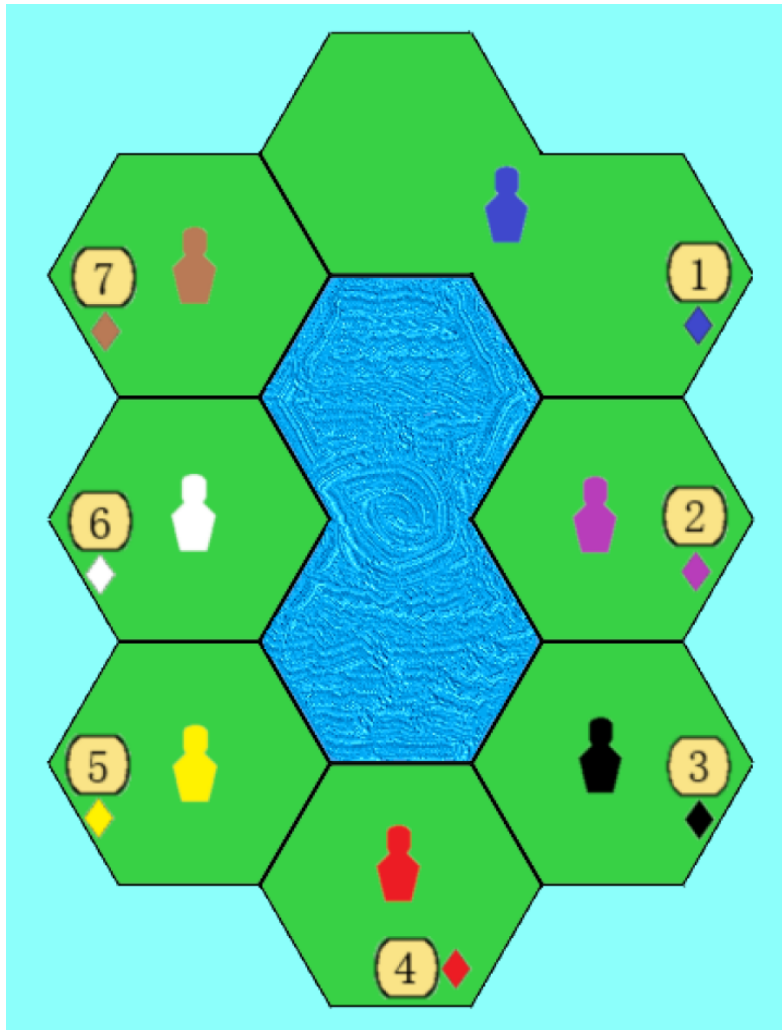


Quick Introduction to new Protectors (PotR v.07):



- You start the Game with control over **1 Province** (land area), **1 Army Unit** and **50 \$Realm** at your disposal.



***Example:** The start of a 7-player game. Each player controls one Province (numbered 1 to 7) with 1 Army Unit.*



Winning the Game

There are 3 ways for the game to end:

❖ Protector Victory:

- Be “The last man standing”!
- Once the *Time’s Up* card has been played from *The End deck* (Turn 10 - 12), be the player with the **most** Victory Points (VPs).
 - Each Province you control when the game ends **2 - 6 VPs**.
 - Each time you were proclaimed *Grand Protector* from the players defeating a **Dragon Attack** = **3 VP**.
 - Committing 2x or 3x **min.US** in a **Dragon Attack**: **1 or 2 VPs**.

❖ Dragon Victory:

- **Fire and blood!** Dragon has eliminated half of the starting players (rounded up), or 66% (rounded up) of the Provinces on the game board have been scorched to smoking piles of ash by the Dragon.



The Turn Sequence

Each Turn consists of 5 phases:

1.Protector Ranking

*Note: The 1st Turn of a new Game starts with a round of bidding + selecting your faction (if included in the game). You have **24h** to make your decision.*

- Players ranked according to their secret \$Realm bids.
- The ranking is used to determine draws in the game, the highest ranked player wins.
- A higher rank gives access to more of the golden (enhanced) orders.
- Every player except the *Grand Protector* (1st place) risks elimination if the **Dragon Attacks** the Realm.

2. Reveal Cards

One card is drawn and played from both the *Event* and *There be Dragons?* Decks. Starting on Turn 5, the *Sea* Deck is activated. Each turn one card is drawn and played. From Turn 10, *The End* Deck is activated as well.

- *Event* and *Sea* cards might have a great impact on the Turn.
 - On Turn 1 the *Event* and *There be Dragons?* cards drawn and played will be *Calms of Summer* and *The Misty Mountains Cold*, respectively.
- *There be Dragons?* cards determine if the **Dragon Attacks** or not.
- *The End* cards will either end the game or chaos might ensue.

3. Negotiation and Orders

- **72h** given to the players for this phase to determine the order(s) they wish to play this turn.
- During this phase players may also send \$**Realm** to another player.
- Each Province you control with *at least* one Army Unit can receive 1 order each turn.
 - **Fortify!** - Makes the Province harder to attack.
 - **March!** - Move your Army Unit(s) from one Province to another *neighbouring* Province. *Battles might occur!*
 - **Support!** - Lend your Army's strength to support a player in battles occurring in a *neighbouring* Province.
 - **Work, work!** - Increase your \$**Realm** production for the turn, but your Army Units are weaker in battle.
- A golden order is the same as a normal order, however, they provide additional/different benefits.

4. Execute Orders

- All orders submitted in secret from the players are revealed at once.
- All **March!** orders are then executed simultaneously, before anything else.
 - Any resulting battles are resolved, no further input is needed from the players.

5. Consolidation

In this phase **24h** are given to the players to make their secret decisions for *Buying* new Army Units and *Bidding* on next turn's **Protector Ranking**.

➤ *\$Realm production step*

- +50/75/100/150 \$Realm gained, respectively, from each lvl.0/1/2/3 Province you control.
- Successfully executed **Work, work!** orders are removed, giving you +50 \$Realm each.

➤ *Buying step*

- Buy new Army Units in your Provinces, costing 75 \$Realm each.
- The max supply limit of 3 Army Units per Province can not be exceeded.

➤ *Bidding step*

- Choose how much \$Realm you wish to allocate for next turn's **Protector Rank** bidding.

- **1 Army Unit = 1 Unit Strength (US)** in battles, both PvP and vs the Dragon.
- For a given battle first the *Attacker* and *Defender* are determined.
- **Attacker US** and **Defender US** is determined as described in the table below:

	Attacker	Defender
Total Unit Strength (US)	+1 for each Army Unit belonging to the <i>Attacker</i> in the battle	+1 for each Army Unit belonging to the <i>Defender</i> in the battle
+ Modifiers from <i>Orders</i> or <i>Event Cards</i>	+ Any Modifiers for the <i>Attacker</i>	+ Any Modifiers for the <i>Defender</i>
+ Total contributing US From <i>Support!</i> orders (with any potential modifiers applied).	+1 for each Army Unit in neighbouring Provinces giving <i>Support!</i> to the <i>Attacker</i> + modifiers	+1 for each Army Unit in neighbouring Provinces giving <i>Support!</i> to the <i>Defender</i> + modifiers
The sum of the above =	The <i>Attacker's</i> strength in the battle = Attacker US	The <i>Defender's</i> strength in the battle = Defender US

- If **Attacker US** > **Defender US**, the *Attacker* wins. They will lose no Army Unit(s) and all of the involved Army Unit(s) of the *Defender* are eliminated. The same would apply for the *Defender* if **Defender US** > **Attacker US**.
- If **Attacker US** = **Defender US**, the **Protector Ranking** will be used to determine the winner. The highest ranked player will win the battle. However, once the **Protector Ranking** is used to break a tie the winning player will also suffer a loss of 1 Army Unit.



- The **Dragon's Power Level (DPL)** shows how strong the Dragon is in battle.
 - The Dragon starts the Game with a **DPL** = 0.
 - Each time a card is revealed and played in the Reveal Cards phase the **DPL** increases.

- There are two ways for the Dragon to attack the Realm:
 1. A *There be Dragons!* card is played in the Reveal Cards phase.
 2. The **Dragon's Power Level (DLP)** *equals or exceeds* a **Power Threshold** which is equal to twice the number of Provinces on the game board minus twice the number of Protectors eliminated from the game.

- If there is a **Dragon Attack**, all players have basically two options:
 1. Come to peace with that there will be some casualties and commit one or more of their Army Unit(s) to fight the Dragon in battle.
 2. "*Turn off the lights*" and hide their Army Unit(s) to save them from being turned into smoking piles of melted metal. However, by doing so they might be facing elimination from the game.

- For the players to be victorious the resulting **Protector US** needs to be *higher* than the current **DPL**.

- Depending on how many green (not burnt to the ground by the Dragon) Provinces a Protector controls they might need to provide more **US** to fight the Dragon to be 100% safe. This minimum contribution is called minimum Unit Strength (**min.US**). \$Realm rewards for defeating the Dragon in combat is also increased with this **min.US** contribution as shown in the table below:

Number of green Provinces controlled by a player	The required minimum US (min.US) against the Dragon.	Rewards for defeating the Dragon in battle
0	0	0 \$Realm
1	1	100 \$Realm
2	2	150 \$Realm
3	3	200 \$Realm
etc.		

- To determine the **Protector US** for a given fight against the Dragon, the players have to secretly choose how many (if any) of their Army Units they want to commit to the fight. This step is the *Determine Protector US step*.
 - Each Army Unit committed to the fight from a player will add +1 US to a player's total US.
 - The total US contributed from *each player* is added up, resulting in the **Protector US**.

- The table below outlines the different outcomes for players, depending on whether the Dragon was defeated or not, and whether a player contributed their required **min.US** to the **Protector US** or not.

Did you contribute the required minimum US to the Protector US in this battle?	Protector US > DPL Protectors win!	Protector US =< DPL Dragon wins...
Yes	<ul style="list-style-type: none"> ➤ A number of Army Units equal to the min.US are vaporised. ➤ Gain \$Realm according to the min.US contribution. 	<ul style="list-style-type: none"> ➤ All Army Units committed to the battle are vaporised.
No	<ul style="list-style-type: none"> ➤ If any Army Units were committed to the battle they are vaporised. 	<ul style="list-style-type: none"> ➤ If any Army Units were committed to the battle they are vaporised. ➤ Drop to the lowest rank on the Protector Ranking. ➤ If you are not the <i>Grand Protector</i>: <ul style="list-style-type: none"> ○ You face “<i>The Dragon’s Wrath!</i>” ➤ If you are the <i>Grand Protector</i>: <ul style="list-style-type: none"> ○ Lose all \$Realm.
Other events	<ol style="list-style-type: none"> 1. The player adding the most Unit Strength (US) above their required min.US to the Protector US gains the title of <i>Grand Protector</i> (moves to the 1st place on the Protector Ranking) and gains 3 VP. 2. Players that contribute more than min.US to the Protector US might obtain bonus rewards. 3. Being defeated, the Dragon’s Power Level (DPL) is reset to 0. 	<ol style="list-style-type: none"> 1. After the victorious attack the Dragon’s Power Level (DPL) is cut in half (round-up).

Being eliminated from the game by the Dragon:

1. **No Quarter!:** Should a player that already is at the bottom of the Protector Ranking be forced to drop to the lowest level of the Protector Ranking, they will instead be eliminated from the game by the Dragon.
2. **The Dragon's Wrath!:** A player faced with *The Dragon's Wrath!* will see one or more of their Provinces burnt to the ground. For each **US** they are below the **min.US** requirement, the player must select 1 Province that will be annihilated (together with any units on it) by the Dragon. A player is eliminated from the game if the last green Province they control is turned into a smoking pile of ash (switch from green to grey colour on the game board). Burnt Province(s) will function like normal with the important exception that it/they cannot under any circumstances produce \$Realm income for the rest of the game.