



Protectors of the Realm

Official Rules

v0.7

Welcome, Protector!

Your job is to protect the Realm and its denizens at all cost from an ancient bloodthirsty Dragon. This may include eliminating other Protectors that you deem unfit for such an important task.

Forge your alliances, but trust no one. Some might even welcome the destruction and chaos brought by the Dragon to gain the upper hand. "*The end justifies the means*" is a common phrase among Protectors...



The players vote on if the game should be a *Normal* or *Grand* game. A *Grand* game has more Provinces than there are players on the game board.

The players vote if they want to play a team game or not.

Next, the players vote on whether or not to include Factions in the game. And if factions are assigned to players by their own choice or by chance.

In case of a tie for either, the *Game Master* will do a coin-flip.



Each player starts the game with 1 Province (land area), 1 Army Unit and 50 \$Realm at their disposal.

The Game Board depends on whether you play the *Normal* or *Grand* version of the Game. The only difference between these two versions is that the *Normal* version has a lower limit in place for the **Dragon's Power Level (DPL)** (see **Dragon Attack**).

Normal version: The Game Board will have an *equal* number of Provinces as the number of starting players.

Grand version: The number of Provinces is 2x or more the number of starting players.

All Provinces are identical in terms of gameplay even though on the game board some Provinces might be larger than others. All Provinces have a number printed on them that will stay permanent throughout the game. This number specifies the Province number. The Province with 1, is called Province#1 (*P1, short version*) and so on. Being able to specify a Province is important for certain orders that will be given as the game is played, as we shall see later on.

Similarly, being able to specify a player might be equally important for certain orders. All players have a unique colour assigned to them, this colour or/and a player's Discord name can be used to specify players in the game. In examples presented in these rules, however, different players will be referred to as player#1, player#2 etc.

A list will be made once all players have been placed in a Province, which will be easily available to the players during the game and updated as players are eliminated.

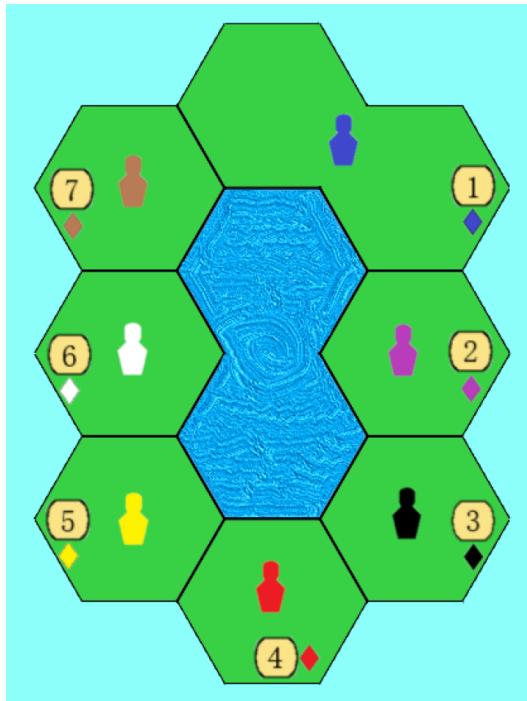
The list of Players will look like this:

Start Province#, "Blue symbol", Discord name, faction (if included in the game).

Start Province#, "Purple symbol", Discord name, faction.

etc.

Here is an example for the game board at the start of a 7-player game (Normal ver.):



As the game progresses, the only thing that will be added to this game board is the number of Army Units each player controls (Normally, up to a maximum of 3 for each Province). Roman numerals are added if Provinces are upgraded during the game.



There are 3 ways for the game to end:

Protector Victory:

- 1. Last man standing!** The game ends immediately, if all but one player is eliminated. The player left standing is victorious, and will hopefully do a good job as the Realm's Protector...

2. **Time's Up!** Be the player with the most Victory Points (**VPs**) at the end of the turn when the *Time's Up!* card has been played from *The End* deck (Turn 10 - 12).
 - Depending on level each Province you control is worth a certain amount of **VPs** once the game ends.
 - You will gain **3 VPs** each time you have claimed the title of *Grand Protector* from the players successfully defending against a **Dragon Attack**.
 - Committing 2x or 3x **min.US** in a **Dragon Attack** can provide **1 or 2 VPs**.

If there is a tie on **VPs** between two or more players, the tiebreakers are as follows:

Most Army Units, Most Realm, if still a tie, the highest ranked player on the **Protector Ranking** is the winner.

The winning player will be rewarded with a prize of 2500 \$Realm from the *Game Master*.

Dragon Victory:

3. **Fire and blood!** All players lose the game immediately if the Dragon at any point 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 (changed from green to grey colour on the game board).

No \$Realm rewards are paid to any player if the Dragon wins, as the Protectors of the Realm have miserably failed its denizens.

The Dragon is victorious if victory conditions 1 and 3 are fulfilled at the same time.



Each Turn consists of 5 phases:

1. Protector Ranking
2. Reveal Cards
3. Negotiation and Orders
4. Execute Orders
5. Consolidation

Each phase is described in detail below.

All orders/choices made by the players during the different phases are given in secret as a Direct Message (DM) to the *Game Master (GM)*. **Once a DM is sent to the GM, your orders/choices are final and can not be changed.** All orders/choices made by the different players will be revealed to all players at the same time as they are executed in the game.

Players are free to share any information in public/private regarding their orders, however, sharing screenshots (or similar “proofs”) of the DMs sent to the GM is not allowed. These commands are top-secret, and if a player is caught sharing this kind of confidential information they will immediately be eliminated from the game by the Dragon.

Warning: If a player is caught breaching this “confidentiality rule” 3 times, they will have to find another *GM* to play the game with.

1. Protector Ranking

Hidden bidding in \$Realm at the end of each turn, revealed and resolved at the beginning of the next turn in the Protector Ranking phase. During the Consolidation phase each player

includes their bid for next turn's Protector Ranking to the GM in DM, where they make clear the amount of \$Realm they wish to spend.

Note: Turn 1 and the game starts with all players making a secret bid on the Protector Ranking. For the rest of the game the secret bids for the Protector Ranking are made during the Consolidation phase, and revealed in next turn's Protector Ranking phase.

By bidding, you decide in secrecy on how much \$Realm you want to spend on “propaganda and bribes” this turn to place yourself higher on the Protector Ranking. Players will be ranked according to their secret bids, the highest bid gets 1st place and claims the title as *Grand Protector* for this turn. **24h is given for the players to submit their choices for the Protector Rank bidding / selecting a faction at the start of a new game.** If a player fails to submit anything within 24h, they will bid 0 \$Realm on the Protector Ranking and will be assigned a random faction (if included).

The remaining players are ranked thereafter according to their bids, highest to lowest bid. The Protector Ranking refers to how much popularity and influence a given player holds amongst the denizens of the Realm for this turn.

If there are any draws for the placement on the Protector Ranking in the very first turn of the game, the players in the specific ties will have another round of hidden voting to break the tie. 16h will be given to the tied players to submit their new bids. The \$Realm already committed in the previous round of voting is lost and can not be used again. If there is still a tie, the player placement on the ranking will be done randomly amongst the tied players.

If there are only ties between 0 \$Realm bids on the first turn, these will simply be resolved randomly (as inactive players will always bid 0 on the ranking, thus adding a new round (16h) of voting for these types ties is just a waste of everyone's time).

Being high on the Protector Ranking has several benefits, including:

- Winning tied battles against other lower ranked players. Your Armies are slightly more motivated to slug it out.
- Will grant you access to more of the 3 enhanced orders (called Golden Orders).

- All other draws occurring in the game between two or more players will also be determined based on the Protector Ranking. The highest ranked player will win any draw.
- If multiple battles occur in a Province during the same turn the lowest ranked players on the Protector Ranking will fight first, potentially weakening their Armies.
- Every player, except the *Grand Protector*, is risking elimination if the Dragon attacks the Realm.

Should the *Grand Protector* be eliminated at any point in the game, the title immediately goes to the remaining player with the highest score on the Protector Ranking (the player that was in 2nd place).

Example:

A new 5-player game starts, the first thing the players do is to bid on the Protector Ranking by sending their secret bids in a DM to the GM. If factions were included in the game they would also include which faction they choose in the DM sent. For the sake of simplicity, factions were not included in the game used in this example.

Player#1 and player#2 both bid \$25 Realm each.

Player#3 and 4 both bid 10 \$Realm each.

Player#5 bids nothing.

As there are ties, there will be a new round of voting for player#1, 2, 3 and 4 (16h will be given to the players to submit their new bids). Player#5 will not participate in this new round as it is already clear that they will be placed in 5th place.

To resolve who will be in 1st and 2nd position on the Ranking there is a new round of bidding between player#1 and player#2.

Player#1 bids 5 \$Realm.

Player#2 bids 6 \$Realm.

Player#2 becomes the Grand Protector (1st place, having spent in total: 31 \$Realm), player#1 takes 2nd place (having spent in total: 30 \$Realm).

For resolving who will be in 3rd and 4th place on the Ranking player#3 and 4 also submit new bids at the same time as player#1 and 2.

Both players bid 0 Realm, and as such there will be a coin flip done by the GM to determine the outcome.

Player#4 wins the coin flip and is thus ranked 3rd, while player#3 is ranked 4th.

Final Protector Ranking after two rounds of hidden bidding:

1st: Player#2 (Grand Protector)

2nd: Player#1

3rd: Player#4

4th: Player#3

5th: Player#5

If there are draws occurring later in the game for bidding on the Protector Ranking (turn 2 and onwards) these draws will be resolved based on the Protector Ranking as it were at the start of the turn. The highest ranked player will win any draws they are involved in, and be placed highest on the new ranking.

2. Reveal Cards

In this phase one card is drawn, revealed and played from both the *Event* and *There be Dragons?* Decks. Starting on Turn 5 *Sea* Deck is activated. Once a deck is activated one card will be drawn and played from it each turn. From Turn 10 *The End* Deck is activated as well.

Event cards:

Event cards have the potential to greatly impact how the turn will play out. There are 10 cards in this deck.

The 1st turn of a game will **always** start with the two cards *Calms of Summer* (from the Event deck) and *The Misty Mountains Cold* (from the Dragon deck) being drawn and played.

The cards found in the *Event* deck (with the number of duplicates) are listed below:

- **Black Swan** (1x card) - Reshuffle ALL Event Cards (including this one), draw a new one and play it...
- **Calms of Summer** (1x cards) - Nothing happens...
- **Deep Snow** (1x card) - All Attackers suffer -1 to their total Unit Strength (US) this turn.
- **Heavy rains of Autumn** (1x card) - All **Support!** orders suffer -1 to their total contributing Unit Strength (US) this turn.
- **Power Overwhelming** (2x cards) - Add the number of Provinces on the Game Board to the **Dragon's Power Level (DPL)**. Note: DPL is increased in 1-step.
- **Restlessness of Spring** (1x card) - **Fortify!** orders may not be played this turn.
- **Winter Storms** (1x card) - No \$Realm production is possible this turn.

Note: This includes both \$Realm generated from Provinces and successfully executed **Work, work!** Orders.

- **Imarin's Blessings** (1x card) - ALL \$Realm production is doubled this turn. Grey “burnt-out” Provinces act as normal this turn.
- **Flood!** (1x card) - All Provinces are counted as having zero neighbouring Provinces this turn.

Note: Both *Seafarers!* and *Ferry!* does allow for **March!** orders to be played even if this card is active.

There Be Dragons? cards:

There Be Dragons? cards will decide if the Dragon attacks the Realm at this very moment or not. There are 7 cards in this deck.

The cards found in the *There Be Dragons?* deck (with the number of duplicates) are listed below:

- **There be Dragons!** (2x cards) - The Dragon attacks the Realm! Prepare for battle! Or hide and pray the other players will manage without you...
- **The Misty Mountains Cold** (3x cards) - Only chilling and eerie silence...

- **Bloodlust!** (*2x cards*) - For each Protector eliminated from the game this turn, the **Power Threshold** will *temporarily* decrease with the number of *starting players* instead of 2.

Note: The **Power Threshold** can not be reduced below 1. The **Power Threshold** reduction from *Bloodlust!* is not permanent, and will only be in effect for the turn the card is played. Once the turn is over, the **Power Threshold** will reset to follow the normal rules where it is reduced *permanently* with -2 per player eliminated.

Sea cards:

Activated on Turn 5, *Sea* cards are cards that revolve around the Sea area in the middle of the game board. *Sea* cards might have a very big impact on the game the turn they are played, there are 5 cards in this deck.

The cards found in the *Sea* deck (with the number of duplicates) are listed below:

- **Seafarers!** (*1x card*) All Provinces count as *neighbouring* Provinces for executing **March!** orders this turn.

Note: **Support!** orders can still only support neighbouring Provinces that share a land border with the Province where the order is played.

- **Ferry!** (*1x card*) All Provinces count as *neighbouring* Provinces for executing **March!** orders this turn. Cost to activate: 25 \$Realm per Province you wish to use the Ferry! from.

The cost of activation is paid in the Negotiation and Orders phase, if you choose to use the Ferry. If you wish to transport Army Units from more than one Province, the cost is increased with 25 \$Realm/Province.

Note: **Support!** orders can still only support neighbouring Provinces that share a land border with the Province where the order is played.

- **Crab Infestation!** (*1x card*) The max supply limit of each Province is reduced by 1 this turn.
- **Plague!** (*1x card*) Each Province that contains at least one Army Unit with a friendly *neighbouring* Province that also contains at least one Army Unit loses 1 Army Unit.

Note: Once played, this card is immediately resolved from the lowest Province number to the highest number for each player.

- **Pirates!** (1x card) The Pirates are looking for the Protector that has caused them some trouble... Will you snitch on your fellow Protectors to try to save your own skin or not?

When the *Pirates!* card is drawn, you will play a game of *Snitches* at the same time as you will send in your orders during the Negotiation and Orders phase.

If you wish to snitch on another Protector, simply submit their name to the GM at the same time as you submit your orders for that turn.

Snitches:

Did you snitch on another Protector?	0 or 1 Protectors snatched on.	2 or more Protectors snatched on.
No	You lose 25 \$Realm	You pay nothing!
Yes	You pay nothing! The Protector snatched on has to “Walk the Plank”	You lose 50 \$Realm

Note: There is one exception to the table above. If there are more than 2 Protectors in the game and one Protector is snatched on by all the other players, the Pirates are convinced they have found their troublemaker (regardless if the suspected troublemaker is also snitching or not). The Protector singled out as the troublemaker by the other players will then have to *Walk the Plank*, and all others go free.

Collecting \$Realm:

The Pirates will collect their \$Realm payments from each player according to the table above. The \$Realm is collected immediately after the \$Realm production step in the following Consolidation phase.

Walk the Plank:

If a Protector is selected to “*Walk the Plank*”, the Pirates will attack and kill 1 Army Unit belonging to that Protector in their least defended Province.

After all orders have been revealed (but before any orders are executed) in the Execute Orders phase, the Province belonging to the Protector *Walking the Plank* that will have the lowest **Defender US** during this phase (but does contain at least 1 Army Unit) will be attacked by the Pirates.

If there are more than 1 potential Province eligible for attack, they will attack the one with the lowest Province number (e.g. Province#1 would have been attacked instead of Province#2, if they were tied for the lowest **Defender US**)

If the Protector forced to *Walk the Plank* doesn’t control any Provinces containing Army Units, the Pirates will instead collect a payment of 75 \$Realm (as described above under *Collecting \$Realm*). If they can’t collect 75 \$Realm, they will instead collect as much as they can.

The End cards:

Activated on Turn 10, *The End* cards will decide if the game ends on the current turn or not. There are 3 cards in this deck.

- **The End is Nigh!** (2x card) Endtimes: All other cards played this turn will remain in play until the game ends.

Note: Cards that remain in play due to *The End is Nigh!* will not be affected by Black Swan. I.e. they will remain locked in play, and not be reshuffled into the Event Deck.

Furthermore, Cards are executed in the normal order based on their type (Event cards before There be Dragon cards, etc.). Within a specific card type cards drawn and played on a given turn are resolved first, before cards that already were in play are resolved in the order they were played.

- **Time’s Up!** (1x card) This will be the last turn of the game.

If a deck ever runs out of cards the discard pile is shuffled to create a new deck.

For each card revealed and played from the *Event*, *There Be Dragons?*, *Sea* and *The End* deck the Dragon becomes stronger. This will be explained in more detail later (see **Dragon Attack**).

The short version is:

The Dragon starts the game with a **Dragon's Power Level (DPL)** at 0. Each card revealed and played in the Reveal Cards phase will increase the **DPL** with a number, depending on how much \$Realm is being hoarded by one or more players. The higher the **DPL** number is, the more powerful the Dragon will be once it attacks the Realm.

3. Negotiation and Orders

During negotiations, you are free to discuss tactics and strategy, form alliances, and share intelligence or spread disinformation. Negotiations may be made public or kept private. **Players are not bound to anything they say or promise, and no agreements are enforceable.**

- 72h is given to the players to decide what to do with their orders in this phase.
- Use this time to coordinate a strategy with your neighbours, or your neighbours neighbours. Or simply watch the seed of chaos grow by spreading fear, uncertainty and doubt.
- During this phase players may also send \$Realm to another player. To make a transaction, simply state to the GM the amount and to whom you want to send \$Realm to. Any \$Realm transactions occurring between players will be revealed to all players in the Execute Orders phase. Note: any \$Realm sent to another player is available to be utilised by the receiving player in the same Negotiation and Orders phase (given they know about the transfer). However, if the promised \$Realm is not sent any orders a player submits that depended on them receiving extra \$Realm might become invalid. Any orders that become invalid will start from the highest Province number and continue stepwise to the lowest for a given player. Furthermore, a player being

promised \$Realm from another player can not send the potential incoming \$Realm to a third player (as they do not have the \$Realm yet, and it's not given that they will).

- As mentioned previously, the players are free to inform other players or the public about what their actions will or will not be. However, the other players will have to trust that a player is telling the truth. Sharing “hard evidence” of the orders submitted in secret to the GM (to remove all doubt between players) is a capital crime punishable by annihilation by Dragon fire.

Why such harsh punishment for removing the element of trust, you might ask? Well, building trust between players is highly important in this game. Players seeking to forge alliances with others should observe their actions to evaluate their trustworthiness. At the same time, they must convince others of their own trustworthiness while (potentially..) making plans to turn against their allies when least expected. As every Protector knows well: A well-timed betrayal can be just as profitable as an enduring, reliable alliance.

- Each Province a player controls with at least one Army Unit can receive one order each turn. If you control more than one Province with at least one Army Unit, you can play more than one order per turn. There are no limits on the number of times a specific order can be used in a single turn.

Normally, there are 4 different orders to choose from each turn:

- **Fortify!** - Makes your Province harder to attack.
- **March!** - Move your Army Unit(s) from one Province to a *neighbouring* Province. Battles might occur.
- **Support!** - Lend your Army’s strength to support another player (or yourself) in any potential battles occurring in a *neighbouring* Province.
- **Work, work!** - Increase your \$Realm production for the turn, however, your armies (that are busy doing overtime work) are not prepared (weaker) if they have to fight any battles (both vs players and the Dragon)

The essence of each order is given above, the different orders will be explained in more detail later on (see **Orders**).

- After **72h** all players must have submitted the order(s) they wish to carry out in a DM to the *GM*. One order can be given per Province that contains at least one Army Unit.
- If at the end of this phase (72h has passed) a player has failed to submit any orders they wish to carry out to the *GM*, their Army Unit(s) will carry out the **Fortify!** order (Making their Province(s) harder to attack for other players). If they can play a golden **Fortify!** they will do so (if they control multiple Provinces they will play the golden order in their lowest numbered Province).
- If during the **Negotiation and Orders** phase all players have submitted their orders before 72h is passed, the game continues immediately to the **Execute Orders phase**.

4. Execute Orders

All orders submitted in secret to the *Game Master* during the previous phase are revealed at once.

All **March!** orders are then executed and resolved simultaneously, before anything else, and then removed from play.

All **Delayed March!** orders are then executed and resolved simultaneously, and then removed from play.

If *any* **March!** orders lead to two or more players having Army Units occupying the same Province, there will be battles. All battles will be resolved by the game mechanics, no further input is needed from the involved players.

5. Consolidation

Consolidation phase (\$Realm production, buying Army Units and bidding for next turn's Protector Ranking)

- All effects from orders are removed from the game board, except **Work**, **work!** orders that still have any friendly Army Units present in the same Province.

- Remove any Army Units in excess of the max supply limit of 3 in any Provinces (any excess Army Units, sadly, starve to death).
- *Eliminate Players step*
 - Any player with at least one Army Unit in a Province that did not belong to them at the start of the turn seizes control over that Province.
 - If a player ever loses control over their last remaining Province they are eliminated from the game. The player that eliminated them will gain 50% of the eliminated player's \$Realm holdings.
- *\$Realm production step*
 - Gain +50/75/100/150 \$Realm, respectively, from each lvl.0/1/2/3 Province you control. Meaning, you have at least one Army Unit in that Province, or there are no Army Units in a Province that was already under your control (the little diamond printed on the Province has your colour).
 - Successfully executed **Work, work!** order(s) with your Army Unit(s) this turn gives you an additional +50 \$Realm per order. Once executed, all **Work, work!** orders are removed from the game board.
- *Buying step*

Buy new Army Units, costing 75 \$Realm each. Max supply limit for a single Province is 3 Army Units. It's not possible to exceed this limit by buying units.

Example:

A player wishing to buy 2 Army Units in Province#6 and 1 Army Unit in Province#5 would simply include the following line to the GM:

Buy 2 in P6. 1 in P5.

If a player tries to buy more units than they can afford, they will simply buy as many as they can in the Provinces specified. If the player in the

example above only had 150 \$Realm available to buy units, they would buy 1 Army Unit in both Provinces. If they had only 75 \$Realm, they would buy 1 in Province#6.

- *Bidding step*

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

Example:

A player wishing to bid 17 \$Realm on next turn's Protector Ranking, would simply include the following line to the GM:

Bid 17

- 24h is given to the players for this phase. If no instructions are received within 24h for a player they will automatically buy as many Army Units as they can afford, however, they will bid 0 \$Realm on the **Protector Ranking**.

If a player has more than one Province the default buy order (from inactivity) will try to first fill up an equal number of units in all Provinces (from the lowest to highest numbered Province). Once all Provinces have an equal number of units, any additional units will be added again starting with the lowest numbered Province.

If all players have sent their instructions before 24h have passed the game will immediately proceed to the next turn.

Example, instructions sent to the GM for this Consolidation phase.

Based on the two examples given above, the full instructions the player would need to send (within 24h) to the GM for resolving their Consolidation phase would be:

Buy 2 in P6. 1 in P5.

Bid 17



Commanding Armies into battles is an essential part of a Protector's life. They start early with combat training and are all brought up to live and breathe the Art of War.

All Protectors can feel the presence of the Dragon in their minds at all times. Legend says, there might be traces of dragon blood running through their veins. Whatever the cause, they have a natural feeling regarding the Dragon and as such have acquired a strong sensation for determining how strong the Dragon is at any time.

Predicting exactly when it's about to strike the Realm though, that is an altogether much more difficult task.

Life for the denizens of the Realm would be relatively simple if only all Protectors could work together as one. Sadly, as their upbringing has taught them nothing but self-reliance, war and victory, Protectors often have trouble trusting others when their own fate is on the line. The lack of trust between Protectors often ends in one outcome; they all fight amongst themselves for the spot as the Grand Protector. One thing is fighting the Dragon, for which they have been trained for their whole life... But how to outsmart an equal?

Things have a tendency to get messy at that point. "They know, that you know, that they know..." and on it goes.

Army Units and Unit Strength:

The fighting capabilities of an Army Unit is counted in Unit Strength (US) and in battles (both vs. players and the Dragon) each single Army Unit participating adds 1 US to the player's total US. This will be explained in more detail below.

The key takeaway here is that in battle, 1 Army Unit = 1 Unit Strength.

How battles start:

If two or more players control Army Unit(s) in a single Province after all **March!** or **Delayed March!** orders have been resolved in the Execute Orders phase, one or more battles will happen.

If three or more players are present in a single Province. They will fight in multiple 1vs1 battles, starting with the lowest ranked player on the **Protector Ranking** fighting the second lowest player and so on.

How to resolve battles:

First the role of *Attacker* and *Defender* is sorted out between the players. The *Defender* will be the player who is in control of the Province (the little diamond printed on the Province has this player's colours). All players entering a Province they do not already control, are designated as the *Attacker* if any battles occur in that Province.

This could have an effect as there are sometimes special rules in effect that can have an impact whether a player is an *Attacker* or *Defender*.

If two players are moving Army Unit(s) into an empty Province controlled by a third player (or it's not owned by anyone) they will both be given the role as *Attacker*.

If a Province has no Army Unit(s) in it and during the Execute Orders phase and only one other player moves their Army Unit(s) into this Province, no battles will take place. The Province will simply be taken by the player controlling the Army Unit(s) in the Consolidation phase.

Note: This means **Support!** orders lending support to a player that has no Army Units in the supported Province will have no effect (as no battle occurs).

To decide who wins a battle, both the *Attacker* and *Defender* simply count up the total US from the number of Army Units participating in a given battle. Each army unit counts as 1 Unit Strength (US), the sum from all your Army Units is your total Unit Strength (US). Then add any modifiers to your total US from orders or *Events Cards*.

Lastly, each player adds any support they might be receiving from **Support!** orders played.

The sum of the above for both the *Attacker* and *Defender* equals their **Attacker US** and **Defender US**, respectively.

The player with the highest number when comparing the **Attacker US** with the **Defender US** wins the battle. The defeated player will lose all Army Units committed to the battle.

In case of a tie between the *Attacker* and *Defender* (**Attacker US = Defender US**). The **Protector Ranking** will decide who wins the battle. However, in a tie the winning player will also lose 1 Army Unit. The defeated player still loses all Army Units in the battle, and risks being eliminated from the game if they lose control of their last Province.

The above is summarised in the following table and text:

	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 valid Support! orders (with any potential modifiers applied).	+1 for each Army Unit with valid Support! orders lending support to the <i>Attacker</i> + modifiers	+1 for each Army Unit with valid Support! orders lending support 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. All Army Units involved in the battle from the losing player are eliminated. However, once the **Protector Ranking** is consulted to determine the winner of a battle, the winning player will also suffer a loss of 1 Army Unit.

Being eliminated from the game by another player:

If a player ever finds their last Province occupied by another player's Army Unit(s) in the *Eliminate Player step* of the Consolidation Phase, they are eliminated from the game. The player controlling the Army Unit(s) in the Province gains control of it and gains 50% (rounded down to the nearest whole number) of all the \$Realm the eliminated player might have been hoarding. If a player is eliminated from the game by more than one player (he controls more than 1 Province), the players responsible for the elimination will split 50% of the eliminated player's \$Realm holdings equally among themselves. When a player is eliminated from the game any remaining units they may have on the game board are removed from play.

The other 50% is paid out to the inhabitants of the newly conquered Province to make sure they are happy with their new ruler(s).



There are two ways the Dragon can attack the Realm:

1. During the Reveal Cards phase, a *There be Dragons!* card is revealed and played from the *There be Dragons?* deck. The Dragon will attack the Realm at this very moment.
2. *The Dragon grows in power as the game progresses, until the beast senses it's powerful enough to likely crush any resistance it might face.* Each time a card is revealed and played in the Reveal Cards phase, the **Dragon's Power Level (DPL)** increases. How much it increases for each card played is based on how much \$Realm one or more players are hoarding and the number of Provinces in the game, as will be explained below. If the **DPL** ever equals or exceeds a **Power Threshold** which is equal to $2 \times (\#Provinces - \#Eliminated\ players)$, the Dragon will attack the Realm immediately.

Note: If the special occasion arises that a *There be Dragons!* card is revealed and at the same time the increase in the **DPL** from playing that card would also trigger a **Dragon Attack** (based on the **Power Threshold**), the Dragon will attack twice. The second attack is called an “After Burner”. The Dragon will always attack with a minimum **DPL** of 1. Thus, if defeated in the first battle, the Dragon will attack again with a **DPL** of 1.

If not defeated in the first battle, the Dragon will attack again following the normal rules for resetting the **DPL**, meaning it most likely will be higher than 1.

Hoarding \$Realm, and its effects on the Dragon:

Hoarding \$Realm is *rarely* a good idea with a wealth seeking Dragon around. During the Reveal Cards phase, each card revealed and played will add to the **Dragon's Power Level (DPL)** as given in the table below:

Amount of \$Realm held by any player	Increase in DPL per card played in the <u>Reveal Cards phase</u> .			
	#Provinces < 14	#Provinces: 14 - 26	#Provinces: 27 - 39	#Provinces: 40 - 52
0 - 249	+1	+2	+3	+4
250 - 349	+2	+4	+6	+8
350+	+3	+6	+9	+12

Dragon's Power Level (DPL) and the Power Threshold

As mentioned above, the **DPL** measures how powerful the Dragon is at any given moment. The Dragon starts the game with a **DPL** of 0.

The Dragon senses a **Power Threshold** at all times, which starts out as twice the number of Provinces on the game board, however, each time a Protector is eliminated from the game the **Power Threshold** is decreased by 2 *i.e.* $2 \times (\#Provinces - \#Eliminated\ players)$. If the **DPL** at any time equals or exceeds the **Power Threshold** the Dragon will *immediately* launch a powerful attack on the Realm.

Note: Eliminating players will reduce the current **Power Threshold** sensed by the Dragon, thus such (reckless) actions could provoke an immediate attack on the Realm during the Eliminate Players Step in the Consolidation phase. All Protectors would be wise to keep this in mind.

Difference between the Normal and Grand version of the game:

Games playing the *Normal version* (*i.e.* #Provinces = Number of starting players) there is a lower limit on the **Power Threshold** which is equal to the number of Provinces on the game board. Meaning, once ~50% of the starting players are eliminated the **Power Threshold** will reach this lower limit and it can't drop any further.

For games playing the *Grand version* (i.e. #Provinces = 2x number of starting players) there is no lower limit for the **DPL**. Thus in these games the **Power Threshold** will continue to drop as players are eliminated.

Resolving a Dragon Attack:

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. However, a player can find themselves facing “*The Dragon’s Wrath*” should the Dragon win and they commit fewer Army Units to the fight than the number of normal (green) Provinces they control (more on this below).
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 are again risking “*The Dragon’s Wrath*” on their Province(s) should the Dragon be victorious against the other players.

Battles against the Dragon are resolved in a similar way as player vs. player battles. Only this time, instead of **Attacker US** vs **Defender US**, we now have the **Dragon’s Power Level (DPL)** (“*Attacker*”) vs. **Protector US** (“*Defender*”).

In addition, for the battle against the Dragon all players join together as “*Defenders*”.

Each Army Unit committed to the fight from a player will, usually, add +1 US to a player's total US. Then the total US contributed from *each player* is added up, resulting in a number called the **Protector US**.

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

“With great power comes great responsibility”.

As Protectors conquer new land their power and influence in the Realm grows, however, there are consequences for expanding your kingdom. In case of a **Dragon Attack** there is a minimum Unit Strength (**min.US**) contribution to the **Protector US**, which is simply equal to the number of green Provinces a player controls. This **min.US** requirement must be met if a player wishes to ensure the safety of their

Provinces during an attack. If a player contributes less **US** to the **Protector US** than their **min.US**, they risk having their undefended Provinces turnt to smouldering piles of ash and potentially be eliminated from the game should the Dragon be victorious.

For each increase in the **min.US** required from a player the rewards gained from defeating the Dragon in battle is increased with 50 \$Realm, as shown by 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.		

The Mythical Worldeater:

Should the Dragon ever grow so much in power that it can launch an attack with a **DPL** equal to or greater than 3x the number of Provinces on the game board, the Realm is in grave danger! The Realm is then under attack by what is only described in ancient legends as the *Worldeater*. Fighting against such a powerful and legendary creature comes at great costs to the denizens of the Realm:

Worldeater: The **min.US** requirement for each player is doubled.

However, any \$Realm rewards for defeating the Dragon in combat follow normal rules. For example, a player that owns 3 green Provinces will have a **min.US** of 6 when fighting the *Worldeater*, and earn 200 \$Realm if the Protectors are victorious.

Determine Protector US step:

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 and send this information in secret via DM to the GM.

Normally, 1 Army Unit committed to the fight would add 1 US to the **Protector US**. However, Army Unit(s) committed from a given Province that are busy with a **Work, work!** order will suffer -1 to the total US they provide (this will be explained later in more detail, see **Orders**).

Once all players have decided (or 24h has passed), the Army Units committed by different players are all counted up to determine the **Protector US**. If a player fails to submit their choices to the GM within the time limit (24h), they will automatically choose *option 2* above: “*Turn off the lights*” (thus committing 0 Army Units to the fight, and are facing elimination should the Dragon win).

For players committing more Army Units (from several Provinces) than required based on their **min.US** contribution, they also need to specify from which Province they want to suffer casualties (“*sac*” for sacrifice) should the players be victorious.

If a player commits less **US** than the required **min.US**, they need to select 1 Province that will be left undefended against the Dragon for each point of **US** they are below the **min.US** requirement. All undefended Provinces will be burnt to ash should the Dragon win, this include any potential army units present in the Province(s) which will also be vaporised. If a Province is burnt it becomes ownerless. The player will also lose control over the burnt Province(s) and they will become ownerless.

For example, if a player has committed 2 **US** less the **min.US** requirement, they need to specify 2 Provinces (that they control) that will be burnt should the Dragon win.

Example:

A player controlling two Provinces (Province#6 and Province#7) wants to commit 2 Army Units from Province#6 and 1 Army Unit from Province#7 to the fight against the Dragon. By committing 3 Army Units (thus contributing 3 US) they will have more than fulfilled their **min.US** requirement (which is 2), and are thus safe should the Dragon be victorious. However, should the Protectors win Army Units contributing US equal to the **min.US** will be killed by the Dragon.

Order sent to GM: 2 from P6 (sac 2), 1 from P7

In the example above, the player would have a total US of 3, thus for the fight against the Dragon the player would increase the **Protector US** by 3. By specifying *sac 2* on Province#6 the player will lose two Army Units (as given by their **min.US** contribution) from this Province should the Protectors be victorious. Any surviving Army Units would be returned to the Province they came from. If the players are defeated all committed Army Units are destroyed.

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.

If the Dragon is defeated in a battle, its **DPL** is reset back to **0**.

If the Dragon is victorious its **DPL** is not reset to 0, it's instead cut in half (rounding up). Meaning it might be back soon...

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 “The Dragon’s Wrath!” ➤ If you are the <i>Grand Protector</i>: <ul style="list-style-type: none"> ○ Lose all \$Realm.

Other events	<p>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 VPs.</p> <p>2. Players that contribute more than min.US to the Protector US might obtain bonus rewards.</p> <p>3. Being defeated, the Dragon's Power Level (DPL) is reset to 0.</p>	<p>1. After the victorious attack the Dragon's Power Level (DPL) is cut in half (round-up).</p>
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Other Events occurring during a **Dragon Attack** (explained in slightly more details):

Protector victory:

- 1.** The player adding the most Unit Strength (US) above their required **min.US** to the **Protector US** gains the title of *Grand Protector* (moves to the 1st place on the **Protector Ranking**) and gains **3 VPs**.

Note: Any ties are resolved by the **Protector Ranking** as it were before the Dragon attacked.

- 2.** If a player contributed more US to the **Protector US** than what is required by their **min.US** they might gain one of the following bonus rewards:
 - a. If a player's total US contribution is $\geq 2\text{US}$ or $2 \times \text{min.US}$ (whichever is higher), they will gain **1VP** and earn 15 \$Realm extra for each US they contributed above **min.US**.
 - b. If a player's total US contribution is $\geq 3\text{US}$ or $3 \times \text{min.US}$ (whichever is higher), they will gain **2VPs** and earn 30 \$Realm extra for each US they contributed above **min.US**.

3. Being defeated, the **Dragon's Power Level (DPL)** is reset to 0.

Dragon victory:

1. Should several players be forced to drop to the lowest **Protector Ranking** at the same time, the Protector Ranking as it were before the Dragon Attack will be used to determine their placements (the highest ranked player will be given the highest ranking among the affected players).

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!:** If the Dragon wins any player (except the *Grand Protector*) that did not contribute the required **min.US** to the **Protector US** will face “*The Dragon’s Wrath!*”. 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. If a player fails to select Provinces to burn, burning will start with their lowest numbered green Province. The burnt-out Province(s) (switch from green to grey colour on the game board) will function like a normal lvl.0 Province with the important exception that it/they cannot under any circumstances produce \$Realm income for the rest of the game. If a player ever loses their last remaining normal (green) Province to the Dragon they are eliminated from the game. When a player is eliminated from the game any remaining units they may have on the game board are removed from play.

The Dragon is disappointed by the weak resistance displayed, its lust for blood is not satisfied. It looks to eliminate the weakest links in hope for a better fight next time...

3. After the victorious attack the **Dragon's Power Level (DPL)** is cut in half (round-up).



Each Province a player controls containing *at least one* of their Army Units can receive one order each turn. If you control more than one Province with at least one Army Unit, you can play more than one order per turn. There are no limits to the number of times a specific type of order can be played in a single turn.

With orders you kind of have a rock, paper, scissors system:

Fortify! is like rock.

March! is like scissors.

Work, work! is like paper.

Support! X-factor as it can for example help paper beat scissors or scissors beat rock.

Fortify!



Expecting an immediate attack, your Army Unit(s) prepare themselves. If attacked, the **Fortify!** order grants the *Defender* +1 to their total US in all battles occurring in that Province for this turn.

When sending this order to the GM, simply specify which of your Province(s) that will carry out this order. All of your Army Unit(s) in that Province (after executing all **March!** orders) will be affected.

Order example:

Fortify! Province#4

This command would put the **Fortify!** order in effect on Province#4.

March!



March! orders are used to move Army Units around on the game board, and to potentially take control of other player's Provinces. When sending this order to the GM, specify the number of Army Units you want to move, where they are marching from and where they are marching to.

The specified number of Army Unit(s) in a Province receiving this order must march to its destination.

Army Units can only be given orders to march into **1 (one) neighbouring Province**. Thus, it's not possible to march into two different *neighbouring* Provinces from a single order.

Provinces sharing land borders on the game board are defined as being *neighbouring* Provinces.

During the Execute Orders phase it is perfectly possible to exceed the max supply limit of 3 Army Units for a single Province. For example, 6 Army Units belonging to the same player could **March!** into a single Province held by another player from two different Provinces. Keep in mind, in the following Consolidation phase any excess Army Units of 3 will, sadly, starve to death.

Examples:

Province#1 holds 2 Army Units from Player#1, and they want to send 1 Army Unit to Province#2.

Order example:

March! 1 from P1 to P2.

From this order, one Army Unit occupying Province#1 must march to Province#2. The other Army unit must stay behind in Province#1.

If player#1 instead wanted to send both Army Units from Province#1 to Province#2 the order would be:

Order example:

March! 2 from P1 to P2.

Note: If there would be at the same time, any opposing Army Unit(s) marching from Province#2 to Province#1. The two armies will simply walk by one another (as the border between Provinces are large). They might still have to fight once they reach their destination though, as other Army Unit(s) might be occupying/marching to the same Province.



Delayed March!

“*Hold your ravens!*” Protectors can sometimes utilise unusual ways to potentially gain an advantage on the battlefield. However, delaying orders that are about to be sent to one or more Provinces does not come without risks.

A delayed order is a special form of a normal order, the difference is that it will come into play and be executed right after the normal **March!** orders have been resolved. **March!** is the only type of order that can be delayed. Units receiving a delayed order will be regarded as “orderless” if forced to fight due to enemy units attacking them through the use of a normal **March!** order.

- Functions exactly like a normal **March!** order, however, they are executed and resolved after all normal **March!** Orders.
- Units receiving a **Delayed Golden March!** order will not receive the +1 US in combat if they are attacked by a normal **March!** order, as the delayed Golden order has not yet been executed.
- Units having marched to a new Province with a normal Golden **March!** will not receive the +1 US in battle if marched on by a **Delayed March!**, as the normal Golden **March!** order has already been removed from play.
- When sending your orders to the GM, unless specified, all **March!** orders will be normal orders and not delayed orders.

Support!



Declare your support for a player (including yourself) that might fight in a neighbouring Province, *i.e.* sharing a land border with the Province in which the **Support!** order is played. If the player you named is in battle in the Province specified, you will support them with your total contributing Unit Strength from your Province.

Your total contributing Unit Strength (US) is adding 1 for each Army Unit you have in the Province providing support (after all **March!** orders have been executed), and applying any modifiers from *Event Cards* or faction bonuses.

A player supporting another player (or themselves) in battle does not risk losing any units from the Province giving support. Even if the player they were supporting ends up losing the battle.

If a Province that has been given a **Support!** order is attacked, the **Support!** order is cancelled and will thus have no effect on any battles. No support can be given out as the supporting Army Unit(s) are obviously more occupied with staying alive themselves.

When submitting a **Support!** order to the GM you need to state which player you want to support in which *neighbouring* Province. If you are lucky enough to control more than 1 Province you also need to specify from which Province the support is given from.

Examples:

Player#1 (only controlling Province#1) wants to support their neighbour Player#2 (in Province#2) in case they are attacked.

Order example:

Support! Player#2 in P2.

Player#1 (controlling 2 Provinces) is looking to give support from Province#1 to Player#3 attacking their common neighbour *Player#2 (in Province#2)*.

Order example:

Support! Player#3 in P2 from P1.

“**Work, work!**”



Your Armies are put to work to increase your production of \$Realm in the Province. Each **Work, work!** order in play have the potential to grant +50 \$Realm if still active in the following Consolidation phase.

If any Army Unit(s) that received this order need to fight (against other players or the Dragon) they will do so with a -1 modifier to their total Unit Strength (US).

In the *\$Realm production step* of the Consolidation phase, if some of your Army Unit(s) that received this order are still alive or were not **all** interrupted by being sent off to fight against any **Dragon Attacks**, they would grant you an extra income of +50 \$Realm (in addition to the +50 \$Realm you receive as normal from the Province itself).

When giving this order to the *Game Master* simply define which of your Province(s) you want to play this order in. All Army Unit(s) in the selected Province(s) (after all **March!** orders have been executed) will be affected by the order.

Examples:

Player#2 has 3 Army Units in their only Province, Province#2. They have chosen to give the **Work, work!** order to their Province.

Order example:

Work, work!

Considering the case above, where player#2 has given a **Work, work!** order to his only Province, Province#2. Below are two scenarios of what might happen if the Army Unit(s) that receive the **Work, work!** order have to fight this turn:

1. Player#1 marched 3 Army Units into Province#2, looking to eliminate Player#2.

In this example, player#1 has no support from any other players in Province#2, thus their **Attacker US** in this battle is 3 (If for example, the *Deep Snow Event Card* would have been in play this turn their **Attacker US** would have been reduced to 2).

For player#2 the 3 Army Units executing the **Work, work!** order would have a total US of 2 (due to suffering -1 to their total US from the **Work, work!** order). If player#2 had received any **Support!** orders from any neighbouring Provinces the total contributing US would be added to determine the **Defender US**.

If any of the 3 Army Units doing the **Work, work!** order survives the battle, the order would be resolved in the following Consolidation phase giving the player +50 \$Realm.

However, in this case player#2 (sadly) does not have any support from his neighbours and are thus eliminated (having a **Defender US** of 2 vs an **Attacker US** of 3 from player#1).

Another example where Army Units perform a **Work, work!** order may have to fight is given below:

2. There are 7 Provinces and zero eliminated players in a game. The **Dragon's Power Level (DPL)** has been built up to 13. During this turn's Consolidation phase one player is eliminated from the game. This would put the **Power Threshold** sensed by the Dragon at 12 ($2 \times (\#Provinces - \#eliminated\ players)$), as such the Dragon attacks immediately as its current **DPL** of 13 exceeds the new **Power Threshold** of 12.

Player#2 having 1 Province with 3 Army Units all still affected by a **Work, work!** order have the following options if they want to contribute to the battle against the Dragon:

If they commit **1 Army Unit** to battle the Dragon, player#2 will add +0 total US to the **Protector US**. (This would be the same as not contributing with any Army Units.)

If they commit **2 Army Units** to battle the Dragon, player#2 will add +1 total US to the **Protector US** (also meeting the required **min.US** for 1 Province).

If they commit **3 Army Units** to battle the Dragon, player#2 will add +2 total US to the **Protector US**.

However, if all 3 Army Units are committed to fight against the Dragon the **Work, work!** order played in the Province will be discarded during the *\$Realm Production step* and will not produce any \$Realm in the Consolidation phase this turn.

Golden Orders:



The golden orders are:

Golden March! / Delayed Golden March!

Golden Fortify!

Golden Support!

Golden Work, work!

Both Golden **March!** and **Fortify!** function as a normal order, however, they provide an additional +1 **US** in battle.

Golden **Support!** has two different modes, which mode is chosen depends on whether the Province receiving support is a *neighbouring* Province or not:

1. *Focused*: It functions like a normal **Support!** order, however, it provides an additional +1 **US** in battle.
2. *Extended*: It does not provide an additional +1 **US** in battle, instead it extends the support range from 1 to 2. Thus a Province with a Golden **Support!** order can lend its Army Units to support a battle occurring up to two Provinces away, instead of being limited to *neighbouring* Provinces as is the case for the normal order.

Golden **Work, work!** allows for a permanent upgrade of the Province in which it is played. The golden **Work, work!** functions in all regards as a normal **Work, work!** order, however, it *does not* produce any extra \$Realm income the turn it is played. Instead, if the order is successfully executed in the Consolidation phase, a player may

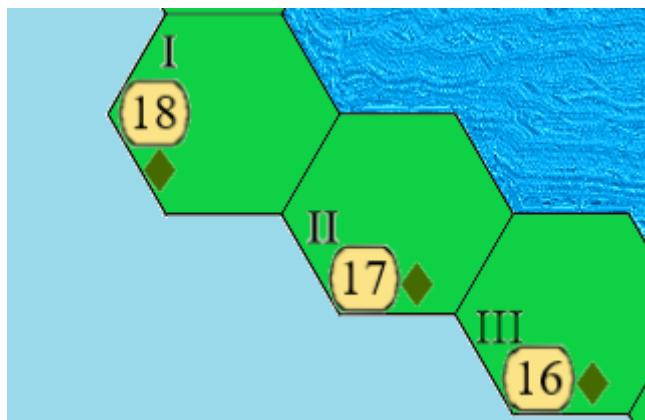
pay 25 \$Realm in the *buying and bidding step* to upgrade the Province that played the **Golden Work, work!** order with one (1) level.

As a Province gains levels, it will produce more \$Realm for the rest of the game and provide more VPs as given by the table below:

Province level	\$Realm production	VPs provided
0 (starting level)	50	2
1	75	3
2	100	4
3 (Capitol, max 1 per player)	150	6

A player may only ever have control over one level 3 Province at a time (designated as a player's Capitol). If a player ever controls two or more lvl.3 Provinces (captured from other players) only one of the lvl.3 Provinces will produce 150 \$Realm (the others will produce 100 \$Realm) in the *\$Realm production step*. Then in the following *buying and bidding step* the player must select one level 3 Province they control as their Capitol, any other lvl.3 Provinces they control will then be downgraded to lvl.2 Provinces.

The different levels of Provinces will be displayed with Roman numerals on the game board as shown in the picture below:



Province 16 is the dark green player's Capitol (lvl 3), Province 17 is lvl 2, and Province 18 is lvl 1. A lvl 0 Province has no Roman number printed on it.

A player can play only one (1) Golden order from each type (**March!**, **Fortify!**, **Support!** and **Work, work!**) each turn. Playing a **Delayed Golden March!** counts towards the limit for playing a **Golden March!**.

The Protector Ranking is divided in 4 brackets. These brackets are filled up with players according to their Protector Ranking, starting with the 1st bracket being filled up with the highest ranked players until it's full. Then the 2nd bracket will be filled with lower ranked players and so on. Which golden orders you have access to for a given turn will depend on the bracket you are in on the Protector Ranking.

1st bracket: Golden: **March!** / **Delayed March!**, **Support!**, **Fortify!**, **Work, work!**

2nd bracket: Golden: **Support!**, **Fortify!**, **Work, work!**

3rd bracket: Golden: **Fortify!**, **Work, work!**

4th bracket: Golden: **Work, work!**

The number of players in each bracket is dependent (*at all times*) on the number of *active players* as shown in the table below:

Number of active players:	Number of players in each bracket			
	1st bracket	2nd bracket	3rd bracket	4th bracket
2	1	1	NA	NA
3	1	1	1	NA
4	1	1	1	1
5	2	1	1	1
6	2	2	1	1
7	2	2	2	1

8	2	2	2	2
9	3	2	2	2
10	3	3	2	2
11	3	3	3	2
12	3	3	3	3
13	4	3	3	3
14	4	4	3	3
15	4	4	4	3
16	4	4	4	4

Example, 7-player game:

Protector Ranking:

1st bracket:

1. *Player#1 (Grand Protector)*
2. *Player#4*

2nd bracket:

3. *Player#2*
4. *Player#7*

3rd bracket:

5. *Player#6*
6. *Player#3*

4th bracket:

7. *Player#5*

Player#1 and #4 would have access to all the golden orders.

Player#2 and #7 would have access to golden **Fortify!**, **Support!** and **Work, work!**.

Player#6 and #3 would have access to golden **Fortify!** and **Work, work!**.

Player#5 would only have access to golden **Work, work!**.

If one or more players were to be eliminated by the Dragon during the Reveal Cards phase, the number of players in the different brackets would be updated according to the table above, before the Negotiation and Orders phase would begin.



If the players decide they can choose to include factions. If so, each player selects their faction at the same time as making their secret bids on the **Protector Ranking** on Turn 1.

Note: You only select a faction at the beginning of the game, and the faction you chose you have to play for the rest of the game. All players will know which faction everyone is playing as.

Each faction has a set of abilities, these are ranked in different tiers.

- *Tier 1* are normally powerful **one time use** abilities.
- *Tier 2* are maybe weaker, but permanent abilities that a faction has throughout the game.



➤ “*Defenders of the Realm*” (Tier 2)

Fortify! orders give +2 US, instead of +1.

➤ “*Fight fire with fire!*” (Tier 1)

Use: once per game.

Cost of activation: 35 \$Realm/Highmagister summoned.

If the situation calls for it, a Cenarion player may summon the aid of the most powerful mages in the Realm. It is not cheap to disturb the Cenarion High Council, however, if all of them are summoned at once they will provide the Dragon with some serious resistance.

➤ **Once per game.** When the **Dragon Attacks** the Realm a Cenarion player may call upon the *Cenarion High Council* for help during the *Determine Protector US step*. Summoning Highmagisters is expensive though, thus for each member summoned the player has to pay a “teleport fee” of 35 \$Realm (a maximum of 9 Highmagisters can be summoned for a total of 315 \$Realm).

For each *High Council* member summoned the player adds +1 to their total US in the fight against the Dragon.

Should the complete *High Council* be summoned to fight, their fighting capabilities will increase drastically as they will then be able to channel and cast the *apocalyptic type* of nasty spells. The complete *High Council* will provide +13 to the total US of the Cenarion player in the fight against the Dragon.

When summoning the *High Council*, the Cenarion player can choose whether to also commit any of their Army Unit(s) to further increase their total US against the Dragon. If Army Unit(s) are committed to the fight, these units can still be lost according to the normal rules of a **Dragon Attack**.

➤ To activate:

During the *Determine Protector US step*, if a player wanted to summon 5 *Highmagisters* for help. They would simply include this additional command in the DM sent to the GM:

Fight fire with fire: 5

when choosing the number of Army Units they want to commit to fight the Dragon (as normal).



➤ “*Weather forecast*” (Tier 2)

Each turn during the Negotiation and Orders phase a Kalu’Ak player may consult their ash-readers to look at the top card of the *Event deck*.

When successful piracy is essential for your survival, being able to predict the weather is of utmost importance.

Once per game they may strain their ash-readers to look at the top card in the *There be Dragons?* deck too. Such a difficult task does, however, require a 15 \$Realm “donation” to be paid by the player to their *Guiding Hand*.

To activate either ability: Simply state your wishes in a DM to the GM during the Negotiation and Orders phase.

➤ “*Nothing to see here!*” (Tier 1)

Use: once per game.

Cost of activation: 25 \$Realm/Province controlled

Being well traversed in quickly hiding any evidence of illegal activity from the authorities turns out to be a surprisingly handy skill to have when an angry Dragon decides to pay the Realm a visit.

The coastal tribes of Kalu’Ak have perfected the art of deceit, and as such they can make anything disappear from their lands in the blink of an eye.

➤ **Once per game**, when the **Dragon Attacks** the Realm a Kalu’Ak player may choose to “disappear” during the *Determine Protector US* step instead of having to make a decision whether to fight the Dragon or not.

If they choose to go dark, all their \$Realm, Army Unit(s) and tribesmen will be hidden in their tunnels.

For this one battle against the Dragon the Kalu'Ak player is regarded for all purposes *as not being in the game*. Thus they are removed temporarily from the **Protector Ranking**, and are not affected by any effects caused by the Dragon. The player will (if possible) return to the game with the same Protector Ranking they had before the Dragon attacked.

However, the operation of “covering-up” everyone and everything in a Province does put some elevated stress on the democratic leaders of Kalu'Ak. The player responsible for activating this type of grand scale activity is kindly requested to ship a couple of Kalu'Ak Rum bottles to the ash pits. This *Magic Trick* will cost the player 25 \$Realm for each Province they control.

➤ To activate:

During the *Determine Protector US step* during a **Dragon Attack**, the player would then simply give the following order to the GM:

Nothing to see here!

instead of choosing the number of Army Units they want to commit to fight the Dragon.

➤ **Ashes of Power**

Some unfounded rumours are circulating that the ash-pits are responsible for exploiting this "great weapon of mass destruction" to terrorise the Realm! To even suggest that we somehow could exert a sliver of influence on the great beast is such utter nonsense that even Hodir would laugh at it.

If a Kalu'Ak player or any player with access to any of the “Weather forecast” or “Nothing to see here” abilities controls a burnt-out Province (left behind from the Dragon eliminating a player) their *Tier 1* and/or *Tier 2* faction abilities are upgraded. Should the Kalu'Ak player no longer control a burnt-out Province, their faction abilities are immediately reset to as they were before being upgraded.

Upgraded Tier 2 ability

When looking at the top card of the *Event* deck you may discard it and place it at the bottom of the deck. *Note:* The option to discard the top card does not apply to the *Black Swan* nor the *Power Overwhelming* cards.

When looking at the top card of the *There be Dragons?* deck, if the card is not a *There be Dragons!* card you can choose to remove it from the game and replace it with a *There be Dragons!* card. The new card is placed on top of the deck.

Upgraded Tier 1 ability

The cost of activation is increased to 45 \$Realm per Province controlled by the player, however, the ability is no longer a **once per game** ability.



➤ “*Merchants of the gods.*” (Tier 2)

\$Realm production from **Work, work!** orders are increased by 80%.

➤ “*The Mountain King sends His Regards*” (Tier 1)

Use: once per game (passive ability).

Cost of activation: Special, see below.

The Mountain King.. said to be one of the most powerful entities dwelling in the Realm, with \$Realm holdings exceeding that of the Dragon itself. Rumours have it he cares little for what occurs on the surface, except when there is \$Realm to be made from rescuing unfortunate Hodir players.

- This effect will occur right before the Eliminating Player step if a Hodir player ever is about to be eliminated from the game during the following Eliminate Players step. The invading player(s) will be ambushed from the depths by the Mountain King’s Army. In each contested Province, one (1) Army Unit will fight any intruders with a **Defender Unit Strength (US)** as given in the table below:

Hodir player's current \$Realm holdings	Defender US of the 1 Army Unit (called "His Regards") sent by the Mountain King
0 - 50	1
51 - 150	2
151 - 300	3
301 +	4

The Mountain King's army will have the same position on the **Protector Ranking** as the Hodir player they are defending. The battle is resolved as normal. If victorious the Mountain King's armies will retreat back to the depths and leave one normal Army Unit behind (which is gifted to the Hodir player).

If the Hodir player ends up being saved, they have to pay a tribute of 50% of their current \$Realm holdings to the Mountain King. In addition to uttering these words in public: *Long live the King under the Mountains!*

➤ An offer

The Mountain King enjoys extending offers (that are sometimes hard to refuse) to other wealthy individuals.

Once a Hodir player or any player with access to the "*The Mountain King sends His Regards*" ability controls a lvl 3 Province, they can hire the Mountain King's "protection services" by paying a small fee of 50 \$Realm in the Consolidation phase. If payment is made, then for the duration of the next turn their *Tier 1* ability will not be triggered as normal, instead it will be triggered if another player is about to capture their only lvl 3 Province.

Note: *If the Hodir player captures a new lvl 3 Province at the same time as they lose their own lvl 3 Province, this ability will not trigger.*



➤ “*Crusade!*” (Tier 2)

Can play a golden **March!** / **Delayed March!** order for free each turn. This free order does not count towards the number of golden orders a player can play in a given turn.

Brothers, we do not care for the folly of worldly politics!

We, the Mighty Iron Light, have a sacred duty to spread the light!

Onward to victory, brothers! Get me more la... Illuminate the Realm!!

➤ “*Faith alone sustains us!*” (Tier 1)

Use: once per game.

Cost of activation: 7 \$Realm

A Lieutenant approaches the Lord Commander on his horseback.

“Lord Commander, I fear the soldiers can’t carry on much longer without anything to eat..”

The Lord Commander takes a moment to swallow whatever he’s been chewing, then clears his throat..

“Soldiers!”

“We are the Mighty Iron Light!”

“Who else can march for 40 days without food and still stand strong fighting a glorious battle?”

“I tell thee, our purpose and faith is more than enough to sustain us!”

“Onwards! For fame, glory.. and more land!”

The soldiers are all picking up speed and marching in step again.

“Psst.. Lieutenant, got any more food on you?”

- **Once per game.** The Iron Light player will increase their max supply limit for Army Units they can support per Province with 1 (normally from 3 to 4).

This grand “fasting ritual” can be activated when buying units in the Consolidation phase. This effect will last until the beginning of next turn’s Consolidation phase.

In Iron Light there are of course no “donations” to pay for the player.

However, initiating such a grand scale ritual for thousands of devoted soldiers does result in a lot of paperwork and as we all know.. paper is not free (as it’s heavily taxed in Iron Light to keep the unnecessary use of it down to a minimum).

The Iron Light player will have to cover the raw paper costs (7 \$Realm) for getting their wishes successfully through the bureaucracy of Iron Light.

- To activate in the Consolidation phase include the order:

Faith alone sustains us

with the other orders given to the GM during the Consolidation phase. Thus allowing the Iron Light player to buy Army Units in their Province(s) up to their new *temporary* max supply limit of (normally) 4.



➤ “*The Great Game of politics*” (Tier 2)

When bidding on the **Protector Ranking**, for each Province controlled by a Lannuvár player, all bids are counted as being 15 \$Realm higher than their actual bid.

➤ “*The Bank of Lannuvár*” (Tier 1)

Use: once per game.

Cost of activation: 33 \$Realm

The Bank of Lannuvár has thousands of Lannuvarian initiates tracking all transactions of \$Realm on huge paper scrolls. Somehow, a likely course of action for anyone can be deducted from the collected data...

➤ **Once per game.** Activated in the *Bidding Step* of the Consolidation phase OR during the *Determine Protector US* step for an ongoing **Dragon Attack**.

➤ If activated in the *Bidding step* of the Consolidation phase, the Lannuvár player will not make any bids on the **Protector Ranking** this turn. The ability will stay active until the end of next turn’s Consolidation phase.

Any Lannuvár player with *The Bank of Lannuvár* activated will have 12h to give *their* highly informed orders, once the other players’ choices have been revealed to everyone. This applies to both bidding on the **Protector Ranking**

and also for committing Army Units during the *Determine Protector US step* to battle any **Dragon Attacks** that might happen.

If two or more Lannuvár players have the ability active at the same time, they all will have the same time limit of 12h to submit their orders once all the other players' orders have been revealed.

- If the ability is instead activated in the *Determine Protector US step* (as a response to a **Dragon Attack**), the ability only lasts until the **Dragon Attack** is resolved.

Calling in favours from *The Bank of Lannuvár* is not cheap though, the player will have to pay 33 \$Realm to an off-shore account located on the Isle of Minyavar.

- To activate in the Consolidation phase include the order:

The Bank of Lannuvár

together with the other orders they wish to carry out for that Consolidation phase, but they do not need to submit any bids on the **Protector Ranking** at this time. They will make their bid after all other players have revealed their bids during next turn's Protector Ranking phase.

- To activate in the *Determine Protector US step* during a **Dragon Attack**:

The player would then simply give the following order to the GM:

The Bank of Lannuvár

instead of choosing the number of Army Units they want to commit to fight the Dragon.

Island Rules

In some games there might be an Island in the middle of the game board. It will provide some benefit to the player that controls it.

- A player can **March!** to/from the Island when mechanics are active that make all Provinces count as *neighbouring* Provinces (e.g. the *Seafarers!* and *Ferry!* cards).
- The Island has a max supply limit of 1.
- The Island provides **3 VPs** at the end of the game.
- To control the Island: A player needs to have at least 1 Army Unit on it during the Consolidation phase. Control will be lost the moment they no longer have any units on the Island .
 - A player already controlling the Island will be designated with the *Defender* role should any battles occur.
- Army Units on the Island can only receive a **March!** order (to move back to the mainland).
- Army Units on the Island can not contribute to the **Protector US** in a battle against the Dragon.
- Type of Island: Wizard Sanctum.



- Once captured by a player, during the following *buying and bidding step* they will choose one of the following options:
 - Refresh a **one-time use** ability they have already used.
 - Gain a *Tier 1* or *2* ability from another faction in addition to the abilities they already have.
- The choice made is only valid as long as control is maintained over the Wizard Sanctum. If control is lost all their abilities will revert back to as it were before the Sanctum was captured. If a player fails to make a choice within the time limit they will gain a random new ability.
- **Palantír** (*Cost: 15 \$Realm*): During the Negotiation and Orders phase, a player controlling the Wizard Sanctum may choose to look at the top card of the *Sea Deck* or *The End Deck*. Activating the Palantír requires a sacrifice of 15 \$Realm.
- **Enchanted weapons**: The Sanctum itself will provide +1 US to its controlling player's total US in any fights against the Dragon, as long as they commit at least 1 Army Unit to the battle.

Team Games

Players form up before the game starts to create teams. Each team must have the same number of players.

The players within a given team will begin the game as neighbours on the Game Board. For example, a team consisting of 3 players could be given the starting positions 1, 2 and 3. The placement of different teams on the Game Board will be random.

Within a team the players can choose their relative placement to the other team members and which faction each player on the team will start as.

Apart from the slightly different starting procedure, the core rules are the same as for single player. However, there are a few changes:

- Extended time window. All 24h time windows are extended to 48h when playing the team game format. Any 72h windows stay the same.
- Pooled \$Realm. Each player will have their separate \$Realm balance as in a normal game. However, in the Consolidation phase during the *buying and bidding step* and during the bidding for **Protector Ranking** at the start of a new game all \$Realm from the individual players on a given team is pooled together. The team can then decide on how to best spend this pooled \$Realm on the different players on the team.

Example:

After the *\$Realm production step* the players on a team have the following separate \$Realm holdings:

Player#1 has 65 \$Realm

Player#2 has 225 \$Realm

Player#3 has 50 \$Realm

The team's \$Realm pool for buying and bidding this turn will then be: 340 \$Realm.

The team decides that:

Player#1 should buy 2 Army Units and bid 25. (Cost: 175 \$Realm)

Player#2 should buy 1 Army Unit and bid 0. (Cost: 75 \$Realm)

Player#3 should buy 1 Army Unit and bid 5. (Cost: 80 \$Realm)

Player#1 needs 175 \$Realm for his orders, seeing as he only has 65 \$Realm available he will use 110 from player#2.

Player#3 needs 80 \$Realm for his orders but only has 50 \$Realm, so he will use 30 \$Realm from player#2.

The orders sent in from each player to the GM would state what they are buying and bidding together with how much they use from another player on the team.

Orders from Player#1: *Buy 2, Bid: 25 (110 from Player#2)*

Orders from Player#2: *Buy: 1, Bid: 0*

Orders from Player#3: Buy: 1, Bid: 5 (30 from Player#2)

After the *buying and bidding phase*:

Player#1 has 0 Realm, Player#2 has 10 \$Realm and Player#3 has 0 Realm.

The team spent 330 \$Realm of a pool of 340 \$Realm.

Of course, this requires that everyone on the team agrees on the orders for the team as a whole before each player sends in their individual orders. But it should give each team much flexibility in how to effectively allocate and use the team's resources.

- The Victory conditions are changed to allow for a team victory.



There are 3 ways for the game to end:

Protector Victory:

4. **Last man standing!** The game ends immediately, if all but one team are eliminated. The team left standing is victorious, and they will hopefully do a good job as the Realm's Protectors...
5. **Time's Up!** Be the team with the most Victory Points (**VPs**) at the end of the turn when the *Time's Up!* card has been played from *The End* deck (Turn 10 - 12).
 - Follow normal rules and calculate the **VPs** for each team member individually. Add the **VPs** from each team member together, the total is the number of **VPs** obtained by the team.

If there is a tie on **VPs** between two or more team, the tiebreakers are as follows:

Most Army Units, Most \$Realm, if still a tie, the team that has the highest ranked player on the Protector Ranking is the winner.

Dragon Victory:

6. **Fire and blood!** All players lose the game immediately if the Dragon at any point 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 (switch from green to grey colour on the game board).

No \$Realm rewards are paid to any player if the Dragon wins, as the Protectors of the Realm have miserably failed its denizens.

The Dragon is victorious if victory conditions 1 and 3 are fulfilled at the same time.

Example of some order interactions:

Main takeaway:

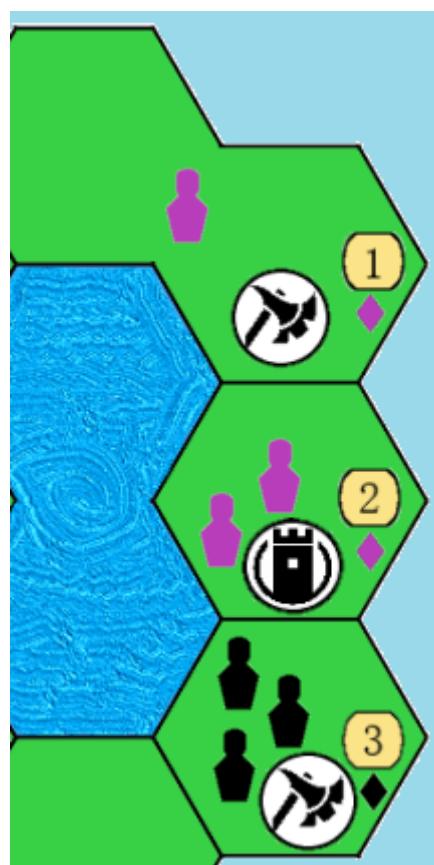
All **March!** orders are executed simultaneously, before the other orders come into effect.

Example 1:

Purple suspects that Black will attack P2 with 3 Units.

Black is higher ranked than Purple, and would thus win the battle as they would be tied in **Attacker** and **Defender US**.

To guarantee the safety of P2, in addition to playing **Fortify!** in P2, Purple also orders 1 Army Unit to **March!** from P1 to P2. In any potential battles in P2 Purple will then have a **Defender US** of 4, making sure Black will not manage to capture P2 with 3 Army Units (**Attacker US** = 3).

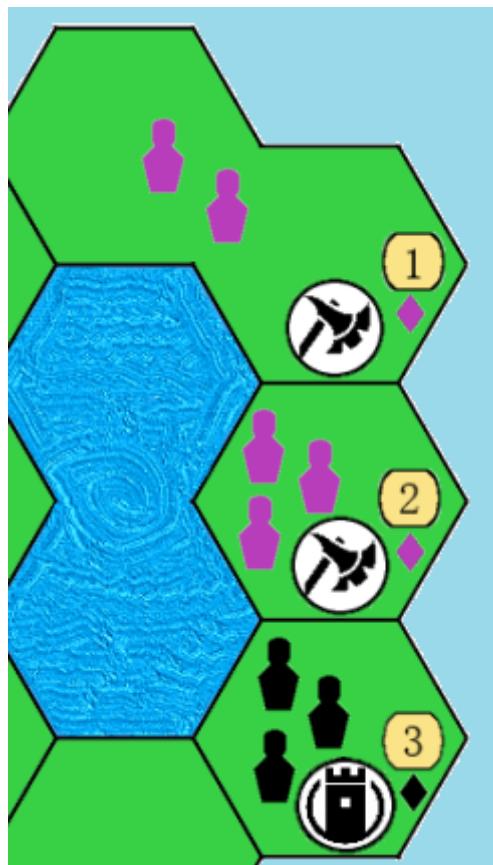


Example 2:

Purple wants to attack black in P3 from P2.

Can Purple **March!** units into P2 from P1 and then in the same turn **March!** on Black in P3 with more than 3 Army Units?

No. All **March!** orders are executed simultaneously.



What would have happened if Purple had ordered 2 Units to **March!** from P1 to P2, and then also tried to order a **March!** 5 from P2 to P3?

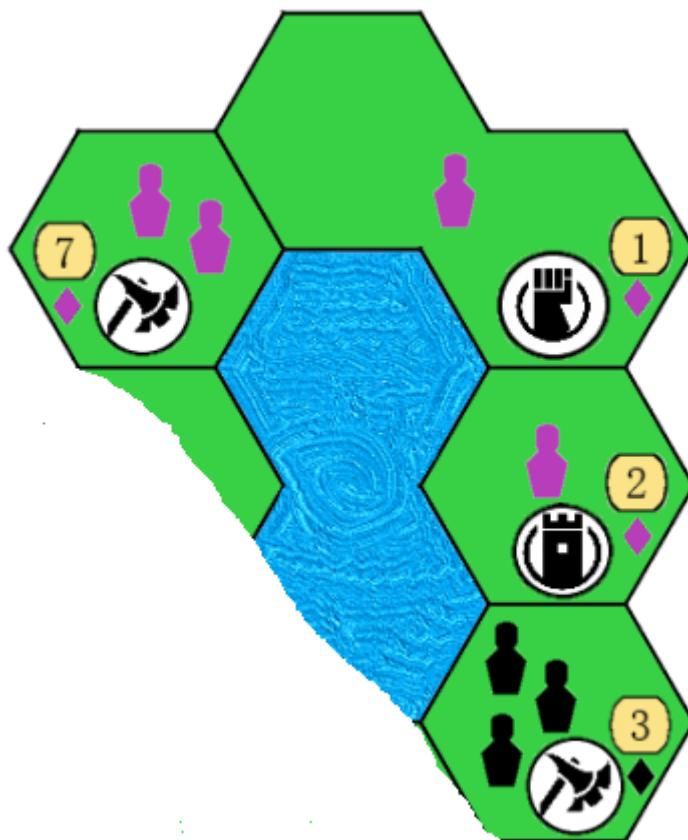
Only 3 Army Units are present in P2 when all orders are executed, thus only 3 Army Units would march from P2 to P3 and two Army Units would remain in P2 (Marching in from P1).

Example 3:

Purple suspects that Black will **March!** on P2 with 3 Army Units.

By just supporting a Fortified P2 from P1 they would end up with being tied in **Attacker** and **Defender US** for the battle (and the Protector Ranking would determine the winner). Purple is lower on the Ranking and thus they need a solution to this potential problem.

By playing **March!** 1 (or 2) from P7 into P1 they would increase the supporting US that P2 receives from P1 in any battles, increasing their **Defender US** (to 4+) and thus being 100% sure of winning if Black attacks with 3 Army Units (**Attacker US** = 3).



Examples of order interactions using March! and Delayed March!:

A few simple examples to show the difference between **March!** and **Delayed March!**, and also to show that they both interact as normal with both **Support!** and **Fortify!**.

Example 4:

Two players wanting to capture an empty Province.



Both Black and White wish to capture Province 6 as they both have access to **Golden March!**. Black will move in first with his **Golden March!**, no battle will occur as there are no enemy units in the Province at this point. Then Black's **Golden March!** is removed from play. Now, White moves into P6 with a **Delayed Golden March!**. Black is there so a battle will occur. White has **2 US** (+1 from the **Delayed Golden March!**) and Black has **1 US**. White wins and captures P6 with their single Army Unit and Black loses their unit. If both players had played the same *type* of **Golden March!** into P6, the resulting battle would have been 2vs2 (both has +1 from their **Golden March!** or **Delayed Golden March!**) and both players would lose 1 Unit due to the Protector Ranking being used to determine the winner. The result would be: No one captures P6 as both Army Units die.

Example 5:

Two neighbours attacking each other.



Both Black and White wish to take the other players' Province. If they play the same type of **March!** order they will simply switch Provinces. However, in this example Black has played a **Golden March!** and White has played a **Delayed Golden March!**. In this case, Black will attack P7 first with **2 US** (+1 from the **Golden March!**) and White will defend with **1 US** (as his **Delayed Golden March!** has not yet been activated). Black will win 2vs1 and capture P7 with their single Army Unit, the **Delayed Golden March!** from White will not be executed and is removed from play.

Example 6:

Two neighbours are attacking each other, but one has support!



Both Black and White wish to take the other players' Province. If they play the same type of **March!** order, again, they will simply switch Provinces. However, in this example Black has played a **Golden March!** and White has played a **Delayed Golden March!**. White also has P8 playing **Support!** to P7. In this case, Black will first attack P7 with **2 US** (+1 from the **Golden March!**) and White will defend with **3 US** (their **Delayed Golden March!** has not yet come into play) but they have 2 extra **US** from P8. White will win 3vs2 in P7, and also capture P6 with their **Delayed Golden March!** from P7.

Example 7:

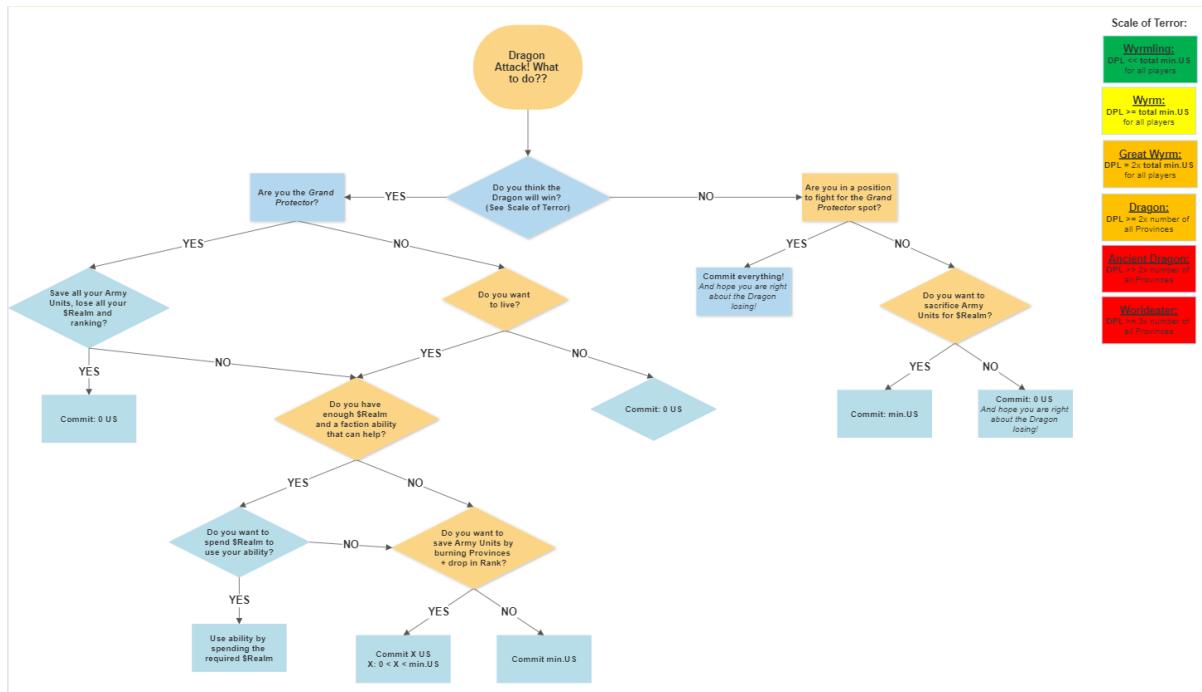
Internal Army movement before an attack.



White wishes to attack P6. Black thinks they are safe behind a **Golden Fortify!** in P6. To attack Black's P6, White first uses a **March!** order to move 1 Army Unit from P8 to P7. Then with a **Delayed Golden March!** White attacks P6 with 4 Army Units from P7. The resulting battle is 5vs5 US and White is victorious due to having a higher Protector Ranking than Black. White captures P6 with 3 Army Units remaining.

A simplified decision-tree for Dragon Attacks:

When the Dragon attacks the Realm it can sometimes be difficult to remember all your options. Below is a simplified “flow-chart” to potentially help you figure out your best course of action.



Scale of Terror:

Wyrmling: DPL <= total min.US for all players
Wurm: DPL >= total min.US for all players
Great Wurm: DPL > 2x total min.US for all players
Dragon: DPL >= 2x number of all Provinces
Ancient Dragon: DPL >= 2x number of all Provinces
Worldbreaker: DPL >= 2x number of all Provinces

Overview of Event Cards:

Calms of Summer



Nothing happens...

Except in the coastal tribes of Kalu'ak. There's always something shady happening in Kalu'ak.

Black Swan



Reshuffle **ALL** Event Cards, draw a new one and play it...

To this day, it is a mystery why The Kalu'ak Ash-Readers go crazy each time a Black Swan is spotted at their shores..

Deep Snow



All **Attackers** suffer -1 to their total Unit Strength (US) this turn.

Hodir, with their short legs, don't fancy snow much..

Heavy rains of Autumn



All **Support!** orders suffer -1 to their total contributing Unit Strength (US) this turn.

It's funny, how shitty weather makes shitty allies..

Power Overwhelming



Add the number of Provinces on the Game Board to the **Dragon's Power Level (DPL)**.

I know... It's hard to believe, but Dragons are more full of themselves than a Lannuvarian.

Restlessness of Spring



Fortify! orders may not be played this turn.

*"Join the Army", they said..
"See the world", they said..
Only exotic thing I have seen so far are Cenarion dancers.*

Winter Storms



No \$Realm production is possible this turn.

Even the most devoted members of the Realm will stop working, once all the lights go out.

Imarin's Blessings



ALL \$Realm production is doubled this turn. Grey "burnt-out" Provinces act as normal this turn.

I asked Imarin to "Show me the money". I did not expect an answer.

Flood!



All Provinces are counted as having zero *neighbouring* Provinces this turn.

March! If I hear complaining about swimming with armour one more time, the Light will smite you!

Overview of There be Dragons? Cards:

<h3>The Misty Mountains Cold</h3>  <p>Only chilling and eerie silence...</p> <p><i>It's said that the dragon slumbers from time to time, sometimes even for centuries. Praised be Imarin!</i></p>	<h3>There be Dragons!</h3>  <p>The Dragon attacks the Realm! Prepare for battle! Or hide and pray the other players will manage without you...</p> <p><i>Is that a bird.. a zeppelin? The fabled Hodir Mothership? ARRRGH.. it BURNS!!</i></p>
<h3>Bloodlust!</h3>  <p>For each Protector eliminated from the game this turn, the Power Threshold will decrease temporarily with the number of starting players instead of 2.</p> <p><i>Careful lad...</i></p>	

Overview of Sea Cards:

Ferry!



All Provinces count as *neighbouring* Provinces for executing **March!** orders this turn. Cost to activate:
25 \$Realm per Province.

I would never go on that ferry... Those that do, never return!

Plague!



Each Province that contains at least one Army Unit with a friendly *neighbouring* Province that also contains at least one Army Unit loses 1 Army Unit.

A ship arrived... and Death came with it.

Pirates!



The Pirates are looking for the Protector that has caused them some trouble... Will you snitch on your fellow Protectors to try to save your own skin or not?

ARRR you the one, we ARRR looking for!?

Seafarers!



All Provinces count as *neighbouring* Provinces for executing **March!** orders this turn.

We come in peace!

Crab Infestation!



The max supply limit of each Province is reduced by 1 this Turn.

*This is fine!
Your Armies are SAFU!*

Overview of The End Cards:

The End is Nigh!



Endtimes: All other cards played this turn will remain in play until the game ends.

Soon...

Time's Up!



This will be the last turn of the game.

I told you so!