

The Capital

Every space in the capital is treated as 2 defending military tokens. In the case of a four player game, the outer circle is worth only one defending soldier. In order to take a space in the capital, a player must fight their way to the center. The city does not attack but always defends.

End of the game

The first player to capture the center tile of the Capital wins.

OVERTHROW

RULES OF PLAY

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Rules of Play

Contents of box

Starting Pieces (One Colour)

- 2 x Board Pieces
- 1 x Small neutral Capital Token
- 1x Big neutral Capital Token
- 8 x Neutral Village Tokens

Player Pieces (Green, Red, Blue, Yellow)

- 4 x Player Headquarters (1 x Each Colour)
- 200 x Player Land Tiles (50 x Each Colour)
- 80 x Player Trade Tiles (20 x Each Colour)
- 80 x Player Military Tiles (20 x Each Colour)
- 40 x Influence Cards
- 40 x Exposure Cards
- 6 x Six-Sided Dice

Military

To take over an opponent's land token, a player must have laid a military token next to it beforehand. They then use the number of actions based on how many adjacent military units they wish to attack with, plus one action to move one of the used military into the tile

A Military token can only attack once per turn.

If a player wishes to attack a tile where an opponent's military token is occupying, combat occurs.

Combat is settled by rolling dice. An attacking player can attack their opponent using as many military tokens adjacent to their target as they wish and must have that number of actions + 1 to commence an attack. The attacking player rolls the number of dice corresponding to how many military they are using to attack, the defending player rolls one die, the highest individual number rolled is the winning player, dice numbers are not added together.

When combat is over, if an attacker has won, the defenders military is destroyed and they take over that space by moving one of their attackers to that tile. If the defender has won, the attacker loses one of their attacking military tokens of the defending player's choice. In the event of a tie, there is no change on the board.

Exposure

A player must draw an exposure card and lay it face down in front of them if any of the following conditions are met:

- They lay a military token on the field.
- They attack another player.
- They attack a capital tile.

If a player's number of exposure cards is equal to the number of influence cards they have then they must pick one of their exposure cards at random and turn it face up. They must then return all other exposure cards to the deck and shuffle. The effect of an active exposure card is permanent but is not active until the next turn.

In the event that the rules of a card conflict with the rule book, the card rule takes precedence.

Setup

The board is made up of two pieces. One piece is used for 2 players and both pieces are used for 4 players. Each of the starting pieces are placed in the marked tiles on the board based on a two-player game or a four-player game. The small capital is used for two-player game and the big capital is used for four-player game.

Starting Pieces:

- Capital
- Villages
- Player HQ
- Influence Card Deck
- Exposure Card Deck

Start of the game

Each player rolls a die, whoever rolls the highest number goes first. Turns continue clockwise. Without looking at them, each player draws 3 Influence cards and puts them face down in front of them. On their first turn, the starting player has 2 actions. Each following turn after, all players the number of actions equal to the number of Influence cards they possess.

Play

Players take turns performing actions.

Available actions are the following:

- Laying a token (military, trade or land).
- Attacking a tile.
- Moving a military token.

To lay a military or trade token there must be a link to the base with tokens and it must be on top of a land token. Land tokens may be laid on any empty space that links to the base with tokens. A token can not be laid on top of a Village tile, which cannot act as a player's token therefore cannot form links.

A player's Military token cannot be placed on top of their own Trade tokens and vice-versa.

Influence

The Influence cards are positive permanent effects. The number of actions a player has is equal to the number of Influence cards they hold.

Players earn extra influence cards by:

- Creating a link between a Village and their HQ.
- Turning a link between their HQ and a Village to a route comprised of trade tokens.

When these conditions are met, an influence card is drawn and the effect of the card is active from the next turn, as is the extra action earned from owning the card.

Players can have maximum of 5 cards. If a player has 5 cards and performs an action to gain more, they may choose a card to discard and draw one to replace it.