1861: Life on the Battlefield

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Description: 1861 is a game about conflict and survival. Players take on the role of Civilians and Soldiers in Virginia during the civil war. Player One controls a single Soldier. Player Two controls 4 Civilian characters. The game is not intended to be strictly adversarial, although board events and player choices may influence this.

Player Count: 2
Expected Time: Two hours

Win State: After 15 Rounds have occurred or all of a player's pieces has died, the game is over. If a player survives 15 Rounds, then they win. Note that it is possible for both players to win.

Components:
  - Board: Hexagonal grid board with some pre-placed elements.
  - One Soldier player piece, 4 Civilian player pieces
  - Event Card Deck
  - Resource blocks (**Food(30)**, **Medicine(20)**, **Ammunition(15)**, **Trade Goods(10)**)
  - NPC blocks (**Merchant(4)**, **Bandit(4)**, **Disease(20)**)
  - **Tracker** blocks (10)
  - Twenty-sided dice (D20) and six-sided die (D6)
  - Tension, Farm, and Turn Trackers
  - Round, Location Action, and Battlefield Helper
  - Player Statistics Sheet

QUICK-START

Initial Setup:

- Shuffle the event cards and place the deck somewhere that is not on the board
- Place 1 food in the **Bakery**, place 2 food randomly on the board. To place food randomly, roll a D20, and place the piece on the corresponding board hex
- Place the Soldier player piece on the **Base**.
- Place 3 Civilian player pieces at the **House** and 1 Civilian player piece at the **Town Hall**.

Soldier Player Starting Materials	Civilian Player Starting Materials
2 Food*	**7 Food**
1 Medicine	**2 Medicine**
2 Trade Good	**2 Trade Goods**
3 Ammo	**0 Ammo**

*Text colors correspond with block colors

The purpose of each resource is explained more in-depth in the Reference Guide section if more clarification is needed, but for now think of trade goods as currency, medicine used to cure wounds and disease, and ammo for attacking from a range greater than 1 if you have a weapon. Food will be explained in this start guide.

Rounds

1861 is played in **Rounds**. Each **Round** is composed of 3 **Stages,** an **Event** stage, an **Action** Stage, and a **Status** Stage. During the **Event Stage**, an event card is drawn for the board, and any directions on the card are implemented. During the **Action Stage**, all players take their turns. In the **Status Stage**, the board and player resource stockpiles are updated.

<table>
<tr><td colspan="2" align="center">1 Round:</td></tr>
<tr><td align="center">Stage 1</td><td align="center">Event</td></tr>
<tr><td align="center">Stage 2</td><td align="center">Action (take turns)</td></tr>
<tr><td align="center">Stage 3</td><td align="center">Status</td></tr>
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Action Stage = 4 Civilian **Turns** + 2 Soldier **Turns**

1 **Turn** = 2 **actions**

Actions (pick 2):

- Move
- Pick-up from the Board
- Interact with Locations
- Engage in Combat (Taking combat as the first action ends the turn and no second action is allowed.)

Event Stage

Increment the Turn Tracker by 1

Draw 1 event card and follow any directions. Only 1 card is drawn per Event Stage, both players do **not** draw their own cards, just 1 for the board as a whole. Unless otherwise specified, **event card effects typically last for 1 turn.**

Action Stage

During the action stage, each player will take their **turns**. The Civilian player has 4 turns, 1 for each Civilian pieces. The Soldier player has 2 turns, both for their single Soldier pieces.

Turn order during the Action stage proceeds as follows:
- Every Civilian piece gets 1 turn, and the Soldier piece gets 2 turns.
- The Soldier can choose when they want to take their turns. But, they may not take 2 turns in a row.

Legal Turn Order Example*	Illegal Turn Order Example
S → C → C → C → **S** → C	C → **S** → **S** → C → C → C

*__S__ stands for Soldier turn, C stands for Civilian turn.

- Each player piece is allowed 2 actions per turn. The different possible actions are briefly listed below:
    - *Movement:* Move piece on board. Look at player stats to see how many spaces your piece can move.
    - *Pick-up:* When on a space where there is a free resource, you can pick up the resource. If you are a Soldier, you can pick up 2 resources as a single action.
    - *Location Actions:* You can choose to interact with the current building you are on. The various town options are listed in the TERMINOLOGY MANUAL, as well as the building helper for easy access.
    - *Combat:* You can choose to attack one of the other player pieces on the board as long as you are within range according to your character stats. **Note: If you choose to attack for your first action, you do not get a second action.** Combat is explained in more detail in the TERMINOLOGY MANUAL.

Status Stage

1) Each player discards food after each round according to the following rules. If a player does not have enough food to discard as specified, any unfed characters lose 1 health.

> **Soldier:** Discard 1 food.
> **Civilian:** Discard food equal to the number of Civilian pieces alive divided by 2 rounded up:
> - 4-3 Alive Civilians: Discard 2 food
> - 2-1 Alive Civilians: Discard 1 food

2) Update any board elements as described by active event cards/rules.

> **Bakery:** Bakery bakes 1 bread, place one food on bakery space.
> **Scavenged Food:** Place one food randomly on the board by rolling the 20 sided-die.
> **Farm:** Update status of farm.
> **Event Cards:** Resolve any outstanding event card effects.
> **Combat:** If any player pieces are in a location where they will be attacked by the board, resolve that attack now. For example, if a player ends their turn within 1 space of a bandit NPC piece.
> **Tension:** Increase the Tension Counter on the Tension Tracker by 1. If it reaches three, set the counter back to zero and increase Tension on the Tension Tracker by 1. See Tension below for how it affects gameplay.

Player Stats

"**Movement**": Determines how many hexes a character can move through during a turn.
"**Health**": Determines how many health points a character has.
"**Combat**": When attacking, this stat determines whether a character will hit. A character that attacks with a combat attribute of 4 will roll a 6-sided die, and hit on a 4 or above.
"**Range**": stat determining where piece can hit from. Two pieces on top of each other are at 0.

Statistics	Soldier	Civilian
Movement	4	3
Health	3	2
Combat	3+ roll to hit	6+ roll to hit
Range	3	1

Tension

Tension represents the hostility between Civilians and the occupying army. Tension ranges from 1 - 10, starting at 3. Some player actions can affect tension. Attacking a player will change tension by 1, in "favor" of the player being attacked. For example, if a Soldier attacks a Civilian, tension will increase by 1. If a Civilian attacks a Soldier, tension will decrease by 1. Killing a unit doubles these changes.

Tension Effects: From 1-3, tension has no effect. From 4-7, any time the Soldier ends a turn within 1 space of a town building, the town (rolled by the Civilian) attacks the Soldier with a D6 and hits on a 6. From 8-10, they will get hit by the town on a 4+.

REFERENCE GUIDE

This section of the manual is meant to be used as reference. At this point you may begin playing the game and reference back to this part of the guide as needed.

General

Random Placement: Throughout the game, sometimes the players will be directed to place a piece "randomly". To do so, they will roll a D20, and place the piece on the corresponding board hex numbered 1-20.

Health: Health is depleted by 1 for taking any successful attack, and may be healed by 1 by using medicine or the doctor. Any piece whose health reaches 0 is removed from the game.

Combat: All combat is dice based. For any attack a six-sided dice is rolled, and the attack "hits" on some number and above according to their stats. The attacker must be "in range" (according to their stats).

- If a Soldier or Civilian is attacking the other while on the same square (range of 0), the character's combat roll is improved by one. E.g. the Civilian hits if they roll 5 or 6 instead of just 6, and the Soldier hits if they roll 2 or higher instead of 3 or higher.
- Any attack at a range of 2 or greater costs 1 Ammunition and requires the character piece to possess a gun. The Soldier starts with a rifle, the Civilians can get pistols at the battlefield.
- When combat occurs, make sure to update tension! See **Tension**

Buildings and Board Locations

Starting Points:
Base: Soldier start point, located on Soldier's end of the board.

House: Start point for three of the four Civilians, located on Civilian end of the board.

Town Buildings:
Town Hall: 1 Civilian piece is placed here at the start of the game. The Town Hall is used in some event cards.

Bakery: *If food is available on the square,* a Civilian character may take up to 1 food from the bakery for no resource cost per **round**. Any further food left in the bakery taken that round must be bought with 1 trade good. Soldier's must always buy food with one trade good.

Doctor: Player may pay 1 trade good to have the doctor heal the character either by increasing health by 1, or by ridding the character of a single disease. A character's health cannot go above its original health from the start of the game, and only one disease can be cured at a time.

General Goods Store: Player may trade any 2 resources for 1 resource of their choosing here.

Other Board Locations:
Farm: If located on this building, a player may "activate" the farm. Two rounds later, place 2 food on the farm. This food is free for the player who activated it, or the other player may trade for it at a rate of 2 Trade goods for 1 food ratio. The farm may not be activated for two rounds after the food it produces is picked up.

Church: If located at this building, any player may "activate" the church. At the end of their turn that character receives a "Boon from God". The next roll the character performs, they gain advantage on their next roll and roll twice instead of once, and can use whichever of the two rolls that they prefer. Players cannot have more than one "Boon from God" at a time.

Battlefield: Lootable for different resources. Roll a D6 and receive the corresponding resource according to the table. If a Civilian is looting the battlefield, after looting the Civilian is shot at. The Soldier roles a D6, and the Civilian takes 1 damage if a 6 is rolled.

Civilian Looting Rewards		Soldier Looting Rewards	
Roll	**Reward**	**Roll**	**Reward**
6	Pistol	6	Any Resource
4,5	Ammunition	4,5	Ammunition
1,2,3	Trade Good	1,2,3	Trade Good

Pistol changes that Civilian's range to 2, and their combat to 4+. This is permanent and non-transferable.

Resources

Resource	Description
Food	Discarded during the status stage of each round to feed character pieces. The Soldier player requires 1 food, the Civilian player divides their total number of alive Civilians by 2, rounding up. Any time the player does not have enough food for their character pieces, any unfed piece loses 1 health.
Medicine	Can be used during a players turn as an action to either cure a disease from 1 piece, or heal one piece by 1 health.
Trade Goods	Used to purchase or trade for other resources
Ammunition	Combat actions that involve using a firearm for ranged combat require 1 ammunition to be discarded per attack

Merchants, Bandits, and Diseases

Merchants are Neutral NPCs, shown by Purple Blocks, that spawn on the board with 1 Food, Medicine, Trade Good, and Ammunition. They can't attack or be attacked. A player may visit a Merchant tile and swap 1 resource they own for one the Merchant has. The merchant will leave the map 2 turns after spawning.

Bandits are Hostile NPCs, shown by Pink Blocks, that spawn on the board and stay until killed. If a character ends their turn next to or on the bandit then roll a D6 and lose 1 health on a 5 or 6.

Diseases are afflictions which will weaken your pieces. To show that a piece has a disease, place a Yellow Block on the Player Statistics Helper, and on the same tile as the piece, moving with that unit when it moves.