

Wallenstein

BigBox



WALLENSTEIN - THE BASIC GAME

Game components

- **1 Game board** – a map showing the 5 regions of Brandenburg, Sachsen, Österreich, Bayern, and Kurpfalz. Each region consists of 9 counties. Some of the counties are marked by a lighter border; these counties are not used when playing with three players.



- **45 County cards** – there is one card for each county.



Back and front of county cards

- **25 Money cards** – each player has their own set of five cards. The top half of these cards shows their coat of arms, and the bottom half shows a value of 0-4 coins.



Back and front of money cards

- **10 Action cards** – the players use these cards to determine the order in which the actions take place during a game round.



Back and front of action cards

- **12 Event cards** – an event affecting a particular action is shown in the upper half, while the lower half displays the amount of grain the players will lose during the winter round.



Back and front of event cards

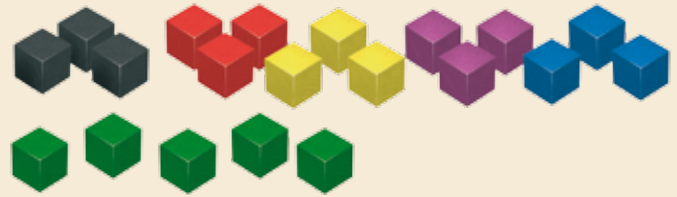
◀ *Event*

◀ *Each player's loss of grain during winter*

- **5 Player mats** – one double-sided mat in each of the player colors. The back (showing the military leader and a map of the counties) is used during the set-up of the game while assigning initial counties. The front side is used throughout the rest of the game for planning actions.



- **310 Colored cubes** – 62 in each of the five player colors. Each cube represents an army.



- **20 Green cubes** – these cubes represent the neutral peasants' armies.



- **15 Coat of arms tokens** - 3 tokens in each of the player colors. One is used as a victory points marker, one as a grain marker, and one as a military leader token.



- **5 Bonus tiles** – the owner of a bonus tile benefits from a special bonus.



- **80 Building tiles** – 28 palaces, 26 churches, and 26 trading posts. Players build these buildings in their counties, thus gaining victory points.

- **42 Revolt markers** – these are used to record the extent of peasant uprisings in a given county.



- **60 Coins** – 20 coins in each of three denominations; 1, 2, or 5 Thalers.



- **1 Dice tower made up of three parts** – used for combat.

Before each game, assemble the 3 parts of the dice tower: funnel, card-board tower and tray

- **1 Linen bag**

- **1 Rules booklet**

Both the tray and funnel of the dice tower are made of clear plastic, so that the players will have a better view of the combat results. For technical reasons, the parts are printed in black in the illustrations in these rules.



Object of the game

During the era of the Thirty Years' War, each player tries to gain military dominance and to have the most well-developed lands.

In order to be successful, it is not sufficient to simply control as many counties as possible. A player's empire

must also be developed by building palaces, churches, and trading posts.

Each year, the players who manage to build the most buildings of each type in each of the 5 regions gain a victory point bonus.

Set-up

Determine the counties used in the game

If there are only **3 players**, some of the counties will not be used. These counties are marked on the map by a light border, and will be off-limits during the game (no armies may enter them).

Also, the cards representing these counties must be removed from the game.

Please remove the following county cards in a 3-player-game: Bremen, Holstein, Lüttich, Burgund, Konstanz, Fm. Bayern, Steiermark, Tirol.



Example: Lüttich is not used in a 3-player game.

A player's starting components

Each player takes the following, in their chosen color: **1 player mat**, **62 army cubes**, **3 coat of arms tokens**, and **their set of money cards**. In addition, each player takes **starting capital** in the following amount:

3 players	18 Thalers
4 players	15 Thalers
5 players	12 Thalers

Armies and coins should always be **displayed openly**.

Note: If playing with less than 5 players, return the unused components to the box.



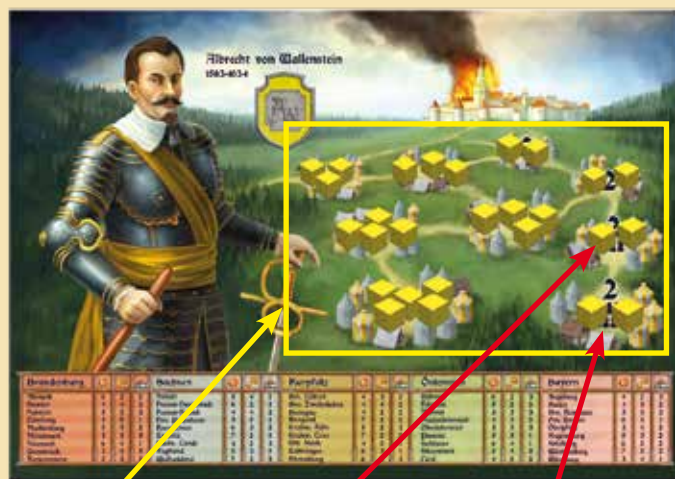
Assigning initial counties

Shuffle the **county cards** and place the deck near the game board, face down. Reveal the top two cards and place them face up next to the deck.

The back of each player mat shows 9 numbered locations, embedded in a landscape. Each player places the indicated number of armies on each location on their sheet. Note that a few of the locations are only used with specific numbers of players (see the illustration to the right). The armies on each location are called a **group**.

Now, starting with the oldest player and continuing clockwise, the players take turns, either taking **one** of the two revealed county cards or the top card from the deck, and then selecting any **one group** of armies from their player mat and placing it in that county on the game board.

Players keep the selected county cards in their hand, along with their money cards. If one of the two face-up cards is selected, immediately replace it with the top card from the deck. Players continue placing their armies in this manner until all players have placed all of their army groups on the game board. The remaining armies are each player's personal supply.



9 locations for initial deployment of armies

This location is used only in a 3-player game.

This location is used only in a 3- or 4-player game.

Note: If all players are inexperienced and unsure of which counties to select, they can skip the "Assigning initial counties" step and use the default county distribution, shown on page 14, instead.

All the remaining county cards (those not selected by any player while assigning initial counties) are placed next to the game board in a face-down deck. Players may conquer these counties during the course of the game.

After the players have finished assigning initial counties, they **flip** their player mats to the front sides, which depict the action boxes.

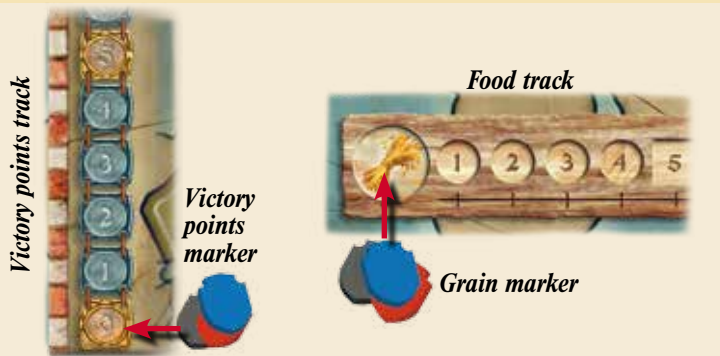
Note: If the two face-up cards are the same as those available during the player's previous selection, they can place these two cards on the bottom of the deck and reveal the next two cards before selecting a county card.

*The front of a player mat:
10 action boxes, 1 auction box,
and a summary of counties.*



Victory points and grain markers

Each player takes one of their coat of arms tokens and places it on the 0 space of the victory point track. This is their victory point marker. Additionally, each player places a coat of arms token on the leftmost space of the food track, representing their grain marker.

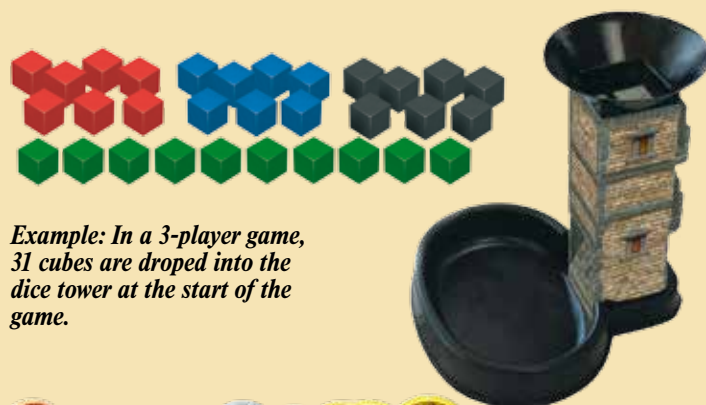


The dice tower

Place the green peasants' armies next to the game board as a common supply.

Next, load the dice tower by taking **7 army cubes from each player** and **10 peasants' army cubes**, then dropping all of them at the same time into the tower's funnel.

Return any cubes that land in the tray to the peasants' army supply or a player's personal supply, based on their color.



*Example: In a 3-player game,
31 cubes are dropped into the
dice tower at the start of the
game.*

Coins

The coins are used by players to pay for certain actions. Place all coins not given to players at the start of the game next to the game board as a common supply.



Event cards

Shuffle the event cards together and place the deck **face down** next to the game board.

Reveal the four topmost event cards and place them face up next to the event cards deck.

During each of the next 3 game rounds, one of these events will affect **all players**.

The final event card shows how much grain each player will lose in the 4th game round (winter).



Example: The 4 topmost event cards are placed face up.

Put the **action cards** and **bonus tiles** on the table, ready to use.



10 action cards



5 bonus tiles

Sequence of play

The game lasts for 2 years, each of which is composed of 4 rounds, for a total of 8 game rounds. After 3 game rounds (spring, summer, and fall), there is an intermediate game round (winter) and scoring takes place. Then, another 4 game rounds are played.

Spring, summer, and fall

Each of these three game rounds consists of the following steps, performed in this order:

- Display action cards
- Display bonus tiles
- Plan individual actions and bid for turn order
- Determine event
- Determine player order
- Perform actions

■ Display action cards

All 10 actions are depicted on the players' mats. Each player may perform each of these actions once per game round in exactly one county that they control.

The order in which these actions will be performed is **redetermined each round**. Shuffle the 10 action cards face down, then place the top 5 cards **face up** on their designated spaces 1 to 5 at the lower edge of the game board. Place the remaining cards **face down** on spaces 6 to 10.

Note: the cards in the display indicate the order in which these actions will be performed - from left to right. The first 5 actions are visible to all players, so they can plan how to allocate their actions to their counties. The 5 face down action cards will be revealed, in order, later in the round.



Example of a display of the 10 action cards

■ Display bonus tiles

Shuffle the bonus tiles, then place them **face up** in their designated boxes on the game board, one after the other. The players will acquire them by **auction** later and the tiles have **two** functions. The position of the box of a certain bonus tile determines the player's **position** in player order and the bonus tile itself shows that player's benefit for **this round**:

+1 Thaler

The player receives 1 extra Thaler when performing the action "Collect taxes".

+1 Grain

The player receives 1 extra grain when performing the action "Collect grain".



6 Armies

The player is entitled to place 6 armies when performing the action “Deploy 5 armies”.

+1 Army when attacking

As attacker, the player drops 1 extra army (from their personal supply) into the dice tower when performing their actions “Combat/Movement A and B”.

+1 Army when defending

As defender, the player drops 1 extra army (from their personal supply) into the dice tower when an opponent performs their actions “Combat/Movement A and B”.

Note: If an action would be affected by both an event and a bonus tile, apply the event first and the bonus second.



Example: Arne collects taxes in Burgund. Burgund pays 7 Thalers. The current event limits tax collection to a maximum of 5 Thalers. However, Arne owns the bonus tile “+1 Thaler” and thus gains 1 extra Thaler, his total being 6 Thalers.

Plan individual actions and bid for turn order

Secretly and simultaneously, the players plan which of the 10 actions they want to perform in which of their own counties.

For each action box on their player mat, each player decides which of their counties they would like that action to occur in. They then select the relevant county card and place it face down in the appropriate box, repeating this process until all the action boxes are covered.

If a player does not want to perform a certain action, they place one of their money cards in that action box. In this case, the coins have no meaning.

The following actions are at each player’s disposal:

Build a palace

The player pays 3 Thalers into the common supply and places a palace in that county.

Build a church

The player pays 2 Thalers and places a church in that county.

Build a trading post

The player pays 1 Thaler and places a trading post in that county.

Buildings may only be built on an open building site. There are between 1 and 3 such sites in each county. Each type of building may only be built once in each county.

Collect grain

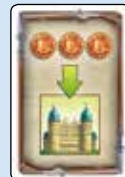
The player gains as many grain units as shown on the selected county card. They advance their grain marker accordingly on the food track.

Collect taxes

The player gains as many Thalers from the common supply as shown on the selected county card.

Collecting grain or taxes in a county may cause a revolt there. (See combat rules, page 11.)

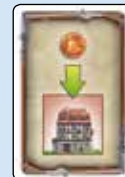
Please note: In the rare case that a player does not have sufficient cards to cover all 10 of their action boxes, they simply do not cover any actions they do not want to perform. An uncovered action box is considered covered by a money card.



Action:
Build a palace



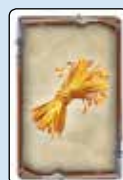
Action:
Build a church



Action:
Build a trading post



Example: A church is built in Bremen. Now only one building site is left in Bremen. A palace or a trading post may still be built there.



Action:
Collect grain



Action:
Collect taxes

Each county card shows the amount of grain and taxes to be collected there.



If **no** revolt was invoked or if a revolt was successfully **subdued**, place **one revolt marker** in placed in that county now.

Deploy 5 armies

The player pays **3 Thalers** and puts **5 armies** from their personal supply in the selected county.

Deploy 3 armies

The player pays **2 Thalers** and puts **3 armies** from their personal supply in the selected county.

Deploy 1 army/move

First, the player pays **1 Thaler** and puts **1 army** from their personal supply in the selected county. **Then**, they may move any number of armies **from this county** into any **one** adjacent county under their **own control** (*no combat will take place*).

General rules for **army movement**:

- Any number of armies may move into an adjacent county, but **at least 1 army must be left behind**.
- The **number** of armies in a county is **not limited**.

Combat/Movement -A-

The player may move armies from the selected county into one adjacent county. If they do not control this county (either the country is controlled by another player or is, as yet, uncontrolled), combat will follow (*see combat rules on page 11*). In this case, at least **1 army must be left behind** in the county of origin.

Combat/Movement -B-

This is the same as explained under -A- above.

Each of the 10 action boxes on each player's mat should be covered now, if possible. No box can contain more than 1 card.

Place a bid for player order

Additionally, all players **must** place a bid for **player order** including a **bonus action**. To do this, they place one of their unused money or county cards in the auction box of their player mat.

■ Determine event

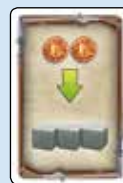
Shuffle the face-up event cards (2, 3, or 4, depending on which round this is) and draw one of them. Place this card face up in the event box of the game board. This card indicates the event for this game round, which will modify certain actions for all players during this round. Place any remaining event cards face up next to the game board.



Revolt marker



Action:
Deploy 5 armies



Action:
Deploy 3 armies



Action:
Deploy 1 army/move



Action:
Combat/Movement A



Action:
Combat/Movement B



Auction box



Example: Dirk wants to collect taxes this round. He controls Burgund, which allows him to collect a tax amount of 7 Thalers. Thus, he decides to place his "Burgund" county card face down on the "collect taxes" action box. This means that he will not be able to perform any other action in Burgund this round because this card has already been assigned to his mat.



Please read the detailed explanation of event cards on page 15.

■ Determine player order

All players reveal their bid (the card in their auction box) and pay the amount shown on the card to the common supply; players who had bid a county card pay nothing.

In order of their bids, from highest to lowest, the players select their position in the player order. After choosing their position, the player takes the **corresponding bonus tile and replaces it with their military leader token**, marking their choice.

Players who had bid a **county card** precede players who had bid a **zero money card**.

The **last** players to select their position are those who had bid **no card** at all. (*This is possible only if a player does not have sufficient county cards.*)

In case of a **tie** (whether players bid the same money, placed a county card, or placed nothing), place the military leader tokens of these players into the linen bag, then draw one after another, with each player selecting their position as their token is drawn.

The position of a player's military leader on the game board determines their position in player order for this round. Disregard any unclaimed positions (In games with fewer than 5 players).

■ Perform actions

Now players perform actions in order of the action cards displayed at the bottom edge of the game board.

All players perform each action **in player order before** anyone performs the next action.

If a player **is able** to perform the current action, they **must** do so. If a player **cannot** perform the action, or can **only perform part** of it, they **must skip** this action **for this round**.

After all players have completed performing (or skipping) the current action, put aside this action card, then reveal the next face-down action card.

After all 10 actions have been completed, this game round ends. The players recover their military leader tokens and return their bonus tiles.

If the round just ended was fall, the next round will be winter (see page 10).

Remove the event card for this round from the game.

Shuffle the action cards and start the next game round.

Hint: The advantage of bidding a county card is that the player does not pay any money, but still precedes players who had bid "0" money. The disadvantage is that now all players know no action will be performed in this county during this round.



Example: The player selecting the bonus tile on box 1 will be first player for this round.



Example in a 3-player game: This round, the player order is Red - Blue - Black.

Note: Players only reveal the county card they have placed in an action box when it is their turn to perform that action.

The cards on the player mats are only taken back into the players' hands after all of them have performed all 10 actions. The only exception is when a player's county is conquered by another player; in this case, the losing player must immediately give the corresponding county card to the conqueror.



After all players have completed the current action, this card is put aside and the next face-down action card is revealed.

Note: After fall, the military leaders remain on the game board until the end of winter because this player order remains unchanged during winter.

Winter game round

In this game round, the players' counties must be supplied with grain or else revolts may arise. In addition, scoring will take place.

Supplying counties with grain

First, the grain supplies of all players suffer losses. The remaining event card indicates how many grain units have to be removed from each player's supply. Move the grain markers back on the food track accordingly. Now, each player must have at least **1 grain unit for each of their counties**. If a player fails to meet this condition, one or more **revolts** will arise in their empire (see *Combat rules page 11*).

Revolts

The number of revolting counties, and the strength of the revolts, is determined by consulting the supply chart printed on the game board (see the example to the right).

When one or more revolts occur, the player to the left of the affected player randomly draws a number of county cards (indicated by the chart) from the player's hand. **Revolts will arise in these counties** (see *combat rules page 11*).

If a player suffers more than one revolt, they decide the order in which the revolts will take place.

If multiple players are affected by revolts, they are handled in the player order of the previous (fall) game round.

Scoring

Each player now gains victory points for their own counties and buildings, as well as for the majority of building types in the different regions:

Each controlled county 1 victory point (VP)

Each building 1 VP

The **most palaces** in a region* 3 VPs

The **most churches** in a region* 2 VPs

The **most trading posts** in a region* 1 VP

* In case of a tie, all concerned players gain this amount of VPs minus 1 VP. Advance the players' victory points markers on the victory points track immediately.

End of the year

The end of the fourth round marks the end of the first year. At this point, 4 new event cards should be revealed, all revolt markers should be removed from all counties, and players should move their grain markers back to the "0" space on the food track.

Another four game rounds will be played (spring, summer, fall, and winter). The game will end after the scoring phase in the coming (second) winter.



Supply chart



Example: This winter, each player loses 3 grain units.

Note: If more than one player is affected by revolt, the revolts will be resolved in the player order of the previous (fall) game round.

Number of unsupplied counties Number of revolting counties Additional peasants' armies to be dropped into the dice tower.

1	1	1
2	1	2
3-4	2	2
5-6	2	3
7+	3	3

Example: Dirk controls 9 counties, but only has 7 units of grain. This means that 2 of his counties are not supplied (left column of the chart). Therefore, there will be a revolt in one of his counties (center column). His left neighbor randomly draws one of his cards. There is one revolt marker already in that county.

The revolt will be a battle between Dirk's armies and a number of peasant armies equal to the number of revolt markers present in the county plus the number of additional armies shown in the right hand column of the chart (in this case, Dirk's armies fight against 3 (1+2) peasant armies).

If the revolt succeeds, Dirk must remove his armies from this county and he'll score no points for it later this round.

After 4 rounds: Draw 4 new event cards, remove all revolt markers, reset all grain markers.



Combat rules

General dice tower rules

Each time a battle is fought, players use the dice tower. One of the players takes **all engaged armies** (cubes of attacker and defender) **in their hand** and drops them into the dice tower, **along with all cubes** currently lying in the tray.

By doing this, some of these cubes will remain in the tower, some will fall straight through the tower, and some that were already inside the tower will fall out into the tray, thus producing a chance result.

When does a battle take place?

The following situations result in battle:

- **Player versus player** – a player moves their army or armies to another player's county (i.e., a county with another player's army or armies).
- **Player vs. a neutral county** – a player moves their army or armies to a county without any armies (a county without any armies belongs to nobody and therefore is considered neutral).

- **Peasants vs. a player [revolt].**

A revolt in a player's county may arise from two causes:

- **Collecting grain/taxes** – A player collects grain or taxes in a county where at least 1 revolt marker is already present.
- **Undersupply in winter** – A player does not own sufficient grain for all of their counties.

Armies participating in battle

- **Player vs. player or a neutral county**

The attacker fights with the armies they moved into the contested county.

Add to these the armies of the defender in the county.

In the case of a neutral county, add 1 peasants' army instead.

Additionally, drop all army cubes currently lying in the tray into the tower when a battle takes place.

- **Peasants vs. a player [revolt]**

In this case, the player is the defender and fights with all the armies they have positioned in the affected county.

Add to these a number of peasants' armies equal to the number of revolt markers in the county before the revolt broke out.



Important: The tower may be emptied only after the game is over! If cubes accidentally tumble into the tray during the game (e.g., someone bumps the table), leave them there; they will be dropped into the tower along with all other cubes from the tray when the next battle is fought.

Please note: A player needs at least 2 armies in the county of origin if they want to attack another county: 1 army to move to the attacked county and 1 army to be left behind.



Note:

*Peasants' armies are **never** placed in a county!*

Even when the peasants win a battle, all of their surplus armies are taken from the tray and returned to the common supply.

• Revolts in winter

If a revolt arises in winter, add an additional number of peasants' armies to the tower as shown on the supply chart.

As usual, drop **all** army cubes from the tray into the tower as well.



Example: Dirk collects taxes in Lüneburg. There are already 2 revolt markers there, so there will be a battle. Dirk takes his 4 armies present in Lüneburg, 2 peasants' armies, and all armies from the tray, then drops them all into the tower. If he turns out to be the winner, he will keep this county, but another revolt marker is added to Lüneburg.



Example: Arne lacks 2 grain units in winter. His county Anhalt is drawn randomly and the peasants there revolt. A total of 3 peasants' armies are fighting (2 according to the supply chart plus 1 because of the existing revolt marker).



Note: If the defender wins, but peasant armies in the tray have provided the only defense, this is considered a tie.



Example: Blue moves 4 armies from Anhalt to Kursachsen, controlled by Yellow. Combat ensues, all attacking (4 x Blue) and defending (3 x Yellow) armies are dropped into the tower (the tray is empty at this point). Three blue armies, 1 yellow and 1 green (peasants') army emerge in the tray. There is no revolt in Kursachsen, thus the peasants join the defender. Still, Blue is the winner (3:2). The yellow, the green, and 2 of the blue armies are returned to their respective supplies, and the remaining "victorious" army is placed in Kursachsen. Yellow gives the Kursachsen county card to Blue.



Please note: If a player takes control of another player's county, the former owner must hand over that county card immediately.

Combat result and its consequences

The combat result is derived from the number of both attacker's and defender's armies that tumble into the tray. **The side with the larger number of armies is the winner of the conflict.**

All armies in the tray of any factions not involved are not considered and remain in the tray.

• Player vs. player/a neutral county

If **no revolt markers** are in the defending county, any **peasants' armies** in the tray are **allied with the defender**. *(These peasant's armies will be removed first for combat losses and returned to the common supply.)*

The side with fewer cubes in the tray has lost the battle. Remove all of its armies from the tray and return them to the appropriate places.

Though the other side is the winner, it loses the same number of armies as the loser; remove these armies from the tray and return them to the supplies. The winner's remaining armies from the tray are placed in the contested county. If the defender won, they retain the county card. If the attacker won, the defender must give the the relevant county card.

In case of a **tie**, **all** armies of **both** contestants are removed from the tray and returned to their respective supplies. **All buildings, armies and revolt markers are removed** from that county and its card is added to the common supply.

• Peasants vs. a player [revolt].

If the peasants win or if there is a tie, all involved armies are removed from the tray and returned to their respective supplies. Remove all buildings and revolt markers from that county and add that county card to the common supply. If the player wins the conflict, they place their remaining armies from the tray back in that county. If it's not winter, add a revolt marker to this county.

End of the game and winner

The game ends after the second winter round has been completed. The player with the most victory points is the winner. In the case of a tie, the tied player with the most Thalers wins.









Game overview

Set-up

1. **3-player game only:** remove certain county cards
2. **Hand out game components; each player receives:**
 - Player mat, 3 coat of arms tokens, and 62 armies
 - Money: 3 players - 18 Thalers
4 players - 15 Thalers
5 players - 12 Thalers
 - 1 set of money cards (“0” to “4” Thalers)
- 3a. **Select initial counties**
 - 3 players – deploy armies to 9 counties
 - 4 players – deploy armies to 8 counties
 - 5 players – deploy armies to 7 counties, or
- 3b. **Use the default lineup (see below)**
4. **Fill dice tower:** drop 7 armies of each player and 10 peasants’ armies into the tower. (Return any cubes in the tray to their respective supply.)
5. **Draw 4 event cards**

Sequence of Play - summary

1. **Spring**
 -  **Display action cards**
 -  **Display bonus tiles**
 -  **Plan individual actions and bid for turn order**
 -  **Determine event**
 -  **Determine player order**
 -  **Perform actions**
2. **Summer** – same as spring
3. **Fall** – same as spring
4. **Winter**
 - Lose grain, possibly resulting in revolts
 - Gain victory points
 - Remove revolt markers
 - Draw 4 new event cards
 - Reset grain markers
5. **End of the year and end of the game after second year**

Default lineup of initial counties

We recommend this lineup for beginners.

The following listings show the counties’ names on the left and the number of armies to be deployed there on the right.

Give the corresponding county cards to each player.

Initial lineup for 3 players

Player A		Player B		Player C	
County	#Armies	County	#Armies	County	#Armies
Gft. Mark	5	Strassburg	5	Augsburg	5
Osnabrück	4	Mittelmark	4	Böhmen	4
Oberösterreich	4	Paderborn	4	Lüneburg	4
Passau	3	Baden	3	Salzburg	3
Erzbm. Trier	3	Breisgau	3	Würzburg	3
Erzbm. Köln	2	Lothringen	2	Kärnten	2
Niederösterreich	2	Hessen-Kassel	2	Lausitz	2
Sächs. Lande	2	Neumark	2	Mecklenburg	2
Vogtland	2	Vorpommern	2	Schlesien	2

For 4 players

Player A		Player B		Player C		Player D	
County	#Armies	County	#Armies	County	#Armies	County	#Armies
Lüneburg	5	Oberösterreich	5	Bm. Zweibrücken	5	Augsburg	5
Holstein	4	Grafschaft Mark	4	Böhmen	4	Oberpfalz	4
Württemberg	4	Schlesien	4	Hm. Paderborn	4	Osnabrück	4
Mecklenburg	3	Kärnten	3	Erzbm. Köln	3	Kursachsen	3
Wolfenbüttel	3	Tirol	3	Strassburg	3	Salzburg	3
Anhalt	2	Erzbm. Trier	2	Hessen-Darmstadt	2	Bremen	2
Baden	2	Lausitz	2	Lothringen	2	Fm. Bayern	2
Mittelmark	2	Niederösterreich	2	Passau	2	Vogtland	2

For 5 players

Player A		Player B		Player C		Player D		Player E	
County	#Armies	County	#Armies	County	#Armies	County	#Armies	County	#Armies
Gft. Mark	5	Augsburg	5	Altmark	5	Lothringen	5	Hm. Paderborn	5
Böhmen	4	Mecklenburg	4	Erzbm. Trier	4	Bm. Zweibrücken	4	Oberösterreich	4
Schlesien	4	Würzburg	4	Neumark	4	Kärnten	4	Osnabrück	4
Erzbm. Köln	3	Bremen	3	Bm. Lüttich	3	Baden	3	Salzburg	3
Lausitz	3	Hessen-Darmstadt	3	Kursachsen	3	Niederösterreich	3	Wolfenbüttel	3
Mähren	2	Holstein	2	Anhalt	2	Burgund	2	Hessen-Kassel	2
Vogtland	2	Regensburg	2	Mittelmark	2	Steiermark	2	Passau	2

The event cards (basic game)



The event cards have two functions. The upper part shows the modification of a certain action for this game round.

The lower part shows the loss of grain during winter, applicable to all players. Since all four event cards are revealed at the beginning of the year, all players have the ability to adjust the planning of their actions accordingly.

Consequently, they are not entirely at the mercy of the events.

Actions are not only affected by events but by bonus tiles as well.

Therefore, it is very important to deal with the modifications in the correct order.

The event is always applied first, followed by the bonus tile.

Example: The player receives 6 armies.



When building a trading post, remove 1 revolt marker from this county.

Loss of grain in winter: 5 units



When building a trading post, remove 1 revolt marker from this county.

Loss of grain in winter: 7 units



When a neutral county is attacked, drop 2 peasants' armies into the tower instead of 1.

Loss of grain in winter: 3 units



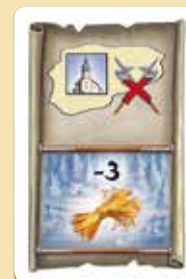
When a county containing a palace is attacked, drop 1 additional army from the defender's supply into the tower.

Loss of grain in winter: 2 units



When a county containing a palace is attacked, drop 1 additional army from the defender's supply into the tower.

Loss of grain in winter: 6 units



All counties containing a church are safe from attacks during this round.

Loss of grain in winter: 3 units



The maximum revenue of the action "Collect taxes" is 5 Thalers, even if the county grants more.

Loss of grain in winter: 0 units



The minimum revenue of the action "Collect taxes" is 6 Thalers, even if the county grants less.

Loss of grain in winter: 2 units



All counties containing a church are safe from attacks during this round.

Loss of grain in winter: 4 units



The minimum gain of the action "Collect grain" is 4 units, even if the county produces less.

Loss of grain in winter: 3 units



The maximum gain of the action "Collect grain" is 3 units, even if the county produces more.

Loss of grain in winter: 4 units



The actions "Deploy 5 (3) armies" are reduced to "Deploy 3 (2) armies".

Loss of grain in winter: 1 unit

EMPEROR'S COURT - EXPANSION MODULE 1

The basic rules remain unchanged – you will find any changes or amendments explained in this section.

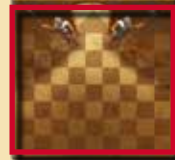


Game components

- **1 Emperor's Court** – In the lower area, you see the entrance hall, where the courtiers ask for permission to enter the audience hall in the upper area. The audience hall has space for 3 favor cards.



*Audience hall with space for 3 favor cards.
The card spaces show 4, 3 or 2 courtiers.*



Entrance hall

- **5 Extra player boards** – adding 3 new options to the player mats of the basic game.



On the extra player boards are three spaces for placing cards, the action boxes.

- **35 Wooden courtiers** – 7 of each player color; these courtiers are used at the Emperor's Court to obtain favor cards.



- **21 Favor cards** – each card is a special favor, which its owner can use only once. The number near the bottom edge of each favor card is for identification and other game purposes only.

See page 20 for a detailed explanation of all favor cards.



Back and front of favor cards

- **15 Dice tower cards** – serving to convert armies into courtiers.



Back and front of dice tower cards

Set-up

Use the same set-up procedure as in the basic game

Place the **Emperor's Court** next to the main game board.

In addition to their material from the basic game, each player receives:

- 1 extra player board,
- 7 courtiers in their player color, and
- 3 dice tower cards.

The players place their extra player board next to their standard player board and add their dice tower cards to their hand. Keep the courtiers within reach of all players. When playing with fewer than 5 players, return any courtiers and dice tower cards not needed back in the box.

When filling the dice tower initially, the players take **one courtier from their own supply for each of their own army pieces** that falls into the tray of the tower. They place these courtiers in the entrance hall of the Emperor's Court and return the army pieces to their own supply.

Shuffle the favor cards and place the deck face down next to the game board.



During initial filling of the dice tower, 2 green peasant armies, 2 of Frank's blue armies, 2 of Dirk's red armies, and 1 of Anika's purple armies tumble down into the tray. Both Frank and Dirk put 2 of their courtiers in the entrance hall of the Emperor's Court; Anika deploys one of her courtiers there. They retrieve their army pieces from the tray and put them back into their supply.

Sequence of play

The basic sequence of play is enhanced with 2 additional steps during **spring**, **summer** and **fall** rounds. The intermediate round (**winter**) remains unchanged.

The two additional steps are:

- Display favor cards
- Perform actions at the Emperor's Court

The players augment the step “■ Plan individual actions and bid for turn order” by also planning their actions on their extra player board.

On the right, you see when these steps take place.

- Display action cards
- Display bonus tiles
- Display favor cards
- Plan individual actions and bid for turn order
- Determine event
- Determine player order
- Perform actions at the Emperor's Court
- Perform actions

The additional steps in detail

■ Display favor cards

Draw the top three cards from the deck of favor cards and place them **face up** on the card spaces in the audience hall of the Emperor's Court.

The card with the **highest** number must be placed on the space showing **four** courtiers; the card with the **next highest number** must be placed on the space showing three courtiers and finally the card with the **lowest** number on the last **free** space.



The favor card #10 is placed on the space with 4 courtiers, the #8 card on the space with 3 courtiers, and the #2 card on the remaining space with 2 courtiers.

■ Plan individual actions and bid for turn order

When planning their actions on their player mats, the players additionally plan their actions on their extra player boards secretly and simultaneously.

They must place **1 card** on each space of their extra player board, if possible.

The 3 action boxes on the extra player boards allow the players to **convert armies into courtiers** and deploy them at the Emperor's Court. Each player can use these spaces to convert 1, 2, or 3 armies at a time.

Depending on which cards the players had placed on their extra player board, they can perform different actions during the step "**■ Perform actions at the Emperor's Court**":

County cards

If a player has placed a **county card** in one of the action boxes, when this action is resolved, they must remove as many of their **own** armies from this county as demanded. They take the same number of their courtiers from their own supply and deploy them at the entrance hall of the Emperor's Court. They return the armies to their supply.

At least 1 army must remain in that county.

Dice tower cards

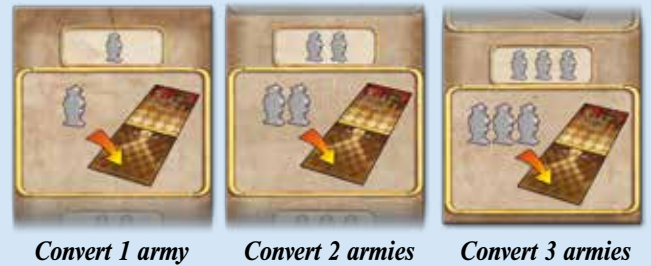
If a player has placed a **dice tower card*** in one of the action boxes, when this action is resolved, they must remove (**carefully!**) as many of their **own** armies from the tray of the dice tower as needed. They then take the same number of courtiers (from their own supply) and deploy them at the entrance hall of the Emperor's Court. They return the armies to their supply.

Money cards

If a player does not want to convert armies into courtiers or cannot do so, they place a money card on that particular box of their extra player board. In this case, they do **not perform** any action. Ignore the **Thalers** on the money card.

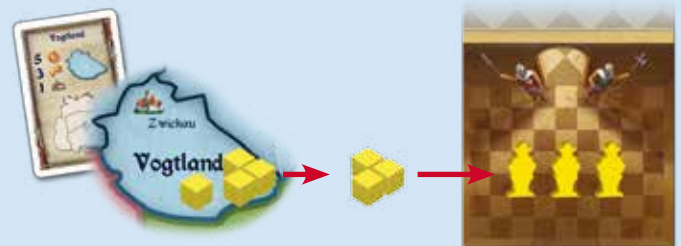
If an action cannot be **completed** (for example, there are not sufficient armies in the county/tray or the supply of courtiers is running short), this action is **not performed**.

The 3 action boxes of the extra player boards:

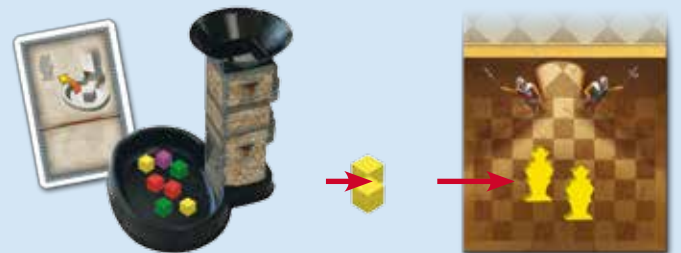


One courtier is deployed for each converted army.

Important: Cards must be placed horizontally on the extra player boards ("tapped")!



Barbara has played the county card "Vogtland" on her extra player board. Since she had put this card in the action box "Convert 3 armies", she removes 3 of her armies from Vogtland and instead deploys 3 of her courtiers at the entrance hall of the Emperor's Court. Only 1 of her armies remains in Vogtland.



Barbara had placed a dice tower card in her action box "Convert 2 armies". She removes 2 of her armies from the tray and instead places 2 of her courtiers in the entrance hall of the Emperor's Court.

- A dice tower card on a player mat (of the basic game) has the same effect as a money card – the player will not perform this action.
- A dice tower card on the auction box is treated like a "0" money card.



Barbara had placed a money card in her third action box. She does not perform any action for this box.

Perform actions at the Emperor's Court

After having determined the new player order, players perform their actions at the Emperor's Court. These actions take place before the players perform any actions from the basic game.

Performing actions at the Emperor's Court consists of **two steps**:

1. Reveal cards and deploy courtiers

In player order, the players take turns revealing each of the cards on their extra player boards, one after the other, and performing the appropriate actions, as explained above.

The start player begins by revealing their card in the **"Convert 3 armies"** box **first** and then performs this action. Next they repeat this procedure for their **"Convert 2 armies"** box and finally for their **"Convert 1 army"** box. After a player has finished **all** of these actions, the next player can take their turn.

After all the players have finished all their actions on their extra player boards, this step is complete and the game proceeds with step 2:

2. Take advantage of the Court's favor

The player who has the **most** courtiers at the **entrance hall** may vie **first** for the Emperor's favor. The other players follow in descending order of the number of their courtiers. In case of a tie, the basic player order prevails among the tied players.

The active player moves **all of their** courtiers from the entrance hall to the audience hall. The player may now ask a favor of the Emperor. This means they **may** take **one** of the displayed **favor cards** but are not obliged to do so. If the player takes a card, they must return to their supply as many of their courtiers as shown on the card's space. They **must** apply the card's favor **immediately**, if possible, then remove the card from the game. When all displayed favor cards have been taken, this step is complete.

After all players have performed their actions at the Emperor's Court, any courtiers still remaining in the audience hall are moved back to the entrance hall. Any remaining favor cards are removed from the Emperor's Court and from the game. The game now proceeds as usual.



Barbara has played one money card, one dice tower card, and one county card on her extra player board. She may deploy a total of 5 courtiers at the entrance hall.



Because Barbara (yellow) has the most courtiers, she starts and moves all of her courtiers from the entrance hall to the audience hall. She chooses the #8 card, taking it from the Emperor's Court. She must also remove 3 of her courtiers, and then she follows the instructions on the card. Next is Dirk (red). He has the secondmost courtiers and moves them to the audience hall. He takes the #2 card, removes as many of his court figures as demanded, then follows the instructions on the card.

Jens and Anika have the same number of courtiers in the entrance hall. However, Jens is ahead of Anika in the player order, so it is his turn to move his blue courtiers to the entrance hall. Unfortunately, he can't take the #10 card because he doesn't have enough courtiers.

Anika can't take the card either, but she moves her courtiers to the audience hall nevertheless.

End of the game

The game end and victory conditions of the basic game remain unchanged.

The favor cards

Generally, the effect of favor cards must be applied immediately. Cards #4, 10, 11, and 18 are exceptions to this rule!



#1:
The player may remove this round's event card. The event will be ignored. However, the player is not obliged to remove the event card.



#4:
The player removes one revolt marker from any of their own counties. If they do not control any such county currently, they may keep this card and parry the next revolt marker in one of their counties. Discard the card after it has been used



#12:
The player deploys 3 armies free of charge in one of their own counties or one neutral county. In the latter case, the player receives this county card w/o any battle.



#2, 9, 16:
The player receives as many Thalers as shown and adds them to their supply.



#3, 8, 14:
The player puts as many armies from their own supply as shown in the tray of the dice tower.



#5, 15, 20:
The player gains as many units of grain as shown. They advance their grain marker accordingly on the food track.



#6, 13, 19:
The player gains the number of victory points shown. They advance their victory point marker accordingly on the victory point track.



#7, 17, 21:
The player constructs the building shown free of charge in one of their own counties. The general rules for buildings still apply.



#10, 11, 18:
During this round only, the player cannot be attacked with the action "Combat / Movement A" (or "B" or "A or B"). Remove the card from the game at the end of the round.

LANDSKNECHTE - EXPANSION MODULE 2

The basic rules remain unchanged – you will find any changes or amendments explained in this section.

Components

- 5 Card sets, each comprising 4 different cards

front sides

back
(showing military leader
coat of arms)



Preparing to play the game

Give one card set (4 cards) to each player. All players place these cards in front of themselves as a face-up deck. The cards must be arranged in proper order (see illustration), with the card with the empty banner on top.



Playing the game

Each time after determining the player order, all players check whether they control counties in **at least 4 different regions**.

Please note: In combination with Emperor's Court, carry out this step prior to any Court actions!

A player meeting this condition slides the **top card** of their deck underneath their deck and is entitled to receive **one** of the benefits shown on the **new top card**. This is done in given player order. If a player does **not** meet the required condition, they leave their deck as it is. The top card remains unchanged.

Note: Of course, in this case they do not receive any benefit!

After winter is over, all players rearrange their deck of cards like at the beginning of the game.



Benefits:

Receive the number
of Thalers shown

Receive the number
of grain units shown



Place the number of
armies shown into
the tray

Score the number of
victory points shown

MILITARY LEADERS - EXPANSION MODULE 3

The basic rules remain unchanged – you will find any changes or amendments explained in this section.

Game components

• 5 Military leaders



• 30 Statue tokens



• 5 Overview tiles



Set-up

Each player takes an overview tile, military leader, and 6 statue tokens in their color.

Placing the military leader:

a) If playing with fixed starting countries, after player order is set the players take turns choosing one of their own countries in which to place their military leader. This is done during spring of the first year.



b) If claiming starting counties, each player must decide when claiming a county whether to place their military leader in it. If the military leader has not been placed when the player claims their final county, they must place it in that county.

Sequence of play

Plan individual actions and bid for turn order: The possible actions in a county; apply the military leader bonus after the effects of the event card and bonus tiles.

Build a palace

The player pays 2 Thalers to the general supply and places a palace in the chosen county.

Collect taxes

The player takes from the general supply the number of Thalers shown on the chosen county card, plus one.

Build a church

The player pays 1 Thaler and places a church in the chosen county.

Deploy 6 armies

The player pays 3 Thalers and deploys 6 armies to the chosen county.

Build a trading post

The player places a trading post without any cost in the chosen county.

Deploy 4 armies

The player pays 2 Thalers and deploys 4 armies to the chosen county.

Collect grain

A player is credited the number of grain units shown on the chosen county card, plus one. To indicate this gain, the player's grain marker is moved up on the food track accordingly.

Deploy / Move 2 armies

The player pays 1 Thaler and deploys 2 armies to the chosen county.



Immediately after the tenth action in each round, in player order, players must move their military leader to a county under their control:

If the military leader is moved to an **adjacent county**, he leaves the county victorious and the player can place a statue token in the county previously occupied.

The statue is kept in the county, even if the county is conquered by another player or lost due to a revolt.

However, if another player places their military leader in this county, that player removes the statue from the board and keeps it in front of them as a trophy.

If the military leader is **not moved to an adjacent county**, no statue token is erected in the previously occupied county since that leader had to flee to a distant location.

If a player loses control of a county that contains their military leader, they remove the leader from the board. At the end of the winter round, in player order, any such players place their military leader in a county under their control.



Game End

A player scores one victory point for each of their statue tokens on the game board and each trophy they've captured.

3-4	2	2
5-6	2	3
7+	3	3

=
7 victory points



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Game Overview & Event Cards Overview (Basic Game) • pages 14-15

Expansion Module 1 – Emperor’s Court • pages 16-19

Favor Cards Overview (Expansion Module 1) • page 20

Expansion Module 2 – Landsknechte • page 21

Expansion Module 3 – Military Leaders • pages 22-23
