



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 counties 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.

