ADDITIONAL RULES

1 ADDITIONS AND DELUXE

COMPONENTS

- 1 giant board
- 30 printed wooden Soldier pawns
- 4 metal Trap tokens
- 2 metal Spy tokens
- 1 Duchy card (sides A and B)
- 3 Duchy cards (sides C and D)
- 5 Development cards
- 6 resource storage boxes
- 6 resource bowls

HOW TO USE THEM

Shuffle the Development cards with those from the base game. Note that the new cards have an 🄻 symbol near the title in case you want to sort them out later.

The C sides of the Duchy cards allow you to begin the game with 5 🔴 that you can use whenever you want; however, these duchies do not produce resources during the Production phase.

The D sides of the Duchy cards provide you an asymmetrical start that is more difficult than the A sides.

The Legends version of the game comes with metal Trap and Spy tokens and wooden Soldier tokens. Whenever the cardboard equivalents from the basic version are mentioned, use these instead.

The giant board has dedicated spaces for different things:

Trap Token spaces

Calamity/Menace Deck space

Army Pawn spaces

Development Deck space

Resource supplies

Offering 1 area

Offering 2 area

Discard area

Calamity/Menace Deck space

Army Pawn spaces

Trap Token spaces

2 QUEST MODULE

COMPONENTS

- 2 Quest boards

HOW TO USE THEM

Use these boards the same way as the ones from the base game. Note that the new boards have an 🄻 symbol near the title in case you want to sort them out later.

3 ADVISOR MODULE

COMPONENTS

- 4 Advisor cards

HOW TO USE THEM

Shuffle these Advisor cards with those from the base game. Note that the new cards have an 🄻 symbol near the title in case you want to sort them out later. During setup, replace the 10 Treasure cards with only 10 Advisor cards; return remaining Advisor cards to the box (2-player game: 4 cards; 1-player game: 3 cards).

Sisters of Misery

Components: 4 Sister of Misery cards (Tempest, Drought, Disease, and Famine).

Difficulty to use: 4/5

Effect on the Planning phase

For each Sister of Misery in your Selection area and Construction area at the end of your Planning phase, you must remove a Resource cube from one of your cards under construction.

The Sisters of Misery have different combat costs, and different penalty points if they have not been defeated by the end of the game.

However, if you alone have successfully defeated (and not just retrieved) all 4 Sisters of Misery, you will score 20 bonus points at the end of the game.

FAQ

If completing a card in the Planning phase would prevent you from "paying" for the effect from one or more Sisters of Misery (i.e. removing a Resource cube from a card under construction), you do not have to pay for the effect. You do not have to reserve payment for the Sisters; if you have no cards under construction at the end of the Planning phase, you simply "cheat" them.
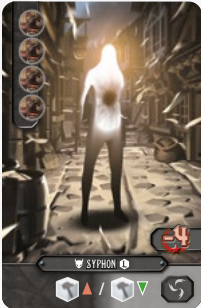
The Sisters of Misery never remove 🟥 or Soldier tokens from cards; they only remove basic resources.

The Sisters of Misery never remove cubes from the Alchemy area.

Solo Mode

Compare your final score with the rankings below:

Bronze medal: 70 VP+
Silver medal: 95 VP+
Gold medal: 115 VP+

Syphon

Components: 4 Syphon cards

Difficulty to use: 4/5

Effect on the Production phase

Syphons apply their effect during the Production phase, rather than during the Planning phase. As long as you have a Syphon in your Construction area, this Syphon will produce a resource of the Syphon's type (see the card) for your opponent. As soon as you defeat the Syphon, add the Syphon to your Duchy, where it will produce resources for you, instead.

At the end of the game, each undefeated Syphon in your Construction area will cause you to lose 4 points.

FAQ

The resources that Syphons produce for you count toward supremacy.

Syphons, like all Menaces, can only be vanquished in the Combat phase at the end of the round.

Solo Mode

When a Syphon would normally produce a resource for your opponent, set the resource aside. Each time you have set aside 4 resources this way, discard them and add a Calamity card to your Duchy.

Compare your final score with the rankings below:

Bronze medal: 70 VP+
Silver medal: 95 VP+
Gold medal: 115 VP+

Black Dragons

Components: 1 Black Dragon Matriarch card, 1 Black Dragon Patriarch card, and 2 Black Dragon Egg cards.

Difficulty to use: 5/5

Effect on the Production phase

The Black Dragons set contains 2 types of cards: aggressive and very powerful menaces (2 Black Dragons) and prestigious relics (2 Eggs). You must try to collect the Eggs while avoiding the Dragons.

The 2 Black Dragons (male and female) are the most powerful menaces of all. They are rather costly to vanquish. As long as you have a Black Dragon (whether male or female) in your Selection or Construction area, you must discard 1 Soldier token per Black Dragon there (during the Planning phase). If you are out of Soldier tokens, you must discard from those you already have placed on cards (Note: Soldier tokens discarded this way do not count toward vanquishing the dragon; the dragon ate the soldier).

Once you vanquish a Black Dragon, you gain 2 Krystallium from it.

The Eggs have no negative effect. If you manage to secure one by spending 2 Soldier tokens (to guard the Egg), you will score points at the end of the game (3 VP if you secure only 1 Egg; 9 VP if you secure 2 Eggs).

FAQ

An unsecured Egg does not lose you points at the end of the game.

Solo mode

The Black Dragon set is incompatible with Solo mode.

Illusionists

Components: 4 Illusionist cards, 3 Illusionist tokens (front blue, back red)

Difficulty to use: 4/5

Effect on Setup

If you have chosen the Illusionist set, start the game with 1 Illusionist token (flipped to the side of your color).

Effect on the Production phase

Your opponent collects as many Illusionist tokens (flipped to the side of their color) as you have Illusionist cards in your Selection and Construction area. If all 3 tokens are already in play, then your opponent gets nothing further.

Effect on the Choice phase

While making an Offering, you can place one of your Illusionist tokens on any card in an Offering area (it doesn't have to be one to which you just added cards).

While making a Selection, you can swap a card from your Selection area with a card that has an Illusionist token of your color; then discard the token. If you select a card bearing an Illusionist token in the normal fashion, discard its token.

Solo Mode

The Illusionist set is incompatible with Solo mode.

CONQUEST MODULE

COMPONENTS

- 2 Special Duchy cards (side E)
- 24 Army pawns
- 3 Conquest boards (double sided)
- 2 additional Trap tokens
- 2 Spy tokens

CONQUEST BOARD ANATOMY

The Conquest boards have different sides for more replayability; choose which side you will play before beginning the game (for a 2-player game, A1, A2, B1, or B2; for a 1-player game, C1 or C2). Each side of the Conquest board is divided into territories. The territories are delimited by waterways. Seas work just like land territories, and their shores are their borders with land territories. Within each territory, you will find one or more bonus locations… except at the castles, where there are none.

You can move your armies from territory to territory, in order to seize control of them. Each territory can only be controlled by one player at a time. You always have control of your castle (even if you have no more Army pawns there). You cannot seize control of your opponent's castle.

When you have armies in a territory, you can divide them up among bonus locations in the territory in order to take advantage of their bonuses (see the Bonus Effects list). There is no limit to the number of Army pawns you can have in a single territory; however, each bonus location can only accommodate a single Army pawn.

SETUP

Deal out the Special Duchy cards, rather than the normal Duchy cards. These Special Duchy cards do not produce any resources, because you can produce additional resources on the Conquest board. Do not take any Trap tokens by default (you only have them if you control the appropriate bonus locations).

Place the Conquest board in the middle of the table, oriented so each player's castle (of their color) is in front of them.

Take the 12 Army tokens of your color, and place 4 of them on the Bonus locations that have an Army icon of your color. In this example, you control 2 bonus locations that provide Trap tokens; so you also take 2 Trap tokens. Your castle and controlled locations also allow you to produce 🪙🪙, 🪙 and 🟣. Place the corresponding cubes on your Duchy card to remind you. Place the rest of the Army pawns beside the board to form your reserve.

MODIFICATIONS TO THE GAME PHASES

During the Production phase, count not only the icons on the cards constructed in your Duchy, but also those from the bonus locations you control, as well as those in your Castle territory. To facilitate tallying production, place the cubes corresponding to the resources from controlled locations on your Duchy card.

There is a new phase at the end of the round: the Conquest phase.

CONQUEST PHASE

During this phase, you and your opponent will take turns doing things on the Conquest board, until you both Pass consecutively. The player with more Soldier tokens goes first. If it is a tie, the 1st player for the Round goes first.

On your turn, you do one of the following:

- Recruit armies
- Move armies
- Pass

You take one action, then your opponent takes one action; then you, then your opponent, and so on…. Continue like this until both you and your opponent have Passed **consecutively**.

Recruit Armies

Spend 1 Soldier token per army you wish to recruit, then take that number of Army pawns from your reserve, and place them in your castle's territory. You cannot recruit if all of your armies are already on the board.

Move Armies

Choose a destination territory, and any number of your territories that are adjacent to the destination territory. Spend 1 Soldier token per army you wish to move from your starting territories, then move these armies to the destination territory.

You can only move into the territory if the number of armies you move into it is greater than the number of enemy armies already there. All enemy armies in the destination territory return to their castle, and you return the same number of armies from this territory to your castle (in other words, equal "losses" for both sides).

> **Remember: You cannot move your Army pawns onto your opponent's castle.**

If you remove an army from a bonus location, or this army is returned to your castle, you immediately lose the bonus effect associated with this location. If it was a Trap or Spy token, you must discard the corresponding token.

Pass

When you pass, you skip your turn. If your opponent then also passes, this phase is complete; however, if your opponent recruits armies or moves armies, you can recruit, move, or pass, as usual.

> **Remember: If your opponent passes right after (or right before) you do, this ends the Conquest phase.**

Example: It's Red's turn. Red takes the Move Armies action, and chooses to invade the central territory from 2 adjacent territories south of it. Red spends 4 Soldier tokens to move 4 Army pawns, which is more than the 3 enemy armies in the destination territory. The 3 blue armies and 3 of the red armies return to their respective castles. After this move, Red has lost control of 2 bonus locations, and thus discards the Trap token provided by the one, and will produce 1 🪙 less in the next Production phase because of losing the other. However, Red has secured a new bonus effect, card destruction, taken from Blue in this action.

BONUS EFFECTS

Additional Trap token: You have an additional Trap token to use.

Spy token: You have a Spy token. During the Choice phase, you can use this token to peek at a face-down card. If you do, flip this token to its Used side; it will become available again for the next round.

Card destruction: At the beginning of the Planning phase, after revealing the face-down cards, you may discard one of the cards from your opponent's Selection area.

Double move: During a Move Armies action, after having chosen the destination territory, you can choose your starting territories not only from those adjacent to it, but also from your territories adjacent to those. Thus your Army pawns can move 2 territories at once, as long as they do not move through enemy territories this way. Armies that come from 2 territories away still only spend 1 Soldier token to get there, rather than spending 2.

Krystallium production: During the Production phase, after the 🔷 step, produce 1 🔴 (you may keep this 🔴 to use it later).

The Prison: The Prison is a peculiar location. If you control it, at the end of each Conquest phase, you can "imprison" one of your opponent's armies. To do this, take an enemy army from wherever you like and lay it down on the Prison. This army is locked up until its owner seizes control of the Prison. When you take control of the Prison while your opponent has your Armies locked up in it, you free them and place them on your Castle.

END OF THE GAME

At the end of the game, the territories you control earn you additional victory points.

In each territory, the number in your color indicates the number of gross victory points it earns you if you control it.

SOLO MODE

Setup

To play the Conquest module in Solo mode, you must use Conquest board side C1 or C2.

Do not take any Spy tokens.

You always play as Red. After choosing your duchy (Téressie or Senada), place 4 of your armies on the territories marked for them on the board you chose. Then, place 2 enemy armies on the enemy castle, and place 1 enemy army on each of the empty territories.

Special Rules

Conquest rules apply in the usual way, with the following exceptions:

- Your opponent takes no actions, and gets no bonuses from territories they control (except the Prison).
- At the end of the Conquest phase each round, if a territory has no armies in it (neither yours nor the enemy's), place an enemy army there. This rule does not apply to your castle, of course, which remains "impregnable" as usual.
- You can take control of Blue's castle.
- Enemy armies that you defeat do not go to their castle; instead, place them beside the board.

At the end of the game, add the territories you control to your score, then subtract the points for the territories the enemy controls.

Prison in Solo Mode

While your opponent controls the prison, at the end of each Conquest phase, you must remove any one of your armies you wish from a territory, and lay it on the Prison. If you seize control of the Prison, you regain all of your armies from it, as usual.

The Prison has no effect on your opponent while you control it.

End of the game

compare you final score with the requirements below:

Bronze medal: 60 VP+
Silver medal: 80 VP+
Gold medal: 100 VP+