Each nation has a Diplomat and a Commander.

A *Diplomat* can move away from his map/table and communicate with the other nations. Whatever is discussed is between them and anything they (the diplomat) over hears or sees is represented as spies gathering information. If told to leave the diplomat must leave and may not approach that table again unless invited. The diplomat is also not allowed at the World Map. The diplomat acts as a means of communication between nations and as the spy.

The *Commander* may not leave their table with one exception, to go to the World Map. The commander is responsible for placing tokens on the World Map and taking note of what is there as it is public information. Not necessarily the commander's responsibility but as they will have more time at their table, resource distribution, hiring of soldiers, land renovations and construction needs to be handled before the end of a turn.

Tokens

Each Nation has several of each token. Each area can use a number of tokens equal to its resource collection number or the number of units in the area, whichever is lower *e.g. the area has 3 units and a resource collection of 2 the max tokens that can be used this turn is 2.*

1. Move: moves unit/s to an adjacent area. Token is to be placed on the line between each area.
2. Aid: Units in an adjacent area can provide assistance to a battle. Aid is cancelled if the area comes attack. A unit that is being transported by a war boat can't provide assistance and doesn't add any bonuses. Each unit provides a +1 bonus to the Military Might value of the battle if all the units don't have a task. *e.g. if an area has 4 units, two will move and 1 will pillage then only 1 unit is available to offer aid. A war boat holding 2 infantry and 2 cavalry units in an area using an aid token, the war boat adds to the bonus but the units being transported don't add to the bonus.*
3. Pillage: Ransack the area for extra Resources. Doubles that turns resource collection. A minimum of 1 Infantry or Cavalry unit must be present in the area. Pillaging reduces the area's resources by half round down. If a 0 area is pillaged it goes to -1 but can't be further Pillaged. During a spring turn a -1 area goes to 0 and a 0 area goes to 1. You can't pillage an adjacent area unless you have a castle. If an area has a pillage token it can't be pillaged a second time in the same round. First in best dressed rules apply.

Resources

Resources are calculated by adding up all the resource collection numbers in the areas controlled by the nation + any bonuses from pillaging. Resources are gained at the beginning of the next turn.

- Raise the Area's resource by 1 to a max of 4. Cost: Current resources production x 2
- Buy Military Units:
  - Infantry **cost** 2 **upkeep** 1
  - Cavalry **cost** 4 **upkeep** 3
  - War Boat **cost** 4 **upkeep** 2
  - Siege Equipment **cost** 4 **upkeep** 2
- Buildings
  - Tower **cost** 8 **upkeep** 2
  - Castle **cost** 1 tower and 4 resources **upkeep** 6
- All leftover resources are added to supply. Supply is used to maintain upkeep which is demanded every Summer and Winter. If upkeep can't be supplied the Commander chooses what is lost until supply can fulfill the upkeep.

Units

MM = Military Might. When units are purchased they must be placed in an area with a tower or a castle war boats being the exception, they must be placed on a ocean area adjacent to area the nation owns. If none are available then the player may place them anywhere they own an area however the unit doesn't gain its unique ability as described below and are called "Untrained X Unit".

- Infantry: MM1

  Gain a +1 to 1 of your infantry units MM if the opposing force has a siege unit. For each siege unit an infantry unit may gain a +1 to its MM with a max MM of +3 *e.g. a battle with 2 infantry vs 3 siege units one of the infantry units MM becomes +3 and the other becomes +2.*

- Cavalry: MM3

  Gain a +1 to 1 of your cavalry units MM if the opposing force has an infantry unit. For each infantry unit a cavalry unit may gain a +1 to its MM with a max MM of +4.

- War Boat: MM2

  Can transport units across the sea. May hold up to 4 units total. Infantry units increase the war boat's MM by +1 for each unit within the war boat. Also when the war boat is used to aid a battle each war boat offers +2 instead of the standard +1 or +3 if the war boat holds 2 infantry units. If units move from a war boat to land and attack the war boats that held the units won't be counted if an aid token is used as the war boat is busy transporting the units *e.g. 3 war boats hold 2 cavalry and 4 infantry units. 2 infantry and 2 cavalry disembark and attack. 1 war boat transported the units and therefore can't aid, 1 war boat has 2 infantry unit inside and offers a +3 bonus and the last war boat is empty offers a +2 bonus.*

- Siege Units: MM1

  A siege unit MM changes to 3 if the area attacked as a tower or 5 if the area has a castle. The MM calculated to determine the casualties made by a siege unit is tripled and the siege equipment's MM counts as triple when determining casualties taken however regardless of how much MM is lost the siege equipment is lost if it takes any of the MM casualties *e.g. a battle Side 1 (1 siege equipment(se) and 3 infantry(in)) vs Side 2 (1 cavalry(ca) and 2 infantry). s1 has a MM of 4 (in +3 and se +1) and s2 has a MM of +7 (ca+4 and in +3). Casualties taken is the difference in winning 3 (7-4) + 3, the number of units s2 has. The losing side loses 6 MM worth of units in this battle. The se counts as MM3 for the purpose of taking casualties and the in as normal (1MM each) totalling 6.*

Buildings

- Tower: MM5 and MM2 to adjacent areas

  The towers MM only applies in defence and offers nothing when the aid token is used. When determining casualties, a maximum of half round up of the value can be applied to the tower, however if the tower is reduced to 0 then the tower is destroyed and turns into a ruin.

- Castle: MM12, MM5 to adjacent areas

  Castles offer superior defence but are expensive to maintain. As with towers they can take the casualties but if reduced to 0 they are destroyed and turn into ruins. Also castles allow Pillaging of neighboring areas. Finally units within a castle auto aid (no token required) adjacent areas that are in a battle.

- Ruin: MM1

  Despite being a ruin they still offer a small amount of defence. If they are reduced to 0 again via casualties they are removed from the map entirely. When a tower is built on an area with a ruin the price is halved.

Battles

To determine which side of the battle wins the total MM must be calculated and dice rolled. To determine which dice to roll add up the total number of units in the battle, not including units that aid from an adjacent area, and round down to the nearest dice *e.g. a total of 7 units in a battle means each side rolls a D6 where as a total of 8 units would mean rolling a D8.* MM is calculated from the units used in the battle + all of their unique bonuses and any aid tokens used. The dices are rolled and the total MM is compared. The side with the lower has lost the battle and their units retreat to an adjacent area controlled by their nation. If no adjacent area exists the leftover units are captured and the winning side gets +1 resource per unit captured.

Casualties are determined differently for the winner and loser. The loser adds the difference they lost by + 1 per unit on the enemy's side (aiding units don't count) and they lose that in MM based on the battle *e.g. 1 infantry vs 1 siege equipment. The infantry wins with a total MM of 4 (2 for being infantry and rolled 2) and the siege equipment has a MM of 3 (1 for being siege equipment and rolled 2). The siege side loses a total MM of 2 (1 difference in losing + 1 number of units) the siege equipment special ability makes its total MM for the purpose of casualties 3 however it is still lost due to special ability.* The player chooses which units the casualty MM apply to however all the casualty MM applies to that unit destroying it if reduced to 0 and leftover casualty MM then apply to the next unit chosen until no casualty MM are left. If the casualty MM doesn't add entirely up to a units MM value the unit survives.

The winner takes the total number of units on the opposing side and halves it rounding down *e.g. as with the previous example the infantry will lose 1 halved rounded down which is 0 however the siege equipment has a special ability that triples the value of casualties making it 3 halved rounded down to 1. Normally infantry have a MM of 1, fortunately the infantry has a MM of 2 due to special ability in this battle and survives.*

In the case of multiple sides to a fight, if two sides are fighting together as 1 they add their MM together before comparing to the opposing force. Everything is calculated as normal except only 2 dice (1 for the alliance and 1 for the opposing side) are rolled and the casualties for the two nations fighting together is further divided between them rounding up in case of a decimal. If 3 or more nations are opposing each other compare all MMs to determine a victor. Determine all of the casualties from whichever opposing force would cause the greatest loss to each side in the battle *e.g. A 2 infantry MM3, B 1 cavalry MM4, and C 1 infantry and 1 siege equipment MM2 battle. All sides roll d4. A gets 2, B gets 1 and C gets 4 making total MMs A 5, B 5, and C 6. C wins. C would suffer 1 casualty from A and 0 from B so C has a casualty of 1. C causes a casualty of 5 to both A and B which is greater than what A could cause B or B to A. A and B both take a casualty of 5 wiping them out.*

Turns

Each turn is 10 minutes long. At the start of the turn the moderator (Mod) will pass each nation and hand out resources. In this time the diplomats will do their thing and the Mod will continue to pass by trading resources for units or buildings or supply. The commander will also during this time place tokens on the World Map. The commanders shouldn't speak to each other but we're all human so try to limit it. When the time limit is up the Mod will pass by one last time asking the commanders to go to the World Map and place final token/make adjustments. When all commanders and the Mod is there all tokens are flipped and any new towers, castles, ruins or units are placed on the Map (all units are to be placed upside down). First pillage tokens are sorted, the Mod places the extra resources acquired on the Map and each commander takes what belongs to them. Then move tokens are settled by the commanders placing the units upside down in the new area. Battles are settled as above 1 by 1 revealing the units present.

Turns are representations of the seasons. 1 turn is spring, the next is summer, then autumn, and finally winter. During the summer and winter turn upkeep must be paid in supply or the nation loses units or buildings till the upkeep is paid entirely. Also in winter all areas produce -1 resources which can go into negative due to pillaging which then must be paid. The use of move and aid tokens requires 2 tokens to succeed. Finally resources can't be spent to increase an area's resource value or build buildings. Winter is tough so be prepared for it.

Winning

The winner is the nation who claims the most areas in the time played. If in an alliance then the alliance wins if they hold a similar amount of areas, +/- 3 areas *e.g. Nation 1 has 9 areas and Nation 2 has 7 areas their alliance won*.