

PLAYER REFERENCE CARD

-CASTLE WALLS

1 stone, any 1 material and any 1 food (for the workers).

1x



1x



1x



-PAWNS

1 wood, 1 grain and any 1 material. 1 HP. Can move 1 tile in all directions, haste-move 2 tiles.

1x



1x



1x



-OFFICERS

2 metal, any 2 material and any 1 food. 2 HP. Can move on a path of up to 2 tiles in any direction, haste-move 4 tiles.

2x



2x



1x



-GENERALS

3 metal, any 2 material and any 2 food. 3 HP Can move on a path of up to 3 tiles in any direction, haste-move 6 tiles.

3x



2x



2x



PHASES (No, it's not just a phase you're going through, you're a board gamer for life).

-When a player is done with their 3 phases, the other player takes control and goes through their phases.

-Phase 1: Upkeep

-Phase 2: Buy phase

-Phase 3: Action phase

ACTION PHASE (optional)

You can perform 1 of the following actions.

-Move one unit to any valid tile for that unit. (See UNIT MOVEMENT for details)

-Attack with one unit. (Read BATTLE for details)

-Harvest with up to 6 pawns. (You must choose any amount and up to 6 different pawns on the board that will harvest one resource from the tile(s) on which they are already standing on)

-Move and/or Pillage up to 2 resources from 1 pile. (Read resources for details)

-Move and/or Raze 1 pile. (Read resources for details)

-Skip action phase.