Rules:

Setup:

Set aside the Base cards for each player. Shuffle the rest of tiles and deal 31 to each player. Add the one base to the decks, shuffle, then place the tiles face-down on the board, landscape, with 4 rows and 8 columns (see diagram). Each player then selects and reveals 3 tiles and replaces one of them with their base tile (you cannot replace a Base with another Base).

			Opponent's side of the board				
					face-down Terrain cards		
			Your side of the board				

Place 1 pile of pieces and developments in front of each player. This is the Available Pile. Each pile should contain 60 small cards (including 14 Soldiers, 14 Hunters, 14 Barbarians, 14 Peasants, and 4 Siege Engines) and 21 large cards (including 3 Mills, 3 Mines, 6 Villages, 2 Towns, 2 Forts, 2 Cities, 2 Strongholds, and 1 Citadel).
Player to go first is determined randomly.

Turn Breakdown:

1 **Upkeep:** Count up action points The turn player receives one action point for each terrain and development they control that is connected to a Base. If you have no face-up base but have not lost the game, reveal terrain until your base is revealed. In this case, you may not conduct your Action Step this turn.

2 **Movement Step:** Move and Invade. You may move one piece one space each turn. Also, each piece may attack a neighboring occupied space. When moving to a space on the opponents side you may leave a marker to claim it; it is treated as owned by you as long as the marker remains. You may invade before and/or after your move.

3 **Action Step:** Recruit pieces, develop, promote, disband, reveal Terrain, move an extra piece. These steps may be taken in any order on your turn.

The requirements for recruiting a piece is listed on the card. Pieces may only be created on a terrain card connected to your base.

Developments cost action points to create and must replace an appropriate Terrain. Developments may only be created on a terrain card connected to your base. Specific requirements are on the Development cards. When one development replaces another development, the replaced card is removed from the game. See Terrain below.

You may promote a piece. Pieces of a higher level show what requirements are necessary for them to replace lower level pieces. A piece may be promoted on the same turn it is created if the requirements are met, unless stated otherwise on the higher level piece. When a card is replaced by a promotion, it is placed in a separate pile; cards in this pile may not be used. If a promoted piece is killed or disbanded, you may move 1 copy of each lower level version of it to your Available Pile.

You may disband a piece for it's disband cost. This removes the piece from the board as if it were killed but places the disbanded card back into your Available Pile instead of removing it from the game.

Revealing a Terrain costs two action points. Select one facedown tile on your half of the board and flip it face up.

One time each turn, a player may move an extra piece by paying 10 action points. That piece must not have moved or attacked previously this turn.

Goal:
The winner is the player who has a marker on both of their opponent's bases at the same time, or who causes their opponent to not control any face up terrain cards.

Combat:
When a player declares an invasion, place damage counters on both pieces equal to the attack of the opposing piece. Any piece with more damage counters than health is removed from the board; the other piece may choose to move into the previously occupied zone or remain in place (this move is not counted as the one move per turn). If neither piece is destroyed, the turn player may choose to either continue the invasion and repeat this process or stop. Each iteration of this process is called a round of combat. If an invasion is stopped that piece may not invade again until the next turn. If two pieces with 0 attack battle they each take one damage during each round of combat.
If a space with both a Siege Engine and another piece is attacked, the other piece's attack and health is used but the siege engine is destroyed if the battle is lost.

A player may attack an empty terrain to place or remove a marker from that terrain.

High Ground: Some pieces gain an advantage in combat under certain conditions. When combat begins, determine if a piece has high ground and proceed according to normal combat rules and the high ground effect.

Hunters have High Ground when attacking from or defending in Forests.

Barbarians have High Ground when attacking from or defending in Mountains.

Soldiers have High Ground if the piece they are battling does not.

Siege Engines and Peasants have no High Ground effect.

Terrain:

Each piece of terrain bestows one action point upon its controller at the beginning of their turn.

Some pieces require certain kinds of terrain to be recruited. There are three kinds: Plains (yellow), Forests (green), and Mountains (red). In addition, each kind of terrain can be developed in a different way; Villages are created on Plains, Mills on Forests, and Mines on Mountains.

If a piece moves onto a Mountain it cannot move or attack during the next turn.

Connected. For a territory to be connected you must be able to draw a line starting on it that meets the following criteria:

must be continuous (no gaps)

must only pass over territories you control and/or face-down territories on your side of the board

must contain no diagonals

If any of these criteria are not met then the territory in question is considered to be not Connected. If you control a Terrain but it is not connected to a Base, it cannot be used for the requirements to make a development or piece.