



# CAPITALS — OF — TACTORIA

## RULEBOOK 1.04

Please note: This is a text-only gameplay draft. The final rulebook will feature full illustrations, examples, and professional graphic design.



Legendary Deck

Deck

Discard Pile

## DECKS



Place all the cards with a black banner behind the name/title of the card in the Legendary Deck, and the remaining cards in a pile called the Deck. Also, leave some space for the Discard Pile. Then, all players draw 5 cards from the Deck as a starting hand, and the setup is complete.



## THE CARDS

The Deck contains almost all the cards and is the primary location from which players draw new cards. There is also a smaller deck featuring Legendary cards, which players draw from only when completing Quests. There are three different kinds of cards in the game: Buildings, Troops, and Mercenaries. The Legendary Deck also contains these three types of cards, but in stronger and more powerful versions. At the top of each card, you will find information regarding its cost, type, and name, while at the bottom it describes the effect the card grants once it has been built.



**Buildings** are built face up on the table in front of you and form the foundation of your kingdom. You can recognize them by the brown background behind their name and the banner behind the coin in the top-left corner. The number on the coin indicates the cost. Some buildings also have a number underneath the coin, which indicates the building's Hit Points. If there is no such number, its Hit Points are equal to the value shown on the coin.

**Tip**  
Nothing you need to remember now, but it is good to know: There are four different types of buildings, indicated by the banners in the top-left corner of the building cards.



**Troops** are military units used to defend your kingdom and attack your enemies. You recognize them by the red color in the top-left corner and by the symbol underneath the coin. All troops have Attack points, indicated by the number with crossed swords in the bottom-left, and Defense points, indicated by the number on the shield in the bottom-right. Some troops also have special effects, which are described in the text at the bottom.



**Mercenaries** are individuals you hire to perform various tasks for you, ranging from constructing additional buildings to healing your troops or providing an advantage in battle. Each mercenary offers a unique effect. You can identify them by the blue color in the top-left corner and the mercenary symbol below the coin. They always come with a one-time-use ability, and some also feature a Quest or a permanent effect known as Settle (more on this later).

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# MERCENARIES

Coin cost

Main class

Sub Classes



Primary ability

Quest/Settle

Use them wisely, and you will be able to turn the tide of the game. They are what make the game truly exciting, offering both surprising twists and strategic tactics. To use their effects you must first build them into Mercenary Slots. After that, you can store them in the slot for as long as you want before you activate them.

**Primary ability** (one-time use)

Activate this anytime with immediate effect (unless otherwise stated). After it is used, discard the mercenary.

Mercenaries also have either a Quest or a Settle effect.

**Quest**

When completing a Quest, draw the indicated number of cards from the Legendary Deck. Choose one to keep in your hand (you must still build it later) and return the remaining cards to the Legendary Deck, then shuffle it.

**Settle**

During the building phase, you may place a mercenary with the Settle ability tucked under the specified building. The mercenary must already be built in one of your free mercenary slots, but other than that, there is no additional cost. You then gain this effect immediately and every turn thereafter (unless it grants Build or Coin effects, which are calculated at the start of the next building phase). The settled mercenary is discarded if the building is destroyed.











**Tip**  
If the game feels too complex at first, you can skip the Quest and Settle mechanics the first time you play.

# GAME PROCEDURE

## THE PLAYERS TURN



A player makes their turn in three phases, then it is the next player sitting clockwise. In this rulebook, we will explain first all rules that are necessary for Building phase, then everything for Military phase and lastly Regroup phase. But before read this text carefully, it is the same text that will be in front of you at all time on your Kingdom Tracker and your support during the game.

- 1. Build phase** - Perform any of the following actions in any order:
  - Build up to as many cards from your hand as you have , spending no more than your total  each turn. Each card's cost is shown in its top-left corner.
  - Upgrade city paying one  and the required amount of .
  - Settle mercenaries you've already built (at no extra cost).
- 2. Military phase** - The attacker verbally declares war and sends  troops. The defender may respond with  troops and City Defence. If the attacker's value is higher, they destroy buildings equal to the excess. The winner also keep full-health troops equal to the excess.
- 3. Regroup phase** - Move troops and mercenaries. Store cards up to your value in ; discard the rest. Then draw new cards equal to your .

## HOW TO BUILD

### Example of a starting hand



When you start the game, you have the following resources provided by your city: 2 Coin, 2 Build, 1 City/Passive Defence, 3 Draw, and 1 Store. This is indicated by your Kingdom Tracker.

In the build phase, you will use your Coin and Build, so let's go over them first. You start out the game by having 2 Coin and 2 Build. Unlike other resources that can increase during your turn the Coin and Build are calculated at the beginning of your build phase and will not increase further until your next turn.

You spend Coin and Build during your Build phase to play cards from your hand onto the table, or to perform Capital Upgrades by placing marker rings on your city.

### Cost of Cards

1 Build (every card costs 1 Build) + Coin equal to the number in the top left corner (between 1 and 4 per card).

### Cost of Capital Upgrades

1 Build + Coin equal to the level of the upgrade (2, 4, 6, or 8 for Victory).

### Tip



Symbols for Coin and Build

### Tip

All cards and upgrades always cost 1 Build. The resource Build can also be seen as the number of build actions you have available during your build phase.

## BUILDING RULES



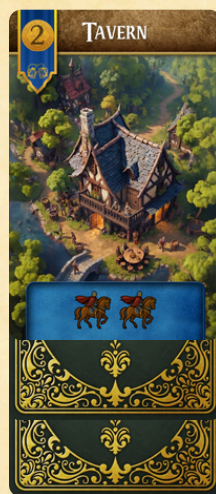
There are a few rules you need to keep in mind when constructing buildings

- You are not allowed to build two of the same building (two buildings with the same name) except for Villages.
- Villages (green banner) can be built multiple times, but each subsequent Village will cost the usual 1 Build and 1 Coin plus Coin equal to the number of Villages you already own (first Village: 1 Coin, second Village: 2 Coin, third Village: 3 Coin, etc.). This is indicated by an "X" instead of a number in the top-left corner of all Village cards. Villages are the only buildings of which you are allowed to have duplicates.
- Some buildings also have conditions that must be met to be built and feature a "double banner." These conditions are written at the bottom of the card.

## SLOTS

### Troop Slots

### Mercenary Slots



Mercenaries and Troops must be built into free "slots" indicated by symbols on your buildings, and are placed face down, tucked under that specific building. The number of symbols indicates how many units (Troops or Mercenaries) can be placed under that building. Military buildings that hold Troops also feature a crossed sword or a shield symbol, indicating whether they hold attacking or defending Troops. All Mercenaries and Troops always cost 1 Build and 1 Coin. It must be clearly visible to all players how many units are tucked under each building.



## CAPITAL SLOTS

Unlike the slots on your buildings, which can be used immediately, the slots in the Capital must be upgraded before they can be utilized. You can still build a Mercenary or a Troop into them, but you will not be able to use that unit until you have completed the upgrade that unlocks the slot.

## BUILD PHASE



During your first turn, you have 2 Build and 2 Coin, meaning you can build 2 cards with a maximum total cost of 2 Coin. Alternatively, if you have no good cards, you can perform your first Capital Upgrade, which costs 2 Coin and 1 Build.

With 2 Coin and 2 Build on your first turn, you could, for example, build one Fishing Village costing 1 Build and 1 Coin (the X indicates that the first costs 1 Coin, the second 2 Coin, etc.), and then you could also build one Spearmen costing 1 Build and 1 Coin.



Later in the game, you might have 3 Build and 6 Coin. Then you could build the Exploratorium costing 1 Build and 2 Coin, the Stronghold costing 1 Build and 3 Coin, and the Cavalry costing 1 Build and 1 Coin.



If your buildings grant you any income bonuses, remember to update the Kingdom Tracker. Sometimes there will be turns when you are unable to spend all your Coin and Build; any remaining resources will then be lost.

### Tip

Didn't draw any good cards into your hand? No worries - just upgrade your Capital using your Coin and Build, and keep pushing for the Victory Upgrade!

# MILITARY PHASE

During your Military phase you will be able to launch attacks against other players. You can attack many times and many different players but your troops can only be used in one battle per military phase. Most of the turns there is no battle and you will just skip this phase.

## BATTLE

You start by declaring war verbally on another player, "I declare war!". The defending player then gets a moment to launch any counter effects.

If the attacking player still wants to go forward with the attack, he/she plays out any amount of troops from inside Attacking Troop Slots. The attacking player will sum the total Attack value of all his/her troops indicated by the number on the crossed swords.

The defending player may defend with troops inside Defending Troop Slots. The defending player will sum the total Defending value of his/her defending troops.

The attacking player can then play more attacking troops from Attacking Troop Slots adding more to the total Attack value. Likewise the defender can continue to play more defending troops from Defending Troop Slots to increase the Defending value. This can continue throughout the whole battle. Remember to add any bonuses from troop effects or mercenaries played in the battle.

To calculate the winner you then subtract the Defensive value from the Attacking value and are left with the Battle Score.

If the scores are equal, the battle ends in a draw and all involved troops are discarded.

If one player has a higher score, that player wins. If the attacker wins they may destroy any combination of enemy buildings, up to a total Hit Points equal to the Battle Score. If the battle difference is 5 or more, the Capital is destroyed, and the defending player is eliminated from the game and all his/her cards go back to the deck. The winner may also survive with troops for the same amount of points as the battle difference, but only troops with full health may survive\*\*\*.

\*A player will not be able to attack or defend with more troops than that player has attack or defense slots.

\*\*Troops and mercenaries housed in destroyed buildings are eliminated. However, if a mercenary has an effect that allows it to be played immediately, it may still be used.

\*\*\*Example 1: The attacker wins with a Battle Score of 1, using a Cavalry with 2 Attack value. The Cavalry cannot survive, as its Attack value exceeds the Battle Score. Example 2: The attacker wins with a score of 2. This time they used the Cavalry, but it was boosted by an ability to have one bonus in attack and have 3 in Attack value; now it still can't survive as it counts as 3.

Attacking player

Defending player



Attack Score 2+2=4

Defend Score 1+1=2

Attack Score (4) - Defend Score (2) = Battle Score (2)

### Tip

Remember that the defending player always has 1 in Defence from the Capital, indicated on the Kingdom Tracker as City Defence.

### Tip

Having an army doesn't mean you have to attack. Often, the real power of your troops lies in the psychological tension they create. Keeping your forces intact as a looming threat can be a far more effective way to control the board than engaging in immediate battle.

## REGROUP PHASE

In your Regroup phase, you will do 3 things.

1. You may move your Troops and Mercenaries between buildings; this is the only time during the turn it is allowed.
2. Save as many cards in your hand as you have in Store, indicated by your Kingdom tracker. Then throw the rest in the Discard pile.
3. Draw cards from the Deck to your hand equal to the value you have in Draw on your Kingdom tracker.

If you got any effects during your turn saying “Draw this many extra cards at the end of your turn”, you will draw them at the same time as you draw cards at the end of your turn.

### Tip



Symbols for Store  
and Draw

### Tip

While the first turns move fast, the game quickly scales in complexity as the table fills with cards. Expect to draft more cards than you might be used to, giving you an abundance of options. The real thrill lies in navigating the tension that follows: making the tough, strategic decisions on which powerful cards to keep and which ones to discard to build your winning strategy.