

SCYTHE

DUEL OF MELOCH

RULE SUMMARY

SETUP

FACTION MATS

1. Start with the power position () and the number of combat cards () shown on your mat.
2. Place your faction character on your faction home base ()
3. Place 1 worker on each of the two land-adjointed territories adjacent to the home base.
4. Place 4 mechs on the mech spaces on your faction mat.
5. Place your 6 star tokens on your faction mat.

PLAYER MATS

1. Start with the popularity position () and gain the number of coins () shown on your mat. Ignore the objective card icon ()
2. Place the 6 technology cubes on the green boxes with black squares ()
3. Place the 4 structures on their corresponding boxes. *The 4 types of structures are labeled on the back of this sheet.*
4. Place the 4 recruit tokens on the circle bonus spaces.
5. Place the 6 workers on the red produce action rectangles.
6. Place your action token next to your player mat.

IMPORTANT CONCEPTS

YOUR TURN

Choose 1 of the 4 sections on your player mat by moving your action token there (you must move the token). In order, take either the top-row action, the bottom-row action, both, or neither. First, pay the full cost of the action (red boxes), then you may gain the benefit (green boxes).

CONTROL

A territory is controlled by a player if it has only that player's units on it or if it has their structure but no enemy units.

A territory with your structure and enemy units is controlled by the enemy units' player. The enemy units' player does not gain the structure's abilities.

Resources on a territory are controlled by the Scythe player who controls that territory. If an Expeditions player controls the territory, the Scythe player cannot spend/gain resources there.

FACTORY ACTION SPACES

The Move action on a Factory card allows one unit to move twice.

KEY TERMS

RESOURCES: Food, wood, metal, or oil (not workers).

Resources remain on the board until spent; you may only spend resources from territories you control.

TERRITORY: A non-home base hex. The home base does not count as a territory for any game effects.

UNIT: A character, mech, or worker.

- **CHARACTERS** can have encounters, gain a Factory card the first time they visit the Factory, and engage in combat.
- **MECHS** can pick up and drop off workers while moving and can engage in combat.
- **WORKERS** can produce resources, deploy mechs, and build structures.

TOP-ROW ACTIONS

MOVE

Move one *different* unit per , or gain \$1 per .

By default, units can move 1 territory. Units may move to an adjacent, non-lake territory without crossing a river (unless abilities allow you to). They may pick up and drop off any resources along the way. Mechs may also pick up and drop off any workers along the way. Resources and workers may never be dropped off on lakes. Workers may not move into spaces with enemy units.

Territories with tunnels () are considered adjacent to each other for movement.

ENCOUNTERS: If your character is on a territory with an encounter token at the end of movement and combat, discard the token and draw an encounter card. You must choose one of the options you are able to gain/pay. Any benefits gained are placed on that territory.

ENEMY UNITS: If your combat unit (mech/character) moves into a territory containing an enemy combat unit, your movement ends.

FACTORY: The first time your character is on the Factory territory () at the end of movement and combat, look at and gain a Factory card from those available (only once; the card may not be replaced). This is now a fifth section of your player mat.

BOLSTER

Pay \$1 to either increase Power by 1 per  or to gain 1 combat card per .

TRADE

Pay \$1 to place any two resources () on any territory where you have at least 1 worker, or gain 1 Popularity per .

PRODUCE

Pay the displayed costs in *all* of the uncovered red rectangles to produce resources on *different* territories equal to the number of . Each worker on that territory may produce 1 item of its territory's type (see below). Place the produced resources / workers on their territory spaces. If producing a worker, gain the leftmost one from the player mat.



FOOD



WOOD



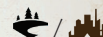
METAL



OIL



WORKER



NOTHING

BOTTOM-ROW ACTIONS

Gain \$1 per  on the action (even if you've maximally completed the main action).

UPGRADE

Pay the cost to move a technology cube from a green box () on a top-row action (increasing its benefit) to a bracketed red box () on any bottom-row action (decreasing its cost).

DEPLOY

Pay the cost to gain one mech off your faction mat and place it onto a territory with your worker. Your character and mechs now gain the ability on the faction mat the mech uncovered.

BUILD

Pay the cost to place a structure from your player mat onto a non-lake territory with your worker with no other structures.

STRUCTURE BONUSES



MONUMENT: Gain 1  when you Bolster.



MILL: The Mill's territory is a bonus +1  when you Produce. The Mill may Produce as if it were 1 worker, and any workers on the Mill's territory may also Produce.



MINE: Counts as  for moving only your units.



ARMORY: Gain 1  when you Trade.

ENLIST

Pay the cost to move any recruit token from your player mat (uncovering an Ongoing Bonus below the  symbol) to cover any open Recruit Bonus space on the faction mat. Gain the covered One-Time Bonus.

Thereafter, whenever you take the bottom-row action associated with that Ongoing Bonus, you gain that bonus.

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