

ELYSIAN BATTLEFIELDS

CONQUER - RULE – REIGN

Introduction:

As the mists clear from the fields of Elysium, the heroes of this life emerge with their armies. For them the afterlife is not a time to wallow, but the time to answer the question: **Who is the greatest warrior of all time?**

Victory Conditions:

Victory can be obtained in any of three ways: **Conquer**, **Rule**, or **Reign**.

Conquer: Earn **15** conquest points by defeating enemy units.

Rule: Occupy **10** or more territories at the start of your turn.

Reign: Control **5** or more kingdom points at the start of your turn.

Recommended Age: 12+

Players: 2+

Game Components

1. **Land Tiles** – 3 per player

2. **Cards**

- a. Conquer Deck - 31 cards
- b. Rule Deck – 24 cards
- c. Reign Deck – 25 cards
- d. Hero Cards – 5 cards

3. **Units**

- a. Hero Unit – 1 per player
- b. Infantry Unit – 6 per player
- c. Archery Unit – 6 per player
- d. Cavalry Unit – 6 per player

4. **Settlements**

- a. Outpost – around 3 per player
- b. Fortress – around 2 per player
- c. Palace – around 2 per player

5. **Structures**

- a. Temple – 2
- b. Walls – around 12

6. **Dice** – minimum of 3

7. **3D markers** (for 3D units and settlements)

- a. Settlement/Score Marker – 7 per player
- b. Unit Marker – 19 per player

The Setup:

The setup is as (or even more) important as any of your turns.

- **Determine turn order** (Highest roll of a die gets first turn. Clockwise turn order).
- **Each player selects a Hero** (starting with the player with the last turn and moving in reverse order).
- **All players randomly draw 3 land tiles.**
- **Place land tiles** (one at a time starting with the player with the first turn and moving in order until all land tiles are placed).
 - The first player places **1** land tile.
 - The second player places **1** land tile that must be in direct contact with the first player's land tile.
 - All subsequent land tiles placed must be in contact with **2** previously placed land tiles.

Each land tile is composed of 3 territories.

The four territory types with their effects:

Plains (P)	Forest (F)	Mountains (M)	Water (W)
<i>No effects.</i>	<i>-2 attack power from any force attacking a forest territory.</i>	<i>+1 attack power for each mountain territory the player attacks from.</i>	<i>Structures cannot be built in water territories. Water territories cannot be moved into or through. Archery units may shoot over water territories.</i>

- **Draw 3 cards** (players can draw any combination of cards from the 3 available decks, but each player can only draw a total of 3 cards to start the game).

The three card decks:

Conquest Deck	Rule Deck	Reign Deck
<i>This deck contains cards to help attack opponents or trigger effects.</i>	<i>This deck contains cards to help deploy and move additional units.</i>	<i>This deck contains cards to help build additional buildings and structures, upgrade buildings and units, or draw and play additional cards.</i>

- **Place 2 outposts into unoccupied territories** (one at a time starting with the player with the first turn and proceeding in order).
*Each territory can contain a maximum of 1 settlement.
Settlements cannot be built in water territories.*
- **Arm your outposts** (starting with the player with the first turn and proceeding in turn order).
 - Players place a total of 4 objects into territories occupied by their outposts.
 - Objects that can be placed include: standard units, the hero unit, and walls.

The standard units:

Infantry Unit	Archer Unit	Cavalry Unit
<i>Attack: 2</i> <i>Defense: 2</i> <i>Move: 2</i>	<i>Attack: 2 (up to 2 territories away)</i> <i>Defense: 1</i> <i>Move: 2</i>	<i>Attack: 2</i> <i>Defense: 1</i> <i>Move: 4</i>

Unless otherwise indicated, units may only attack adjacent territories.

Structures:

Walls	Temple
<i>Defense: 3</i> <i>(Only 1 wall structure can be placed in a territory)</i>	<i>Defense: 0</i> <i>Kingdom Points: 2</i>

Settlements:

Outpost	Fortress	Palace
<i>Units produced: 1</i> <i>Cards produced: 1</i> <i>Defense: 1</i> <i>Kingdom Points: 1</i>	<i>Units produced: 2</i> <i>Cards produced: 1</i> <i>Defense: 2</i> <i>Kingdom Points: 2</i>	<i>Units produced: 1</i> <i>Cards produced: 2</i> <i>Defense: 2</i> <i>Kingdom Points: 2</i>

Playing the Game

After the setup is complete, players begin taking turns starting with the first player and continuing in order until a player meets one of the Conquer, Rule, or Reign victory conditions.

Each turn is composed of 4 steps:

- 1. Produce cards and units**
- 2. Play a card**
- 3. Move units**
- 4. Attack a territory**

*Prior to producing units and cards, the player should check to see if they have met the **Rule** or **Reign** victory condition.*

1. Produce Cards and Units

- Rebel forces bonus: If the current player (the player whose turn it is) controls ≤ 1 settlement they deploy **1** standard unit and draw **1** card **prior** to their settlement production (cards can be drawn from any of the **3** available decks).

Units must be deployed into a territory containing the player's settlement. If the player does not have any settlements, units can be deployed into any territory occupied by the player's forces.

- The current player's settlements produce standard units and allow the player to draw cards in the amounts specified by the settlement type (units produced must be placed in the territory occupied by the settlement that produced them and cards can be drawn from any of the **3** available decks).

*A player can only have **5** cards in their hand at any time. A player must immediately discard down to **5** cards if their hand ever exceeds*

5.

2. Play a Card

- The player has the option to play **1** card (of any type **except** an “**Effect**” card) **OR** to discard **1** card to place **1** standard unit.

Effect cards are not played during the “Play a Card” step. Instead, Effect cards are played instantly when the event described on the card occurs.

Example: If one of your territories was being attacked and you had the “Spike Pit Trap” effect type card in your hand, you would play the “Spike Pit Trap” card once the attacker had identified the territory being attacked and which units would be attacking.

(As above) Units must be deployed into a territory containing the player’s settlement. If the player does not have any settlements, units can be deployed into any territory occupied by the player’s forces.

3. Move Units

- Your hero unit may always move on your turn.
- Each turn the player may also move **2** standard units (unless dictated otherwise by the card played that turn).
- Each unit may move up to the number of territories indicated by their “Move” statistic (units cannot move into or through territories occupied by enemy forces).

4: Attack a Territory

During the last step of their turn, a player may choose to attack **1** territory (unless dictated otherwise by the card played that turn).

Attacking a territory is composed of **5** steps:

1. Identify the territory to attack and the attacking units.
2. Calculate your forces attack power
3. Roll the attack dice

- 4. Destroy enemy units
- 5. Invade the territory

Step 1: Identify the territory to attack

- Select a territory that is occupied by enemy forces to attack.
- Identify which of your units will be attacking.

Units must be in range of the territory to be involved in the attack (infantry and cavalry in adjacent territories, archers within two territories, etc.).

Step 2: Calculate your forces attack power

- Calculate the total attack power of all units involved in the attack.
- Account for any card, hero, or territory effects on attack power.

The sum of the player's attack power (taking into consideration any effects) will indicate how many attack dice the player will roll against the enemy territory.

Step 3: Roll the attack dice

- The player will roll as many attack dice as they have attack power.

If the attack power calculated in Step 2 = 8, the attacker will roll 8 dice.

- The attack dice are rolled in sets of 3 dice.

If the attack power was 8, the attacker would roll 3 dice, then 3 dice, and lastly 2 dice for a total of 8 dice rolled.

The significance of the dice values:

Face Value:	1 or 2	3,4, or 5	6
Effect	Block	Hit	Heavy Hit

- **Repelled:** If the attacker ever rolls a set of **3** Blocks (all **3** dice rolled have face values of **1** or **2**) the attack stops immediately. The defense has successfully repelled the attack.
- **Ravage:** If the attacker ever rolls a set of **3** Heavy Hits (all **3** dice have face values of **6**) they ravage the territory. The defense's strength is instantly reduced to **0**, the defense is removed from any settlement, and all of the defense's units and walls in the territory are destroyed.

The only time a Heavy Hit (dice roll of 6) has a different effect than a regular Hit (dice roll of 3,4, or 5) is when all 3 dice rolled in a set are Heavy Hits (resulting in a Ravage).

Step 4: Destroy enemy units

- If the attacker accumulates hits (rolls with a face value of **3,4,5**, or **6** each count as **1** hit) equal to the defensive strength of a wall or a unit, that wall or unit is **destroyed** and the attacker begins accumulating hits on the next target.
- If the attacker accumulates hits equal to the defensive strength of a settlement, the defensive player is removed from that settlement but the settlement is **not** destroyed.
- The attacker must attack defensive forces in the following order
 1. Walls
 2. Standard Units (the attacker may select the order in which the standard units are attacked)
 3. Hero Unit
 4. Settlement

*A player scores **1 Conquest Point** anytime they destroy an enemy unit (standard or hero). Conquest points are not awarded for destroying or defeating settlements or structures.*

Step 5: Invade the Territory

- If the attacker successfully defeats all the defense's forces in a territory, any of the attacking units may move directly into the conquered territory.

A player must invade a territory to seize control of the settlement. If a defending player is removed from a settlement but the attacker does not invade, the settlement will remain vacant until a player moves into that territory.

End of the Game

The game ends when a player completes either the Conquer, Rule, or Reign victory condition. That player is the winner and claims the title of “**The Greatest Warrior of All Time**”.

Victory Conditions:

Conquer: Earn 15 conquest points by defeating enemy units.

A player scores a conquest point whenever they remove an enemy unit from the board, even if they are not attacking a territory (example: the use of a trap effect card).

Rule: Occupy 10 or more territories at the start of your turn.

A territory is still considered occupied if the player controls a settlement in that territory, even if they do not have any units in the territory.

Reign: Control 5 or more kingdom points at the start of your turn.

Concepts and Facts

Elimination from the game:

If all of a player's forces (units and/or occupied settlements) are removed from the board, that player is eliminated from the game. At that point the player discards their hand of cards. (A player can no longer claim the Rebel Forces Bonus if they do not have any forces left on the board).

If a player chooses to leave the game voluntarily, they must remove all their units, settlements, and structures from the board and discard their hand of cards.

Turns are Final:

Once a player begins their turn (they have produced units and/or drawn cards) all previous turns are considered final (even if it is later determined that a previous turn violated the rules, actions were performed inappropriately, a player missed a chance to claim units, cards, or victory, etc.).

Structure Ownership:

Structures (walls and temples) in Elysian Battlefields belong to whatever player occupies that territory with their forces (units and/or occupied settlements). If a player removes their forces from a territory containing a structure, that structure is considered vacant until a player moves into the territory with their forces and claims the structure (a player would not have to attack and destroy the walls of a vacant territory).

Ranged Unit (archery etc.) Attack Distance

When establishing which units are in range to attack a territory, you must count actual territories away. An empty gap between land tiles that is approximately the same size as a territory cannot be counted as one of the territories away from the territory to be attacked.

Upgrades

When a player uses an upgrade card, that player will receive the benefits of the upgrade for the rest of the game.

Heroic Items

When a player plays a heroic item, their hero will have that item until the hero is defeated (removed from the board). When a hero equipped with a heroic item is defeated, the heroic item transfers directly to the hero of the player responsible for the defeat.