

NEDCA



JOURNEY TO THE NORTH

BOARDGAME
RULE BOOK



Designed by: Maxwell Boker

14+
AGE

2 - 5
PLAYERS

120m
PLAYTIME

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WELCOME SURVIVOR TO A NEW BEGINNING - NEDCA AWAITS YOUR RULE -



An unholy cataclysmic earthquake ravages the land known as Bendada sending its inhabitants asunder, the ruling house of Jo'orka Hanzy has fallen and the Nedca City of Abanda is in rune. Mankind's curiosity in the forbidden science resulted in the earth shattering beneath their very feet unleashing the black fog from its depths quickly spreading across the land. Five surviving houses emerged from the chaos fleeing across the Northern Endless Sea of Nemos to start anew.

With no assigned custodian of Nedca; the primary ruling city for all houses, a new Nedca City is to be erected in the North. Five elite houses will be clamoring for the custodianship to rule the new world. What strategy will you take to triumph amongst the five ruling houses to lead this new world into eternal glory?



**House of
Jen'ja'ago**



**House of
Yelhool**



**House of
Nover**



**House of
Cludale**



**House of
Agosstead**

GLOBAL COMPONENTS

1x Nedca Rule Book



1x Game Board



5x Player Boards



200x Gold Coins



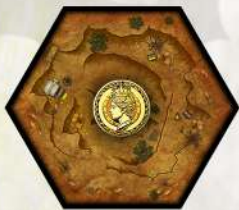
200x of each resource which are Food, Wood, Stone and Iron



5x Player turn tokens from 1st to 5th



7x Goldmine Tiles



12x Grass Plains Tiles



13x Forest Tiles



12x Mountain Tiles



11x Cliff Tiles



6x Capital City Tiles



90x Building Cards



90x Technology Cards



100x Special Cards



60x Event Cards



15x Objective Cards



5x Quick Reference Cards



1x Attack Dice
1x Defense Dice



PLAYER COMPONENTS



**House of
Jen'ja'ago**

**House of
Yelhood**

**House of
Nover**

**House of
Cludale**

**House of
Agosstead**

12x Worker Units



10x Knight Units



8x Archer Units



6x Cavalry Units



4x Siege Engine Units



4x War Elephant Units



1x Influence Tracker



1x Bonds Tracker



1x Team Indicator



1x Capital City



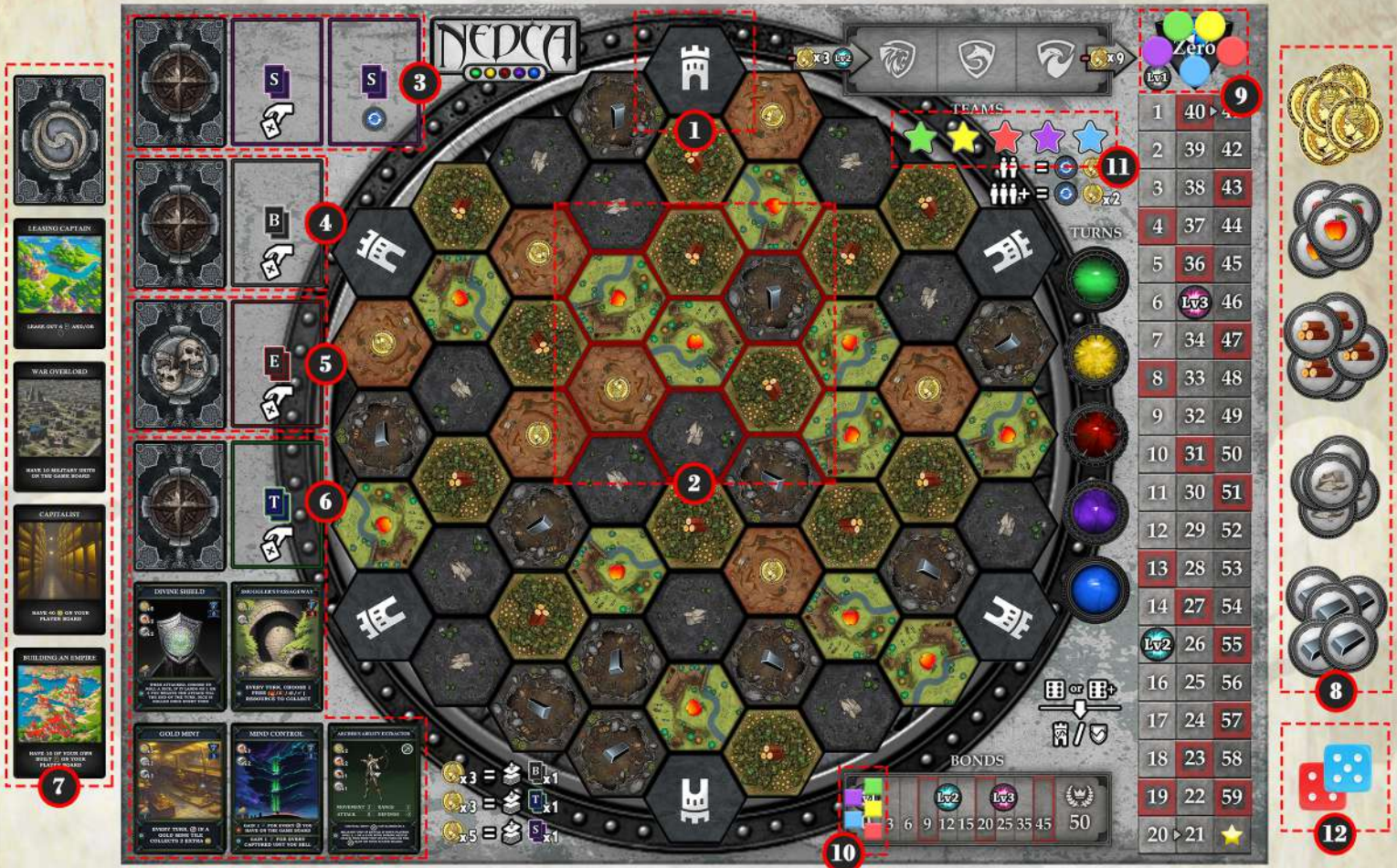
3x Defense Shields



GAME SETUP

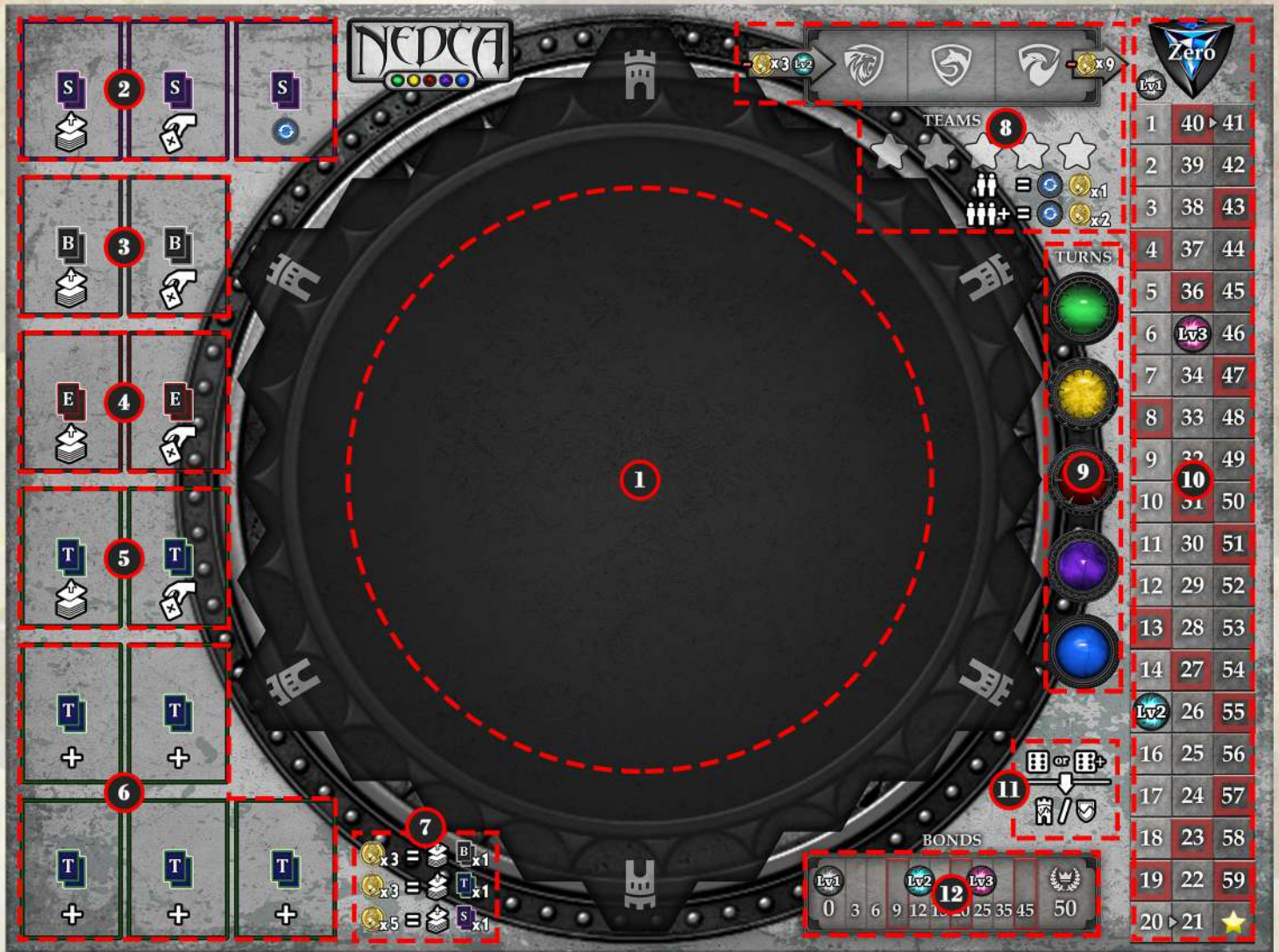
Game Board Setup

Below is an example of the Game Board's layout as if it was set for 5 players. The below Game Board example doesn't include the players' Capital City, Defense Shields or Units these will be explained in the Player Setup Page. There are 12 simple and quick steps to setup a standard Game, an "Advance" layout will be included in the Game Variables.



<p>City Tiles</p> <p>Place all 6x City tiles on the castle icons located in the corners of the center area of the Game Board.</p>  <p>1</p>	<p>Terrain Tiles</p> <p>In a circular manner, randomly place all 55x Terrain tiles in the center area of the Game Board starting from the outside moving in.</p>  <p>2</p>	<p>Special Cards</p> <p>Shuffle 100x Special Cards and place them face down on the Special Cards Draw Pile located on the top left of the Game Board.</p>  <p>3</p>	<p>Building Cards</p> <p>Shuffle 90x Building Cards and place them face down on the Building Cards Draw Pile located on the top left of the Game Board.</p>  <p>4</p>	<p>Event Cards</p> <p>Shuffle 60x Event Cards and place them face down on the Event Cards Draw Pile located on the left of the Game Board.</p>  <p>5</p>	<p>Technology Card</p> <p>Shuffle 90x Technology Cards and place them face down on the Technology Cards Draw Pile located at the bottom left of the Game Board, then draw 5x cards from the placed pile and place them face up on the plus icons (+) on the Game Board.</p>  <p>6</p>
<p>Objectives</p> <p>Shuffle 15x Objective Cards and place them face down beside the Game Board, then draw 4 cards from the pile and lay them face up below the Objective draw pile.</p>  <p>7</p>	<p>Resources</p> <p>Place the Gold, Food, Wood, Stone and Iron resources in separate piles near the playing area.</p>  <p>8</p>	<p>Influence</p> <p>Place the participating players' Influence tracker piece on the "Zero" text on the Influence icon at the top right of the Game Board.</p>  <p>9</p>	<p>Bonds</p> <p>Place the participating players' Bonds tracker piece on the number 0 in the Bonds Tracker at the bottom right of the Game Board.</p>  <p>10</p>	<p>Teams</p> <p>Place the participating players' Team Indicator piece on the empty grey star spaces at the top right of the Game Board. (Not required for a 2 Player game).</p>  <p>11</p>	<p>Dice</p> <p>Place both Dice beside the Game Board.</p>  <p>12</p>

GAME BOARD LAYOUT



<p>Game Tiles Area</p> <p>This area is where you place the City Tiles, Terrain Tiles, Player Capital Cities, Defense Shields and Units. Gathering resources and battling all take place on Game Boards Tile Area.</p> <p style="text-align: center;">1</p>	<p>Special Cards</p> <p>Special Cards Draw Pile, Discard Pile and the Game Board's Special Continues Special Cards Slot are Located in this area on the Game Board.</p> <p style="text-align: center;">2</p>	<p>Building Cards</p> <p>Building Cards' Draw Pile and Discard Pile are Located in this area on the Game Board.</p> <p style="text-align: center;">3</p>	<p>Event Cards</p> <p>Event Cards' Draw Pile and Discard Pile are Located in this area on the Game Board.</p> <p style="text-align: center;">4</p>	<p>Technology Cards</p> <p>Technology Cards' Draw Pile and Discard Pile are Located in this area on the Game Board.</p> <p style="text-align: center;">5</p>	<p>Research Cards</p> <p>5x Researchable Technology Cards are displayed face-up in this area on the Game Board.</p> <p style="text-align: center;">6</p>
<p>Card's Cost Table</p> <p>This area shows a quick reference to the cost of purchasing a Building Card, Technology Card and/or a Special Card during a player's Operations Phase.</p> <p style="text-align: center;">7</p>	<p>Teams Tracker</p> <p>This area houses the Players' Team Tracking tokens as well as the three available Teams, also included is a quick reference on the cost of joining and/or Leaving a Team as well as a sample of the benefits players gain when joining a Team.</p> <p style="text-align: center;">8</p>	<p>Turns Tracker</p> <p>This area is used to track players' turns during a round. When players randomly draw a "Player Turn Token" it is then placed face-up on their House's corresponding color indicating their turn during this round.</p> <p style="text-align: center;">9</p>	<p>Player Influence</p> <p>This area houses the Players' Influence Tracking tokens. During a game, players will gain and lose Influence which will be tracked with a players Influence tracker on the Influence Tracker, first player to reach the Star Wins.</p> <p style="text-align: center;">10</p>	<p>City Tile Defense</p> <p>A quick reference on how to remove a City Tile's Defense Shield or a Capital City. A player rolls a 6 or higher Attack to remove 1x Defense Shield, if there are no Defense Shields remaining, roll a 6 or higher Attack to remove The Capital City.</p> <p style="text-align: center;">11</p>	<p>Bonds Tracker</p> <p>This area houses the Players' Bonds Tracking tokens. During a game, players will accumulate and/or lose Bonds which will be tracked with a players Bond's Tracker on the Bonds Chart, first player to obtain the Last Bond Wins.</p> <p style="text-align: center;">12</p>

PLAYER SETUP

Player Board Setup

Before the game starts, each player chooses a House to represent in their respective color. Each player then collects their Player Board marked in their color, and then places it in front of them as shown below (For an Advance game experience see Game Variance).

Each Player collects the following items represented by their House's respective color (in the example shown below, the Blue player also known as "House Agosstead" collected their Influence Tracker token, Bonds Tracker token, Team Indicator token, Capital City token, 3x Defense Shield tokens, 12x Worker Units, 10x Knight Units, 8x Archer Units, 4x Cavalry Units, 4x Siege Engine Units and 4x War Elephant Units).

<p>Player Trackers</p> <p>Player collects their designated color's Influence, Bonds and Team tracking pieces and places them on their assigned area on the Game Board as show in the Game Setup page.</p> <p>1</p>	<p>Capital City</p> <p>When it is the player's turn to choose a City Tile (as shown in the Gameplay page), the player takes their matching colored Capital City and places it on the edge of the City Tile they've chosen.</p> <p>2</p>	<p>Defense Shields</p> <p>Player takes 2 out of the 3 matching colored Shields they have, and then places them on their chosen City Tile under their Capital City. Third Shield is kept on their Player Board's resource area.</p> <p>3</p>	<p>Player's Units</p> <p>Player collects all their designated colored units and place them near their Player Board in separate piles of Worker, Knight, Archer, Cavalry, Siege Engine and War Elephant units.</p> <p>4</p>	<p>Setting Workers</p> <p>Player takes 2 of their Worker units and places them on an adjacent Tiles to their City Tile. (Note: City Tiles can only house 1 Unit)</p> <p>5</p>	<p>Setting a Knight</p> <p>Player takes 1 of their Knight units and place it adjacent or on their chosen City Tile. (Notes: City Tiles can only house 1 Unit)</p> <p>6</p>
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PLAYER BOARD LAYOUT

BLUE NATION

B	T	S	O	6	9	WORKER x2 x1 MOV 1 RNG 1 ATK -2 DEF -1	KNIGHT x1 x2 x1 MOV 2 RNG 1 ATK 0 DEF 0
10	10	3	4			ARCHER x2 x2 x1 x1 MOV 2 RNG 2 ATK 0 DEF -2	CAVALRY x3 x3 x2 MOV 3 RNG 1 ATK 2 DEF 1
9	9					SIEGE ENGINE x3 x3 x2 x2 MOV 1 RNG 1 ATK 4 DEF 0	WAR ELEPHANT x4 x4 x4 x4 MOV 2 RNG 1 ATK 3 DEF 2
8	8					12	UNIT SELLING PRICE 3
1	2						
6	6						
5	5						
4	4						
3	3						
2	2						
1	1						

<p>Building Cards</p> <p>A player's Constructed Building Cards are placed in this area, starting from 1 at the bottom to 10 at the top. When Constructing a total of 3, 5, 8 and/or 10 Building Cards player will be rewarded with an immediate and/or continues bonuses.</p> <p style="text-align: center;">1</p>	<p>Technology Cards</p> <p>A player's Researched Technology Cards are placed in this area, starting from 1 at the bottom to 10 at the top. When Researching a total of 3, 5, 8 and/or 10 Technology Cards player will be rewarded with an immediate and/or continues bonuses.</p> <p style="text-align: center;">2</p>	<p>Special Cards</p> <p>A player's Continues Activated Special Cards are placed in this area. A total of 3 Continues Special Cards can be active at one time.</p> <p style="text-align: center;">3</p>	<p>Objective Cards</p> <p>Completed Objectives by the player are added into this area. Once a player completes a total of 4 Objectives they immediately Win the game.</p> <p style="text-align: center;">4</p>	<p>Captured Units</p> <p>Units Captured by the player are added in this area. Captured Units can be traded or sold to other players.</p> <p style="text-align: center;">5</p>	<p>Gold Resources</p> <p>Players Gold Resources are stored in this area on the Player Board.</p> <p style="text-align: center;">6</p>
<p>Other Resources</p> <p>Player's Food, Wood, Stone and Iron Resources as well as their Defense Shields are stored in this area on the Player Board.</p> <p style="text-align: center;">7</p>	<p>Leased Cards</p> <p>Cards you are Leasing from other players are stored in this area under the Leasers' designated color. Leased Cards start from 1 at the bottom up to 3 on the top with each Card costing the displayed amount which must be paid to the Leaser during the player's Economy Phase.</p> <p style="text-align: center;">8</p>	<p>Level 1 Units</p> <p>Displayed here are Units that can be recruited when at Level 1. Cost and stats of the Worker and Knight Units are indicated here. Special Units and/or Unit Upgrade Cards are placed here on their matching Icon.</p> <p style="text-align: center;">9</p>	<p>Level 2 Units</p> <p>Displayed here are Units that can be recruited when at Level 2. Cost and stats of the Archer and Cavalry Units are indicated here. Special Units and/or Unit Upgrade Cards are placed here on their matching Icon.</p> <p style="text-align: center;">10</p>	<p>Level 3 Units</p> <p>Displayed here are Units that can be recruited when at Level 3. Cost and stats of the Siege Engine and War Elephant Units are indicated here. Special Units and/or Unit Upgrade Cards are placed here on their matching Icon.</p> <p style="text-align: center;">11</p>	<p>Unit Selling Price</p> <p>Here is a quick reference to the Selling Price of a Unit, this can be done during a player's Operations Phase.</p> <p style="text-align: center;">12</p>

ICONOGRAPHY

Gold

Player Green

Building Card

Influence

Worker

Food

Player Yellow

Technology Card

One time affect

Archer

Defense Shield

Wood

Player Red

Special Card

Continues affect

Cavalry

Lv1 Level 1

Stone

Player Purple

Event Card

Selling Price

Siege Engine

Lv2 Level 2

Iron

Player Blue

Objective Card

Captured Unit

War Elephant

Lv3 Level 3

OBJECT OF THE GAME

As one of the five surviving members of Bendada's Nobel Houses, you and your disciples have reached the new Northern continent. Your goal is to claim the custodianship of Nedca by surpassing the other rival Houses in one of five ways:

1- Influence: Reach the highest level on the Influence Chart. This can be achieved by constructing useful buildings, researching magnificent technologies and benefiting from certain events and special effects.



Level	Player 1	Player 2
1	40	41
2	39	42
3	38	43
4	37	44
5	36	45

2- Accumulation of Bonds: Reach the highest level on the Bonds Chart. Bonds can be obtained by investing Gold coins into the Bonds.



Level	Bonds
Lv1	0
Lv2	3
Lv3	6
	9
	12
	15
	20
	25
	35
	45
	50

3- Military Force: Eliminate all other players by destroying their Shield Defenses and Capital City.



4- Objectives: Complete 4 objectives: Complete 4 objectives: Objectives can be found throughout the game and can be completed by accomplishing its requirements.



5- Gems: Research all 5 of the sacred Gems found in the Technology deck. Gems are powerful artifacts that can be used to gain some advantage in the game. Once all 5 Gems are researched, you automatically win the game.



The first player to achieve one of these five winning conditions is declared the new custodian of the New Nedca City and wins the game.

Ultimately, the best way to win Nedca is to develop a strategy that plays to your strengths and exploits the weaknesses of your rivals. Be flexible and adaptable, and always be on the lookout for opportunities to improve your position in the game or change you winning trajectory as needed.

Additional Notes:

If no player has achieved a winning condition by the end of the game, the player with the most Influence points wins.

GAMEPLAY

Player Preparations

Once the Game Board is setup and all Players have received their respective House's Player Board, units and items we start our journey by doing the following steps:

- Each Player collects the following Resources from the resource piles found next to the Game Board, Players take 5x Gold, 2x Food, 2x Wood, 2x Stone, 2x Iron.



- Each Player then collects the following cards from the Game Board, Players draw 2x Building Cards from the draw pile, 2x Technology Cards from the draw pile and 3x Special Cards from the draw pile. (Players do not share the contents of their hand of cards during the game play to other players unless prompted to do so by the game or if the player is willing to show them for selling or negotiating purposes during the game).



- Set "Player Turn Tokens" based on the number of player from 1 to the number of participating players, e.g. for a 4 player game you set the "Player Turn Tokens" facedown from 1st to 4th and return the 5th "Player Turn Token" Back into the Game Box. (Skip this step for a 2 player game, both players will need to roll a dice, and the player with the highest number goes first).

- Each Player randomly picks one "Player Turn Token" and sets them on their House's colored Icon located at the right of the Game Board as shown in the e.g. image. In the e.g. image we can see that the Red Player "House Nover" has drawn the 1st "Player Turn Token" indicating that they will be the first to play, then the 2nd and so on.



- The 1st Player, in this case is Red "House Nover" is the first to set their Capital City and Defense Shields on a City Tile of their choosing. (When choosing a City Tile to set your Capital City on, ensure that it is near all types of resources to make the gathering of resources more accessible for your House). 2nd player goes next then the 3rd then the 4th player all do the same in a sequential fashion.



- The 1st player Red, takes 2x Workers and 1x Knight Unit from their Unit piles and places them on an adjacent tiles to their Capital City and or on a linked controlled tile as the Green Player "House Jen'Ja'Ago" has done in the e.g. image. (Note: City Tiles with a Capital City on it can only contain 1 Unit as done by the Purple Player "House Cludale" in the e.g. image, Terrain Tiles can contain up to 3 units of the same House as done by the Yellow Player "House Yelhool" in the e.g. image, multiple Houses cannot occupy a single tile simultaneously unless they are on the same Team, a tile with a House's Unit Is considered to be controlled by said House. 2nd player goes next then the 3rd then the 4th player all do the same in a sequential fashion.

TURN PHASES

Phases of a Players Turn

Once all is set and the game preparations are completed, Gameplay continues in rounds where each Game Round consists of players taking turns as dictated by the “Player Turn Token” tracker’s sequence which they’ve randomly set at the start of every Game Round. In this example the Red Player “House Nover” is the 1st so they will play first by following a 4 stage phase in a sequential order which starts with the Economy Phase then Operation Phase then the Action Phase and finally the Cleanup Phase each broken down as shown below:

1- Economy Phase:

This phase is set at the start of each players turn to resolve all incoming and outgoing Gold, Resources, Influence and Leasing payments before commencing with any other steps during the game and should be followed as instructed below:

A. At the beginning of a player’s Economy Phase, they start by collecting 2 Gold for each Capital City they control.



B. Player collects any continues bonuses reached in there constructed Building Tracker and/or researched Technology tracker on their Player Board.



C. The player then collects all resources generated by their placed Worker units. A Worker unit will collect 1 resource of the corresponding territory tile they reside on every turn, tile resources are as follows:



(Note: Player should check all their constructed Building Cards, researched Technology Cards, Active Special Cards and Leased Cards on their Player Board as well as any active Special Card’s on the Game Board for additional increases or decreases to a Worker Units’ yields).

D. Player Then collects all resources generated by their active Building Cards, Technology Cards and/or Special Cards as well as the active Special Card on the Game Board.

E. Player in Teams also collects Gold based on their Team’s membership status. 1x Gold for two members in their Team or 2x Gold for 3 or more members in their Team.

F. Player also checks their Player Board for any cards that might affect their Influence points positively or negatively during their turn and adds or subtracts the amount from their Influence accordingly.



2- Operations Phase:

During the Operations Phase, a player can take as many actions in no particular order and as many times as they please which are:

A. Buying: A player can buy as many Building Cards, Technology Cards (from the draw pile or from the displayed Technology on the Game Board), Special Cards, Units and/or Resources.

B. Selling: A player can sell a constructed Building Card, researched Technology Card, a live Unit on the Game Board and/or resources.

C. Accumulate Bonds: A Player can move up on the Bonds Tracker by paying the required fees.



D. Build a Building Card: Player must pay the cost of Resources indicated on the Building Card then places the Building Card face-up on their Player Board.

E. Research Technology: Player can research a Technology Card from their hand or research 1 of the 5 Technology Cards presented on the Game Board’s Technology area by paying their resource cost, player then places the researched Technology Card face-up on their Player Board (A player can only research one Technology Card per turn).

F. Recruit Units: A player can recruit one or more military and/or Worker units and place them on a controlled tile or on a non-occupied tile adjacent to a the player’s controlled tile. There is no limit to how many units a player can recruit during their Operations Phase.

G. Teams: A player can also negotiate an alliance with other players to joining forces in a Team by paying the membership entre fee or exit a team by paying the exit fee and returning all leased Cards to their now ex team members.



TEAMS

H. Leasing Cancellation: A player can cancel a leasing deal during this phase by paying the Gold required for each card they would like to cancel.

Check each Operations detailed instructions for further clarification and guidance.

TURN PHASES

3- Action Phase:

During the Action Phase, a player can take as many actions in any order as they please which are:

A. Move Action: A player can move one or more units from one tile to an adjacent tile based on the Unit's Movement Power, any additional bonus and/or obstruction to movements they might gain from Building Cards, Technology Cards and/or Special Cards are added. A player's unit cannot move to/or through a tile that is controlled by another player's Unit.



Movement	(2)
Range	1
Attack	0
Defense	0



- Start
- Inaccessible
- Accessible

B. Attack Action: A player's Unit can attack an opponent's Unit if it is in the attacker's Range, if so then a battle ensues. Once a Unit has engaged in an attack it can no longer be moved after.



Movement	2
Range	(2)
Attack	0
Defense	-2



- Start
- Inaccessible
- Accessible

When attacking a Tile with military and Worker Units, military Units are targeted until eliminated then Worker Units can be targeted.

When attacking from an area where the Range Power of the target is unable to reach the attacker, the Defense Power of the defending Unit is deducted "-2". In this e.g. the Crossbowmen initiated an attack on the Paladin, the Paladin's Range Power doesn't reach the attacker which means the Paladin's initial Defense Power of "2" is now reduced to "0". (See Battle Mechanics Page)



Movement	1
Range	(3)
Attack	1
Defense	0



- Attacker
- Defender
- Accessible
- Inaccessible



Movement	2
Range	1
Attack	1
Defense	(2)

0

4- Cleanup Phase:

During the Cleanup Phase, the player must:

A. Discard any completed Event Cards and place them into its discard pile on the Game Board.

B. Restock any empty Technology and/or Objective Card spaces on or next to the Game Board.

C. Player should have a max of 7 cards in their hand. Any additional cards must be discarded before the end of their turn.

D. If all Players have played their turn, all the "Player Turn Tokens" are removed from the Game Board with the "1st" token kept aside and the remaining are shuffled. The last player to play their turn draws randomly from the shuffled pile, and then the remaining 1st token is added back to the pile and shuffled once more, then all remaining players taking a random token. The newly drawn "Player Turn Token" are then set on each player's respective House's color on the Turn tracker on the Game Board. (This is now the next Round's Players' turn order)

Additional Scenarios that are not Phase specific which are:

A. Activate a Special Card from their hand or from their Player Board. Special Cards have various effects and can be played at anytime during a player's turn. You can also activate Special Cards from your hand even during another player's turn.

B. Event Cards whenever triggered during a player's turn is activated and takes its effect immediately, once the effect has been concluded the player continues with their turn as usual.

C. Game immediately ends if either one of the five conditions is met:

- Player's Influence Tracker reaches the highest level on the Influence Chart.
- Player had reached the end of the Bonds Chart.
- Player has eliminated all other players' Capital Cities from the board.
- Player had completed a total of 4 Objective Cards.
- Player had researched all 5 the Technology Sacred Gem Cards.

(If none of the above criteria have been met, the game proceeds as usual)

Check each Action's detailed instructions for further clarification and guidance.

BATTLE MECHANICS

Basic Battle Mechanics:

During a player's Action Phase, they can initiate an attack by announcing a selected Unit to attack an enemy Unit when the targeted enemy Unit is within the assigned attacking Unit's Range. Each Unit can attack once per Action Phase, the Attacking Unit then become immobilized meaning that once an attack action had been made, the attacking Unit can no longer move.

When a battle is instigated, the attacking player rolls the six sided Red Attack Dice and adds the attacking Unit's "Attack Power" to the rolled amount as well as any additional active Card affects that change the Attacking Units stats. e.g. The attacking Unit has an "Attack Power" of 2 and rolled a 3 and also has an active Card on their Player Board that adds an additional 1 to their "Attack Power", the attacking player will then add all numbers:

(Unit's "Attack Power" 2 + Red Attack Dice +3 Card Affect +1 = A Total "Attack Power" of 6)



Total ATK

1 + 4 + 1 = 6

The defending player also rolls the six sided Blue Defense Dice and adds the defending Unit's "Defense Power" to the rolled amount. e.g. The defending player has a "Defense Power" of 3 and rolled a 4 and has no additional Card affects to be added, the defending player will then add all numbers:

(Unit's "Defense Power" 3 + Blue Defense Dice +4 = A Total "Defense Power" of 7)



Total ATK

2 + 5 + 0 = 7

The player with the highest number wins the battle and eliminates the defeated Unit by removing it from the Game Board, which in this e.g. the defending Unit Wins with 7 points as opposed to the attackers 6 points. The attacking Unit is then removed from the Game Board. If the outcome is a Tie, the attacking Unit can no longer attack during this turn.



Ranged Battle Mechanics:

When a Unit is attacking from a far, where the defending Unit cannot reach the attacker due to it being too far or not having enough "Range Power", the defending Unit loses (-2) "Defense Power".

In the below e.g. an Archer Unit initiates an attack on a Knight Unit which is 2 spaces away from the attacking Archer, the Archer having 2 "Range Power" is able to attack the Knight unit from a distance of 2 spaces where the Knight Unit has a "Range Power" of 1 and cannot reach the attacking Archer.



Movement	2
Range	2
Attack	0
Defense	-2

Movement	2
Range	1
Attack	0
Defense	0

■ Attacker ■ In Attacker's Range
■ Defender ■ Out of Attacker's Range

Thus the defending Knight's "Defense Power" which is (0), will be reduced by (-2) making the Knights total "Defense Power" (-2). If the Knight rolls a 5 with the Blue Defense Dice and has no additional Card affect, we can then calculate it as follows:

(Unit's Defense 0 + Blue Defense Dice +5 Attacker is out of Defender's Range -2 = A Total "Defense Power" of 3)

Meaning if the Archer's "Attack Power" is 0 and rolls a 4 on the Red Attack Dice and has no additional Card affect, we can then calculate it as follows:

(Unit's Attack 0 + Red Attack Dice +4) = A Total "Attack Power" of 4)

In this case the attacking Archer has the higher point which results in the elimination of the Knight Unit.

If the defending Unit can reach the attacking Unit either by being adjacent to their Tile or have enough "Range Power" to retaliate, no deduction to the Defender's "Defense Power" is made.



Every Unit has 4 main stats which are:

- Movement Power (MOV): How many spaces a Unit can move too.
- Range Power (RNG): The radius spaces where a Unit can target an enemy.
- Attack Power (ATK): The additional Power added to the rolled Red Attack Dice.
- Defense Power (DEF): The additional Power added to the rolled Blue Defense Dice.

WINNING CONDITIONS

Paths to Victory:

There are 5 paths to victory when playing Nedca, the first player to achieve any of the following Winning conditions will win the game, below are the requirements to achieve each winning condition:

1- Influence:

The first player to reach the Star at end of the Influence Tracker on the Game Board wins the game.

Players gain and/or lose Influence points during the game by Constructing Building Cards, Researching Technology Cards, Activating Special Cards, getting affected by Event Cards and/or by triggering bonus's or penalties.

Also if a players' Influence Tracker Token reaches or surpasses a (Lv2) or (Lv3) indicates that the player has now reached that Level.

If 2 or more Player's reach the end of the Influence Tracker simultaneously, the player playing their turn is announces as the winner, if another player had reached the goal and not the player playing their turn than that player wins the game.

If 2 are more players have reached the goal and not the player playing their turn, than the player with the most Building, Technology and Special Cards on their Game Board wins.

2- Bonds:

The Player that reaches the end of the Bonds' Tracker Wins the game.

Player must pay Gold in order to collect a total of 10 Bonds each Bond increasing in value. A player can obtain a Bond by paying the amount assigned on each bond level.

If a players' Bonds Tracker Token reaches or surpasses a (Lv2) or (Lv3) indicates that the player has now reached that Level.

3- Completing Objectives:

The player must complete 4 Objectives that can be found displayed next to the Game Board. Objectives are completed by accomplishing the requirements dictated on the Card. When 4 Objectives have been completed, the Player Win the Game.

4- Research the 5 Secret Gems:

The player must Research all 5 Secret Gems. The 5 Secret Gems can be found in the Technology Deck. Once all 5 Gems are Researched and are on the Player's Player Board They Win the Game.

5- Military Force:

To Win by Military Force, a player must first eliminate a player's Defense Shields and then their Capital City. Once all opposing Players have been eliminated in this manner the player Wins the Game.

In order to eliminate a Player, they must first destroy their Defense Shield. This is done by moving your Military Unit into a Player's City Tile where their Capital City and Shields reside (If they have a Unit in their City Tile, they must first be eliminated before you can move your Unit into the space as only 1 Unit can occupy a City Tile at once).

Once the player has occupied the City Tile, they can initiate an Attack on one of the Defense Shields by rolling the six sided Red Attack Dice and calculate the Units "Attack Power", If the total calculated "Attack Power" is 6 or higher they remove one Shield, if a Shield is successfully removed, the player can roll again to attack another Shield until all Shields have been removed.

If the total calculated "Attack Power" is less than 6 the attack is negated and they can no longer attack during this turn.

Once all Defense Shields have been removed from the City Tile, the player can now target the Capital City by rolling the six sided Red Attack Dice and calculate the Units "Attack Power", If the players total "Attack Power" is 6 or higher they remove the Capital City.



If a player's Capital City is removed from the Game Board the player is also removed from play, the player must do the following once removed from play:

- All the player's Resources are moved to the attacker's Player Board.
- All the player's Units are removed from the Game Board.
- The player's Leased Cards ownerships are moved to the Leasing player's.
- The Player's Leasing Cards are returned to their respective Leasers.
- The Player's Building, Technology, Special and Objective Cards are all discarded.

(Note: If the game abruptly ends, the player with the highest Influence is announced as the winner ignoring all other winning conditions)

(Note: If a player is occupying a City Tile that houses another Player's Capital City, The occupying Capital City collects an additional 2x Gold every turn for every Capital City they Control)

GAME MECHANICS

Leasing Buildings & Technology Cards:

Players can Lease their Constructed Building Cards and/or Researched Technology Cards to other players for a profit and/or protect

A player can have a maximum of 3 Building Cards and/or Technology Cards Leased from each player for a total of 12 leasing slots on their Player Board. Each player's House's color is represented on the Player Board.



Once a player is leasing a Building Card and/or a Technology Card, they immediately place it in the Leasers corresponding colored leasing area on the Player Board, the Leasing player will start to immediately benefit from the newly acquired Card's "Continued Affect". The leasing player can acquire as many cards as they like during their turn. (Note: Only Card's with Continues Affects can be Leased).

Leased Cards are set on the Player Board from the bottom of the Leasing Player's color at 1 then proceeds upwards to 3 Leased Cards per Player. The Leasing Player must pay the Leaser the displayed amount indicated on each Card level, for the 1st Card the Leasing player will pay the Leaser a total of 2x Gold during the Leasing Player's Economy Phase, then an additional 1x Gold for every other card.

If the leasing player is unable to pay the due amount during their Economy Phase even after selling their assets, the card is returned to the leaser's hand, and 3 points are deducted from the Leasing player's Influence, for each card returned.

If the Leasing player no longer requires the Leaser's cards, during their Operations Phase they can return them by paying 3 Gold for each card returning them back to the Leaser's Player Board. If the Leaser wants to cancel their Leasing agreement, during their Operations Phase they must pay 5 Gold for each Card they would like to returned.

If the leasing player attacks the leaser, the leaser's cards are automatically returned to their hand with 10 influence deducted from the leasing play for each card returned.

(Note: If there are no vacant Spaces on the Leaser's Player Board to accommodate the returned Cards, They can either keep the Cards in their hand or sell the Card using its Selling Price or replace an existing Card on their Player Board)

Joining and Leaving Teams:

For games consisting of 3 or more players, players can choose to join forces with other players for a number of benefits such as joined victory, extra Gold production and flexible Unit movement on the Game Board as well as Leasing leisure.



A player can choose to ally with another player only during their Operations Phase. If an agreement is made, first each player must be at level 2 or 3 then the players must each pay 3 Gold as a membership fee then they take their Star Team Tokens and place them on one of the three available Team Houses indicated on the Game Board's Teams area. Teams require at least 1 opponent playing at any given time, if one wishes to change their team they must first leave their current team then join again the new team paying all required fees.

When a player joins a team, they benefit from the following:

- A-** Members of a 2x Player Team collects 1x Gold every turn, and for a Team consisting of 3x or more players they collect 2x Gold each turn.
- B-** Players in a Team can move their Units freely to and through other Team members' controlled Tiles.
- C-** Players Worker units can collect resources from the same Tiles as their Team members.
- D-** Players freely Lease Building and Technology Cards to and from each other without any fee.
- E-** If a Team member wins the game, the entire Team wins, on the other hand if a Team member loses the game, the entire Team loses e.g. if your Team member lost their Capital City during a battle all players lose their Capital City as well.

A player can choose to leave a Team only during their Operations Phase. When a player chooses to leave they must pay a fee of 9 Gold then leaves their Team, they must return all other Team member's Leased Building and Technology Cards back to their Team members.

A leaving player's Units that are on joined Tiles with Team members are removed and redistributed back on the Game Board on their occupied or adjacent Tiles. Once the player leaves the Team, they remove their Team Token from the Game Board and return it back into the vacant Star area.

(Note: A player in a Team can initiate an attack on a Team member which will trigger the same requirements of leaving a Team regularly excluding the payment of 9 Gold but they will instead lose 15 Influence)

INTRODUCTORY TO CARDS

Card Information & Card Types

Nedeca contains 5 different card types which are Building Cards, Technology Cards, Special Cards, Event Cards and Objective cards. Below are the Card information details as well as each Card Type's description and uses:

Displayed Card Information:

In the example Building Card shown below, we explain each section of the card as follows:



- 1- Card's Title.
- 2- Cards' Displayed Image.
- 3- Card's Resource Cost to Construct or Research.
- 4- Card's Added or Deducted affect on a Player's Influence Points.
- 5 - Card's Selling Price once Constructed or Researched.
- 6 - ⚡ Card's "One Time Affect" that activates one time once Activated, Constructed or Researched.
- 7 - ⚙ Card's "Continues Affect" takes a Continues Action during the Game or during a player's Turn.

Additional Information and Rules regarding Cards:

A- A play can only have a maximum of 7 Cards in their hand by the end of their turn. If it exceeds this limit they must Discard a Card into its respective Discard Pile on the Game Board or sell the additional Cards to other players, unless they have a card that dictates otherwise.

B- Building, Technology and Special Cards can be sold, auctioned and/or traded with other player. In hand Cards when sold are moved from one players hand to the other player's hand.

C- Constructed Building Cards, Researched Technology Cards and Active Special Cards when sold are moved from the sellers Player Board to the purchaser's Player Board.

D- When Selling or Trading Special Units and/or Unit Upgrades from your Player Board, They are moved from the sellers Player Board to the purchaser's Player Board.

E- Objective Cards are not sold, traded, given or auctioned to any other player and are fixed to the rewarded player until the game ends.

F- When the Game Board's Draw Pile of either Building Cards, Technology Cards, Special Cards and/or Event Cards have been depleted, Take the depleted Card type's Discard Pile and reshuffle it then place it as a new Draw Pile for said Card type.

G- Only Constructed Building Cards and Researched Technology Cards can be leased to other players. (more details about Leasing are explained in the Leasing Page)

H- Only one Technology Card can be Researched during a players turn unless they have a card that dictates otherwise.

I- Only an achieved Objective can be Rewarded to a player during their turn, If a Player manages to active more than one Objective at the same time, the player chooses which of the Objectives they would like to collect. If by their next turn they are still eligible for the second achieved Objective the collect it for that turn.

There are 6x Technology Cards that are Unit Upgrades and 5x Special Unit Cards that are free to Research and/or Activate and are placed directly on their designated Unit's Location on the Player Board Indicated with the Unit's Logo. (Resources displayed on these cards are the cost of recruiting said unit)



Placed Card will now become the Unit's new stats and abilities. Once an Upgrade or New Unit Card is placed on a certain unit's area on the Player Board, it automatically discards any previous upgrades placed there. e.g. if you've had a Special Unit Card "Dragon Unit" already on your War Elephant's space on your Player Board and you've chosen to replace it with a "War Elephant's Ability Extractor" Technology Card, you must first discard the "Dragon Unit" Special Card to the Special Card's Discard Pile.

(Note: You Can Discard any Upgrade and/or Special Unit Card from your Player Board During your Operation's Phase. You can also sell/trade said cards, transferring them from one Player Board to another)

CARD TYPES

Building Cards:

Building Cards indicated by their Gray colored outer frame, can provide a large number of affects and perks, some are immediate and/or continues.



In order to construct a Buildings Cards you need to have the Building Card in hand, once you have the required Building Card in hand, Player must pay the cost of Resources indicated on the left side of the Card then places the Building Card face-up on their Player Board starting from the bottom to the top reaching up to 10 Building Cards (the more Buildings constructed the more bonuses you unlock on the Player Board).

Once a Building Card is placed on the Player Board, add or deduct the player's Influence as indicated on the top right of the Card, then if the card has a "One Time Affect" it is activated immediately, as for "Continues Affects" they activate at the start of the player's next turn. (There is no limit to how many buildings a player can build during their turn).

Each player can have a maximum of 10 Building Cards on their Player Board (Excluding Leased Buildings), if the player wishes to replace a Building Card with another, they can sell the unwanted Constructed Building Card by placing them in the Building Card's Discard Pile located on the Game Board, then collect the selling value of the cards during their Operations Phase or they can Lease out their Constructed Building to other players.

Building Cards trading can be done in 3 ways:

- Building Cards can be purchased randomly from the top of the Building Cards draw pile on the Game Board by paying 3 Gold resources for each card.
- Building Cards in a player's hands can be bought or sold to other players' hands.
- Constructed Building Cards can be bought, sold or leased out to other players for profit.

Technology Cards:

Technology Cards indicated by their Green colored outer frame, can provide a large number of affects and perks, some are immediate and/or continues.



There are 2 ways to Research Technology Cards, first is to have the Technology card in hand, the second is to choose 1 of the 5 Technology Cards displayed on the Game Board to Research (Note: A players can only research 1 Technology per turn). To Researching a Technology Card requires paying the Resources cost indicated on the Card, the Researched Technology Card (whether it is from their hand or from the Game Board) is then placed on the Player Board starting from the bottom to the top reaching up to 10 Technology Cards.

Once a Technology Card is placed on the Player Board, add or deduct the player's Influence as shown on the top right of the Card, then if the card has a "One Time Affect" it is activated immediately, all "Continues Affects" activate at the start of the player's next turn.

Each player can have a maximum of 10 Technology Cards on their Player Board (Excluding Leased Technology Cards), if the player wishes to replace a Technology Card with another, they can sell the unwanted Researched Technology card by placing them in the Technology Card's Discard Pile located on the Game Board, then collect the selling value of the cards during their Operations Phase or they can Lease out their Researched Technology to other players.

Technology Cards trading can be done in 3 ways:

- Technology Cards can be purchased from the top of the Technology Card's draw pile on the Game Board or from the 5 displayed Technology Cards on the Game Board by paying 3 Gold resources for each card then placing the card in their hand.
- Technology Cards in players' hands can be bought or sold to other players' hands.
- Researched Technology Cards can be bought, sold or leased out to other players for profit.

CARD TYPES

Special Cards:

Special Cards indicated by their Purple colored outer frame, can provide alterations to the game's rules for the wielding player and/or all players alike.



During a player's Operations Phase they can pay 5 Gold to purchase a Special Card for the Game Board's Special Card's Draw Pile. When a Special Card is purchased it is then added to the player's hand.

Special Cards can be activated at any time during a game. There are 3 types of Special Cards which are, a "One Time Affect" card that can be activated at any time with its affect being instantaneous, Player's Special Slot attachment card that has a "Continues Affect" that affects the individual or whomever might interact with them (this includes Special Units), and the Game Board's Special Slot attachment card that has a "Continues Affect" that affects all players.

At anytime during play a Special Card can be attached to the Special Slot on a Player's Player Board or on the Game Board's Special Slot, its "Continues Affect" activates immediately. And for a "One Time Affect" Special Card, it can be played at any point during the game and it takes effect immediately.

When a Special Card is slotted into the Game Board's Special Slot, it takes effect immediately. The Game Board's Active Special Card can be swapped out with another Game Board's Special Card with the old Card being sent to the Special Card's Discard Pile.

A player can have a maximum of 3 active Special Cards on their Player Board, if the player wishes to replace or remove an active Special Card from their Player Board, they can remove the unwanted cards by discarding them into the Special Card's Discard Pile on the Game Board.

Special Cards trading can be done in 3 ways:

- Special Cards can be purchased from the top of the Special Card's draw pile on the Game Board by paying 5 Gold resources for each card then placing the card in hand.
- Special Cards in players' hands can be bought or sold to other players' hands.
- Active Special Cards can be bought or sold to other players for profit.

Event Cards:

Event Cards indicated by their Red colored outer frame are immediate universal affects that are triggered when a player's tracking tokens either landing on a red boarded space on the Influence Tracker or on the Bonds Chart (Event Cards can also be forced triggered by another card during game play).



When an Event is triggered, an Event Card is drawn and readout loud, the action is taken based on the outcome addressed on the Event Card, the Event Card is then discarded.



EVENT TRIGGERS



Objective Cards:

Objective Cards indicated by their Black colored outer frame are milestones provided to the players to obtain based on their requirement. Once a player completes a total of 4 Objectives the player immediately wins the game.



4 Face-up Objective Cards are presented to all players, When an Objective Cards requirements has been met, the rewarded player takes said card and adds it to their respective Player Board. (Note: Only 1 Objective can be obtained during a players turn)

TYPES OF UNITS



Worker

Followers of faith, the diligent Nedcan Workers are the force of your House's growth. Primarily used to gather Resources, they can also take arms to defend your House.

Movement	1
Range	1
Attack	-2
Defense	-1



Knight

Valiant Nedcan Knights are renowned for their Loyalty to their Elite House, reliable with well rounded stats they are utilized for both offence and defense situations.

Movement	2
Range	1
Attack	0
Defense	0



Archer

Noble Nedcan Archers are masters of tactical warfare with highly versatile long-range offensive and defensive capabilities.

Movement	2
Range	2
Attack	0
Defense	-2



Cavalry

Nedca's horses are exceptionally quick, which provides exquisite Cavalry units, highly mobile during battle. Cavalry units are used to disrupt and eradicate enemy units when on the offence.

Movement	3
Range	1
Attack	2
Defense	1



Siege Engine

Nedca's extraordinary steam powered Siege Engine are a devastating force on the battle field. Siege Engines are used to cut threw enemy forces with ease.

Movement	1
Range	1
Attack	4
Defense	0



War Elephant

The Magnificent Nedcan War Elephant's are genetically breed to be the ultimate military unit with outstanding offensive and defensive capabilities.

Movement	2
Range	1
Attack	3
Defense	2

SPECIAL UNITS AND UPGRADES

Special Units & Unit Upgrades

Units can be upgraded using Technology Cards or swapped out for Special advance versions of the same unit using Special Cards. Upgrading and or Swapping units do not require any resources to activate/research them as they are freely placed on a Player's Board once obtained.



Unit Upgrade

Player Board

Special Unit



Paladin

The grand Nedcan Paladin units are specially trained defense forces with exquisite combat capability as an acting prolific defense barrier as well as an advanced offence unit.

Movement	2
Range	1
Attack	1
Defense	2



Crossbowman

Highly skilled Crossbowman units are the pinnacle of marksmanship, with a high level of long distance precision attacks, they are a force to reckon with.

Movement	1
Range	3
Attack	1
Defense	0



Lancer

Trained in spatial warfare, the Lancer units demonstrate agility only matched with their indisputable might. They are a tenacious power on the battle field.

Movement	3
Range	2
Attack	3
Defense	1



Catapult

The peak of Nedcan engineering, the Catapult units display razor-sharp far distances attacking accuracy, hurling explosive spheres that wipeout everything.

Movement	2
Range	2
Attack	4
Defense	2



Dragon

Unleashed on the enemy, the Nedcan Dragon unit is a treacherous threat to all who dare oppose it. Unmatched land coverage and honing a wicked attack they are unstoppable.

Movement	5
Range	1
Attack	2
Defense	-2

IMPORTANT CONCEPTS

Recruiting Units:

To recruit a Unit, the player must pay the required Resource cost of said Unit as indicated on the Units info displayed on each Player Board. For more advance Units such as Archer's and War Elephants, the player must have reached the level required to recruit the intended Unit, this is done by either claiming the Influence Tracker and/or reaching a certain level on the Bonds Tracker.

If a player's Capital City is surrounded and/or occupied by enemy Units and they are not able to spawn their Recruited units on a controlled tile or on an adjacent tile, they can spawn their Units on any free Tile on the Game Board.

If the player's Capital City is under enemy control and they have no Units on the Game Board, They can Recruit 2 free Knight Units and 1 free Worker Unit and places them on the Game Board during their Operations Phase.

Buying and Selling Units to/from players:

During a player's Operations Phase, they can sell or buy a unit located on the Game Board from other players. Once both players agree on a price, the buying or selling occurs and the unit's color is changed to the new owners color, the unit is placed in the new owners nearest owned territory (ignore the rule of moving the unit if both players are part of a Team).

If the other player does not have the same unit in their own color the transaction cannot take place.

When Playing a 2 Player mode do the following:

- Remove all Team Related Cards from the Building, Technology, Special and Event Cards.
- Remove the Player's Team Indicating Tokens.
- Remove the "Player Turn Tracker" tokens.

Removed From Play Action:

During the game you might be instructed to "Remove from Play" a Card and/or a Unit. When informed to do so, the removed Card and/or Units are to be placed away from the Play area and cannot be returned till the end of the game.

Attaching Special Cards:

Some Continues Special Cards that instruct the Player to slot it into the Player Board's Special Slot can also be attached onto another player's Player Board's Special Slot if vacant.

Variance to the Gameplay:

Nedca has a few alternative play styles to explore. Players can agree to have all variant gameplay option enacted or choose a number of rules to incorporate into their game session, the variances mechanics and rules are as listed below:

1- World Exploration: This mechanism provides an exploration feature to the game by having all the Terrain Tiles flipped onto the "restricted area" side and randomly placed onto the Game Board at the beginning of the game, Players choose their City Tile and setup their Capital City and Defense Shields then once a players Unit moves onto a Tile it is flipped to reveal what type of Terrain is under it.



2- Special and Upgraded Units Set: Each House starts off with a fix set of 1x Special Unit and 1x Unit Upgrade that are collected from the Technology and Special Cards decks and are set on each Player's Player Board based on their representing House as shown below.



3- Clockwise Gameplay: Play can move Clockwise without the need to use the Player Turn Base system. This will make the game faster and remove all turn randomness.