

RURIK

STONE & BLADE



Overview

The throne of Kievan Rus is finally within your grasp, if you can rise above your rival siblings! Build magnificent structures for which you will be remembered forever. Relentlessly attack all who oppose your rule. Will you seize your destiny or fade into obscurity?

Rurik: Stone & Blade is a modular expansion for *Rurik: Dawn of Kiev* (so you need a copy of the base game to play) and is divided into **core content** and three **modules**. It is recommended to integrate the core content into all future plays of *Rurik*, regardless of whether you use any modules. You may play with an individual module or any combination of modules.

- ▶ **Core Content:** More gameplay variety with minimal rules overhead.
- ▶ **Module A - Epic Structures:** Build structures to your heart's content.
- ▶ **Module B - Warfare:** Attack your opponents with vengeance.
- ▶ **Module C - Rebel Factions:** Suppress the growing rebel opposition to your rule.

This rulebook focuses on everything that is new in *Rurik: Stone & Blade* and assumes you are familiar with the base game rules. Please treat this rulebook as the source of truth if anything in this rulebook appears to contradict the base game rules.

Game Components

All printed components (e.g. cards and punchboard pieces) are marked with their corresponding **module symbol**.

CORE CONTENT

2 Leader Miniatures and Cards

See p. 4 for more details.

16 Structures

There are two new structure types, with two of each type per player color.



Stable



Tavern

12 Trade Boon Tokens

Three per player color. Reward players for collecting more goods.



6 Warfare Reward Tokens

Provide extra incentives for players to attack opponents.



12 Victory Point Tokens

Used to track victory points earned from various expansion content.



15 Inheritance Cards

Inheritances are dual purpose cards. They provide different starting bonuses for each player and dictate where the rebel faction takes actions in the Rebel Factions module.

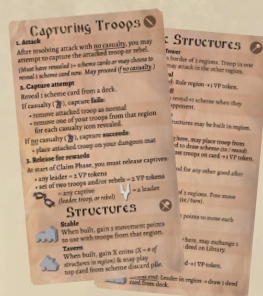


4 Deed Cards

New deeds reward ruling specific sets of regions at once or building the new structures.



4 Reference Cards



21 Solo Cards

Eighteen rebellion cards, two solo reference cards, and one solo leader card.



4 Rebel Miniatures

Provide uncertainty over what rewards are available during a game.



4 Rebel Reward Tokens



Provide the same rewards added by the new rebel miniatures, for players using the Rebel Rewards Variant.

NOTE: Affix one sticker from the sticker sheet to the recessed area on the underside of each rebel miniature.

MODULE A: EPIC STRUCTURES



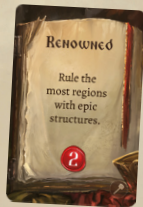
7 Epic Structures and 6 Epic Structure Cards

Six unique structures. Provide ongoing abilities or additional victory point scoring opportunities.



1 Agenda Card

New agenda promotes an alternate strategy.



5 Scheme Cards

New schemes are valuable but provide increased risk when attacking.



MODULE B: WARFARE



4 Dungeon Mats

Players hold captured troops in their dungeon until they are released for rewards.



4 Conversion Tokens

One new type, with one for each player.



4 Deed Cards

New deeds synergize with an attack strategy.



1 Agenda Card

New agenda promotes an alternate strategy.



MODULE C: REBEL FACTIONS



3 Rebel Faction Cards

One rebel faction will oppose players each game. Introduces ongoing gameplay effects that negatively impact players in regions with rebels until the rebel faction is defeated.



1 Rebel Camp

Identifies the first region where a new rebel may be mustered each round.



Core Content

The core content introduces more gameplay variety and changes how players evaluate their options. Play as new **leaders**, build different **structures**, and earn **rewards** for warfare and trade. Who will make the best use of their inheritance?

BASE GAME CLARIFICATIONS

Out of Troops (replaces note at the top left of p. 7 in Base rules)

In the rare scenario that a player has **no troops** on the game board, they may muster two troops (which may include their leader) in any region immediately before resolving their next advisor or immediately before the next Strategy Phase, whichever happens first.

Shuffle Deeds (new rules scenario)

In the rare scenario that the deed deck is depleted, take the cards from the deed discard pile and shuffle them together. Place the deck above the claim board, face down.

Removing your Leader (added for clarity)

When you accomplish a deed that requires removing one or more of your troops, you may remove your leader, but they must be the **last troop** remaining in a region to be removed.

LEADERS



GLEB

Once per round after attacking in Gleb's region with no casualty, gain two movement points to use with any of your troops located in his region (including Gleb).




THEOFANA

Once per round after you finish spending tax points on your turn, if you taxed in Theofana's region you may move her to an adjacent region or gain one coin from the supply.

Setup

Follow the **setup** for the base game, with the following changes.

4. Give each player two **coins** (*instead of three coins*).
5. Add the four additional **rebel miniatures** to the supply of rebel miniatures from the base game.
7. Shuffle the **deed cards** marked with the **core content symbol**  along with the rest of the deed cards.

Skip setup steps 16-17 and use the following steps instead:

16. **A** - Take the **inheritance cards** (*using only those for the number of players*), shuffle them, and deal three to each player, face down. Each player selects two of these cards and returns the other to the game box. Return all unused inheritance cards to the game box as well.
16. **B** - In clockwise order, beginning with the first player, players each place one of their **troop miniatures** in a region of their choice. This continues until they each have placed two troops on the game board. Players may place troops in any regions in play (*i.e., with rebels only, with opponents' troops, or with their own troops*).
17. In clockwise order, beginning with the first player, players each place their **leader miniature** in a region that they occupy.
18. In clockwise order, beginning with the first player, players each reveal their selected inheritance cards and gain the corresponding starting bonuses. Return all inheritance cards to the game box.

Additional setup:

19. Each player takes three **trade boon tokens** in their color and places them on their household mat, as follows:
 - ▶ One token below the **wood** boat column
 - ▶ One token below the **fish** boat column
 - ▶ One token below the **honey** boat column
20. Each player takes two **stables** and two **taverns** in their color.
21. Shuffle the **warfare reward tokens**, face down. Place five random tokens to the right of the claim board, face up, next to the second, fourth, sixth, eighth, and tenth warfare track spaces. Return the unused warfare reward token to the game box.
22. Place the **victory point tokens** off to the side.



INHERITANCE CARDS



You may gain troops, coins, goods, schemes (from top of deck), deeds (from top of deck), and structures from inheritance cards. Some inheritance cards have a coin cost, which requires you to spend one coin in order to gain the reward.

You must place each structure or troop gained in the region listed at the top of the inheritance card **OR** you may spend one coin to place the structure or troop in any region in play.

If you do not want the rewards on an inheritance card (or cannot pay its coin cost), you may **forfeit** it instead to gain two coins from the supply.

TRADE BOON TOKENS



When you completely fill a boat column that has a trade boon token below it, take the token and place it on your dock.

When accomplishing deeds or converting goods, you may spend a trade boon token instead of any good cost (e.g. fur). You may spend multiple trade boon tokens at one time. Return any spent trade boon tokens to the game box.

Example C: Emily saved her trade boon token from earlier to help accomplish a deed late in the game. She has already built two taverns but does not have any honey, so Emily spends the trade boon token, instead of honey, to accomplish the Mead Brewery deed.



PLAYER STRUCTURES



There are two **new types** of player structures. Each region may only contain three structures total, including one structure of each type, regardless of which player builds them.

- ▶ **Stable:** When you build a stable, gain **three movement points** to use with any of your troops located in this region (where the stable was built).



- ▶ **Tavern:** When you build a tavern, **gain coins** from the supply equal to the number of structures in this region (including the tavern). You may immediately **play the top card** from the scheme discard pile if you have **not** already played a scheme card this turn. If you play a scheme card from the discard pile, return it to the game box.



WARFARE REWARD TOKENS



When you advance your warfare marker to a space that has a warfare reward token next to it, gain the reward shown. Each player may earn each reward once per game.

Example A: Yoma has the Kiev and Rostov inheritance cards. For the Rostov inheritance, he spends 1 coin and may either place a stronghold in Rostov or may pay 1 extra coin to place the structure in any region. Yoma chooses to place the stronghold in Rostov because he has only 1 coin left and will have to spend 1 coin if he wants to gain the rewards from the Kiev inheritance. For the Kiev inheritance, he spends 1 coin, musters one troop in Kiev, and draws the top card of the deed deck.



Example B:

Emily collects honey and places it on her boat, which completely fills the honey column. She gains the trade boon token and places it on her dock.



Epic Structures

This module introduces many additional structures for players to build. Will you be the first to construct **epic structures** and unlock their powerful effects?

SETUP

Follow the **setup** for the base game, with the following changes.

- Shuffle the “**Renowned**” agenda card along with the rest of the agenda cards.
- Shuffle the **epic structure cards** and place a number of cards equal to one more than the number of players (i.e., 5 cards in a 4-player game) face up next to the game board. Return the others to the game box. Place the matching **epic structures** below each epic structure card.

NOTE: Read the text out loud on each epic structure card used so all players can hear.

EPIC STRUCTURES

You may build **epic structures** to earn rewards and unlock their effects. They do not belong to any player; all players may interact with epic structures after they are built. Epic structures still count towards the **three structure limit** in each region.

Some epic structures have an ongoing **effect** and some epic structures provide rewards at **game end** or round end.

During your turn, you may build one of the available epic structures. You must spend build points as normal in a region you **occupy** (i.e., where you have one or more troops already) and meet any **build condition** listed on the epic structure card. Then gain the rewards listed on the card.

Example D: Stan (yellow) has two build points to spend and does not rule Volyn. He chooses to build the Capital Port in Volyn, which meets the build condition on Capital Port (only in a region that produces fish), and spends his two build points. Stan gains any good from the supply, choosing fur, as a reward for building the Capital Port.



Capital Port

Reward: any good

Build condition: Only in a region that produces fish.

Effect: After taxing the Capital Port's region, you may trade one good for any other good.

You may immediately place the good you collected from taxing the Capital Port's region on your boat (or dock), prior to determining which good you would like to trade. Therefore, you may completely fill a boat column and take the corresponding trade boon token (when applicable) before trading the good that allowed you to fill that column.

Catacombs

Reward: two coins

Build condition: (none)

Effect: You may not build any additional structures in the Catacombs' region.

Cathedral

Reward: one victory point token

Build condition: Replace your church during the first three rounds.

Game end: If you rule the Cathedral's region, earn one victory point token.

You must build the Cathedral in the same region from which you removed your church.



Logging Camp



Reward: one wood and two coins

Build condition: Only in a region that produces wood.

Game end: If you have the most wood, earn one victory point token.



Siege Tower



Reward: one attack point

Build condition: Place on the border between two regions.

Effect: You may attack with a troop in either of these regions as though it were present in the other region. A Siege Tower is in both regions (*but does not count towards the three structure limit in either region*).

There are two copies of Siege Tower that can be built. More than one structure can occupy the border between two regions, including two copies of Siege Tower.



Town Wall



Reward: one victory point token

Build condition: Only in a region with two other structures.

Effect: When you attack an opponent in the Town Hall's region, you must reveal one additional scheme card during your check for a casualty.



Veche



Reward: one scheme card

Build condition: Place a troop from your supply on this card.

Effect: Once per round per player, after moving a troop into the Veche's region, you may place a troop from your supply on this card to draw a scheme card.

Game end: If you have the most troops on this card, earn one victory point token.

You earn one victory point token if you are tied for the most troops.




Warfare

This module introduces more opportunities for players to attack each other and additional incentives for attacking. Instead of just defeating opposing troops, would you rather **capture troops** for ransom? Choose when to attack wisely as there are additional casualties in the scheme deck!

SETUP

Follow the setup for the base game, with the following changes.

- Shuffle the **agenda**, **deed**, and **scheme cards** marked with the **warfare module symbol**  along with the rest of their respective card types.
- Give each player a **dungeon mat**. (They are all identical.) Then give each player the **conversion token** marked with the warfare module symbol to place above their dock on their household mat.

NOTE: If you have the player trays (from the base game Kickstarter edition or acquired separately from the publisher), you may find it enjoyable to place your dungeon mat inside your player tray lid!

CAPTURING TROOPS

Immediately after resolving an attack, you may attempt to **capture** the attacked troop (or rebel) for additional rewards. You may **only** attempt to capture a troop if you revealed **at least one*** scheme card and did **not** suffer any casualties during your attack.

When resolving an attack that may precede a capture attempt:

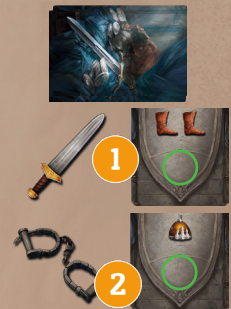
- ▶ When you attack an opponent, advance your warfare marker normally.
- ▶ When you attack a rebel, gain the reward normally, and if using Sviatopolk's ability you may replace the rebel with one of your troops.
- ▶ *If you would reveal **zero** scheme cards (e.g. attacking a rebel, using Boris' ability, or gaining rewards on some deed cards, such as Defensive Belt) you may choose to check for a casualty by revealing **one** scheme card.

NOTE: You may **not** attempt to capture a troop if you are out of space in your dungeon mat. Limit 4 troops and/or rebels and 1 leader.

To **attempt a capture**, reveal one card from either scheme deck and check for a **casualty** to determine if the capture attempt succeeds or fails. Then discard all revealed scheme cards.

- ▶ If you reveal a scheme card with any casualty icons, your capture attempt **fails**. Remove the attacked troop from the region as normal and remove one of your troops from that region for each casualty icon revealed.
- ▶ If you do **not** reveal a scheme card with any casualty icons, your capture attempt **succeeds!** Take the attacked troop and place it on your dungeon mat.

Example E: Emily (blue) attacks a rebel and gains the reward shown on the underside of the miniature. Normally she would **not** check for a casualty when attacking a rebel, but because she wants to capture the rebel, she may reveal one scheme card to satisfy part of the condition for a capture attempt. Thankfully there is no casualty icon so she did **not** suffer a casualty! Now that Emily revealed at least one scheme card without suffering a casualty, she attempts a capture by revealing one more scheme card. Again there is no casualty icon so the capture attempt succeeds! Emily places the rebel on one of the small spaces of her dungeon mat.



At the start of the Claim Phase (before Step A), you must **release** captives from your dungeon and earn rewards from the supply, as listed on the right. Return troops to their owners' supply and place rebels next to your household mat. Rebels that are currently in your dungeon or are placed next to your household mat count as **defeated rebels**.

Captives	Release?	Reward for release
Any leader	Yes	2 victory point tokens
Set of two troops (any combination of rebels and non-leader troops)	Yes	For each set: 2 victory point tokens
One rebel or troop	No	N/A

CONVERSION TOKEN



Any conversion token is considered the same type of bonus action as the two conversion tokens that convert goods in the base game, regardless of whether the conversion token requires converting goods. Therefore, you may only use one conversion token per turn.



Return one **defeated rebel** to the supply, plus spend two coins, to gain one attack point. You may return a defeated rebel that is next to your household mat OR on your dungeon mat.

DOUBLE CASUALTY SCHEME CARDS



If you reveal a scheme card with a **double casualty icon** when you check for a casualty, remove two of your troops from that region (if you have two or more troops in that region; otherwise just remove your only troop in that region).



Double casualty icon

REBEL FACTIONS



This module changes how players interact with rebels in multi-player games and introduces a shared goal that players will race to accomplish first. Will you defeat the **rebel faction** for your own accolades or will you leave your siblings to deal with the nuisance?

SETUP

Follow the **setup** for the base game, with the following additions.

- Shuffle the **rebel faction cards** and place one card face up next to the game board. Return the others to the game box.
- Take the **inheritance cards** (using only those for the number of players), shuffle them, and place the deck next to the rebel faction card. Return all unused cards to the game box. Reveal one inheritance card from the top of this deck and place it face up next to the deck.
- Place the **rebel camp** in the region listed at the top of the face-up inheritance card.

REBEL FACTIONS

Each **rebel faction** musters one rebel each turn and introduces an ongoing gameplay effect that impacts each region with rebels. The rebel faction will be defeated when one player meets a specified **defeat condition**; this stops the rebels from mustering and stops the ongoing gameplay effect. You earn a reward for defeating the rebel faction.

At the start of **each Claim Phase**, if the rebel faction is not defeated, place a random rebel miniature in one region as follows:

- If there is no rebel in the rebel camp's region, place a rebel in that region.
- Otherwise, reveal the top card of the inheritance deck and place a rebel in the region listed at the top of the revealed card.

To **defeat the rebel faction**, a player must announce that they meet the defeat condition on their turn. Give that player **one victory point token**, remove the rebel camp from the game board, and flip the rebel faction card face down (to indicate the ongoing gameplay effect stops).

REBEL FACTIONS

The rebel camp counts towards the three structure limit in a region, so players may only build two more structures in the region with rebel camp.

Example F: The front of a rebel faction card. Reward

Ongoing gameplay effect

Icons to remind of effect

Defeat condition

When attacking a rebel, you must check for a casualty (as if attacking an opponent). However, do not advance your warfare marker.

Defeat condition: Have four defeated rebels.

Reward

Armed Uprising

Local warlords are supplying weapons and organizing rebels to fight back with ferocity.

Reward: one victory point token

When attacking a rebel, you must check for a casualty (as if attacking an opponent). However, do not advance your warfare marker.

Defeat Condition: Have four defeated rebels.



Pagan Unrest

Not everyone is happy about the recent conversion to Christianity. Many are openly defying this new religion in favor of the old Slavic Gods.

Reward: one victory point token

When building a church in a region with any rebels, you may not remove a rebel.

If you build a church without removing a troop, you may not place one of your troops.

Defeat Condition: Have two churches and have two defeated rebels.



Peasant Mutiny

Multiple princes, all claiming their right to collect tribute, has led to a widespread resentment among the rural population.

Reward: one victory point token

When taxing in a region with any rebels, you must spend one additional tax point.

Defeat Condition: Have four different types of goods and two defeated rebels.



Credits

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For more information, visit: www.piecekeepergames.com

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Deed Card Reference



Besiege Citadel

Cost: Attack an opponent in a region where they have a stronghold and spend two coins.

Reward: advance your warfare marker one space



Deadly Plot

Cost: Attack an opponent in a region with their leader and discard a scheme card.

Reward: one build point



Mead Brewery

Cost: Have taverns in two regions and spend one honey.

Reward: one tax point



Conquest

Cost: Attack three troops of any opponents on the same turn.

Reward: two movement points



Distant Rule

Cost: Rule Rostov, Polotsk, and Pereyasavl.

Reward: advance your warfare marker one space



Peace Treaty

Cost: Release one captive, remove one of your troops and spend two coins.

Reward: two tax points



Create Republic

Cost: Rule Novgorod, Chernigov, and Volyn.

Reward: one tax point



Horse Breeder

Cost: Have stables in two regions and spend one wood.

Reward: one muster point

Agenda Card Reference



Renowned

Rule the most regions with epic structures.



Victorious

Have the most victory point tokens.

Scheme Card Reference

NOTE: In the Base game, 10 / 27 (37%) scheme cards have a casualty icon on them. When playing the Warfare Module, 14 / 32 (44%) scheme cards have a casualty icon on them. Plan your attacks carefully (or just enjoy the greater rewards that come with a higher risk)!



Reward: one build point OR one attack point

Casualty: two troops



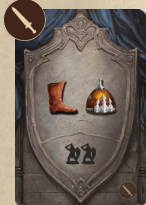
Reward: two tax points OR two muster points

Casualty: two troops



Reward: one attack point

Casualty: (none)



Reward: one movement point and one muster point (in any order)

Casualty: two troops



Reward: advance your warfare marker one space and two movement points

Casualty: one troop