

TRADEWARZ

A game of kings

THE ORIGINS OF XADLAGON

*Once upon a time, not too long ago,
on a place far away but still within reach...*

*A new lion was born, the destined heir to a throne.
He did not fit the standards and soon found himself alone.
Unwanted was on his label, black sheep was his crown.
He soon ran away from his title, the short tiny clown.*

*A disappearing act led the black sheep to a far away place.
Little did he know he would be submitting to a female face.
She had big birds as pets, breathing fire on all their prey.
They made all kingdoms in their midst, vulnerable as clay.*

*Lost in his new world the black sheep lost his way.
In pursuit to seek his own throne he went astray.
The new throne was angry and unleashed the birds that day.
Black he rose out of the ashes and all around him left grey.*

*I shall create my own crown and of that I will be heir.
A black sheep no more, now dubbed the Black Bear.
Ferrenum is my new name, followed by fortune and wonder.
I will be a powerful ruler as sure as lightning and thunder.*

*A fortunate night in a drunken stupor at the slip of a tongue,
The curtains of mist is torn on the 8th continent, Xadlagon.
With pirates gone, Black Bear became head of a ship and crew.
Gone is the old life, you can follow Ferrenum pursuing the new ...*

ARE YOU BRAVE ENOUGH TO RULE?

CONTENTS

AIM OF THE GAME	2
GAME DURATION	2
GAME SETUP	2
The board-map	2
Setting up the octagon tiles	3
Mountains and lakes.....	4
Trading posts	4
Card setup	5
CHOOSING A HOUSE	6
SAILING	7
Preparing the ship	7
Who will sail first.....	7
How to sail.....	7
Docking and setting up a capital city.....	7
THE CAPITAL CITY	8
GAME MECHANICS	10
Seasons.....	10
Actions.....	10
Resources	10
Dices	10
Action board	11
ACTIONS & COSTS	12
MARCHING	12
Battle	14
BUILD	16
Settlement.....	16
Village.....	16
Castle	17
University.....	17
BUY TECH	17
Economy	18
Engineering - defense	18
Military - attack.....	18
About a super unit	19
RECRUIT	19
RETREAT	19
RESOURCES +2	19
GETTING XADLAS	20
What happens if a game is tied.....	21
FORMING ALLIANCES	21
TRADING	21
EASY RESOURCE CALCULATION GUIDE	22
GAME COMPONENTS	23

AIM OF THE GAME

Build and battle to be an undisputed super-power. Grow your empire and control the trading posts, all for one aim; become ruler of Xadlagon. You can only become ruler of Xadlagon if you get rewarded with the most Xadlas (victory points). Xadlas can be obtained through certain actions at certain stages in the duration of a game. Throughout the rule book, the star symbols (below in *figure 1*) will indicate how Xadlas can be obtained. It is also explained on [page 20](#).

Figure 1



Silver Xadla - temporary
Can change hands during the game



Golden Xadla - permanent
Cannot be taken away from players

GAME DURATION

One of the great features of this game is that the duration of the game is entirely up to the players. You decide and agree amongst yourselves how to proceed.

OPTION 1 - Time based

Choose how long the players want to play, set a timer. Once the time has lapsed, every player must complete their action in the current season. The player with the most Xadlas wins. Duration can be anything from 90 minutes to the entire weekend (until the Xadlas run out). It is not recommended to play for less than 150 minutes if it is the first time playing.

OPTION 2 - Xadla based

Choose for how many Xadlas players want to play. The first player to reach the decided total wins. The recommended total for first time players is 6 Xadlas.

OPTION 3 - Year based

Choose for how many years the game will endure. Once the decided years has come to pass, the player with the most Xadlas after the end of the decided years are reached, wins. SEE GAME MECHANICS to see how long a year lasts. The recommended total for first time players is 4 years.

Both silver and golden Xadlas are counted equally, however in the case of a tie, the player who have more gold Xadlas will win.

GAME SETUP

THE BOARD-MAP

The game board represents a map of the 8th continent called Xadlagon. The map consists of 49 empty slots that need to be filled randomly with 49 octagon tiles that consist of resources and landscapes. This allows the map setup to be different every time a game is started; this also implies that a different strategy might have to be used to win different games depending on the map layout.

LEGEND C=Cost B=Benefit D=Disadvantage □=Resource silo ●=Resource benefit

🏆=Gold 🌲=Lumber ⚒=Mining 🌾=Wheat ★=Gold XADLA ☆=Silver XADLA ⚔=Super unit

SETTING UP THE OCTAGON TILES

The octagons need to be separated with the mountains and lakes in one pile and the resources, namely lumber, mining and wheat, in another pile. Each pile must be shuffled, once completed, the resource pile must be used to fill the outer slots (marked with an "X" in *figure 2* below), as lakes and mountains are not allowed to be on the outer rim. Once the outer rim is filled with resources, the remaining tiles can be shuffled with the mountains and lakes to be randomly distributed on the remaining empty slots.

The quantities of the different tiles are as follows:

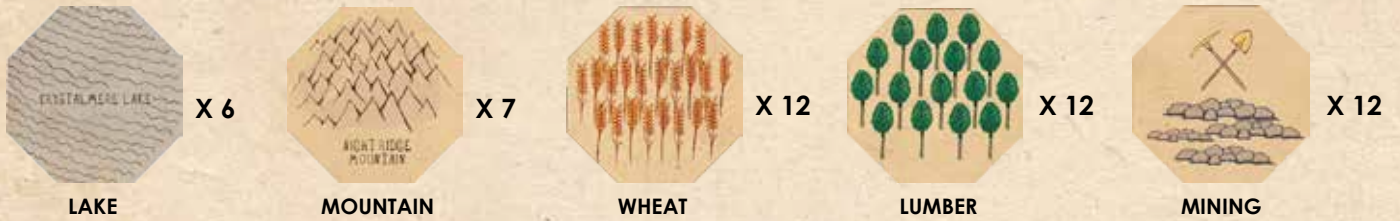
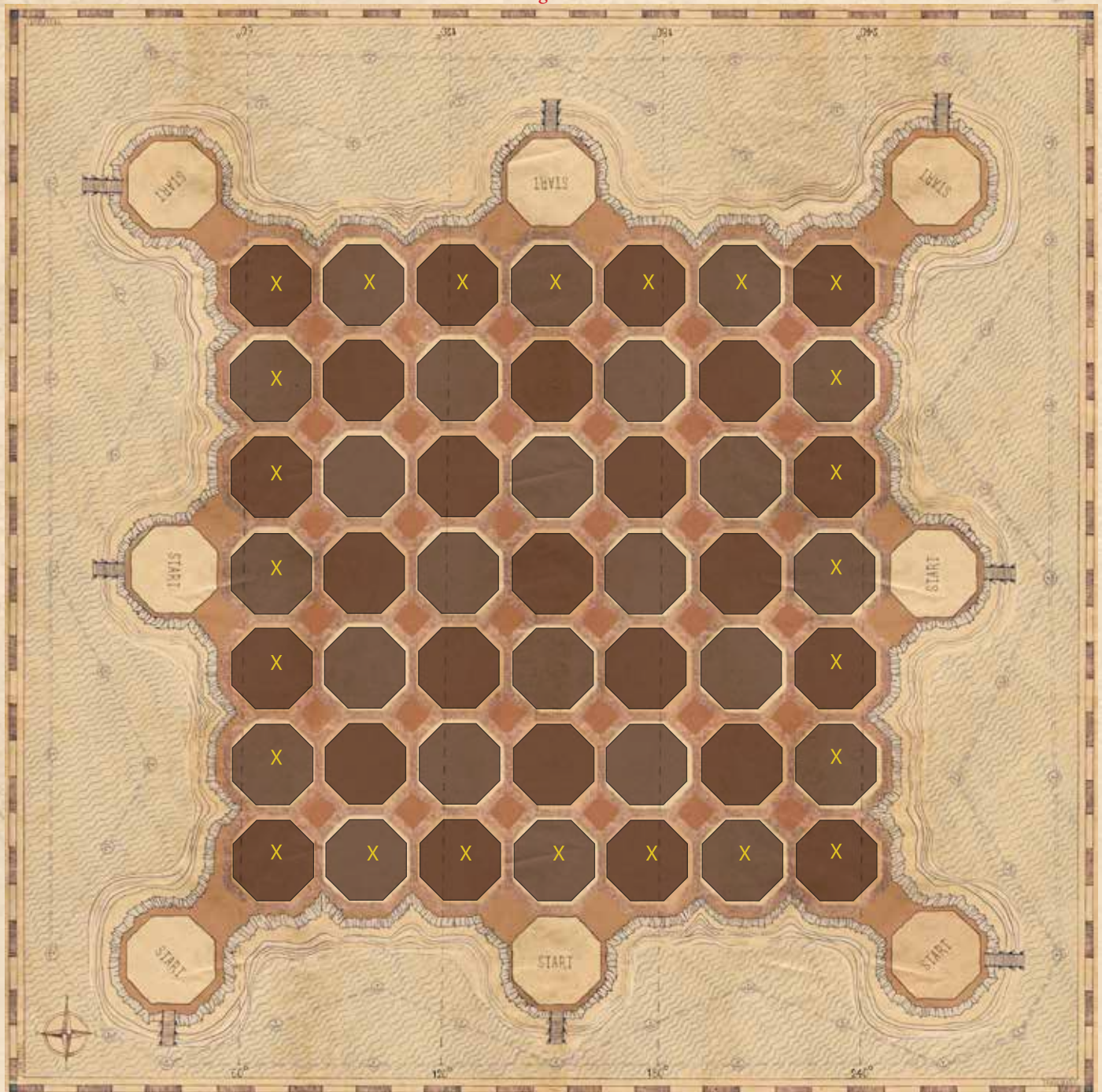


Figure 2



MOUNTAINS and LAKES

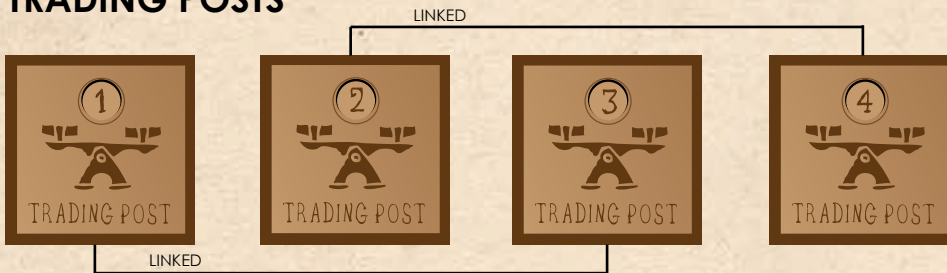


MOUNTAIN

LAKE

Mountains and lakes serve as obstacles and can also be used as defensive structures as they cannot be crossed without expensive tunnels or bridges (see the cost of tunnels and bridges in the **ACTIONS & COSTS** section within the **MARCHING ACTION**, page 13)

TRADING POSTS



There are four trading posts (TPs); each one needs to be placed on any square on the map, touching a mountain and/or a lake. Each TP has a dedicated number from 1 to 4 and works as follows:

4 - 6 Players - The trading posts with the numbers "1" and "3" are linked and numbers "2" and "4" are linked. This serves as teleportation routes if you own the linked TPs. In other words, if you own TP "1" and "3", for example, a player can march his/her troops directly from TP "1" to "3" or vice versa. **A player own a trading post by having a soldier on it, or by building on it.**

2 - 3 Players - Trading post number 4 is not used in this format, only numbers 1, 2 and 3 are to be placed on the map. All the trading posts are linked, in other words, a player can teleport his or her troops between any trading posts owned by the same player.

B= If a trading post is owned by a player, he/she will receive one silver XADLA ★ for every TP owned, but will lose the silver XADLA if it is no longer occupied. In other words, there is one silver XADLA dedicated to every TP that will be handed to the owner thereof. Once the ownership changes, the silver XADLA will be handed to the new owner. Ownership can change if the TP is lost in battle or if a player removes himself/herself from it.

A golden XADLA ★ will be rewarded to a player that owns two TPs at the end of every SPRING. Golden XADLAS cannot be removed from any player once awarded.



= 1 GOLD resource for every TP owned at the end of every SPRING.

If a player's economy (green) university is on level 3, he/she will receive 2 GOLD instead of 1 for every TP owned at the end of SPRING.

D= Can be lost in battle. See more about the **BATTLE ACTION** on page 14 - 15.

LEGEND C=Cost B=Benefit D=Disadvantage □=Resource silo ●=Resource benefit

👛=Gold 🌲=Lumber ⚒=Mining 🌾=Wheat ★=Gold XADLA ★=Silver XADLA ★=Super unit

CARD SETUP



Morale cards

There are a total of 48 morale cards in this deck that would either enhance a player's economy or military strategy.

The cards need to be shuffled before the game starts and placed beside the board map facing down.

HOW DOES A PLAYER GET MORALE CARDS?

All players get a morale card at the end of every SPRING (before a new year starts)

HOW DOES A PLAYER USE MORALE CARDS?

A player can use his/her morale cards any time they wish, but once used it needs to be discarded to the bottom of the morale card deck



Battle cards

There are a total of 48 battle cards, that need to be shuffled before the game starts.

HOW DO A PLAYER GET BATTLE CARDS?

Once shuffled, 6 cards need to be handed faced down to every player, which will remain their battle deck for the duration of the game. Players are allowed to look at their own cards in secrecy to assess their STRENGTH, the weakest cards have 1 strength and the strongest cards have 4 strength. After assessment, every player needs to shuffle their cards and put them face down next to them to create a battle uncertainty scenario.

HOW DOES A PLAYER USE BATTLE CARDS?

It is used during battle, see "battle" in the MARCHING action on [page 14](#).

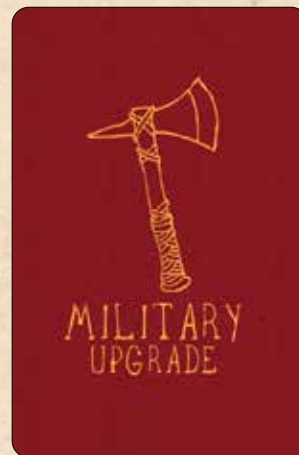
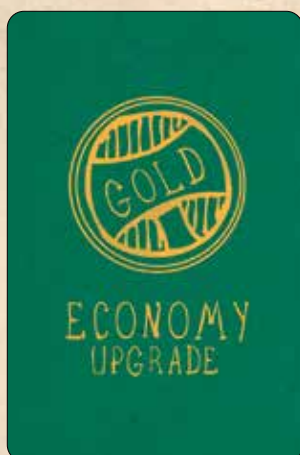
The top card should always be discarded (burn one, play one) to use the second card. After the battle is concluded, players need to create a used pile where both the discarded and used cards are placed. When a player has used all his/her cards their used pile needs to be shuffled again to re-use the same cards for the entire game.

Tech upgrade cards

There are a total of 48 tech cards with 16 cards in each category. Tech cards are a monopoly with only one of each card available.

HOW DOES A PLAYER GET TECH CARDS?

A player becomes the owner of a tech card once it has been purchased, as "evidence" of ownership. See TECH UPGRADES on [page 17 - 19](#) for more detail.



CHOOSING A HOUSE

Once the map has been set up as per previous sections each player needs to choose one of the following houses ...



6

SAILING

EVERY player needs to sail in the starting race to occupy the best starting position on the map and needs to sail right around the continent before settling can take place.

PREPARING THE SHIP

Once every player has chosen a house as per the previous section, two soldiers need to be placed on the ships, representing the chosen houses (look at your house colour for easy reference).

WHO WILL SAIL FIRST?

Take the two dice and take turns to role them, the player with the highest combination will start sailing. The lowest combination is 2 and the highest is 6. If any two players get the same number, they need to role the dices again to determine the starting order.

HOW TO SAIL

The player to start first needs to place his/her ship on the compass as indicated in *figure 3* and role both dice to calculate the amount of spaces he/she can sail. Sailing takes place by moving the ships on the outer shipping lines, one anchor equals one move. Once the first player has sailed, the following players need to sail in the right sequence as determined earlier. A player can dock at any starting point once his/her ship has reached a docking station of their choice. There are 8 starting positions with docking stations. look where you want to settle and race to get there before someone else does. As it is said; "the early bird catches the worm". NOTE, the docking station by the compass can only be occupied by sailing right around the map (it is the last docking station).

DOCKING AND SETTING UP YOUR CAPITAL CITY

Docking takes place by anchoring your ship at the end of the docking station. remove your soldier units from the ship and place them on the gates in front of your starting octagon. Now take your capital city base and insert the pole with flag in the hole as indicated in *the figure* below, then place the capital city on the starting octagon on top of the word "start". See the game mechanics in the next section before the strategic part of the game takes over, the ACTIONS (see the ACTIONS section on page X for different actions and rewards).

COMPASS (sailing begins here)



SHIP PLACED ON COMPASS WITH SOLDIERS



ANCHOR POINTS
(Indicating movement space)

OUTER SHIPPING LINES

SHIP DOCKING AT DOCKING PORT



SETTING UP THE CAPITAL CITY








THE CAPITAL CITY

Capital cities are the starting point of every player's colonization. It is through its power every player is funded to start implementing their strategy, to explore Xadlagon and ultimately conquer it and to be crowned ruler of Xadlagon. The funding comes without any action required and at no cost to the players.

SPONSORSHIP AT THE START OF THE GAME





At the start of the game the capital cities sponsor each player with the following to assist with the implementation of actions (see ACTIONS on pages 10 and 12) :


6 x  =GOLD 6 x  =LUMBER 6 x  =MINING 6 x  =WHEAT

2 x  **SOLDIER UNITS** straight from the docked ships to the capital city gate.

SPONSORSHIP AT THE END OF EVERY YEAR




After initial sponsorship, the capital cities provide the players with the following after every Spring (at the end of a year):

3 x  =GOLD 1 x  =LUMBER 1 x  =MINING 1 x  =WHEAT

1 x  **SOLDIER UNIT** straight from the reserves to the capital city gate at no cost.

1 x **MORALE CARD** to be taken from the shuffled morale card deck (see page 5).

BATTLE PROPERTIES (See BATTLE on pages 14 and 15)

6 x  = STRENGTH 4 x  = KILLS 4 x  = CANCEL KILLS

If a player conquers an enemy's Capital City:

- Conquering players receive 2 GOLD XADLAS.
- The player that lost their capital city cannot recruit for the rest of the year unless the enemy who conquered it move away before the end of the year or if the player re-conquer their capital city before the end of the year.
- The conquering player receives all the benefits of the conquered capital city for that year, except for the units and Super Units of the conquered player.
- The player whose capital city is under attack may opt to RETREAT to their capital city once it is their turn. Upon this RETREAT, a battle will ensue with the conquering army.
- After a year, the conquering army must move out of the captured enemy's capital city to their settlements or villages on the board.
 - If there is no room in the settlements or villages, soldiers must be displaced to the capital city.
 - No more than 6 soldiers are allowed in the capital city.
- If the attacking player loses the battle, the defending player can displace the remains of the attacking player's army. The defending player can displace the attacking army to any place inside the attacking player's kingdom/empire or area under that player's control.
 - If there is no space in the settlements or villages, soldiers must be displaced to the capital city.
 - No more than 6 soldiers are allowed in the capital city.
 - The super unit (if any) of the attacking player displaces with the army, and no more than one super unit per army is allowed. If no place is open for it on the map, it should be moved to the attacking player's capital city.

LEGEND C=Cost B=Benefit D=Disadvantage =Resource silo ●=Resource benefit

 =Gold  =Lumber  =Mining  =Wheat ★=Gold XADLA ☆=Silver XADLA ★=Super unit

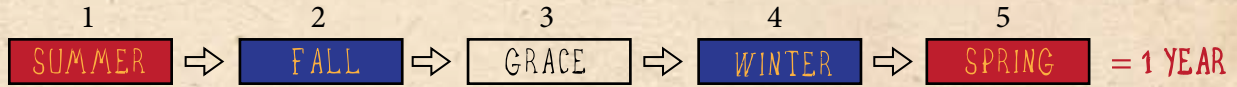


THE DESTINY OF YOUR CAPITAL
CITY IS IN YOUR HANDS ...

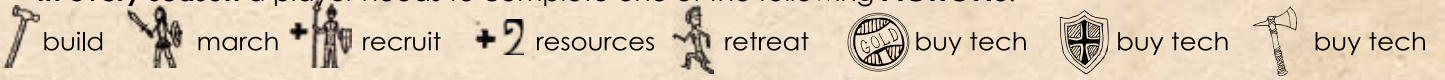
... TAKE CONTROL IF YOU DARE!

GAME MECHANICS

TradeWarz is based on 5 seasons with every player having one turn (action) per season:



In every season a player needs to complete one of the following ACTIONS:



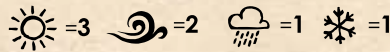
A player uses an action in his/her turn by placing one of the action tokens as illustrated in the **figure on the right page** on the season. Once the chosen action is implemented, the player's turn is concluded, where after the next player's turn begin. After one action is complete, it is the next player's turn. When all players had a turn, the next season starts. At the end of the fifth season (SPRING), one year is complete and your action tokens are removed from the seasons available for use again in the new year. Every year starts with SUMMER and ends after SPRING as indicated in the graph on top. BUILD, MARCH, RECRUIT and RESOURCES +2 can be used twice in one year but only one time per season.

RESOURCES =LUMBER =WHEAT =GOLD =MINING

All players should set their **resource counter** dials to **6** of each resource at the **start** of the game. Every year (at the end of **SPRING**), all players get **1** of each resource, but with gold you get **3**. More resources can be received by looking for the green dots "●" at the action section. ★ Golden XADLA can be received if all your resources are at **12** or above at the end of SPRING, or if a resource reaches **21**, you have to trade **11** of it for one golden XADLA which will leave that resource at **10** after the transaction.

DICE

The dice consist of the following weather patterns with each pattern representing specific allowable movement:



There are two dice, one **BLUE** and one **RED**. Both dice are used for sailing (see the **SAILING** section on page 5 for more detail) in the start of the game to determine settling location. Once settled, only one dice is used at a time for marching (see **MARCHING** on page 12 in the **ACTION** section).



BLUE DICE - Fall and Winter movement

This dice consist of the following patterns:



RED DICE - Summer and Spring movement

This dice consist of the following patterns:



REWARDS AT THE END OF A YEAR

Every player will receive the following rewards at the end of every SPRING:

RESOURCES: = 1 x LUMBER = 1 x WHEAT = 3 x GOLD = 1 x MINING

Additional **lumber**, **wheat** or **mining** can be gained with resource silos (see the **BUILD** action on page 16) or by buying certain economy tech (see the **BUYING TECH** action on page 17 - 19). Additional **gold** can be gained by building villages (1), castles (2), owning a trading post (1) and/or buying specific economy tech (see the **BUYING TECH** action on page 17 - 19). Gold received from owning a trading post can increase from 1 to 2 (doubled) if an economy (green) university is at level 3 or higher (see trading post on page 4).

RECRUIT: 1 free **soldier** recruit from the reserves to the capital city gate (see capital city on page 8).

MORALE CARDS: Every player receives one morale card at the end of every SPRING (see morale cards on page 5).

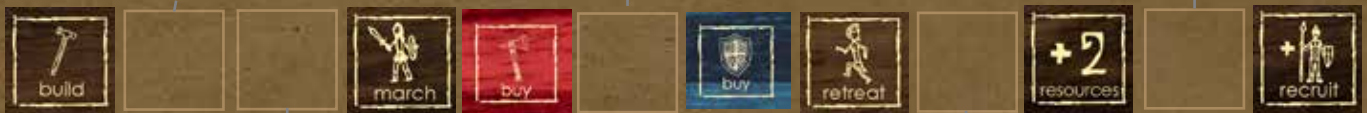
LEGEND C=Cost B=Benefit D=Disadvantage □=Resource silo ●=Resource benefit

=Gold =Lumber =Mining =Wheat ★=Gold XADLA ☆=Silver XADLA ☆=Super unit

Figure 4 - Action board and resource counter



Resource counter dial



Action tokens

ACTIONS & COST

A player's action choices have a direct impact on victory as it is the engine of one's strategy. Since the board map is designed in a way that the layout is different every time TradeWarz is played, you are never guaranteed that your actions will always yield the same results. Some actions have a cost implication as well as benefits and disadvantages, they are indicated as per the legend below:

C = Cost to implement the action **B** = Benefit of the action **D** = Disadvantages that could occur

CHOOSE WISELY!



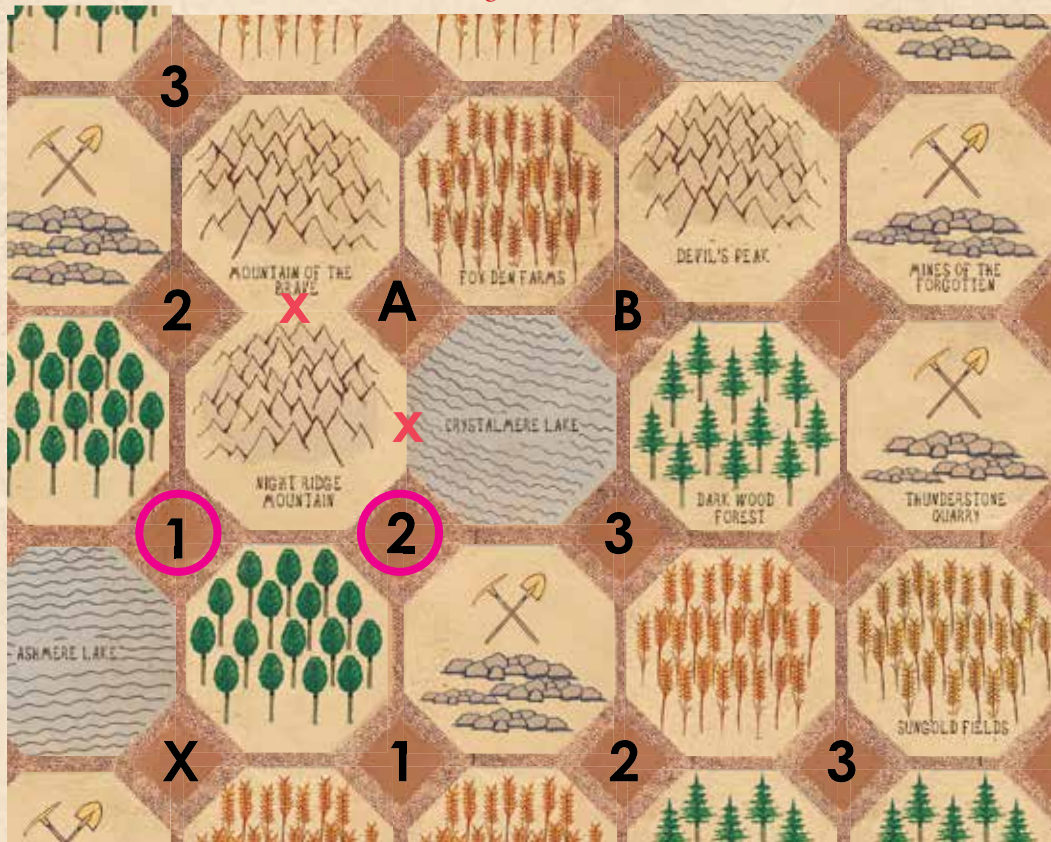
MARCHING

In order to march you need to roll the **RED** or **BLUE** dice, depending on the season (see **DICE in the game mechanics section on page 10**). When you roll the dice, you will get a weather pattern with a dedicated number that will allow you to move spaces as indicated by the dice weather patterns. *Movement takes place on squares only.*

Dice weather patterns ☀️ =3 🌀 =2 ☁️ =1 ❄️ =1

The maximum movement is 3 spaces and the minimum one. A player is allowed to move fewer spaces than the number received on the dice. **Figure 3** below illustrates what number a player requires in order to reach a certain destination if "X" illustrates the starting point. Marching only takes place on the brown squares as indicated below:

Figure 3



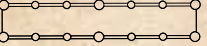



The position illustrated by letter "A" cannot be accessed with a "3" dice roll due to mountains and a lake blocking the way, as players are unable to march through channels where mountains and/lakes are touching as shown by "X", in the figure above. A player cannot march his/her troops through a mountain or lake as it serves as obstacles in the game, but there are exceptions that come at a price ...





LEGEND **C**=Cost **B**=Benefit **D**=Disadvantage □=Resource silo ●=Resource benefit
 🏠=Gold 🌲=Lumber ⚒️=Mining 🌾=Wheat ★=Gold XADLA ☆=Silver XADLA ✨=Super unit

MARCHING EXCEPTIONS

The following objects can be constructed while marching to enable further/quicker movement without using a build action:

 **ROAD** C =  +  Build a road to take a short cut over land (octagon)

 **BRIDGE** C = 4  + 2  + 2  Build a bridge to move across a lake.

 **TUNNEL** C = 2  + 4  + 2  Build a tunnel to move through a mountain.

A **ROAD** can be constructed to get from the starting point illustrated in **figure X** with an "X" to the "2", with only one movement, where it normally would take 2 movements.
if a player needs to march from "X" to "B", it would require 4 movements (minimum two march actions), but it can be done in 2 movements if a **ROAD** is constructed through the forest and a **BRIDGE** is constructed across the lake.

To get to point "A", a player can construct a tunnel through the mountain from "1" to "A" with only 2 movements, where it would require 5 movements otherwise.

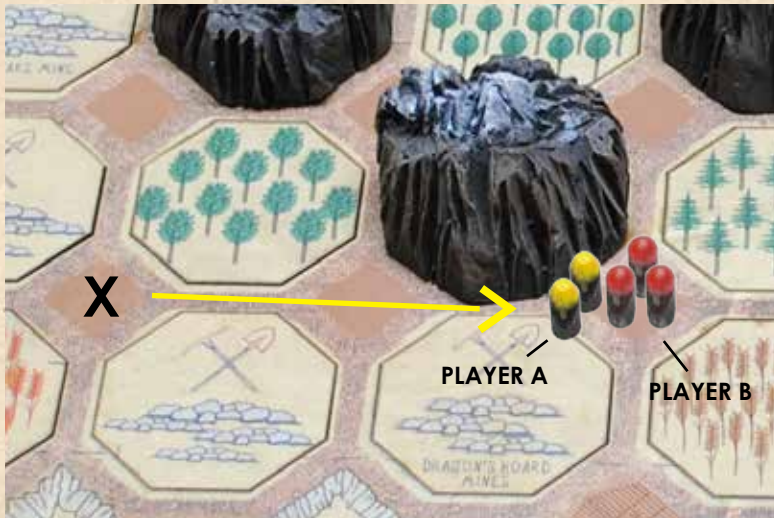


BATTLE

★ **B** = EVERY **BATTLE VICTORY** HAS A **GOLDEN XADLA** AS A REWARD FOR THE VICTORIOUS PLAYER.

= STRENGTH
 = KILLS
 = CANCEL KILLS (BLOCK)
 = EACH SOLDIER = 1 STRENGTH

Figure 4



To initiate a battle, a player needs to march his/her army to another player's army. The battle starts when two players' armies meet on the same square, i.e. player "YELLOW" march from position "X" to the same square as player "RED", as illustrated in **figure 4** (a = 2 would have been required on the dice role to do so).

Every battle has two facets, **VICTORY** and **CASUALTIES**.

For explanation purposes:
PLAYER A = YELLOW soldiers
PLAYER B = RED soldiers

STEP 1

PLAYER A - Use a MARCH action and roll either the **BLUE** or **RED** dice depending on the season, once the required dice role is received to reach **PLAYER B**, the battle starts.

STEP 2

PLAYER A and **B** needs to draw the top card from his/her battle card stack and discard it face up so that the other players can see it (every player received a pack of 6 cards during game setup), see "battle cards" on **page 5**. The 2nd card in the stack needs to be used in conjunction with your soldiers to determine STRENGTH. Both players need to reveal their cards simultaneously.

VICTORY is determined by the player with the highest number of **STRENGTH**

Strength is calculated in the following manner:

$$\text{NUMBER of SOLDIERS} + \text{BATTLE CARD STRENGTH} + \text{TECH UPGRADE STRENGTH}^* + \text{MORALE CARDS}^{**} = \text{TOTAL STRENGTH}$$

*Only applies if a player has battle-related tech upgrades See **TECH upgrade ACTION** on page ...for options and more info

Only applies if a player has battle-related morale cards See **MORALE CARDS on page X and X...

PLAYER A - Yellow

2 +

STRENGTH = 4

KILLS = 1

BLOCK = 1

4 +

★

DONKEY CARAVANS

Every year after Spring, gain 1 gold +1 resource from occupied area.

STRENGTH +1

LEVEL

1 +

+1

EXTRA BLOCK

0 = 7

$$\text{NUMBER of SOLDIERS} + \text{BATTLE CARD STRENGTH} + \text{TECH UPGRADE STRENGTH}^* + \text{MORALE CARDS}^{**} = \text{TOTAL STRENGTH}$$

PLAYER B - Red

3 +

STRENGTH = 2

KILLS = 3

BLOCK = 1

2 +

NO TECH UPGRADE

0 +

+1

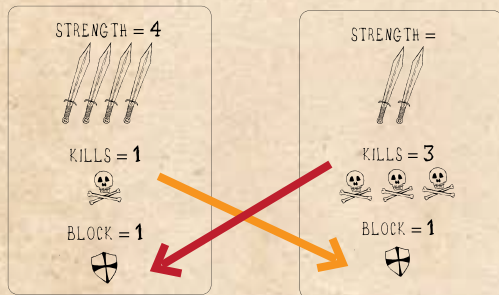
EXTRA STRENGTH

1 = 6

WHO WINS? **PLAYER A** wins the battle as it has **7 strength** versus **6 strength** of **PLAYER B**.

STEP 3

Calculate the **CASUALTIES** in the following manner:



PLAYER A CASUALTIES = **PLAYER B KILLS** - **PLAYER A BLOCKS** = 3 - 2 = 1 **PLAYER A casualty**

 -  = **CASUALTIES**

PLAYER B CASUALTIES = **PLAYER A KILLS** - **PLAYER B BLOCKS** = 1 - 1 = 0 **PLAYER B casualties**

USING MORALE CARDS IN BATTLE

If a player wants to use his/her morale cards in a battle, they need to be in his/her hand before the battle cards are revealed. Once both players are ready to reveal the battle and chosen morale cards, both players need to reveal their cards simultaneously. See morale cards on [page 5](#) for more details. No morale cards can be added to a battle after the battle cards have been revealed.

CANCEL BATTLE

A battle can be cancelled by a player if he/she has a "Cancel battle" morale card. The player who plays the card needs to pay the opposing player 2 gold resources. The player who initiated the battle will need to move back to the last position before the battle took place after the card has been played.

RAIDING VILLAGES AND SETTLEMENTS

B= IF VILLAGES and SETTLEMENTS are not guarded by soldiers, it can be DESTROYED by simply marching on top of them or over them without a battle. In other words, removing opponents supply lines from the map. This action does not have any XADLAS as reward as it is not classified as a battle.

NOTE= IF a defending player loses the battle, his/her village/settlement with the accompanying silos will be destroyed and removed from the map. The lost villages, settlements and silos can be rebuilt in a player's turn by using the **BUILD** action and paying the cost of implementation.



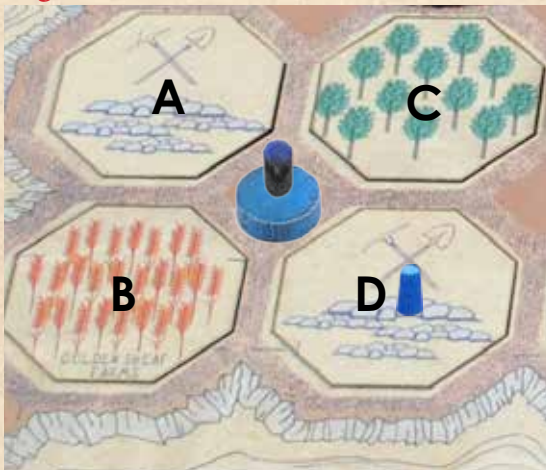
BUILD

With this ACTION a player has 4 building options namely; settlement, village and castle that are built on the squares on the map, or universities built in the capital city. Every player can build on a maximum of six squares on the map. Each building option has rewards that could greatly influence your strategy to become ruler of Xadlagon, but it also cost something. Look out for the following symbols:

B=Benefit **D**=Disadvantage **C**=Cost =Lumber =Wheat =Mining =Gold

= **A resource silo**, that produces **1 resource** every year. A silo must be placed on a mining, lumber or wheat field (octagon) next to the square a player is building his/her village or settlement on "A", "B", "C" or "D", as illustrated below in *figure 5*. Where the silo is placed is where it remains for the entire game; however, if a battle is lost, the silos will be removed (see **NOTE** on *page 15*). **All resources** are received at the end of **SPRING** and will be added to the resource dial of the allocated player(s).

Figure 5



SETTLEMENT **C**=+ **B**=

A settlement can be build on any square occupied by the same player's soldier. **MAXIMUM** 6 settlements can be built per player. Of those only 5 are allowed to be upgraded to villages. The **upgrade cost** is as follows: ++2

B= **ONE** resource from the area occupied by the allocated resource silo at the end of every Spring. In the *figure 5* illustration, it will be 1 mining resource.

D= A settlement with its allocated resource silo will be destroyed (removed from the map) if the battle is lost by the player owning the settlement.

Figure 6



VILLAGE **C**=2+2+2

A village can be built at any square occupied by the same player's soldier. A village can be build directly without building a settlement first. **MAXIMUM** 5 villages per player.

B= **TWO** resources from the area occupied by the allocated resource silos and **ONE GOLD** at the end of every Spring. In the *figure 6* illustration, it will be 1 mining resource and 1 lumber resource. Alternatively, both silos can be placed on the same field (octagon) to extract two of the same resources instead of two different ones.

NOTE: in *figure 6* there are only 3 fields (indicated by "A", "B" and "C") as the 4th octagon is a mountain.

D= A settlement with its allocated resource silo will be destroyed (removed from the map) if the battle is lost by the player owning the settlement.

LEGEND **C**=Cost **B**=Benefit **D**=Disadvantage =Resource silo =Resource benefit

=Gold =Lumber =Mining =Wheat =Gold XADLA =Silver XADLA =Super unit

Figure 7



CASTLE C=4 + 3 + 4

A castle can only be built on top of the same player's village, but it cannot be built in the same year as that village. **MAXIMUM** 2 castles per player unless a player wins another player's castle in battle. If this happens, the silos **need to be replaced by the new castle owner's colours.**

B= BATTLE ATTRIBUTES

STRENGTH +2 KILL+1 BLOCK+1

★ One silver XADLA 2 yearly (after SPRING)

D= If a battle is lost at the castle, the silver XADLA as well as the castle will be taken over by the battle victor. If the attacking player has won the battle but all his/her soldiers are killed in the battle, **the castle will belong to the owner prior to the battle.**

Figure 8



UNIVERSITY

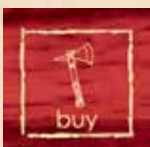
C= LEVEL + LEVEL 2 + 2 LEVEL 3 + 3 LEVEL 4 + 4 ★

There are 3 different types of universities and are built in a player's capital city (see figure 8): **ECONOMY** **MILITARY** **ENGINEERING**

Every university type can be built up to 4 levels. If a player has the available resources, he/she can built any level from scratch; however, the cost for each level needs to be paid. **EXAMPLE**, if a player wants to build a level 3 university directly it would cost 6 + 6 (the cost for level 1 + level 2 + level 3)

B = TECH can be purchased related to the type of university that has been built (see **BUY TECH** action below for more info).

★ = **One gold XADLA for every level 4 university**



BUY TECH

BEWARE, only one of each technology is available and once purchased it will not be available for any other player (tech monopoly). **BEFORE** a technology can be bought, a player first needs to have built a university of a specific colour in order to buy a tech related to it. In other words, to buy a level two tech a player needs to have a level two university of the same colour, but a player also needs to have bought a tech from all prior levels, unless no tech is available from the prior levels due to other players who have purchased it all.

EXAMPLE

Let's say a player wants to buy ARMY CAMPS, a level 3 engineering tech, he/she would need a minimum level 3 engineering university and would need to have bought an engineering tech from level 1 and then level 2, before he/she is able to do so.

Plan wisely!

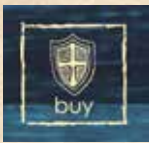
C=Each tech costs + + x LEVEL, for example, a LEVEL 2 tech costs 2 + 2 + 2

★ = Super unit. Its strength can be used for defense and attack, but only for the unit it is attached to. All other military-related technology can only be used for defensive (engineering) or attack (military), but is applicable to all the player's units on the entire map.



ECONOMY

LEVEL 1	HIGHER PRODUCTIVITY Gain one mining & lumber resource every year at the end of spring.	GENERATE TAX Gain two gold resources every year at the end of spring.	IMPROVED FARMING Gain one wheat and lumber every year at the end of spring.	INCREASED FERTILITY Gain two soldiers to reserve for additional recruitment.
LEVEL 2	IMPROVED BUILDING One of your two building options can be used to build twice every year. For example; two villages can be build with using one build option. All building costs still apply.	LOWER RECRUITMENT COST Soldier cost reduced to: Wheat = 2 Wood = 2	SUPERIOR LOGISTICS Two units can march at the same time using one march option. The dice needs to be used for each unit. A morale card can only apply to one unit in multiple battles.	UNIVERSITY UPGRADE EFFICIENCY Cost of university upgrades lessens with one gold and one mining.
LEVEL 3	ONE FREE ANNUAL RECRUIT Receive one extra recruit from the capital city after every year with no additional cost or use of a recruit option.	FREE UNIVERSITY UPGRADE Upgrade one university free every year. You must use a build option.	+3 EXTRA RESOURCE ALLOCATIONS Add three extra resource silos to a village of your choice. One village only. It can be moved if a village is destroyed in battle.	DONKEY CARAVANS ★ Every year after Spring, gain 1 gold + 1 resource from occupied area. STRENGTH +1
LEVEL 4	MULE CARAVANS ★ Every year after Spring, gain gold + 2 resources from occupied area. STRENGTH +2	+4 EXTRA RESOURCE ALLOCATIONS Choose two of your own villages and add two extra resource allocation tokens to each of them. Two villages only. It can be moved if a village is destroyed in battle.	+4 SUPERIOR FERTILITY Soldier cost reduced to: Wheat = 2 Wood = 1 Four extra soldiers available for recruitment with one free recruit (immediately).	ELEPHANT CARAVANS ★ Every year after Spring, gain 1 gold + 3 resources from occupied area. STRENGTH +2



ENGINEERING - DEFENSIVE

Players are only allowed to use this tech defending themselves from attack, with the exemption of SUPER UNITS

LEVEL 1	BATTLEFIELD OBSTACLES BLOCK +1	ROLLING FIREBALLS STRENGTH +1	IMPROVED SHIELDS STRENGTH +1 BLOCK +1	IMPROVED STEEL STRENGTH +1 KILL +1
LEVEL 2	HARDENED STEEL BLOCK +2	VILLAGE DEFENCES STRENGTH +1 BLOCK +1 KILL +1	DEFENSIVE LINE STRENGTH +1 BLOCK +1	LONGBOW STRENGTH +1 KILL +2
LEVEL 3	UPGRADE ALL FORTIFIED CASTLES STRENGTH +1 BLOCK +1 KILL +1	DEFENSIVE EQUIPMENT ★ STRENGTH +1 BLOCK +2	ARMY CAMPS STRENGTH +2 BLOCK +1	FIRE TRENCHES STRENGTH +2 BLOCK +1 KILL +1
LEVEL 4	SUPERIOR DEFENSIVE EQUIPMENT ★ STRENGTH +2 BLOCK +2 KILL +1	SUPERIOR ARMY CAMPS STRENGTH +2 BLOCK +3 KILL +1	CANNONS ★ STRENGTH +2 BLOCK +1 KILL +2	TREBUCHET ★ Deals 1 kill to any attacking unit before battle. STRENGTH +3



MILITARY - ATTACK

Players are only allowed to use this tech when attacking other players, with the exemption of SUPER UNITS

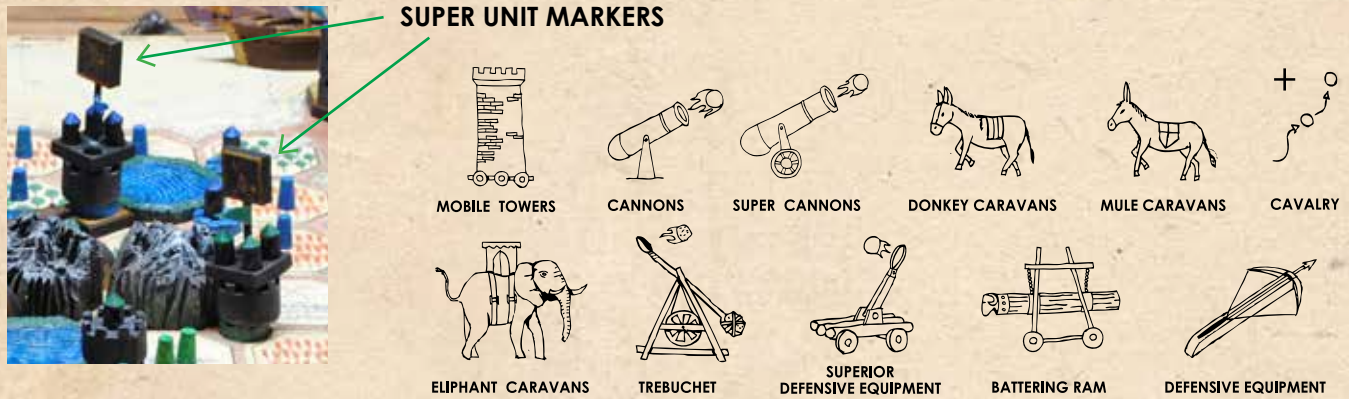
LEVEL 1	MILITARY DISCIPLINE STRENGTH +1	OFFENSIVE MANOEUVRES BLOCK +1	DEFENSIVE TACTICS STRENGTH +1 BLOCK +1	OFFENSIVE TACTICS STRENGTH +1 KILL +1
LEVEL 2	ONE MORE UNIT Increase maximum soldiers tray capacity from 3 to 4.	INCREASED FITNESS BLOCK +2	HAND CANNONS & MUSKETS STRENGTH +1 KILL +2	UPGRADE DEFENSIVE TACTICS STRENGTH +1 BLOCK +1 KILL +1
LEVEL 3	GRAPESHOT STRENGTH +2 KILL +2	GUN POWDER STRENGTH +2 BLOCK +1 KILL +1	SUPERIOR OFFENSIVE TACTICS STRENGTH +2 KILL +1	CAVALRY ★ One extra movement can be added to the number determined by the dice. STRENGTH +1 BLOCK +2 KILL +1
LEVEL 4	SUPER CANNONS ★ Deal one kill to a defending unit before battle. STRENGTH +3	BATTERING RAM ★ Cancel strength & blocking attributes of castles on attack. STRENGTH +2	MOBILE TOWER ★ Cancel strength & blocking attributes of castles on attack. STRENGTH +1 BLOCK +1 KILL +1	TRENCH WARFARE STRENGTH +2 BLOCK +1 KILL +1

LEGEND C=Cost B=Benefit D=Disadvantage □=Resource silo ●=Resource benefit




=Gold =Lumber =Mining =Wheat ★=Gold XADLA ☆=Silver XADLA ★=Super unit

ABOUT A SUPER UNIT

ONCE a SUPER UNIT has been bought, a marker will be handed to the owner thereof that needs to be appointed to an army and will remain with that army as long as there are still soldiers in the squad. The super unit will only have an effect on the squad (soldiers) it is accompanying. If all the soldiers accompanied by the super unit dies, it will move back to the player's capital city as it needs to be accompanied by at least one soldier. The marker gets placed on top of a soldier tray as below in **figure X**. **MAXIMUM** 4 super units per player from 11 available.



RECRUIT

 ONE UNIT $C=3$  $+3$ $B=$ Attributes in battle **STRENGTH +1** 

A soldier represents one unit and can be recruited from a player's reserve to the capital city gate at the cost above. If a player pays double the recruitment cost, a soldier can be recruited directly from reserve to any settlement/village/castle of the same player on the board. **Every player starts** the game with **2 free soldiers** at the capital city gate that arrives from the player's ship after docking (settling on the map) with 8 soldiers in reserve. After every year, each player receives 1 free soldier that also needs to be placed at a player's capital city gate. A **maximum** of 6 soldiers can be at the capital city gate at the same time.

MAXIMUM 10 soldiers per player with 3 per squad are allowed in the game, unless a tech upgrade is available for purchase that could allow a player to increase the total allowable soldiers to 16 (includes soldiers on map and reserve) and/or increase the soldiers per squad to 4. Soldiers can only leave the capital city if enough resources have been built to support them (excluding the first 2 soldiers that are supported by the capital city).

SUPPORT

A **settlement** can support only 1 soldier, a **village** can support 2 soldiers and a **castle** can support 4.

Unsupported soldiers need to return to the capital city immediately.



RETREAT

A player can use this action to move an army squad to his/her nearest village/settlement/castle or directly to their capital city gate. There is no cost involved to use this action.



RESOURCES +2

By using this action, a player is entitled to increase any one of his/her resources on the resource counter by 2. Alternatively, a player can choose two resources on his or her counter and increase them by 1 each.

GETTING XADLAS

The entire objective of the game is to get the most XADLAS to be crowned ruler of XADLAGON. This section provides a quick guide on the ways to obtain GOLDEN XADLAS and SILVER XADLAS.



Golden XADLA - permanent
Cannot be taken away from players



★ = One gold XADLA for any battle victory (defending or attacking)



★ = One gold XADLA will be rewarded to a player after every Spring if he/she owns two trading posts at that time.



★ = One gold XADLA for every Level 4 university - A maximum of 3 per player

RESOURCES



=Lumber



=Wheat



=Mining



=Gold

★ = A player can obtain a gold XADLA at the end of every Spring if all of his/her resources are above 12 on the resource counter at that time.

★ = Once any resource of a player's resource counter reaches 21, he/she will receive a gold XADLA, thereafter that resource will move back to 10 on the counter.



Silver XADLA - temporary

Can only be obtained by owning a castle or trading post, once the ownership changes, the silver XADLA needs to be handed over to the new occupant.



★ = One silver XADLA for every castle built by a player. If a player wins another player's castle through battle victory, the losing player needs to hand over the silver XADLA he/she received by building the castle.



★ = If a player marches onto or build on a trading post, he/she will receive a silver XADLA. The silver XADLA will exchange hands to whoever occupies the trading post.

WHAT HAPPENS IN A TIE AT THE END OF A GAME?

FIRSTLY - If players have an equal amount of XADLAS, the player with the most gold XADLAS win.

SECONDLY - If there is still a tie, the following calculations need to take place:
Strongest empire = count the total **STRENGTH** (both soldiers and tech), player with most strength wins.

THIRDLY - If there is still a tie, calculate the largest empire as follows:
settlements x 1 + villages x 2 + castles x 4, player with the highest number wins.

FOURTHLY - If there is still no victory, the player who built the furthest away from his/her capital wins.
Count the number of marches required from the capital city to the building (settlement/village/castle).

FORMING ALLIANCES

An alliance can be formed any time during the game with any player at the cost of 4 gold from every player joining the alliance. No player is allowed to form more than one alliance. If any player decides to break the alliance, he/she would have to pay the player/s 4 gold each for breaking the agreement. After an alliance is broken, players can form new alliances if they wish.





B= The players in the alliance can march across each other's settlements, villages or castles without raiding them. Their armies can also meet without a battle occurring. The players can also assist each other's armies to reinforce it up to the maximum allowable soldiers per squad or by leaving a super unit with a player as they pass by each other.

In order to obtain an alliance victory, double the amount of XADLAS + 2 additional XADLAS need to be achieved. For example, if the required winning XADLAS are 6, the alliance would need 14 XADLAS for victory ($6 + 6 + 2 = 14$).

If a tournament is played, an alliance victory will not count. Unless it is an alliance (team) tournament.

TRADING

Trading can happen with any of the following resources:


 =Lumber  =Wheat  =Mining  =Gold



Trading can be done with any player that is willing, but it needs to be done in the trading player's turn. A player can set their own terms, for example, 3 gold for 1 mining. The terms cannot be enforced but negotiations are encouraged.



EASY RESOURCE CALCULATION GUIDE

All resources are calculated after every **SPRING**, before the new year starts by owning settlements, villages, castles and/or trading posts. Each will yield different results.

GOLD is produced as follows:


CAPITAL CITY = 3  Every player gets **3 gold** yearly that is automatically generated by his/her capital city.

 = 1  Every player's **VILLAGE** generates **1 gold** from tax. For example, if a player has 3 villages, he/she would gain 3 gold at the end of every year.

 = 2  Every player's **CASTLE** generates **2 gold** from tax. For example, if a player has 2 castles, he/she would gain 4 gold at the end of every year. **Remember** to count the gold for the village underneath each castle.

 = 1  Every owned **TRADING POST** generates **1 gold**. For example, if a player owns 2 trading posts, he/she would gain 3 gold at the end of every year.


OR

= 2  Trading posts would produce **2 GOLD** instead of 1 if his/her **economy university** (green) is at **level 3** or higher.


The following formula can assist in calculating gold produce every year after **SPRING**:

GOLD  = **3 + villages x 1 + castles x 2 + trading posts x 1***

*Trading post would produce **2 GOLD** instead of 1 if his/her economy university (green) is on a level 3 or higher.

LUMBER  = 1 produced by **capital city + resource silo** on lumber octagon **x 1**. For example, if a player has 3 resource silos on lumber octagons he/she would gain 4 lumber (1 automatically produced by capital city plus 3 lumber silos) after every year.

MINING  = 1 produced by **capital city + resource silo** on mining octagons **x 1**. For example, if a player has 4 resource silos on mining octagons he/she would gain 5 mining (1 automatically produced by capital city plus 4 mining silos) after every year.

WHEAT  = 1 produced by **capital city + resource silo** on wheat octagon **x 1**. For example, if a player has 2 resource silos on wheat octagons he/she would gain 3 wheat (1 automatically produced by capital city plus 2 wheat silos) after every year.

ADDITIONAL RESOURCES can be gained through morale cards (page 5) or buying specific economy tech (see page 18).

LEGEND C=Cost B=Benefit D=Disadvantage □=Resource silo ●=Resource benefit

 =Gold  =Lumber  =Mining  =Wheat ★=Gold XADLA ☆=Silver XADLA ★=Super unit

COMPONENTS

Game board-map x 1

Resource octagon files x 49 (6 lakes, 7 mountains, 12 lumber, 12 mining, 12 wheat)

Lakes x 6

Mountain pieces x 7

Trading posts x 4

Ships x 6 (one for every house/clan)

Capital city base and flagpoles x 6 (one for every house/clan)

Action boards with resource counters x 6 (one for every house/clan)

Soldier units x 96 (16 for every house/clan)

Soldier trays with flag poles x 24 (4 for every house/clan)

Settlements with villages on reverse side x 36 (6 for every house/clan)

Resource silo cubes x 138 (23 for every house/clan)

Castles x 12 (2 for every house/clan)

Bridges x 6

Tunnels x 14

Roads x 20

Custom dice x 2

Battle cards x 48

Morale cards x 48

Economy tech cards x 16

Engineering - defensive tech cards x 16

Military - attack tech cards x 16

Super unit marker x 11

Quick reference sheet x 6

20 Silver Xadlas

40 Golden Xadlas

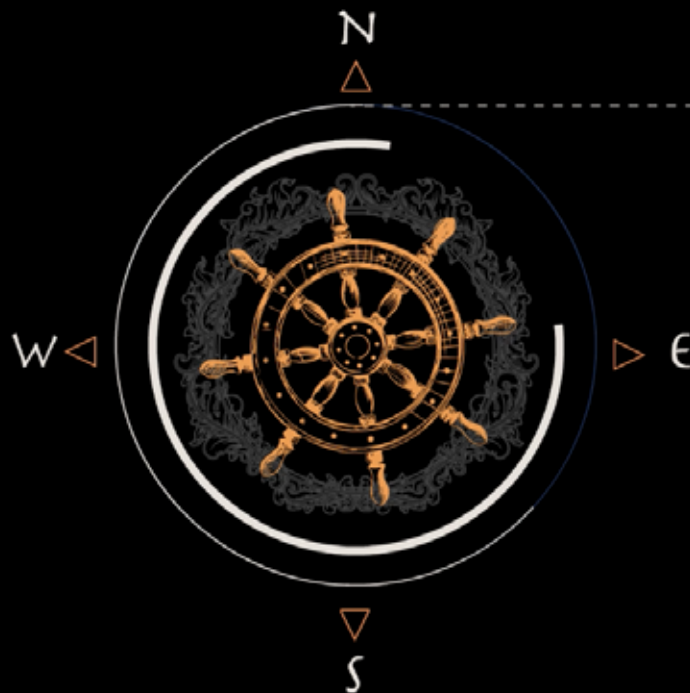
ARE YOU READY TO SAIL?



XADLAGON IS YOURS ...

ARE YOU BRAVE ENOUGH?

THEN
SAIL TO
LIKE OUR
FACEBOOK
PAGE ...



TRADEWARZ

@tradewarz





@tradewarz

