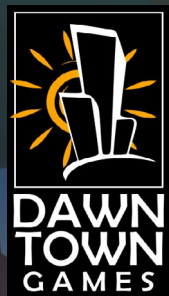
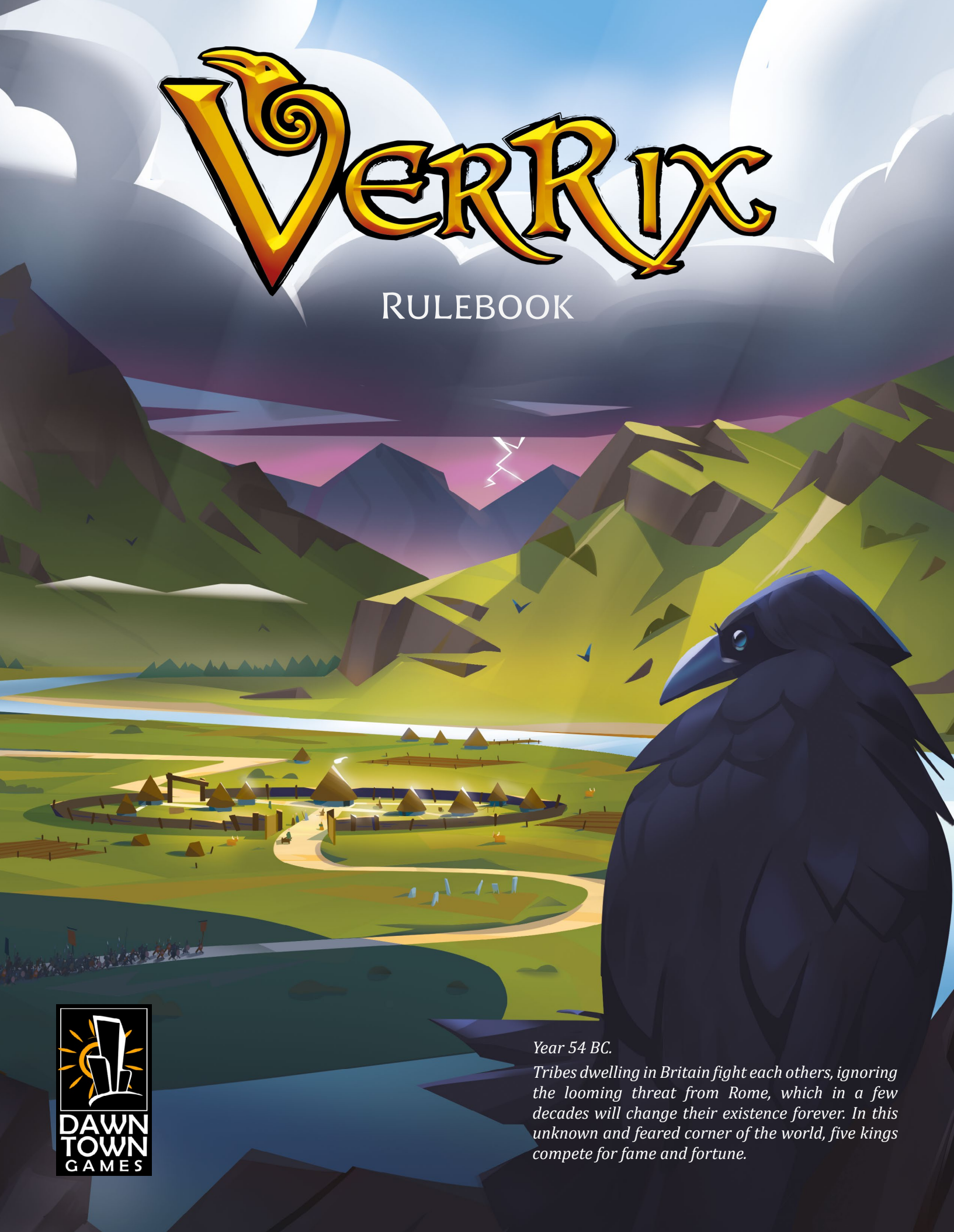


VERRIX

RULEBOOK



Year 54 BC.

Tribes dwelling in Britain fight each others, ignoring the looming threat from Rome, which in a few decades will change their existence forever. In this unknown and feared corner of the world, five kings compete for fame and fortune.

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COMPONENTS



Rulebook



Kings' Board



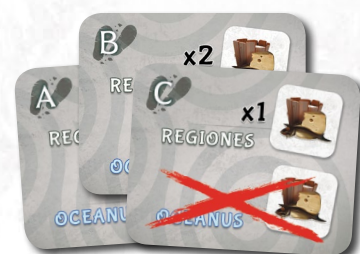
Battle Board



4x Trophy tiles



67x Goods tiles



3x Movement Cost tiles



1x Kings' ring tile (First player)



7x Mórrígan tokens with bag



4x Festival tiles



5x Village Cards in 5 colours (1 for each tribe)



5x Travel Cards in 5 colours (1 for each tribe)



5x Setup Cards in 5 colours (1 for each tribe)



5x Leader Cards in 5 colours (1 for each tribe)



7x Common Leader Cards



5x Portum Itium Cards
5x Rules Reference Cards



5x Ability Cards in 5 colours (1 for each tribe)



70x Action Cards in 5 colours (14 for each tribe)



20x Event Cards



5x "55" Victory Points tokens in 5 colours (1 for each tribe)



5x Leader meeple tokens in 5 colours (1 for each tribe)



10x Victory Points/Playing Order discs in 5 colours (2 for each tribe)



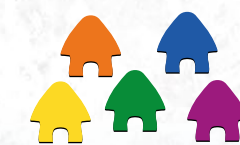
35x Tribesman meeple tokens in 5 colours (7 for each tribe)



20x Divine Will cubes



5x Common Leader Meeple



15x Village tokens in 5 colours (3 for each tribe)



2x Black discs turns/course of battle

COMMON AREA SETUP

Place the Kings' Board in the centre of the common play area, then place:

- ❖ **A** all 4 *Festival* tiles, with the text visible, on spaces 3, 6, 9 and 12 of the Turn track;
- ❖ **B** 1 black disc in space 1 of the Turn track. It will be used to indicate the current turn during the game;
- ❖ **C** Movement Cost tile "A" in the Movement Costs space.



The *Common Pool* identifies a space within the common play area that includes the *Portum Itium* market.

Portum Itium market is part of the *Common Pool*. Everything you can find at the historic Roman harbour is placed in this specific area.



Place the Battle Board next to the Kings' Board then:

- ❖ **D** place the second black disc in the central space of the Battle Track (value: 3);
- ❖ **E** place the bag containing the 7 **Mórrígan** tokens next to the Battle Board.

Finally, set up the *Common Pool* so that it is easily accessible to all players with:

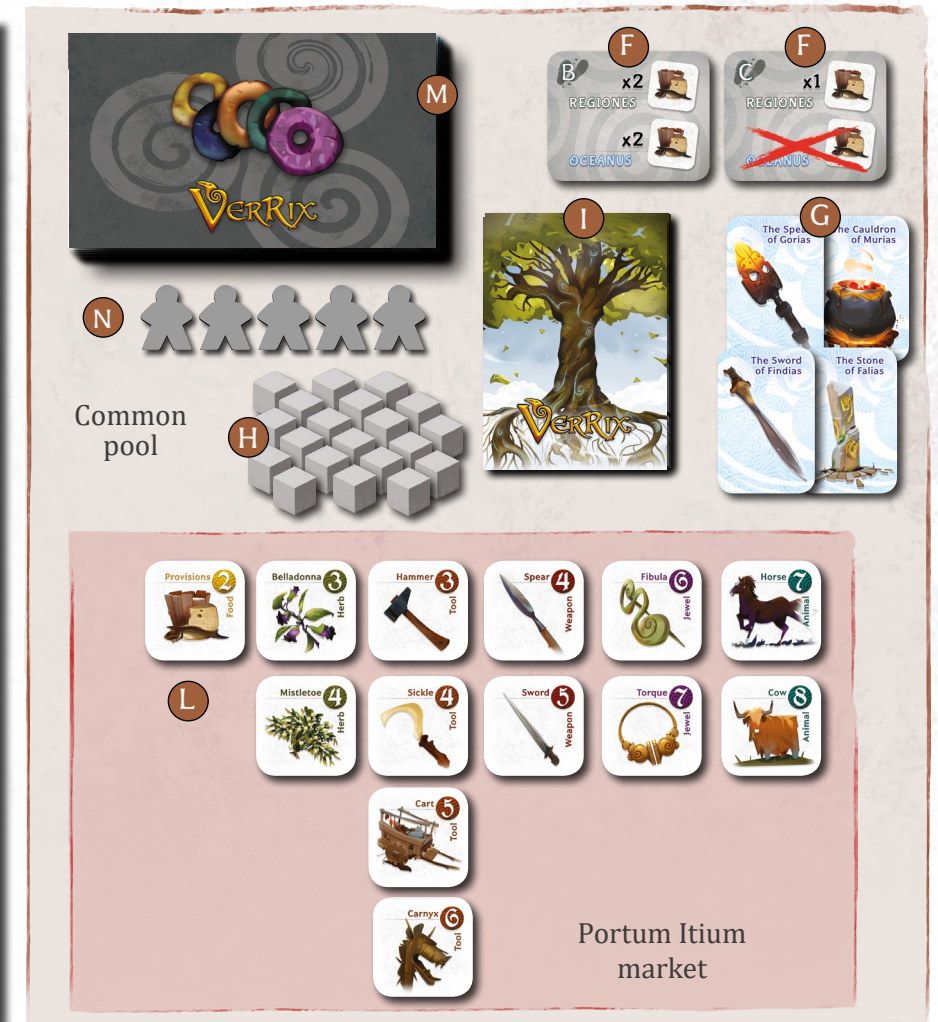
- ❖ **F** Movement Cost tiles "B" and "C";
- ❖ **G** trophy tiles;
- ❖ **H** **Divine Will** cubes;
- ❖ **I** Event Cards deck, shuffled and covered, showing the Verrix logo and the tree of life;
- ❖ **M** grey Common Leader Cards;
- ❖ **N** grey **leader meeples** (one for each player);
- ❖ **L** **good** tiles in the *Portum Itium* market space.



THE MÓRRÍGAN WAS CONSIDERED ONE OF THE MOST IMPORTANT DEITIES AND WAS TRADITIONALLY ASSOCIATED WITH FATE AND WAR. MYTHS TELL THAT SHE TOOK PART IN FAMOUS BATTLES BRINGING VICTORY TO HER SIDE AND THEN TURNING INTO A RAVEN CLAIMING THE LIFE OF THE DYING DEFEATED.

Divine Will is not considered a **good** and cannot be traded or raided.

The amount of **goods** and **Divine Will** is not infinite. If they run out during the game they must become available again before a player can gain them.



PLAYER AREA SETUP

Each *tribe* has a main trait that opposing *tribes* are less keen to pursue:



Blue tribe
Battle



Orange tribe
Raid



Purple tribe
Mysticism



Green tribe
Trade



Yellow tribe
Craftsmanship

WONDERING WHY RED IS MISSING FROM THE GAME? ROMAN SOLDIERS WORE RED TUNICS, AND OFFICERS WORE A CLOAK CALLED PALUDAMENTUM THAT, DEPENDING ON THE QUALITY OF THE USED DYE COULD BE CRIMSON OR SCARLET. RED WAS THEREFORE THE ROMANS COLOUR. IN VERRIX, ROMANS HAVE NOT SET FOOT IN BRITANNIA YET, THAT IS WHY YOU WON'T FIND THIS COLOUR.

Each player chooses the *tribe* they consider the most suitable and takes all the equipment of the corresponding colour: 1 Ability Card, 1 *Village Card*, 1 *Travel Card*, 1 Leader Card, 1 Rules Reference Card, 1 *Portum Itium Card*, 14 Action Cards, 1 Setup Card, 7 **tribesman meeples**, 1 **leader meeple**, 2 Discs, 3 **village tokens** and 1 "55" Victory Points tile.

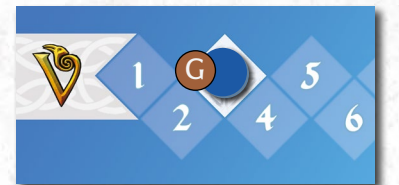


Fame may be gained and lost!

It is not possible to drop below 1 on the Victory Points track, whereas if a player exceeds 55, they start at 1 again, placing the "55" token under their disc.

Each player then places their tribe's equipment, taking into account the following guidelines:

- ✘ **A** the Ability Card, *Village Card*, *Travel Card* and Leader Card must be placed in each player's area, so that everyone can see them;
- ✘ **B** the Rules Reference Card and the *Portum Itium Card* can be placed next to the *Village Card* or next to the *Travel Card*;
- ✘ **C** 5 **tribesman meeples** and the **leader meeple**, available from the beginning of the game, must be placed in the player area, so that everyone can see them;
- ✘ **D** the other 2 **tribesman meeples**, which can be acquired during the game, must be placed in the *Portum Itium* market area along with the **goods** tiles;
- ✘ **E** the 3 **village tokens** must be placed so that everyone can see them;
- ✘ **F** the "55" tiles must be placed in each player's areas;
- ✘ **G** 1 disc must be placed on space 3 of the Victory Points track ♠;
- ✘ all 14 Actions cards must be divided into 2 small decks:



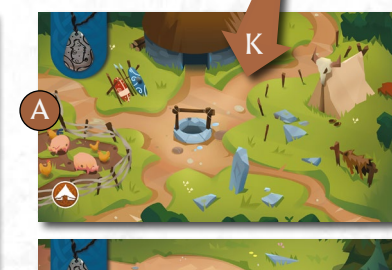
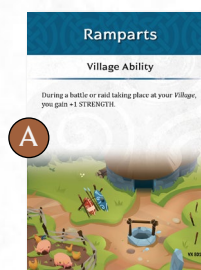
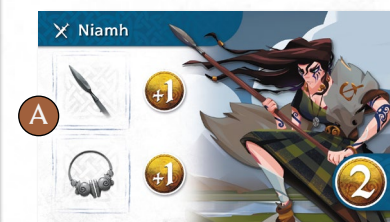
H 1 deck with 9 Basic Action cards, the ones with the black stripe, they are available at the beginning of the game;



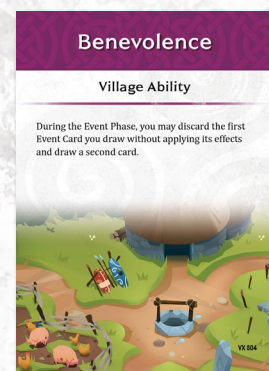
I 1 deck with the 5 **Special** Action cards, the ones with the red stripe, they can be acquired and added to the Basic Action cards during the game.

Finally, each player looks at their Setup Card **J**, takes whatever all the depicted resources from the *Common Pool* **K** on their own *Village Card*.

Players who are entitled to a **hostage** must choose one **tribesman meeple** from the *Portum Itium* market. It is not possible for a player to take one of their own **tribesman meeple** at the beginning of the game.



ABILITY CARD



The Ability Card grants a benefit for the duration of the whole game. Make sure you read it carefully to learn its effect and when you can use it.

The Purple *Tribe's* Ability Card provides the permanent effect **Benevolence**. This effect allows the player, only during the Event Phase and only when an Event Card is drawn, to read the card, discard it if they don't like it and draw a new one.

This second card cannot be discarded again.

VILLAGE CARD

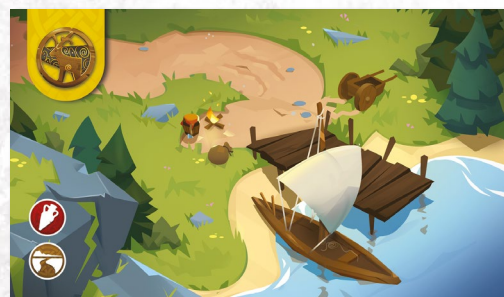


This card represents all the "Regiones" (territories) where there is a **village token** of your *tribe*.

All **tribesman meeples** and **leader meeples** placed on this card can be used until the Cleanup Phase of the current *Month* Turn only to defend your *Village* in case of Raid or Battle.

The **good** tiles, **trophy** tiles and **hostages** on this card are available for use, but other players can target them with Trade or Raid actions.

TRAVEL CARD



This card represents any "Regiones" (territories) other than the ones where there is a **village token** of your *tribe*, including the *Portum Itium* market location.

All **tribesman meeples** and **leader meeples** placed on this card are no longer available until the Cleanup Phase of the current *Month* Turn, not even to defend your *Village* in case of Raid or Battle.

Good tiles, **trophy** tiles and **hostages** placed on this card cannot be used until the current *Month* Turn Cleanup Phase, but as long as they are on *Travel Card*, no other player can target them with Trade or Raid actions.

TRIBESMAN, HOSTAGE AND LEADER

Each *tribe* has 2 kinds of units: **tribesman** and **leader**.



Tribesman



Hostage

Tribesman can perform any Action, have a STRENGTH value always equal to 1 and can carry 1 **good** or 1 **hostage**. A **hostage** is a captive **tribesman** (e.g. a Blue *tribe* **tribesman** on the Purple *tribe's* *Village Card*) or any **tribesman** in the *Portum Itium* market.

A **hostage** in a *Village* can't be used to defend the *Village* or to perform Actions.

Hostages rescued by their own tribes through a Raid or Trade actions become **tribesmen** again during the next Cleanup Phase.

Leader, featuring a Leader Card, is particularly trained in carrying out Actions related to their class **A**.



Craftsman



Warrior



Merchant



Mystic



The **leader** has a variable STRENGTH **B** value and can carry, normally, 1 **good** or 1 **hostage**. They can also be equipped with **goods** that cannot be traded or raided.

Goods that are placed on a Leader Card's spaces **C** allow to benefit from different types of bonuses **D**:



Decreases Movement Cost by 1 when the **leader** is used to perform actions away from the *Village*.



Permanently increases the **leader's** STRENGTH by 1.



Allows you to gain 1 Victory Point during the Cleanup Phase.



Increases the transport capacity of the **leader** by 1 **good** or 1 **hostage**.



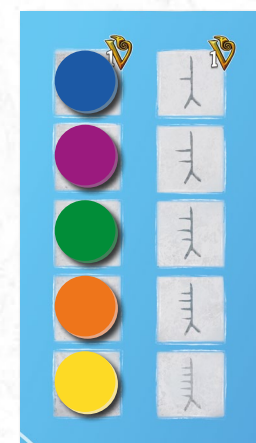
Improves the effectiveness of some Battle action cards.



We define as "available" all the **tribesmen** and **leaders** that have not been used to perform an Action yet. Each player must keep them in their playing area so that they are visible to all opposing players.

We define as "engaged" all the **tribesmen** and **leaders** that have been used to perform Actions. If the Action they performed has taken place at the *Village* they are placed on the *Village Card*. If the action has taken place in a different location, they are placed on *Travel Card*.

PLAYING ORDER AND END OF SETUP



At the beginning of the game, determine the first player as you prefer, maybe choosing the oldest player to honour their wisdom...

The first player takes the Kings' Ring tile and places the disc of their *tribe* on the Kings' Board in the first space at the top of 1 of the 2 tracks of the Playing Order.

Then, in clockwise order, all other players place their discs in the first available spaces below.

The first player immediately gains 1 Victory Point.

This will happen only at the beginning of the game, see below to read about how the order of play works during the game.

Finally, to complete the preparation each player, following the Playing Order, places a **village token** of their *tribe* in 1 of the 3 territories indicated on their Setup Card. The other 2 **village tokens** may be placed during the game.

After placing the **village token**, put their Setup Card in the box, you will not need it for the rest of the game.



TERRITORIES, SEA AREAS AND MOVEMENT

The territory where you have placed your first **village token** may influence, at least in part, your strategy for the game.

The map shown on the Kings' Board is divided into territories (Regiones) and sea areas (Oceanus). When performing actions, the *Village Card*  and the *Travel Card*  always refer to a territory.

In order to perform actions away from your *Village*, in territories other than the one where you have placed 1 of your *tribe's village tokens*, you must make a movement and pay a Movement Cost in **Provisions** tiles. If you do not have enough Provisions to complete the movement, net of any bonuses, the action cannot be carried out.



When a player has more than one **village token** in the territories of the King's Board map, the total number of **Provisions** tiles to be placed at *Portum Itium* market must be calculated considering the movement starting in nearest **village token**.




Territory and Sea Area Movement Costs are indicated on the Movement Costs tile on the Kings' Board. At the beginning of the game the Movement Cost is 1 **Provisions** per territory and 2 **Provisions** per sea area you cross. Costs may change temporarily, for one *Month Turn* only, due to some Event cards.

The total number of **Provisions** that must be placed at *Portum Itium* market to complete the movement is the sum of all Movement Costs the player has to cross in order to reach their destination (the starting territory is not included, while the destination is).

If while moving, you cross a territory that contains an opposing player's **village token**, give that player one **Provisions** you were supposed to give back to the *Portum Itium* market. The tribute must be paid even if the moving player benefits from a bonus that would allow them to reach the destination territory for free.




There is no wrong territory to place your *tribe's village tokens* in, but always consider carefully the distance between your **village tokens** and your opponent's. Always consider the distance between the territories where your **village tokens** are placed and the territories where your opponents' tokens are placed and the *Portum Itium* market!

HOW TO PLAY

The game is played in 12 turns. After 2 *Month Turns*, when players perform actions, there is always 1 *Festival Turn* when players gain Victory Points  by reaching the objectives described on the *Festival* tiles.

MONTH TURN

Each *Month Turn* is divided into three phases:

-  Event phase;
-  Action phase;
-  Cleanup Phase.



EVENT PHASE

Each player, following the playing order, moves 3 **Divine Will** cubes from their *tribe's Village Card* to the *Common Pool* and draws 1 Event Card. Players who do not have enough **Divine Will** cannot draw an Event Card, they will not participate in the Event Phase.



If the Event Card deck runs out, the Event Phase ends immediately and it is not performed again until the end of the game.

The Event Phase ends when all players had the chance to spend to draw 1 Event Card.

Some Event cards have an **immediate effect** .


The player **immediately** reads the text aloud, applies the effect and then discards the card in a discard pile next to the Event Cards deck.

The player that draws the Event Card **The Gift** reads the text aloud **A** and applies the effect **B**:

-  takes 1 **Cow** tile from the *Portum Itium* market or, if available, from another player's *Village Card*;
-  then places the **Cow** tile and one of their own **tribesman meeples** on *Travel Card*.




Event Cards take priority over the rules. If at any point an Event Card allows you to play against the general rules, follow the card.

Other Event Cards have a **delayed effect**  that is described on the card itself **C**.

In this case the player reads the text **D** without revealing it to the other players and places the card, covered, in their playing area.

The player who draws the Event Card **Arianrhod** reads the text **D** without revealing it and places the card in their playing area.

During an Action Phase of any *Month Turn*, only during their turn, the player applies the effect **E**:

-  looks at the first 3 cards at the top of the Event Cards deck and rearranges them, as they prefer, placing them back on the top of the deck.



A player cannot have more than one Event Card in their playing area. If they draw a second one they must choose one to keep and discard the other.

The player discards the **delayed effect** card in a discard pile next to the Event Cards deck only after applying the effect.



ACTION PHASE

Each player, following the playing order, engages their tribe's units to play a Development, Trade or Raid Action Card or to declare a Battle. Players take turns playing their cards until all of them cannot or will not play a card to perform an action and pass.

When a player passes, they move the disc of their colour onto the first free space (top to bottom) of the other order column. The other order column shows the playing order of the next *Month* Turn.

The player who passes first will be the first to play in the next turn and immediately gains 1 Victory Point 🏆.

The playing order of the current *Month* Turn represented in the image is Blue, Purple, Green, Orange and Yellow. When the Green player passes, moves their disc on the other column. Since the Green player passed first, they will play first in the next turn, also they immediately gain 1 Victory Point 🏆.



When a player passes, they cannot play Development, Trade and Raid Action Cards or declare Battle any longer in the current *Month* Turn.

Do not underestimate playing order management. It is often important to be able to play a Development, Trade, and Raid Action Card or declare Battle before or after another player.

CLEANUP PHASE

All players simultaneously must:

- ☒ Move on *Travel* Card **goods**, **trophies** and **hostages** to their own *Village* Card;
- ☒ Make available again all **tribesmen** and **leader meeples** of their *tribe*, that are on *Travel* and on *Village* Cards;
- ☒ retrieve the Action Cards from the discard pile of their *tribe* and recreate the Action Cards deck.

Each player, only in this phase, may:

- ☒ equip the **leaders**, moving **goods** from the *Village* Card of their *tribe* to the spaces on the Leader Cards of their *tribe*;
- ☒ strip the **leaders**, moving **goods** from the Leader Cards of their *tribe* to the *Village* Card, in order to use them, for example in a Trade Action;
- ☒ take advantage of the benefits described on their *tribes'* Ability Card that are activated during this Phase;
- ☒ gain 1 Victory Point 🏆 for each **hostage** on their *tribe's* *Village* Card;
- ☒ gain 1 Victory Point 🏆 for each **leader** of their *tribe* who is equipped with a **Fibula**;
- ☒ gain 1 Victory Point 🏆 for the "Spear of Gorias" **trophy** placed in their *tribe's* *Village* Card.

Finally, advance the black disc on the Turns track on the Kings' Board by 1 space and check that the other black disc on the Battle Board Track is placed in the space with the value 3.

A player may equip a **leader** with a **Fibula** and gain 1 Victory Point 🏆 for it during the same Cleanup Phase.

FESTIVAL TURN

Each player who achieves 1 or more objectives described on the *Festival* tile of the current *Festival* Turn gains Victory Points 🏆.

Goods equipped by **leaders** contribute to achieve the objectives.

Read the *Festival* tile objectives in advance in order to plan the best strategy and gain as many Victory Points 🏆 as possible.

After playing the Turn, flip the *Festival* tile down or put it back in the box, it will not be used for the rest of the game.

THE CELTIC CALENDAR IS DIVIDED IN 2 SEMESTERS: ONE IS THE WINTER, CONNECTED TO THE BEGINNING OF THE DARKEST HALF OF THE YEAR, AND THE OTHER IS THE SUMMER, CONNECTED TO THE BEGINNING OF THE BRIGHTEST HALF.

THE CELTS CELEBRATED FOUR MAJOR ANNUAL FESTIVITIES RELATED TO NATURE'S CYCLES AND SEASONS: SAMHAIN, IMBOLC, BELTANE AND LUGHNASADH. THEY WERE ALSO CALLED FIRE FESTIVALS BECAUSE ON THESE OCCASIONS A RITUAL FIRE WAS ALWAYS LIT.

 **Beltane**

- 1 🏆 for every **village token** of your *tribe* on the map.
- 1 🏆 for every type of **tool** you have.
- 1 🏆 for every **Mistletoe** you put in the *Common Pool*.



END OF THE GAME

At the end of the game, after all players had their chance to gain Victory Points 🏆 thanks to the "Lughnasadh" *Festival* Turn and Event Cards with delayed effects 🔄, the player with the most Fame, i.e. with the most Victory Points 🏆, is declared the winner and gets the title of VERRIX.

In case of a tie between 2 or more players, the winner is the player whose *Village* Card has, in order, the highest number of:

- ☒ **Divine Will**;
- ☒ **trophies**;
- ☒ **animals**, including those equipped by **leaders**.

In case of a further tie, the player whose *tribe's* disc is placed in the lowest space on the Play Order Track wins.



ACTION, REACTION AND SUPPORT

There are 4 Action types: Development, Trade, Raid and Battle. In order to perform these Actions, it is always necessary to use an Action Card, which can only be played thanks to the efforts of **tribesmen** and **leaders**.

Any Action Card can only be played once during the Action Phase of a *Month* Turn and becomes available again only during the next Cleanup Phase.

Each Action Card includes the following information:

- ✂ **A** the minimum STRENGTH required to perform the Action;
- ✂ **B** the units whose STRENGTH can be used to reach the needed value to perform the Action and the units that can join the Action, including those of the opposing *tribe* for Raid and Battle Actions. Any combination of **tribesmen** and **leaders** that can be engaged to perform the Action is allowed;
- ✂ **C** the location where the Action takes place;
- ✂ **D** the title;
- ✂ **E** the type of the Action;
- ✂ **F** the effect of the card, including any other condition that must be met in order to perform the Action;
- ✂ **G** the type of card. The black stripe identifies a Basic Action Card while the red stripe identifies a **Special** Action Card. The number of diamonds inside the stripe identifies the rarity:



1 x - Common Action, card owned by all players;

2 x - Uncommon Action, card owned by some players;

3 x - Rare Action, card owned by one player only.

! Action Cards take priority over the rulebook. If at any point an Action Card allows you to play against the general rules, follow the card.

A player, even after passing the hand, is obliged to perform a Reaction when they are the target of an opposing player's Action.

Defending your own *Village* from an opposing player's Raid Action is considered a Reaction.
Siding with an opposing player who has declared a Battle, or with an opposing player who is making a Reaction to defend himself, is considered Support.

A player who has not yet passed their hand can provide Support when they decide to intervene in an Action proposed by an opposing player against a third one.

DEVELOPMENT

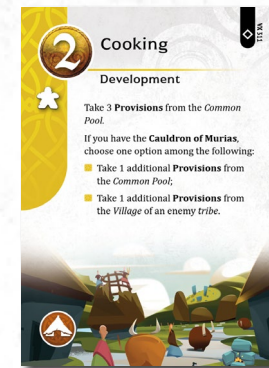
These Action Cards mainly allow you to produce **goods** or obtain **Divine Will**.

When a player performs a Development Action, they shall:

- ✂ plays a Development Action Card;
- ✂ engages on their *tribe's Village* Card a number of available **tribesmen** and **leaders** that have a total STRENGTH value equal to or greater than the commitment cost of the Development Action Card;
- ✂ applies the effect described by the Action Card.

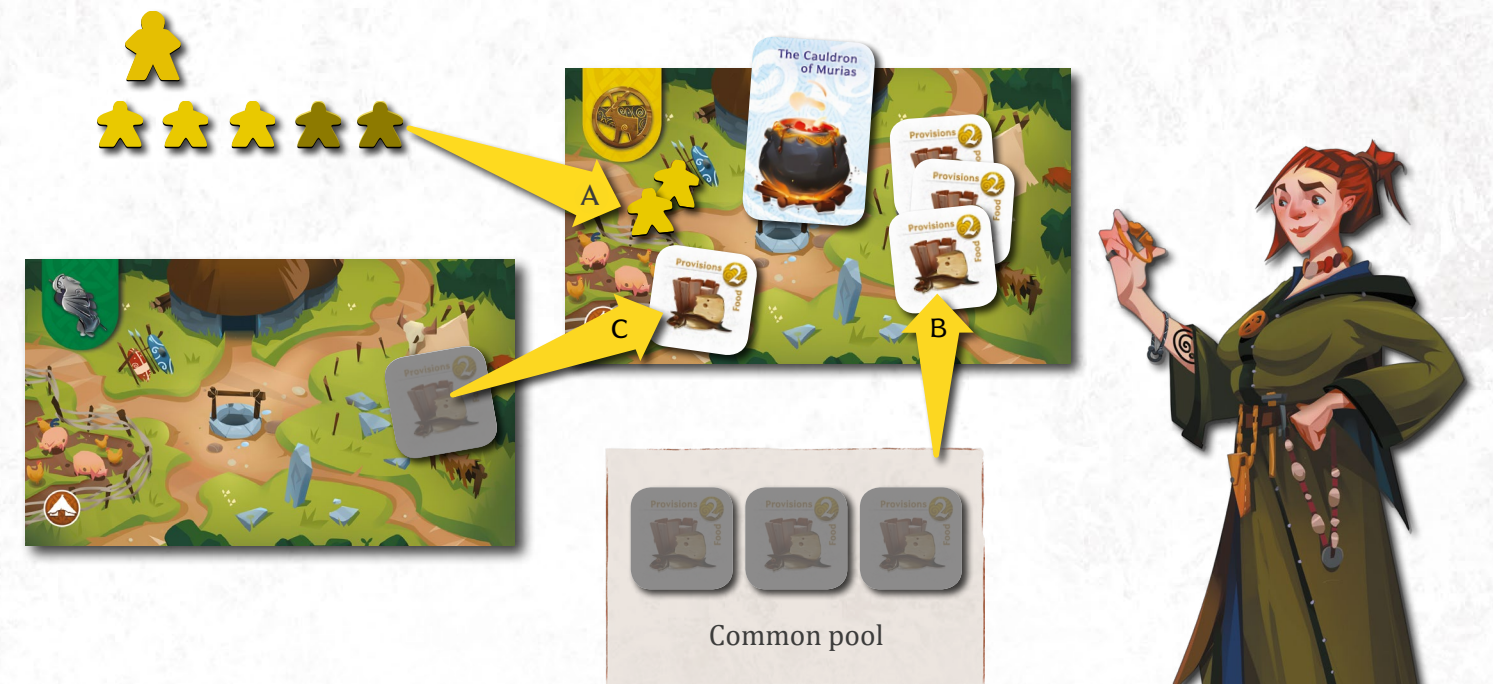
Goods and **Divine Will** produced through a Development Action, with certain exceptions described by the Action Card, must be placed on your own *tribe's Village* Card. Goods in the *Village* may not be equipped on Leader Cards until the Cleanup Phase of the current *Month* Turn and may be targets of trade or raid.

Among the Basic Action Cards of each tribe there is the **Cooking** Action Card which takes place in your *Village* and allows you to produce **Provisions**.



The player managing the Yellow *Tribes* plays the **Cooking** Action Card and applies the effect:

- ✂ **A** They engage 2 **tribesmen** on their *Village* Card, each with a STRENGTH of 1. The total STRENGTH value is 2, equal to the commitment cost of the **Cooking** Action Card;
- ✂ **B** takes 3 **Provisions** tiles from the *Common Pool* and places them on their *Village* Card;
- ✂ **C** since they have the "Cauldron of Murias" trophy, they take another **Provisions** tile from the Green *Tribes*' *Village* Card and places it on their own *Village* Card.



The player applies the effect and then discards the card into a discard pile in their playing area.



Among each *tribe's* Basic Action Cards there are 2 Development Action Cards that deserve a closer look. The **Learning** Action takes place in your *Village* and allows you to add a **Special** Action Card to your Basic Action Cards deck.



The player managing the Purple *Tribes* plays the **Learning** Action Card and applies the effect:

- ☒ consults the **Special** Action Cards they have yet to learn and chooses to add the **Consecrated Ground** Action Card to their Basic Action Cards Deck;
- ☒ engages the mystic **leader Lindsay** on their *Village* Card. She has a STRENGTH of 3, which is greater than the commitment cost of the **Consecrated Ground** Action Card;
- ☒ adds the **Consecrated Ground** Action Card to the Basic Action Cards deck, making it immediately available to perform Actions in the current *Month* Turn;
- ☒ gains 1 Victory Point.

The **Learning** Action Card does NOT have a commitment cost of its own and does NOT show the units that can be engaged in order to perform the Action. This information is to be obtained from the **Special** Action Card you want to add to the Basic Action Cards deck.

The player applies the effect and finally discards the card into a discard pile in their playing area. If they have added the last **Special** Action Card to the deck of Basic Action Cards, they can permanently discard the **Learning** Action Card and put it in the box, it will no longer be needed for the rest of the game.



The **Promote Tribesman** Action takes place in your *Village* and allows you to get a new **leader** in exchange for a **tribesman**.

The player managing the Blue *tribe* plays the **Promote Tribesman** Action Card and applies the effect:

- ☒ places the **tribesman** engaged to perform the Action at the *Portum Itium* market;
- ☒ consults the grey Leader Cards, chooses the **leader Ambigath** and place the corresponding Leader Card in their playing area;
- ☒ takes a grey **leader meeples** and adds it to their available units that can still be engaged to perform Actions in the current *Month* Turn.

Grey Leader Cards can be consulted at any time throughout the game.

The player applies the effect and then places the Action Card in the box; it will no longer be needed for the rest of the game.

TRADE

These Action Cards mainly allow you to trade **goods** and **hostages** with the *Portum Itium* market and with another player's *Village*.

When a player performs a Trade Action, they shall:

- ☒ plays a Trade Action Card;
- ☒ places on *Travel* Card a number of available **tribesmen** and **leaders** that have a total STRENGTH value equal to or greater than the Trade Action Card commitment cost;
- ☒ pays the Movement Cost;
- ☒ applies the effect described by the Action Card.

The maximum number of **goods** and **hostages** a player can sell and buy, unless otherwise described in the Action Card, is equal to the number of units engaged in the Trade Action plus any bonuses that increase the transport capacity of the **leaders** engaged in the Action.

A player who engages in a Trade Action a **leader** with no bonus increasing transport capacity and 2 **tribesmen**, has a transport capacity equal to 3. They can then sell up to 3 **goods** and/or **hostages** and buy up to 3 **goods** and/or **hostages**.

A player targeted by a Trade Action must accept the proposed exchange.

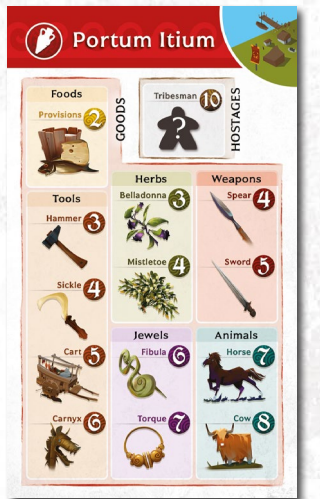
Depending on where the trade takes place, **goods** and **hostages** sold with a Trade Action must be placed at *Portum Itium* market or on the player's *Village* Card that is the target of the Trade Action.

Goods and **hostages** purchased with a Trade Action must be placed on *Travel* Card. Traveling **goods** cannot be placed on Leader Cards until the Cleanup Phase of the current *Month* Turn. Both **goods** and **hostages** placed on *Travel* Card cannot be targeted by trade or raids.

In VERRIX there is no such thing as money, so in order to solve any exchange of **goods** and **hostages** it is necessary to take into account the values described on the *Portum Itium* Card. For convenience, the same values are also present on each **good** tile.

In order to buy a **Sword** that has a value of 5, it is necessary to sell **goods** that have a value of 5 or more. A **Cart** that has a value of 5 may be sufficient. One **Hammer** and one **Belladonna** that have a total value of 6 are a viable alternative.

In VERRIX, there is no such thing as "change", the surplus value is lost.



One of the Green *Tribe's* Basic Action Cards is the **Celebration** Action Card, which takes place away from your *Village* and allows you to trade with another *tribe*.



The player managing the Green *Tribe* plays the **Celebration** Action Card and applies the effect:

- ✿ **A** places the merchant **leader Murchad** who has a STRENGTH of 2, plus a **tribesman** who has a STRENGTH of 1 on *Travel Card*. The total STRENGTH value is 3, equal to the commitment cost of the **Celebration** Action Card;
- ✿ **B** places 2 **Provisions** tiles at the *Portum Itium* market to pay the Movement Cost, which allows them to move from the Iceni territory to the Atrebatas territory, where there is a Yellow Tribe **village token**;
- ✿ **C** places 1 **Horse** taken from the *Village Card* on *Travel Card*;
- ✿ **D** takes the **Horse** on *Travel Card* and places it on the Yellow *tribe's* *Village Card*;
- ✿ **E** decides not to take the **Spear** on the Yellow *Tribe's* *Village Card* and takes 2 **Belladonna** tiles placing them on *Travel Card*;
- ✿ gains 1 Victory Point once the transaction has been completed.



The player applies the effect and then discards the card into a discard pile in their playing area



Each *tribe* owns a **Special** Action Cards that deserves a closer look.

The **Clan Pact** Action takes place away from your *Village* and allows you to place a **village token** on the Kings' Board map. The **village token** must be placed in an unoccupied territory adjacent to a territory where there is already a *Village* of your *tribe*.

The player managing the Yellow *Tribe* plays the **Clan Pact Special** Action Card and applies its effect:

- ✿ places on *Travel Card* the craftsman **leader Ygerna**, who is equipped with a **Hammer** and has a STRENGTH of 3, plus a **tribesman** with a STRENGTH of 1. The STRENGTH total value is 4, equal to the commitment cost of the **Clan Pact** Action Card;
- ✿ places a **Provisions** tile at the *Portum Itium* market to pay the Movement Cost, because they placed their new **village token** in the Cantiaci territory, which is adjacent to the Atrebatas territory where they placed the **village token** at the beginning of the game;
- ✿ chooses to take a **tribesman meeple** of their *tribe* from *Portum Itium* market and placing it on *Travel Card*.



If all the territories adjacent to your *tribe's* **village token** are occupied by opposing *Villages*, you cannot play the **Clan Pact** Action Card.

The player applies the effect and discards the card into a discard pile in their playing area. If they have placed the last **village token** on the Kings' Board map, they can discard the **Clan Pact** Action Card permanently and put it in the box, it will no longer be needed for the rest of the game.



RAID

These Action cards mainly allow you to attack another player's *Village* and try to steal **goods, trophies and hostages**.

When a player performs a Raid Action, they shall:

- ☒ plays a Raid Action Card;
- ☒ places on *Travel Card* a number of available **tribesmen** and **leaders** who have a total STRENGTH value equal to or greater than the commitment cost of the Raid Action Card;
- ☒ pays the Movement Cost;
- ☒ applies the effect described by the Action Card.

! The player targeted by a Raid Action must perform a Reaction, in order to oppose the theft attempt.

The target player of a Raid Action, instead:

- ☒ takes into account that their units that can participate in the Action are those described by the Raid Action Card played by the attacker;
- ☒ takes into account that the **tribesmen** and **leaders** already engaged in previous actions on their *tribe's Village Card* must defend;
- ☒ can decide to engage on their *tribes's Village Card* those available **tribesmen** and **leaders** that they want to add to defend themselves.

The outcome of a Raid Action is determined by comparing the STRENGTH of the attacker with the STRENGTH of the defender. Both players, to determine their overall STRENGTH, should add up:

- ☒ the STRENGTH of engaged **tribesmen** and **leaders**;
- ☒ any bonus and malus described in the Raid Action Card effect.

The defender also draws one **Mórrígan token** from the bag and adds its value, even if they have not committed **tribesmen** and/or **leaders** on their *Village Card*. By placing a **Divine Will** in the *Common Pool* it is possible to draw 2 **Mórrígan tokens** and use only the one with the highest value. The other token must be put back into the bag.

If the attacker's STRENGTH is higher than the defender's STRENGTH the Raid Action is successful and the attacker applies the effect described on the Action Card. Otherwise, if the attacker's STRENGTH is equal to or less than the defender's STRENGTH, the Raid Action fails and the confrontation ends without consequences for the defender.

Any **goods** or **hostages** stolen in a successful Raid must be placed on *Travel Card*. Traveling **goods** cannot be placed on Leader Cards until the Cleanup Phase of the current *Month Turn*. While **goods** and **hostages** are on *Travel Card*, they cannot be the target of trade or raid.

The maximum number of **goods** and **hostages** that a player can steal, unless otherwise described in the Action Card, is equal to the number of units engaged in the Raid Action plus any bonuses that increase the transport capacity of the **leaders** engaged in the Action.

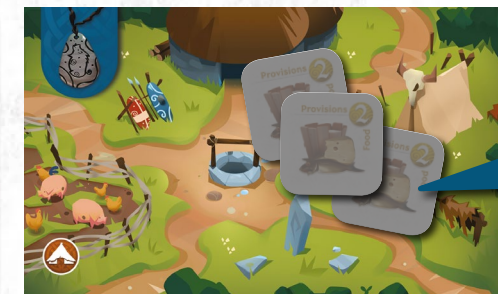
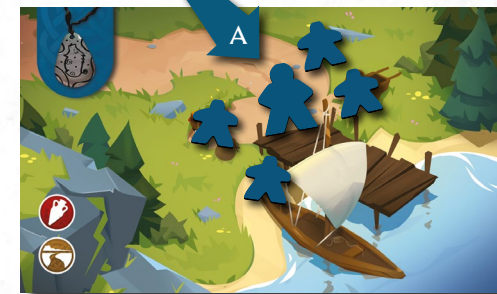
A player who engages in a Raid Action a **leader** with no bonus increasing transport capacity and 4 **tribesmen**, has a transport capacity equal to 5. Therefore they can steal up to 5 **goods** and/or **hostages**.



One of the Blue *Tribe's* Basic Action Cards is the **Pillage** Action Card, which takes place away from your own *Village* and allows you to raid another *tribe's Village*.

The player managing the Blue *tribe* plays the **Pillage** Action Card and applies the effect:

- ☒ **A** Places on *Travel Card* the warrior **leader Niamh**, who has a STRENGTH of 2, plus 4 **tribesmen**, each with a STRENGTH of 1. The total STRENGTH is 6, which is higher than the commitment cost of the **Pillage** Action Card;
- ☒ **B** places 3 **Provisions** tiles at the *Portum Itium* market to pay the Movement Cost, which from the Caledonian territory allows them to reach the Brigantes' territory, where the Purple *tribe* has a **village token**;



- ☒ **C** The player managing the Purple *Tribe* has 2 **tribesmen** already engaged in previous Actions on their *tribe's Village Card* and decides to engage 2 more available **tribesmen**. The total STRENGTH value is 4;
- ☒ **D** The player managing the Purple *tribe* also draws the **Mórrígan token** with a value of 2 from the bag;
- ☒ The STRENGTH of the Blue *tribe* is equal to the STRENGTH of the Purple *tribe*, the Raid Action therefore fails and there are no consequences for the player managing the Purple *tribe*.



The player applies the effect, puts the **Mórrígan token** they drew back into the bag and finally discards the card into a discard pile in their playing area.





One of the **Special** Action of the Orange *Tribe* is a Raid Action Card that deserves a closer look. The **Sack** Action takes place away from your *Village* and is the only one that allows you to raid *Portum Itium* market. The Action does not require any STRENGTH confrontation, the **Sack** in this case is always successful.

The player applies the effect and then discards the card into a discard pile in their playing area.

The player managing the Orange *tribe* plays the **Sack Special** Action Card and applies its effect:

- ☞ engages the warrior ✕ **leader Artghal**, who has a STRENGTH of 2, the warrior ✕ **leader Sive**, who has a STRENGTH of 1, plus 2 **tribesmen** who each has a STRENGTH of 1, and puts them on *Travel Card*. The total STRENGTH value is 5, which is higher than the commitment cost of the **Sack** Action Card.
- ☞ the closest **village token** of their *tribe* to the *Portum Itium* market is placed in the Brigantes' territory. To reach *Portum Itium* 5 **Provisions** tiles would be needed but thanks to the warrior **leaders**, both equipped with a **Horse** that provides a bonus 🐎 to decrease the Movement Cost by 1, only 3 **Provisions** must be paid to the *Portum Itium* market;
- ☞ there are 2 options on the card. The player having engaged 4 units to perform the Action, chooses a **Sword**, a **Spears** and 2 **Provisions** takes them from the *Portum Itium* market and places them on *Travel Card*;
- ☞ they gains 1 Victory Point 🏆 for having taken 3 different types of **goods**.

BATTLE

These Action Cards allow you to attack another player's *Village* to try and gain Victory Points 🏆.

Compared to the other Action Cards that do not have special constraints, the Battle Action Cards can only be played after a Battle declaration against an opposing player. In order to declare a Battle, you must be able to use at least 4 units available among **tribesmen** 🌟, mystic **leaders** 🏠 and/or warrior **leaders** ✕.

In a Battle there are always 2 *factions* that must be deployed on the Battle Board in the following order:

The player leading the attacking *faction*, after declaring the Battle, they shall:

- ☞ pays the Movement Cost;
- ☞ **A** engages and places in the *Camp* spaces at least 4 units available among **tribesmen** and **leaders** of their *tribe*.

The player leading the defending *faction* instead, they shall:

- ☞ **B** must engage and divide into the *Village* spaces the **tribesmen** and **leaders** that were already engaged in previous Actions on their *tribe's Village Card*;
- ☞ **B** engages and divides into the *Village* spaces the available **tribesmen** and **leaders** that they chose to add to their deployment;
- ☞ loses 1 Victory Point 🏆 for each available unit 🌟 ✕ 🏠 that could participate to the Battle but that they decide not to engage in the *Village* spaces.

! The defending player is obliged to perform a Reaction to try and win the Battle.

All other players, following the play order, can propose to Support the attacking *faction* or the defending *faction* in the Battle. The player leading the *faction* that receives that Support offer can refuse the proposal.

If the proposal is accepted, each player who provides Support, they shall:

- ☞ Pays the Movement Cost;
- ☞ **C** engages and divides into the *Village* or the *Camp* spaces the available **tribesmen** and **leaders** that they want to add to the supported *faction's* deployment;
- ☞ Shares with the supported *faction* their available Battle Action Cards.

After engaging the available units on the Battle Board, it is not possible to add or remove **tribesmen** and **leaders** to/from those already deployed.

! A player who already passed their hand in the current *Month Turn*, or does not have enough **Provisions** to pay the Movement Cost, cannot provide Support.

The player leading the attacking *faction* cannot add available units to the Battle Board, even if the player leading the defending *faction* accepts a Support proposal that increases the STRENGTH of their deployment.



Deployment:
The total STRENGTH of the attacking *faction* is equal to 8. The total STRENGTH of the defending *faction* is equal to 8. The black disc is placed in the space with a 3 of the Battle Progression Track.

Village spaces:
The player managing the Purple *tribe* engages:
☞ The mystic 🏠 **leader Lindsay**, who has a STRENGTH of 3;
☞ 5 **tribesmen** 🌟, each with a STRENGTH of 1

Camp spaces:
The player managing the Blue *tribe* that declared the Battle and is attacking engages:
☞ The warrior ✕ **leader Niamh**, who has a STRENGTH of 2;
☞ 4 **tribesmen** 🌟, each with a STRENGTH of 1.

Camp spaces:
The player managing the Green *tribe* provides support and engages 2 **tribesmen** 🌟, each with a STRENGTH of 1.

The Battle takes place in 3 consecutive Rounds.

The **winning faction in each Round** is determined by comparing the STRENGTH of the attacking *faction* with the STRENGTH of the defending *faction*. Both *factions*, to calculate their overall STRENGTH, consider:

- ☞ the STRENGTH of **tribesmen** and **leaders** participating in the Action, i.e. those in the Battlefield spaces of the *Village* and *Camp*;
- ☞ any bonus and malus that may be applied due to the effect of a Battle Action Card.

The *faction* that does not play the Battle Action Card also adds the value of 1 **Mórrígan token**, randomly drawn from the bag. By placing 1 **Divine Will** in the *Common Pool* it is possible to randomly draw 2 **Mórrígan tokens** and use only the one with the highest value. The other token must be put back into the bag. The used tokens are not put back inside the bag until the end of the Battle.

At the end of each Round:

- ☞ move the black disc on the Battle Progression track on the Battle Board towards the winning *faction* by a number of spaces equal to the difference in STRENGTH between the 2 *factions*;
- ☞ move the **tribesmen** and the **leaders** who took part in the Action back to the spaces in the *Village* and the *Camp*.

The first Round takes place as follows:

- ☞ **A** the attacking *faction* plays a Battle Action Card and places it in the lowest white space on the Battle Board;
- ☞ **B** Then moves the **tribesmen** and **leaders** of both *factions* participating in the Action to the Battlefield spaces of the *Village* and the *Camp*;
- ☞ **C** the defending *faction* draws 1 **Mórrígan token** from the bag.

If the attacking *faction* cannot play an Action Card the roles are reversed.



First Round:
The attacking *faction*'s total STRENGTH is equal to 7.
The defending *faction*'s total STRENGTH is equal to 8.
Move the black disc 1 space towards the defending *faction*.

The defending *faction* draws the **Mórrígan token** with a value of 3.

Battlefield spaces of the Village:
The only unit participating to this Round are the **tribesmen** ★, each with a STRENGTH of 1, while the mystic ♀ leader **Lindsay** remains at the *Village*.

The attacking *faction* plays the **Supremacy** Action Card. The symbol ★ on the card indicates that only **tribesmen** can participate to this Round.

Battlefield spaces of the Camp:
The only unit participating to this Round are the **tribesmen** ★, each with a STRENGTH of 1, while the warrior ✕ leader **Niamh** remains at the *Camp*. The **Supremacy** Action Card effect also adds 1 to the attacking *faction*'s STRENGTH.

! If the players belonging to a *faction* cannot agree on who should put 1 **Divine Will** in the *Common Pool* to randomly draw 2 **Mórrígan tokens**, the player leading the *faction* decides.

The second Round takes place as follows:

- ☞ **A** the defending *faction* plays a Battle Action Card and places it in the central white space on the Battle Board;
- ☞ **B** Then moves the **tribesmen** and **leaders** of both *factions* participating in the Action to the Battlefield spaces of the *Village* and *Camp*;
- ☞ **C** the attacking *faction* draws 1 **Mórrígan token** from the bag.

If the defending *faction* cannot play an Action Card the roles are reversed.

! If the players belonging to a *faction* cannot agree on the Action Card to be played, the player leading the *faction* decides.



Second Round:
The attacking *faction*'s total STRENGTH is equal to 7;
The defending *faction*'s total STRENGTH is equal to 8.
Move the black disc 1 space towards the defending *faction*.

Battlefield spaces of the Village:
The units participating in the Round are the **tribesmen** ★, each with a STRENGTH of 1 and the mystic ♀ leader **Lindsay**, who has a STRENGTH of 3.

The defending *faction* plays the **Agonizing Wail** Action Card. The symbols ★ ♀ on the card indicate that **tribesmen** and mystic **leaders** can participate to this Round.

Battlefield spaces of the Camp:
The only units participating in the Round are the **tribesmen** ★, each with a STRENGTH of 1, while the warrior ✕ leader **Niamh** remains at the *Camp*.

The attacking *faction* draws the **Mórrígan token** with a value of 1.



The third Round takes place as follows:

- ❖ **A** the attacking *faction* plays a Battle Action Card and places it in the highest white space on the Battle Board;
- ❖ **B** then moves the **tribesmen** and **leaders** of both *factions* participating in the Action to the Battlefield spaces of the *Village* and the *Camp*;
- ❖ **C** the defending *faction* draws 1 **Mórrígan token** from the bag.

If the attacking *faction* cannot play an Action Card the roles are reversed.



Third Round:

The attacking *faction*'s total STRENGTH is equal to 8;
The defending *faction*'s total STRENGTH is equal to 5.
Move the black disc 3 spaces towards the attacking *faction*.

The defending *faction* draws the Mórrígan token with a value of 0.

The attacking *faction* plays the **Onslaught** Action Card.
The symbols on the card indicate that **tribesmen** and warrior **leaders** can participate to this Round.

Battlefield spaces of the Village:

The units participating in the Round are the **tribesmen** , each with a STRENGTH of 1 while the mystic leader **Lindsay** remains at the *Village*.

Battlefield spaces of the Camp:

The units participating in the Round are the **tribesmen** each with a STRENGTH of 1, and the warrior leader **Niamh**, who has a STRENGTH of 2.

Outcome of the Battle:

The attacking *faction* wins.
The player managing the Blue *tribe* and the player managing the Green *tribe* each gain 6 Victory Points .

In each Round, if neither of the *factions* can play Action Cards, move all **tribesmen** and **leaders** to the Battlefield spaces of the *Village* and *Camp*. Both *factions* also randomly draw 1 **Mórrígan token** from the bag.

At the end of the Battle:

- ❖ each player of the winning *faction* gains all the Victory Point indicated in the space where the black disc is located on the Battle Progression Track, in case of a tie all players gains 3 Victory Points .
- ❖ the player who declared the Battle and each player who provided Support removes the **tribesmen** and **leaders** of their *tribe* from the Battle Board and place them on *Travel Card*;
- ❖ the player who performed the Reaction moves the **tribesmen** and **leaders** of their *tribe* from the Battle Board to the *Village Card*;
- ❖ each player discards the Action Cards of their *tribe*, that were used during the Battle, into a discard pile in their Playing Area. The cards that were not used can be placed back into the deck of Action Cards that can still be played in the current *Month Turn*;
- ❖ put the **Mórrígan tokens** that you have used back into the bag.

THE WAR ALWAYS REPRESENTED FOR THE CELTS A FUNDAMENTAL MOMENT OF THEIR LIFE, ENGAGED AS THEY WERE IN CONTINUOUS MOVEMENTS AND THEREFORE IN CONTINUOUS CONFLICTS AMONG POPULATIONS. THEIR SOCIETY, DOMINATED BY WARRIORS, CONTEMPLATED THE BATTLE LIKE A NORMAL METHOD TO ASSERT THEIR HONOR.

! Battle rewards risk. Winning against strong opponents means you gain more Victory Points .



THANKS

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