

MEDIEVAL REALMS

RULEBOOK

Welcome to

Medieval Realms



Each **Player** will assume the mantle of a king during the **Middle Ages.** The prosperity of any territory will depend on a **Players** capacity to defeat the other kingdoms with their audacity and inventiveness.

Medieval Realms is a board game for 2 to 5 players with a playing time of approx. **60–90 Minutes**.

Goal of the Game

Each **Player** places their **Leaders** and gathers **Resources**. They put **Cards** into play and receive **Victory Points**. The **Player** who has the most **Victory Points** after the **7th Round** wins the **Game**.

Content

3 ..... Game Components

4 ..... Game Component Description

6 ..... Card Description

8 ..... Set-Up

10 ..... The Round

15 ..... End of the Game

16 ..... Round Overview



Game Components



5 Player Boards (Realm)



1 Game Board



5 Player Screens (Defensive Wall)



Rulebook



5 King and Queen Cards



109 Event Cards



5 Overview Cards

Resource and Leader Tokens

12 small and 8 large Science Tokens

12 small and 8 large Production Tokens

12 small and 8 large Raw Material Tokens

12 small and 8 large Religion Tokens

12 small and 8 large Culture Tokens

12 small and 8 large Gold Tokens

12 small and 8 large Battle Point Tokens

26 Mayors

13 Generals

11 Admirals

10 Player Tokens

1 Round Track Token

***1** large **Token** counts as **3** small **Tokens**.*

Game Component Description



Game Board

1 Future Events Panel
For **Event Cards** that will fill the empty squares in the **Current Events Panel** at the end of every **Round**.

2 Current Events Panel
All purchasable **Current Events** are displayed here.

3 Current Event Card Prices
Cards in the first column cost **1 Production Token**.
Cards in the second column cost **2 Production Tokens**.
Cards in the third column cost **3 Production Tokens**.

4 Warehouse
Place the **Event Card Deck** here.

5 Turn Order Track

6 Round Track

7 Discard Pile

8 Victory Point Track
Every time a **Player** reaches or surpasses a space that is a multiple of **5** *(for example; 5, 10, 15 ... indicated by the Iris)* they are awarded one extra **Token** of their choosing. However, these **Rewards** are not triggered by **End-of-Game Effects**.

Player Board (Realm)



1 Personal Display

2 Manor
The place where a **Realm's Resources** are stored.

3 Realm's Map
The place where a **Realm's Military Leaders** (**Generals** and **Admirals**) fight for extra **Resources**.

4 Management Zone
The place where a **Realm's Resources** are generated.

Event Cards



1 Costs and Colour
This icon specifies the prices that **Players** have to pay to play the **Card**, as well as the **Card's Colour**.

2 Effects
Shows the **Actions** that happen when the **Card** is played. They are divided into four different effects:

1. **Immediate Effect**
2. **End-of-Game Effect**
3. **(Repetitive) Colour Effect**
4. **(Repetitive) Production Effect**

3 Card type
Shows which **Card Type** this is.

Card Symbols

Immediate Effect
Players trigger this **Effect** immediately on playing the **Card**.

End-of-Game Effect
This **Effect** is triggered when the **7th Round** finishes.

(Repetitive) Colour Effect
This **Effect** is triggered every time a **Card** of a specific **Colour** is played.

(Repetitive) Production Effect
This **Effect** gets triggered every **Round**, after all **Players** withdraw their **Defensive Walls** and generate **Resources**.

Realm Card
If purchased from the **Current Events Panel**, **Players** add it to their **Personal Display**.

Majority Card
If purchased from the **Current Events Panel**, the **Player** with the most **Resources** of the type shown on the **Card**, adds it to their **Personal Display**.

Auction Card
Players have to bid on this **Card**.

Great Person

Card
Represents the **Cards**.

Play a card
Special Effects can be triggered if a **Card** with the specified **Colour** is played.

Get a card
Players choose a **Realm Card** from the **Current Events Panel** and add it to their **Personal Display**.

Differently Coloured Cards
Represents every different type of **Coloured Card** a **Player** owns.

Victory Points
The number of **Victory Points** awarded to the Player.

Victory Points (Battle Points)
Players get awarded with as many **Victory points** as the sum of their **Military Leaders'** (**Admirals** and **Generals**) **Combat Values**.

Iris
Players can choose which **Resource Tokens** they receive. But they can only receive one type of **Token**.

Card Description

Medieval Realms contains several types of **Cards**, whose features are as follows:



Castle Cards, Orange Stamp, Majority Card

They cost **6** Raw Material Tokens.
End-of-game Effect: At the **End** of the **Game**, the **Player** receives as many **Victory Points** as the sum of their **Military Leaders' Combat Values**.
(Production) Repetion Effect: The **Player** receives **1 Battle Point Token**.



Market Cards, Red Stamp, Realm Card

They cost 6 **Production Tokens**.
End-of-game Effect: The **Player** receives **1 Victory Point** for each different **Stamp Colour** on their played **Cards**. Including this one.



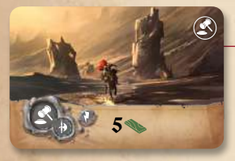
Realm Leader Cards, Yellow Stamp, Auction Card

They cost as many Gold Tokens as the bid price that was set by the **winning Player**.
Immediate Effect: Said **Player** instantly receives an extra Mayor, an extra Admiral or an extra General, depending on the **Card**.



City Cards, Green Stamp, Realm Card

They cost **5** Raw Material Tokens.
End-of-Game Effect: At the **End** of the **Game**, the **Player** receives **1 Victory Point** for each Mayor in their **Realm**.
(Repetitive Production) Effect: Every time a **Player** plays another **Card** with the **Colour** that is shown, they receive **1 Resource Token** specified on the **Card** and **1 Victory Point**.



Territory Cards, Grey Stamp, Auction Card

They cost as many **Battle Point Tokens** as the bid of the **winning Player**.
Immediate Effect: Said **Player** receives **5 Tokens** of the specified **Resource**.



Island Cards, Turquoise Stamp, Realm Card

They **do not** cost any **Resources**, but a **Player** must have **1** Admiral Token per **Island Card** you want to put in play.
Immediate Effect: The **Player** receives **2 Victory Points**.
End-of-Game Effect: The **Player** receives **3 Victory Points** if they fulfill the **Condition**.

If a **Player** wants to activate a second **Island Card**, they must have 2 Admiral Tokens to do so. A third **Island Card** requires 3 Admiral Tokens and so on.





War Cards, black Stamp, Majority Card

They cost several **Battle Point Tokens**, depending on the number of **Players** ...
In a **5-Player Game**, **5 Battle Point tokens** are required.
In a **4-Player Game**, **6 Battle Point tokens** are required.
In a **2-Player Game** and a **3-Player Game**, **7 Battle Point tokens** are required.
Immediate Effect: The **Player** receives **6 Victory Points.**



Great Person Cards, Majority Card

There are **3** different **types**:
Artists (Violet Stamp): They cost **5** Culture Tokens.
Missionaries (White Stamp): They cost **5** Religion Tokens.
Scientists (Blue Stamp): They cost **5** Science Tokens.
Immediate Effect: The **Player** receives **2 Victory Points**.
End-of-game Effect: The **Player** receives **1 Victory Point** for each **Card** of the specified **Colour** on their played **Cards**. Including this one.



Scientific Development Cards, Blue Stamp, Realm Card

They cost **5** Science Tokens.
Immediate Effect: The **Player** receives **2 Victory Points**.
Immediate Effect: The **Player** receives **1** extra **Token** (of the type specified by the **Card**) for every Mayor they have.



Art Gallery, Violet Stamp / Cathedral Cards, White Stamp, Majority Card

They cost **5** of the shown **Resources**.
Immediate Effect: The **Player** receives **5 Victory Points**.



Tithe Cards, White Stamp, Realm Card

They cost **5** Religion Tokens.
Immediate Effect: The **Player** receives **2 Victory Points**.
They may also choose one kind of **Resource** (except Religion Tokens) and receive **4** of them.



Inquisition Cards, White Stamp, Realm Card

They cost **4** Religion Tokens.
Immediate Effect: The **Player** receives 1 General.



Gunpowder, University and Docking bay Cards, Blue Stamp, Realm Card

They cost **4** Science Tokens each.
Immediate Effect: The **Player** instantly receives an extra Mayor, an extra Admiral or an extra General, depending on the card.

Set-Up

Place the **Game Board** on the table.

1 All **Players** choose a **Colour** and the respective **Player Tokens**, then place one of them on space **0** of the **Scoring Track**.

2 Place the **Round Track Token** on space **1** of the **Round Track**.



3 Shuffle the **Event Card Deck**, draw **12 Cards** and place them face up on the board's **Current Events Panel**.

4 Next, draw **6** more **Cards** and place them on the board's **Future Events Panel**.

5 Put the rest of the **Event Cards** face down on the **Warehouse.**

6 Every **Player** must select a **King** or **Queen Card** *(representing a Player's Colour)*, a **Realm** *(Player's Action Board)*, a **Defensive Wall** *(Player's Screen)* and an **Overview Card**. After that distribute the **Starting Capital** to each **Player** *(see adjacent box)*.

7 Randomly, determine the **Turn Order**. Then each Player places their marker accordingly on the **Turn Order Track**.

8 Divide all available **Resources** into individual piles:
Production, **Science**, **Culture**, **Religion**, **Gold**, **Raw Material** and **Battle Point Tokens**.

9 Two extra **Resource Tokens** will be awarded to every **Realm's Manor** by the **Players** choosing in inverse **Turn Order** in the following way:

The last **Player** on the **Turn Order Track** gets to choose two **DIFFERENT Resource Tokens** and stores them in their **Manor**.
The second to last **Player** on the **Turn Order Track** gets to choose two **DIFFERENT Resource Tokens** and stores them in their **Manor**.
Next, the third to last **Player** on the **Turn Order Track** gets to choose two **DIFFERENT Resource Tokens** as explained before, followed by the second and/or first **Player**.

Every **Player's** extra set of **Resources** must be a **Unique Pair** in relation to their **Opponents'**.

Starting Capital of each Player

*The following **Resources** must be distributed to every **Player**:*

5 2 3 3 3 3 3

*The following **Leaders** must be distributed to every **Player**:*

*In **3-Player**, **4-Player** and **5-Player Games**:*

4 1 1

*In a **2-Player Game**:*

6 1 1

*While **4** **Mayors** will be used to produce **Resources** throughout the **Game** just like in a **3–5-Player Game**, the other **2** will contribute to warfare strategies in a special way.*
(Check Place the Leader Tokens section, page 10).

Example: In a 4-player game ...

Michael** is chosen as the **Start Player** and places his **Token** on space **1** of the **Turn Order Track.
Valerie** places her **Token** on space **2** of the **Turn Order Track.
Claire** places her **Token** on space **3** of the **Turn Order Track.
James** places his **Token** on space **4** of the **Turn Order Track.

*This way, the two extra **tokens** from each of their **Manors** will be distributed as follows:*
James** goes first and picks **1 Culture token** and **1 Battle Point token.
Claire** goes second and picks **1 Production token** and **1 Raw Material token.
Valerie** goes next and picks **1 Religion token** and **1 Culture token.
Michael** goes last and picks **1 Science token** and **1 Gold token.

The Round

Each **Round** consists of the following steps:

1 Hide behind the Defensive Wall

All **Players** must use their **Defensive Walls** to hide their **Realms**. Remember that the **Realm's Resources** need to remain in front of the **Wall** and will not be hidden from the other **Players**.

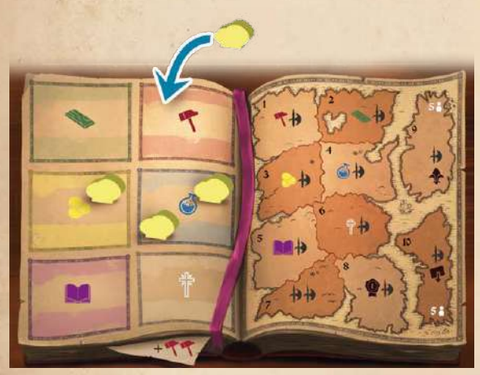


2 Place the Leader Tokens

All **Players** simultaneously and secretly place their **Leaders** on their **Realm**:

In a 3-, 4- and 5-player game ...
Mayors will be placed on the **Management Zone** *(The squares on the left half of the Realm).*

Players can place as many **Mayors** as they want within any **Resource Square**, each one providing **1 Token** for said **Resource**.



Example:

*By placing **2** **Mayors** on the **Science square**, **1** **Mayor** on the **Gold square** and **1** **Mayor** on the **Production square**, a **Player** receives:*

2 **1** **1**

Generals and **Admirals** will be placed on the **Areas** on their **Realm's Map** *(The locations on the right half of the map).*



In a 2-player game ...
4 **Mayors** will be placed on the **Management Zone** *(the squares on the left half of the Realm)*
They will award **1 Resource** each.
Players can place as many **Mayors** as they want within any **Resource Square**, each one providing **1 Token** for said **Resource**.
2 **Mayors** will be placed on **1** or **2 Areas** on their **Realm's Map** *(the locations on the right half of the map).*

Their distinctive features are ...
- These **2** **Mayors'** **Combat Value** is **+2** each.
- They can **ONLY** be placed on those **Areas** unoccupied by the **Player's** own **Military Leaders**.
- Unlike **Generals** and **Admirals**, they **DO NOT** get awarded the extra **Resources** for the **Areas**.

Their mission is to serve as „buffers" so the **Player's Opponent** is unable to gain control over said **Areas** and claim their rewards.

Combat Value

*Each **Admiral's** (🪖) **Combat Value** is **1**.*
*Each **General's** (🪖) **Combat Value** is **2**.*

*Note: **Areas 9** and **10** are only available in a **5-player** game!*

3 Get Resources

Once all of the **Players** have placed their **Leaders** on the **Management Zone** and the **Realm's Map**, they must withdraw their **Defensive Walls**. They will get awarded every **Resource** produced by their **Leaders** (**Admirals**, **Generals** and **Mayors** alike) and their active **Cards**.



Moreover, once every **Defensive Wall** is down the **Players** will challenge one another with their **Military Leaders** (**Generals** and **Admirals**).

All **Players** must check the **Realm's Maps**. Every time a **Player's Military Forces** overpower their **Opponents'** by at least **1** in a determined **Area** of the **Map**, they will gain control of said **Area** and therefore will be awarded the **Resources** there.
In case of a tie between two or more **Players**, none of them will obtain the extra **Resource Token**.

Example 2 Player Game:

*Rachel: Her **General** is placed on **Area 5**, her **Admiral** is placed on **Area 3** and her **2** "buffer" **Mayors** are placed on **Area 6**.*
*Wyatt: His **General** is placed on **Area 2**, his **Admiral** is placed on **Area 1** and his **2** "buffer" **Mayors** are placed on **Area 5** and **4** respectively.*

The result of the challenge is:
*Rachel: Gains control over **Area 3**, and gets its reward. Given the fact that her **General's Combat Value** on **Area 5** is **+2** and Wyatt's "buffer" **Mayor's Combat Value** on **Area 5** is also **+2**, she doesn't get to claim its reward. Her "buffer" **Mayors** on **Area 6** have no ultimate effect because Wyatt didn't place any **Military Leader** on his map's **Area 6**.*
*Wyatt: On the one hand, he gains control over **Areas 1** and **2**, and therefore gets their rewards. On the other hand, he stops Rachel from getting control over **Area 5** by having one of his "buffer" **Mayors** on his map's **Area 5**.*
*His "buffer" **Mayor** on **Area 4** has no effect because Rachel didn't place any **Military Leader** on her map's **Area 4**.*

Example 4 Player Game:

*James: His **General** is placed on **Area 3** and his **Admiral** is placed on **Area 1**.*
*Claire: Her **General** and her **Admiral** are both placed on **Area 3**.*
*Michael: His **General** is placed on **Area 3** and his **Admiral** is placed on **Area 8**.*
*Valerie: Her **General** is placed on **Area 4** and her **Admiral** is placed on **Area 8**.*

The result of the challenge is:
*James: On the one hand, he gets defeated by Claire over **Area 3**, getting no rewards from it. On the other hand, he gains control over **Area 1** and he gets its reward.*
*Claire: Gains control over **Area 3**, and gets its reward.*
*Michael: On the one hand, he is defeated by Claire on **Area 3**, getting no rewards from it. On the other hand, he ties with Valerie over **Area 8**.*
*Therefore, he gets no rewards from said **Area** either.*
*Valerie: On the one hand, she gains control over **Area 4**, and gets its reward. On the other hand, she ties with Michael over **Area 8**, and just like him does get no rewards from it.*

4 Extra Goods Tokens

All **Players** get awarded **2** extra **Production Tokens**.

5 Determine Start Player

The **Player** with the most **Production Tokens** will be the new **Start Player**. They get to place their **Token** on space **1** of the **Turn Order Track**.
In case of a tie, tied **Players** will keep the previous order.

Their **Opponents'** will carry on, on taking their respective stored **Production Tokens** into consideration, in placing their **Tokens** on the spaces of the **Turn Order Track**.



Example:

At the end of step 4 in a 4-player game ...
*James (Black) owns 5 **Production tokens.***
*Claire (Violett) owns 2 **Production tokens.***
*Michael (Blue) owns 5 **Production tokens.***
*Valerie (Yellow) owns 6 **Production tokens.***

*This way, Valerie is the new **Start Player** and places her **Token** on space **1** of the **Turn Order Track**.*
After that ...
*James puts his **Token** on space **2** of the **Turn Order Track**, because James was ahead of Michael on the **Turn Order Track** in the last **Round**.*
*Michael puts his **Token** on space**3** of the **Turn Order Track**.*
*Claire puts her **Token** on space **4** of the **Turn Order Track**.*

6 Actions

All **Players**, beginning with the **Start Player** and following the order of the **Turn Order Track**, will execute **1** of the following **Actions**:

1. *Activate a **Card** from the **Current Events Panel***
2. *Put a **Card** from their **Personal Display** into **Play***
3. ***Passing***

Once a **Player** has executed one of the mentioned **Actions**, the next **Player**, according to the **Turn Order Track**, will execute their **Actions** and so on until every **Player** has passed.

Action 1 – Activating Cards from the Current Events Panel

There are **3** different types of **Cards** in **Medieval Realms**:

Realm Cards

Every time a **Player** activates a **Realm Card**, they must purchase it with **Production Tokens**. The price is indicated on the **Current Events Panel**, on the column above the card:



*1 **Production token** – **Cards** from squares **1** to **4***
*2 **Production tokens** – **Cards** from squares **5** to **8***
*3 **Production tokens** – **Cards** from squares **9** to **12***

A **Realm Card** can be activated even if a **Player** does not have enough **Specific Resource Tokens** to bring it into play right away.
Next, the **Player** must put the **Card** into their **Personal Display**.



All **Players' Personal Displays** must be visible to their **Opponents**, so they must be placed face up at the top of their **Realms**.
A **Personal Display** will consist of up to **4 Cards**, and it will never be made up of **Cards** of the same **Stamp Colour**.

A Player cannot activate or receive a Realm Card under these circumstances:

1. *They already have **4 Cards** in their **Personal Display**.*
2. *They have insufficient **Production Tokens**.*
3. *They already have a **Card** of the same **Colour** in their **Personal Display**.*

Majority Cards

Every time a **Player** activates a **Majority Card**, they must purchase it with **Production Tokens**. The price is indicated on the **Current Events Panel**, on the column above the card.
After purchasing it from the Current Events Panel, the Player with the **most Resources** of the type shown as the **Card** cost *(irrespective of who activated it)* adds it to their **Personal display**.
The bottom left of the **Cards** indicates the kind of **Resource** which is taken into consideration.



For Example:

*The **Card** will be awarded to the **Player** with the most **Religion Tokens** in their **Manor**.*

Rememberthat **Majority Cards** will not be acquired if a **Player's Personal Display** already has **4 Cards** or if they already have a **Card** with the same **Stamp Colour**.
This way, **Players** with fewer **Specific Resources** in their **Realm** than the **Opponent** who "was meant to acquire it" can get **Majority Cards**.
In case of a tie, the **Player** who activated the **Majority Card** in play will place it in their **Personal Display**.
If they already have **4 Cards** in their **Personal Display**, or already have that **Stamp Colour**, it will be acquired by the tied **Player** how is closer to the **Start Player** on the **Turn Order Track**. If no **Player** can acquire the Majority Card, it must be discarded.



Auction Cards

*These are the only Cards that do not require **Production Tokens** to be activated.*



The **Player** who activates an **Auction Card** gets to make the first bid on it using the type of **Resource** indicated.
Clockwise, the rest of the **Players** can either bid higher or pass. **Players** will keep bidding until all but one of them have passed.
Said **Player** wins the auction and pays as many **Resources** as they bid, by placing those **Resources** on the **Resource Pile**.
Next they must place this **Auction Card** beside their **Realm** *(on the right)* and activate the **Immediate Effects** of the **Card** *(if available)*.

It must be remembered that:

*A **Player** can only bid with the **Resources** stored in their **Manor**.*
*Once a Player has passed, they can not bid again for the same **Auction Card**. Only the **Player** who wins the **Auction** needs to pay the **Resources**.*

Resources are limitless. If during a **Game** any **Resource** runs out, **Players** can use any other **Token** to replace them.

***Players** must remember they **cannot** discard any **Cards** from their **Personaly Display**.*

Action 2 – Putting a Card from their Personal Display into play

Players can do this by paying as many **Resources** as indicated on the **Card** of their choice. Next they must place this **Card** beside their **Realm** *(on its right)* and activate the **Immediate Effects** of it, when available.
Players can only use **(Repetitive) Colour Effects** and **(Repetitive) Production Effects** from **Cards** prevously placed beside the **Realm** *(on its right).*



Action 3 – Passing

Players can pass whenever they do not want to keep taking more **Actions** during the current **round**.
This way, when a **Player** passes, they must wait until the next **Round** to make a move again.
The only exception to this is **Bidding** for an **Auction** or gaining a **Majority Card** activated by another **Player**.
Once a **Player** has executed **one** of the aforementioned **Actions**, the next **Player**, according to the **Turn Order Track,** will execute theirs, and so on until every **Player** has passed.

7 Ending the Round

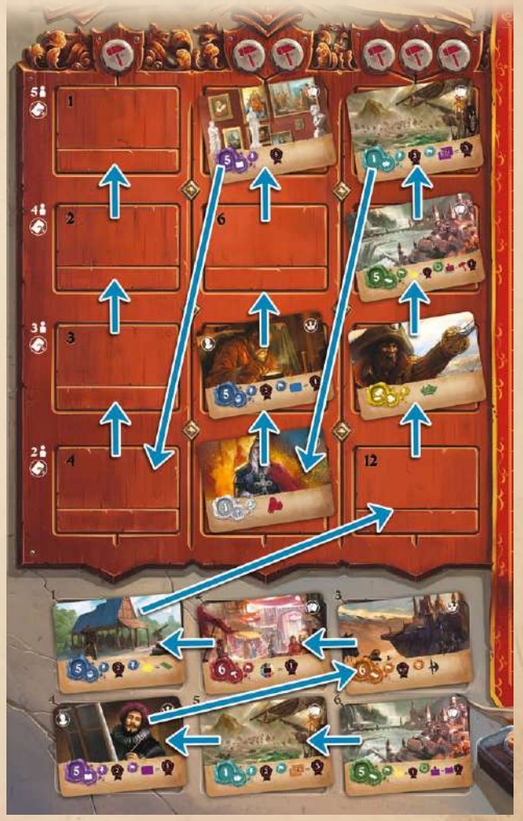
The **Round** ends, once all **Players** have **Passed**. *Next, they must:*



Discard a certain number of **Cards** from the board's **Current Events Panel**. Depending on the number of **Players**, **Players** must discard ...

5 : the **Card** from square **1**
4 : the **Cards** from squares **1** and **2**
3 : the **Cards** from squares **1** to **3**
2 : the **Cards** from squares **1** to **4**

Slide the rest of the **Cards** *(in order)* until the vacant square/s get refilled.
Refill the other squares using the **Cards** from the **Future Events Panel**, keeping the order.
Then, fill the empty squares on both the **Current** and **Future Events Panels** with **Cards** from the **Events Deck** from the top to the bottom.



Move the **Round Token** forward one space. The next **Round** begins!

End of the Game

The **Game** finishes at the end of the **7th Round**.

Once the **Last Round** comes to an **End**, do the following:

1 End-of-Game Effects

Activate every **End-of-Game Effect** ( ) on the **Cards** in play.

2 Bonus Victory Points

Each **Player** receives **1** extra **Victory Point** for every 2 stored **Resources** *(rounded down)* from their **Manor**.

3 Great Person Points

Each **Player** receives **Victory Points** depending on their number of **Great Person Cards**:

1 Great Person card – **1** extra **Victory Point**
2 Great Person cards – **3** extra **Victory Points**
3 Great Person cards – **6** extra **Victory Points**
4 Great Person cards – **9** extra **Victory Points**
5 Great Person cards – **12** extra **Victory Points**

Players add up their **Victory Points**. The **Player** with the most **Victory Points** wins the **Game**.

If there is a tie:

1. *The **Realm** with the most **Cards** wins.*
2. *The **Realm** with the most **Castle Cards** wins.*
3. *The **Realm** with the most **Leaders** wins.*
4. *The **Start Player** or the one who is closer to them on the **Turn Order Track** wins.*



Credits

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Round Overview

1. All **Players** place their **Defensive Wall** in front of their **Realms**.

2. All **Players** must put their **Mayors** ( ) on the **Management Zone** and their **Military Leaders** (**Generals** ( ) and **Admirals** ( )) on the **Realm's Map**.

3. All **Players** withdraw their **Defensive Walls**. They receive several **Resources** depending on the placement of their **Mayors** ( ) and their **Military Leaders** (**Generals** ( ) and **Admirals** ( )).

4. All **Players** receive 2 **Production Tokens** ( ).

5. The **Player** with the most **Production Tokens** ( ) is the new **Start Player**.

6. All **Players**, beginning with the **Start Player** and following the **Turn Order Track**, will execute one of the following **Actions**:

*Activating a **Card** from the **Current Events Pannel.***	*Putting a **Card** from their **Personal Display** into **Play***	***Passing***

7. Ending the **Round**, once all **Players** have **Passed**.

Card Symbols

- **Immediate Effect**
- **End-of-Game Effect**
- **(Repetitive) Colour Effect**
- **(Repetitive) Production Effect**
- **Great Person**
- **Realm Card**
- **Auction Card**
- **Majority Card**
- **Card**
- **Play a card**
- **Get a card**
- **Differently Coloured Cards**
- **Victory Points**
- **Victory Points (Battle Points)**
- **Iris**

Resources and Leader Tokens

- **Production Token**
- **Science Token**
- **Culture Token**
- **Religion Token**
- **Gold Token**
- **Raw Material Token**
- **Battle Point Tokens**
- **Mayor**
- **General**
- **Admiral**