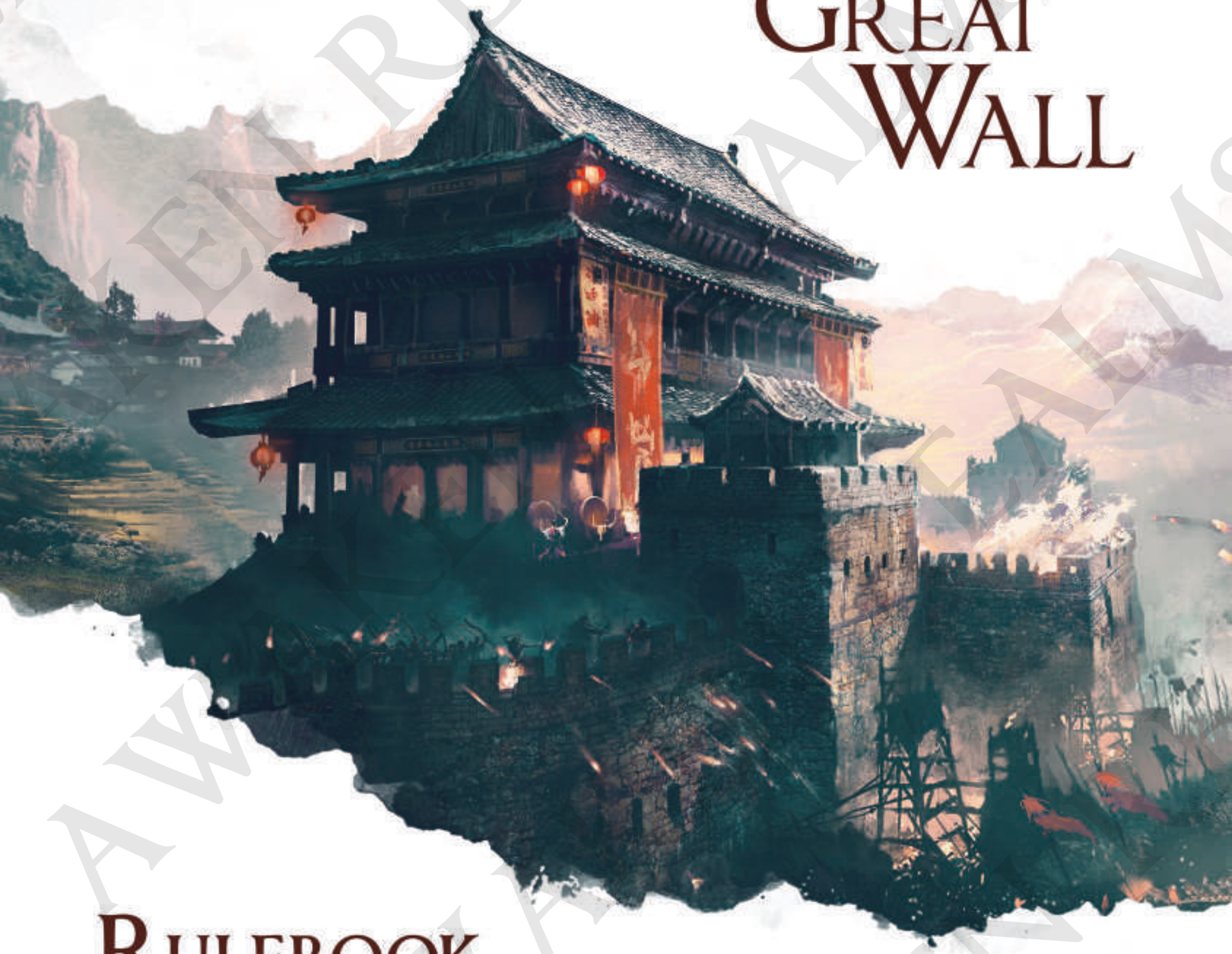
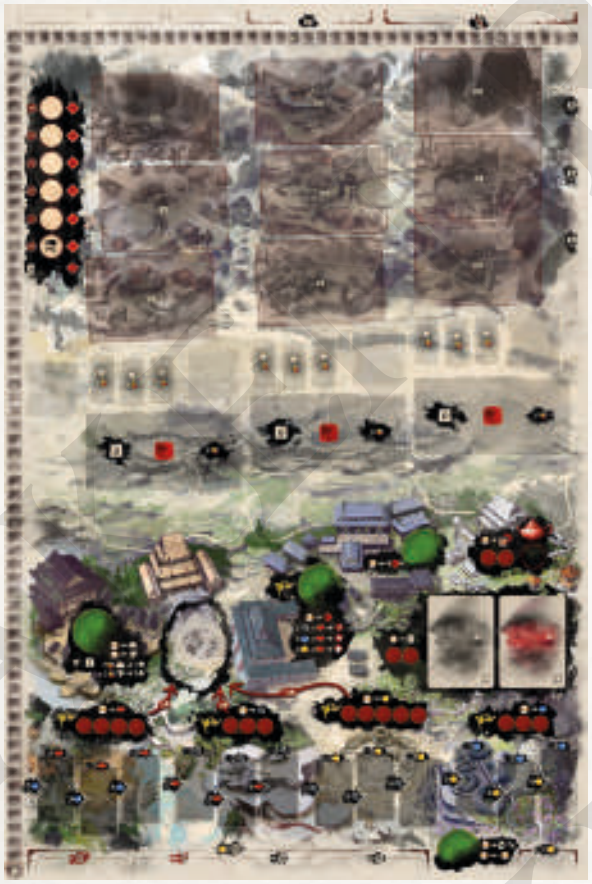
The Great Wall



Rulebook

Component List

1 Game board



Miniatures

Depending on your version, your game will contain meeples or miniatures



32 Clerks
(8 per Player)



40 Spearmen
(10 per Player)



16 Archers
(4 per Player)



8 Horsemen
(2 per Player)

Cards



24 Horde cards



24 Command cards (in 4 colors)



1 Reed Command card



20 Tactic cards



5 Artifact cards



44 Advisor cards



13 General cards



2 Reed Clan General cards



12 Event cards



12 Emperor's Request cards



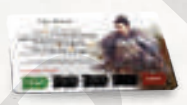
24 Co-op Horde cards



8 Co-op General cards



12 Co-op Tactic cards



1 Solo General card

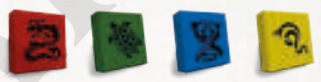


6 Solo Command cards

Tokens



4 Tea track markers
(in 4 colors)



4 Honor markers
(in 4 colors)



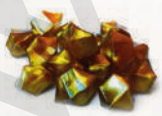
5 two-sided universal Honor tokens



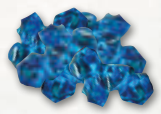
50 x Wood tokens



50 x Stone tokens



50 x Gold tokens



50 x Chi tokens



30 x Wound markers



50 x Shame tokens



1x two-sided Time Token

Others



4 Player's Screens
(1 per Player)



9 x Barricade



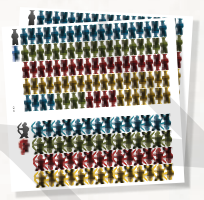
3 x 1st Wall level



3 x 2nd Wall level



3 x 3rd Wall level



2 x Stickers Sheet



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All Kickstarter backers who helped us make this game a reality.

All people who spent their time and effort testing, blind testing and participating in the development of the game.

INTRODUCTION

Great Wall is a fantasy board game inspired by the history of the Great Wall of China, Song Dynasty, and Genghis Khan's conquests. Most of the characters, events, and military inventions are historical, but some were slightly modified to better suit the game's theme.

The Great Wall already stood there during the Zhou dynasty, many years before the current turmoil. Back then, it was a simple series of walls and forts that protected the land from invading nomadic tribes. It has survived many wars and battles, and was expanded, rebuilt, and repaired countless times…

Much later, during the 10th and 11th centuries, the Northern Song Dynasty built the Great Wall sections located in what are now the provinces of Shanxi and Hebei to defend themselves from Jurchen Jin invasions. Despite their work, the wall failed, forcing them to retreat south; the mighty fortifications now belonged to their enemies.

A hundred years later.

Using the Great Wall raised by their predecessors, the Jin Dynasty tries to repel the Mongol invasion from the north. But the Song Dynasty, now named Southern Song, is still resentful toward the Jin. They ally with the Mongols and crush their old enemy. However, they did not predict the insatiable hunger of their "allies", and now must face the Mongol horde themselves.

And here, our story begins…

Game Overview

In The Great Wall, the players take the role of Generals defending the Wall against the Mongol Horde. The game is played over a series of turns called Years, each divided in 4 parts called Seasons.

During Spring, new barbaric hordes invade the fields in front of the Great Wall and prepare to launch their assault.

Summer is the time when generals prepare for the assault and mobilize their forces.

During Fall, players take their turns, playing Command cards, resolving their effects and Activating Locations to gain various benefits.

In Winter, the last layer of Defense is activated, then, the hordes try to assault the Walls.

At the end of the game, the player with the most Honor wins.

IMPORTANT!

The rules presented in the following pages apply for 3 or 4–player games. The changes for the 2–player game and solo mode are detailed at the end of this Rulebook (however, it is necessary to become familiar with the basic rules before delving into these details).

The Board & Setup

Honor track (1)
Time track (2)

- Lethality – number of Soldiers Killed by Horde cards. (2.1)
- Number of new Horde cards during Invasion. (2.2)
- Number of players (2.3)

Wall Section (3)

- Horde card slots (3.1)
  - First row (3.1.1)
  - Second row (3.1.2)
  - Third row (3.1.3)
- Barricade slots (3.2)
- Wall tile slot (3.3)
- Rest Zone (3.4)

Command track (4)

- Command card discard (4.1)

Locations

- Lumber Mill (5)
- Quarry (6)
- Gold Mine (7)
- Temple (8)
- Builder's Encampment (9)
- Warehouse (10)
- Barracks (11)
- Logistics Center (12)
- War Academy (13)
  - Tactic deck (13.1)
  - Tactic discard pile (13.2)
- Tea House (14)
  - Tea track (14.1)
- Emperor's Embassy (15)
  - Clerk space (15.1)
  - Advisor track (15.2)
  - Advisor deck (15.3)
  - Advisor discard (15.4)
- Overseer slots (16)
- Clerk slots (17)

Others

- Artifact slots (18)
- Horde deck (19)
- Horde discard pile (20)



Setup

1. Place the main board in the middle of the play area with the corresponding side faceup, depending on the number of players (2.3).

2. Prepare the Shame token pool – for each player in the game, add 10 Shame tokens to the pool. Next, create separate supplies for all Resources, tokens and markers (Wood, Stone, Gold, Chi, Wound, Shame and universal Honor tokens) and place them near the play area. Place all Wall levels near the Resource supplies.

3. Place the Time token, empty side up, in the corresponding slot of the Time track (2), depending on the number of players.



4. Shuffle all Artifact cards, then place 3 of them face up at random in the Artifact slots, in the top left corner of the main board (18). Return the remaining cards to the game box; they will not be used in this game.

5. Each player chooses a Clan and takes all the matching colored components (6 Command cards, 8 Clerks, 16 Soldiers: 10 Spearmen, 4 Archers, 2 Horsemen, 1 Player's Screen, 1 Honor marker, and 1 Tea track marker).

6. Shuffle all Horde cards to create the Horde deck and place it on the top side the board (19).

7. Place 1 Horde in each first row slot (3.1). In a 4–player game, place 1 additional Horde card according to the Invasion indicator on the back of the next Horde card.

Horde cards are detailed on pg. 6. For more information on their placement, check Invasion & Raid, pg. 9.

8. Place 9 Barricades, one on each Barricade slot on all Wall Sections (3.2).

9. Shuffle all Tactic cards to create the Tactic deck; place the deck face down in the corresponding slot of the board (13.1).

10. Shuffle all General cards, and deal 2 randomly face down to each player.

11. Shuffle all Advisor cards and deal 2 randomly face down to each player.

12. All players look at the cards they received, then simultaneously choose 1 General to keep and discard the other. They place their chosen General in front of them. The players then choose one of their Advisors that becomes their Active Advisor, and they place it face up to the right of their General. The other, known as the Supporting Advisor, is placed face down under the General card, with the icon on its card back visible. Return all other General cards to the game box; they will not be used in this game.

General and Advisor cards are detailed in their respective sections, pg. 5.

13. The remaining Advisor cards form the Advisor deck, which is placed face down next to the Advisor track. Draw 4 cards from this deck and place them face up in each of the 4 slots of the Advisor track.(15.2).

14. All players place 3 of their Clerks in the Clerk space of the main board (15.1).

15. The bottom of each General card displays their starting Resources, Tactic cards and Tea value. Each player takes the indicated Resources (Wood, Stone, Gold and Chi) and places them behind their Player Screen. Then, each player draws the indicated number of Tactic cards and adds them to their hand.

Resources, decks and cards on hands are the only elements in the game, which are kept in secret from the other players. All the other elements are public.

16. All players place their Honor marker on the '0' space of the Honor track (1).

17. All players stack their Tea track marker on the Tea track space, according to the starting Tea value printed at the bottom of their General card. The markers are stacked in numerical order, with the highest Tea value at the top of the stack, and the lowest at the bottom.

18. You are now ready to start the game. The first Year of the game begins with Fall (skip Spring and Summer).

Game Elements

General cards



1. Starting Resources and Tactics cards. This information is only used during setup, and indicates the nature and quantity of Resources (Wood, Stone, Gold and Chi) you receive at the start of the game, as well as your starting hand of Tactic cards.

2. Starting Tea value. This number determines the starting stacking order of Tea markers. The markers are placed in numerical order, with the highest Tea value on top of the stack, and the lowest at the bottom.

3. Special ability. This is what makes your General unique. The strength of this ability is determined by the number of Supporting Advisors placed face down under your General card.

Advisor cards



Advisors are the right hand of a good General. They can make the difference between a glorious victory or a shameful defeat.

Each time you gain an Advisor, you must decide to make it either Active or Supporting. **This choice is permanent and cannot be changed until the end of the game.**

- **Active Advisor**: Place the Advisor face up to the right of your General card. You may now use its printed ability as indicated on the card.



- **Supporting Advisor**: Place the Advisor card face down under your General, with the icon on its back visible below your General. If you have multiple Supporting Advisors, all their icons should be visible. The number of icons determines the strength of your General's ability.

Example: Song Ci's Special ability is "Each time you Upgrade , get 2 ".This means that each time the player Upgrade any Overseer, they get 2 Honor for each of their Supporting Advisors. With 3 Supporting Advisors, the player would get 6 Honor.

Command cards



Command cards are used by players to give orders to their Clerks and Soldiers; they are played and resolved during Fall.

Each Command card has a set of effects which are resolved from top to bottom during the Command step.

Some effects are only resolved by the Active player (1, 3) while others are resolved only by every other player (not the Active player) (2).

"Move up to 2 to 2 any Locations." is the most common effect found on Command cards. It allows you to Move up to 2 of your Clerks to any 2 different Locations. **These 2 Clerks cannot Move to the same Location**, but they can be moved to a Location containing any other Clerks (including yours). Command cards are placed on the Command track. The space with 5 is used only in 5–player game.

Tactic cards



To use a Tactic card, play it directly from your hand when eligible, as stated on the card. The hand limit for Tactic cards is 5. Whenever you exceed your hand limit, you must immediately discard any excess cards.

Whenever you should draw a Tactic card and the deck is empty, reshuffle the discard pile to form a new Tactic deck (see Playing Tactic Cards, pg. 9).

Horde cards



1. **Offensive power**. This number determines the strength of the Horde card, used when determining a possible Breach in the Wall Section.
2. **Reward**. At the end of the game, the General who claimed this card gains the indicated amount of Honor.
3. **Special ability**. Remember to always check the special abilities of Horde cards, as they may severely affect the assault!
4. **Vital spots of the Horde**. To defeat a Horde card, each spot must be covered by Soldiers and/or Wound markers.
5. **Shame token slots**: When you claim a Horde card, place it face down in front of you. Each of these 2 slots can hold a Shame token. Horde cards with at least one Shame token do not grant any Honor at the end of the game.
6. **Invasion indicator**. The back of the top card of the Horde deck indicates how new Horde cards are placed on the Wall Sections, according to the position of this icon.

Artifact Cards

The Artifacts do not have any effect during the game. Instead, they provide the players with additional Honor during end game scoring.

Shame tokens

Shame tokens represent your disgraceful behavior in the eyes of the Emperor. There are 2 ways you can get a Shame token:

1. If a Horde card Breaches a Wall Section and you have no Soldiers placed there (miniatures/meeples on the Horde card), you get 1 Shame token.
2. When a Location with the icon Activates, if you are the only player that has any Clerks placed there, you get 1 Shame token (regardless of the number of Clerks you have there). If two or more Clerk colors are present no one gets any Shame token.

Shame tokens are not a good thing. At the end of the game, you lose 5 Honor for each Shame token you have under Soldiers. Additionally, Shame tokens cripple your available forces.

Effects of Shame token

When you get a Shame token, you must immediately place it in one of the following spots:

1. Under any Soldier in your available pool that doesn't already have a Shame token. Soldier models with a Shame token cannot be used in any way. Soldiers with Shame tokens cause Honor losses at the end of the game.
2. In any unoccupied Horde card Shame slot. No immediate effect occurs, but Horde cards with Shame tokens do not grant Honor rewards at the end of the game. Shame tokens on Horde cards do not cause Honor losses at the end of the game.

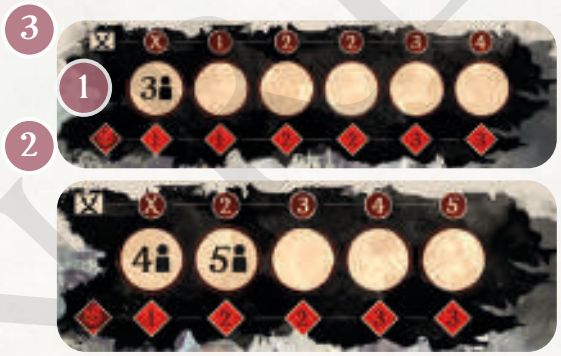
During Summer, after Overseer Income, you may discard 1 Shame token for every 2 Chi you pay.

At the end of the game, lose 5 Honor for each of your Shame tokens (excepted those on Horde cards).

If you should get a Shame token, but the Shame token pool is empty, you immediately lose 5 Honor. Whenever you should get a Shame token, if you are unable to place it (either on one of your Soldiers or on one of your claimed Horde cards), remove that token from the game and immediately lose 5 Honor.

Time track

The Time track displays three informations: the game's current Year (1), the Lethality (2), and the number of new Horde cards placed during the Invasion step of Spring (3).



Lethality

Lethality indicates the number of Soldiers Killed when fighting a Horde card. It is used in two situations:

1. When a Horde card is Defeated.
2. When a Wall Section is Breached.

In both cases, the Lethality value of the corresponding Horde card indicates the number of Soldiers of **each player** placed on that card who are Killed. All Killed Soldiers return to their respective player pools.

Soldiers who are Saved are moved to their respective Rest Zone. (see Saving Soldiers, pg. 9)

During a Breach, Soldiers who are not Killed remain of their Horde card.

Tea track



The Tea track represents the status of your Clan and acts as an initiative indicator, used in various situations. At the start of the game, the players stack their Tea track markers in descending order, according to their starting Tea value, with the highest value at the top of the stack (see Setup Step 17, pg. 5). This is called the **Tea order**. During play, this order can be altered by sending Clerks to the Tea House Location (see Tea House, pg. 8).

A lot of actions are resolved in Tea order, starting with the player at the top of the stack and going down.

When resolving game effects involving more than one player, always check the Tea track to determine which player is going to be taking their action first, especially for effects that are resolved in "Tea order". The Tea track is also used to resolve any draw between the players. The advantage goes to the player who is higher on the Tea track.

Here is the list of the most common situations where Tea order is the deciding factor:

- Placing Command cards on the Command track.
- Moving Clerks/Soldiers with the "Other Players" effect of the Command cards.
- Resolving the effect of Locations containing Clerks of different Clans.
- Claiming a Defeated Horde card in case of a draw.
- Resolving any other relevant situation where the order of play might be important.

Player's Screens

All your Resources are kept behind your screen and hidden from other players. Your Screen is also used as a player aid.

Basic Rules

Clerks

Clerks are the General's executives. They deliver and execute orders in various Locations. They are the bread and butter of every strong economy. Learning how to use them efficiently is the key to every successful defence.

Clerk pool and moving Clerks

Each General starts the game with 5 Clerks in their player pool. New Clerks may be hired by Activating the Emperor's Embassy, bringing this number up to 8.

Clerks are Moved with the effects of Command cards. They can be Moved to Regular Locations with free Clerk slots, or to any Special Locations (see Locations, below). When instructed to Move a Clerk, the player takes it from their pool and place it in any available Location on the board. The player may instead choose to Move a Clerk that is already on the board, but **they are not allowed to Move a Clerk out of a Regular Location with all slots filled**.

Locations

Locations are places where Generals send their Clerks in order to gather Resources, recruit armies and do other useful things.

There are 2 types of Locations: Regular Locations (with red spots) and Special Locations (with green spots).

Regular Locations have a specific number of Clerk slots that must be filled in order to activate their effect during the Activation step. The number of Clerks in the Regular Locations can never exceed the number of available slots.

Special Location effects activate if there is at least 1 Clerk on them. Any number of Clerks may be placed on a Special Location.

Locations are Activated during the Activation step (after resolving all effects of the Active player's Command card), in the order chosen by the Active player.

When a Location is Activated, each player in Tea order gets to resolve its effect. It means that each player resolves ALL their Clerks (at the same time!) in that Location before the next player in Tea order can do so. Then, all Clerks return to their respective player pools.

> The Emperor's Embassy Location is an exception to this rule – in this Location, each Clerk is resolved individually.

> When resolving their Clerks, players may choose not to receive a Location effect (e.g. when they cannot afford it).

Shame token icon.

Some Locations display a icon. If only one player has Clerks placed in that Location, that player gets a Shame token from the pool immediately before the Activation occurs (the player places the token as described on pg. 6). If two or more players have Clerks placed in the Location, none of them gets any Shame token.

Advanced Activation

Advanced Activation is an effect which may be triggered by certain Command cards, Advisors, or other game effects.

An Advanced Activation follows most of the rules of a as standard one. It differs in two ways:

- Performing an Advanced Activation in a Location with a icon does not grant a Shame token if only one player has Clerks there.
- An Advanced Activation may be performed in a Regular Location which does not have all its Clerk slots filled. It can still be used in Special Locations.

Production Locations & Overseers

The game features four different Production Locations, each providing a Resource type:

- Lumber Mill (Wood)
- Quarry (Stone)
- Gold mine (Gold)
- Temple (Chi)

When a Production Location is Activated, each of the following steps is resolved one by one, in Tea order. Each step must be fully resolved by all the players before going to the next.

1. Gather Resources (both from Clerks and Overseers)
2. Upgrade Overseer (optional)
3. Donate 1 Resource (optional)
4. Return Clerks to their pools

Gather Resources

The player takes 1 Resource from the supply for each of their Clerks placed in the Activated Production Location. This income may be increased by the presence of an Overseer: if the player gets at least 1 Resource from their placed Clerks and has an Overseer in that Location, they gain a number of additional Resources equal to the level of their Overseer.

Upgrade Overseer



After all players have taken their Resources, each player who has at least 1 Clerk in the Activated Production Location may Upgrade an Overseer in that Location. If you don't have an Overseer yet, pay the cost indicated in the first Overseer slot of the Location, then choose a Soldier of any type from your pool and place it in that slot. To Upgrade an existing Overseer, pay the cost indicated on the next Overseer slot of that Location and advance your Overseer miniature in that slot.

Placing the first Overseer is also considered as Upgrade.

Overseers provide Resources during Summer (see Flow of the Game, pg. 10), but keep in mind that they cannot be removed in any way and can can potentially reduce your combat capabilities!

Note that each player may not have more than 1 Overseer in each Production Location.

Overseer level
The game sometimes refers to "Overseer level". The level of an Overseer equals its value. For instance, an Overseer with a value of 2 is level 2.

Donate

After the Upgrading Overseers step, each player who gathered at least 1 Resource during the Activation of that Production Location may choose to Donate exactly 1 unit of that Resource. Each player that decides to do so places 1 of the Resources they just received in the Warehouse Location and immediately gains 2 Honor. Note that **Chi cannot be Donated**. Thus, there is no Donate step in the Temple Location.

Example: During Fall, the five Clerk slots of the Lumber Mill are filled, so the Location is Activated. The green and blue player both have 2 Clerks placed there, while the red player has 1. The green player has a level 2 Overseer, the blue a level 3, and the red player has none. The green player, who comes first in Tea Order, gets a total of 4 Wood. The blue, who is next, gets 5 Wood and the red gets only 1.

Once all players have gathered their Resources, the green player decides to Upgrade their Overseer: they pay 4 Chi and move their Overseer to the third slot. The Overseer of the blue player is already level 3 and cannot be further Upgraded. The red player, who has no Overseer, decides to buy one by paying 2 Chi. He picks 1 Archer from his pool, place it in the first slot of the Location.
After all players had the opportunity to Upgrade their Overseers, the green player decides to Donate 1 Wood: they place 1 Wood in the Warehouse Location (and keeps the other 3 for themselves), and gains 2 Honor. The other players choose to keep their Resources.
Now that all steps have been resolved, all Clerks return to their respective pools.

Other Locations

Tea House

The Tea House represents the relationship between the Generals and the Emperor. It is used to alter play order. When Activated, all players with Clerks placed in that Location move their Tea track marker 1 step up in the stack, following the initial Tea order (each marker may move only once). If a single player manages to Activate this Location by filling all the Clerk slots, their Tea track marker goes straight to the top of the stack.

Note that if a player sitting on the top of the Tea track sends a Clerk to the Tea House, this Clerk will have no effect when the Location Activates, because it will be the first to resolve the Location's effect.

Barracks

This is the place for fielding your troops on the Wall Sections. Each Clerk present here when the Location Activates allows their owner to Recruit 1 Soldier of any type, assuming they can pay its cost and have an available miniature in their pool.

Each freshly recruited Soldier may immediately be sent to Attack on one of the Wall Sections (see Attack & Wounding, pg. 10) or placed in one of the Rest Zones.

Each Soldier has an individual cost based on its type:
Spearman: 2 Stone and 1Wood
Archer: 2 Chi and 1Wood
Horseman: 3 Gold and 1Wood

If you have more than 1 Clerk in the Barracks and Recruit more than 1 Soldier, this is simultaneous – you pay all the Resources all at once and Attack with all Soldiers at once!

Builders' Encampment

Using the Builder's Encampment

At the Builders' Encampment, you can build Walls and Barricades. For each of your Clerks present during its Activation, you may perform one of the following options:

- **Build a Barricade** – You may build a Barricade in any Wall Section that has less than 3 placed Barricades. To build a Barricade, pay 2 Wood/Stone/Gold, in any combination. Then, decide where to place the new Barricade and immediately get 2 Honor.
- **Build a part of the Wall** – the cost of the next Wall level is printed on the existing (currently built) one. Each time a player builds a new part of the Wall, they get Honor, depending on the Wall level:
  - ◊ 5 Honor for the first part
  - ◊ 10 Honor for the second part
  - ◊ 15 Honor for the third and final part

In other words, the Honor reward is equal to the building cost.

When you build a part of the Wall over placed Archers, they are not destroyed: place them in any Firing posts on the top of the new part of the Wall with no additional effect.

Paying for Walls and Barricades

When building a part of the Wall or a Barricade, available Resources placed in the Warehouse must be used first. When there is no more of the required Resource in the Warehouse, the player may pay any remaining cost using their own Resources. Spending Resources this way does not grant additional Honor.

Example: There are 3 Stone in the Warehouse. A player wants to build the first part of the Wall. They take the 3 Stone in the Warehouse and add any 2 of their own Resources. That player immediately gets 5 Honor.

Emperor's Embassy

At the Emperor's Embassy, you can hire new members for your workforce. When this Location Activates, for each Clerk you have here, perform one of the following actions:

- **Hire a Clerk** – pay 2 Gold to take a Clerk (from the supply) and add it to your pool.
- **Hire an Advisor** – pay a number of Gold equal to the total number of Advisors (both Active and Supporting) you will have after hiring this one (for example, to hire your third Advisor, you must pay 3 Gold), then take any Advisor card on the Advisor track and place it immediately as an Active or Supporting Advisor. There is no limit of Advisors (both Active and Supporting) that a player may possess. (See Advisor cards, pg. 5.)

Emperor's Embassy exception:
When resolving the Emperor's Embassy, the players resolve each one of their Clerks individually, in opposition to all other Locations!

Once a player has used a Clerk to hire an Advisor, the remaining Advisors are shifted to the left to fill any empty spaces, and new Advisor card is drawn from the Advisor deck to fill the empty slot. Then they resolve their next Clerk, if there is any. If there is none, next player may resolve their Clerks.

Logistics Center

Each Clerk sent here may Move any number of Soldiers from one chosen Wall Section to another one. Soldiers may be Moved from a Rest Zone to another Rest Zone. Soldiers may be Moved between Firing spots on the Walls as well. It is not allowed to Move a Soldier from a Rest Zone to a Firing spot (although it is possible to do the opposite).

The Logistics Center cannot be used to Attack with Soldiers. (see Attack, see pg. 9)

War Academy

Clerks entering the War Academy gain access to advanced tactical maneuvers. Each Clerk allows the player to draw 1 Tactic card.

If the Tactic deck runs out, reshuffle discarded cards and create a new deck.

Warehouse

Clerks cannot be placed on this Location. The Warehouse holds any Donated Resources that any player can use when building Walls or Barricades.

Playing Tactic cards

Each Tactic card states when you can play it and activate its effect. You cannot play more than 1 Tactic card at a time. Tactic cards have 2 Sections: the upper part shows the free basic effect of the card, while the lower part displays the Boosted advanced effect, which comes with a cost. When you play a Tactic card, always use its basic effect unless you pay the indicated Chi cost. If you do, use the Boosted effect instead.

Saving Soldiers

When Soldiers have to be Killed, it is possible to prevent their death; for each your Soldier you want to Save, pay 2 Chi. Saved Soldiers always go to the Rest Zone of the respective Wall Section.

When Saving Soldiers, pay attention to timing. Whenever Soldiers are Killed as the result of Defeating a Horde card or during a Breach, they die **simultaneously**. For example, when a Wall Section is Breached, if you have Soldiers on 2 different Horde cards in a that Wall Section, all are Killed at the same moment (however, each Horde card counts its Lethality separately). This means these Soldiers (and possibly Archers) could all be Saved by a single Boosted "Withdrawal" Tactic card.

Rule of Thumb about card effects

Whenever an effect mentions a component (like a Soldier or an Overseer) without stating its owner, this effect applies only to your components.

TIMING OF EFFECTS

Whenever two or more effects should be resolved at the same time, they are all resolved **simultaneously**. For example, if you have a General who gets Chi when playing a Tactic card, you cannot use the gained Chi to Boost that Tactic card.

Wall Sections

1. Rest zone. Soldiers here are steady and waiting for attack orders. They are also safe from Breaches.

2. Horde card slots. This is where barbaric Hordes gather up and prepare for the assault.



Wall tiles

3. Defense value. This is the value which is compared to the Offensive Power of attacking Hordes.

4. Build cost. This is how many Resources you must pay to Build the next level of this Wall Section.

5. Firing spots. Each Firing spot can host 1 Archer. Archers need to be placed in Firing spots in order to be able to Attack.

Barricades

Barricades are defensive constructs that add to the total Defense value of their Wall Section. However, they are temporary, and they are all discarded at the end of each Winter (they are not removed from the game and may be used again later). Each Barricade adds 2 to the Defense of its Wall Section, and each Wall Section may have a maximum of 3 Barricades. Barricades can be built by Activating the Builders' Encampment. (see Builder's Encampment, pg.8.)

Invasion & Raid

During Spring, an Invasion takes place: new Horde cards appear, ready to break through the Wall defenses.

Draw cards from the Horde deck, according to a number indicated by the Time track.

1. First, check if any Wall Sections are empty. If so, place the Horde card there, filling empty Wall Sections from left to right. Resolve each Horde card separately.
2. When there is at least 1 Horde card in the first row of each Wall Section, the next Horde card is placed according to the Invasion indicator printed on the back of the topmost card of the Horde deck **(not the one just drawn!).**
3. If a Horde card cannot be placed, immediately resolve a Raid (see below).

Raid

If you are required to place a Horde card in a full Wall Section (already containing 3 Horde cards), discard that Horde card instead, then immediately resolve a Raid for this Wall Section: in the Shame token pool, take a number of Shame tokens equal to the number of players and remove them from the game. When the Shame token pool is empty, the game ends during the next Winter (see End of the Game, pg. 11).

Attack & Wounding

Defeating Hordes is important to get Honor and achieve victory. There are two main ways to Attack with Soldiers: recruit new ones or Attack with already recruited troops using the Attack Order Command card.

Soldiers are considered to be Attacking in 3 cases: when they are Recruited and sent on Hordes, when they are placed on a Horde card from the Rest Zone or when Archers are shooting from the Firing spots.. Each type of Soldier has different Attack rules. Soldiers may Attack from the Rest Zone, but only a Horde in the same Wall Section (Archers have to be placed in Firing spots first). When you Attack with a new Soldier recruited from your pool, you may Attack a Horde card in any Wall Section. Soldiers already placed on Horde cards cannot Attack or be Moved. Any Vital spot of a Horde card covered by a Soldier count as a Wound.

- **Spearmen** can only be placed on the Horde cards in the first row of the Horde slots. When you Attack with a Spearman, place it in any unoccupied Vital spot of the first Horde card, then gain the reward printed the spot you covered. Spearmen stay in on their spot until the Horde card is Defeated or that Soldier is Killed/Saved.

Sometimes, it might be impossible to Attack with a Spearman. If all the Vital spots of the first Horde card are already filled, Spearmen cannot be committed to the battle anymore. In such a case, you must wait for the next Horde Defeat step, when the Defeated Horde card is removed from the Wall Section.

- **Horsemen** work as Spearmen, but when Attacking, they may be placed on any Horde card in a given Wall Section, regardless of its position. A Horseman must be placed on 2 adjacent unoccupied Vital spots. This cannot be diagonally, and sometimes it will be impossible to Attack with a Horseman.
- **Archers** are not placed on Horde cards. They have their own dedicated spots on the Wall, called Firing spots. When you Attack with an Archer, place it in an unoccupied Firing spot anywhere on the Wall (if there are no free spots, you cannot place your Archer) and Wound 1 Vital spot of any Horde card in that Wall Section. If an Attacking Archer is already occupying a Firing spot, it just Wounds 1 Vital spot. Use Wound markers to track the Vital spots Wounded by Archers. **Wounds dealt with Wound markers do not grant any reward.**

Defeating Hordes

During Fall, in each Horde Defeat check step, you determine which Hordes are Defeated. A Horde is Defeated when all its Vital spots are covered by either Soldiers or Wound markers. When this occurs, perform the following steps in order:

1. Check which player Defeated the Horde (covered most Vital spots with Soldiers, Wound markers don't count).
2. Each player who has at least 1 Soldier on a Defeated Horde card gets 2 Honor.
3. Each player gets 2 Honor for each of their Archers in Firing spots of that Wall Section.
4. The player who covered the most Vital spots with Soldiers claims the Defeated Horde card, and places it face down in front of their Player Screen.
5. If there are any Horde cards in the further rows, Move them closer to the Wall.

In case of a tie, the Tea order decides who claims the Defeated Horde card. If no player has any Soldiers on the Defeated Horde card, it is discarded and no player claims it.

Killing Soldiers

When a Horde is Defeated, some Soldiers placed on the card are Killed (see Lethality, pg. 6). The number of each player's Killed Soldiers is determined by the Lethality value (the number printed next to the Time token slot on the Time track). However, you can Save your Soldiers from death by paying 2 Chi for each Soldier you want to Save. Any Soldier Saved this way is placed in the Rest Zone of the same Wall Section. Whenever you remove a Soldier from a Horde card, place a Wound marker in the Vital spot it was occupying.

Please note that Saved Soldiers are **not considered** as "Killed" for the sake of game mechanics and effects!

Breach

During Winter, after the Firing phase, Horde cards finally Assault the Walls (see Firing phase, pg.11). Starting from the leftmost Section, you must check if the defenders repel the invaders, or if the Wall is Breached (see Assault Phase, pg. 11). If the Wall Section is Breached, perform the following steps in order:

1. For each Horde card on the Breached Wall, each player gets 1 Shame token, unless they have 1 or more Soldiers on that Horde card.
2. Some Soldiers on the Breaching Horde cards are Killed. On each Breaching Horde card, a number of each player's Soldiers equal to the Lethality value (the number printed next to the Time token slot on the Time track) are Killed. Surviving soldiers stay on the Horde cards.
3. Remove the Killed and Saved Soldiers from their spots on the Breaching Horde cards and replace them with Wound markers.
4. All Archers on the Breached Wall Section are Killed.
5. Soldiers in the Rest Zone are unaffected.

Keep in mind that players may use Chi to Save their Soldiers (2 per Soldier). Saved Soldiers are placed in the Rest Zone.

The rule regarding the placement of Wound markers is not limited to Breach. Any time a Soldier is removed from a Horde card, place a Wound marker in the Vital spot it was occupying.

Flow of the Game

The game is played over a series of Years, each divided in four Seasons:

- Spring
- Summer
- Fall
- Winter

Year order

Remember that Spring and Summer are skipped during the first Year of the game!

Spring

During Spring, new barbaric hordes invade the fields in front of the Great Wall and prepare to launch an assault. Their Invasion occurs as follows:

1. **Advance Time track**. Move the Time token to the next slot on the Time track.
2. **Place new Horde cards**. Place a number of new Horde cards on the board according to the number above the Time token (see Invasion & Raid, pg. 9).
3. **Refresh Advisor track**. Discard the 2 leftmost Advisor cards on the Advisor track then slide the remaining 2 left, and place 2 new cards to the right of them.

Summer

In Summer, the Generals prepare for the Assault and mobilize their forces.

1. **Overseer Income**. All players receive income from their Overseers. For each of your Overseers on the board, get the number of Resources indicated above their slot.

Important: Remember that Generals don't grant any kind of Resource Income by themselves. Their passive Income comes from Overseers that must be hired at Production Locations.

2. **Discard Shame tokens**. All players may now decide if they want to get rid of their Shame tokens. Pay 2 Chi per Shame token to return it back to the Shame token pool. You can discard any number of Shame tokens, as long as you can afford it.
3. **Discard Command cards**. Discard all Command cards on the Command track.
4. **Reclaim Command cards**. In Tea order, each player may either Reclaim all their Command cards in the discard pile and take them back in their hand, OR get 2 Honor for each of their Command cards in discard pile.

Fall

During Fall, the players must choose the Command card they will play for that Season, take their turns in Tea order and decide the order in which their Command card will be resolved, then resolve the effects of the played Command cards.

1. **Choose Command cards**. All players choose 1 Command card in their hands and place it face down in front of them. After everyone has chosen, all cards are revealed at the same time.
2. **Decide Order.** The player on the top of the Tea track decides where to place their card on the Command track. Then the next player in Tea order places their card on any remaining free spot, and so on.

3. Player Turn. Each played Command card is resolved in the order determined by the Command track. The players take their turn, starting with the player whose card is placed in the first slot of the Command track. The player currently resolving their turn is called the Active player. Each player's turn is resolved by performing the following steps, in order:

a. Command step – All the effects of the Command card are resolved, from top to bottom.

Most Command cards have two types of effects: the first and the third (if present) are resolved by the Active player, and the second (in a frame) is resolved by all the OTHER players in Tea order.

b. Activation step – All Regular Locations that are fully occupied Activate and all Special Locations that have at least 1 Clerk placed on them Activate. The Active player chooses the order of Location Activations. Activated Locations are resolved in the Tea order. All the Clerks from the Activated Locations return to their player's pools. (see Locations, pg. 7)

c. Horde Defeat check step – All Horde cards that have all of their Vital spots fully covered are Defeated (see Defeating Hordes, pg. 10).

d. End of turn. The Active player turn is over. The next player in Command track order takes their turn.

When all players have completed their turn, Fall ends.

Winter

During Winter, the last layer of Defense is activated: Archers present on Firing spots shoot at the incoming Hordes. Then, the Hordes try to assault the Walls.

1. Firing phase.

a. Shooting step: Starting from the leftmost Wall Section, all Archers placed in Firing spots Attack Horde cards in their Wall Section, in Tea order.

Keep in mind that Archers in Rest Zones cannot Attack during the Firing phase!

b. Horde Defeat check step. At the end of the Shooting phase, all Horde cards that have all of their Vital spots covered are Defeated (see Defeating Hordes, pg. 10). Then proceed to the Assault phase.

2. Assault phase.

a. Calculate Offensive Power and Defense value. Calculate the Defense value of the Wall Section by adding 2 to the Wall Defense for each Barricade built on that Section. Then calculate the total Offensive Power by adding the Offensive Power of all Horde cards present on this Wall Section.

Remember to pay attention to the special abilities of each Horde card!

b. Resolve Assault. Compare the Wall Defense value with the total Offensive Power.

- If the Defense value of the Wall Section is equal or higher than the total Offensive Power of the Horde, the Wall holds and nothing happens. Resolve the next Wall Section.
- If the total Offensive Power is higher than the Wall Section Defense value, the invaders have Breached the Wall (see Breach, pg. 10)!

c. After all Sections are resolved, discard all Barricades.

3. End Game check. If any of the following conditions is met, the game immediately ends. Proceed to the End of the Game section.

a. The 3 Walls are built to the maximum level (or 2 Walls, in 3–player games).
b. The Shame token pool is empty.
c. The Time token is on the last slot of the Time track.

If none of the above conditions are met, the current Year ends, and a new one begins with Spring.

End of the Game

At the end of Winter, if any of the following endgame conditions are met, go to Final Honor Scoring section. Note that the End Game check is only made at the end of Winter, even if any of these conditions are met earlier in the Year.

1. The 3 Walls are built to the maximum level (or 2 Walls, in 3–player games).

2. The Shame token pool is empty.

3. The Time token is on the last slot of the Time track.

Final Honor Scoring

To calculate your final Honor score, perform the following steps:

Find your current Honor Score on the Honor track, and modify it according to the following:

a. For each Shame token under your Soldiers, reduce your Honor by 5 (remember that Shame tokens on Horde cards do not reduce Honor). You can never go below 0 Honor this way. If you should, just leave your Honor marker at "0".
b. Add the Honor bonus of all of your claimed Horde cards with no Shame tokens on them to your Honor score.
c. Calculate the Honor you receive from the 3 Artifacts, and add it to your score.

The player with the most Honor is deemed the greatest General that has ever lived!

In case of a draw, Tea order determines the winner.

2 Player Mode

In 2–player games, a third, AI controlled faction (the Reed Clan) is introduced, providing additional interaction opportunities. Although the Reed Clan is too weak to gain power, its strength shouldn't be underestimated, as its actions may greatly affect the outcome of the entire war. The 2–player mode can be used either with the standard game or the Co–op mode.

When playing with only 2 players, consider it as a standard 3–player game (with the Reed Clas as the third player) and perform the setup with the following changes:

1. Place the board in the middle of the play area with the 2–3 player side face up.

a. Place a Barricade in each Horde slot of the leftmost Wall Section. This Section will not be used in the 2–player game. These Barricades are not removed at the end of Winter.

5. Each player chooses a Clan and receives its associated colored components as normal. Additionally, take the Reed Clan Command card and General card, and place them face up between you and your opponent. Assign the Tea marker, 3 Clerks and all Spearmen from any unused Clan to the Reed Clan. Put the rest of the components from this unused Clan to the box – they won't be used in this game.

6. Remove all Horde cards with the leftmost Wall Section on their back from the game. Use the remaining cards to create the Horde deck.

7. Draw 1 Horde card for each of the 2 available Wall Sections.

8. Place 6 Barricades, one on in each Barricade slot of the 2 available Wall Sections.

14. Place 1 Reed Clan Clerk in each of the 3 following Locations: Lumber Mill, Quarry, and Gold Mine.

17. Stack the 3 Tea track markers in the Tea House, with the General with the highest starting Tea value on top, the other player in the middle and the Reed Clan at the bottom.

Reed Clan rules

- The Reed Clan never gains or keeps track of Honor, Shame tokens, or Resources, never Saves its Soldiers from death and always discards claimed Horde cards.
- Reed Clan Soldiers are never placed in Rest Zones. If they should be, return them to the Reed Clan's pool instead.
- If a Reed Clan Clerk is the **only Clerk on a Special Location**, this Location does not Activate.
- The Reed Clan starts with 3 Clerks on the board (placed during setup), and can never have more or less Clerks placed on the board, whatever the circumstances. There can never be more than 1 Reed Clan Clerk in a single Location at the same time. After a Location with a Reed Clerk is Activated, the players remove their Clerks as normal, but the Reed Clerk is not removed and stays in the Location.
- The Reed Clan has only 1 Command card and plays it every Fall. When higher than the players on the Tea track, the Reed Clan always place his Command card in the first available slot on the Command track.
- The actions of the Reed Clan are performed by the Active player, considered as the Overlord. When the Reed Clan is currently the Active player (because its Command Card is Activated during the Command step), the highest player in Tea order becomes the Overlord.
- The Clerks of the Reed Clan can be Moved as normal, in Tea order. The current Overlord chooses where Reed Clan Clerks are Moved (within the limit of 1 Reed Clan Clerk per Location).

Reed Clan and Activating Locations.

When a Location Activates, the Overlord resolves the effects of any Reed Clan Clerk placed there:

1. Lumber Mill, Quarry, and Gold Mine

The Reed Clan Donates 1 unit of the Resource they just acquired to the Warehouse.

2. Temple

The Active player discards 1 of their own Shame tokens (no effect if the Overlord has no Shame tokens or if the Reed clan is the Active player).

3. Emperor's Embassy

The Overlord discards any 1 Advisor from the Advisor track. Slide the remaining cards left and refill as normal.

4. Builders' Encampment

The Reed Clan builds 1 Barricade for free. The Overlord places it in any unoccupied Barricade slot.

5. Barracks

The Reed Clan Recruits 1 Spearman. The Overlord chooses any legal Vital spot to Attack with this Spearman. If there are no legal Vital spots, the Spearman is returned to its pool with no effect.

6. War Academy and Logistics Center

No effect.

7. Tea House

This Location works normally for the Reed Clan.

Solo mode

Introduction

Important: Before playing with the solo mode, you should get familiar with the 2–player rules, as the Reed Clan is also used in the solo mode.

The solo mode adds Qin Jiushao, a new, AI controlled General to the game.

The solo mode can be used only with the standard game.

Setup

Setup the game as normal, except for the following changes:

1. Place the board in the middle of the play area with the 2–3 player side face up.

a. Place a Barricade on each Horde slot of the leftmost Wall Section. This Section will not be used in the solo game. These Barricades are not removed at the end of Winter.

2. Prepare a Shame token pool consisting of 10 Shame tokens.

5. Choose a Clan and receive its associated colored components as normal. Assign the components from 1 unused Clan to the Reed Clan, as described in the 2–player game. Additionally, assign the components of 1 other unused Clan to Qin Jiushao – 8 Clerks, all Soldiers, Tea marker, Honor marker and 6 Solo Command cards.

a. Shuffle the Solo Command cards to create a Solo Command deck and place it next to Qin Jiushao's components.

b. Take 2 Horsemen and 2 Spearmen from the Qin Jiushao's pool and place them as level 1 Overseers in each Production Location.

6. Remove all Horde cards with the leftmost Wall Section on their back from the game. Use the remaining cards to create the Horde deck.

7. Draw 1 Horde card for each of the 2 available Wall Sections.

8. Place 6 Barricades, one in each Barricade slot of the 2 available Wall Sections.

10. Shuffle all General cards, and take 2 random General cards.

a. Place the Qin Jiushao (Solo mode General) card next to his associated components.

b. Take 1 unit of each Resource and 1 Wound marker. Place them randomly in the slots of the Location track of the Qin Jiushao card – 1 token per slot.

11. Shuffle all Advisor cards and take 2 random Advisor cards.

a. Place 2 random Advisor cards beneath the Qin Jiushao card – these are the first Supporting Advisors of Qin Jiushao.

14. Place 3 of your Clerks in the Clerk space of the board. Additionally, place 1 Reed Clan Clerk in each of the 3 following Locations: Lumber Mill, Quarry, and Gold Mine.

15. Place the Qin Jiushao's Honor marker on the '0' space of the Honor track, next to yours.

17. You always start on the top of the Tea track. The second player is always Qin Jiushao and the Reed Clan is the last.

Goal of the game

The goal of the game is to beat the AI opponent through Honor, as in a standard game..

Qin Jiushao components

Qin Jiushao card

Location track – Qin Jiushao does not gather any Resources. Instead, the Location track on Qin Jiushao's General card is used to indicate the level of each of his Resources (the leftmost space indicating the highest possible level). Each Resource on the track lists a corresponding Location producing that Resource.

Qin Jiushao always tries to gather the lowest (rightmost) Resource on the Location track, so he will send his Clerks to the Location producing that Resource. The Wound marker is linked to the Barracks. When the Wound marker is in the lowest space of the track, Qin Jiushao will send his Clerks to the Barracks.

After a Location containing 1 or more Clerks of Qin Jiushao Activates, move the corresponding token to the

highest slot of the Location track. Slide the other tokens one space to the right. Each space of the Location track may never hold more than 1 token.

Qin Jiushao's Command cards

Though they bear the same name as the standard cards, the Qin Jiushao's Command cards have new, different effects, so be sure to pay attention to them. The player still benefits from any bonus provided by the Qin Jiushao cards on the Command track (for instance, if Qin Jiushao played Economy and the player chose Despotism, the player gets to move 2 additional Clerks).

Solo mode Rules

Rules of thumb

1. Qin Jiushao never gets any Shame tokens.
2. Qin Jiushao does not use Active Advisors.
3. Qin Jiushao never Saves his Soldiers nor leave them in the Rest Zones. When any of his Soldiers are Killed, or when a Horde card containing his Soldiers is Defeated, all discarded Soldiers are placed back in Qin Jiushao's pool.
4. Qin Jiushao never uses his own Resources. Therefore, he cannot pay to Upgrade Overseers, hire Advisors, build Walls and Barricades or recruit Soldiers. Note that he can use Resources from the Warehouse.
5. Qin Jiushao gets Honor as a normal player from each possible source. However, there are some exceptions to this rule, described in further sections.
6. When Qin Jiushao builds a Wall, he chooses the Wall Section shown by the current Invasion Indicator. If that Wall Section is fully built, then he builds a Wall on the other Section. Resources from the Warehouse are discarded as normal, and Qin Jiushao gets Honor.

Playing Command cards

Each Fall, the player chooses their Command card as normal. Then, draw the topmost card from the Qin Jiushao's Command deck – this will be the card played by Qin Jiushao this Fall. Qin Jiushao, as the Reed Clan, always fills the first possible slot on the Command track.

Moving Qin Jiushao's Clerks

Qin Jiushao Moves his Clerks according to the effect of his Command card. When Moving Clerks during the player's or Reed Clan's turn, Qin Jiushao Moves 2 of his Clerks to the 2 Locations producing the lowest Resources on the Location track. If a Clerk cannot be Moved to the chosen Location (because it's already full, for instance), it Moves to the next Location in order, according to the Location track.

If all the Qin Jiushao's Clerks are already on the board, Move a Clerk from the highest possible Location on the Track to the destined Location.

Qin Jiushao never sends his Clerks to any other Location than Production Locations and Barracks.

Qin Jiushao Location Activation

When a Production Location containing one or more Qin Jiushao's Clerks Activates, Qin Jiushao gets Honor equal the Location's Overseer level for each of his placed Clerks (For example, when a Production Location containing 2 Qin Jiushao's Clerks and a level 2 Overseer is Activated, Qin Jiushao gets 4 Honor). Qin Jiushao never Donates any Resources.

When the Barracks are Activated, Qin Jiushao Recruits 1 Spearman for each of his Clerks in that Location.

After a Location has been Activated, move the corresponding token to the highest space of the Location track. Slide the other tokens one space to the right.

When Activating Locations during his turn, Qin Jiushao always Activates Locations with his Clerks on them first – in the order indicated on the Location track – from the Lowest to the Highest. The order of Activating all other Locations is up to the player.

If Qin Jiushao has more than 1 viable Location for Activation (for instance, due to effect of the Qin Jiushao's Despotism card), he Activates the Lowest possible Location.

Attacking & Wounding with Qin Jiushao's Soldiers

When Qin Jiushao Recruits a Soldier, he always Attacks the Horde on the Wall Section pointed by the current Invasion indicator, if possible.

If the Spearman cannot Attack any Horde on the indicated Wall Section, it is sent to the other Wall Section. If the Spearman cannot Attack on the second Wall Section, it is not Recruited.

Archers: they are placed in a Firing Spot on the Wall Section pointed by the current Invasion indicator. If it is not possible, the Archer is not Recruited.

When Wounding, Qin Jiushao always targets the Horde card closest to the Wall. Vital spots are covered from top to bottom and from left to right.

Qin Jiushao gets 2 Honor for each Wound dealt, regardless of the spot's reward, or if the Wound is dealt by a Spearman or an Archer.

Qin Jiushao as Overlord

When Qin Jiushao becomes the Reed Clan's Overlord (either by being the Active player or by being higher on the Tea track than the human player), he basically follows the rules applying to his own Clerks and Soldiers.

When Moving Reed Clan Clerks, Qin Jiushao attempts to place them in the lowest possible Locations. First, he Moves Reed Clan Clerks from all the Locations he does not use himself. If it is not possible, he chooses Reed Clan Clerks in higher Locations and Moves them to lower Locations.

When Qin Jiushao is the Overlord, the Reed Clan Soldiers Attack following the rules of the Qin Jiushao Soldiers. Important: Qin Jiushao never gets any benefits from Reed Clan actions!

Other rules

Refreshing the Advisor track: during step 3 in Spring, instead of discarding the 2 leftmost Advisors, place any 1 of them under the Qin Jiushao card as a Supporting Advisor and discard the other.

Artifact scoring

At the end of the game, Qin Jiushao always gets 20 Honor for each Artifact card.

Betrayal Command card

When you play the Betrayal card, you can copy the Qin Jiushao's Command card, but its effects should be resolved by using the player Command card with the same name!

End of the game

Endgame conditions are the same as in the standard game, with one exception: if the Shame token pool is empty, the game ends and the player loses.

At the end of the game, perform the Final Honor Scoring as in the standard game. If the player has more Honor than Qin Jiushao, they are considered the winner.

Difficulty level

Players seeking an additional challenge may place the Qin Jiushao Honor marker in the "50" space of the Honor track during setup. For a greater challenge, give a universal Honor token on the "100H" side to Qin Jiushao.

AWAKEN REALMS

Co-op mode

Goal of the game

The objective of the game is to fulfill a number of Emperor's Requests, depending on the number of players:

- 6 Requests for a 2–player game
- 7 Requests for a 3–player game
- 9 Requests for a 4–player game
- 9 Requests for a 5–player game

Changes in the setup

Setup the game as normal, except for the following changes:

3. The Time token should be placed with its +1 side up.

4. Artifact cards are not used, leave them in the box. Shuffle the Emperor's Request cards and place them face down as a deck near the board. Draw 3 cards and place 1 on each of the Artifact card slots.

6. Standard Horde cards are not used, leave them in the box. Shuffle the co–op Horde cards and place them face down as the Horde deck, dedicated to the Co–op mode.

7. Draw a number of Horde cards equal to the number of players + 1, and place them on the Wall Sections as normal.

9. Shuffle the Co–op Tactic cards with the regular ones to create the Tactic deck, then place it face down in the Tactic deck slot on the board.

10. Shuffle the Co–op General cards with the regular ones, then deal 2 cards to each player as normal.

13. Shuffle all co–op Event cards to create the Event deck, then place it face down near the board.

Emperor's Requests

In Co–op mode, the Emperor's Request cards provide objectives that the players must fulfill to win the game. Active Emperor's Request cards are placed face up in the Artifact slots of the board. Note: You may never have more than 3 active Request cards at any time.

Each Year, right before the End Game check, players may fulfill Requests. For example, if the Request card requires to sacrifice Soldiers, or discard Resources, you may only do it at this time (not earlier in the Year). If a Request requires all players to Sacrifice something, all players need to do it at the same time, and must each fulfill the requirements on their own (you can't share Resources or Kill a Soldier for your partner). When you fulfill all the requirements of an Emperor's Request card, discard it. Payments cannot be delayed or carried over through the Years: a requirement must be fully paid in one single instalment.

Sacrifice

Sacrifice is a unique action, bound to fulfilling Emperor's Requests. To Sacrifice means 'remove from the game'. Sacrificed components do not take part in the game anymore.

Request step

The Request step takes place at the very end of each Year, during Winter, right before you reveal a new Event card.

Each player gets 1 Shame token for each Emperor's Request still on the board, then place new Emperor's Request cards face up in all empty Artifact slots.

> Unresolved Emperor's Requests remain on the board until they are fulfilled or the game ends.

Events

Event cards generate random effects that alter the game. Just after the Request step at the end of each Year, during Winter, reveal a new Event and resolve its effects. Events provide a mix of one–time and passive effects.

> Passive effects from Event cards are never discarded, they remain active until the end of the game!

Event step

Each Year, at the end of Spring (after the Request step), reveal 1 Event card.

- If the Event card has an immediate effect, resolve it now.
- The Event card's passive effect persists throughout the game. Event cards are not discarded. Place them next to each other, so their effects are always visible.

Special rules

Command cards

Like in the standard game, Command cards are chosen in secret and revealed at once. However, once they are revealed, the players may devise strategies together and discuss freely about the card order on the Command track.

Tea track

Clerk actions are no longer mandated by the Tea track. The players decide collectively of their order. However, Tea order still applies when a Horde is Defeated: if two or more players have covered the same number of Vital spots, the Horde card is claimed by the highest player on the Tea track.

Shame tokens

In Co–op mode, players cannot spend Chi to discard Shame tokens during Summer. Instead, a player may choose to lose 10 Honor to discard a Shame token. This may be done at specific times:

- Immediately when you receive a Shame token.
- During Summer, as normal.

Shame tokens in Co-op mode cannot be placed in Horde card Shame slots.

No Reclaiming cards

The "Reclaim Command cards" step in the Summer is no longer present; players may Reclaim their Command cards only when building Walls.

Building a Wall

When a player builds a part of the Wall, they can Reclaim 1 of their Command cards from the discard pile.

Additional Horde cards

During Spring, when placing Horde cards, place 1 more card than the number indicated on the Time track. The +1 side of the Time token acts as reminder for this rule.

2 Players Rules

During the setup prepare the Emperor's Request deck. Remove Taunt them and prevail, Warriors for Emperor's guard, Glory belongs to the Emperor, Royal escort for Emperor's officials cards to the box. Also draw 2 Requests instead of 3. The third slot will not be used.

Flow of the game in Co-op mode

Winter

1. Firing phase
2. Assault phase
3. Request fulfillment step
4. End game check
5. Emperor's Request step
6. Event step

There are no changes to the flow of Spring, Summer and Fall.

End of the game

To win the game, the specific number of Emperor's Requests , according to the number of players, must be fulfilled. If this condition is met during the End Game check, the players win. The end–game condition with building Walls, does not apply to the Co–op mode. Whenever a player should get a Shame token and there is none left in the pool, all players IMMEDIATELY lose the game. Additionally, players lose the game if the game ends because the Time token ends up on the last slot of the Time track.

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Flow of the Game

(Pg. 10)

Spring

1. Advance Time track.
2. Place new Horde cards.
3. Refresh Advisor track.

Summer

1. Overseer Income.
2. Discard Shame tokens.
3. Discard Command cards.
4. Reclaim Command cards

Fall

1. Choose Command cards:
   a. Choose and reveal cards.
   b. Decide card order on the Command track.
2. Player Turns:
   a. Command step.
   b. Activation step.
   c. Horde Defeat check step.
   d. End of The turn.

Winter

1. Firing phase:
   a. Shooting step.
   b. Horde Defeat check step.
2. Assault phase:
   a. Calculate Offensive Power and Defense value.
   b. Resolve Assaults.
   c. Discard all Barricades.
3. **(Co–op)** Request fulfillment step.
4. End Game check
   a. The 3 Walls (or 2 Walls, in 3–player games) are fully built. (**not in Co–op**)
   b. The Shame token pool is empty.
   c. The Time token is on the last slot of the Time track.
5. **(Co–op)** Emperor's Request step.
6. **(Co–op)** Event step.

Defeating Hordes

When all Vital spots on a ☒ are Wounded:

1. Check which player Defeated ☒ (covered the most Vital spots with Soldiers)
2. Each Player gets :
   a. 2 – if at least 1 of this player is on the ☒
   b. 2 – for each of this player on the in the same Wall Section.
3. Resolve Killing .
4. Player who Defeated the ☒ claims the card.
5. Move remaining ☒ closer to the .

Resolving Assaults

For each Wall Section:

1. When Offensive Power > Defense Value, resolve a Breach for each ☒ in that Wall Section:
   a. Each Player receives (unless they have at least 1 on that ☒)
   b. Resolve Killing
   c. Kill all on the in the Breached Wall Section.
2. If Defensive value > Offensive Power, nothing happens.

Killing Soldiers

1. Each Player Kills on the ☒ according to the current Lethality.
   a. Killed go back to the player's pool.
   b. Place on each Vital spot occupied by Killed
   c. Saved are placed in the Rest Zone. (Pay 2 for each)
   d. Unaffected stay on the ☒ (Breach only).

Co-op mode

Shame tokens

Players cannot pay to discard ; instead players may choose to lose 10 to discard .

Players cannot place on a ☒.

When any player should get a , and the pool is empty, all players IMMEDIATELY lose the game.

End of the game

The objective of the game is to fulfill a number of Emperor's Requests:

1. 6 Requests for a 2–player game
2. 7 Requests for a 3–player game
3. 9 Requests for a 4–player game
4. 9 Requests for a 5–player game

Tea Track

Players collectively choose the order of their actions. The Tea track is only used to resolve ties when claiming a Horde card.

Icon List

- – Wood
- – Stone
- – Gold
- – Chi
- – Wood, Stone or Gold
- – Any Resource
- – Wood Overseer
- – Stone Overseer
- – Gold Overseer
- – Chi Overseer
- – Any Overseer
- – Clerk
- – Spearman
- – Archer
- – Horseman
- – Soldier
- – Honor
- – Wound
- – Shame Token
- ☒ – Horde card
- – Advisor card
- – Supporting Advisor
- – Tactic card
- – Command Card
- – Tea
- – Wall
- – Defense value
- – Offensive Power
- – Barricade
- X – Player number