

✿ STAN KORDONSKIY / YAROSLAV RADETSKYI ✦ VLAD RICEAN

RURIK

SECOND EDITION



Draft Rulebook

Rurik: Second Edition - Components

. map board



. Battle tile

. Cards

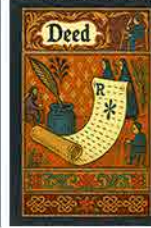
. Starting Deeds



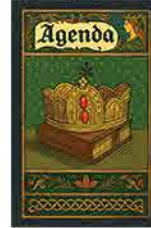
. Quest Deeds



. Contract Deeds



. Agenda



. Inheritance



. Strategy



.Chronicle board



. Goods

. Fur



. Stone



. Fish



. Honey



. Wood



. Coins



. Influence tiles



. Round marker



. House board



. Leader cards



. Oath of Plenty



. Oath of Authority



. Command discs



. Scoring markers



. Chronicle markers



. Palace



. Stronghold



. Market

. Aid cards



Stone & Blade

.Intrigue cards

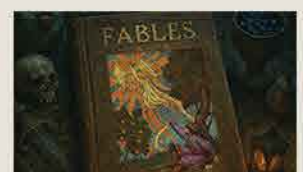


Myth & Fables

. Monster Boards



. Fables cards



. Solovei token



. Fable token



Winning the game

Rurik: Second Edition is played over three rounds. Throughout the game, players compete to build influence, control regions, and shape their legacy through political maneuvering, military strength, and completed Deeds.

Players earn **victory points immediately** when completing Deeds, as indicated on the cards. Additional victory points are scored at the end of the game based on Chronicle tracks, Agenda cards, and other endgame conditions described later in this rulebook.

After the third round is completed, the game ends and final scoring takes place. The player with the most victory points wins the game and is declared the new ruler of Kyivan Rus'.

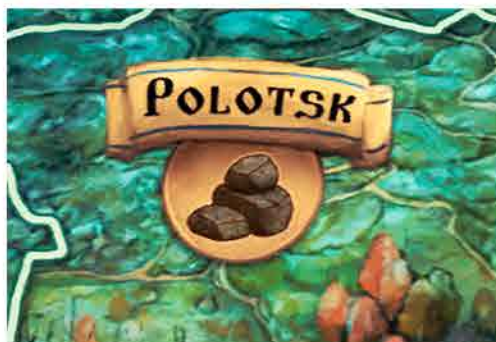
Setup



1. Place the game map board in the middle of the table. The board map is divided into regions; which are used is based on the player count:

Note: In this version, because the Winter maps are used, refer to the shape and pattern of the banners behind each region name, as shown in the reference image, to correctly identify regions and their connections.

Regions in play by player count



2+ players



3+ players



4 players

- Place the Chronicle board next to the map board with the side corresponding to the player count (shown in the upper right-hand corner) face up.

Place the Battle tile on top of the designated spot on the Battle track. Choose which side you want to play with.

- Form a supply of goods tokens and coins next to the game board.
- Place a good token matching the region's good icon, plus one random rebel miniature in each region of the map. Return any extra rebel miniatures to the game box without looking at the bottoms.
NOTE: Rebel miniatures are the ones without a player color. They are identified by their bluish-gray color. The game includes a set of stickers, put one sticker on each rebel's base.
- Shuffle the Strategy deck, then discard one card face up near the Chronicle board. Divide the deck into two roughly equal piles and place them to the left and right of the discard pile.
- Find the starting Deed cards (indicated by white border back) and set them aside.
- Separate the remaining Deed cards into Contract and Quest cards. Shuffle each deck separately and place them as decks face down nearby. Then, for each deck, deal out a market of face up cards equal to the number of players plus one.



Contract and Quest deed markets for 4 player

- Place the round marker on the first space of the round track of the game board.
- Each player chooses a color, then takes a player board, 3 coins from the supply, and the following pieces in their color;

- Leader base ring
- 12 troop miniatures
- 6 command discs
- 3 strongholds
- 3 palaces(council halls)
- 3 markets
- 2 Oath of Authority tiles
- 2 Oath of Plenty tiles
- 4 chronicle markers
- 3 influence cubes
- 1 of each influence tile: Muster, Attack, and Move

. House board



. Influence tiles



. Scoring markers



. Chronicle markers



. Command discs



. Oath of Plenty



. Oath of Authority



. Palace

. Stronghold

. Market



10. Set up player components:

- Set your command discs, troop miniatures, Leader base, and influence tiles next to your player board.
- In the Building section grid of your player board, place the strongholds in the top row, palaces in the middle row, and markets in the bottom row.
- Place each influence tile in the corresponding space of your player board. Add an influence cube next to the bottom of each of the three influence tracks to each of the conversion tile spaces of your player board.



- During setup, place **two identical Oath tiles** in each Oath space on your Household board.

For the basic setup, place:

- **Two Oaths of Plenty** in the two left Oath spaces
- **Two Oaths of Authority** in the two right Oath spaces.

In future games, these positions may be rearranged and additional Oath types may be used to create alternative setups. (See page XX for advanced setup options).

- Place one of your 2-value command discs on the second space of the round track.
- **(Two- or three-player only):** Also place a 3-value command disc next to the third space of the round track.
- **(Four-player only):** Return a 3-value command disc to the game box.
- Place a chronicle marker below each claim track of the Chronicle (Expand, Rule, and Govern) and the other one on the designated spot (with crossed swords) of the Battle track.



- 11.** Separate the starting Deed cards into Deck A and Deck B. Shuffle both decks, then deal each player one card from each deck. Each player then chooses which card to keep and returns the other to the box.
- 12.** Shuffle the 10 Agenda cards and deal 2 to each player; choose one to keep and return the other to the box.
- 13.** The player who knows the most about the history of Eastern Europe (or at random) becomes the first player and takes the first player marker/miniature.
- 14.** Shuffle and deal all players 2 Leader cards. Each player chooses one to keep, then takes the corresponding leader miniature, snaps their base ring on it, and places it next to their player board. Return all unused leader cards and miniatures to the game box.
- 15.** Beginning with the first player and continuing clockwise, players take turns placing **one troop miniature in a region of their choice on the map**. You may place troops in any region, regardless if they are already occupied. Continue until all players have placed **three troops**.

16. Finally, beginning with the first player and continuing clockwise, each player places their leader miniature in a region containing one of their troops.

YOU ARE NOW READY TO PLAY RURIK!

Advanced prototype Setup “Inheritance cards”

Players desiring a **more strategic start may choose** to use the Inheritance cards. If using this module, omit steps 15 and 16 of the General Setup and proceed with the following steps instead:

- A. Before placing troop miniatures, shuffle the Inheritance cards and deal three to each player, face down. Ensure you use the cards marked for the current player count. Each player selects two of these cards to keep and returns the remaining card to the game box.
- B. Each player places two troops on the game board (instead of three).
- C. After all players have placed their Leader miniatures, proceeding clockwise from the First Player, each player reveals their selected Inheritance cards and gains the indicated starting bonuses. Then, return all Inheritance cards to the game box.

Inheritance cards

Inheritance cards grant various starting bonuses: Troops, Coins, Goods, Buildings, Strategy Cards (top card of the deck), and Deeds (top card of the deck). Some Inheritance cards have a coin cost; you must spend one coin to gain the bonus.

When you gain a structure or troop from an Inheritance card, you must place it in the region listed on the card OR spend one coin to place it in any region.

If you choose not to gain the bonus (or cannot pay the coin cost), you may forfeit the card to gain two coins from the supply instead.

This document is a work-in-progress draft rulebook for Rurik: Second Edition. It is provided to support playtesting and early learning, and all rules, components, terminology, and examples are subject to change as development continues. As we iterate, you may see adjustments for clarity, balance, and consistency, including corrections to timing, wording, or iconography. If anything in this draft conflicts with other official materials, please treat the most recent campaign updates and references as the intended direction.

The purpose of this draft is to let you play the current demo version via Tabletop Simulator, using the rulebook alongside the videos and additional content available on the Rurik: Second Edition Gamefound campaign page. This document also includes rules for some expansion modules, but it does not contain the full content of the expansions. Think of it as a curated demo: it aims to give you hands-on access to the core experience and meaningful “snapshots” of most modules from the base game and expansions, while additional material and final refinements will be delivered in later versions.

Playing the Game

Rurik: Second Edition is played over **3 rounds**, each consisting of four phases:

1. **Pledge Phase**
2. **Council Phase**
3. **Action Phase**
4. **Chronicle Phase**

After the third round, the game ends and final scoring takes place. The player with the most victory points becomes the next ruler of Kyivan Rus and wins the game!

Pledge Phase

A true leader's legend is forged through story and song. By pledging and completing great deeds, you win the hearts and minds of the people of Kyivan Rus.

In this phase, players draft Deeds, personal objectives players can complete during play for immediate rewards and victory points. Starting with the first player and continuing clockwise, **each player drafts a Deed card from either the Contract or Quest markets:**

- **Contracts** are completed by spending collected resources, and provide an immediate reward plus 0 to 1 victory points at the end of the game.
- **Quests** are completed by meeting specific in-game conditions, and provide an immediate reward plus 1 to 2 victory points at the end of the game.

A full explanation of Deeds and their benefits can be found on page XX.

Once all players have drafted a Deed, refill both markets with cards from the corresponding deck, then proceed to the **Council Phase**.



Command Phase

While the princes of Kyiv sometimes resolve their differences at the point of the sword, true power resides in the tribal councils where agreements are struck through negotiation and coin. Declare your commands and jockey for power through canny planning and clever bribery.

In the Command phase, players take turns placing commands (and bribes) onto the Chronicle Board spaces of the game board to bid for the actions later in the round.

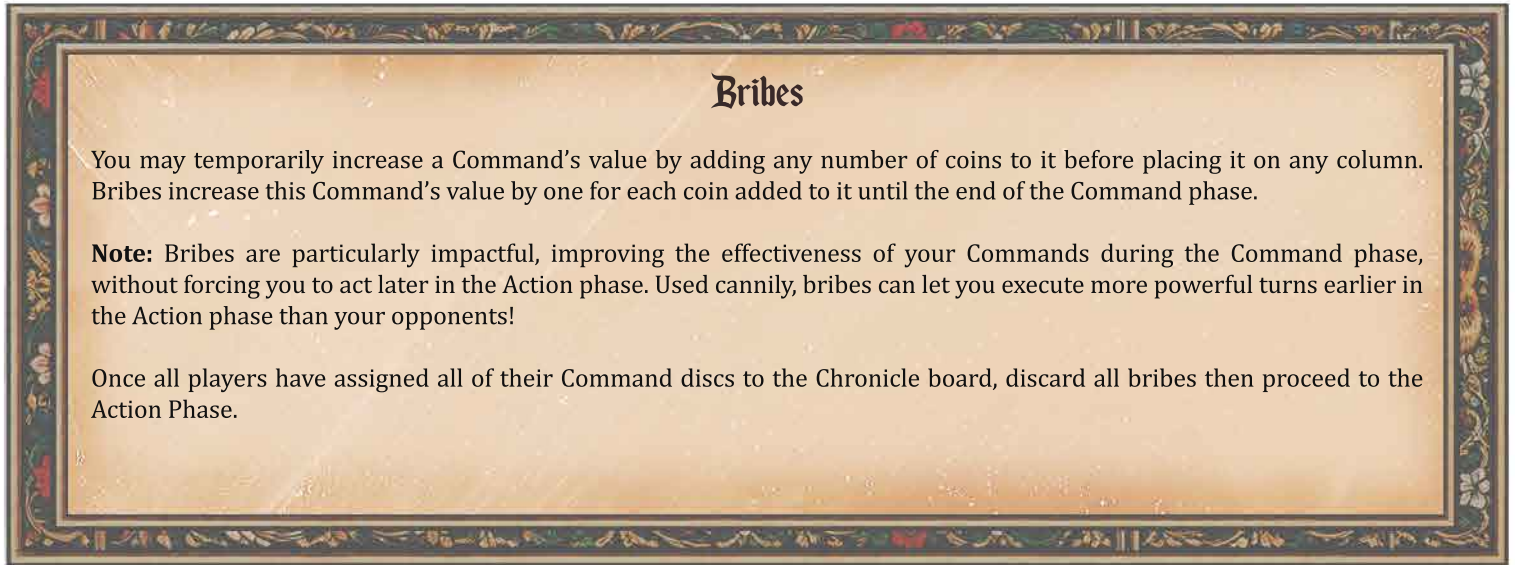
Commands - Power vs. Speed

Your Commands are marked with a value from 1 to 5, indicating their effectiveness in the Command phase, and order in which actions are resolved in the Action phase:

- During the Command Phase, Commands with higher values secure better, more effective actions than those with lower values. A Command's value can be temporarily increased using bribes during this phase (see below).
- During the Action Phase, Commands with lower values resolve earlier in the phase, before those of s with higher values, allowing you to seize opportunities.

Starting with the first player and proceeding clockwise, each player places one of their unassigned Command discs, plus any bribes (see below) in one of the six columns on the Chronicle Board, following these rules:

- **If the column is full**, you may not place a Command in that column.
- **If the column is empty**, place this Command on the top space in the column.
- **If the column contains 1 or more Commands**, move all Commands with a lower total value (the value of the disc plus bribes) down one space each, then place your Command in the vacated space above them. Commands with equal or greater Power remain where they are.
- **If a column already contains one of your Commands**, you may not add additional Commands there until you have Commands in at least three different columns (e.g. you may only place a second Command in a column beginning with your 4th Command in a round).



Action Phase

In this phase, you and your opponents take turns resolving a Command and/or execute up to 2 schemes, employing the actions you earn to vie for victory.

Starting with the first player and proceeding clockwise, players take turns as follows:

- 1. Emergency muster (no miniatures in play only):** If you have no miniatures in play at the beginning of your turn, place your leader and one troop in a region containing one of your strongholds before resolving your Command and executing up to 2 schemes. If you do not have a stronghold in play, you may place your leader and troop in a region of your choice.
- 2. Resolve a Command and execute up to two schemes:** Remove your Command (with the lowest value) from the Council, then either take the actions shown in its space, or skip all the actions from this Command to instead take one coin. If you have two Commands of the same values with the same initiative (e.g., two 2-value s), choose which one to resolve this turn.

You may also execute up to two different schemes during your turn. Each scheme must be executed either before or after resolving your entire Command (thus, you can execute up to two schemes, then resolve your Command; execute one scheme, resolve your Command, then execute a second scheme; or resolve your Command, then execute up to two schemes). You may execute schemes even if you choose to skip the actions from your Command actions this turn.

The full rules for actions are described below. Schemes are described starting on page XX.

Once all Commands on the Council board have been resolved, the player with the first player marker becomes the new first player, then play proceeds to the Chronicle phase.

Actions

You gain actions when resolving Commands, and often as a result of executing schemes. There are six types of actions:

- . Muster
- . Move
- . Attack
- . Tax
- . Build
- . Lead

When you gain more than one action from any source (either a Command or a scheme), you may perform those actions in any order you wish.

Actions with a [ARROW] icon also have a cost. You must pay the cost to the left of the arrow in order to take the action shown on the right of the arrow. If you cannot or choose not to pay this cost, you cannot take the associated action.

Presence and Rule

Many actions require you and/or an opponent to be present in a region in order to take an action there.

You are present in any region where you have at least one miniature. Other tokens, such as your Oaths or Buildings, do not grant you presence in a region.

Some rules and actions, namely the Build and Tax actions, are more efficient when you **Rule** a region where you are present. **You rule regions where you have more miniatures (troops + Leader) than any opponent and the rebels in that region.** Note that while a Stronghold does not grant presence, it adds 1 to your strength when determining Rule; therefore, you can Rule a region containing only your Stronghold, even if you have no miniatures present there.

If you are tied for the most miniatures present with the rebels or an opponent, no one rules the region.

Muster

You may muster once per [HELMET] icon. Take one miniature (troop or leader) from your supply and place it in a region where you are present.

If you muster when you have no miniatures remaining in your supply, you may instead move one of your troops in play to any other region containing one of your miniatures. You may not move your leader in this way.

Move

You may move once per [BOOT] icon. Choose a region, and move any number of your miniatures from the chosen region to one adjacent region.

You may freely move into or out of regions occupied by opposing troops without attacking (see below).

Attack

You may attack in a region with your miniatures present once per [SWORD] icon. Each time you attack, you may either:

- Capture a rebel; or
- Battle an opponent

Capture a Rebel

Remove a **single rebel miniature** in your chosen region, gain the reward shown on the bottom of its base (coins or goods), then place it beside your player mat. Captured rebels can later be used to pay certain costs.

Battle an Opponent

Choose one opposing player with miniatures present in the chosen region. You are the attacker, your opponent is the defender. Then resolve the battle following **these 5 steps**:

Step 1: Compare Strength

Add up the number of miniatures present for both players in the region; the result is each side's strength for the battle.

Step 2: Draw Strategies and Choose Result

Next, draw Strategy cards from one of the Strategy decks and choose which result to apply, based on your strength relative to the defender:

- **You have greater strength than the defender:** Draw 2 Strategy cards. You choose which of the two combat results to apply.
- **You have less strength than the defender:** Draw 2 Strategy cards. Your opponent chooses which of the two combat results to apply.
- **You have equal strength to the defender:** Draw 1 strategy card and apply the combat result shown.

Step 3: Suffer Casualties

The top of the Strategy card(s) you draw shows the number of casualties suffered by each side - **brown icons for attackers**, and **red icons for defenders**.

Remove casualties from the chosen region, from each side corresponding to the result shown on the card, starting with troops and removing Leaders last. Any casualties in excess of miniatures present in the region are ignored. Return all removed miniatures to the owning player's supply.

Step 4: Discard Strategies

After applying casualties, discard the Strategy card(s) from the battle to the discard pile in any order; the attacker chooses.

Step 5: Advance Battle Marker

Advance your marker one space on the battle track. If your marker lands on or passes a (battle tile) space that grants a benefit, immediately gain that benefit.



You may tax once per [CART] icon. Choose a region containing a goods token in which you are present. You may collect this token by taxing the region as follows:

- **You rule the chosen region:** tax once to collect the goods token.
- **You do not rule the chosen region:** tax twice to collect this token.

Note: Unlike most other actions, you may “save” unused tax actions from resolving your Command or executing schemes until later in the same turn, in order to combine them with other tax actions you generate that turn.

Add collected goods tokens to your personal supply.

Example: Becky resolves her next Command, which is on the [ONE CART] space. Rather than using it to tax a region she rules as part of resolving this Command, she saves the action. Then, she executes a scheme to play a Strategy card which grants her [CART], to which she adds the unused [CART] from her Command to collect the good from a region she does not rule.



You may build once per [HAMMER] icon. Choose a region in which you are present. Select a type of Building (stronghold, palace, or market) that is not already present in the chosen region, then add it to the chosen region as follows:

- **You rule the chosen region:** build once to place the building here.
- **You do not rule the chosen region:** build twice to place the building here.

Note: Unlike most other actions, you may “save” unused build actions from resolving your Command or executing schemes until later in the same turn, in order to combine them with other build actions you generate that turn.

Example: Before resolving her Command, Kat completes a Deed which rewards her [HAMMER]. Rather than using it immediately, she saves this action, then resolves her Command on the [ONE COIN > HAMMER] space. She spends a coin to gain a second [HAMMER], then adds the saved [HAMMER] from her Deed to place a stronghold in a region she does not rule.

Building Types

There are three types of Buildings: **Strongholds, Palaces, and Markets**. You must build each Building from left to right from your Player board.)

Each region may contain **at most one Building of each type**, regardless of ownership. As a result, no region may ever contain more than **three Buildings in total**.

For example, if a region already contains an opponent's Palace, you cannot build another Palace in that region.

Building bonus summary

	First built	Second built	Third built
Stronghold	No bonus	Take 1 Stone from the supply	Advance 2 steps on the Battle track
Palace	No bonus	Take a Deed from either market	Complete a Deed from your hand without paying its cost or meeting its requirements
Market	No bonus	Take 1 Honey from the supply	Wield Influence twice at normal cost and without sliding the tiles. You may Wield Influence with used tiles if you wish.

Additionally, once you have removed all Buildings from a column of your Building grid, gain an additional bonus:

- **Left column (i.e. 1 of each type built):** +2 coins income during the Chronicle phase (see page XX).
- **Middle column (i.e. 2 of each type built):** 1 additional victory point at the end of the game.
- **Right column (i.e. all 3 of each type built):** 2 additional victory points at the end of the game.

Example: Kat has built a stronghold, 2 palaces and 2 markets. The left column of her Building grid is empty, so she gains +2 coins income during each Chronicle phase.

When Kat builds her second stronghold, she takes 1 stone from the supply (from the bonus beneath that Building), and will also score 1 victory point at the end of the game (since the middle column of her Building grid is now empty).

Building Benefits

Once built, Buildings offer you benefits in the regions where they are present:

- **Stronghold:** A Stronghold provides +1 Strength when determining who Rules the region in which it is located. As a Building, a Stronghold does not provide presence, and it cannot be attacked or removed from play by any means.
- **Palace:** Your palace has two effects:
 - .**Chronicle phase:** If your Leader is present in a region containing one of your Palaces, in turn order, you may take a Deed card from either market. (see page XX).
 - .**End of game:** If you rule a region containing any player's palace, score 1 victory point per ruled region. (see page XX).
- **Market:** When taxing a region where your Market is present, also take either one bonus Good of that region's type from the supply or one coin from the supply.

Lead

Draw a number of Strategy cards from a single Strategy deck, as indicated by the action icon. Add one of these cards to your hand, **then place the remaining cards back on top of the same Strategy deck, face down, in any order you choose.**

The player who resolves the top space of the Lead column also takes the first player marker from the current first player and gives it to any player of their choice (including themselves or the current first player). The recipient will become **the new first player at the end of the Action phase.**

When either Strategy deck is depleted, shuffle the Strategy cards from the remaining deck and the discard pile together to form a new deck. **However, keep the current top card of the discard pile in place and do not include it in the shuffle.** Once shuffled, divide the new deck into two roughly equal piles and place them to the left and right of that discard card. Then, continue to draw from the new piles as needed.

Schemes

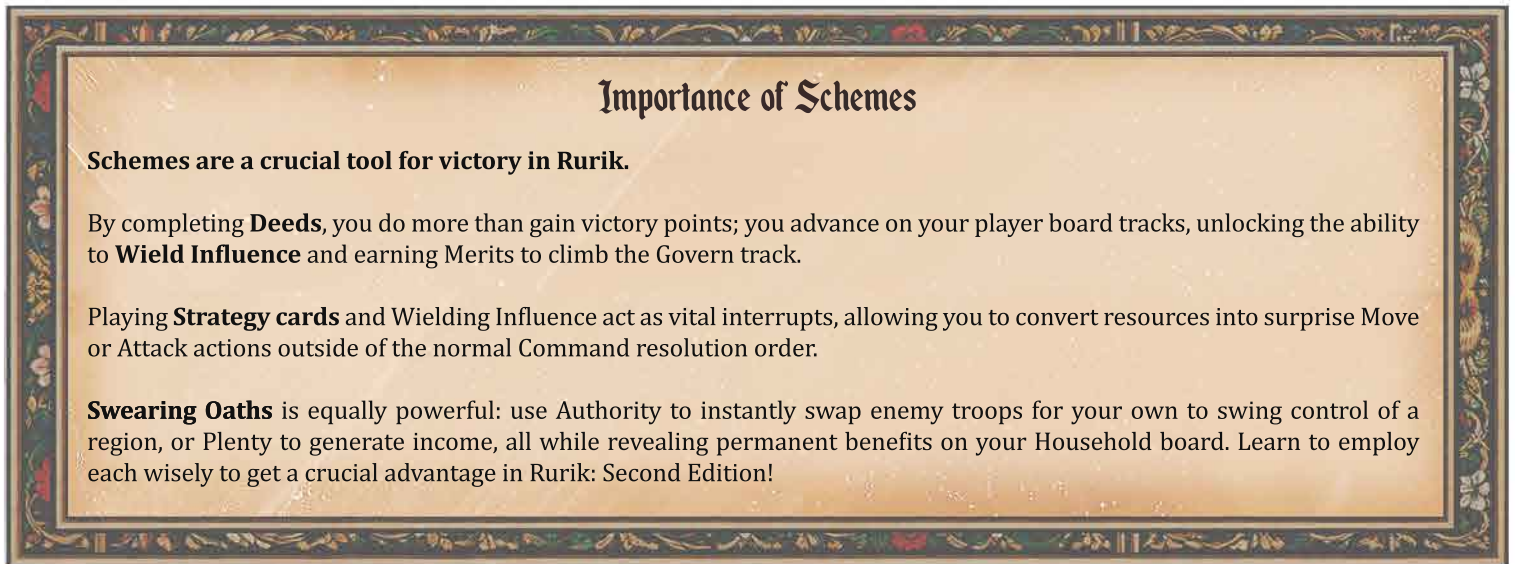
On your turn, you may also execute up to two different Schemes from the following four options:

- **Play a Strategy card**
- **Swear an Oath**
- **Complete a Deed**
- **Wield Influence**

Each scheme must be executed either before and/or after resolving your Command (thus, you can execute up to two schemes, then resolve your Command; execute one scheme, resolve your Command, then execute a second scheme; or resolve your Command, then execute up to two schemes). You may execute schemes even if you choose to skip the actions from your Command this turn.

Unless otherwise noted, you cannot mix together any actions or other benefits gained from a Scheme with those gained when resolving your Command. For example, you cannot use the [SWORD] from resolving your Command, then use a [BOOT] from playing a Strategy card to move, then use the remaining [SWORD] from your Command to attack in a different region.

Note: also you cannot execute the same type of Scheme more than once during your turn. Even if you have multiple options of the same type. Thus, you cannot swear two Oaths, Wield Influence using two different conversion tiles, play two different Strategy cards, etc. during the same turn.



Play a Strategy card

Reveal a Strategy card from your hand to immediately resolve the effect shown on the bottom half of the card. After resolving the actions, discard it face up to the Strategy discard pile.

A complete index of Strategy cards can be found in the Appendix

Swear an Oath

Choose a region in which you are present. Select an Oath token that is not already present in the chosen region, then pay its cost as follows:

- **You rule the chosen region:** pay the Oath's cost, as shown below.
- **You do not rule the chosen region:** pay the Oath's cost + 1 additional resource of any type.

The base cost of each Oath is shown on your Household board.

Add your oath tile the chosen region, then gain its immediate benefit:

- **Oath of Authority:** Remove 1 enemy troop or rebel from the region, and replace it with one from your personal supply. If you replace a rebel in this way, return the rebel miniature to the box without gaining any reward. You may not replace a Leader using this Oath.
- **Oath of Plenty:** Gain 1 coin per Building in this region. Then, you may immediately gain the benefit of the bottom half of the top card on the Strategy discard pile.

Swearing Oaths also reveals icons on your player board: +1 coin income for the first sworn; and a Merit for the second sworn (see below).





Complete a Deed

Reveal a Deed card from your hand, and either show you meet its requirements (for a Quest) or pay its cost in resources from your personal supply (for a Contract). Then, score the corresponding Victory Points and gain the immediate rewards shown in the bottom field.



After gaining the benefits of your Deed, **1** add the card in one of the three Deed slots of your player board. **2** Advance the influence cube 1 step on the influence track to the left of that slot, then gain the benefit from the step you reach:

- **Step 1**  : Unlock the influence tile below the deed slot. You may now use this tile to Wield Influence (see below).
- **Step 2:** Gain the benefit shown (Draw 2 strategy cards and keep 1 for the left track; Build once for the middle track; or gain 2 Furs for the right track).
- **Step 3**  : Gain a Merit

You may add more than 3 Deeds to a single slot, but you gain no further benefit after the third. If you have at least one Deed in each of the three slots, gain an additional Merit. Immediately score the victory points shown in the upper right corner of each Deed card when it is completed.

Gain the ability to Wield Influence by reaching the  step of each influence track on your player board (see above).

Wield Influence

To Wield Influence, choose a ready influence tile on your player board (with the [CHECK] showing next to it). Pay the cost shown on the tile, slide it left to cover the [CHECK] icon, then resolve its effect as follows:

- **Move Tile:** ANY GOOD + WOOD/STONE > [BOOT][BOOT]: Spend 1 good of any type plus either a Wood or Stone to Move twice.
- **Muster Tile:** ANY GOOD + FISH/HONEY > [HELMET][HELMET]: Spend 1 good of any type plus either a Fish or Honey to Muster twice.
- **Attack Tile:** DISCARD CAPTURED PRISONER + 2 COINS > [SWORD]: Discard a captured rebel and spend 2 coins to Attack.

Note that you can use each unlocked influence tile only once per round.



End of the Action Phase

Once all Commands on the board have been resolved, the player with the first player marker becomes the new first player, then play proceeds to the Chronicle phase.



Chronicle Phase

The Primary Chronicle is the great historical record for Kyivan Rus, where its history, successes, failures and treaties are recorded for posterity. Only by achieving greatness will your successes enter the Chronicle's hallowed pages and live on into eternity.

In the final phase of the round, players advance their markers on the Chronicle based on their current status, earn income, then players progress in their quest for the throne by choosing new Deed cards and earning income. Then, players prepare the game and player boards before starting for the next round.

Perform the following steps in order:

1. Advance in the Chronicle

Starting with the first player and continuing clockwise, each player checks each of the 3 tracks of the Chronicle, printed on the game board. In each case, advance your marker to the space whose requirements you currently meet.

Rule track

Advance your marker on this track to the corresponding space based on how many regions you currently rule.

Note: You can never go backwards on this track. If, for example, you rule 4 regions at the end of round 1, move your marker to the 4 space. If, at the end of round 2, you only control 3 regions, leave your marker where it is.

Remember: You rule a region when you have more miniatures in a region than any opponent and the rebels in that region. A stronghold in a region provides 1 strength to the owning player for the purposes of determine rule (even if they have no other miniatures in the region).

Expand track

Advance your marker on this track to the corresponding space based on how many regions that contain 1 or more of your buildings which are adjacent to a region that also contains 1 or more of your buildings.

Note: You can never go backwards on this track (sometimes, buildings can get removed).

Example: During the Action Phase, Becky built a Market in a region adjacent to another region containing her Stronghold. She also previously built a palace and stronghold in regions adjacent to one another, and a market in a region not adjacent to other regions containing her Buildings.

The total regions in which she has Buildings that are adjacent to each other is 4, so she advances to the "4 Regions" space of the Expand track.

Govern track

Advance your marker on this track to the corresponding space based on how many Merits you currently have.

You earn Merits  by:

- Reaching the third step of an Influence track on your player board;
- Naving Deeds in all three slots of your player board;
- Swearing two Oaths of the same type; and
- Successfully completing one of your Agenda cards

Battle track

Do not advance your markers on the Battle track during the Chronicle phase! You advance on the Battle track by battling opponents during the Action Phase (see page XX).

If this is the third round of the game, end the Chronicle phase now and proceed to endgame scoring (see below). Otherwise, continue to earn income.

2. Income

Gain income from the following sources:

- 1 coin for each of your markers in the Chronicle that is not on a track (Rule, Expand and Govern)
- 1 coin for each revealed income icon on the Oath tracks of your player board (beneath the first space of each track).
- 2 coins if the left column of your Building grid is empty (because you have built one of each type of Building).

Gain Deeds from Palaces

Next, in turn order, all players whose leader is in a region containing one of their palaces may take a Deed from the market (Contracts or Quest). Once all qualifying players have chosen a Deed, refill the markets from their corresponding decks.

3. Refresh Influence Tiles

All players refresh used influence tiles (with [RED X] showing) on their player boards by sliding them back to the right position.

4. Replenish Goods

In all regions which do not have a good token, add that region's corresponding good token from the supply.

5. Advance the Round Marker

Move the Round marker forward one space on the Round track. If there are command discs next to this space, each player takes the disc in their color and places it next to their player board; this Command will be available to you starting next round.



End of the Game

The game ends immediately after the completion of the third round's Chronicle phase. Players then tally their Victory Points to determine the new ruler of Kyivan Rus'. Resolve the scoring categories in the specific order listed below:

1. Agenda cards

Score 2 victory points plus a Merit if you met the goal on your Agenda card (see page XX).

2. House Board

Score victory points for empty columns in your Building grid. Gain 1 point if you have no Buildings remaining in the middle column; and 2 additional victory points if you have no Buildings remaining in the right column.

3. Rule, Expand, and Govern

For each track, score the victory points shown on the row your marker has reached (e.g. if your marker is in the top space of the Rule column, the middle space of the Expand column, and the first space of the Govern column, you would score 8 + 3 + 1 victory points, for a total of 12).

4. Battle Track

The player in first place on the Battle track gains 3 victory points. The player in second place on the track gains 1 victory point. If two or more players are tied for first, all tied players score 3 points and no points are awarded for second place. If two or more players are tied for second, all tied players score 1 point.

5. Ruled Palaces

Score 1 victory point for each region you rule that contains a palace (regardless of whose palace it is).

The player with the most Victory Points is crowned the ruler of Kyivan Rus and wins the game!

In case of a tie, the tied player who rules the most regions wins. If still tied, the tied player with the most coins wins. If the tied players are also tied for coins, they share the victory.



Leaders in the Prototype

The final game will feature a total of 8 Leaders, 4 of which are available in this prototype. Leaders provide special benefits in the region where they are present. The full descriptions of their abilities are below.



Boris

Once per round after you Battle an Opponent in Boris' region, you may add the Strategy card not used for the combat result to your hand instead of discarding it. Then, you may do a second attack in Boris' region (whether you took the card or not).

This ability allows you to take this second, unused card into your hand, regardless of which side had the higher strength in the battle. It does not however trigger in battles in which you have equal strength to your opponent, since only one Strategy card is drawn where they are present.

Maria

Once per round, when you Muster, you may place your mustered Troops in a region adjacent to Maria's, as long as there are none of your miniatures present in that region.



Yaroslav

When Yaroslav is present in a region, you Rule when you are tied for or have the most pieces there (rather than only if you have the most pieces there).

Additionally, the abilities of opponents' buildings are ignored in Yaroslav's region. This ability does not affect palace scoring at the end of the game.



Mstislav

When you Build or Tax in Mstislav's region, you are considered to Rule there. This means you only ever must spend [HAMMER] or [CART] to take these actions in the region where Mstislav is present.

