THE ESOTERIC ORDER OF GAMERS

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Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

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Game: **THE GREAT WALL**

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THE GREAT WALL

SETUP

3 OR 4 PLAYER PVP GAME

Remove the **Reed clan cards** (2 player), the **teal command cards**, **the solo general** (solo), and the **General, horde, event, Emperor's request, and tactic cards** (co-op 🌸) from the game.

Place the main board on the table with the appropriate player count visible (on the time track):

3 player game: 3⃣. 4 or 5 player game: 4⃣.

Place the **time token** on the time track's spot that matches the player count, blank-side up.

Shuffle the **artifact cards** and place 1 faceup randomly above each artifact spot (top left corner of the board), for a total of 3. Return the rest to the box.

Shuffle the **horde cards** and place this horde deck facedown above the horde deck icon ⚔️. Draw 1 horde card and place it faceup in the bottom horde spot of each wall section.

In a 4 player game only, draw a 4th horde card and place it faceup in the wall section shown by the invasion indicator on the top card of the horde deck.

Place 1 **barricade** on each barricade spot.

Shuffle the **tactic cards** and place this tactic deck facedown on its spot (the red graphic in the right bottom half of the board; the grey graphic is the discard pile space).

Each player chooses a **clan** and takes all the components of that color: 10 **spearmen**, 8 **clerks**, 4 **archers**, 2 **horsemen**, 1 **screen**, 1 **honor (points) marker**, 1 **tea marker**, and 6 **command cards**.

Shuffle the **General cards** and deal 2 randomly facedown to each player. Return the rest to the box.

Shuffle the **advisor cards** and place this advisor deck facedown neat the board's bottom right corner. Deal 2 random facedown advisor cards to each player, who each simultaneously chooses 1 General to place in front of themselves faceup. Return the remaining General to the box.

Each player chooses 1 advisor to place faceup, to the right of their General, as their **active advisor**. Place the remaining advisor facedown under their General card, as their **supporting advisor**, with the supporting advisor icon 👤 showing.

Place these components nearby: 10 **shame tokens** per player (return the rest to the box); **wood, stone, gold, chi,** and **wound** markers; all universal (cardboard) **honor tokens**, and all **walls**, organized by level.

Each player refers to the *Setup* section of their General card. Take the indicated number of each resource from the supply and place them behind your screen, and draw the indicated number of tactic cards 🎴 and add them to your hand.

Deal 4 advisors faceup, 1 below each marked spot at the bottom of the board, to create the **advisor display**.

Each player places their **honor marker** on the first (dragon) space of the honor (points) track (long the outer-edge of the board).

Each player stacks their **tea marker** on the tea track space, on the space corresponding to the tea value 🍵 on their General card. Stack the markers in numerical order, highest tea value at the top and lowest at the bottom.

Each player places 3 of their **clerks** on the clerk space of the board (bottom-right corner).

BASICS

TEA TRACK

The stack of players' tea markers is the **tea order**. When any game effects involve more than 1 player, those players perform their actions in tea order, from top to bottom in the stack.

If there is a tie for any effect, the advantage goes to the player who is higher on the tea track.

GENERALS AND ADVISORS

Your General's **STRENGTH** is equal to how many supporting advisor icons 👤 you have showing.

Whenever you gain a new advisor card, you must immediately and permanently choose to make it an **active advisor** (placed faceup to the right of your General; this is the only way to use its printed ability) or a **supporting advisor** (placed facedown under your General, with the icon on its back visible).

SHAME TOKENS

When you get a shame token, you must immediately place it in one of these spots:

a. Under any **soldier** in your available pool that doesn't already have one. Such soldiers cannot be used in any way.

b. On a vacant **horde card** shame spot.

If the shame token pool is empty, you immediately lose 5 honor instead. If you cannot place a token, remove it from the game and immediately lose 5 honor.

Remove 🚫 means return the shame token to the supply.

ADVANCED ACTIVATIONS

Advanced activations at locations function normally, but shame tokens are *not* gained from a player being alone there, and regular locations may be chosen to activate even if all their clerk spots are *not* filled.

MOVING CLERKS

When instructed to move a clerk, either take one from your pool and place it any location, or move one of your already placed clerks to another location.

GAME YEAR

The game is played over a series of **years**, each divided into 4 **seasons**.

Skip Spring and Summer during the first year of the game.

SPRING

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 equal to the number above the time token.

Draw and place them one at a time. Horde cards are placed on the closest empty horde space to the wall. First, fill from left to right, placing a horde in each empty wall section (those containing 0 horde cards). When each wall section has 1 (or more) horde cards, place the next card according to the invasion indicator shown on the top card of the horde deck (not the card you are placing).

Raid: If you need to place a horde card in a full wall section (one that already contains 3 horde cards), discard the horde card instead, then immediately remove a number of shame tokens equal to the number of players from the game (from the supply). If there isn't enough to remove, ignore the rest.

3. REFRESH ADVISOR DISPLAY

Discard the 2 leftmost advisor cards in the display, slide the rest left, **then place 2 new cards** to the right of them (faceup).

SUMMER

1. OVERSEER INCOME

For each of your overseers, **gain resources** as indicated above their boxes.

2. DISCARD SHAME TOKENS

Each player, in tea order, may **pay 2 chi to discard 1 shame token** back to the pool (from anywhere); you can do this any number of times.

3. DISCARD COMMAND CARDS

Discard all command cards on the command track to the discard pile in the top-right corner of the board.

4. RECLAIM COMMAND CARDS

In tea order, each player must choose one:

a. Take all of your own command cards from the discard pile into your hand, *or*

b. Gain 2 honor for each of your own command cards in the discard pile.

FALL

1. CHOOSE THE COMMAND CARD

Each player chooses 1 command card (from their hand) to place facedown in front of themselves. After everyone has chosen, all cards are revealed simultaneously.

2. CHOOSE THE ORDER

In tea order, each player places their card at an empty command track spot (top-right edge of the board).

4 player game: Ignore the spot marked with the 5👤 icon.

3. RESOLVE CARDS IN COMMAND TRACK ORDER

When your card is being resolved, you are considered the **active player**, and it is **your turn**. Perform these steps, in order:

a. **Card effects:** From top to bottom, resolve each box's effect on the command card. Each box must be fully resolved before moving on to the next box, but all actions are optional.

b. **Activation step:** After all effects on the card are resolved, check which locations now **activate**. The active player chooses the order in which they activate (whether or not they have any of their own clerks at the location).

Regular locations (red spots joined by gold rope) activate only if all of their spots are occupied by clerks. When a location is filled, you cannot move clerks out of it.

Special locations (green spot) activate if there is at least 1 clerk placed there.

In tea order, each player with any clerks at the location resolves its effects; then return all clerks from the activated location to their owner's pools. If you have more than 1 clerk there, you resolve all of their combined effects at once.

Whether the clerks were used or not, they still return. When a location activates, you may choose not to receive the location's effect, but you still must return those clerks to your pool.

2 player game: The Reed clan clerks are not removed.

When a location with the shame icon 🚫 activates, if you are the only player with any number of clerks placed there, gain 1 shame token.

c. **Defeat hordes:** Check which horde cards are defeated, one at a time, from left to right, one row at a time, starting with the bottom row closest to the wall, then proceeding away from the wall. Perform all **defeated hordes** steps, then proceed to the next step.

d. **Next card:** Resolve the next command card in numerical order (return to step a).

WINTER

1. FIRING PHASE

a. **Shooting:** Starting from the leftmost wall section, in tea order, each archer on a firing spot must place 1 wound marker on any horde card in their wall section (if able).

b. **Defeat hordes:** Perform all steps of **defeated hordes**, then proceed to the assault phase.

2. ASSAULT PHASE

Starting from the leftmost wall section, determine if each wall holds, or the horde breaches:

Defense value: Start with the wall's base **DEFENSE**, then add 2 for each barricade built in this section.

Offensive power: Add the **OFFENSIVE POWER** of all horde cards in this wall section together (check the hordes abilities).

For each wall section, compare the total wall **DEFENSE** value with the total **OFFENSIVE POWER**:

If the DEFENSE is equal to or greater, the wall holds (nothing happens).

If the total OFFENSIVE POWER is greater, each horde card in that wall section **breaches**.

After all wall sections are resolved, discard all barricades.

3. END GAME CHECK

If any one (or more) of these conditions are met (at this time only), the game immediately ends, and players proceed directly to final scoring.

- All 3 walls are built to their 3rd level, *(or 2 walls, in a 2 or 3 player game).*
- The shame token pool is empty.
- 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.

Clerks at locations stay there and do not return to players until a location activates.

DEFEATED HORDES

Each horde with all **vital spots** covered by soldiers or wounds is **defeated**. Hordes are defeated only during the **defeat hordes** steps in Fall and Winter (a horde is not automatically and immediately defeated when all of its vital spots are covered). Each defeated horde is considered a separate triggered event.

For each defeated horde, perform these steps in order:

1. Each player with any soldiers on the horde gains 2 honor.

2. Each player gains 2 honor for each of their archers (on firing spots) in the horde's wall section.

3. Check which player covers the most vital spots (ignore wounds, tea order breaks ties); they take the defeated horde card and place it facedown in front of their screen after soldiers are killed during the next step. If a defeated horde has 0 soldiers on it, discard it during step 6 instead (no one claims it).

4. **Kill soldiers** on the taken horde card. Regardless of how many soldiers are killed, the player who covered the most vital spots before this step takes the horde card.

5. Soldiers that are not killed are moved to the **rest zone** of the horde's wall section. Return any wounds on the taken horde to the supply.

6. As checked during step 3, a player claims the horde card.

7. Move other horde cards in this wall section (if any) closer to the wall.

KILLING SOLDIERS

A number of each player's soldiers are killed equal to the current **LETHALITY** (the number below the time track token). Killed soldiers return to their owner's pool. However, any time a soldier is killed, **you can pay 2 chi to save that soldier**, moving it to the rest zone of the wall section it would have been killed in.

Saved soldiers are not considered 'killed' for game mechanics and effects. Whenever soldiers are killed, they all die simultaneously (they are not separate instances among the different horde cards); so all killed soldiers (and possibly archers) could all be saved by a single (boosted) *Withdrawal* tactic card.

BREACH

When a wall section is **breached** by hordes, perform these steps in order:

1. Gain shame
Each player gains 1 **shame token** for each horde card in this wall section that they have 0 soldiers on.

2. Kill soldiers on each horde card in the section
Soldiers that are not killed are left on the horde. All soldiers in a breached wall section are killed at once.

3. Leave wounds
Each soldier removed from a horde card (for any reason, killed or saved), leaves wound markers on the vital spots they were removed from.

4. Archers die
All archers on firing spots in this wall section are killed (soldiers in the rest zone of this wall section are unaffected).

REST ZONES

Each wall section has its corresponding **rest zone**. Saved soldiers are always placed in the rest zone of the respective wall section. Soldiers in the rest zones may be moved to other rest zones. Soldiers may attack from the rest zone, but only hordes in the same wall section (archers have to be placed in firing spots first).

PRODUCTION LOCATIONS

There are 4 **production locations**: each produces 1 type of resource (as shown at the location): the **lumber mill** produces **wood**; the **quarry** produces **stone**; the **gold mine** produces **gold** and the **temple** produces **chi**.

When a location is activated, resolve each of the following steps in order, one at a time, each separately in the tea order.

Overseers
Once you place a soldier as an **overseer**, it can never be removed. Each player can only have 1 overseer at each production location. Overseer boxes can be shared by any number of player overseers.

If the term **overseer level** is referred to by any text, the level is equal to how many additional resources it produces.

1. GATHER RESOURCES

Gain 1 resource from the supply for each of your clerks here. If you have an **overseer** at the location, gain additional resources equal to the box your overseer is in.

If you have 0 clerks at a location, you gain 0 resources at that location, regardless if you have an overseer there or not.

2. UPGRADE OVERSEER (optional)

If you gain any resources from the activated location, you may upgrade your overseer once. If you don't have an overseer at a location, placing your first one there is still considered an 'upgrade'.

If you don't have an overseer at this location:
1. Pay 2 resources of the shown type ('pointing' into the leftmost overseer box).
2. Choose any soldier (not a clerk) from your pool, and place it in the leftmost overseer box. This is still considered an 'upgrade'.

If you have an overseer at this location:
3. Pay the cost to move your overseer to the next box to the right. The cost is shown to the right of your overseer's current box (between the current box, and the box you are moving it to).

3. DONATE (OPTIONAL)

If you gained any resources from the activated location, you may choose to donate *once*.

Place 1 resource (of the type you just received) in the warehouse, then immediately gain 2 honor.

There are red 'donate reminder' arrows on the board pointing to the warehouse. Always skip the donate step at the temple, as Chi cannot be donated.

LOCATIONS

BARRACKS

When this location activates, in tea order, you may **recruit 1 soldier (of any type) for each of your clerks here**.

When you recruit a soldier, you must:

1. Choose 1 soldier from your pool (of any type) for each clerk you have at this location.
2. Pay the cost for each chosen soldier.
3. Any time you recruit a soldier:
   • Immediately **attack** with it, *or*
   • Place it in any 1 of the available **rest zones**.

If you have multiple clerks here, recruit all soldiers at once. Therefore any 'recruit bonus' you have only activates once.

Each soldier you recruit may attack the same or different hordes and/or be placed in the same or different rest zones. Each recruited soldier may be a different type.

Attack
To attack with a recruited soldier, do the following based on its type:

Spearmen: Place on any unoccupied vital spot on a horde *directly next to the wall* (those in the bottommost spot). When you place a spearmen on a vital spot immediately gain the reward printed on the spot you covered.

Horsemen: Place on 2 adjacent unoccupied vital spots (not diagonally) on *any* horde card. When you place a horseman on vital spots immediately gain the rewards printed on *both* spots you covered.

Archer: Place on any unoccupied **firing spot** (red square) then immediately place 1 wound marker on any unoccupied vital spot on any horde in their wall section (you *never* gain a reward for anything you cover with wound markers).

Some effects outside of recruit tell you to attack. Soldiers attack as above, with these limitations:

• Soldiers already on a vital spot cannot attack again, or be moved off the vital spot.
• Only soldiers in rest zones and firing spots can attack from the attack keyword.

To attack with a soldier in a rest zone:
Spearmen: Place on an unoccupied vital spot only on the *closest* (first row) horde card in their wall section only.

Horsemen: Place on 2 adjacent unoccupied vital spots (not diagonally) on *any* horde card in their wall section.

Archer: Place on an unoccupied firing spot in their wall section, then immediately place 1 wound marker on any unoccupied vital spot on any horde in their wall section (you *never* gain a reward for anything you cover with wound markers).

To attack with an archer already on a firing spot, place 1 wound marker on any unoccupied vital spot on any horde in the archer's wall section. Leave the archer on the firing spot (you *never* gain a reward for anything you cover with wound markers).

BUILDERS' ENCAMPMENT

When this location activates, in tea order, you may **perform one of these options for each of your clerks here:**

Build a barricade
1. Pay 2 wood/stone/gold, in any combination, to place a barricade on any empty barricade spot, and gain 2 honor.

Each barricade adds 2 **DEFENSE** to its wall section.

Build a wall level
1. Choose any empty wall area, or a level 1 or 2 wall, to build on.
2. Pay the cost shown, in any combination of wood, stone, and gold.
3. Gain honor equal to the cost.
4. Place the next consecutive level of wall on top.

When paying for walls and barricades, resources in the warehouse must be used first; then, if needed, pay the rest from your supply.

If you have multiple clerks here, perform all your options simultaneously. Barricades/walls may go to the same or different wall areas. You may choose the same option more than once.

If a wall is placed on top of archers, move the archers on top of the new wall (with no additional effect).

LOGISTICS CENTER

When this location activates, in tea order, you may **perform this move soldiers action once for each of your clerks here:**

Move soldiers
1. Choose 1 wall section.
2. Move any number of your soldiers from that wall section's firing spots and/or rest zone to one other wall section (including both its firing spots and/or rest zone). This does not allow attacking.

Archers from a firing spot may be moved to empty firing spots and/or the rest zone (in any combination) and they do not place any wounds.

Archers from a rest zone cannot be moved to firing spots (only to the rest zone).

Only archers can be placed on firing spots. You cannot interact with horde cards in any way when moving soldiers: this is not considered a 'recruit' or 'attack'. If you have multiple clerks here, you may move soldiers that were already moved this turn.

THE TEA HOUSE

If you have any clerks at this location when it activates, in tea order, **move your tea marker up once** (directly above your marker).

If all clerk spots are occupied by the same player, that player places their tea marker directly on the top of the stack instead.

If a player's tea marker is on the top of the stack, their clerks have no effect. They activate the location first, because they are at the top of the tea stack, so there is no place to move their tea marker at that point in turn order. They still return their clerks to their pool, despite receiving no effect.

THE EMPEROR'S EMBASSY

When this location activates, in tea order, you may **perform one of these options for each of your clerks here:**

Hire a clerk
1. Pay 2 gold to take a clerk (from the supply) and add it to your pool.

Hire an advisor
1. Pay gold equal to the total number of advisors (both active and supporting) you have *after* hiring this one.
2. Take any 1 advisor card, from those on display face up below the main board, then immediately place it as an active or supporting advisor.
3. Immediately when each advisor is taken from the display, the remaining advisors are shifted to the left to fill any empty spaces, and a new advisor card is drawn from the advisor deck to fill the empty slot.

If you have multiple clerks here, perform all your options one at a time, individually, in a row. There is no limit to the number of advisors (both active and supporting) that a player may possess. If you buy multiple advisors, refill the display after each purchase.

WAR ACADEMY

When this location activates, in tea order, **draw 1 tactic card for each of your clerks here**.

If you go to draw a card from an empty deck, first reshuffle the discard pile to form a new deck, then continue drawing.

You have a hand limit of 5 tactic cards. When you gain any beyond that, choose any tactic card from your hand to discard until you have no more than 5.

Each tactic card states when you can play it, and you can play tactic cards during any player's turn.

When you play a tactic card, choose 1 box to gain the benefit from (you can never receive both). If you choose the *boosted effect* box, you must pay the cost, or you cannot choose that box.

Each player can play 1 tactic card per 'triggered event'.

During a breach, each wall section — all hordes and soldiers in the entire single wall section — all die simultaneously as a single triggered event (they are not separate instances among the different horde cards in that wall section). This means that all killed soldiers in that wall section (and possibly archers) could all be saved by a single (boosted) *Withdrawal* tactic card.

When defeating hordes, each defeated horde is considered a separate triggered event. So each single horde is defeated as its own triggered event, and all soldiers that are killed on each single horde count as its own triggered event.

FINAL SCORING

Calculate your final **honor** (points) by performing these steps, in order:

1. Lose 5 honor for each soldier you have with a **shame token** under it. You can never go below 0 honor this way. If you should, leave your honor marker at 0.
2. Gain honor for each **horde card** you've gained that has no shame tokens on it.
3. Calculate and gain honor according to the 3 **artifacts**.

The player with the most honor wins. On a tie, the tea order determines the winner.

The Great Wall

SPRING (SKIP FIRST YEAR)

1. ADVANCE TIME TRACK

2. PLACE NEW HORDE CARDS

Place a number of new horde cards equal to the number above the time token.

Fill from left to right in each empty wall section, then place the next according to the invasion indicator *on the top card of the horde deck.*

Raid: If you need to place a horde card in a full wall section, discard it, then remove a number of shame tokens equal to the number of players from the game.

3. REFRESH ADVISOR DISPLAY

Discard the 2 leftmost advisor cards, slide the rest left, **then place 2 new cards** to the right of them.

SUMMER (SKIP FIRST YEAR)

1. OVERSEER INCOME

Gain resources as indicated above their boxes.

2. DISCARD SHAME TOKENS

Each player, in tea order, may **pay 2 chi to discard 1 shame token** back to the pool (any number of times).

3. DISCARD COMMAND CARDS

Discard all command cards on the track to the discard pile.

4. RECLAIM COMMAND CARDS

In tea order, each player must choose one:

a. Take all of your own command cards from the discard pile, *or*

b. Gain 2 honor for each of your own command cards in the discard pile.

FALL

1. CHOOSE THE COMMAND CARD

Each player places 1 command card facedown in front of themself; then all cards are revealed simultaneously.

2. CHOOSE THE ORDER

In tea order, each player places their card at an empty command track spot.

3. RESOLVE CARDS IN COMMAND TRACK ORDER

When your card is being resolved, you are the **active player**, and it is **your turn**. Perform these steps, in order:

a. **Card effects:** From top to bottom, fully resolve each box's effect. All actions are optional.

b. **Activation step:** Check which locations now **activate**. You choose the order (whether or not you have clerks there).

Regular locations (red) activate if all spots are occupied. Clerks cannot be moved out of a filled location. **Special locations** (green) activate if there is at least 1 clerk there.

In tea order, each player with any clerks at the location resolves its effects; then return all those clerks to their owner's pools. If you have more than 1 clerk there, you resolve all of their combined effects at once.

2 player game: The Reed clan clerks are not removed.

When a location with 🪶 activates, if you are the only player with clerk(s) there, gain 1 shame token.

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c. **Defeat hordes:** Check which horde cards are defeated, from left to right, one row at a time, starting with the bottom row closest to the wall, then proceeding away from the wall. Perform all **defeated hordes** steps.

d. **Next card:** Resolve the next command card in numerical order (return to step a).

WINTER

1. FIRING PHASE

a. **Shooting:** Starting from the leftmost wall section, in tea order, each archer on a firing spot must place 1 wound marker on any horde card in their wall section.

b. **Defeat hordes:** Perform all steps of **defeated hordes**.

2. ASSAULT PHASE

Starting from the leftmost wall section, determine if each wall holds, or the horde breaches:

Defense value: Wall's **DEFENSE**, +2 /barricade in this section.
Offensive power: Total the **OFFENSIVE POWER** of all horde cards in this section together (check the hordes abilities).

If the DEFENSE is equal to or greater, nothing happens.
If the total OFFENSIVE POWER is greater, each horde card in that wall section **breaches**.

After all wall sections are resolved, **discard all barricades**.

3. END GAME CHECK

If any of these conditions are met now, the game immediately ends, and players proceed directly to final scoring.

• All 3 walls *(2 in 2-3 player games)* are built to their 3rd level.
• The shame token pool is empty.
• The time token is on the last slot of the time track.

DEFEATED HORDES

Each horde with all **vital spots** covered by soldiers or wounds is **defeated**. Hordes are defeated only during the **defeat hordes** steps in Fall and Winter. For each defeated horde:

1. Each player with any soldiers on the horde gains 2 honor.

2. Each player gains 2 honor for each of their archers (on firing spots) in the horde's wall section.

3. Check which player covers the most vital spots (ignore wounds, tea order breaks ties) and takes the defeated horde card after soldiers are killed. If a defeated card has 0 soldiers on it, discard it during step 6 instead (no one claims it).

4. **Kill soldiers** on the taken horde card.

5. Move soldiers not killed to the **rest zone** of the horde's wall section. Return any wounds on the taken horde to the supply.

6. As checked during step 3, a player claims the card.

7. Move other horde cards in this wall section closer to the wall.

SHAME TOKENS

When you get a shame token, immediately place it:

a. Under any **soldier** in your available pool that doesn't already have one; the soldier cannot be used in any way, *or*

b. On a vacant **horde card** shame spot.

If the token pool is empty, immediately lose 5 honor. If you cannot place a token, remove it from the game and lose 5 honor.

ADVANCED ACTIVATIONS

Advanced activations function normally, but shame tokens are *not* gained from a player being alone there, and regular locations may activate even if all their clerk spots are *not* filled.

KILLING SOLDIERS

A number of each player's soldiers are killed equal to the current **LETHALITY** (number below the time track token). Any time a soldier is killed, **you can pay 2 chi to save that soldier**, moving it to the rest zone of the wall section.

BREACH

When a wall section is **breached** by hordes:

1. Gain shame

Each player gains **1 shame token** for each horde card in this wall section that they have 0 soldiers on.

2. Kill soldiers on each horde card in the section

Soldiers not killed are left on the horde. All soldiers in a breached wall section are killed at once.

3. Leave wounds

Each soldier removed from a horde card (killed or saved), leaves wound markers on the vital spots they were removed from.

4. Archers die

All archers on firing spots in this wall section are killed.

PRODUCTION LOCATIONS

When a location is activated, resolve each of these steps in order, one at a time, each separately in the tea order.

1. Gather resources

Gain 1 resource from the supply for each of your clerks here. If you have an **overseer** here, gain additional resources equal to the box they are in.

2. Upgrade overseer (optional)

If you gain any resources from the location, you may upgrade your overseer once. **If you don't have an overseer here**, pay 2 resources of the shown type and place any soldier from your pool into the leftmost overseer box. If you have an overseer here, pay the cost to move your overseer to the next box to the right.

3. Donate (optional)

If you gained any resources from the activated location, you may choose to donate *once*. Place 1 resource (of the type you just received) in the warehouse, then immediately gain 2 honor. Chi cannot be donated.

LOCATIONS

BARRACKS

When this location activates, in tea order, you may **recruit 1 soldier (of any type) for each of your clerks here**.

To recruit a soldier, choose one of any type from your pool for each clerk you have at this location and pay its cost.

Any time you recruit a soldier immediately **attack** with it, *or* place it in any 1 of the available **rest zones**.

Attack

To attack with a recruited soldier:

Spearmen: Place on any unoccupied vital spot on a horde *directly next to the wall*. Immediately gain the reward printed on the spot you covered.

Horsemen: Place on 2 adjacent unoccupied vital spots on *any* horde card. Immediately gain the rewards printed on *both* spots you covered.

Archer: Place on any unoccupied **firing spot** (red square) then immediately place 1 wound marker on any unoccupied vital spot on any horde in their wall section (you *never* gain a reward for anything you cover with wound markers).

Only soldiers in rest zones and firing spots can attack from the **attack** keyword. **To attack with a soldier in a rest zone:**

Spearman: Place on an unoccupied vital spot only on the *closest* horde card in their wall section only.

Horsemen: Place on 2 adjacent unoccupied vital spots on *any* horde card in their wall section.

Archer: Place on an unoccupied firing spot in their wall section, then immediately place 1 wound marker on any unoccupied vital spot on any horde in their wall section.

To attack with an archer already on a firing spot, place 1 wound marker on any unoccupied vital spot on any horde in the archer's wall section.

BUILDERS' ENCAMPMENT

When this location activates, in tea order, you may **perform one of these options for each of your clerks here**:

Build a barricade

Pay 2 wood/stone/gold, in any combination, to place a barricade on any empty barricade spot, and gain 2 honor. Each barricade adds 2 **DEFENSE** to its wall section.

Build a wall level

Choose any empty wall area, or a level 1 or 2 wall, to build on. Pay the cost shown, in any combination of wood, stone, and gold. Gain honor equal to the cost. Then place the next consecutive level of wall on top.

When paying for walls and barricades, resources in the warehouse must be used first; then the rest from your supply.

LOGISTICS CENTER

When this location activates, in tea order, you may **perform this move soldiers action once for each of your clerks here**:

Move soldiers

Choose 1 wall section and move any number of your soldiers from its firing spots and/or rest zone to one other wall section (including both its firing spots and/or rest zone).

Archers from a firing spot may be moved to empty firing spots and/or the rest zone (in any combination). Archers from a rest zone can only be moved to the rest zone.

THE TEA HOUSE

If you have any clerks at this location when it activates, in tea order, **move your tea marker up once**.

If all clerk spots are occupied by the same player, that player places their tea marker directly on the top of the stack.

THE EMPEROR'S EMBASSY

When this location activates, in tea order, you may **perform one of these options for each of your clerks here**:

Hire a clerk

Pay 2 gold to take a clerk and add it to your pool.

Hire an advisor

Pay gold equal to the total number of advisors (active and supporting) you have *after* hiring this one. Take any 1 advisor card on display, then immediately place it as an active or supporting advisor. Shift the remaining advisors are to the left to fill empty spaces, then draw and place a new advisor card.

WAR ACADEMY

When this location activates, in tea order, **draw 1 tactic card for each of your clerks here**.

You have a hand limit of 5 tactic cards.

CO-OP MODE

The objective of the game is to fulfil a number of **Emperor's requests**, depending on the number of players: 6 requests for 2 players; 7 requests for 3 players; 9 requests for 4 players; or 9 requests for 5 players.

SETUP

Set up as normal, with these changes:

Place the time token with its +1 side up (this reminds you to place 1 additional horde during Spring each year).

Return the artifact cards to the box. Shuffle the **Emperor's request cards** and place them facedown near the board. Draw 3 cards and place 1 on each of the artifact card slots. You may never have more than 3 active request cards at any time.

Return the standard horde cards to the box. Shuffle the co-op horde cards and place them facedown as the horde deck. Draw a number of horde cards equal to the number of players +1, and place them on wall sections as normal.

Shuffle the co-op tactic cards with the regular ones to create the tactic deck, then place it facedown in the tactic deck slot on the board.

Shuffle the co-op General cards with the regular ones, then deal 2 cards to each player as normal.

Shuffle all co-op event cards to create the event deck then place it facedown near the board.

EMPEROR'S REQUESTS

The Emperor's request cards provide objectives that players must fulfill to win the game.

Each year, right before the end game check, players may fulfil requests. If a request requires all players to sacrifice something, all players need to do it at the same time, and must each fulfil the requirements on their own. When you fulfil 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 1 single instalment.

Sacrifice is a unique action that means 'remove from the game'. Sacrificed components do not take part in the game anymore.

The **Request step** takes place at the 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 faceup in all empty artifact slots.

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

EVENTS

Each year, at the end of Winter (after the Request step), reveal 1 event card.

- If the event card has an immediate effect, resolve it.
- An 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 together what their order is. However, the tea order still applies when a horde is defeated: if 2 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:

- 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

Thee Reclaim Command Cards step in 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 a 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 a reminder for this rule.

GAINING HONOR FROM HORDES

The player who gained a horde card gains honor immediately from hordes (instead of at the end of the game).

2-PLAYER RULES

During setup prepare the Emperor's request deck. Return the *Taunt Them and Prevail, Warriors for Emperor's Guard, Glory Belongs to the Emperor,* and the *Royal Escort for Emperor's Officials* cards to the box.

Also draw 2 requests instead of 3; the third slot is not 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.

THE END OF THE GAME

To win the game, the required number of Emperor's requests must be fulfilled. If this happens during the End Game check, the players win.

The end game condition trigger of building walls does not apply in co-op mode.

Whenever a player would get a shame token and there are none left in the pool, all players immediately lose the game.

Additionally, players lose the game if the game ends because the time token is on the last slot of the time track.

2 PLAYER MODE

2 player mode can be used with standard or co-op mode.

Play as a standard 3 player game (with the AI controlled Reed clan as the third player) as normal, with these changes:

SETUP

Place the board with the 3 player ⟨3a⟩ side faceup. 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 never removed from the board.

Remove all horde cards with the leftmost wall section on their back from the game. Use the rest to create the horde deck. Draw 1 horde card for each of the 2 available wall sections.

Place 6 barricades, one in each barricade slot of the 2 available wall sections.

Each player chooses a clan and receives its components. Additionally, place the Reed clan command card between the players, and each player takes a Reed clan General card as a reference. Assign the tea marker, 3 clerks and all spearmen from any unused clan to the Reed clan. Return the rest of the components from this unused clan to the box.

Place 1 Reed clan clerk in each of these 3 locations: lumber mill, quarry, and gold mine.

Only use 20 shame tokens in total. Stack tea stack markers as normal, with the Reed clan at the bottom.

REED CLAN RULES

The Reed clan never:

- Gains or keeps track of honor, shame tokens, horde cards, or resources (resources they gain go to the warehouse).
- Saves its soldiers from death.
- Places soldiers in rest zones. If you are instructed to do so, return them to the Reed clan's pool instead.
- Gains or loses their clerks (they keep 3 the entire game).

GENERAL LOCATION RULES

- If a Reed clan clerk is the only clerk on a special location, that location does not activate.
- After a location with a Reed clerk is activated, the players remove their clerks as normal, but the Reed clan clerk stays in the location.

COMMAND AND CLERK RULES

- 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 command card is always played to the first available slot on the command track (closest to activating first as possible).
- The highest player in the tea order is considered the **overlord**, and they 'control' the Reed clan's actions. During Reed clan's turn, the player higher on the tea track becomes the overlord.
- Reed clan clerks are moved as normal, in the tea order, by the overlord, but there can never be more than 1 Reed clan clerk in a single location.
- The *Betrayal* card cannot be used to copy the effect of the Reed clan's card.

SPECIFIC LOCATION RULES

When a location activates, the overlord (the highest player in the tea order) resolves the effects of any Reed clan clerk placed there.

Lumber mill, quarry, and gold mine: The Reed clan donates 1 unit of the resource they just acquired to the warehouse.

Temple: The active player discards 1 of their own shame tokens (no effect if the active player has no shame tokens, or if the Reed clan is the active player).

Emperor's embassy: The overlord discards any 1 advisor from the advisor track. Slide the remaining cards left and refill as normal.

Builders' encampment: The Reed clan builds 1 barricade for free. The overlord places it in any unoccupied barricade space.

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. Ignore what the spearman covers.

War academy and logistics center: No effect.

5TH PLAYER

Setup a 4 player game, with these changes:

Use the 4-5 player side of the board. Place the time marker on the second slot of the time track.

Place 1 horde in each slot in the first row. In a 5 player game place 2 additional horde cards according to the invasion indicator on the back of the next horde cards.

Add the **5th player tactic cards** to the tactic deck and shuffle it. Place the deck facedown in its slot.

Shuffle the **5th player General cards** with the base/co-op Generals and deal 2 randomly facedown to each player.

Add the **5th player advisor cards** to the advisor deck and shuffle it. Then, deal 2 facedown cards at random to each player.

Players place 4 clerks instead of 3 on the clerk space of the board.

RAT

This mini-add on may be added to any game mode.

SETUP

Setup as normal, with these changes:

Shuffle the **rat artifact cards** with the base artifacts and place 3 of them on the artifact slots as normal.

Add the **rat advisor cards** to the advisor deck and shuffle it. Then, deal 2 facedown cards at random to each player.

Shuffle the **rat deck** and place it near the board. Then reveal 1 rat card and place it next to the deck.

The highest player on the tea track places the **rat miniature** in 1 chosen location.

THE RAT MINIATURE

Each time a location with the rat miniature is activated, each player who has at least 1 clerk on this location gets 1 gold.

RAT CARDS

The revealed rat card indicates the required condition to move the rat miniature.

Each Fall, after the Horde Defeat Check step, the player who meets the condition displayed on the active rat card (on a tie, the higher player on the tea track) moves the rat miniature to any other location of their choice. The rat must be moved and cannot remain on the same location.

Each Summer, after the Reclaim Command Cards step, reveal 1 rat card and cover the previous active rat card with it. The new drawn card becomes the new active rat card.

Solo mode can only be used with the standard game, and uses the Reed clan and *Qin Jiushao* (QJ) an AI controlled General. Play the game as normal, with these changes:

SETUP

Place the board with the 3 player side faceup.

Place a barricade on each horde slot of the leftmost wall section. This section will not be used in the solo game, and these barricades are not removed at the end of Winter.

Remove all horde cards with the leftmost wall section on their back from the game. Use the rest to create the horde deck. Draw 1 horde card for each of the 2 available wall sections.

Place 6 barricades, one in each barricade slot of the 2 available wall sections.

Choose a clan and take its associated colored components as normal. Assign the components from 1 unused clan to the Reed clan, as described in the 2 player game. Also assign the components of 1 other unused clan to QJ (8 clerks, all soldiers, a tea marker, an honor marker, and 6 solo command cards.

Shuffle the **solo command cards** to create a solo command deck and place it next to QJ's components. Take 2 horsemen and 2 spearmen from the QJ's pool and place them as level 1 overseers in each production location.

Shuffle all General cards and take 2 random General cards. Place the QJ General card next to his associated components.

Take 1 unit of each resource and 1 wound marker. Place them randomly, 1 per slot, on the location track of the QJ card.

Shuffle all advisor cards and take 2 random advisor cards. Place 2 random advisor cards beneath the QJ card; these are the first supporting advisors of QJ.

Create a shame token pool of 10 shame tokens. Place the QJ's honor marker on the 0 space of the honor track, next to yours.

You always start on the top of the tea track. The second player is always QJ and the Reed clan is the last.

Place 3 of your clerks in the clerk space of the board. Place 1 Reed clan clerk in each of these 3 locations: lumber mill, quarry, and gold mine.

QIN JIUSHAO COMPONENTS

Qin Jiushao card

QJ does not gather any resources. Instead, the location track on QJ's General card is used to indicate the level of each of his resources (the leftmost space is the highest possible level). Each resource on the track lists a corresponding location producing that resource.

QJ always tries to gather the lowest (rightmost) resource on the location track, so 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, QJ sends his clerks to the barracks.

After a location containing 1 or more QJ clerks activates, move the corresponding token to the highest slot of the location track and slide the other tokens 1 space to the right. Each space of the track may never hold more than 1 token.

Though they bear the same name as the standard cards, the QJ **command cards** have new, different effects. The player still benefits from any bonus provided by the QJ cards on the command track.

SOLO MODE RULES

Basic rules

QJ never gets any shame tokens. He does not use active advisors.

QJ never saves his soldiers nor leaves 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 his pool.

QJ never uses his own resources: he cannot pay to upgrade overseers, hire advisors, build walls and barricades, or recruit soldiers. He can however use resources from the warehouse to build walls.

QJ gets honor as a normal player from each possible source (there are some exceptions to this rule).

When QJ builds a wall, he chooses the wall section shown by the current invasion indicator. If that wall section is fully built, he builds a wall on the other section. Resources from the warehouse are discarded as normal, and QJ gets honor.

Command cards

Each Fall, players chooses their command cards as normal. Then, draw the topmost card from QJ's command deck to be the card played by QJ this Fall. QJ, like the Reed clan, always fills the first possible slot on the command track.

Clerks

QJ moves his clerks according to the effect of his command card. When moving clerks during the player or Reed clan's turns, QJ moves 2 of his clerks to the 2 different locations producing the lowest resources on the location track. If a clerk cannot be moved to the chosen location, it moves to the next location in order, according to the location track.

If all QJ's clerks are already on the board, move a clerk from the highest possible location on the track to the location.

QJ never sends his clerks to any other location than production locations and barracks.

Location activation

When a **production location** containing any of QJ's clerks activates, he gets honor equal to the location's overseer level for each of his placed clerks. QJ never donates any resources.

When the **barracks** are activated, QJ 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 1 space to the right.

When activating locations during his turn, QJ always activates locations with his clerks on them first (in the order indicated on the location track, from the highest to lowest). The order of activating all other locations is up to the player.

If QJ has more than 1 viable location for activation, he activates the highest possible location.

Qin Jiushao sends clerks to locations from lowest to highest, but activates locations from highest to lowest.

Attacking & wounding

When QJ 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 that 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 are placed in a firing spot on the wall section pointed by the current invasion indicator. If this is not possible, the archer is not recruited.

When wounding, QJ always targets the horde card closest to the wall. Cover vital spots from top to bottom and from left to right.

QJ 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 QJ 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, QJ 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 this is not possible, he chooses Reed clan clerks in higher locations and moves them to lower locations.

When QJ is the overlord, the Reed clan soldiers attack following the rules of the QJ soldiers. QJ never gets any benefits from Reed clan actions.

Refreshing the advisor track

During step 3 in Spring, instead of discarding the 2 leftmost advisors, place any 1 of them (or both, for a more difficult game) under the QJ card as a supporting advisor and discard the other.

Artifact scoring

At the end of the game, QJ gets 20 honor for each artifact card.

Betrayal command card

When you play the *Betrayal* card, you can copy the QJ'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 as normal, however if the shame token pool is empty, the game ends and the player loses.

After final honor scoring, if the player has more honor than QJ, they are the winner.

Difficulty level

For an additional challenge, place the QJ 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 QJ.

BLACK POWDER

May be added any game mode except *Ancient Chronicles*.

SETUP

Setup as normal, with these changes:

Place the time token on its +1 side.

Each player takes their **special soldiers** (each clan has different ones) In addition to all the other components.

Prepare the horde deck: remove 3 card types from the basic horde deck (for a total of 9 removed cards) at random. Then add the 4 new types of horde from the Black Powder expansion to the deck (for a total of 12 added cards). Shuffle all the horde cards to and place the deck on the top side the board.

Draw a number of horde cards equal to the number of players +1, and place them on the wall sections as normal.

Do not place any barricades. Instead, place a 1st level wall in each section. Place the 4 **towers** in the tower areas on the board.

Shuffle the **black powder advisor cards** into the advisor deck and deal 2 random facedown cards to each player.

Each player upgrades 3 overseers to level 1 in 3 locations of their choosing.

In tea order, each player places 1 **war machine** on 1 wall section. Each of the 3 war machine types must be placed once. Place the 3 remaining models next to the board, along with the 3 **war machine help cards**. Shuffle the **rocket shoot cards** to form the rocket deck and place it near the board.

TOWERS

When a player builds a wall level, they may place 1 spearman in one of the towers next to that wall section.

When a horde card is defeated, the player who claims the card may place 1 spearman in one of the towers next to the section where the horde card was defeated.

Each tower can hold up to 1 spearman. If the tower is already occupied, you may return the occupying spearman to its owner's pool and replace it with a spearman from your own pool.

Spearmen in towers alter the **breach** effects for their owning players. In Winter, at the end of the Assault phase, a player with a spearman in a tower gains 2 honor for each unbreached wall section next to that tower. However, that player gets 🖐 for each breached wall section next to that tower.

When a wall section is breached, all spearmen occupying towers next to that wall section are immediately removed (not killed).

WAR MACHINES

Each wall section can hold up to 2 war machines. Players shoot with a war machine when one of these two situations occurs:

War machines may be built in the builders' encampment. A player who builds a war machine gains 4 honor and may immediately shoot with it.

When a player places a spearman in a tower, they may shoot with 1 war machine occupying a wall section next to that tower.

There are 3 types of war machines: **ballista**, **cannon** and **rocket launcher**; each with a different effect and building cost.

The ballista

Building cost: 4 wood.

Shoot cost: None.

Effect: Deal 2 wounds as indicated on the cannon shot card, to any single horde card in the ballista's wall section.

The cannon

Building cost: 2 ore , 2 wood.

Shoot cost: 2 ore.

Effect: Get 1 honor. Deal wounds as indicated on the cannon shot card, to any single horde card in the cannon's wall section.

The rocket launcher

Building cost: 4 gold.

Shoot cost: 1 of any resource.

Effect: Get 2 honor. Choose any 1 horde card in the rocket launcher's wall section. Draw 1 card from the rocket deck and deal all the wounds indicated on that card.

Any wound dealt by a war machine that would cover a spot already containing a wound, or a non-existing spot, is wasted.

Any soldier occupying a vital spot covered with a wound inflicted by a war machine is killed (it may be saved as normal). If that soldier belongs to another player, the shooting player gets 🖐 (even if the soldier is saved). The shooting player only gets 1 shame token, regardless the number of soldiers killed.

NEW SOLDIERS

Monkey clan (warrior monks)

Cost: 2 wood, 1 chi.

Effect: A warrior monk covers 1 vital spot and can attack any horde card on a given wall section.

Panda clan (bombers)

Cost: 1 wood, 1 gold, 1 chi.

Effect: When attacking, a bomber is placed in a firing spot and deals 1 wound to any 1 horde card on that wall section. Immediately after attacking from the wall, a bomber may be placed on the horde card in the first row, just like a spearman.

If the bomber is left in the firing spot, it will also attack in Winter's firing phase and may still be placed on a horde card after attacking.

Bombers do not grant 2 honor when a horde card is defeated on the same wall section.

Dragon clan (flamethrowers)

Cost: 3 wood, 1 chi.

Effect: A flamethrower can only attack a first row horde card. When placed on a vital spot, it deals 1 wound to each adjacent vital spot (not diagonally).

Snake clan (crossbowmen)

Cost: 2 gold, 2 chi.

Effect: When attacking, a crossbowman is placed in a firing spot and deals 1 wound to any 1 horde card on that wall section. When a wound is dealt, the controlling player places a special **snake clan token** on the vital spot instead of a wound marker. When the horde card is defeated, each snake clan token on the card counts as 1 soldier. Snake clan tokens also protect the player from getting a shame token in case of a breach, and they are not discarded when a breach takes place. A crossbowmen also attacks in Winter's firing phase.

Crossbowmen do not grant 2 honor when a horde card is defeated on the same wall section.

Turtle clan (tank)

Cost: 2 wood, 2 ore, 2 gold.

Effect: A tank can only attack a first row horde card. It covers up to 4 vital spots and may be placed even if it doesn't cover 4 (because some are missing), as long as it covers at least 1 spot and is inside the grid. It may also be placed on vital spots already covered with wound markers (but not with soldiers), but the player does not get rewards from these spots. The tank is immune to war machines.

NEW HORDE CARDS

Battering ram

Special ability: After the Assault phase, swap the battering ram with the horde card on the next upper row of the same wall section. If the ram reaches the first row, destroy 1 wall level of this wall section.

Siege trebuchet

The siege trebuchet card may only be placed only in the 3rd row of the horde slots and cannot move closer to the wall. After the assault phase, destroy 1 wall level of this wall section.

Siege ladders

Special ability: If the siege ladders card is in the first row of the horde slots, the **DEFENSE** of the wall is reduced to 0. Also, if a breach occurs, all soldiers on this wall section and in the rest zone are killed, and all war machines on this wall section are destroyed.

Elite

The elite horde card has no special abilities.

The battering ram, siege trebuchet and siege ladders models are placed on their respective horde cards.

SPECIAL RULES

When a wall level is destroyed, all soldiers occupying firing spots on that wall section are moved to the corresponding rest zone.

If all wall levels are destroyed, the players are defeated and they all lose the game immediately.

GENGHIS KHAN

May be added any game mode except *Ancient Chronicles*.

SETUP

Setup as normal, with these changes:

Draw 1 random **Emperor's award card** and place it somewhere near the board. Place the **Emperor's awards model** on it. Then, place the artifacts as normal.

Each player takes a new **bannerman** miniature (each clan has a different one) In addition to all the other components.

Prepare the horde deck: remove 2 card types from the basic horde deck (for a total of 6 removed cards) at random. Then add the 3 new types of horde from this expansion to the deck (for a total of 9 added cards). Shuffle all the horde cards and place the deck on the top side of the board.

2 player game: remember to remove all horde cards with the leftmost wall section on their back from the game.

Draw a number of horde cards equal to the number of players; place them on the wall sections as normal. Then, place the **GK horde card** above the board. Shuffle the GK skill deck and draw 2 **GK skill cards**. Place them on both sides of the GK horde card. Place the **GK miniature** on the wall section pointed by the invasion indicator on the topmost horde card of the horde deck.

Add the **GK advisor cards** to the advisor deck and shuffle it. Then, deal 2 facedown cards at random to each player.

New goal of the standard game

The new goal of the game is to defeat Genghis Khan (GK). To do that, you will need to cover all vital spots on the GK horde card and on the 2 skill cards. Once you do it, play the current year to the end and then proceed to the final honor scoring.

Remember that defeating Ghenghis Khan is just another way to finish the game. You can still fulfill any standard endgame condition.

This rule only applies when playing a competitive game. Co-op mode victory conditions remain unchanged.

GENGHIS KHAN

Genghis Khan vital spots

GK does not have any offensive power, nor any honor reward.

GK is defeated when all vital spots on his horde card and on his 2 skill cards are covered. If the number in a vital spot is lower than or equal to the number of players, that spot is active and must be covered. In the number is higher, that spot is inactive and has no effect. Vital spots without any number are always active.

Genghis Khan skill cards

The GK skill cards add vital spots to his horde card, and also have effects that increase the game's difficulty. Skill cards are only active on the wall section containing the GK miniature. A skill card with all its active vital spots covered becomes inactive and has no effect until the end of the game.

Moving Genghis Khan

Each year, after placing new horde cards on the board, check the invasion indicator on the topmost horde card of the horde deck and place the GK miniature on that wall section.

Wounding Genghis Khan

GK is not wounded as standard horde cards are; he can only be wounded only by spearmen and horsemen. He cannot be wounded by archers or by any effect that uses wound markers.

Each time a horde card is defeated on *any* wall section, the player who claims the card may attack GK with 1 of his soldiers on the defeated horde card. This soldier has to survive (it may be necessary to save it using chi or another way of saving soldiers). When attacking his horde, place this soldier on 1 (or possibly 2, if you use a horseman) of GK's vital spots (either on the GK card or on a skill card). The player who does this immediately gains 6 honor for each vital spot covered this way.

GK does not have to be on the same wall section as the defeated horde card to be attacked. A player who defeats a horde card may attack GK even he is on a different wall section. Soldiers sent to attack GK remain on his horde/skill card until the end of the game and cannot be removed from that card in any way.

EMPEROR'S AWARDS

The Emperor's award cards represent special favors granted by the Emperor to his most trusted generals. There is only 1 active Emperor's award card each game, drawn during setup.

Whenever a player builds a part of the wall, they get the Emperor's award miniature. As long as they hold the miniature, they benefit from the effect of the active Emperor's award card.

The Emperor's award model changes hands each time a part of the wall is built (unless it is built by the player already holding the miniature).

BANNERMEN

Bannermen are special soldiers. The cost of recruiting the bannerman is 2 gold and 1 wood.

Bannermen follow spearmen rules: they may only attack the first horde (closest to the wall) on the wall section where they are located. Also, if a bannerman is present on a wall section (either on a horde card or in the rest zone) at the start of Winter, its owner may attack with 2 soldiers on that wall section right before the shooting step.

END OF THE GAME

When all active vital spots on the GK horde card and both skill cards are covered, GK is defeated. Play the current year to the end and, after resolving Winter, proceed to the final honor scoring. If GK is not defeated at the end of the last year, resolve the end game according to the basic rules.

ANCIENT BEASTS

May be added any game mode except *Ancient Chronicles*.

SETUP

Setup as normal, with these changes:

Shuffle the **ancient beast tactic cards** into the tactic deck and place the deck in its slot on the board.

Shuffle the **ancient beast advisor cards** into the advisor deck and deal 2 random facedown cards to each player.

Shuffle the relic deck, place it near the board and reveal the first card of the deck.

Take the **ancient beast cards** and divide them into 4 piles of 3 cards, one pile for each beast. In each pile, place the cards faceup in descending order, level 1 card on top.

In tea order, each player places 1 ancient beast miniature on the board (in a 3 player game, the first player places the first and the last beast). Each ancient beast card indicates the areas where that beast can be placed.

ANCIENT BEASTS RULES

Starting at level 1, Each beast has 3 **power levels** which may be upgraded during the game.

Ancient beasts effects are passive and described on their corresponding card.

UPGRADING ANCIENT BEASTS

At the start of their turn, an active player may upgrade any ancient beast on the board by paying the required cost on its card. If they do, they replace the current ancient beast card with the one showing the next power level, then they may immediately move that ancient beast.

MOVING ANCIENT BEASTS

Ancient beasts may be moved in two ways:

- After upgrading an ancient beast, a player may move it to any valid area on the board (indicated on its current ancient beast card).
- A player may move an ancient beast by using a relic card.

RELICS

Relic cards provide another way to move ancient beasts. Only 1 relic card may be active at a time.

At the end of Summer, right after the Reclaiming Command cards step, draw and reveal 1 relic card and place it atop the current one, covering it. From now on, the new relic card is active.

ANCIENT CHRONICLES

Ancient Chronicles scenarios cannot be combined with other expansions.

SETUP

Before starting the game, choose a scenario and perform the setup as normal according to the game mode you are playing, with these changes:

Shuffle the **AC artifact cards** with the base artifacts and place 3 of them on the artifact slots as normal. Artifact effects are active throughout the whole game.

Add the **AC tactic cards** to the tactic deck, shuffle it, and place the deck facedown in its board slot.

Shuffle the **AC General cards** with the base/co-op Generals and deal 2 facedown to each player.

Add the **AC advisor cards** to the advisor deck, shuffle it, then deal 2 facedown cards to each player.

Be sure to complete the setup on the scenario card.

FREEZING WEATHER

The production value on the **freezing weather production track** modifies the number of resources obtained during either the Income step at the beginning of Summer, or the Gather Resources step whenever a production location is activated. This modifier is applied to each overseer individually.

Resource slots are used to mark which players have already helped the Emperor by sending resources.

HELPING THE EMPEROR

Each player must gather 4 units of each resource (gold, stone, wood and chi) and send them to the Emperor. During Fall, at the end of your turn after the Horde Defeat check step, you may discard 4 resources of the same type at once (remove them from play). Then, place a clerk from your pool on the scenario card in the slot corresponding to the resource type you just removed. Tthese resources must be spent at once during a single turn.

BREACH

Instead of getting a shame token during a breach, you may choose to remove 1 of your resources from play (return it to the box).

RAID

During a raid, instead of removing shame tokens from the pool, take 2 of each resource in the pool and remove them from play (return them to the box). If the pool is empty, remove 1 shame token for each missing resource.

FINAL HONOR SCORING

At the end of the game, before final honor scoring, gain 12 honor for each of your clerks on the scenario card.

GREAT FAMINE

MARKET LOCATION

The **market** is a new special location where players can buy food. For each clerk you send to the market, if you choose to pay an amount of gold equal to the current **LETHALITY**, raise your food value by 2.

FOOD TRACK

The food track represents the amount of food gathered by the players, as well as showing the maximum food capacity. Each player uses one of their clerks to mark the food they have.

A wound marker is used to indicate the maximum food capacity available to each player. A clerk can never be higher than the wound marker. If the wound marker drops below any clerk, move that clerk to the same space as the wound marker.

When the wound marker on this track reaches the 5 or lower, the game ends immediately and all players lose.

BREACH AND RAID

Whenever a breach or raid takes place, move the wound marker on the food track 1 step down for each breaching/raiding horde card. Do not get or remove any shame tokens.

EATING PHASE

Each Winter, after the Assault phase, resolve the Eating phase. Each player must lower their food by 1 for each of their soldiers, overseers and clerks on the board (this applies to clerks in regular locations and soldiers in rest zones as well). If you cannot or do not want to feed a clerk/overseer/soldier, it goes back to your pool.

EMPEROR'S VISIT

The scenario card indicates the type of resource that the Emperor will value the most this year.

EMPEROR'S CLAIM

Each Winter, after the Assault phase, check the position of the wound marker on the *Emperor's Visit* card. Each player who has the indicated number of resources or more in their pool gets

10 honor immediately (you must show these resources to other players). Each player who does not gets a shame token.

SENDING CLERKS TO THE WAREHOUSE

Players may send their clerks to the warehouse location, but this location does not activate during the Activation step, and cannot be a target for advanced activation. Instead, after resolving the Assault phase during Winter, the player who has the most clerks in the warehouse (on a tie, the highest player on the tea track) may move the wound marker on the Emperor's card to a chosen space (you cannot leave the wound marker on the same space). Then all clerks in the warehouse are placed back in their owners' pools.

HUNGRY GHOST FESTIVAL

HAUNTED LOCATIONS

Some locations may become temporarily unavailable. Each Winter, after the Assault phase, check the horde slots on wall sections:

- Take 1 shame token from the pool for each *row* with at least 1 horde card on it (up to 3 shame tokens in total).
- Then, starting from the highest player on the tea track, place each shame token on 1 chosen location. Return all clerks in these locations to their respective pools.
- Any location with a shame token is considered **haunted**. Clerks cannot be moved in haunted locations.

The barracks and the tea house cannot become haunted.

REMOVING SHAME TOKENS FROM LOCATIONS

Shame tokens are removed from locations in 2 cases:

a. At the start of Assault phase, remove all shame tokens from all locations, and place them back in the shame token pool.

b. Each time a horde card is defeated, the player who claims it may remove 1 shame token from a chosen location. If nobody claims the defeated card, the decision goes to the highest player on the tea track.

PERMANENT DEATH

Each time a soldier is killed, it is not placed back in the player's pool; remove its miniature from the game.

SIEGE OF DIAOYUCHENG

This scenario can be played only in co-op mode. Use co-op rules and setup, however Emperor's requests are not used.

The players' goal is to survive until the end of the game. It means that until the end of the last year, the **DEFENSE** of the fortress never drops below 1, and the shame token pool is not empty when a player would get a shame token.

DEFENSE TRACK

The defense track indicates how long the fortress will hold before falling to the attackers. Each year during the Winter, this value is lowered by the number of shame tokens next to the scenario card.

If the defense drops to 0 at any time, the players immediately lose.

ARCHERS IN THE FORTRESS

The fortress has 3 firing spots. There are 2 ways of sending archers to the fortress:

a. During the barracks activation, when you recruit an archer, you may pay 1 wood to send it directly to the fortress and place it in a free firing spot.

b. For each clerk in the logistics center, you may pay 1 wood to place 1 archer from any wall or rest zone in a free firing spot in the fortress. This is a special scenario action.

Archers in the fortress may attack hordes during the Firing phase, and they mitigate **DEFENSE** loss due to shame tokens accumulated next to the scenario card.

During the Firing phase, resolve archers in the fortress first. An archer in the fortress may attack a horde card in the first row from any chosen section.

Because archers in the fortress do not count as being on any wall section, they may not attack due to effects of advisors and the attack order command card.

NIGHT PHASE

Each Winter, after the Assault phase, resolve the Night phase:

1. Decrease the fortress' **DEFENSE** by 1 for each shame token next to the scenario card. Each archer in the fortress prevents the effect of 1 shame token.
2. Move all archers from the fortress to rest zones chosen by their owners.

INCREASING DEFENSE

When the builders' encampment is activated, for each of your clerks on it, you may pay 3 resources of any type *except chi* to raise the fortress **DEFENSE** by 1. This is a special scenario action.

RAID

Each time a raid happens, place 1 shame token next to the scenario card in addition to the normal raid rules.

END OF THE GAME

If the fortress' **DEFENSE** drops to 0 or less at any time, players *immediately* lose the game. All other endgame conditions are still valid.

RED TURBAN REBELLION

This scenario can be played only in co-op mode. Use co-op rules and setup, however Emperor's requests are not used.

The players' goal is to survive until the end of the game. It means that until the end of the last year, no breach can take place, and the shame token pool is not empty when a player would get a shame token.

This scenario is 1 year shorter (as indicated by the shame token on the time track).

INACTIVE GOLD OVERSEER

Gold overseers cannot be upgraded. Cover the first gold overseer slot with a wound token to mark this.

OVERSEER INCOME

Each Summer during the Income step, each player may lose 20 honor to hire a clerk from the Emperor's embassy.

STATE CHOICE

Each Spring, after advancing the time track, players decide if they want to enter a state of peace or a state of war:

- **State of Peace:** The players may collectively pay a total of 3 gold to reduce by 1 the number of horde cards placed during the next step. This may be done any number of times, but the number of incoming hordes cannot be reduced below 1. In order to choose the state of peace, the players must pay at least 3 gold.
- **State of War:** Choosing this state does not require any payment. Each player hires 1 clerk from the Emperor's embassy for free.

ACTIVATING PRODUCTION LOCATIONS

Whenever a production location is activated, the player with the most clerks in that location takes one of them and sends it to the Emperor's embassy. On a draw, the tea track decides.

RAID & BREACH

If any breach occurs, the players lose the game immediately.

In addition to the normal raid effects, each player takes 1 clerk from their pool and sends it to the Emperor's embassy.