

Road & Realm

Game manual · Prototype version 1.3

Players: 2-4

Suggested age: 10+

Estimated time: 60-90 minutes; confirm during playtesting.

Lead a kingdom from your corner of an unknown land. Explore hidden hexes, collect resources, build settlements, and meet your rivals. Trade for what you need or fight for valuable supplies on a separate encounter board.

This is a complete first-playtest ruleset. Costs, map size, and the victory target are starting values to test.

1. How to win

Be the first player to reach **10 victory points at the end of your turn.**

Achievement	Victory points
Your starting castle	1
Each settlement you build	1
Every two ruins you discover	1
First player to explore the center hex	2
First battle you win during the game	1

Points from discoveries and your first battle win are permanent. Under the base rules, settlements cannot be destroyed or captured. Optional Settlement Warfare (Appendix A) adds garrisons and settlement destruction; agree before setup whether to use it.

SCORING / Reach 10 points at the end of your turn

1	4	2	2	1
Castle	Settlements	Four ruins	Heartland first	First battle win

$$1 + 4 + 2 + 2 + 1 = 10 \text{ VP}$$

Example winning score; you can earn points in other combinations.

Check victory only at the end of your main-game turn. The first player with 10 or more points wins.
Discovery and first-battle points are permanent. Optional razing removes the 1 VP for a destroyed settlement.

2. What you need

Main map

- 81 hex tiles arranged in nine staggered rows of nine, making a roughly square map.
- Four corner castle tiles, each belonging to a player.
- 16 forests, 16 plains, 16 hills, 16 mountains, and 12 ruins.
- One special center tile, called the Heartland.
- A square frame or mat to keep the map together. Hex edges naturally make the outline uneven.

All hidden tiles need identical backs. Mark the center position on the frame so everyone knows where the Heartland is, without revealing its face.

Pieces and supplies

For each player, in a different color:

- One castle marker.
- One explorer.
- Six soldiers; use pieces that can stand or lie down.
- Six settlement markers.
- 20 road markers.
- One victory-point marker and one first-battle-win marker.
- Six finished-movement markers, one per soldier.
- A score sheet to record ruins discovered and permanent victory points.

Shared supplies:

- Wood, food, stone, and iron tokens: approximately 40 of each, with paper substitutes if needed.
- One six-sided die.
- One first-player marker.
- One double-sided encounter board: battle on one side, trade on the other.
- Two encounter-location markers: one for the contested tile and one for the attacker's previous tile.
- Paper and pencil to tally battle turns.

The encounter board

Battle side: A 19-hex field: one center hex, a ring of six, and an outer ring of 12. Choose two opposite three-hex edges as deployment areas; neither area includes the center or its six neighboring hexes. Mark one area for each player. Mark the center as the resource objective.

Trade side: Two offer areas, one for each player, and a shared exchange area. No movement grid is needed on this side.

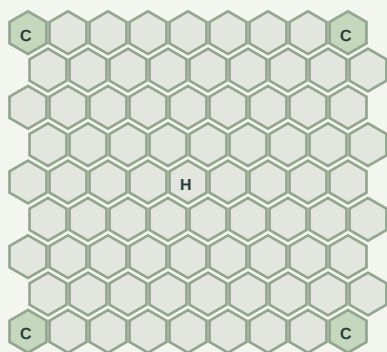
For this first version, every battle hex is open ground. The terrain artwork is decorative and gives no combat bonus.

3. Set up

1. Place the Heartland face down in the center position.
2. Place the four castle tiles face up at the four corner positions. Shuffle all remaining tiles and fill the other positions face down.
3. Each player chooses a corner. With two players, use opposite corners. With fewer than four players, all unused corner tiles are neutral open ground: passable, no income or discovery reward, no building, and no restriction on placing settlements nearby. They are not castles for any rule.
4. Each player places their castle, explorer, and **three soldiers** on their castle tile. Keep their other three soldiers in reserve.
5. Each player takes **two wood, two food, two stone, and one iron**.
6. Set every player's score to one for their starting castle.
7. Roll the die. Reroll ties for highest. Highest roll takes the first turn and the first-player marker; play continues clockwise.

Resources are kept in a personal supply beside the board. Pieces do not physically carry resources. Keep the amounts visible to everyone.

SETUP / Your kingdom begins in a corner



YOUR CASTLE TILE



C = castle H = hidden Heartland

Starting supply: 2 wood, 2 food,
2 stone and 1 iron. Starting score: 1 VP.

Unused corners are neutral open ground.

Start with one castle, one explorer and three healthy soldiers.

Keep three mobile soldiers in reserve. All four castle tiles and the center position are fixed.

4. Resources and building costs

Tile	Produces
Forest	Wood
Plains	Food
Hills	Stone
Mountains	Iron
Ruins, Heartland, or unused corner	No regular production
Your occupied castle	One resource of your choice

Purchase	Cost	Where it goes
Road	1 wood + 1 stone	Across an edge between two revealed hexes
Settlement	2 wood + 2 stone + 1 food	On an eligible revealed hex
New soldier	1 food + 1 iron	At your castle or a settlement
Recover one knocked-out soldier	1 food	At your castle

Pay purchases back to the bank. If a token supply runs out, use substitutes; resources are not intended to be limited.

5. Your turn

Complete these steps in order. Remove all finished-movement markers from your soldiers at the start of your turn.

A. Collect income

Take **one resource of your choice from the bank for your castle**.

Then each settlement produces **one resource matching its tile**. A settlement on a forest produces one wood, for example. A newly built settlement first produces on your next turn.

B. Take two actions

Choose any two actions below. You may choose the same action twice. Finish one action, including any encounter it causes, before starting the next.

Action	What you do
Explore	Move your explorer up to two hexes, revealing hidden tiles as it enters them.
Move army	Move a group of up to three healthy soldiers one hex.
Build road	Pay to place one road.
Build settlement	Pay to place one settlement.
Recruit	Pay to add one reserve soldier to the map.
Recover	Pay to heal one knocked-out soldier at your castle.
Bank trade	Exchange three resources of one type for one resource of your choice.

You may take fewer than two actions if you wish.

C. Check victory

If you have at least 10 points, you win. Otherwise, the next player begins their turn.

YOUR TURN / Income, two actions, victory check

A



B



C

COLLECT INCOME

Castle + settlements

TAKE TWO ACTIONS

Same action allowed twice

CHECK VICTORY

10 or more VP wins



+ 1 chosen resource



Forest settlement: + 1 wood

Example: a castle and a forest settlement produce 1 chosen resource + 1 wood.

Castle income: one resource of your choice, even if no soldiers are there.

Each settlement produces its tile resource. Newly built settlements first produce on your next turn.

6. Exploring the map

Your explorer may move through revealed hexes and enter hidden hexes. When it enters a hidden hex, flip that tile face up permanently. Revealing a tile uses one step of movement.

- Revealing a resource tile immediately gives you **one matching resource** from the bank.
- Revealing a ruin gives you **one resource of your choice**. Record the discovery on your score sheet. Gain **one victory point for every two ruins you discover**: your second, fourth, sixth ruin, and so on. Each ruin counts only for its discoverer, once.
- Revealing the Heartland gives you **two victory points and two resources of your choice**. It is an open, passable tile afterward.
- All terrain is passable. Mountains do not cost extra movement.
- Explorers cannot fight, block movement, or be attacked. They can share a hex with any pieces.

Each explorer can explore independently. Soldiers cannot enter hidden hexes. Once any explorer reveals a tile, all players may use it.

EXPLORE / Two steps, two discoveries



Heartland: first reveal grants 2 VP and 2 chosen resources.

The explorer reveals each tile it enters. Soldiers cannot enter hidden tiles.

A new forest gives one wood. A new ruin gives one chosen resource; every second ruin gives 1 VP.

7. Roads and settlements

Roads

Roads cross the shared edge between two revealed hexes. Your first road must touch your castle tile. Later roads must extend from a hex connected to your castle by your existing roads.

Only one road may occupy an edge. Roads cannot be destroyed or captured.

An army taking a Move army action may move **up to two hexes instead of one** if every crossed edge has its owner's road. An encounter ends its movement immediately.

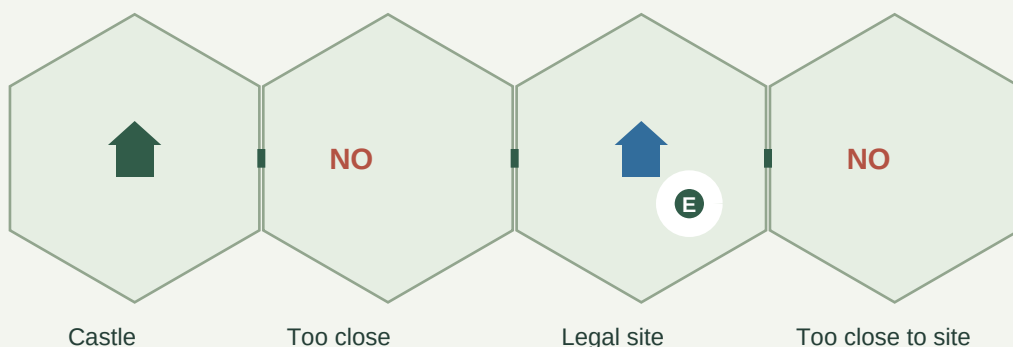
Settlements

You may build a settlement when all these conditions are met:

- The tile is a revealed forest, plains, hills, or mountain.
- Your road network connects that tile to your castle.
- Your explorer or at least one healthy soldier is on the tile.
- There is no settlement or castle already on the tile.
- The tile is not adjacent to any settlement or castle, including your own.
- No opposing soldier occupies the tile.

A settlement gives one victory point immediately and produces income starting on your next turn. Pieces from different players may pass through settlement tiles; a settlement alone does not cause an encounter or block movement.

BUILD / Roads connect; settlements need space



No settlement may be adjacent to another settlement or castle.

Roads cross shared edges and must extend your castle-connected network.

A settlement also needs your explorer or a healthy soldier, its build cost, and no enemy soldiers.

8. Soldiers and army movement

You start with three soldiers and may have **six total**, counting healthy soldiers, reserve soldiers, and knocked-out soldiers waiting at your castle.

For one Move army action, choose up to three healthy soldiers sharing a tile and move them together. You may leave soldiers behind, split your force on later actions, or combine friendly groups. A soldier marked as finished cannot move, even by joining a different group. It can still defend if attacked.

No more than three healthy soldiers belonging to one player may end movement on the same tile. Soldiers cannot enter an opponent's castle tile. Explorers may visit it.

Moving normally costs no food. Food is used for recruiting and recovery in this version.

ARMY MOVEMENT / Choose up to three soldiers



Normal: stop after one hex.

Two hexes only along your own roads.

Maximum three healthy soldiers per player may end movement on one tile.

One action moves up to three healthy soldiers from the same tile. Others stay behind.

An encounter stops movement. Finished soldiers cannot move again during that main-game turn.

9. When armies make contact

An encounter happens when a moving army enters a tile containing opposing healthy soldiers. Stop movement there. Simply being on neighboring tiles does not trigger an encounter.

The moving player is the **attacker** and the other player is the **defender**. Each uses only the soldiers involved on that tile, up to three per side. Nearby soldiers cannot join.

The players choose:

- **Trade:** Both players must agree. Use the trade side of the encounter board.
- **Battle:** If either player chooses battle, use the battle side.

Once both players agree to trade, the encounter stays peaceful. There is no surprise attack during that encounter.

An encounter is part of the movement action and does not cost an additional action. Resolve it before continuing the main game. After an encounter, mark every participating soldier on both sides as finished for the rest of the current main-game turn. Those soldiers cannot move again that turn, even if split into new groups or combined with other soldiers. They may still defend if attacked. Other unmarked soldiers may use remaining actions normally. Remove the markers when that main-game turn ends.

Only one player's healthy soldiers may remain on a tile after an encounter. Resolve encounters one at a time; third parties cannot join. An explorer alone, an empty settlement, or soldiers on a neighboring tile never trigger an encounter.

10. Trading with another player

1. Place offered resources in your respective offer areas.
2. Negotiate freely. You can offer different quantities and combinations.

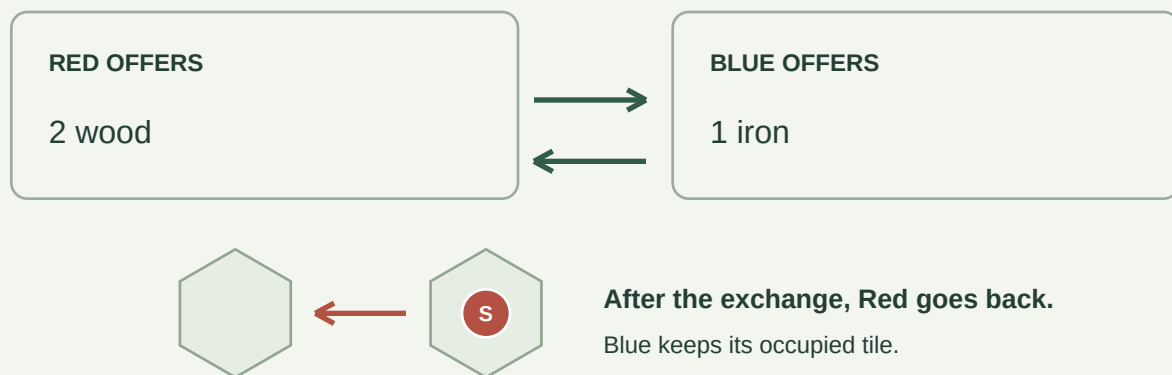
3. When both agree, move the agreed offers into the exchange area and swap them simultaneously.
4. You may complete several exchanges, or end without making a deal. Aim to finish within two minutes.

Only resources may be exchanged. Soldiers, roads, settlements, and victory points cannot be traded. Promises about future behavior are not enforceable; only the current encounter's peace is guaranteed.

After trading, the moving army returns to the tile it entered from. The defending army stays in place. Trade does not grant passage through the defending army.

You may discuss possible deals at any time, but player-to-player resources change hands only during a trade encounter.

TRADE / Agree, exchange, return



Both players must agree to trade. Either may choose battle before that agreement.
After trade, the attacker returns to the tile it came from. The defender stays; no passage is granted.

11. Battle: the simple rules

Goal: Hold the middle hex at the start of your battle turn **with no enemy soldier adjacent to it**, defeat the opposing army, or make it retreat. An adjacent enemy contests the middle and prevents a control victory.

Step 1: Set up the fight

- Leave markers on the main map showing where the encounter happened and where the attacker came from.
- Move the participating soldiers to the separate battle board.
- The defender places their soldiers on their three deployment hexes first; the attacker uses the opposite deployment hexes.
- Place **two resources matching the contested main-map tile** beside the middle hex, taken from the bank. On ruins, the Heartland, or an unused corner, use one food and one iron instead.

These resources are the prize. Players' personal resource supplies are never stolen in this version.

Step 2: Take alternating battle turns

The attacker takes the first battle turn. On each battle turn:

1. **Check the middle:** If your soldier occupies the middle hex at the start of your turn and no enemy soldier is adjacent to it, you win immediately. Otherwise continue your turn.
2. **Choose one soldier:** Move that soldier up to one hex into an empty adjacent hex, or leave it where it is.
3. **Attack if possible:** That same soldier may attack one enemy soldier on an adjacent hex. Moving first is optional.

You may pass. Soldiers cannot move through or share occupied hexes. There are no ranged attacks, extra attacks, or terrain bonuses.

Step 3: Roll to attack

Roll one six-sided die:

Roll	Result
1, 2, or 3	Miss. Nothing happens.
4, 5, or 6	Hit. The target takes one damage.

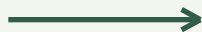
Each soldier can take **two hits** in a battle:

- After the first hit, lay the soldier down on its hex. It can still move and attack normally.
- After the second hit, remove it from the battle. It is knocked out.

Damage does not carry over between battles for surviving soldiers.

COMBAT / One activation, two hits to knock out

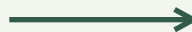
1 / HEALTHY



2 / FIRST HIT



Lay it down.



3 / SECOND HIT

KNOCKED OUT

Return to castle.

Each battle turn: choose ONE soldier, move up to one hex, then attack if adjacent.

Passing is allowed. Only the chosen soldier moves and attacks.

Roll 1-3: miss. Roll 4-6: one hit. The same activated soldier may move, then attack an adjacent enemy.

A wounded soldier can still move and attack. Surviving soldiers heal free when the battle ends.

Step 4: End the battle

You win immediately if:

- You have a soldier on the middle hex at the start of your battle turn and no enemy soldier is adjacent to it.
- Every opposing soldier has been knocked out.
- Your opponent retreats.

You may retreat at the start of your battle turn instead of moving or attacking. Your surviving soldiers escape, and your opponent wins.

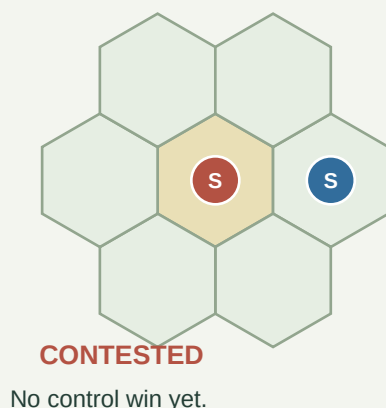
Battle limit: Play at most **10 battle turns per player**. If nobody has won after both have taken their tenth turn, a player occupying the middle with no enemy adjacent wins. Otherwise, the player with more surviving soldiers wins. If equal, the player whose nearest soldier is fewer hex steps from the middle wins, ignoring occupied spaces. If still tied, the defender wins. Keep a simple tally beside the board.

Step 5: Return to the main map

- The winner takes the two prize resources and places surviving soldiers on the contested main-map tile.
- If the attacker loses, their surviving soldiers return to the tile they entered from.
- If the defender loses, their surviving soldiers retreat to an adjacent revealed tile without enemy soldiers or an enemy castle. They may retreat onto a tile containing friendly soldiers only if the total stays at three or fewer. If no legal tile exists, send those soldiers home knocked out.
- All knocked-out soldiers return to their owner's castle, lying down. They cannot move, fight, or defend until recovered.
- Stand up surviving soldiers: their battle wounds heal immediately for free.
- If this is the winner's first battle victory, award their one-time victory point.

All participating soldiers are finished moving for the rest of the current main-game turn, whether they won or lost. Newly recovered participants remain finished until that turn ends.

BATTLE / An adjacent enemy contests the center



Check control at the START of your battle turn. Adjacent enemies prevent a control victory. You can also win by defeating all enemies or forcing retreat. The normal ten-turn limit still applies.

Battle example

Red moves two soldiers into a forest occupied by two blue soldiers. Either player wants to fight, so they set up a battle with **two wood** as the prize.

Red moves one soldier toward the middle. Blue moves a soldier to intercept. On a later turn, Red moves onto the middle hex and attacks an adjacent blue soldier, rolling a five: a hit.

Blue now gets a turn to stop Red. Because a blue soldier is adjacent to the middle, Red cannot yet win by holding it. Blue can keep contesting the middle, attack Red, or move another soldier into position.

Later, Red knocks out the last blue soldier adjacent to the middle. Blue gets a turn to move a soldier back into an adjacent hex. If Blue cannot do so or knock out Red's central soldier, Red wins at the start of Red's next battle turn. Red takes the two wood and returns surviving soldiers to the forest on the main map.

12. Placing, recruiting, and recovering soldiers

At setup: Place three healthy soldiers on your castle. Your other three stay off the map as reserves.

During play: Place a new soldier only by recruiting at your castle or a settlement. You cannot place soldiers directly on newly explored land.

After battle: Place survivors and knocked-out soldiers as described in Step 5. Recovery heals a soldier already at your castle; it does not create a new piece.

Recruit: Spend one action, one food, and one iron to place a new soldier from your reserve at your castle or one of your settlements. The destination must have room under the three-healthy-soldier limit and contain no enemy soldiers. A newly recruited soldier may move with your next action.

Recover: Spend one action and one food to stand up one knocked-out soldier at your castle. It is healthy again and may move with your next action. You need room under the castle's three-healthy-soldier limit.

Knocked-out soldiers do not count toward a tile's occupancy limit, block movement, or participate in encounters. They still count toward your total of six soldiers. You cannot recruit a replacement for a knocked-out soldier; recover the existing piece.

RECRUIT & RECOVER / Different sources, different costs

RECRUIT



Reserve -> castle or settlement

1 action + 1 food + 1 iron

RECOVER



Knocked out -> healthy at castle

1 action + 1 food

A newly recruited or recovered mobile soldier may move with your next action.

Recruit uses an off-map reserve soldier; Recover heals a knocked-out soldier already at your castle.

Both use one action and need room under the three-healthy-soldier limit. Enemy-occupied sites cannot recruit.

13. Rules to remember

- Face-down tiles stay hidden until an explorer enters them.
- Resource production is automatic; no production dice are used.
- The main map uses hex centers for pieces and settlements. Roads cross hex edges.
- Explorers are safe and cannot trigger battles.
- An army must enter an enemy army's hex to trigger an encounter.
- Both players must agree to trade. Either can choose battle before that agreement.
- Under the base rules, only the battle prize is at stake; personal supplies and buildings are safe. Appendix A optionally allows settlement destruction.
- Surviving soldiers are reusable. Knocked-out soldiers cost food and an action to recover.
- Hold the middle until your next battle turn with no enemy adjacent to win. An enemy beside the middle contests it.
- Check for 10 victory points at the end of your main-game turn.

14. First-playtest notes

After the game, record:

- How long the full game and individual battles took.
- Whether players met early enough for trade and battle to matter.
- Whether discovering ruins provided too many points compared with building.
- Whether anyone repeatedly lacked one resource despite castle income and bank trades.
- Whether losing armies recovered quickly enough to stay involved.

Change one rule or cost at a time between tests. Start with this version before adding unit types, terrain bonuses, secret orders, or settlement capture.

Quick reference

Turn: Collect castle and settlement income / take two actions / check victory.

Explore: Explorer moves up to two hexes; flip hidden tiles as entered.

Army: Up to three healthy soldiers move one hex, or up to two entirely along your roads.

Battle: Activate one soldier / move up to one hex / attack one adjacent enemy / hit on 4-6 / two hits knock out.

Battle victory: Hold center at the start of your turn with no enemy adjacent, eliminate enemies, or force retreat. Ten turns each maximum; at the limit, uncontested center control takes priority over tiebreakers.

Costs: Road: wood + stone. Settlement: two wood + two stone + food. Recruit: food + iron. Recover: food. Bank trade: three matching resources for one of your choice.

Discovery points: One point per two ruins discovered; two points for first revealing the Heartland. Record them on your score sheet.

Win: 10 points at the end of your turn.

Appendix A. Optional Settlement Warfare

Agree before setup whether to use this amendment. It adds stationary settlement garrisons and allows armies to destroy enemy settlements. Where these rules conflict with the base manual, this amendment takes priority. All other rules remain in effect.

1. Mobile soldiers and garrisons

Each player keeps their normal pool of **six mobile soldiers**, including healthy, reserve, and knocked-out soldiers. These soldiers move, attack, defend, recruit, and recover under the normal rules.

Garrison soldiers are additional pieces and do not count toward that six-soldier limit. Each settlement may hold up to **two garrison soldiers** belonging to its owner. Use clearly distinct pieces or bases to distinguish garrisons from mobile soldiers. With six settlements per player, provide up to 12 garrison pieces per player.

Garrisons remain at the settlement where they were recruited. They cannot move on the main map, attack another tile, transfer between settlements, or become mobile soldiers. They may defend their own settlement on the battle board.

Settlements have no automatic defenders. Only soldiers actually stationed on the tile defend them.

OPTIONAL / Mobile army and stationary garrisons

MOBILE SOLDIERS



Six total, including reserves and KOs.

Move on the main map; attack or defend.

GARRISON SOLDIERS



Up to two per settlement.

Stay here; fight on the battle board only.

Distinct diagram symbols: round S = mobile soldier; square G = garrison.

Recruit either type for one action + one food + one iron. Garrisons are optional additional pieces.

At a settlement, mobile soldiers and garrisons together cannot exceed three healthy defenders.

2. Recruiting a garrison

As one **Recruit action**, pay **one food and one iron** to place one garrison soldier at one of your settlements.

- The settlement must have an empty garrison slot.
- No enemy soldiers may occupy its tile.
- The combined number of healthy mobile soldiers and garrison soldiers on the tile cannot exceed three.
- A newly recruited garrison can defend immediately.

Recruit only one soldier per action. You may use both of your turn's actions to recruit, paying separately for each. Garrisons cannot be recruited at castles.

3. Defending a settlement

An enemy army entering a settlement tile containing healthy mobile soldiers or garrison soldiers triggers an encounter. Use the normal trade-or-battle rules. Garrisons count as defending soldiers for this purpose.

All defending soldiers on the tile participate, to a maximum of **three total**, including both types. The existing three-healthy-soldier occupancy limit applies to their combined total; you cannot leave extra defenders out of a battle.

Garrison soldiers use the normal battle rules: one soldier activates per battle turn, attacks hit on 4-6, and two hits knock a soldier out. They may move freely on the battle board. Their restriction on movement applies only to the main map.

If the players agree to trade, the attacking army returns to its previous tile and the garrison stays at its settlement, as in a normal peaceful encounter.

After a battle

- **Defender wins:** Surviving garrisons return to their settlement, with battle wounds healed. Surviving mobile soldiers return normally.
- **Defender loses or retreats:** Remove all of that settlement's participating garrison soldiers to their owner's garrison reserve, including survivors. Garrisons cannot retreat to another tile. Surviving mobile soldiers retreat under the normal rules.
- **Knocked-out garrisons:** Return them to the garrison reserve. They do not go to the castle and cannot use the Recover action. Recruit them again at the normal garrison cost.

The battle winner receives the normal prize resources and, if eligible, their one-time first-battle victory point. Winning a settlement battle does **not** automatically destroy the settlement.

4. New action: Raze settlement

Spend **one action** to destroy an enemy settlement when all these conditions are met:

- At least **two of your healthy mobile soldiers** occupy its tile.
- At least two of those soldiers are **unfinished** for the current turn.
- No enemy soldiers remain on the tile.

Choose two eligible soldiers to carry out the action and mark them as finished for the rest of the turn. Return the settlement marker to its owner's supply.

The settlement's owner immediately **loses one victory point**. The destroyed settlement no longer produces income or provides a recruiting location. Previously collected resources are kept.

Razing grants no resources or victory points. It is not a battle victory and cannot earn the first-battle victory point.

Timing and the chance to respond

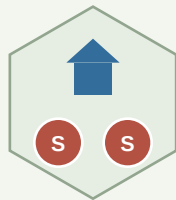
Soldiers that participated in an encounter are finished for the rest of that main-game turn. They cannot raze a settlement that turn. An army that defeats a settlement's defenders will therefore normally need to wait until its next turn to raze it. A different group of eligible, unfinished soldiers may carry out the action if it reaches the tile legally.

An undefended settlement does not trigger an encounter. An army of at least two unfinished mobile soldiers can move onto it with one action and raze it with its second action.

An enemy-occupied settlement remains owned by its original owner until razed and still produces its normal income. Its owner cannot recruit there while enemy soldiers occupy the tile. They may attempt to retake it with mobile soldiers.

OPTIONAL / Win the battle, then raze later

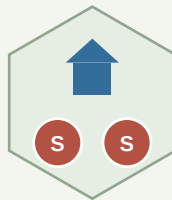
1 / RED WINS



Participants are finished.
Settlement still stands.

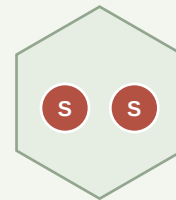
Shown: same attacking army waits until its next turn; at least two soldiers survive.

2 / BLUE RESPONDS



May counterattack.
No recruiting under Red.

3 / RED RAZES



Spend 1 action.
Blue loses 1 VP.

Two healthy, unfinished mobile soldiers must be on the enemy settlement, with no enemy soldiers.
Razing costs one action: remove the settlement and its 1 VP. No loot; roads remain. Castles are safe.

5. Roads, rebuilding, and castles

- Roads remain in place and retain their owners. They cannot be destroyed or captured.
- A destroyed settlement returns to its owner's supply and may be built again later.
- Any player may build on the vacated tile by paying the normal settlement cost and meeting every normal building requirement, including their own road connection and the absence of opposing soldiers.
- Rebuilding grants the builder one settlement victory point. Income begins on their next turn, as usual.
- Starting castles cannot be attacked, captured, or razed. The normal prohibition on entering an opponent's castle with soldiers remains in effect.
- Discovery points and the first-battle victory point remain permanent.

Example

Blue has two garrison soldiers at a forest settlement. Red moves three mobile soldiers onto the tile and wins the resulting battle. Blue's garrisons return to Blue's garrison reserve. Red takes the normal battle prize, but the settlement remains standing because Red's participating soldiers are finished for the turn.

On Blue's next turn, Blue collects the settlement's wood income. Blue cannot recruit there while Red occupies the tile, but may send mobile soldiers to try to retake it.

If Red begins their next turn with at least two healthy mobile soldiers still on the tile, Red may spend one action to raze the settlement. Blue immediately loses one victory point and will collect no further income from it. The roads remain.

Quick reference

Mobile force: Six soldiers per player under the normal rules.

Garrisons: Up to two per settlement; additional to the mobile pool; cannot move on the main map.

Recruit garrison: One action + one food + one iron; no enemies on the tile.

Settlement capacity: Three healthy soldiers total, counting mobile soldiers and garrisons together.

Defeated garrisons: Return to garrison reserve; recruit again to replace them.

Raze: One action with two healthy, unfinished mobile soldiers on an enemy settlement and no enemy soldiers present. Remove the settlement; its owner loses one victory point. Mark the two razing soldiers finished.

Protected: Castles, roads, personal resource supplies, and permanent discovery and first-battle points.

Playtest notes

This amendment is a proposed playtest variant. Watch whether garrisons slow the game too much, whether razing makes recovery too difficult, and whether the usual 10-point victory target still gives a satisfying game length. Change one cost or limit at a time between tests.