

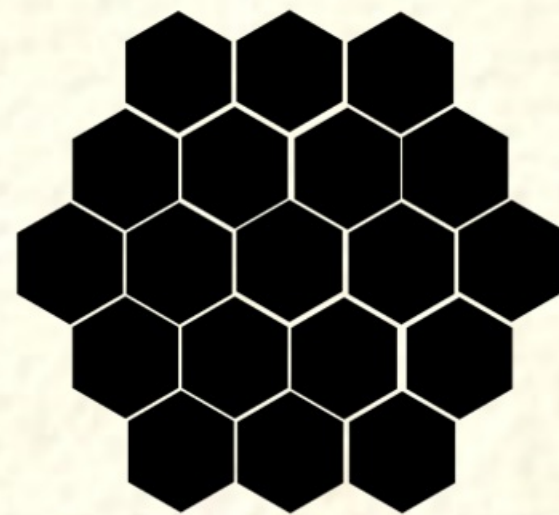
ALLYRIA EMPIRE Rules



- Randomly distribute the game tiles to form a hexagon layout.
2 Rings if 2 players, 3 Rings if more than 2 players.
(NOTE: For a faster or slower game, you may make the layout however you want. A smaller board will be faster, a larger board will be slower)

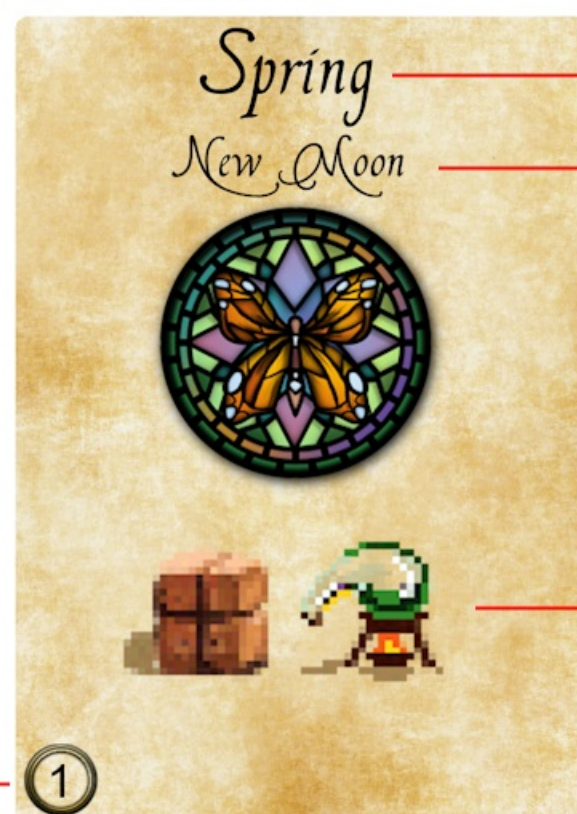


2 Player



3-4 Player

- Randomly determine the starting player.
- Each player chooses a race to play as and gets that race's starting deck. You may distribute the races randomly if you so choose. Each player shuffles their deck and draws 5 cards.
- Each player, starting with the starting player, replaces a tile with their Race's starting city.
- Place the Season deck in order near the table.



Season
Lunar Phase

Resources
Produced

Order in Deck

-Place the research shuffled near the table and reveal the top 5 cards of the deck to form the buying pool.



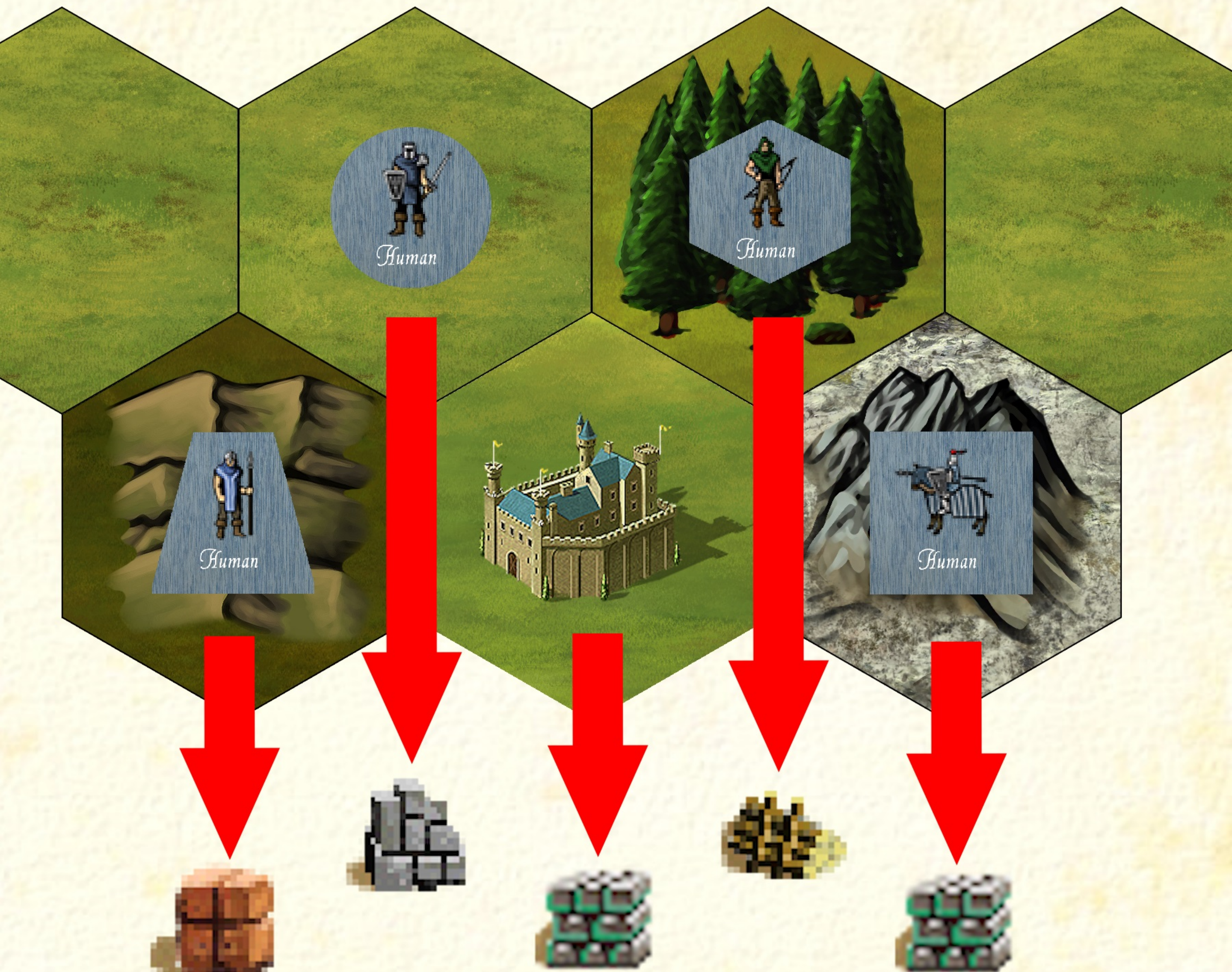
-Place the 5 stacks of troop pieces near the table. (Spear, Infantry, Ranged, Cavalry, Siege)



Turn order

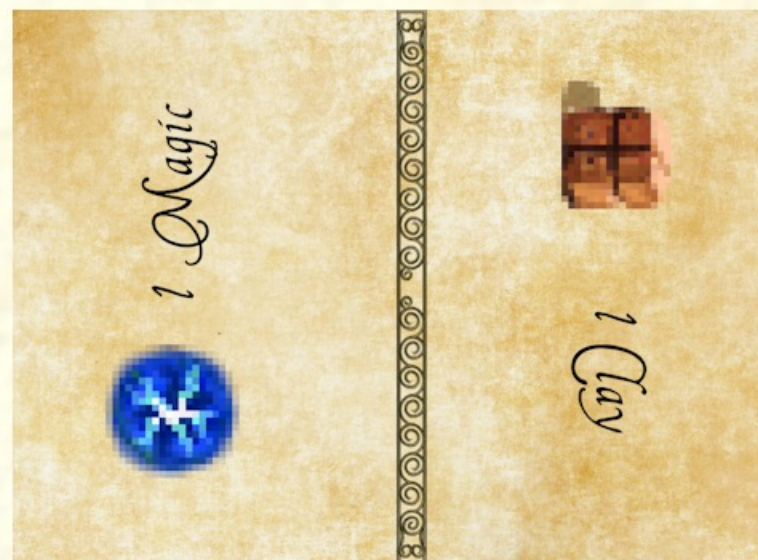
-If you are the starting player, flip over the top card of the Season Deck. If you cannot, the game ends NOW. Collect the resources shown on the current Season card. (NOTE: For a faster game, flip over the top card of the season deck on EACH player's turn)

-Gather extra resource points based on what Hexes your military controls. This is called "sovereignty" (Your City hex counts as a hex you control even if you have no military on the hex). Check your player card to see what tiles produce what.



-Play your cards. When you play a card, it is placed in your drop (Discard Pile) immediately. When you play a resource card, gain ONE of the listed resources of your choice. Add that resource token to your resource pool.

Option 1



Option 2

When you play a Magic or Research card that you have previously purchased, resolve its effect as written on the card.

When you are done playing cards, you may spend your Magic and Research to purchase new Magic and Research cards from the buying pool. When you purchase a card, place it into your drop and reveal the next card from the Magic and Research deck.
(NOTE: For a faster game, you may choose to use the effects of the cards that you purchase IMMEDIATELY instead of just placing them into your drop)

Name



Cost (Pay only when purchasing the card, not when playing)

Image

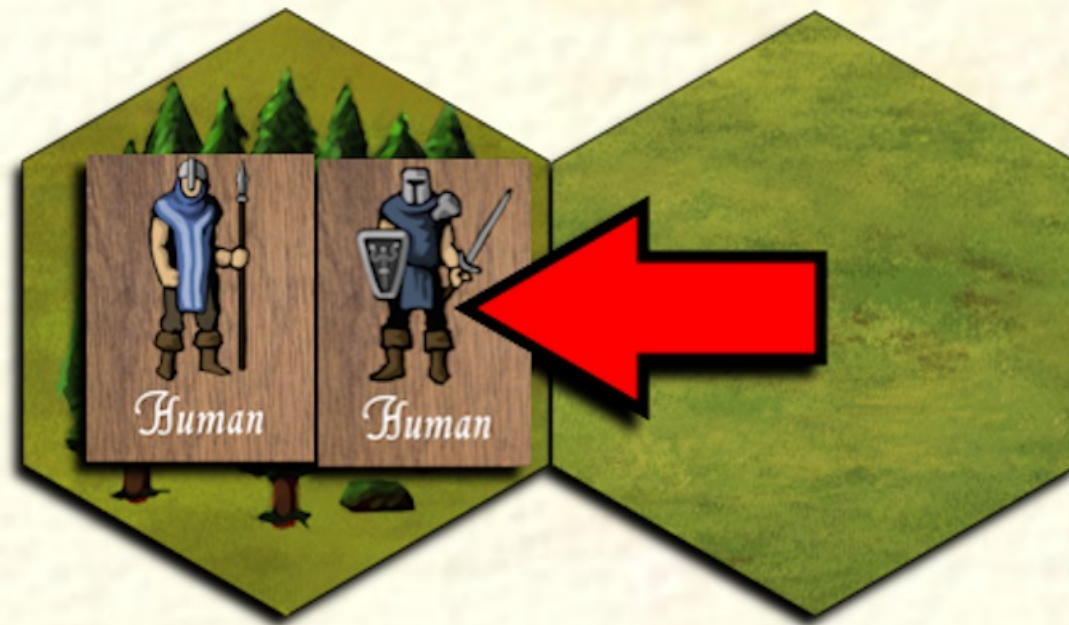
Effect

While purchasing cards, you may spend 1 Magic and 1 Research to send any card from the buying pool to the bottom of the Magic and Research deck. Reveal the next card from the deck.

-Move your troops and recruit new troops in any order as much as you want/can. To recruit, please check the back of your player card to see what each troop type costs. Spend those resources from your pool and place the new troop on your starting city.

Each troop can move 1 Hex.

To move your troops, choose a tile. Move any/all troops on that Hex at once.



-If your troops move onto a hex with enemy military units, you are the attacker.

-You and your opponent both roll dice.

-Each troop is 1 D6.

-Check tile bonuses and troop bonuses. For each troop you have that is on a tile that gives it +1, add 1 to your bonus pool. For each troop you have that is on a tile that gives it -1, get a -1 in your bonus pool. For each troop that is in combat with a troop that gives it +1, add one to your bonus pool. Your opponent calculates their bonus pool in the same way.

-For each point in your bonus pool, you may increase one of your dice by 1. You may increase the same dice multiple points by spending multiple points from your bonus pool. For each -1 in your Bonus Pool, decrease one of your dice by 1. You may decrease the same dice multiple points. You cannot decrease a die that is already at 1.

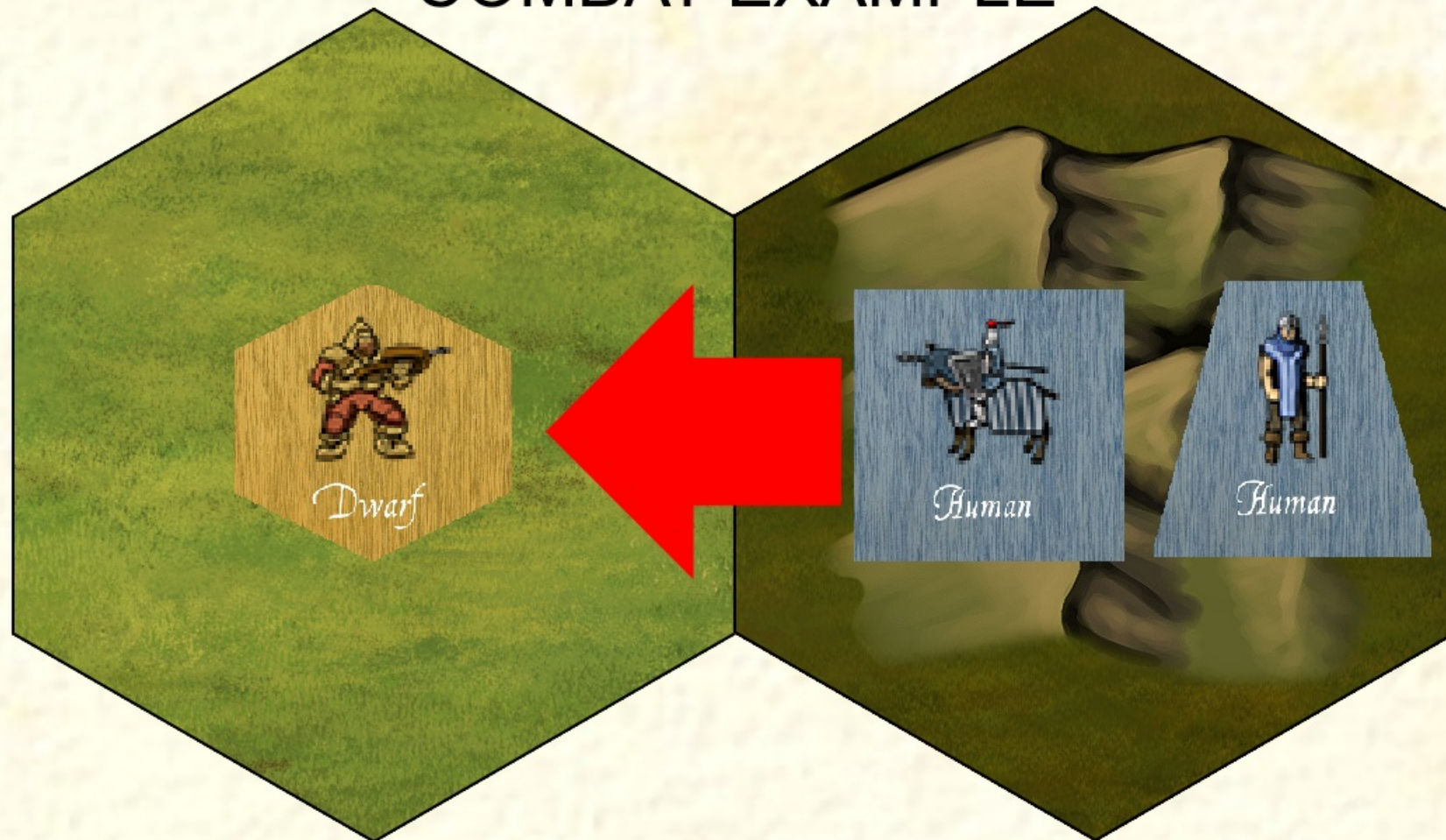
-Both players destroy their own troops based on the number of 5&6's their opponent rolled.

-If there are still enemy troops, return to the tile you started from.

-If there are no enemy troops on the tile that you moved to (because there were none there to begin with OR because you destroyed them all), your troops stay on that tile. If that tile is an enemy starting city, that player is eliminated from the game.

-Optionally, you may have players who are eliminated become the "Vassal" of the player who eliminated them. The Vassal player continues to play as normal, but cannot battle against or eliminate the player who eliminated them.

COMBAT EXAMPLE



The human player moves their units from the hills to the plains. There is a Dwarven unit on that tile, so combat begins.



The humans have 2 units, so they roll 2 dice. They get a 2 and a 3. The Dwarves have 1 unit, so they roll 1 die. They get a 4.

The humans have Cavalry on Plains and are fighting a Ranged unit. So they have 2 +1's in the bonus pool.

The humans have a Spearman on Plains, so they get a -1 in the bonus pool.

The Dwarves have a Ranged unit fighting Spearmen, so they get a +1 in the Bonus pool.

The Humans upgrade their 3 Die to 5 and downgrade their 2 Die to 1. The Dwarves upgrade their 4 Die to a 5.


Each player has 1 hit, so each player must choose one of their units to remove from the field.


-After you're done moving your troops and resolving your battles, your turn ends. Draw 5 cards from your deck. If you cannot draw, shuffle your drop to form a new deck and draw from that.

Winning the game.


-The game ends when there is only one player left, or a new card cannot be drawn from the season deck. Count how much sovereignty each remaining player has. The player with the most sovereignty **WINS THE GAME!**


GLOSSARY


Iron: 

Clay: 

Wood: 

Stone: 

Research: 

Magic: 

Drop: A player's discard pile. When you purchase a Magic or Research card, it will go here. If you are unable to draw from your deck, shuffle this drop pile to form a new deck.

Deck: A player's pile of cards. Players will start with only their race's Resource Cards, but can gain other cards as the game goes on.

Sovereignty: How much territory a player controls. A controlled territory is any place a player has troop tokens and their starting city.

Banish: This means to remove from the game. Return the card or piece to the box. It will not be used until this game ends.

COMPONENTS

Tiles



City Tiles



Troops



Resources



Season Card



Resource Card



Magic & Research Card



Player Card

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