

Princes of Kassidaria

A time of great upheaval has befallen Kassidaria, and the Princes of the realm have only each other standing between them and the throne.

The Atlas

This is a game of grand strategy and tactical warfare, but it is also a game of navigation, map reading, and geographic research into the people and places of Kassidaria. The *Atlas of Kassidaria* booklet contains a listing of all named locations in alphabetical order, and key information about each location (which Commanders are recruitable there, which locations are in agricultural regions, which are in woodland regions, which contain ports, and so on). All Commander information can also be found in the Atlas, organized by Commander origin location. Multiple copies of the *Atlas* are provided so that players can simultaneously use it to plan their next moves.

Your Faction

Each player has a faction of a different color (red, blue, white, orange, green, yellow, purple, or black). Although players may negotiate temporary alliances throughout the game, the factions are ultimately enemies (only one will win and the rest will lose). A faction consists of a few different types of assets:

- **Pawns of your color:** These pawns, either small pawns called levies or your large pawn called the retinue, represent your legions of soldiers on the map.
- **Character cards:** These cards, either your Prince card or Commander cards that you recruit throughout the game, represent the elite individuals in your faction.
- **Influence tokens:** These represent your Prince's unspent influence and are placed in a pile in front of you.
- **Energy tokens:** Energy tokens may sometimes be spent by your Commanders. Some Commanders' abilities require energy expenditure to use, but some do not. Your energy should be placed in a pile in front of you.

Your Prince

There are only 8 Prince cards. Each faction begins with 1 Prince, and these will be the only Princes in play for the whole game. The Princes are the main characters of the game and the builders of the factions. If a Prince is slain, that Prince's faction is eliminated from the game (like with a King in Chess). When a faction is eliminated, all that faction's pawns are removed from the map and its Commander cards are returned to the Commander deck and once again available for recruitment by other players' Princes. When only one Prince remains standing, that Prince's player wins the game.

Energy

Each faction has a pool of energy (you don't start with any, but you gain 1 each time your Prince recruits a Commander, as described on the Prince cards). Potential energy gain is unlimited, so if the energy tokens run out, use something else such as coins to stand in for more energy. When a Commander spends energy, it comes out of that Commander's faction's energy pool. If a Commander's ability requires more energy expenditure than is available in its faction's energy pool, then the ability is unusable until the faction gains enough energy.

Special Abilities

A character’s special abilities, each listed under his or her picture, may be used at any time unless specified otherwise by the ability (so, if an ability does not specify when it can be used, the character can use it during any character’s turn, even while discarded or in the player’s hand).

How to Read the Cards

Each Prince and each Commander has a name, one or more special abilities, and a level in each of 4 basic attributes: Prestige, Lethality, Fortitude, and Speed. Each Commander also has an origin location.

Example Commander:

Origin →

Name →

Character type →

Harkensgate City

Eudoxus the Tyrant

Commander




6


4


3


2

← Prestige

← Lethality

← Fortitude

← Speed

Special abilities →

Popular Support: At the end of Eudoxus's turn, if the levy under his command is in a city or settlement controlled by his faction, he may spend 1 energy. If he does, he may draft a levy into his region if in a settlement, or 3 levies if in a city.

The Map

How to Read the Map

Each tile of the Kassidaria map, and therefore the Kassidaria map as a whole, is divided into regions. Each tile edge is entirely composed of only one region type. There are three region types: plains (green), caves (gray), and seas (blue).

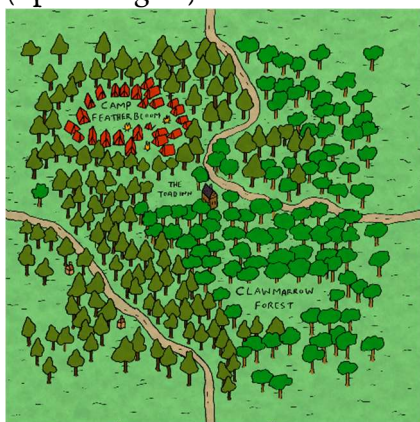


A region is a single area of either plains, caves, or seas on a single tile. If two tiles are laid adjacent to each other such that two regions of the same terrain type are bordering each other, they represent two separate regions (despite being the same terrain type) because they are separated by tile borders.

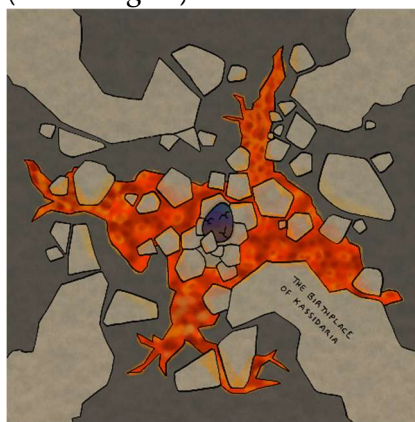
Many other features exist within regions on the map, for example most plains regions contain roads running through their center, many regions contain yellow sandy areas, lakes, castles, villages, and so on. These features can matter for various aspects of the game but aren't relevant to the division of regions. It will typically be clear where one region begins and another ends, but when it is unclear, consult the bright white region border lines drawn in the atlas.

Examples of tiles and how many regions they have:

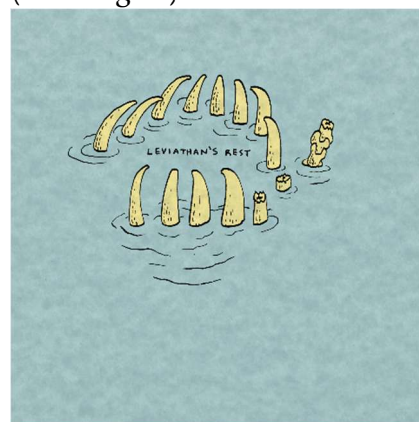
This tile has only one region
(a plains region):



This tile has only one region
(a caves region):



This tile has only one region
(a seas region):



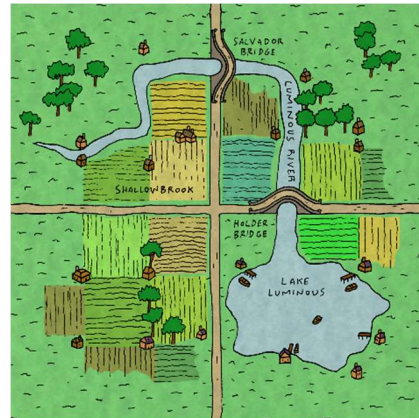
This tile has three regions (a plains region, a caves region, and a seas region):



This tile has four regions (a seas region, a caves region, and two plains regions):



This tile has one region
(a plains region):

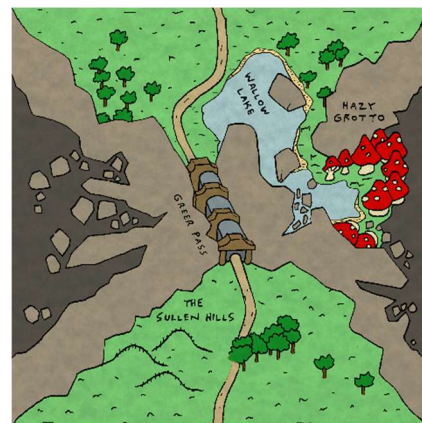
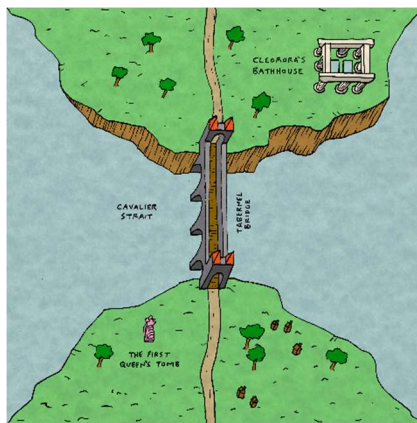
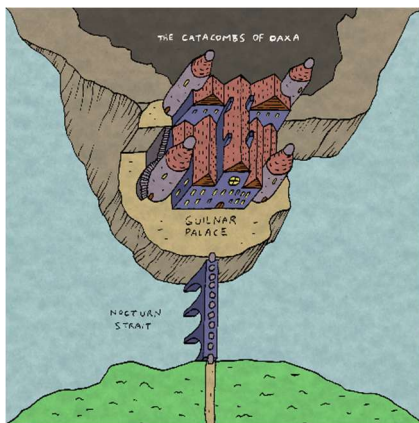


Some features on the map connect two separate regions such that a traveler can cross them without entering the region in between. Such features are called "connectors." Examples:

The bridge on this tile is a connector
(it connects the plains region to the caves region containing the palace):

The bridge on this tile is a connector
(it connects the two plains regions):

The pass on this tile is a connector
(it connects the two plains regions):

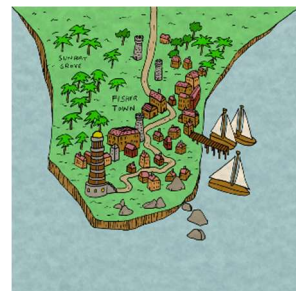


(Connectors, ports, and cave mouths are shown in the Atlas as red lines linking the connected regions.)

Named Locations

Many regions contain named locations, with the names written on the map (for example, see “The Sullen Hills” or “Hazy Grotto” on the last tile pictured above). The locations listed in the atlas aren’t the regions themselves—they exist within their region and are accessible by any pawn in the region. One region can have any number of named locations. Each named location has characteristics (for example a recruitable commander, a geographic feature such as ruins or woodland, and so on) listed in the atlas.

Since pawns occupy regions generally, not locations specifically, each location is accessible to anyone in its region. For example, Fishertown (on the tile to the right) is in the same plains region as Sunray Grove. Therefore, if a pawn is in that plains region, it has access to the characteristics of both Fisher Town and Sunray Grove. (If a character is “at Fisher Town,” he or she is also “at Sunray Grove” because those locations are in the same region.)



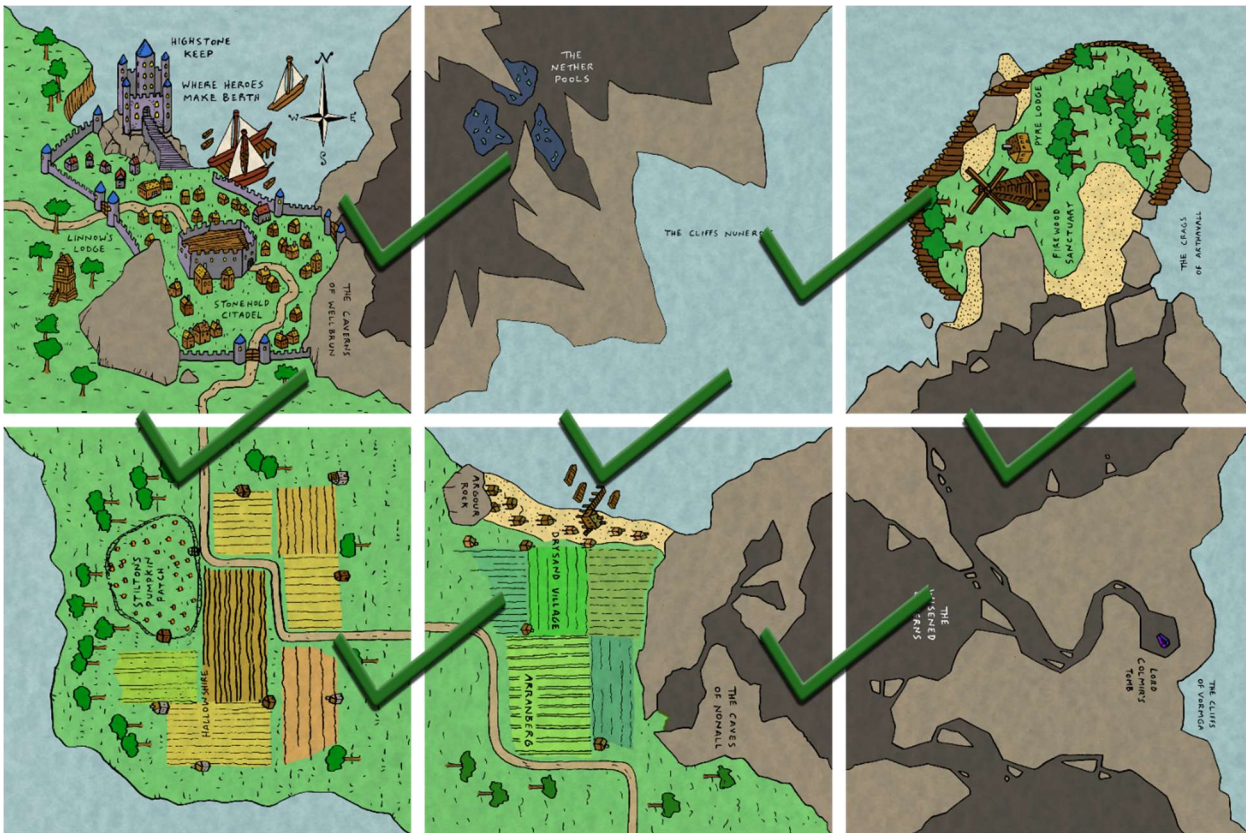
Some location names aren’t literally written in their region (for example, the label of “Kerkar Village” (on the tile to the right) is written on the water next to the village, but obviously the village is in the plains, not in the sea). In such cases, to know which region a location is in, use common sense or consult the atlas. Every location in the atlas (other than connectors) is marked either seas, plains, or caves. So if it is in question whether a location such as Kerkar Village is in the seas or the plains, the Atlas has the answer.



Legal Tile Laying

When laying a tile, unless it is the first tile lain, at least one of its sides must be up against a side of another tile. No tile side may ever be placed against another tile side of an unmatching terrain type (in other words, when plains are up against another tile they must always be up against plains, when caves are up against another tile they must always be up against caves, and when seas are up against another tile they must always be up against seas).

For example, these placements *are* allowed:



These tile placements are *not* allowed:



If you ever cannot place a tile because none of its edges match a pre-existing edge, you may place it diagonally adjacent to another tile (in which case the next person capable of connecting them by a new tile is required to do so).

Gameplay

The Deck and the Players' Hands and Discard Piles

The deck of Commander cards should be alphabetized by origin location name, not shuffled. The cards in the deck may be looked at by any player at any time. Each player has their own personal hand and discard pile (initially the discard piles will be empty because each player begins with only a Prince card in their hand). The hands and discard piles are always public information (if another player asks to see the cards in your hand and/or discard pile, you must allow it).

Princely Debt

During setup, players may take on “princely debts.” A player takes on a princely debt, he or she should record the debt by placing an influence token in front of him or her on the table and placing a levy on top of the token to distinguish it from influence. This is a debt of influence that may be paid off in influence at any time. A player may remove 1 princely debt by paying 1 influence.

Setup

1. Agree On Game Scope

The players must agree to the scope of the game in terms of the number of tiles used. The default is about 12 tiles per player. However, more or fewer tiles can absolutely be used. For a quick game, perhaps use just 4 tiles per player. For a long and epic game, all 100 tiles could be used. Or, instead of using a set number, the players could agree to just create a good map and let that determine which tiles are used. By default, the specific tiles used are selected at random, except there are two constraints:

- a. At least 1 city or settlement per player must be in the final deck of tiles included.
- b. At least 1 agricultural region per player must be in the final deck of tiles included.

2. Construct the Map

Shuffle the tile deck (whichever tiles have been selected, randomly or otherwise, as the tiles that will be included in the game). Take turns randomly drawing a tile and then laying it in a legal position (see “Legal Tile Laying”) until the entire map is generated.

3. Assemble Starting Factions

Each player chooses a Prince card and places it in his or her hand. Each player chooses a color, taking the retinue and levy pawns of that color.

4. Determine Starting Regions

Each player rolls the dice (in the case of a tie, the tied players reroll and the highest reroller is the highest between them). The highest is the first bidder on starting regions. In clockwise order, each player takes turns bidding on starting regions. They may bid on a yet-unbid region to start on, or they may outbid the current highest bidder on a region that already has bids on it. A player may have bids on multiple regions (for example, if a player bids on a region but then another player bids on a nearby region, the first player may want to start further away by adding a bid to some other region when their turn to bid comes around). Once there are no players left who wish to place any more bids, bidding closes. Each player must gain a number of princely debts equal to the total of all the bids they placed on regions they won bids on (see “Princely Debts”). Then each player places their retinue on a region that they won.

5. Begin the Game

In the same way the first bidder was determined, also randomly determine the first player to take a turn (see “On Your Turn”). Each player takes turns in a clockwise cycle until the game ends.

On Your Turn

1. Select character to play (any card from your hand)

Select a character card from your hand (initially your Prince will be your only option but later you may have Commanders as well). Play the card, putting it face up in your own personal discard pile in front of you. If you have no cards in your hand because all your cards are in your discard pile, your turn is skipped.

2. Select pawn to command

If you have played a card this turn, choose a pawn in your faction for your character to command. If the card you played is a Commander, the pawn you select must be a levy (if you selected a Commander but have no levy to command then you may not command a pawn this turn). If your selected card is your Prince, the pawn you command must be your retinue.

3. Command your chosen pawn

Your commanded levy or retinue's action may consist of a move (see "Movement"), an attack (see "Attacking"), neither, or both. The attack must come before or after the move, not during it.

Movement

When moving a pawn, move it a number of regions equal to or lower than the speed of the character commanding it (no direct movement between regions connected only by a point). Move into or out of seas regions from other types of regions only if there is a port (a coastline with a dock and marine vessel). Move into or out of a caves region only if there is a cave mouth (a pathway through the rock—cave floors are dark grey while impassable mountain rocks are light grey). If your region is connected to another region by a connector (such as a bridge—see "How to Read the Map"), you may jump to the connected region as if the connected regions border each other (connectors, as with ports and cave mouths, are shown in the Atlas as red lines linking the connected regions).

If a pawn attempts to move out of a region that is occupied by a pawn of another faction, the move is considered a retreat: the pawns of other factions who are in the initial region may make pursuit attacks (see "Pursuit Attacks").

Attacking

When your pawn attacks, choose a target pawn in the same region. If the target pawn is a levy, its player may play a Commander from his or her hand (placing it in his or her discard pile) to command the target levy's defense during this battle. If the target pawn is a retinue, its player may play his or her Prince from his or her hand (placing it in his or her discard pile) to command the retinue's defense during this battle. A retinue's defense may not be commanded by a Commander, and a levy's defense may not be commanded by a Prince.

The attacker rolls the dice and adds its commanding character's lethality. If the target pawn has a character commanding its defense, subtract that commanding character's fortitude from the roll. If the total meets or exceeds 10, the target levy is vanquished (removed from the map).

Regardless of the total, a roll of double-sixes counts as a hit and a roll of double-ones counts as a miss.

Pursuit Attacks

A pursuit attack is an attack made by one player's pawn on another player's turn, enabled by special circumstances. When a pawn is pursuit attacked, its defense is automatically commanded by the character commanding it (meaning that the character's fortitude is subtracted from the attack roll).

As mentioned under “Movement,” If your pawn attempts to move out of a region that is occupied by another faction’s pawn, it is considered a retreat: each pawn in the region you’re leaving may choose to make a pursuit attack against the retreating pawn.

If multiple players have pawns that are eligible to make pursuit attacks during the same turn, each of those players, in clockwise order starting to the left of the player whose turn it is, are allowed to make a pursuit attack or forfeit their right to make pursuit attacks for the rest of the turn, until all eligible pawns have had a chance to make their pursuit attack.

Each time a pursuit attack is made, if the attacker’s player has an eligible character in his or her hand (a Commander if the attacker is a levy or a Prince if the attacker is a retinue), the player may choose to discard an eligible character to command the pursuit attack, in which case that character is commanding the pursuit attack (their lethality is added to the attack roll).

When making a pursuit attack, as with other attacks, the attacker rolls the dice and adds the commanding character’s lethality if applicable. As mentioned above, the defending pawn’s defense is automatically commanded by the character who is commanding the pawn. If the attacker’s total meets or exceeds 10, the target pawn is vanquished (removed from the map).

Controlled, Contested, and Uncontested Regions

When a region is occupied by pawns of no more than one faction, it is uncontested. When a region is occupied by more pawns of one faction than of any other, that region is controlled by that faction who has the most pawns in it (this matters for influence-gathering purposes (see “If Every Character In Everyone’s Faction Is Discarded”) and sometimes other reasons as well).

If Every Character In Everyone’s Faction Is Discarded

If no player can take a turn because all their characters are discarded, leaving no characters in anyone’s hands, that means it is the time of Harvest:

1. Collect Influence

Each faction collects 1 influence token per region they control that contains a settlement, and 3 per region they control that contains a city (potential influence gain is unlimited, so if the influence tokens run out, use something else such as coins as a stand in for influence).

2. Draft Levies

Each faction drafts 1 levy (placing one of their undeployed levy pawns onto the map) into any agricultural region (region containing pictures of crop fields) controlled by them (potential levy drafting is unlimited, so if you run out of levy tokens, use something else such as coins to stand in for levies).

3. Redraw Characters

All discarded characters are removed from each player’s discard pile and returned to his or her hand.

Hard Resource Exchange is Prohibited

Players may not gift or exchange influence, energy, pawns, or cards during the game.

Optional Game Variant: Exploration Mode

This variant must be played in a large space, such as the floor of a large room, so that tiles may be placed widely in any direction (it is recommended that such games start on a relatively small map, such as with just 5 tiles per player).

Princes have an additional ability, “Explore,” which allows them to attempt to move off the edge of the map, as long as there are unlaidd tiles remaining. When a Prince attempts to move off the edge of the map, his player draws a random tile and attempts to put it down in a random orientation against the tile edge that the Prince walked off of. If the tile doesn't fit in the randomly selected orientation, rotate it clockwise until it fits. If no orientation of that tile fits, discard it and try a new randomly drawn tile. If no tile fits, then the Prince may not move off that edge of the map but may start over his move.