

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

Wealth ○

Strength  
of the  
Realm



Strength  
of the  
Realm



Military 

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

Wealth ○

Strength  
of the  
Realm



Strength  
of the  
Realm



Military 

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

Wealth ○

Strength  
of the  
Realm



Strength  
of the  
Realm



Military 

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

Wealth ○

Might  
of the  
Kingdom



Might  
of the  
Kingdom



Military 

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

Wealth ○

Might  
of the  
Kingdom



Might  
of the  
Kingdom



Military 

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

Wealth ○

Might  
of the  
Kingdom



Might  
of the  
Kingdom



Military 

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

**Might of the Kingdom**

1

2

3

Actions

Wealth

Military

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

**To Reign Supreme**

**Setup:** Each player receives 5 Military Strategy cards and 1 Rules card. 6 Territory Cards are shuffled and laid out in a 2x3 grid, Influence side up, with 3 cards pointing toward each player.

Players each choose 3 of their Military Strategy cards and use the other 2 with the Strength Tracker face up to track Wealth (○) and Military (♣) (use one card laid horizontally over the other). Each player starts with 3 Wealth and 3 Military and 3 Actions.

Players take turns completing the number of Actions indicated on their Strength card. The first player only takes 2 actions on the first turn.

**Turn Phases:** Turns are completed in two phases: Resupply and Action. **Resupply Phase:** Total all ○ and ♣ on Territories Influenced and Controlled by the player (max 12). Reset Wealth and Military levels on the Strength Tracker appropriately.

**Action Phase:** Player takes the number of Actions indicated by where the Actions column of the Strength Tracker is intersected by the horizontal card. Possible Actions are:

- **Declare Battle** – battles are declared to change the Influencing or Controlling power in a Territory.
  - o Territory changes power if attacker is victorious.
- **Reform Territory** – switch a Territory's Influencing power.
  - o ○ & ○ for each opponent Controlled Territory
- **Develop Territory** – upgrade from Influencing a Territory to Controlling a Territory.
  - o -○
- **Reallocate Territory** – change the arrangement of influenced Territories.
  - o -○○○
- **Recruit Soldiers** – exchange Wealth for Military
  - o -○ + ♣♣
- **Disband Soldiers** – exchange Military for Wealth
  - o -♣ +○○
- **War Council** – pick up one or more discarded Military Strategy cards

**Battle Rules:** Battles are performed through a series of 5 main stages:

1. **Declare Battle** – The attacker designates which Territory he is attacking. The attacked Territory must be adjacent to at least one Territory Controlled by the Attacker. All Territories on the Attacker's side of the playing area are adjacent to a Controlled Territory.
2. **Choose Military Strategy** – Each player chooses a strategy to use during the battle from the cards in their hands. If the player's hand is empty he may pick up all discarded Military Strategy cards.
3. **Hire Mercenaries** and **Supply Apothecaries** – spend ○ to increase battle stats.
  - a. Mercenaries – Cost: -○ Benefit: +♣♣
  - b. Apothecary – Cost: -○ Benefit: +♥♥
4. **Bribe Opponent Soldiers** – spend ○○ to increase battle stats. This happens after Mercenaries and Apothecaries are acquired.
  - a. Bribe – Cost: -○○ Benefit: +♣♣
5. **Conduct Battle** – Battles are conducted by comparing total ♣ to determine who is victorious and then comparing ♣ and ♥ to determine casualties:
  - a. Reveal Military Strategy cards.
  - b. Determine Victor:
    - i. Compare Total ♣ (Military Strength ♣ + Military Strategy ♣ + Mercenary ♣ + Bribe ♣) – Victory is player with most ♣. Defender wins ties.
  - c. Determine Casualties:
    - i. Total ♥ (Defense) = Military Strategy ♥ + Mercenary ♥ + Apothecary ♥ + Defending Territory ♥
    - ii. Total ♣ (Damage) = Military Strategy ♣ + Controlled Territory ♣ + Bribe ♣
    - iii. Each player loses ♣ equal to opponent's ♣ - his ♥. Bribed ♣ don't perish, Mercenary ♣ perish before Military Strength. If attacker loses battle but inflicts 3+ casualties Territory state may change 1 level.
  - d. Cleanup: Discard Military Strategy cards, disband surviving Mercenaries & exhaust Apothecary supplies.



**Weapons Workshop**

♣♣♣♣  
-1○  
⚡

**CONTROL**



**Mine**

♣♣  
○○○  
♥

**CONTROL**



**Soldier Training Grounds**

♣♣♣  
⚡⚡

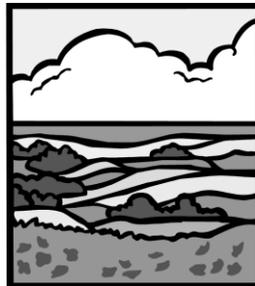
**CONTROL**



**Citadel**

♣  
○○○  
♥♥♥

**CONTROL**



**Agricultural Land**

♣♣  
○○○○  
-1♥

**CONTROL**



**Market**

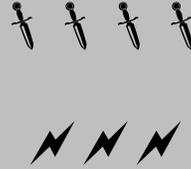
♣  
○○○○

**CONTROL**

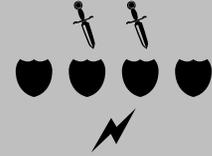
**Military Strategy**



**Military Strategy**



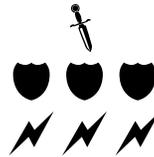
**Military Strategy**



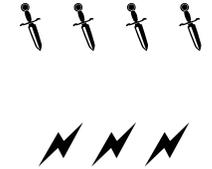
**Military Strategy**



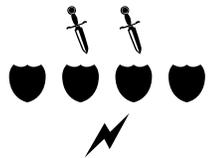
**Military Strategy**



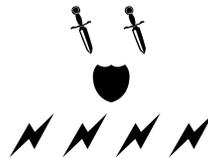
**Military Strategy**



**Military Strategy**



**Military Strategy**



**Military Strategy**



<p><b>Spending Wealth:</b> Wealth (○) may be spent throughout the game for various purposes:  <b>During Battle:</b> Wealth can be spent to increase battle stats (use Military Strategy card over the Rules card to track Mercenaries, Apothecaries, and Bribes).  <b>Hire Mercenaries:</b> Mercenaries can be hired to improve Attack and Defense during a battle. Mercenaries perish before standard soldiers, but are disbanded after a battle.  <b>Cost:</b> ○ Benefit: + 1 ● Max: 6 per battle.  <b>Supply/Apothecaries:</b> Apothecaries can be supplied during a battle. Apothecaries minimize the damage inflicted by an opponent but are exhausted at the end of a battle.  <b>Cost:</b> ○ Benefit: + 2 ● Max 2 per battle.  <b>Bribe Opponent:</b> Just before a battle commences players may opt to bribe their opponent's soldiers. Bribed soldiers do not participate in the battle. This is represented by the bribing player getting a sudden increase in 1 &amp; ⚡ (the equivalent of the opponent losing 1 &amp; ●).  <b>Cost:</b> ○○ Benefit: + 1 ⚡ Max 2 per battle.</p> <p><b>Winning the Game:</b> The first player to Control all six Territories wins the game.</p> <p><b>Expanded Rules &amp; Variants:</b>  <a href="http://www.boardgameparos.com/MG">http://www.boardgameparos.com/MG</a></p>	<p><b>Spending Wealth:</b> Wealth (○) may be spent throughout the game for various purposes:  <b>Any Time:</b> Wealth can also be spent during a turn or while defending without requiring an action.  <b>Restructure Military:</b> One Military Strategy card used for Tracking Strength may be swapped with one Military Strategy card from the player's hand.  <b>Cost:</b> ○○○</p> <p><b>Notes:</b>  In order to change a Territory from being Influenced or Controlled by an opponent to the player, the territory must be adjacent to at least one other territory Controlled by that player. Cards on the player's side of the playing field are always considered Adjacent to one territory controlled by the player on that side.  The adjustments listed on the Controlled Territories take effect at the end of the turn the areas are initially Controlled, i.e. ● &amp; ⚡ on newly Controlled Territories may be used when defending.  <b>Military Strategy Cards</b> used in battle are discarded after use. They can be picked up at the beginning of a player's turn or after he uses the last Military Strategy card in his hand. If a player loses a battle while defending he may also pick up all his discarded Military Strategy cards.  Defenders win all ties.</p>	<p>Apothecary  ○ ●  + ● ●</p> <p>Mercenary  ○ ●  + ● ●</p> <p>Bribes  ○ ○ ○  + ⚡</p> <p>Apothecary  ○ ●  + ● ●</p> <p>Bribes  ○ ○ ○  + ⚡</p>	<p>Apothecary  ○ ●  + ● ●</p> <p>Mercenary  ○ ●  + ● ●</p> <p>Bribes  ○ ○ ○  + ⚡</p> <p>Apothecary  ○ ●  + ● ●</p> <p>Bribes  ○ ○ ○  + ⚡</p>	<p>Apothecary  ○ ●  + ● ●</p> <p>Mercenary  ○ ●  + ● ●</p> <p>Bribes  ○ ○ ○  + ⚡</p> <p>Apothecary  ○ ●  + ● ●</p> <p>Bribes  ○ ○ ○  + ⚡</p>	<p>Apothecary  ○ ●  + ● ●</p> <p>Mercenary  ○ ●  + ● ●</p> <p>Bribes  ○ ○ ○  + ⚡</p> <p>Apothecary  ○ ●  + ● ●</p> <p>Bribes  ○ ○ ○  + ⚡</p>
--	---	--	--	--	--

### Military Strategy



<p><b>Influence</b></p>	<p><b>Influence</b></p>	<p><b>Influence</b></p>	<p><b>Influence</b></p>
-------------------------	-------------------------	-------------------------	-------------------------

<p><b>Influence</b></p>	<p><b>Influence</b></p>	<p><b>Influence</b></p>	<p><b>Influence</b></p>
-------------------------	-------------------------	-------------------------	-------------------------