

KINGSBURG™



~To Forge a Realm~
EXPANSION SET



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A game by Andrea Chiarvesio and Luca Iennaco
2–5 players / Age 13+

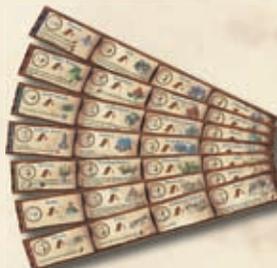
The old territories of Kingsburg are safe, but new lands have been annexed: the forging of the realm continues! Ancient enemies press the borders, so once again King Tritus needs new governors to defend and develop the outlying provinces. Architects and engineers have designed new structures, and new and safer roads allow the governors to predict more accurately how many reinforcements they'll receive for upcoming battles (but as the kingdom is larger, the troops are spread out more thinly). New challenges await the governors, and once again, one place has been reserved in the Royal Council for the best governor!

Components

5 New Province Sheets, each one with 2 additional building rows (7 rows per sheet):



14 Alternative Building Rows (2 copies of 7 different building rows):



24 Governor Cards (+1 blank card for customization):



29 Destiny Cards (+1 blank card for customization):



30 Soldier Tokens (6 for each color, with the values: 0, 1, 1, 2, 3, 4):



Using This Expansion

A copy of the *Kingsburg* base game is required to play *Kingsburg: To Forge a Realm*.

Kingsburg: To Forge a Realm offers five expansion modules to the players. Each module can be added on its own to the base game, or players can agree to add multiple modules at the same time.

This rulebook contains new *Kingsburg* rules for using the five expansion modules and clarifications of the base game's rules.

Note: *Using an expansion module will make the game last 5–15 minutes longer. A game with all five expansion modules used together can last more than two hours.*



The *Kingsburg: To Forge a Realm* expansion modules are:

Module 1: Additional Building Rows

Module 2: Alternative Building Rows

Module 3: Governor Cards

Module 4: Destiny Cards

Module 5: Soldier Tokens

Expansion Modules

The following expansion modules can be used individually or in any combination with the base *Kingsburg* rules.

Module 1: Additional Building Rows

Players use the new province sheets to replace the province sheets from the base *Kingsburg* game. Two building rows have been added to the province sheets to increase the number of rows to seven. Building construction rules are unchanged from the base *Kingsburg* game.

Notes

The following notes provide additional clarifications related to this expansion module.

Military Academy and Soldier Tokens

When playing with expansion Module 1: Additional Building Rows and Module 5: Soldier Tokens, the player rolls 1d3 (1d6/2) for the Military Academy (the player rolls the die after choosing a Soldier Token).

Sawmill, Quarry, Goldsmith

If activated, each may be used only once per season (the Sawmill can transform a single wood cube into 2 gold cubes, not 2 wood into 4 gold).

Training Camp

This building's power is activated before Phase 7: Recruit Soldiers.

Improvised Defenses

The power of *Improvised Defenses* applies versus enemies whose strength (printed on the card) is 5 or less. Modifiers are ignored when checking to see if the bonus from *Improvised Defenses* applies or not.

Module 2: Alternative Building Rows

Before starting the game, players take all 14 alternative building rows and place them facedown on the playing surface. Each player draws two random building rows (if a player draws two identical rows, he may return one, always facedown, and draw another row as a replacement). Now, each player chooses whether to use both, one, or none of the alternative building rows he drew for the current game.

Alternative building rows being used are placed on the province sheet so that the alternative building row covers the "original" row that is being replaced. Each alternative building row clearly indicates by letter which "original" row is to be replaced by the alternative building row (see diagram). Unused alternative building rows are returned to the game box.

If players are using Module 2: Alternative Building Rows but not Module 1: Additional Building Rows, they should remove before starting the alternative building



The alternative building rows from Module 2 are used as overlays on the province sheets. Each alternative building row completely replaces the covered row.

rows corresponding to building row A and building row G. In addition, if players are using the province sheets from the base *Kingsburg* game, they may need to consult the new province sheets provided in Module 1 to see what the letters of the building rows are. The restriction that an alternative building row can only replace a row with the same letter still applies.

If players are using Module 2: Alternative Building Rows and Module 3: Governor Cards, players may choose their Governor Cards before deciding which of their alternative building rows to use.

Optional Rule: Non-random Selection of Alternative Building Rows

Instead of randomly choosing alternative building rows, if all players agree, they may use the following selection method. Players should place the 14 alternative building rows faceup. The first player (randomly determined) selects one building row, followed by the next player in clockwise order. When every player has taken a building row, players start again, except with the player that chose last being the first to choose this time and selection proceeding counterclockwise. Once each player has selected two building rows, each player chooses which, if any, of the alternative building rows to use for the current game.



Notes

The following notes provide additional clarifications related to this expansion module.

Monastery

“+2” tokens do not count as goods.

Small Palisade

This building activates at the beginning of Phase 8: Winter, so a soldier recruited during Phase 7: Recruit Soldiers counts with respect to activating the Small Palisade.

Architects’ Guild

The extra Victory Points (VP) are awarded only for buildings built after the Architects’ Guild (and are not awarded for the Architects’ Guild itself). Those extra VP are not lost if a building is destroyed, even if the Architects’ Guild itself is destroyed. (However, the Architects’ Guild must be intact for the endgame VP bonus to be awarded.)

The Architects’ Guild does not award extra VP for the “free buildings” magically constructed by the Sorcerer (see Module 3: Governor Cards).

School

This building is activated at the end of Phase 7: Recruit Soldiers, so soldiers recruited during that phase do count when activating the School.

Altar, Griffin Ranch, University

White dice are included in a player’s dice total.



The Governor Cards from Module 3 grant the players special abilities to call upon during the game.

Module 3: Governor Cards

One player shuffles the Governor Cards and deals three random cards to each player (he returns the remaining cards to the game box). Each player chooses one of his three Governor Cards and places it facedown in front of himself and returns the other two cards back to the box. When all the players have finished choosing, the selected cards are revealed simultaneously. Each Governor Card grants a special benefit to the player that chooses it.

Optional Rule: Bidding for Governor Cards

Players may use the following alternative method to assign Governors, if they like.

One player shuffles the Governor Cards and draws a number of cards equal to the number of players, plus one. The first player (randomly determined) selects one card and makes a bid in VP (he can offer 0 VP). The player to his left can raise the bid or pass. Bidding continues this way until there is a full round of players passing. The high bidder then pays as many VP as he offered and takes the card. (A bid of 0 VP can win the bid if everyone else passes.) That player cannot bid anymore for other cards. If the winner of the bid was not the first player, the first player makes a new bid for another card. If the winner of the bid was the first player, however, the player to the left of the first player becomes the new first player. This bidding process continues until all players have received one Governor Card. The remaining card is returned to the game box.

Notes

The following notes provide additional clarifications related to this expansion module.

Thief

If the bidding variant for Governor Card selection was used

and a player paid to acquire the Thief, he still has to pay the additional VP penalty listed on the Thief card (for instance, if he paid 2 VP to obtain the Thief card, he'll start the game at -5 VP).

Miner, Carpenter, Sculptor

These Governor Cards also provide the free good at the end of the fifth year (the good can be used when getting extra VP from the Cathedral).

Minstrel

The Minstrel power is the very last one to be activated at the end of every year, after awards from battle and any other source, including those from the Architect or Paladin Governor Cards, the Cathedral and Architects' Guild buildings, and Soldier Tokens from Module 5: Soldier Tokens.

Politician

Being the Politician allows that player to place his own dice on one or both of the advisors on this card. The help from the extra advisors on the card is awarded at the very same time as the "normal" advisors with the same values. Placing dice on this card does not prevent the player from placing other dice on the game board and vice versa.

Architect

The check to see whether any opponent has more buildings than the Architect player is done at the very moment the Architect player has his turn to build (based on the current turn order).

Prince

All dice are taken into account when checking to see whether the Prince's power is activated (white ones included), but if activated, only the colored dice are affected (and their values changed into 3, 4, and 6).

Philosopher

The player may activate the Philosopher power before or after the powers of the Statue, Chapel, or Altar (provided the player has the appropriate building and the requirements of the building's activation are met). The VP is awarded when looking at the die total right after using the Philosopher reroll power and only if no other power is activated to further roll one or more of the dice.

Preacher

This Governor Card provides 1 VP even if the Preacher player is the one who did not build anything this turn.

Tax Collector

Goods are received immediately after the other player builds, so the goods can be used during the same turn.

Module 4: Destiny Cards

Before starting the game, one player shuffles the Destiny Cards and places the deck close to the game board. At the beginning of Phase 1 of each year, one player turns over the top card in the Destiny Card deck. This card immediately takes effect, and its effect lasts until the end of Phase 8, when it is discarded.



The Destiny Cards from Module 4 dictate special circumstances that affect the players' success each year.

Module 5: Soldier Tokens

At the beginning of the game, each player takes one set of Soldier Tokens in the same color as his dice. (Each set has on the other side the numbers 0, 1, 1, 2, 3, 4.)

During Phase 8: Winter, players do **not** roll the King's die for reinforcements. Instead, every player chooses (simultaneously and secretly) one of his tokens.



The Soldier Tokens from Module 5 determine each player's individual reinforcements rather than a shared die roll.

When all players have selected a token, the tokens are revealed and each player receives as many additional soldiers as the number on his chosen token. Used tokens are placed in the game box and are not available to the players for the rest of the game. At the end of the fifth year, each player receives as many VP as the number shown on the one Soldier Token he has left.

Each Soldier Token may be used only once per game.

Each player must choose a token for each battle, so at the end of the game, each player must have only one Soldier Token left.

Notes

The following note provides additional clarification related to this expansion module.

Military Academy and Soldier Tokens

When playing with expansion Module 1: Additional Building Rows and Module 5: Soldier Tokens, the player rolls 1d3 (1d6/2) for the Military Academy (he rolls the die after choosing a Soldier Token).

Official Clarifications

The following are clarifications from the base *Kingsburg* game, but will also help players correctly understand the rules for the expansion modules.

- Only one "+2" token can be used per season by each player to influence advisors.
- Players can have negative VP. (This can be tracked by moving their tokens on the Scoring Track backwards from the "0" space. The "59" space would be the "-1" space, the "58" space would be "-2," and so on.)
- Players can influence the Smuggler (#14) even if they have negative VP.
- A player can have an unlimited number of "+2" tokens.
- "+2" tokens go back to the supply after use.
- There is no limit to the number of white dice a player may roll in a single season. (If a player has the Farms and receives the white die from the King during Phase 1, that player rolls two white dice during the following spring.)

- » White dice follow the same rules as colored ones, with one extra rule: they may never be used “alone.” (In other words, to influence an advisor a player always needs at least one colored die, not just white dice or “+2” tokens.)
- » A “+2” token may be used in conjunction with one or more white dice, but must always be used with a colored die as well.
- Buildings whose powers are activated “at the end of a season” can be used in the same season they are built. (If a player builds an Inn during summer, he obtains the “+2” token provided by the Inn at the end of the same season.)
- Some building or governor powers have requirements. If the requirements are not met, the powers do not activate.
 - » When multiple powers can potentially be activated at the same time, it is up to the player using the powers to choose the order in which they are activated. If activating one power then denies the requirements for other powers, it is not possible to activate the other powers anymore.
 - » Each building or governor may be activated only once per season unless otherwise specified.
 - » Exception: Building and governor powers whose requirements are linked to the “player dice total” and whose powers don’t allow any further rerolls must be activated after every other power. In other words, it is not

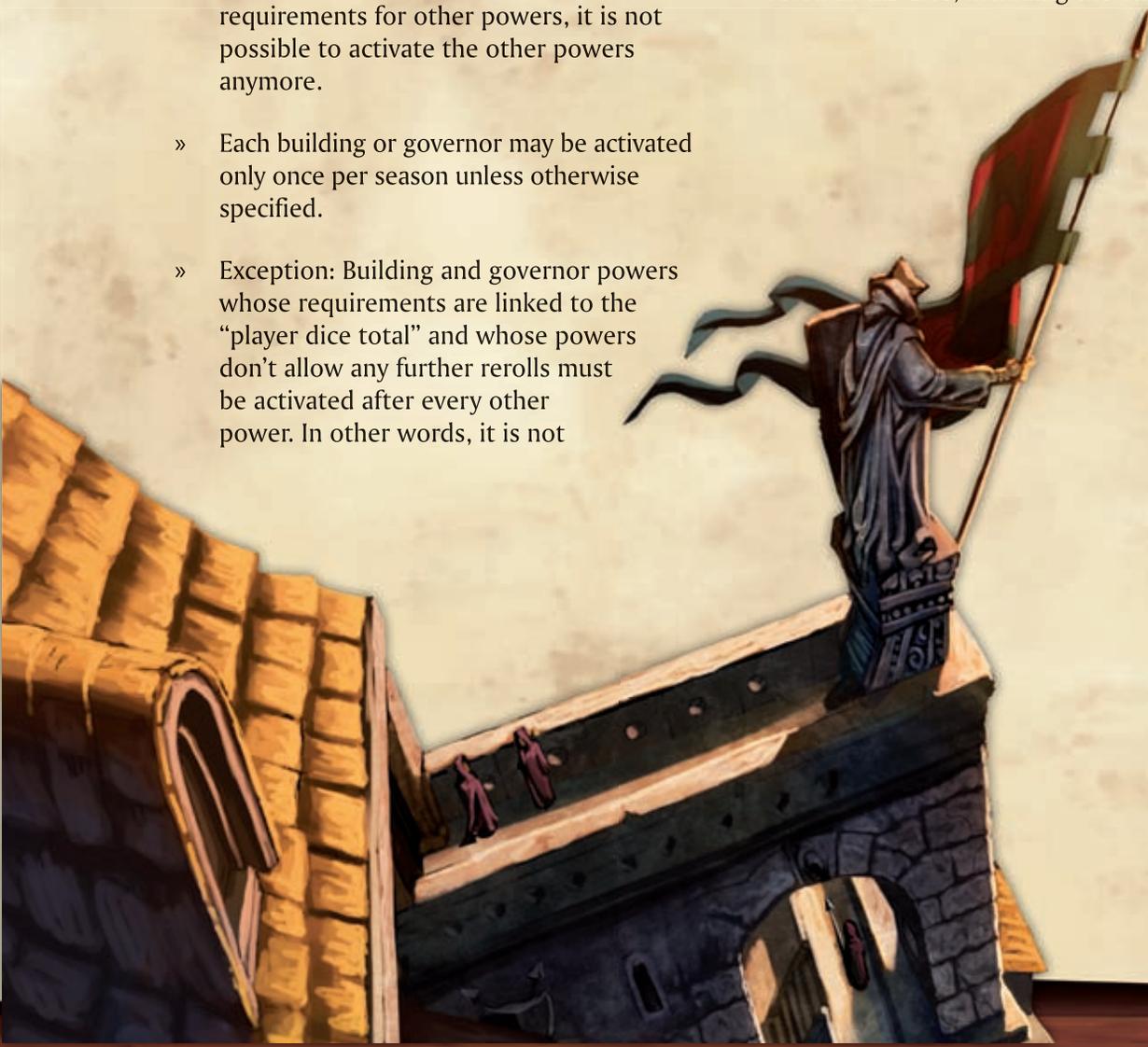
possible to receive one soldier by activating the Griffin Ranch and then reroll one or more dice thanks to the Statue, Altar, or Chapel or to change the dice values with the Prince, etc.

- Current turn order is determined only after every player has finished activating any powers that can change the dice values. (In other words, turn order is based on the “final” dice values, the ones players will have at their disposal to influence advisors during the current season.)

Examples

Example I: At the end of summer, a player with both the Inn and the City Hall may activate the Inn, take the “+2” token, activate the City Hall, and score 1 VP by paying the “+2” token just obtained.

Example II: A player with both the Statue and the Chapel rolls dice at the beginning of a season. He rolls 3, 3, 3 and can’t activate the Chapel, but he can activate the Statue. If he does, and rolls a 1 when he rerolls one die, then he can activate the Chapel and reroll all his dice, including the one just rerolled.



Example III: A player with both the Statue and the Chapel rolls dice at the beginning of a season. He rolls 2, 2, 2 and can then activate either the Statue or the Chapel. If he activates the Chapel and doesn't roll three identical numbers, he cannot activate the Statue. If he chooses to activate the Statue instead, he won't be able to activate the Chapel unless the new dice total is 7 or lower.

Example IV: A player with the Philosopher Governor Card and both the Statue and the Chapel rolls dice at the beginning of a season. He rolls 2, 2, 2, and he can now choose one of the three powers to use. If the new dice total allows him to activate one of the two other powers, he can do so, and if that new total allows him to activate the only unused power left, he can do so.

He activates the Statue and rolls a 6. The new total doesn't allow him to activate the Chapel anymore, but he can still use the Philosopher. He does so, and the new roll is 1, 1, 5. Since his roll of 1, 1, 5 (dice total of 7) is lower than 2, 2, 6 (dice total of 10), he could stop right there, score 1 VP (thanks to the Philosopher), and keep 1, 1, 5 as his final roll.

Instead, he then activates the Chapel, and he rolls 4, 4, 4. Now, he cannot activate the Statue for a second time, so he must keep the new total. For determining the players' order for the current season, his total is 12. Also, he doesn't collect the 1 VP as the Philosopher, since he chose to use another reroll power after using his Philosopher reroll power.

Example V: A player with both the Chapel and the University rolls dice at the beginning of a season and rolls 1, 2, 3. Both the Chapel and the University powers are based on the dice total, but the University power doesn't allow a reroll, so it must be activated last. This means the player may choose to not activate the Chapel, keep the current dice total, and receive VP from activating the University, or he may choose to activate the Chapel and reroll. If he activates the Chapel, he may only activate the University if the new total is 9 or less.

Example VI: A player with both the University and the Griffin Ranch rolls dice at the beginning of a season and rolls 1, 2, 3. If he doesn't have other rerolling powers or he chooses not to activate them, he will receive VP from the University and a soldier thanks to the Griffin Ranch.

Credits

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