

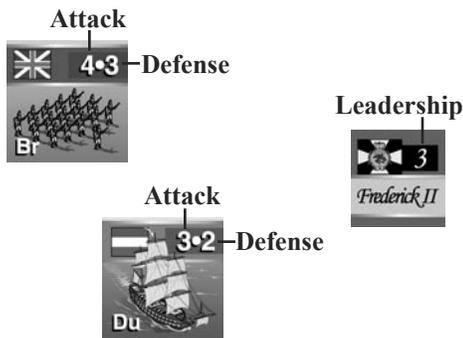
Learn to Play *Soldier Kings* in Just 5 Minutes

In *Soldier Kings*, up to eight players vie to conquer the world . . . or enough of it to make them rich. These rules will get you started in just five minutes.

Game Components

The game board is a map of the world at the time of the Seven Years War. Each land area has three symbols: coins, soldiers and towers. The number of coins equals the area's Money value, the soldiers its Manpower value, and the towers its Fortification value.

Most playing pieces in *Soldier Kings* are armies, fleets, generals and admirals:



The first number on each army and fleet counter is its attack strength, and the second is its defense strength. The other counters keep track of players' Money and Manpower plus some events caused by event cards. Each player gets five event cards each winter turn, and he or she can play them whenever desired in the following year. Event cards hurt your enemies or help you.

Starting a Game

Players start by choosing a scenario and which countries they want to play. Each player notes his starting Money and Manpower and randomly draws the starting armies, fleets and leaders he gets, placing them on the map in areas color-coded for their home country. Each player then gets five event cards, and all players take a ten-minute diplomacy phase to trade cards, Money and Manpower, and make alliances.

Campaign Turns

All spring through fall turns are campaign turns. Players start each campaign turn by paying Money and Manpower to buy new armies and fleets and repair old ones. Newly-bought armies and fleets go on the turn record track and are received in future turns.

Players then roll two dice each for initiative (Prussia can modify her roll by +2 or

-2 if Frederick II is in play). The initiative markers go on the initiative track in die-roll order (higher rolls first).

Players then take turns in initiative order, with allies going at the same time if desired. A player taking his turn (called "the active player") first moves and fights with his fleets and then with his armies, and finally besieges enemy areas.

Armies move from land area to land area along the connecting lines. Fleets move from sea area to adjacent sea area, and/or into coastal land areas with the port (anchor) symbol. Armies can also load onto fleets for transport overseas. Fleets can move into three areas per turn. Armies can move into one land area per turn, except for those stacked with leaders which can enter two areas per turn. Prussian armies with Frederick II can enter three areas per turn.

Areas controlled by one's own country or allied countries count as only one area each for movement purposes. If armies move into an enemy-occupied land area, they have to stop and can attack the enemy units if desired. If the enemy units don't want to fight, they can retreat before combat into any adjacent land area they control.

Battles

Whenever enemy fleets are in the same sea area, any player with fleets there can roll two dice to intercept enemy fleets. Add to the die-roll the number of enemy fleets being intercepted plus the leadership rating of any admiral with the intercepting fleets, and subtract the leadership rating of any admiral with the fleets being intercepted. On a modified die-roll of 10 or more the interception is successful and the involved fleets must fight at least one naval combat round.

Attacking at sea doesn't cost Money, but attacking on land does (more money for more combat rounds). The active player pays before attacking. In each combat round, each player rolls a number of dice equal to the total combat strengths of all his units in the battle area (except for armies loaded on fleets at sea), plus the leadership ratings of any leaders he has there. Every "6" rolled is a hit.

The owning player allocates hits among his units as desired. Any unit that takes enough hits to equal its defense strength flips to its back side, and must retreat out of the battle area to an adjacent area. Eliminate all units that are already on their back sides and take hits equal to their defense rating, and

all armies that have to retreat but don't have a friendly-controlled adjacent land area to retreat to. Surviving units in the battle area can stay and fight any more rounds that have been paid for, or they can retreat as above to avoid further combat.

Sieges

Armies and fleets of the active player that occupy enemy-controlled areas can besiege them if no enemy armies are there after all land combat is done. Siege is just like combat, with the player being besieged rolling dice equal to the fortification value of the area. Each hit scored by the besiegers eliminates one point of fortification value. If the besiegers eliminate all of the area's fortification points, the active player takes control of it and places a control marker there.

Siege ends the active player's turn, and the other players then take turns in initiative order until they're done. The campaign turn ends with any players that wish to surrender to an enemy player doing so (trading land for peace).

Winter Turns

Each winter turn starts with players flipping or eliminating armies in each area with more enemy armies than the money value of the area. Players then pay to maintain their armies and fleets on the board, flipping or eliminating unpaid-for units.

Then, each player adds up the Money values of the areas he's conquered and subtracts the Money values of any of his own home areas that enemy players have conquered, to arrive at his victory point total for the year. If his victory point total exceeds his Automatic Victory level, he wins the game immediately!

If nobody wins, then players get more Money and Manpower equal to the Money and Manpower values of all areas they control, discard their event cards and draw new ones, and take another Diplomacy Phase before starting the next spring turn.

Winning the Game

The game continues until someone scores an Automatic Victory or the last turn of the game ends. If nobody ever scores an Automatic Victory, the player whose victory point total is closest to his Automatic Victory level at game end wins the game.

That's it! You're ready play *Soldier Kings*. Enjoy!