

TITANS

RULEBOOK

GAME INTRODUCTION

The ghost of war rears its head over Europe. And I see a mother, spread thin on sabre blades, a father shot with an arquebus and a child trampled under horse hooves. Church roofs collapse, mansions burn without cease and fortresses lie in ruin. Savage invaders plunder cities and monasteries, murder follow their path marked by abattoirs of corpses. Drought wets its white tongue at the sight of the harvest. Plague destroys villages, kills cattle and flocks. People swell with hunger. The King, my so-called ruler, has locked himself in his castle with a handful of faithful soldiers. And is terrified by the enemy. The sixteenth-century is dying, and the seventeenth one is born, even more cruel than the previous.

I gaze upon all this and hear the clash of arms, the cries of orphans and the moaning of the damned and dying. This cacophony startles me awake. I, the Spirit of the Nation. I sing my song at once, the song of courage and bravery. I dispel stagnation, I pour vigour into the citizens' hearts. And I shout rallying my fellow countrymen to fight! They hearken to me, rapiers and sabres in hand, guns loaded, and cannons polished and ready to once again speak with words of thunder. They form ranks, unfurl banners, and muster entire armies. My battle call spreads further and reaches the ears of the titans, mighty heroes of the battlefield. These ancient instruments of destruction shake off oblivion and lead armies to war.

The ghost of war reared its head over Europe and enveloped Her with its bloody shroud. And what will you do now, my King? Will you sit on your golden stool and watch your country waste away? Or will you heed my call, grab your mace, and ride to the defence of your people against the enemy at the gates?

BASIC RULEBOOK

This Rulebook contains the Rules you need to know, in order to set up and play the full 2-4 player game.

There is also a second Rulebook in the box. It contains a detailed description of all Nation Abilities and Cards and you would need to keep that at hand during the game. The second Rulebook also contains rules for the Solo Mode – the player should get to know the basic 2-4 player mode well in order to play the Solo Mode.

1-4 PLAYERS | AGES 13+ | 80-160 MINUTES

GAME COMPONENTS



DOUBLE-SIDED MAIN BOARD



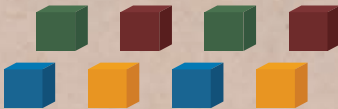
22 INACTIVE REGION TOKENS



3 STRONGHOLD MINIATURES



28 CONTROL TOKENS
7 per Nation



8 BATTLE STRENGTH CUBES
2 per Nation



52 UNITS

13 per Nation:

6 Infantry Units, 4 Cavalry Units, 2 Artillery Units, 1 Titan (considered a Unit).



STARTING PLAYER TOKEN



4 DOUBLE-SIDED
NATION BOARDS

The reverse side of the Nation Board contains Energy tracking chart in the top right corner – this side is used only while playing the Advanced Mode.



ROUND TRACKING TOKEN



CENTRAL REGION TOKEN



4 CAPITOL MINIATURES

List of symbols used in Rulebook to represent miniatures:



Infantry Units



Artillery Units



Capitol



Cavalry Units



Titan



Stronghold



40 NATION CARDS

10 per Nation



36 SUPPORT CARDS



12 AUTOMA CARDS

used only in the Solo Mode



VICTORY POINT TOKENS

Tokens with 5, 2 or 1 value



16 BATTLE DICE

2 sets of 8 Dice: 3 Infantry Dice, 2 Cavalry Dice, 1 Artillery Dice, 2 Titan Dice



24 SECRET OBJECTIVE CARDS



16 ORDER CARDS



1 HELP CARD

with a Battle Outcome Summary



TWO RULEBOOKS



ADVANCED MODE COMPONENTS

16 Advanced Order Cards, 4 Energy tracking Cubes.

Those are used only while playing the Advanced Mode.

Place them back in the box when playing the Standard Game Mode.

SETUP

I PREPARE THE MAIN BOARD

First, choose one of the Scenarios appropriate for the number of players. All the 2-4 player Scenarios are found at the end of this Rulebook (pages 19-24). We suggest choosing scenario for the front side (A) of the Board the first few times you play the game.

Follow the Scenario setup:

- Place the **Main Board** on the table on the correct side - **A** or **B**.
- Set up the **Nations** that are involved in the game. Place the **Capitol** and **Units** miniatures on the Map, as shown on the Scenario Setup. All the Nation components for the not used Nations are placed back in the box.
- Place the **Nation Boards** with its **Nation Cards**, remaining **Units**, **Control Tokens** and **Battle Strength Cubes** on the side of the map.



Some Regions in the chosen Scenario may be inactive. Place **Inactive Region Tokens**, as shown on the Scenario Setup.



Place the **Round Tracking Token** on the first spot.



Place the **Central Region Token** on the appropriate Region.



Place the **Victory Point Tokens** within easy reach.



Place two sets of **8 Battle Dice** separately within easy reach.

II PICK THE NATION TO LEAD IN THE GAME

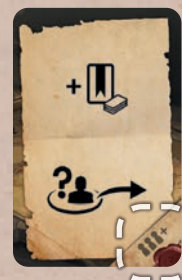
Players pick the Nations to lead in the game based on age. The youngest player goes first, the second youngest person goes the second, etc. Players may also randomly pick the order for choosing Nations.

The first player to choose their Nation, gets the Starting Player Token and takes the first Turn in the game.

After choosing a Nation, players gather the appropriate Nation Board and other Nation components and take their seats.

Each player shuffles their Nation Cards and places them face-down on the side of their Nation Board - that creates their Nation Deck.

III PREPARE THE ORDER DECK



In a **2-player game** take out all the Order Cards marked **111+** and **1111+** and place them back in the game box.

In a **3-player game** take out the Order Card marked **1111+** and place it back in the game box.

In a **4-player game** use all the Order Cards.

Shuffle the Order Deck and place it on the Main Board on the designated spot.

IV PREPARE THE SUPPORT DECK

Shuffle all the **Support Cards** and form a Support Deck. Place it **face-down** on the Main Board on the designated spot.

Each players draws **3 Support Cards** from the Deck.

4 Support Cards are placed **face-up** on the appropriate spots near the deck.

If you are playing on the reverse side (**B**) of the Board, the map is wider and there is no designated area for the Support Cards. In that case, keep the Support Deck and 4 face-up Cards on the side of the Board.

V PLAYERS PURCHASE THEIR FIRST NATION CARD

Each player **draws 3 top Nation Cards** from their Nation's Deck.

Each Nation Card has a cost shown in the top left corner. **The cost depicted there is the number of Support Cards the player has to discard**, and it ranges from 0 to 3.

At the beginning of the game, **each player may purchase 1 Nation Card from the 3 available in their hand**. Each player that want to purchase a Nation Card put the choosen card face down on the side of their Nation Board. Then, when every player is ready, all players reveal their Nation Card simultaneously.

- The revealed card is placed on the side of the Nation Board.
- If the chosen Nation Card has any cost, the player discards required number of Support Cards to the Support Discard Pile, face-up, besides the Support Card Deck.
- Each player may also decide to place one of the two remaining Nation Cards on the bottom of their Nation Deck. The remaining Nation Card(s) are placed on the top of the players Nation Deck.

The player may decide not to purchase a Nation Card at this point. In that situation, the player may still decide to place one of them on the bottom of their Nation Deck.

VI DRAFT SECRET OBJECTIVE CARDS

Shuffle the deck of Secret Objective Cards and deal 4 cards to each player. Each player looks at them and chooses 1 to keep. After everybody has chosen 1 Secret Objective Card, each player passes the remaining Secret Objective Cards to the player on their right side. Players pick up the 3 Cards, choose another one, then simultaneously pass the remaining two cards to the player on their right. Then each player chooses 1 out of the 2 Cards. The last Card is placed face-down on the bottom of the Secret Objective Card Deck.

At this point each player has **3 Secret Objective Cards** in their hand.

NOW YOU ARE READY TO START THE GAME!

Below you will find the rules for the Standard Game Mode.

At the end of this Rulebook, you will find a few Game Modes, that will modify some of the game aspects - the biggest one being The Advanced Mode. It is suggested to play with the Standard Game Rules at least a few times, before trying out the Game Modes.



GAMEPLAY

OVERVIEW

Titans is divided into 3 Rounds. Players take their Turns starting with the person who has the Starting Player Token. Players take turns in a clock-wise order. In each Round players take 4 turns (2/3-player game) or 3 turns (4-player game).

The length of a Round is determined by the Order Deck. When all the Cards in the Order Deck run out, the Round is over (for example, in the 3-player game, Round ends after all 15 Order Cards are on the discard pile). At the end of each Round players score Victory Points (VP) for their Regions and prepare for the next Round. Players also gather VPs for winning Battles and accomplishing Secret Objectives.

After the final Round, players reveal collected Victory Points and the player who has the most VPs is the winner.

MANAGING THE ORDER CARDS

At the beginning of the first Round, the Starting Player draws cards from the Order Deck equal to the Order Pool Size for a particular number of players.

Number of players	Order Pool Size
2	4 (see "3+1 Rule")
3	5
4	4

The player then places the same number of Order Cards above the starting Order Pool to create an Upcoming Order Pool.



Turns go in clock-wise order beginning with the Starting Player. Each Turn is divided into four Phases and exactly one Order Card is used by the player on their Turn. Once there is only one Card available in the Order Pool, it is discarded. Players then slide down the Upcoming Order Pool and it becomes the available Order Pool. Then players draw new Order Cards equal to the number of the Order Pool

Size and place them as an Upcoming Order Pool. If there are no cards in the Order Deck, the Upcoming Order Pool is not created.

Once the last Order Card in the Order Deck has been discarded, the Round ends after the Active Player completes their turn. End of the Round is explained in more detail on page 16.

3-player game example (5 cards Order Pool. 15 cards Order Deck)

- The first player chooses 1 out of 5 available Cards in the Order Pool. After choosing the Order Card, and executing the Actions, Card is placed in the Order Deck Discard Pile.


- The second player chooses 1 out of 4 available Cards in the Order Pool.


- The third player chooses 1 out of 3 available Cards in the Order Pool.


- The first player chooses 1 out of 2 remaining available Cards in the Order Pool.


- After the Card is chosen and the player executes the Actions, the last remaining Card in the Order Pool is discarded.


- Players slide down 5 Cards from the Upcoming Order Pool to Order Pool.


- Next, 5 new Order Cards are drawn to create a new Upcoming Order Pool.


- The second player chooses 1 out of 5 available Cards in the Order Pool.

- The rest of the Round is resolved in the same way. Once all the Cards from the Order Deck (15 Cards for a 3-player game) are on the Discard Pile, the Round is over.

2-player game example

(4 cards Order Pool. 12 cards Order Deck)

1 The first player chooses 1 out of 4 available Cards in the Order Pool. After choosing the Order Card, and executing the Actions, Card is placed on the Order Deck Discard Pile.



2 The second player chooses 1 out of 3 available Cards in the Order Pool.



3 The first player chooses 1 out of 2 remaining available Cards in the Order Pool.



4 After the Card is chosen and the player executes the Actions, the last remaining Card in the Order Pool is discarded.



5 Players slide down 4 Cards from the Upcoming Order Pool to Order Pool.

6 Next, 3 new Order Cards are drawn to create new Upcoming Order Pool. 1 card remains face down.



7 The second player chooses 1 out of 4 available Cards in the Order Pool.

8 The first player chooses 1 out of 3 available Cards in the Order Pool.

9 The second player chooses 1 out of 2 remaining available Cards in the Order Pool.

10 After the Card is chosen and the player executes the Actions, the last remaining Card in the Order Pool is discarded.



11 Players slide down 3 Cards from the Upcoming Order Pool to Order Pool.

12 The first player chooses 1 out of 3 available Cards in the Order Pool.



13 Players reveal the last Order Card and add it to the Order Pool.

14 The second player chooses 1 out of 3 remaining available Cards in the Order Pool.

15 The last 2 Cards are discarded, and the Round is over.

3+1 RULE (2-PLAYERS GAME)

During the 2-player game, when players are about to draw the last 4 Order Cards to create a new Upcoming Order Pool, they only reveal 3 cards. After these cards become a new Order Pool, the first player chooses 1 of them. Then the last card is revealed so the second player chooses 1 of 3 as well. The last two Order Cards are discarded and the Round ends.

PLAYER'S TURN

The player currently taking the Turn is called the Active Player.

The player's turn is divided into four Phases. The Main Board contains a visual reminder of the four Phases that the player takes in their turn.

The Phases are done in a specific order:

A		Order Phase The main part of the player's Turn. Choose 1 Order Card from the Pool and execute the available Actions.
B		Resolving Battles Movement Actions often end in Battle. The player now resolves any Battles they may have instigated.
C		Draw 1 Support Card After resolving Battles (if any), the player draws 1 Support Card. Choose 1 from the 4 available or from the top of the Support Deck.
D		Clean-Up Phase The last Phase of the player's Turn. Discard down to Support Card Hand Limit, shown on the Nation Board. If the player has a defeated Titan on their Board, the player either places the Titan upright (if it was laying down), or deploys it onto any controlled Region (if it was already standing upright).

A ORDER PHASE

The main part of the player's turn is the Order Phase, when the player chooses one Order Card from the Pool. Each Order Card has a list of different Actions the player may take on their turn.

After choosing one Order Card, the player may perform the Action shown on the card, in any order. The player may decide not to use some of the Actions on the chosen Order Card.

After choosing the Order Card and executing the Actions, the Card is placed on the Order Deck Discard Pile.

The Available Order Card Pool is not replenished after the player takes their turn. Each subsequent player will have fewer Order Cards to choose from, until the Upcoming Pool becomes the Active Pool (see the rules for replenishing the Order Pool on page 6).

The player may not decide to skip the Order Phase on their turn.

ORDER CARDS

Each Order Card contains 1 or more Actions. When the player executes the Order, they may decide to use the Actions in any chosen order. The player may decide not to use some of the Actions on the chosen Order Card. In this section all the Actions on the Order Cards are explained.

STRONGHOLD CONSTRUCTION ACTION



This Action allows the player to construct one Stronghold in one of their Regions. The player chooses a Region that contains either one or more Units or a Control Token and places a Stronghold Miniature in that Region.

Basic Rules for Strongholds

- The player chooses 1 Region they control to place their Stronghold.
- If there are Units in a Region with a Stronghold, it changes some aspects of the Battle (page 14).
- When a Region with a Stronghold is otherwise empty (i.e., contains no Units), enemy Units may enter the Region without starting a Battle. In that case, the invading player takes over the Stronghold.

MOVEMENT ACTIONS



The player moves one Infantry Unit to a neighboring Region (i.e. cross one border between two Regions).



The player moves one Cavalry Unit to a neighboring Region (i.e. cross one border between two Regions).



The player moves one Artillery Unit to a neighboring Region (i.e. cross one border between two Regions).



The player moves the Titan to a neighboring Region (i.e. cross one border between two Regions).



The player moves one chosen Unit to a neighboring Region (i.e. cross one border between two Regions). Titan may be the Unit that is being moved.



The player moves from 1 to 4 Units from one Region to one chosen neighboring Region. The player may decide to move all the Units from one Region (up to 4). The Titan may be one of the Units that are being moved.

Basic Rules for Movement

- If Regions are separated by a border line, they are considered neighboring.
- When the player's last Unit leaves a Region, the player must place a Control Token in that Region to indicate they still control that Region.
- The player may take back any of their Control Tokens from the Regions in which they have Units. The Units indicate that the player has control over that Region.
- The player may not take back Control Tokens from the Regions with no Units.
- The Capitol counts as a Control Token.
- If the player enters a Region with enemy Units, Battle is initiated. Battles are resolved during Phase B (page 11) of the active player's turn.
- Attacking Units should be kept on the border between the exited Region and the one that is being Attacked. Battles are explained in detail in the Battle Phase section (page 11-14).

- It is possible to trigger more than one Battle in one Turn. In that case, the Active Player choose in which Order those Battles are resolved.
- If the player enters an empty Enemy Region, the owner of that Region takes back their Control Token.

UNIT DEPLOYMENT ACTIONS

Unit Deployment Actions allow the player to enlist new Units from their reserve on the Main Board.

The player has a limited amount of Units at their disposal and when they run out of Units of some type, they simply cannot deploy any new Units of that type.

The player may deploy new Units to his existing Armies, or place them on empty controlled Regions.

	The player deploys an Infantry Unit on one controlled Region.
	The player deploys a Cavalry Unit on one controlled Region.
	The player deploys any one Unit on one controlled Region. The player may deploy the Titan if it is kept at the Nation Board at this point, but Titan will be deployed regardless in Phase D of the player's Turn (page 16).

SECRET OBJECTIVE CARDS

On each Turn, the player may accomplish 1 Secret Objective (in any Phase). The player may also accomplish 1 Secret Objective while being attacked by another player, if that Objective refers to a Battle. After accomplishing the Objective, the player reveals the Card and gets the appropriate number of Victory Points, then discards the Secret Objective Card.

PURCHASE NATION CARD ACTION

	Purchase Nation Card Action allows the player to add 1 new Nation Card to their pool.
	This action works exactly like the one explained above, but the player gets a 1-Card discount to the Support Card cost. It may be combined with the 3rd Round discount (see "Basic Rules for Purchasing a Nation Card" below).

Basic Rules for Purchasing a Nation Card

- To purchase a Nation Card, the player picks up the top 3 Nation Cards from their Deck. As stated earlier, the player may look at the top 3 Nation Cards freely at any time.
- Most of the Nation Cards require paying a number of Support Cards, as shown on the top-left corner of that Card.
- To pay the cost, the player chooses Support Card(s) from their hand and discards them to the Support Card discard pile. After paying the cost, if any, the player places the Nation Card on the side of their Nation Board.
- There is no limit to the number of Nation Cards that the player may purchase during a game.
- In the 3rd Round the Nation Card cost is lowered by 1 Support Cards. This is marked on the Round Track on the Game Board.
- If the cost of purchasing a Card goes below 0 it is treated as a 0-cost Nation Card.
- After purchasing a Nation Card, the player may place one of the remaining Nation Cards from their hand to the bottom of their Nation Deck. The remaining Nation Card(s) in the player's hand are placed on top of their Nation Deck.

ACTION EXAMPLES

See the examples of Movement, Unit Deployment, Purchasing Nation Card and Stronghold Construction Actions on pages 10 and 11.

Movement, Stronghold construction, Unit deployment



- 1 The player moves his Titan Unit and places it on the boarder of the neighboring Region, controlled by the enemy. Since there are enemy Infantry and Cavalry Units, Battle in Phase B will occur. The player moved the last Unit from the Region, so a Control Token is placed in that Region – the player retains control of the Region.
- 2 The player constructs a Stronghold in a controlled Region.
- 3 The player deploys a Cavalry Unit on a controlled Region.

Movement, Unit deployment



- 1 Payer moves his Cavalry Unit into a empty neighboring Region. Now that Region is under the player's control.
- 2 The player decides not to use Titan movement Action from the chosen Order Card.
- 3 The player deploys an Infantry Unit on a the newly-conquered Region.

Purchasing Nation Card, Movement



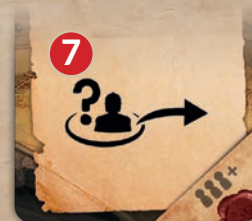
- 1 First Action on the chosen Order Card allows the player to purchas one Nation Card. The player picks up the top 3 Nation Cards from the Nation Deck. Remember: the player may look at the top 3 Nation Cards freely at any time of the game.



- 2 The player chooses a Nation Card with a cost value 3.
- 3 The player chooses 3 Support Cards from the hand and places them face-up on the Support Card Discard Pile.



- 4 The player places the Nation Card on the side of the Nation Board.
- 5 After purchasing the Nation Card, the player decides to place one of the remaining 2 Nation Cards on the bottom of the Nation Deck.
- 6 The third Nation Card is placed on the top of the Nation Deck.



- 7 The second Action on the Order Card allows the player to move one chosen Unit (Infantry, Cavalry, Artillery or Titan).

1 to 4 Units Movement



The player moves 2 Units from a single Region and places them on a boarder of the neighboring Region, controlled by the enemy. Since there is enemy Cavalry Unit, Battle in Phase B will occur.

The Action allowed for a movement of an Army made out of maximum 4 Units, so the player could have moved all 3 Units from that Region. The player decided to leave one Unit to protect the Region in the future turns.

B RESOLVING BATTLES

Movement Actions in the (A) Order Phase may initiate one or more Battles. When the Active Player has moved any Unit(s) onto a Region with an opposing Army, Battle is initiated. The Active Player may initiate one or more Battles in one turn and chooses the order of resolving those Battles.

GENERAL BATTLE RULES

- The player is limited by the 8 Dice in one set: 3 Infantry Dice, 2 Cavalry Dice, 1 Artillery Dice, 2 Titan Dice.
- If the player were to take a particular Battle Die that is not available in their Reserve, that Die may not be replaced with any other Die nor taken from opponent's Reserve.
- All the Dice have a different number of "success symbols" on each side, that shows a Battle Strength that a Dice will bring the player. Dice have different symbols to differentiate them from one another.
- The Dice are shown in detail on the Nation Board.
- Even though the player has 2 Titan Dice, only 1 is rolled if their Titan is in the Battle. The player can gain the second Titan Die by other means (like playing Support Cards or using the Nation Cards). The player can even gain 1 or 2 Titan Dice without having the Titan in the Battle.
- The player who will gather higher Strength in the Battle will become the winner. In case of a tie, the Defending player is the winner.

MOVING UNIT INTO THE BATTLE

- If during a Battle, a Unit moves into the Battle, the player immediately rolls that Units Dice and adds it to their Pool.
- If a Unit moves into Battle, the player that have already ended their Battle Stage may not use any new Nation Cards or Support Cards.

BEGINNING OF THE BATTLE

Each player takes all the Dice corresponding to their Unit(s) in Battle. Battling players roll Dice simultaneously and keep them visible to all players – that's their Dice Pool. Both players add the Strength Value in their Dice Pool. That's their respective Dice Pools.

The Defender takes the first Battle Stage, then the Attacker. After the Battle Stages, the players move to the Battle Resolution Stage.

If the Stronghold is attacked, the Defender draws 1 Support Card from the top of the Deck. Also, the Attacker will take their Stage first, and the Defender second.

DEFENDER'S STAGE

During their Battle Stage the Defender may decide to take any of the following actions, in any order, one or multiple times (unless otherwise noted):

- Playing Support Card(s) from hand
- Discarding Support Card(s) from hand
- Use Nation Card(s)
- Use the Titan Special Ability (once per Battle)
- Use the Nation Starting Ability (once per Battle)

A. Playing Support Card(s) from hand

Each Support Card has a requirement marked in the top left corner, below the card ability icon. If the requirement shows a unit icon with a black background – that means the player's Army (Units on the same Region) has to have that type of Unit. If the background is red - that means their opponent's Army has to have that type of Unit.

If the requirement is met, the player may play the card and use its Ability.

Support Cards are explained in more detail on the page 27.

There are 3 different Support Card Effects in the deck (next page).



Move 1 Unit into the Battle

The player chooses 1 of their Units from any of the neighboring Regions and moves it to the border to show it has joined the Battle. The player then rolls the corresponding Die and adds it to their Dice pool (if such a Die is available).

Each player may only play 1 "Move 1 Unit" Support Card in a single Battle.



Add a Die

This Support Card can be played as a single card, or as a set of 2 Cards. Playing a single Card has a different effect from playing a set. Both Cards in a set need to have the exact same Effect (i.e. Add a Die). They don't need to have the same Requirement, but both Requirements have to be met.

Playing a single Card gives the player 1 Infantry Die. Playing a set of 2 Cards gives the player 1 Titan Die.

The player takes a Die from the Reserve, rolls it, and adds it to their Pool.

The player may play multiple "Add a Dice" Cards in single and/or multiple sets.



Add Strength

This Support Card can be played as a single card, or in a set of 2 or 3 Cards. The Effect differs depending on the number of Cards played in a set. All Cards in a set need to have the exact same Effect (i.e. Add Strength). They don't need to have the same Requirement, but all Requirements have to be met.

- a **single Card** gives the player **+1 Strength**.
- a set of **2 Cards** gives the player **+3 Strength**.
- a set of **3 Cards** gives the player **+5 Strength**.

The player may play multiple "Add Strength" Cards in single and/or multiple sets.

B. Discarding Support Cards from Hand to Re-Roll

A Support Card can be discarded without having to meet the Card's requirement. Discarding one Support Card allows the player to re-roll 1 or more of the Dice in their Pool at the same time. The player chooses which Dice from their Pool to re-roll, then places them back into the Pool. The player may not go back to the previous results.

C. Using Nation Card(s)

The player may decide to use Nation Cards in Battle if the requirement(s) of said Card(s) are met.

If the player decides to use a card that works once per Battle, the effect is applied immediately and the card is no longer usable this Battle.

If the player decides to use a card that works once-per-Round, apply its effect and rotate the card by 90 degrees to indicate it has been used this Round.

If the player ceases to meet a Nation Card requirement that has already been used in the Battle, the ability still remains in effect.

For more detail about Nation Cards see "Glossary" section on page 27.

All the Nation Cards Effects are explained in detail in the second Rulebook.



D. Using the Titan Special Ability (once per Battle)

Once per Battle, the player may use the Titan Special Ability if the Titan is in their Army. The player may also decide to forgo using the Titan Ability.

E. Using the Nation Starting Ability (once per Battle)

Once per Battle, the player may use the Nation Starting Ability, if the requirements of said ability are met. The player may also decide to forgo using the Nation Starting Ability.

If the player ceases to meet the requirements of the Nation Starting Ability after activating it, the bonus provided remains in effect.

The Strength gathered by the Defender on the Dice, Support Cards and Nation Cards is considered the player's Battle Strength.

Defender's Stage example



- 1** The Battle Begins. Players roll the Dice according to the Units involved in the Battle. The Attacker has an initial Battle Strength 6, the Defender 3. The Defender (red player) takes the Battle phase first (see "Beginning of the Battle" on page 11).



- 2** The Defender plays a Support Card. Remember: players can play Support Cards only, when they meet the requirement (see page 12).
- 3** The card allows Unit movement from a neighboring Region to a Battle. The Defender moves a Cavalry Unit and rolls the appropriate Dice. After rolling 2, the Defender increases the Battle Strength to 5.



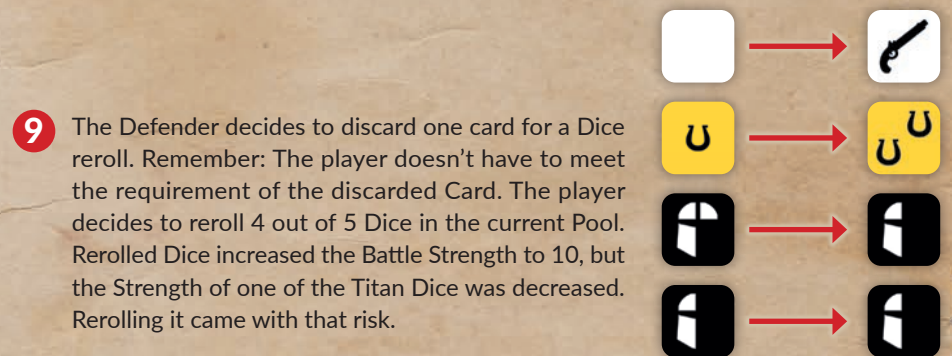
- 4** Since the Defender has 2 Cavalry Units now, the Defender uses the Nation Starting Ability. 1 Strength is added, and the current Battle Strength is 6.



- 5** The Defender decides to use a Nation Card in their play area (i.e. it was purchased before). The requirement of chosen Nation Card is met - the Defender has a Cavalry, and the opponent has an Artillery in the Battle.
- 6** The Defender takes a second Titan Dice, rolls it, and adds 3 to the current Battle Strength, which is now 9.
- 7** The Defender turns the card by 90 degrees, since it has a symbol indicating, that it can be used only once per Round.



- 8** The Defender decides to play another Support Card (requirement of that Card is met). The Defender rolls a single Infantry Dice and gets a 0 result. The current Battle Strength remains at 9.



- 9** The Defender decides to discard one card for a Dice reroll. Remember: The player doesn't have to meet the requirement of the discarded Card. The player decides to reroll 4 out of 5 Dice in the current Pool. Rerolled Dice increased the Battle Strength to 10, but the Strength of one of the Titan Dice was decreased. Rerolling it came with that risk.



- 10** The Defender uses the Titan special Ability. After discarding 1 Support Card, the Defender turns one Titan Dice to the highest outcome, which is 4. The current Battle Strength is 12.



- 11** The Defender plays a set of 2 Support Cards and adds 3 Strength. Both of the Cards have an identical ability. Both of the requirements of those Cards are met. The Defender decides to finish their Battle stage. It was costly, but the Defender managed to gather an impressive Battle Strength of 15.
- Now, the Attacking player takes the Battle phase. The Attacking player needs a Battle Strength of 16 or higher to win.

STRONGHOLD IN BATTLES

The Stronghold gives a Defender two advantages in Battle:

- Immediately after a Region with a Stronghold is attacked, the Defender draws 1 Support Card from the top of the Support Card Deck. The Defender may exceed Support Card Hand Limit for the rest of the Battle.
- The Battle order is changed and starts with the Attacker, followed by the Defender.

If the Defender with a Stronghold loses the Battle, the Stronghold is destroyed, and the Miniature is placed back in the Game Box. The Attacker is granted 1 additional Victory Point.

CAPITOL

- Capitols are placed on the Main Board at the beginning of the game as shown in the Game Setup.
- A Capitol is considered a Control Token.
- A Capitol has the same two defensive abilities that a Stronghold has.
- If the player gains control of a Region with an enemy's Capitol, the Capitol is destroyed and the miniature is taken out of the game.
- If the player's Capitol is destroyed, it remains destroyed for the rest of the game and cannot be restored.
- The player that takes control of a enemy Capitol Region is awarded 3 Victory Points.

LAST REGION

Though unlikely, the player may be left with only 1 Region under their control. In such a scenario, that Region may not be attacked by any other player. If the player has 2 Regions, other players may Attack 1 of them, but not both. The player cannot be completely eliminated from the game.

ATTACKER'S STAGE

During their Battle Stage, the Attacker may decide to take the same actions as the Defender. The Attacker has a significant advantage since they respond to the Defender's Strength.

The Strength gathered by the Attacker on the Dice, Support Cards and Nation Cards is considered the player's Battle Strength.

BATTLE OUTCOME

After both players have finished their Battle Stages, they move to the Battle Outcome. The Battle outcome table is shown on the front side of the Main Board and on the help card. The outcome of the Battle is determined by the Strength difference between Winner and Loser.

If the Attacker was not able to exceed the Defender's Battle Strength, the Defender is the Winner of the Battle.

If the Attacker exceeds the Defender's Battle Strength, the Attacker is the Winner of the Battle.

After declaring the Winner, the Battle is resolved.

Losing player destroys Units according to the Battle Outcome Card

The losing player may have to destroy Units depending on the Strength difference shown on the Battle Outcome Card. The losing player chooses which Units to destroy. All destroyed Units return to the player's Unit Reserve.

For a Strength difference 0-2, no Units are destroyed.

For a Strength difference 3-4, 1 Unit is destroyed.

For a Strength difference 5 or more, 2 Units are destroyed.



If the losing player was not able to destroy 2 Units (5+ Strength Difference), only 1 Unit is destroyed. For the remaining steps of the Battle Outcome, treat the Strength Difference as if it were 4.

If a Titan is destroyed in the Battle, it is placed on its Nation Board. If it was the Attacker's Titan, it is placed on its side. If the Defender has lost the Titan, it is placed standing up.

Losing player withdraws Units

The player that has lost the Battle has to withdraw their Units from the Region.

If the Attacker has lost the Battle, the remaining Units are withdrawn back to the Region(s) from which they originated.

If the Defender has lost the Battle, the remaining Units retreat into a single adjacent Region that they control. If they don't control any Regions adjacent to the Battle Region, Units retreat into a single Empty Region. If there are no adjacent empty Regions, nor Regions controlled by that player, all withdrawing Units are destroyed.

The Defending player may not retreat Units to an empty adjacent Region if a controlled one is available.

The Defending player may not divide retreating Units into multiple Regions.

Losing player gains Support Card(s)

The player that has lost the battle draws 1, 2 or 3 Support Card(s) from the Deck, according to the Battle Outcome Card.

Winner is awarded Victory Points

The Winner is awarded 1, 2 or 4 Victory Points depending on the Strength difference between their Battle Strength and the Strength of the losing player. The amount of Victory Points awarded is shown below.

If the Winning Player causes a Titan to be destroyed, they receive 1 additional Victory Point.

 - 				
0-2			+1 	
3-4			+2 	
5+	 		+3 	

:  +  :  + 

C DRAW 1 SUPPORT CARD

After resolving Battles (if any) in step (B), the Active Player draws 1 Support Card. The player chooses 1 out of the 4 Cards available, or draws the top Card from the Support Deck. If the player chooses to draw from the Support Deck, it is not required to show it to other players.

REPLENISHING THE SUPPORT CARD POOL

Any time a Support Card is drawn from the pool, a new Support Card is drawn from the Support Deck. There should always be 4 Support Cards in the pool. Whenever the Support Cards Deck is empty, the discard pile is shuffled to form a new Support Deck.

D CLEAN-UP PHASE

In this Phase, the Active Player checks two things:



Support Card Hand Limit

The player's Support Card Hand Limit is 5. If the player's hand exceeds the Limit, discard excess Support Cards.



Titan Deployment

If the Active Player has had the Titan destroyed in a current Turn, it should be on its side on the Nation Board. In that case the player now raises it to a standing position. If the Active Player has a Titan standing on the Nation Board, the player deploys it on any controlled Region.

END OF THE TURN

At this point, the active player has finished their Turn and the next player, in clockwise order, can begin their Turn.

Battle Outcome example



The Defender (red player) has lost the Battle with a 3 Strength difference. The Defender has to destroy one Unit and the Defender chooses Titan to destroy. The Defender chooses to a single, neighboring, controlled Region and rest of the Units are moved there. The Defender draws 2 Support Cards from the top of the Support Deck. The Attacker moves all the attacking Units into the attacked Region. The Attacker gets 2 Victory Points for a Strength Difference and 1 additional Victory Point for killing a Titan in Battle.



END OF THE ROUND

When only the last Order Card from the Deck is remaining, it is discarded. The Round ends after the Active Player's turn is completed and the clean-up Phase begins.

The End of the Round Summary is depicted on a table on the Game Board.

If this was the last Round of the game, players award Victory Points in step 1 and skip all the other steps.

AWARDING VICTORY POINTS FOR REGIONS



Each player gets 1 Victory Point for each Region they control.

NEW ROUND



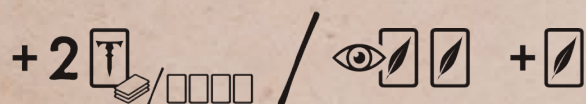
Players move the Round Tracker up 1.

REINFORCEMENTS

All players now have a chance to Reinforce. Each player gets 2 Reinforcements, each of which offers a number of options.

Starting with the Starting Player, players decide which Reinforcements they get. The player gets both Reinforcements before moving to the next player in clock-wise order, until everyone has done so.

1st Reinforcement



Choose one of the following options:

- Get 2 Support Cards, either from the 4 available, from the top of the Deck, or 1 from each.
- Draw 2 Secret Objective Cards, keeping 1 and placing the other on the bottom of the Secret Objective Deck.

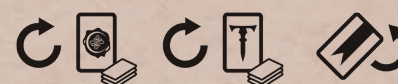
2nd Reinforcement



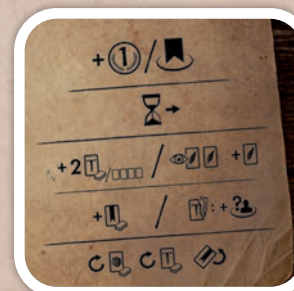
Choose one of the following options:

- Purchase a Nation Card. (After the end of the 2nd Round, the 1 Card Discount Applies.)
- Discard 1 Support Card and add any 1 Unit to a controlled Region.

PREPARING CARDS FOR THE NEW ROUND



- Discard the 4 available Support Cards in the Pool and reveal 4 new Support Cards from the Deck.
- Shuffle the Order Cards back together and place them face-down to make the Order Deck.
- Rotate all of the once-per-Round Nation Cards back, if they have been used.



END OF THE GAME

The game ends after 3 Rounds.

Players reveal and add all the Victory Points they have collected. The player who has gathered the most Victory Points during the game is declared the winner.

If two or more players have the same exact amount of Victory Points, the winner is the tied player who controls more Regions on the map.

If there still is a tie, the winner is the tied player who controls more Units on the map.

If there is still a tie, the player who was taking their turn first in the last Round is the winner.

GAME MODES

FREE ARMY SETUP

More experienced players may decide, before starting the game, to use a specific Scenario and allow for a Free Army Setup.

In Step 1 of Setup, after choosing a Scenario, players decide the player order. Then, the first player chooses one of the available Nations to lead and takes its components, followed by the other players in a clock-wise order. Unused Nation components go back into the box.

After that, the last player to choose their Nation is the first one to choose their starting Region(s). The player chooses one Nation on the Scenario Setup and places their Capitol and 3 (sometimes 2) Infantry Units, according to the graphic – those are the player's starting Regions. After that, the player places 1 Titan, 1 Cavalry, and 1 Artillery on any of their starting Regions. The remaining players do the same in a counter-clock-wise order.

Thus, the first player will have to choose last.

CAPITOL TAKEOVER

Before starting a game, players may change the rules for conquering Capitols. This Game Mode increases the focus on the Capitols, making the fight for them more crucial.

There are 2 rule changes for this mode:

- Capitols are not destroyed but taken over.

If the Region with the Capitol is otherwise empty, the enemy player may take it over and gain control of the Capitol.

If the attacking player wins a Battle over a Region with Capitol, 1 Victory Point is awarded, just like when conquering a Stronghold. The Capitol is not destroyed, but instead remains on the map. Even though the Capitol has its Nation color, the player with Units on that Region is considered to be in control and gains the defensive powers of the Capitol.

The conquering player may move all the Units out of the Capitol Region. If they do so, the control of that Region and the Capitol goes back to its original owner.

- At the end of the game, the player gets 2 Victory Points for each Capitol they controls (including their own).

EXTENDED GAMEPLAY

Before starting a game, players may decide to extend the game by playing 4 Rounds instead of 3. In this scenario, apply the following discounts when purchasing Nation Cards:

Rounds 1 & 2: no discount

Round 3: 1 Support Card discount

Round 4: 2 Support Card discount

ADVANCED GAME MODE

After players have familiarized themselves with the basic game rules, they may decide to try out the Advanced Game Mode.

Setup

In Advanced Game Mode, there are two changes to the basic setup rules:

- Players use the Advanced Order Deck instead on the basic one.
- Players use the reverse side of their Nation Board with the Energy track in the top right corner. Players begin the game with 1 Energy and use the Energy Cube to track it. Whenever the player gets Energy, advance the Cube on the track. When paying with Energy, the appropriate number is subtracted from the track.

Gameplay

Using Energy to change Order Cards (BEFORE PHASE A)

On their turn, before the Phase A, the player may use Energy to change the Order Cards in the Order Pool. To do so:

- Pay the amount of Energy equal to the number of Cards available in the Order Pool (e.g. 3 Energy, if there are only 3 Order Cards available).
- Choose one Order Card in the available Pool and swap it with the Order Card directly above (in the Upcoming Pool). The player may choose and resolve the swapped Card in the Phase A, since it is now in the current Order pool.



Gathering Energy (AFTER PHASE A)

Each turn, after choosing an Order Card and executing the Actions shown on it, the player places it on the discard pile. Then, after Phase A, the player adds Energy to the Energy track based on the symbol visible on the bottom of the resolved Order Card.

There are two different symbols found on the Order Cards:



The player gets 1 Energy OR the player gets 4 Energy for not using at least 1 Action from the Order Card. 4 Energy is gathered whether the player didn't use 1, 2 or all 3 Actions.



The player gets 0/2/4/6 Energy for moving 4/3/2/1 Units with the Action on the resolved Order Card, respectively. For example, moving an Army of 2 Units, gives the player 4 Energy but moving an Army of 4 Units, gives the player 0 Energy.

The maximum amount of Energy that the player may have is 10.

Using Energy for Titan Advanced Special Abilities (PHASE A or B)

Energy may also be used to pay for a Titan's Special Abilities. Below the Energy track, each player has two unique abilities, with the Energy cost shown on the left. Some abilities may be used to help movement during Phase A, other abilities are used in Battles (Phase B).

- Before using an ability, the player pays the amount of Energy equal to the cost shown near the ability. The player may not use the same special ability more than once on their turn.
- Movement abilities work only with the Titan, but may also affect other Units with it.
- Abilities concerning Battles may be used only if the player's Titan present in the Battle.
- Titan abilities are explained in more detail in "Nation Components and Solo Mode" book.

Other rule change

When the Order Deck runs out and there are no cards to place in the upcoming Order Pool, shuffle the Discard Pile and form a new Order Deck. Players place 1 Order Card above each Card in the current Pool. The current pool is the last one that will be used, but players may still change Order Cards with their Energy. Once there is only 1 Order Card left in the pool, it is discarded and the Round ends. Remaining Cards in the upcoming Order Pool are discarded.

Gathering Energy Example



The player **moves 2 Units** from a single Region and take control over new Region.

The Action allowed for a movement of an Army made out of **maximum 4 Units**, so the player could have moved all 4 Units from that Region. The player decided to move only 2 Units and **gather 4 Energy**.

- 6 - the player moves **1 Unit** and gathers **6 Energy**.
- 4 - the player moves **2 Units** and gathers **4 Energy**.
- 2 - the player moves **3 Units** and gathers **2 Energy**.
- 0 - the player moves **4 Units** and gathers **0 Energy**.

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SCENARIO SETUP

2 PLAYERS







3 PLAYERS





4 PLAYERS



GLOSSARY

MAIN BOARD

The Main Board functions as a Map as well as a place to organize Order and Support Cards. It also contains all the basic, important information. The Main Board has two sides – which side is used depends on the chosen Scenario.

The sections of the Main Board:

- The Map, where players will Deploy and Move Units to Battle and gain Victory Points. Border lines divide the map into Regions. The edges of the map are also treated as borders, but they can't be crossed by Units – Units can't leave the Map. Each Region has limited space for Units. If the player can't physically fit the miniatures completely within a Region, the Units may not be Moved or Deployed into that Region.
- Order Cards area: For current and upcoming Order Cards, the Order Deck and discard pile.
 - Order Cards Deck
 - Current, available Order Cards
 - Upcoming Order Cards
 - Order Discard Pile
 - 2 spots marked “3 players” that are used only in a 3-player game
- Support Cards area: For 4 available Support Cards, the deck, and the discard pile.

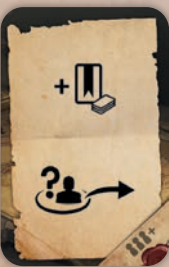
Note: The reverse side of the Main Board doesn't contain this area – the Cards are instead place alongside the Main Board.

- Player Turn Summary
- End of Round Summary
- Battle Outcome Summary

Note: The reverse side of the Main Board doesn't contain this area – players use a Help Card with a Battle Outcome Summary instead.

ORDER CARDS

Players use Order Cards to perform specific Actions during their turn. Each Order Card has 1, 2, or 3 different Actions. The player may perform the Actions on the Card in any Order.



The Order Deck contains 12, 15, or 16 Cards depending on the number of players (page 6). Order Cards that have a + symbol are only used for 3- and 4-player games, Card with a + symbol is only used in a 4-player games. Unused Cards are placed back in the Box.

Managing (i.e. preparing, using, or discarding) Order Cards is explained in the “Order Phase” section (page 8).

NATION BOARDS

Each Nation has a unique Nation Board displaying all its unique starting information. All Nation Starting Abilities and Titan Special Abilities are explained in the “Nation Components and Solo Mode” Rulebook.

- **Nation Starting Ability** – This is a perpetual ability for the Nation that works each time the player's Army meets the requirement(s).
If the player uses that Ability and ceases to meet the requirement later in the Battle, the bonus is retained.
- **Titans Special Ability** – This a perpetual ability for the Titan that is available each time the player's Titan participates in Battle.
- **Battle Dice Breakdown** – This shows what results are triggered by Dice rolls. Each Nation has the same Dice sides, but the results may affect the Battle differently.
- **Battle Strength Tracker** – The player may use 2 Battle Strength Cubes during the Battle to keep track of their current Strength.
- **Titans Advanced Special Abilities (Advanced Mode)** – These abilities appear on the reverse side of the Nation Board. They are used only when playing the Advanced Mode (page 18).
- **Energy Tracker** – This tracks the player's energy, up to a maximum of 10. This is used only when playing the Advanced Mode (page 18).



BATTLE DICE

The game contains 2 sets of 8 Battle Dice. Each Die is assigned to a particular type of a Unit.



Infantry



Cavalry



Artillery



Titan

Each Battle Die has unique faces that show the amount of Strength that Unit brings to the Battle.



Dice Limit and Army Limit

There is no limit of Units in an Army. Players may have as many Units on a single Region as they wish, so long as they can all fit within that Region.

However, there is a Dice Limit during Battles, so exceeding a particular number of Units may be counterproductive, since they will bring no additional Dice during the Battle.

The Dice Limit for each player is:

- 3 Infantry Dice
- 2 Cavalry Dice
- 1 Artillery Die
- 2 Titan Dice

If any effect forces the player to roll Dice above the limit, the effect is ignored. Players can't gain different Dice or any other substitute bonus beyond the Dice Limit.

We recommend players keep Dice in separate sets to remember the Dice Limit.

BATTLE STRENGTH CUBES

Each Nation has 2 Cubes that can be used to track Battle Strength on the Nation Board. Players may do without them in smaller, faster Battles, but it may be helpful in bigger Battles.

SECRET OBJECTIVE CARDS

Each Secret Objective Card has a requirement and a reward. Whenever the player meets the requirement, they may immediately reveal that Secret Objective to all other players, get the appropriate number of Victory Points, then discard the Secret Objective Card.

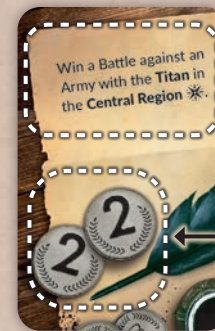
On each Turn, the player may accomplish 1 Secret Objective (in any Phase). The player may also accomplish 1 Secret Objective while being attacked by another player, if that Objective refers to a Battle, and its requirements are met.

At the end of the game, any Secret Objective the player wasn't able to accomplish is simply discarded.

Central Region



Some of the Objective Cards refer to a **Central Region** . This always refers to the Region marked with the Central Region Token.



Requirement

Reward (example: 4 Victory Points)

VICTORY POINTS

Players can gain Victory Points in 3 ways:

- 1) Completing Secret Objective Cards
- 2) Winning Battles
- 3) Controlling Regions at the End of a Round

Players keep their Victory Points face-down on their Nation Board. The player may look at their own Victory Points freely, or exchange them with the Pool if there is such a need.

Victory Points are revealed at the End of the Game. The player with the most Victory Points is declared the Winner.

NATION CARDS

Each Nation has an individual set of Nation Cards that form a Nation Deck. The player keeps those cards face-down beside their Nation Board. Each time the player is allowed to purchase a Nation Card, the player:

- 1) Picks up the top 3 cards from their Nation Deck.
- 2) Chooses one to purchase, place it besides the Nation Board and pays its cost. The cost is depicted in the top left corner of the Nation Card, showing the number of Support Cards that need to be discarded. In the 3rd Round this is discounted by 1. If the cost goes below 0, treat it as a 0-cost Card.
- 3) May decide to place one of the remaining Nation Cards on the bottom of their Nation's Deck, but is not required to.
- 4) The remaining Nation Card(s) in the player's hand are placed on top of their Nation Deck, in any order.

The player may freely look at the top 3 Nation Cards from their Nation Deck at any time.

Some Nation Cards affect a particular Unit type, others are more general.

All of the Nation Cards are explained in the "Nation Components and Solo Mode" book.

Purchase cost – Shows a number of Support Cards the player needs to discard.

Solo Mode Symbol – This symbol refers only to the Solo Mode and is ignored in the standard, 2-4 player gameplay mode. Its effect is explained in the "Nation Components and Solo Mode" book.

Card Requirement – Have to be met, if the player wants to use the card.

- If a requirement is on the left side, it concerns the Card Owner's Army
- If a requirement is on the right side, it concerns the Opponents Army.
- If requirements are on both sides, both requirements have to be met.

When to play the card – Shows the situation in which the Card can be used.

Cards Effect – Shows the effect of the Card. All the Card Effects are explained in the "Nation Components and Solo Mode" book.



Some cards have a special symbol on the bottom right corner. After using such a Card, the player rotates it by 90°. It can't be used until it's refreshed after the end of the Round (page 16).

Cards without this symbol can be used once per Battle, or once per Player Turn, depending on the Card and its effect.

Once a Nation Card is played in Battle, its effect remains, even if the requirements are no longer met later in the Battle. In other words, the player needs to meet the requirement only at the moment of using the Nation Card.

SUPPORT CARDS

There is a shared Support Card Deck that is placed on the Main Board (or beside it, if playing on the reverse side of the Main Board). At all times, there are 4 available face-up Support Cards on the Main Board. Acquired Support Cards can be used in Battles or to pay for Nation Cards.

Card symbol

Card Requirement – in example:
Artillery Unit in opponent's army

1 per Battle

Card Effect



The requirement has to be met if the player wants to play a Support Card in Battle. There are 8 different Requirements that can be found on Support Cards:



The player has at least 1 **Infantry Unit** in the Battle.



The player has at least 1 **Cavalry Unit** in the Battle.



The player has at least 1 **Artillery Unit** in the Battle.



The player has a **Titan Unit** in the Battle.



The player's **opponent** has at least 1 **Infantry Unit** in the Battle.



The player's **opponent** has at least 1 **Cavalry Unit** in the Battle.



The player's **opponent** has at least 1 **Artillery Unit** in the Battle.



The player's **opponent** has a **Titan Unit** in the Battle.

There are 3 different Support Card Effects in the deck (page 12).

PLAYER'S TURN (page 7)

The player currently taking the Turn is called the Active Player.
The player's turn is divided into four Phases. The Main Board contains a visual reminder of the four Phases that the player takes in their turn.
The Phases are done in a specific order:

A		Order Phase The main part of the player's Turn. Choose 1 Order Card from the Pool and execute the available Actions.
B		Resolving Battles Movement Actions often end in Battle. The player now resolves any Battles they may have instigated.
C		Draw 1 Support Card After resolving Battles (if any), the player draws 1 Support Card. Choose 1 from the 4 available or from the top of the Support Deck.
D		Clean-Up Phase The last Phase of the player's Turn. Discard down to Support Card Hand Limit, shown on the Nation Board. If the player has a defeated Titan on their Board, the player either places the Titan upright (if it was laying down), or deploys it onto any controlled Region (if it was already standing upright).

BATTLE OUTCOME SUMMARY (pages 14-15)

					
 - 					
0-2			+ 		
3-4			+2 		
5+	 		+3 		
 :  + 					 :  + 

END OF THE ROUND (page 16)

+

AWARDING VICTORY POINTS FOR REGIONS
Each player gets 1 Victory Point for each Region they control.

NEW ROUND
Players move the Round Tracker up 1.

REINFORCEMENTS
All players now have a chance to Reinforce. Each player gets 2 Reinforcements, each of which offers a number of options.
Starting with the Starting Player, players decide which Reinforcements they get. The player gets both Reinforcements before moving to the next player in clock-wise order, until everyone has done so.

1st Reinforcement

+ 2 / +

Choose one of the following options:

- Get 2 Support Cards, either from the 4 available, from the top of the Deck, or 1 from each.
- Draw 2 Secret Objective Cards, keeping 1 and placing the other on the bottom of the Secret Objective Deck.

2nd Reinforcement

+ / : +

Choose one of the following options:

- Purchase a Nation Card. (After the end of the 2nd Round, the 1 Card Discount Applies.)
- Discard 1 Support Card and add any 1 Unit to a controlled Region.

PREPARING CARDS FOR THE NEW ROUND

- Discard the 4 available Support Cards in the Pool and reveal 4 new Support Cards from the Deck.
- Shuffle the Order Cards back together and place them face-down to make the Order Deck.
- Rotate all of the once-per-Round Nation Cards back, if they have been used.