

League of Six

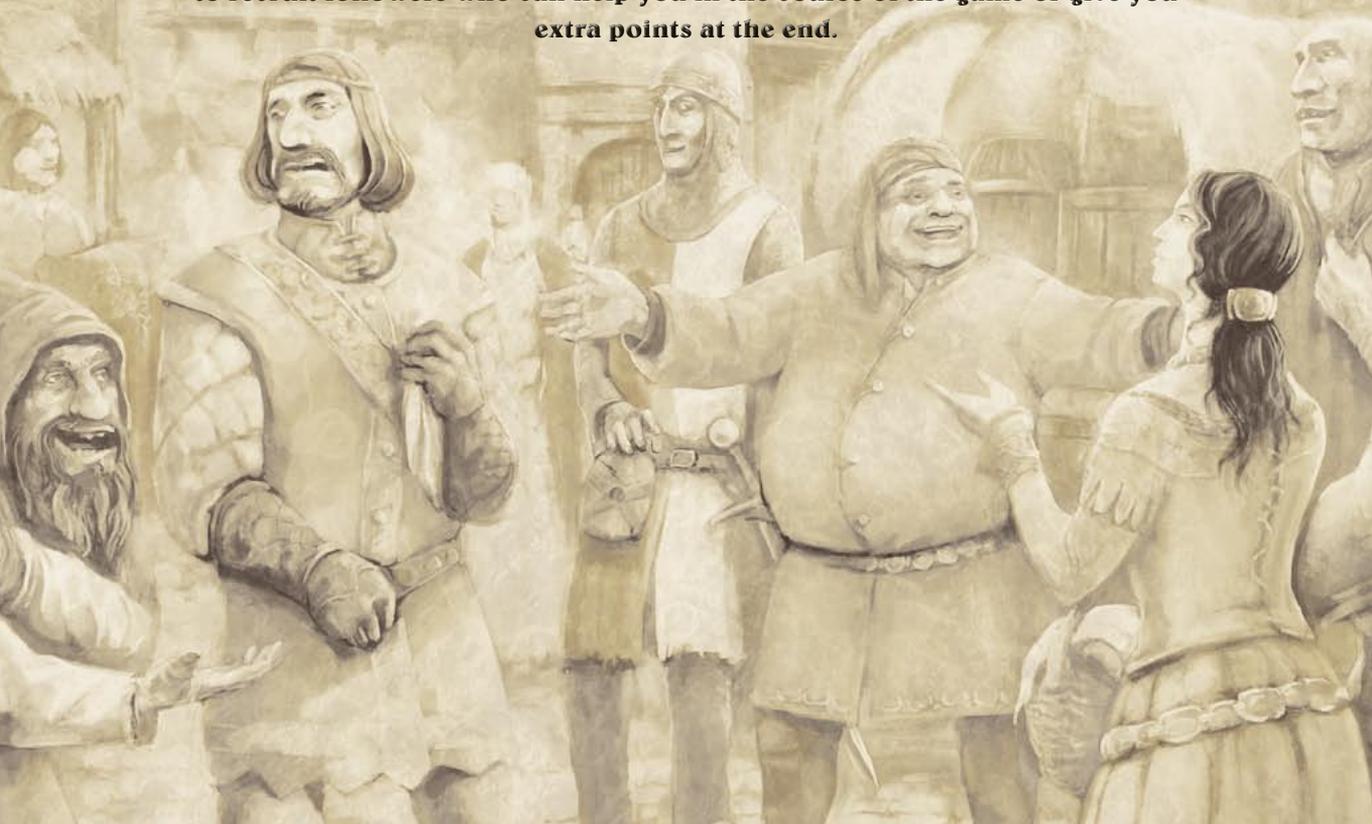
Loyal Retinue

For several years, the aristocrats of Upper Lusatia have been struggling to gain the favor of King Sigismund. Now even more nobles compete for attention, and the political battle intensifies. Everyone recognizes that catching King Sigismund's eye by collecting taxes from the League of Six is a task that cannot be accomplished alone. Each aristocrat will need a retinue of loyal followers from all levels of society. Only with their support can you finally gain your appointment to the court of King Sigismund and enter the inner circle of European politics.

This expansion consists of two independent parts which can be used together or separately.

The first part of the expansion allows you to play with up to 6 players. Along with markers and figures for the extra player and additional blocks of goods, there is a waggon-fortress marker that represents a Hussite encampment.

The second part of the expansion contains a new set of hexagonal tax tiles that can be used instead of the original tax tiles. These new tiles allow you to recruit followers who can help you in the course of the game or give you extra points at the end.



Six players

The rules for a six-player game are the same as for a game with fewer players, with the following exceptions:

Phase 1 – Setup the Round

All six towns are available every round, so none of them are under siege by Hussites. The Hussites are still in Lusatia, however. At the beginning of Phase 1, shuffle the town cards and draw one to

determine the location of the Hussite encampment. Place the waggon-fortress marker on the road between the selected town and the town that lies clockwise from it.

Phase 2 – Choosing Towns

When moving between towns, it costs an extra guard to pass by the waggon-fortress marker.

Example

The town of Kamenz is drawn in Phase 1, so the waggon-fortress marker is placed between Kamenz and Bautzen. Red starts. He moves his marker to Bautzen and pays 3 guards (1 to move to Kamenz, 1 to pass the Hussite camp, and 1 to move to Bautzen). Yellow is next.

He pays 1 guard to move to Bautzen and offers Red 3 guards. Red accepts the offer and pays 2 guards to move to Kamenz (1 to pass the Hussite camp and 1 to move to Kamenz).



Phase 5 – Storing Goods

Note the silver horse symbols on either side of the waggon-fortress marker. These indicate that the players who collect taxes in the two towns on either side of the waggon-fortress collect one extra horse.

Example

When determining the order for storing goods in Phase 5, Yellow has 4 horses and Red has 1 horse .



End of the Game

The six-player game uses a different table to determine points for civic leader cards. This table

should be placed on the scoreboard to cover up the original table.

Loyal retinue

The new set of 36 hexagonal tax tiles allows your aristocrat to gather a retinue of loyal followers. If you are using this part of the expansion, the original tax tiles should be put somewhere out of the way; they will not be used in the Loyal Retinue expansion.

Setup

The back sides of the tax tiles have numbers that indicate which rounds they should be used in: (1-2), (3-4), and (5-6).

At the beginning of the game, separate the tax tiles into three groups, according to these numbers. Mix up each group separately. From each group, take a number of tiles equal to twice the number of players and set the rest aside without looking at them. (There are 12 tiles in each group, so in a six-

player game you will use all of them.)

The chosen (1-2) and (3-4) tiles should be left face down in separate piles. The (5-6) tiles, however, should be turned face up some place on the table where everyone can see them. These tiles give points for accomplishing certain goals. Although these tiles do not show up until the final two rounds, the players get to know which ones will be in play so that they can plan ahead.

Phase 1 – Set Up the Round

At the beginning of each round, tax tiles are placed in the center of each town without Hussites, just as in the standard game. The only difference is that tiles are only used in certain rounds. In rounds 1

and 2, draw tiles from the (1-2) pile. In rounds 3 and 4, draw tiles from the (3-4) pile. Before round 5, mix up the chosen (5-6) tiles and make a pile to be used in rounds 5 and 6.

Phase 4 – Tax Collection

In addition to the taxes collected as indicated by the arrows on the tax tile, you also get a new follower who grants you an advantage. The advantages are depicted in the center of the tile and explained in detail on the explanation pages.

There are three types of advantages:

- Immediate effects are denoted by ⚡. These take effect as soon as you collect taxes.

- Special abilities are denoted by the number of the phase in which they can be used. A special ability can be used in the round in which you acquire it (if it applies to phase 4, 5 or 6) and in all following rounds until the end of the game.
- Bonus tiles are denoted by a crown 👑. They give you additional points at the end of the game. (See below.)

Phase 5 – Storing Goods

Phase 5 begins as usual: by determining the order according to the number of horses collected in phase 4. (Players can use phase 5 special abilities even if they just gained the ability this round.) Once order is determined, take your tax tile and keep it face up in front of you so that everyone can see what advantages your loyal follower brings you.



Using Special Abilities

Tax tiles marked with a number can be used each round in the corresponding phase. Those marked with a 1, 2, or 3 cannot be used until the round after you get them (because you don't get them until phase 4 of that round).

Some special abilities are used at the beginning or at the end of a phase. If multiple players have an ability that can be used at the same time, ties are broken as follows:

- In phase 5, the player who goes first (as determined by the number of horses collected) has to decide first whether to use a special ability.

- In all other phases, the players have to decide in the order indicated by their markers in the center of the board and the phase 2 arrow. That is, the one who paid the fewest guards has to decide first.

Other special abilities can be used at any time during the course of the phase.

For a detailed explanation of the advantages, see the explanation pages.

End of the Game

At the end of round 6, the tax tiles with the crowns are scored. Scoring proceeds as follows:

- First score points for the Royal Huntsman tile.
- Next add up all the other bonus tiles, except for those that depend on civic leader cards. A player who exchanges guard for points must give up those guards. They cannot be used to break ties. If multiple players can exchange

guards for points, they decide simultaneously and independently how many to exchange.

- Finally, score points for civic leader cards, as in the standard game. At this time, bonuses that depend on civic leaders are scored as well.

As in the standard game, the winner is the player with the most influence points. Break ties in favor of the player with the most guards left in hand.



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