

*Firelock*

*II. Cock*

*Firelock*

*III. Take aim*

*IV. Fir*



# 1762

*A game of commerce and conquest*

*with*

*cartridge*

*X. Draw*

*Ramrod*

*XI. Ram down*



## Game Setup



### Introduction

The year is 1762. War has broken out across the world and empires dominate the geopolitical scene, extracting resources and waging war utilizing brightly uniformed soldiers and crafty merchants.

Your task is to take control of one of the five factions and seize victory through four possible avenues:

#### Military Victory

Control 4/7 Continents

#### Cultural Victory

Control 8/11 Capital Cities

#### Economic Victory

Hold 20 gold pieces

#### Technological Victory

Control six buildings, at least one of each kind (colony, metropolis, fortress, port)

SEE PAGE 7 FOR MORE DETAILS



**Board Setup:** To begin your game, place all 45 numerical pieces in all 45 resource pieces randomly on each territory. Capitals, which must be placed on the coast, are also placed randomly at this time. This ensures that each game you play is a new, fresh and interesting scenario.

**Initial Territory Setup:** Randomly deal all 45 territory cards to each player. Players will place one soldier in each territory they control to denote ownership. If playing with 2-3 players, upon placing a soldier in a territory, pick up one corresponding resource card. If you are playing with 4 or 5 players, pick up two corresponding resource cards for each territory upon placing each soldier. *See Alternative Initial Territory Setup for an alternative method.*

**Territory Reinforcement Setup:** Players are given additional soldiers to reinforce their territories. The number of additional soldiers is dependent upon the number of players in the game:

Number of Players	Total Soldiers per Player
2	34
3	24
4	18
5	15

Remember, you must have at least two infantrymen on one territory to be able to extract any resources from it. Players roll two dice to determine who reinforces their territories first - this can be done in a snake draft moving clockwise from the highest roller with one soldier placed per turn or each player places all available reinforcements during their turn.

**Farmers Hand:** If any player is randomly dealt 3 or more gold generating territories or complete control of any one continent, or 7/11 Capital Cities, re-deal the deck or make a trade between players to ensure a balanced setup.

## Game Setup (cont.)

**Capital Cities:** Two capital cities go on N. America, Africa, The Occident (Europe), and The Orient (Asia). One goes on each of the smaller continents-S. America, Arctic, Australia. All capital cities must be coastal and cannot be adjacent to one another.



**Alternative Initial Territory Setup:** Allow players to select each territory they wish to occupy in an order determined by rolling dice and then moving clockwise from the highest roller and doing a snake draft back and forth until all 45 territories are selected - we do not recommend this as it will increase setup time but it can make for an interesting game.



## Gameplay

**Turn Phases: Rolling, Trade/Buy/Build, Attack, Redeployment, Loot Collection**

**Phase 1 - Rolling:** Turns are begun by rolling two dice to determine what resources will be extracted that turn. All players collect 1 resource if they have two soldiers on a territory or more if an infrastructure unit (colony (2), metropolis (4), fortress(2)) is built on a territory with the number rolled.

**Phase 2 - Trade/Buy/Build:** The rolling player may then place soldiers should they own a continent or fortress, spend gold & resources, build infrastructure or make trades with the bank at a 5:1 ratio of 5 of the same resource cards for one of their choice or between players at any rate.

**Phase 3 - Attack:** After building infrastructure or purchasing/building soldiers is complete, the player can elect to attack any neighboring territory provided they have at least two soldiers within the territory they elect to attack from. Players may attack on the first turn. If the player choose not to attack, the player will move on to the redeployment phase.

**Phase 4 - Redeployment:** During the redeployment phase, the player may choose to make one military unit movement to an adjacent friendly territory. See “Ships” for more details on naval navigation and redeployment.

**Phase 5- Loot Collection:** Players collect one resource card from each territory they conquered during their turn provided they still control it at the end of their turn. Once the Loot Collection phase is complete, the player will pass the dice to the next player and the game goes on.



## Phase 1: Rolling/Resource Generation

### Resource Collection Details

Resource generation: Players may collect resources that they are currently occupying with two or more soldiers or an infrastructure unit. You can collect with resource generating infrastructure and no additional troops.

Warships and ports are not resource generating infrastructure units and cannot enable resource production on their own.

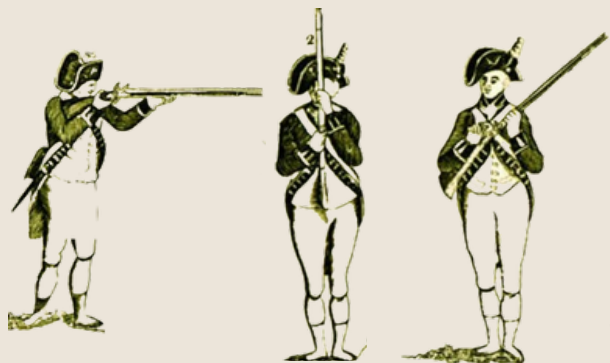
Example: Player A has control of Great Britain with two soldiers occupying it, containing wheat and the number 5. If a 5 is rolled, Player A may extract one wheat from the bank and add it to their hand. Should Player A control multiple territories with the number five, they may also collect from those territories the amount of resources appropriate to the resource generating infrastructure built therein.

Players may not collect resources from a previous turn if they forgot to do so.

There is no cap on the amount of resources a player may hold at one time.

layers do not collect for both Soldiers and infrastructure.

<u>Occupation</u>	<u>Resource Production</u>	<u>Per Turn Bonus</u>
2+ Soldiers	1	N/A
Colony	2	N/A
Fortress	2	1 Soldier
Metropolis	4	1 Resource



**Continent Bonus:** If a player has total control of a continent, they receive a troop bonus that is determined by the continent(s) they control. Players place these troops on the board after their roll, troops must be placed before attack phase or they do not get to be added.

<u>Continent</u>	<u>Troop Bonus</u>
Australia	1
Arctic	1
South America	1
North America	2
Africa	2
Occident	3
Orient	4

## Phase 2: Trade/Buy/Build

During this phase the player who rolled may initiate trades with other players on the board for resources. Players may also trade with the bank at a 5 of the same resource to 1 of another resource (not including Gold).

Upon building a port, players may trade with the bank at a 3:1 ratio for resources, or a 5:1 for Gold pieces. Players may not trade gold, soldiers or territories with each other. Players may then use the resources gained in a trade deal to raise armies, purchase empire cards and/or build infrastructure.

See Units Cost and Ability on PAGE x or your cheat sheet for more details.

## Phase 3: Attacking

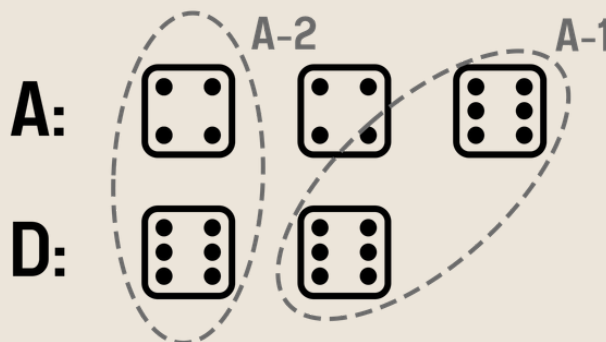
If a player has more than one soldier on a territory they may attack a land adjacent enemy territory (can be on separate continent as long as it is connected by land). Attackers may roll up to three dice. Defenders may roll up to two dice and are allowed to determine the amount of dice rolled after the attacker rolls. If you are attacking, you must attack with all soldiers available from that territory, you may call off the attack at any time. (For instance, an attacker can not elect to attack with only 4/10 troops to protect the other 6 from being lost in battle)

Attackers can have up to three dice when attacking, which is determined by the amount of attacking soldiers. Three or more attacking troops allows the attacker to roll three dice, two troops allows two dice. A territory must have a minimum of two soldiers to attack another territory. This applies to soldiers on land, see Warship Section on page x for more details. However many dice the attacker decides to roll, they must move at least that many Soldiers onto the conquered territory after they win the attack. In the event this requires them to move all their remaining Soldiers, the redeployment phase is automatically initiated, and they must move at least one Soldier back to retain control of both territories.

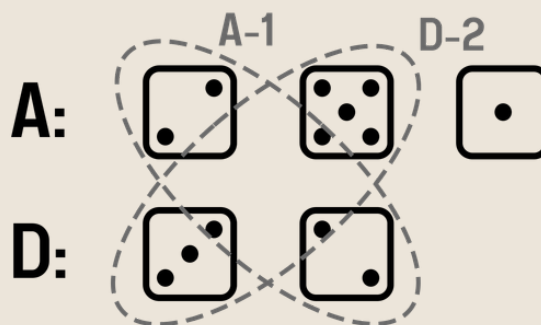
Defenders must have two or more soldiers or soldiers in garrison to roll two dice. Defenders win all ties resulting in one casualty for the attacker per tie.

The number of soldiers destroyed per roll is determined by the difference between each dice rolled by matching the dice in order of numerical value; i.e the difference of the attacker's best dice vs the defender's best dice, and if applicable the difference of the attacker's second best dice vs the defender's second dice.

**Example 1:** If an attacker rolls 4, 4 and 6 and the defender rolls two 6's the attacker will lose three soldiers in total.



**Example 2:** If an attacker rolls a 3, 5, and 1 and the defender rolls 3 and 2, the attacker will lose one soldier and the defender will lose two soldiers.



There is a specific order that attackers and defenders lose troops or assets during combat.

### Order of Engagement:

The typical order of engagement is soldiers, sailors/ships, ports, other infrastructure. The only exception is during a naval battle, which is when the attacking force has a ship and the defending force has a ship. In this scenario, the ships battle first. If the attacking ship is sunk, all soldiers aboard the ship perish (4 sailors against 4 sailors, any troops on board attacking vessel are not counted).

<u>Attacking by Sea (Via Ship)</u>	<u>Defending by Sea (Ship Docked)</u>
Ships	Ships
Soldiers	Soldiers
	Port
	Other Infrastructure

## Phase 3: Attacking (cont.)

### Order of Engagement (cont.):

The attacker may call off the attack at any point in time and end their turn or elect to attack a different territory or the same one from a different territory. When attacking by land, you must attack with all soldiers present in a territory regardless of how many soldiers the enemy has. If you lose all your soldiers in an attack, your territory will be garrisoned by three indigenous, which automatically initiates the redeployment phase. You may only attack from one territory at a time.

### Plunder

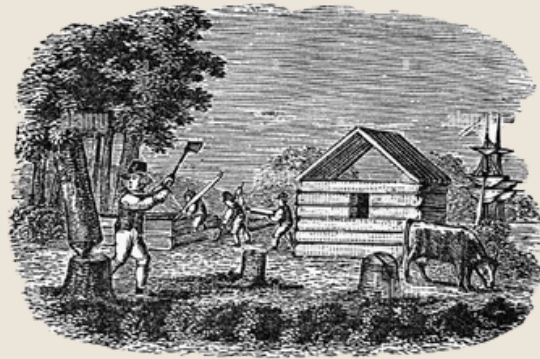
**Plundering:** If a territory contains an infrastructure unit (port, colony, metropolis or fortress) and is taken by an opposing player, the attacking player may elect to retain the infrastructure or plunder it, removing the piece from the map and gaining gold.

The amount of gold received for plundering each infrastructure unit is as follows:

<u>Infrastructure Unit</u>	<u>Plunder value</u>
Port	1 gold piece
Colony	2 gold pieces
Metropolis	4 gold pieces
Fortress	5 gold pieces

If the player elects to plunder a territory, the gold will be first taken from the defeated player. If the defeated player has no gold, or only a fraction of the gold to be taken from the infrastructure, the difference will be made up by the bank.

Example: If Player A plunders Player B's metropolis, but Player B only has two gold pieces, Player A will take the two gold pieces from Player B and take the remaining three gold pieces from the bank.



## Phase 4: Redeployment

Redeployment automatically ends your attacking phase. Redeployment is the movement of troops between adjacent territories. Players may move any amount of soldiers stationed in one territory and move them into a single adjacent territory, unless moving by warship.

If moving by warship, the territory can be multiple territories or even continents away, so long as there is a continuous chain of player controlled territories connecting them or by capital to capital. This may be done only once per turn. Once redeployment is complete, the player will initiate the loot collection phase.

*See the following page for allowed and not allowed redeployment examples*

### Indigenous Rules

If, at the end of the redeployment phase, there are any unoccupied territories as a result of mutual destruction or warship probing, those territories will be taken over by 3 natives. Native controlled territories must be liberated before any player can re-occupy the territory.

## Phase 5: Loot Collection

At the end of a player's turn, he may collect 1 resource corresponding to each territory he conquered during his turn and still controls. After collecting the resources, the player passes the dice to the next player.

## Redeployment Examples

### Valid Redeployment



Multiple soldiers may move to an adjacent territory.

### Invalid Redeployment



Soldiers cannot redeploy to multiple territories; only to a single directly adjacent territory.



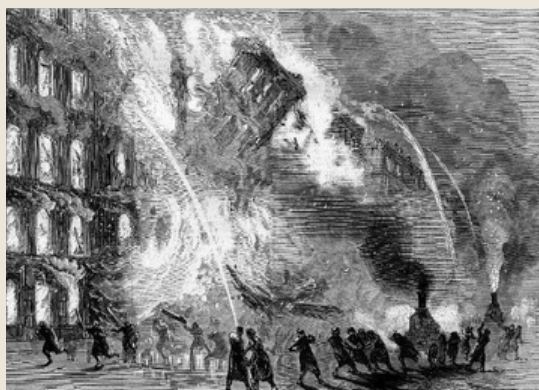
A ship may redeploy with soldiers aboard from a capital to another capital.



Soldiers cannot move nonadjacent territories; only to a single directly adjacent territory.



Ships cannot move to adjacent land; only along contiguous coastline or capital to capital.



## Victory Conditions

There are four ways to win within the game - each one requiring a unique strategy and total vigilance:

### Military Victory

If a player gains control of 4 out of the 7 continents during their turn, victory is theirs.

### Cultural Victory

If a player gains control of 8 out of the 11 capital cities during their turn, victory is theirs. (Note: We highly suggest maintaining at least a token defense of any capital city you control unless you desire to hand victory to your opponent.)

### Economic Victory

If a player has 20 gold pieces during their turn, victory is theirs.

### Technological Victory

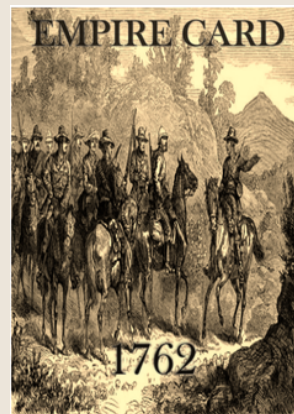
If a player builds or has control of six or more infrastructure units (port, colony, metropolis or fortress) and has at least one of each, victory is theirs. Conquered infrastructure units count towards this victory condition.



## Units, Cost & Ability

### Empire Cards

Empire cards are mystery cards that can either provide game changing capabilities to your civilization or simply enable you to harass your opponents more effectively. You may hold a maximum of 3 empire cards at a time, once the fourth is purchased you must play one of the four you now own. You must play an empire card after you roll unless otherwise stated on the card. For any questions regarding specific cards, see the Empire Card Appendix at the end.



Cost: 1 Gold Piece and 1 Iron

### Soldier

Soldiers are used to seize control of a territory from your competitors and extract resources. Two soldiers on one territory will harvest one resource if the territory's number is rolled. One soldier must remain in a territory unless a ship, port, colony, metropolis or fortress are built in that territory.



Cost: 1 Wheat and 1 Gunpowder for 1 Soldier, or 2 Soldiers for 1 Gold Piece.

### Cavalry

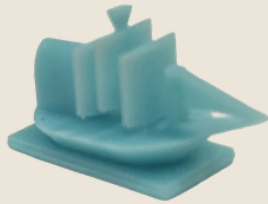
Cavalry represent 5 soldiers. They have no special ability. They simply save space and act as a placeholder for 5 soldiers.

## Units, Cost & Ability (cont.)

### Warships

Warships enable you to cross bodies of water between continents.

Warships provide a 4 sailor defensive bonus to the water adjacent territory they are docked to provide ability to move soldiers over significant distances. Warships can also be used offensively to raid, with or without any accompanying soldiers, and occupy enemy coastal settlements. Warships lack the ability to extract any resources regardless of how many occupy a territory.



When warships are used in an offensive maneuver, accompanying soldiers are destroyed first and then the sailor and warship - in a defensive scenario however, if attacked a warship cannot leave the territory it is stationed in. Attacking via sea is the only time a player may choose the amount of soldiers he is sending on the attack.



An attack tactic unique to warships is the ability to “probe”. Probing is when a warship, without any soldiers aboard, attacks another territory. This tactic allows the ship to damage the territory and then retreat before being sunk. But be careful! If the ship loses all 4 sailors it will sink.

If a ship takes over a territory without any soldiers aboard, the ship may hold the territory by docking there. The player may choose to have the ship leave the territory, forcing the indigenous to garrison it with three soldiers at the end of the player's turn.

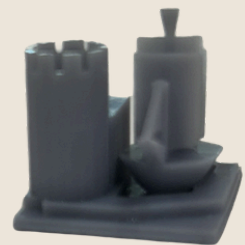


**Note:** If attacking a territory in which another enemy warship is stationed, the ships must fight first (ship on ship, excluding all soldiers), putting your soldiers at risk of a watery grave. Warships automatically return to full strength at the end of the turn, similar to all other infrastructure units. Finally, warships also provide the owner the ability to travel directly from capital to capital, or to move soldiers along contiguous coastal territories for an unlimited distance, provided those contiguous territories are under your direct control.

Cost: 4 Wood, 2 Iron, and 2 Gunpowder

### Trading Port

Players controlling a trading port may trade 3 of the same resource for any 1 resource with the bank. Trading ports also enable players to trade 5 of the same resource for 1 gold piece with the bank. When on a territory under attack, trading ports provide 1 garrisoned soldier. There are 5 trading ports in the game, and they may only be built in capital cities.



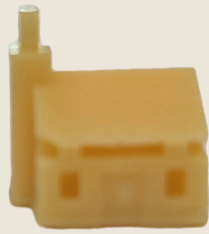
Cost: 1 Wood, 1 Stone, and 3 Iron



## Units, Cost & Ability (cont.)

### Colony

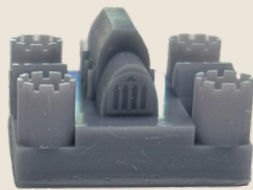
Foundational infrastructure unit. To further develop a territory (i.e. build a metropolis or fortress), you must first build a colony on that territory. Having a colony on a territory generates two resources instead of one per roll and provides two garrisoned soldiers who may not be used offensively and automatically replenish after the attacker's turn ends. Colonies can be plundered for two gold pieces if conquered but that will destroy the settlement entirely, eliminating the building and returning it to the original owner, or it can be kept intact by the attacking player and swapped out for their color.



Cost: 2 Wood, 2 Stone, and 2 Wheat

### Fortress

Fortresses provide a ten soldier defensive garrison that cannot be used offensively and will automatically replenish to full strength at the end of an attacker's turn if not conquered. The fortress raises the base rate of soldiers recruited per gold piece by one per fortress built - i.e. if you have two fortresses, the base rate of soldiers you can recruit per gold piece is now four, rather than the minimum of two.

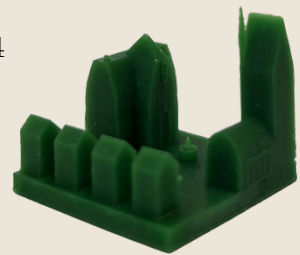


Finally, the fortress also automatically generates one soldier per turn that you can place in any territory you control on the map. This bonus applies per fortress created, so if you build two you now generate a minimum of two soldiers per turn as long as they remain in your control. This is in addition to any continental bonus you receive. Fortresses are worth four gold pieces when plundered, and like all other infrastructure units are entirely destroyed if plundered and are returned to the bank.

Cost: 6 Wood, 6 Stone, 2 Iron, 2 Gunpowder

### Metropolis

A metropolis allows the owner to extract 4 resources of the type generated by the territory it is constructed in each time the appropriate number is rolled and one of the appropriate resources each time the owner rolls, similar to how fortresses generate soldiers on your turn. This bonus stacks when your number for the metropolis is rolled on your turn (i.e. if you roll the metropolis number you would get 4 resources generated from the metropolis + 1 bonus generated for your turn). The metropolis also provides five garrisoned soldiers that are only able to be utilized in a defensive scenario and automatically replenish after the attacker's turn ends. Similar to colonies, metropolises can be plundered, and therefore destroyed for five gold pieces if conquered by an opposing player. The opposing player can also elect to keep the metropolis intact for their own use.



Cost: 3 Wood, 3 Stone, 3 Wheat, and 3 Iron



## Appendix

### Number of Units, Cards and Resources

45 territorial cards  
50 stone cards  
50 wood cards  
50 wheat cards  
50 gunpowder cards  
50 iron cards  
9 stone tiles  
9 wood tiles  
9 wheat tiles  
7 iron tiles  
7 gunpowder tiles  
4 gold tiles  
1x 2 and 12 pylon topper  
3x 3 and 11 pylon topper  
4x 4 and 10 pylon topper  
6x 5, 6, 8, 9 pylon topper  
5x 7 pylon topper  
60 infantrymen per faction  
10 cavalry per faction  
5 warships per faction  
5 colonies per faction  
3 cities per faction  
40 single gold pieces  
15 five gold pieces  
8 fortresses  
6 ports