



## **SAVAŞ BATTLE ROYALE**

*Clash of Empires in the Age of Conquest*

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### **Introduction**

*Lead your empire to victory in a fast-paced, strategic battle for control! In Savaş Battle Royale, players move across the board, collect treasure, engage in combat, and claim territory.*

## Game Overview

- **Players:** 2–4
- **Ages:** 12+
- **Game Duration:** 30–45 minutes
- **Objective:** Be the first to place the required number of territory cards on the board:
  - 2–3 **Players:** 15 territory cards
  - 4 **Players:** 10 territory cards

## Components

- **48 Treasure Cards:**



**12 Air (Arrows):** Aerial attacks

**12 Sea (Helm):** Warships

**12 Land (Helmet):** Infantry units

**4 Leader (Crown):** Legendary commanders

**8 Disposable (Catapult):** One-use siege weapons that defeat any unit, then are discarded

- **60 Territory Cards (15 per Empire):** Greeks, Ottomans, Romans, Mongols
- **4 Pawns:** One per player
- **1 Dice:** Determines movement and war strategies



## Setup

### Game Setup



- ✓ **CV** Shuffle all **48** treasure cards.
- ✓ Place **24** **face-up** in a **5x5** grid, leaving the center space empty.
- ✓ Set the **remaining 24** treasure cards **aside**.



**Alexander the Great:**  
Conquered the Persian Empire and beyond, founding over 20 cities named Alexandria and spreading Greek culture during the Hellenistic Period (~336–323 BC).



**Suleiman the Magnificent:**  
Known as "The Lawgiver" in the East, Suleiman reformed legal systems, balancing Islamic law with governance, and expanded the empire into Europe, Asia, and Africa (~1520–1566).



**Julius Caesar:**  
Expanded Rome's territories by conquering Gaul (~58–50 BC) and initiating reforms that centralized Roman governance before his assassination in 44 BC.



**Genghis Khan:**  
Unified the Mongol tribes and created the largest contiguous empire in history (~1206–1227), emphasizing meritocracy and military strategy.

## Player Setup

1. **Select an empire** (Greek, Ottoman, Roman, or Mongol) and take 15 territory cards.  
**4-player games:** Just use 10 territory cards per empire.
2. **Place all pawns** in the center space.  
The **center space cannot be claimed** or revisited after leaving.
3. **Determine turn order:** Each player rolls the dice once; the highest roller goes first, then play proceeds clockwise.

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## Gameplay Overview

Each turn follows this structure:

1. **Roll the Dice:** Determines movement and grants a war strategy bonus.
2. **Choose to Activate War Strategy:** Special actions based on the dice roll.
3. **Move Your Pawn (Some war strategies do not allow movement):** Move up to the number rolled (orthogonal movement by default).
4. **Claim Treasure Cards:** If ending on a treasure space, take it into your **Attack Pile**.
5. **Combat (if applicable):** Battle if ending on an enemy territory card.
6. **End Turn:** Pass to the next player.

## War Strategies

When you roll the dice not only do you get to move, but you can also activate a war strategy.

**Some war strategies require a choice between movement or activating the strategy.**

- If you roll a “4” you must choose between **movement** or **FORTIFICATION**.
- If you roll a “5” you must choose between **movement** or **RAID**.



DICE NUMBER	EFFECT
1 – RECON	Secretly view all adjacent treasure cards. (Not diagonally)
2 – STEALTH	Pass through and end movement on enemy territory <b>without combat</b> .
3 – BATTLEFIELD ADVANTAGE	<b>Move</b> diagonally and <b>attack</b> diagonally this turn.
4 – FORTIFICATION	Instead of moving, place a territory card on top of another territory card that is on the game map. Your turn ends immediately.
5 – RAID	Instead of moving, steal the top treasure card from an opponent's Attack Pile. Your turn ends immediately.
6 – BLITZ	Take an extra turn after this one.

# Combat and Attacking

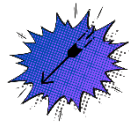
## When Combat Occurs:

- If you end your turn on an opponent's territory (without **Stealth**), **combat must occur**.
- Both players **flip the top card of their Attack Piles**.

## Combat Resolution:

### 1. Compare Unit Types: (Just like playing paper, rock, scissors)

- **Air (Arrows) beats Land (Helmet)**



**DEFEATS**



- **Land (Helmet) beats Sea (Helm)**



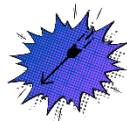
**DEFEATS**



- **Sea (Helm) beats Air (Arrows)**



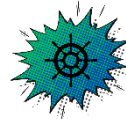
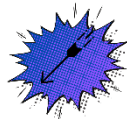
**DEFEATS**



- **Leaders (Crown) beat all standard units**



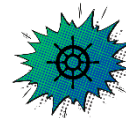
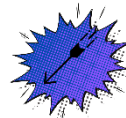
**DEFEATS**



- **Disposable (Catapult) defeats any unit but is discarded after use**



**DEFEATS**



## ONE TIME USE



## 2. Tiebreakers:

- If both cards are the same type, the empire matching their unit type **wins the tie**.
- If still tied, reveal the next card in each pile until a winner emerges.
- Running out of cards mid-battle results in an automatic loss.

## Combat Outcomes:

### • Attacker Wins:

- Defender removes their **territory card**.
- Attacker **claims the space** with their own territory card.
- Attacker **gains the defender's used treasure cards** (except Disposable cards, which are discarded).

### • Defender Wins:

- Territory remains unchanged.
- Attacker **moves back to their previous space**.
- Defender **gains the attacker's used treasure cards** (except Disposable cards, which are discarded).

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## Movement and Blockades

- You cannot pass through or land on a space occupied by another player's pawn.
- You cannot attack a space occupied by a pawn. Pawns act as **blockades**.



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## Additional Clarifications

- **No Peeking:** Players **cannot look at their Attack Pile cards** until revealed in battle.
- **Running Out of Cards:** If you run out of Attack Pile cards, you cannot initiate combat.
- **Optional War Strategies:** You may **choose not to use** a war strategy, even if available.